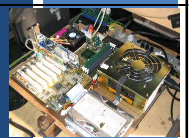
TCSS 422: OPERATING SYSTEMS



**Condition Variables,
Concurrency Problems**

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FEEDBACK FROM 10/29

- Not clear on sloppy counter,
  code example was covered quickly…

SLOPPY COUNTER

- Provides single logical shared counter
  - Implemented using **local counters** for each ~CPU core
    - 4 CPU cores = 4 local counters & 1 global counter
    - Local counters are synchronized via local locks
  - **Global counter** is updated periodically
    - Global counter has lock to protect global counter value
    - **Sloppiness threshold (S):**
      Update interval for when local values are pushed to global counter
    - Small (S): more updates, more overhead
    - Large (S): fewer updates, more performant, less synchronized
- Local counters (threads) are not necessarily "pinned" to specific CPU Cores

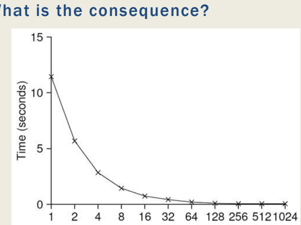
SLOPPY COUNTER - 2

- Update threshold (S) = 5
- Separate threads update local CPU counters
- Threads push updates to global counter

Time	L_1	L_2	L_3	L_4	G
0	0	0	0	0	0
1	0	0	1	1	0
2	1	0	2	1	0
3	2	0	3	1	0
4	3	0	3	2	0
5	4	1	3	3	0
6	5 → 0	1	3	4	5 (from L_1)
7	0	2	4	5 → 0	10 (from L_4)

THRESHOLD VALUE S

- Consider 4 threads increment a counter 1000000 times each
- Low S → What is the consequence?
- High S → What is the consequence?



SLOPPY COUNTER - EXAMPLE

- Example implementation
- Also with CPU affinity

OBJECTIVES

- Program 2
- Midterm Review
- **Multi-threaded Programming**
- Chapter 30 – Condition Variables
- Chapter 32 – Concurrency Problems
- **Memory Virtualization**
- Chapters 13, 14, 15, 16….

CHAPTER 30 – CONDITION VARIABLES

CONDITION VARIABLES

- There are many cases where a thread wants to wait for another thread before proceeding with execution
- Consider when a precondition must be fulfilled before it is meaningful to proceed …

CONDITION VARIABLES - 2

- Support a signaling mechanism to alert threads when preconditions have been satisfied
- Eliminate busy waiting
- Alert one or more threads to "consume" a result, or respond to state changes in the application
- Threads are placed on an **explicit queue** (FIFO) to wait for signals
- **Signal**: wakes one thread
  broadcast wakes all (ordering by the OS)

CONDITION VARIABLES - 3

- Condition variable

```
pthread_cond_t c;
```

  - Requires initialization
- Condition API calls

```
pthread_cond_wait(pthread_cond_t *c, pthread_mutex_t *m);   // wait()
pthread_cond_signal(pthread_cond_t *c);                     // signal()
```

- wait() accepts a mutex parameter
  - Releases lock, puts thread to sleep
- signal()
  - Wakes up thread, awakening thread acquires lock

CONDITION VARIABLES - QUESTIONS

- **Why would we want to put waiting threads on a queue… why not use a stack?**
  - Queue (FIFO), Stack (LIFO)
  - Using condition variables eliminates busy waiting by putting threads to "sleep" and yielding the CPU.
- **Why do we want to not busily wait for the lock to become available?**
- A program has 10-threads, where 9 threads are waiting. The working thread finishes and broadcasts that the lock is available. **What happens next?**

MATRIX GENERATOR

Matrix generation example

Chapter 30
signal.c

MATRIX GENERATOR

- The main thread, and worker thread (generates matrices) share a single matrix pointer.
- What would happen if we don't use a condition variable to coordinate exchange of the lock?
- Let's try "nosignal.c"

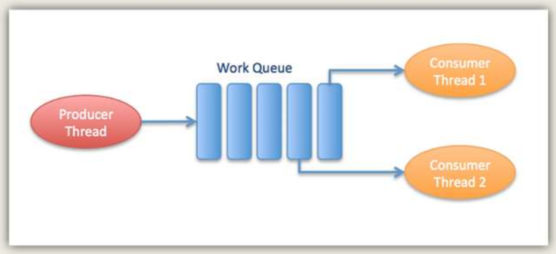
SUBTLE RACE CONDITION: WITHOUT A WHILE

```
void thr_exit() {
        done = 1;
        Pthread_cond_signal(&c);
}

void thr_join() {
        if (done == 0)
                Pthread_cond_wait(&c);
}
```

- Parent thread calls thr_join() and executes the comparison
- The context switches to the child
- The child runs thr_exit() and signals the parent, but the parent is not waiting yet.
- **The signal is lost**
- The parent deadlocks

PRODUCER / CONSUMER



PRODUCER / CONSUMER

- **Producer**
  - Produces items – consider the child matrix maker
  - Places them in a buffer
    - Example: the buffer is only 1 element (single array pointer)
- **Consumer**
  - Grabs data out of the buffer
  - Our example: parent thread receives dynamically generated matrices and performs an operation on them
    - Example: calculates average value of every element (integer)
- Multithreaded web server example
  - Http requests placed into work queue; threads process

PRODUCER / CONSUMER - 2

- Producer / Consumer is also known as **Bounded Buffer**
- Bounded buffer
  - Similar to piping output from one Linux process to another
  - grep pthread signal.c | wc –l
  - Synchronized access:
    sends output from grep → wc as it is produced
  - File stream

PUT/GET ROUTINES

- Buffer is a one element shared data structure (int)
- Producer "puts" data
- Consumer "gets" data
- Shared data structure requires synchronization

```
int buffer;
int count = 0;    // initially, empty

void put(int value) {
        assert(count == 0);
        count = 1;
        buffer = value;
}

int get() {
        assert(count == 1);
        count = 0;
        return buffer;
}
```


PRODUCER / CONSUMER - 3

- Producer adds data
- Consumer removes data (busy waiting)
- **Will this code work (spin locks) with 2-threads?**
  1. Producer 2. Consumer

```
void *producer(void *arg) {
        int i;
        int loops = (int) arg;
        for (i = 0; i < loops; i++) {
                put(i);
        }
}

void *consumer(void *arg) {
        int i;
        while (1) {
                int tmp = get();
                printf("%d\n", tmp);
        }
}
```


PRODUCER / CONSUMER - 3

- The shared data structure needs synchronization!

Producer

```
cond_t cond;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);                  // p1
        if (count == 1)                              // p2
            Pthread_cond_wait(&cond, &mutex);        // p3
        put(i);                                      // p4
        Pthread_cond_signal(&cond);                  // p5
        Pthread_mutex_unlock(&mutex);                // p6
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);                  // c1
```


PRODUCER/CONSUMER - 4

```
        if (count == 0)                              // c2
            Pthread_cond_wait(&cond, &mutex);        // c3
        int tmp = get();                             // c4
        Pthread_cond_signal(&cond);                  // c5
        Pthread_mutex_unlock(&mutex);                // c6
        printf("%d\n", tmp);
    }
}
```

Consumer

- This code as-is works with just:
  - (1) Producer
  - (1) Consumer
- If we scale to (2+) consumer's it fails
  - How can it be fixed ?

EXECUTION TRACE:
NO WHILE, 1 PRODUCER, 2 CONSUMERS

- Two threads

Legend
c1/p1- lock
c2/p2- check var
c3/p3- wait
c4- put()
p4- get()
c5/p5- signal
c6/p6- unlock

T_{c1}	State	T_{c2}	State	T_p	State	Count	Comment
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep		Ready	p1	Running	0	
	Sleep		Ready	p2	Running	0	
	Sleep		Ready	p4	Running	1	Buffer now full
	Ready		Ready	p5	Running	1	T_{c1} awoken
	Ready		Ready	p6	Running	1	
	Ready		Ready	p1	Running	1	
	Ready		Ready	p2	Running	1	
	Ready		Ready	p3	Sleep	1	Buffer full; sleep
	Ready	c1	Running		Sleep	1	T_{c2} sneaks in ...
	Ready	c2	Running		Sleep	1	
	Ready	c4	Running		Sleep	0	... and grabs data
	Ready	c5	Running		Ready	0	T_p awoken
	Ready	c6	Running		Ready	0	
c4	Running		Ready		Ready	0	Oh oh! No data

PRODUCER/CONSUMER SYNCHRONIZATION

- When producer threads awake, they do not check if there is any data in the buffer…
  - Need while, not if
- What if T_p puts a value, wakes T_{c1} whom consumes the value
- Then T_p has a value to put, but T_{c1}'s signal on &cond wakes T_{c2}
- There is nothing for T_{c2} consume, so T_{c2} sleeps
- T_{c1}, T_{c2}, and T_p all sleep forever
- T_{c1} needs to wake T_p to T_{c2}

EXECUTION TRACE:
WHILE, 1 CONDITION, 1 PRODUCER, 2 CONSUMERS

Legend
c1/p1- lock
c2/p2- check var
c3/p3- wait
c4- put()
p4- get()
c5/p5- signal
c6/p6- unlock

T_{c1}	State	T_{c2}	State	T_p	State	Count	Comment
c1	Running		Ready		Ready	0	
c2	Running		Ready		Ready	0	
c3	Sleep		Ready		Ready	0	Nothing to get
	Sleep	c1	Running		Ready	0	
	Sleep	c2	Running		Ready	0	
	Sleep	c3	Sleep		Ready	0	Nothing to get
	Sleep		Sleep	p1	Running	0	
	Sleep		Sleep	p2	Running	0	
	Sleep		Sleep	p4	Running	1	Buffer now full
	Ready		Sleep	p5	Running	1	T_{c1} awoken
	Ready		Sleep	p6	Running	1	
	Ready		Sleep	p1	Running	1	
	Ready		Sleep	p2	Running	1	
	Ready		Sleep	p3	Sleep	1	Must sleep (full)
c2	Running		Sleep		Sleep	1	Recheck condition
c4	Running		Sleep		Sleep	0	T_{c1} grabs data
c5	Running		Ready		Sleep	0	**Oops! Woke T_{c2}**

EXECUTION TRACE – 2
WHILE, 1 CONDITION, 1 PRODUCER, 2 CONSUMERS

- T_{c2} runs, no data to consume

Legend
c1/p1- lock
c2/p2- check var
c3/p3- wait
c4- put()
p4- get()
c5/p5- signal
c6/p6- unlock

T_{c1}	State	T_{c2}	State	T_p	State	Count	Comment
...	...	...	...	...	...	...	*(cont.)*
c6	Running		Ready		Sleep	0	
c1	Running		Ready		Sleep	0	
c2	Running		Ready		Sleep	0	
c3	Sleep		Ready		Sleep	0	Nothing to get
	Sleep	c2	Running		Sleep	0	
	Sleep	c3	Sleep		Sleep	0	**Everyone asleep ...**

TWO CONDITIONS

- Use two condition variables: empty & full
  - One condition handles the producer
  - the other the consumer

```
cond_t empty, full;
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);
        while (count == 1)
            Pthread_cond_wait(&empty, &mutex);
        put(i);
        Pthread_cond_signal(&full);
        Pthread_mutex_unlock(&mutex);
    }
}
```


FINAL PRODUCER/CONSUMER

- Change buffer from int, to int buffer[MAX]
- Add indexing variables

```
int buffer[MAX];
int fill = 0;
int use = 0;
int count = 0;

void put(int value) {
    buffer[fill] = value;
    fill = (fill + 1) % MAX;
    count++;
}

int get() {
    int tmp = buffer[use];
    use = (use + 1) % MAX;
    count--;
    return tmp;
}
```


FINAL P/C - 2

```
cond_t empty, full
mutex_t mutex;

void *producer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // p1
        while (count == MAX)                     // p2
            Pthread_cond_wait(&empty, &mutex);   // p3
        put(i);                                  // p4
        Pthread_cond_signal (&full);             // p5
        Pthread_mutex_unlock(&mutex);            // p6
    }
}

void *consumer(void *arg) {
    int i;
    for (i = 0; i < loops; i++) {
        Pthread_mutex_lock(&mutex);              // c1
        while (count == 0)                       // c2
            Pthread_cond_wait( &full, &mutex);   // c3
        int tmp = get();                         // c4
```


FINAL P/C - 3

```
(Cont.)
            Pthread_cond_signal(&empty);         // c5
            Pthread_mutex_unlock(&mutex);        // c6
            printf("%d\n", tmp);
        }
    }
```

- Producer: only sleeps when buffer is full
- Consumer: only sleeps if buffers are empty

COVERING CONDITIONS

- A condition that covers ***all*** cases (conditions):
- Excellent use case for **pthread_cond_broadcast**
- Consider memory allocation:
  - When a program deals with huge memory allocation/deallocation on the heap
  - Access to the heap must be managed when memory is scarce

    PREVENT: Out of memory:
    - queue requests until memory is free
  - Which thread should be woken up?

COVERING CONDITIONS - 2

```
// how many bytes of the heap are free?
int bytesLeft = MAX_HEAP_SIZE;

// need lock and condition too
cond_t c;
mutex_t m;

void *
allocate(int size) {
    Pthread_mutex_lock(&m);
    while (bytesLeft < size)
        Pthread_cond_wait(&c, &m);
    void *ptr = ...;                    // get mem from heap
    bytesLeft -= size;
    Pthread_mutex_unlock(&m);
    return ptr;
}

void free(void *ptr, int size) {
    Pthread_mutex_lock(&m);
    bytesLeft += size;
    Pthread_cond_signal(&c);            //
    Pthread_mutex_unlock(&m);
}
```

Check available memory

Broadcast

COVER CONDITIONS - 3

- Broadcast awakens all blocked threads requesting memory
- Each thread evaluates if there's enough memory: (bytesLeft < size)
  - Reject: requests that cannot be fulfilled- go back to sleep
    - *Insufficient memory*
  - Run: requests which **can** be fulfilled
    - with newly available memory!
- **Overhead**
  - Many threads may be awoken which can't execute

CHAPTER 32 – CONCURRENCY PROBLEMS

OBJECTIVES

- Chapter 32:
  - Non-deadlock concurrency bugs
  - Deadlock causes
  - Deadlock prevention

CONCURRENCY BUGS IN OPEN SOURCE SOFTWARE

- "Learning from Mistakes – A Comprehensive Study on Real World Concurrency Bug Characteristics"
  - Shan Lu et al.
  - Architectural Support For Programming Languages and Operating Systems (ASPLOS 2008), Seattle WA

Application	What it does	Non-Deadlock	Deadlock
MySQL	Database Server	14	9
Apache	Web Server	13	4
Mozilla	Web Browser	41	16
Open Office	Office Suite	6	2
Total		**74**	**31**

NON-DEADLOCK BUGS

- Majority of concurrency bugs
- Most common:
  - Atomicity violation: forget to use locks
  - Order violation: failure to initialize lock/condition before use

ATOMICITY VIOLATION - MYSQL

- Two threads access the `proc_info` field in `struct thd`
- `NULL` is 0 in C
- Serialized access to shared memory among separate threads is not enforced (e.g. non-atomic)
- Simple example:

Programmer intended variable to be accessed atomically…

```
Thread1::
if(thd->proc_info){
    …
    fputs(thd->proc_info , …);
    …
}

Thread2::
thd->proc_info = NULL;
```


ATOMICITY VIOLATION - SOLUTION

- Add locks for all uses of: `thd->proc_info`

```
pthread_mutex_t lock = PTHREAD_MUTEX_INITIALIZER;

Thread1::
pthread_mutex_lock(&lock);
if(thd->proc_info){
    …
    fputs(thd->proc_info , …);
    …
}
pthread_mutex_unlock(&lock);

Thread2::
pthread_mutex_lock(&lock);
thd->proc_info = NULL;
pthread_mutex_unlock(&lock);
```


ORDER VIOLATION BUGS

- Desired order between memory accesses is flipped
- E.g. something is checked before it is set
- Example:

```
Thread1::
void init(){
    mThread = PR_CreateThread(mMain, …);
}

Thread2::
void mMain(…){
    mState = mThread->State
}
```

- What if mThread is not initialized?

ORDER VIOLATION - SOLUTION

- Use condition variable to enforce order

```
pthread_mutex_t mtLock = PTHREAD_MUTEX_INITIALIZER;
pthread_cond_t mtCond = PTHREAD_COND_INITIALIZER;
int mtInit = 0;

Thread 1::
void init(){
    …
    mThread = PR_CreateThread(mMain,…);

    // signal that the thread has been created.
    pthread_mutex_lock(&mtLock);
    mtInit = 1;
    pthread_cond_signal(&mtCond);
    pthread_mutex_unlock(&mtLock);
    …
}

Thread2::
void mMain(…){
    …
```


ORDER VIOLATION – SOLUTION 2

```
    // wait for the thread to be initialized …
    pthread_mutex_lock(&mtLock);
    while(mtInit == 0)
        pthread_cond_wait(&mtCond, &mtLock);
    pthread_mutex_unlock(&mtLock);

    mState = mThread->State;
    …
}
```

NON-DEADLOCK BUGS - 1

- 97% of Non-Deadlock Bugs were
  - Atomicity
  - Order violations
- Consider what is involved in "spotting" these bugs in code
- Desire for automated tool support (IDE)

NON-DEADLOCK BUGS - 2

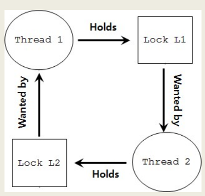
- Atomicity
  - How can we tell if a given variable is shared?
    - Can search the code for uses
  - How do we know if all instances of its use are shared?
    - Can some non-synchronized (non-atomic) uses be legal?
    - Before threads are created, after threads exit
    - Must verify the scope
- Order violation
  - Must consider all variable accesses
  - Must known desired order

DEADLOCK BUGS

- Presence of a cycle in code
- Thread 1 acquires lock L1, waits for lock L2
- Thread 2 acquires lock L2, waits for lock L1

```
Thread 1:      Thread 2:
lock(L1);      lock(L2);
lock(L2);      lock(L1);
```

- Both threads can block, unless one manages to acquire both locks



REASONS FOR DEADLOCKS

- Complex code
  - Must avoid circular dependencies – can be hard to find…
- Encapsulation hides potential locking conflicts
  - Easy-to-use APIs embed locks inside
  - Programmer doesn't know they are there
  - Consider the Java Vector class:

```
Vector v1,v2;
v1.AddAll(v2);
```

  - Vector is thread safe (synchronized) by design
  - If there is a v2.AddAll(v1); call at nearly the same time deadlock could result

CONDITIONS FOR DEADLOCK

- **Four conditions** are required for dead lock to occur

Condition	Description
Mutual Exclusion	Threads claim exclusive control of resources that they require.
Hold-and-wait	Threads hold resources allocated to them while waiting for additional resources
No preemption	Resources cannot be forcibly removed from threads that are holding them.
Circular wait	There exists a circular chain of threads such that each thread holds one more resources that are being requested by the next thread in the chain

PREVENTION – MUTUAL EXCLUSION

- Build wait-free data structures
  - Eliminate locks altogether
  - Build structures using CompareAndSwap atomic CPU (HW) instruction
- C pseudo code for CompareAndSwap
- Hardware executes this code atomically

```
int CompareAndSwap(int *address, int expected, int new){
    if(*address == expected){
        *address = new;
        return 1; // success
    }
    return 0;
}
```

PREVENTION – MUTUAL EXCLUSION - 2

- Recall atomic increment

```
void AtomicIncrement(int *value, int amount){
     do{
          int old = *value;
     }while( CompareAndSwap(value, old, old+amount)==0);
}
```

- Compare and Swap tries over and over until successful
- CompareAndSwap is guaranteed to be atomic
- When it runs it is **ALWAYS** atomic (at HW level)

MUTUAL EXCLUSION: LIST INSERTION

- Consider list insertion

```
void insert(int value){
     node_t * n = malloc(sizeof(node_t));
     assert( n != NULL );
     n->value = value ;
     n->next  = head;
     head     = n;
}
```


MUTUAL EXCLUSION – LIST INSERTION - 2

- Lock based implementation

```
void insert(int value){
     node_t * n = malloc(sizeof(node_t));
     assert( n != NULL );
     n->value = value ;
     lock(listlock); // begin critical section
     n->next = head;
     head     = n;
     unlock(listlock) ;  //end critical section
}
```


MUTUAL EXCLUSION – LIST INSERTION - 3

- Wait free (no lock) implementation

```
void insert(int value) {
     node_t *n = malloc(sizeof(node_t));
     assert(n != NULL);
     n->value = value;
     do {
               n->next = head;
     } while (CompareAndSwap(&head, n->next, n));
}
```

- Assign &head to n (new node ptr)
- Only when head = n->next

QUESTIONS