TCSS 422: OPERATING SYSTEMS

Linux Thread API, Locks, Lock-Based Data Structures

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OBJECTIVES – 4/23

- Questions from 4/21
- Assignment 0 (Apr 23 11:59p AOE)
- C Tutorial (Apr 30 11:59p AOE)
- Assignment 1 (May 7 11:59p AOE)
- Chapter 27: Linux Thread API
  - pthread_create/_join
  - pthread_mutex_lock/_unlock/_trylock/_timelock
  - pthread_cond_wait/_signal/_broadcast
- Chapter 28: Locks
  - Introduction, Lock Granularity
  - Spin Locks, Test and Set, Compare and Swap
- Chapter 29: Lock Based Data Structures
  - Concurrent Data Structures

MATERIAL / PACE

- Please classify your perspective on material covered in today's class (48 respondents):
- 1-mostly review, 5-equal new/review, 10-mostly new
- **Average – 7.32 (↓ *from 7.6*)**

- Please rate the pace of today's class:
- 1-slow, 5-just right, 10-fast
- **Average – 5.63 (↑ from 5.45)**

FEEDBACK FROM 4/23

- ***I'm confused on how the scheduling question was done but I'm hoping the lecture tonight (Wed 4/22) will clear up any questions I have.***

- 7 scheduling examples, about an hour
- Video posted
- 1 FIFO, 1 SJF, 1 STCF
- 4 MLFQ

FEEDBACK - 2

- ***I would like to have more clarity on lock and why is it slow?***

```
// Global Address Space
#define COUNT 8000000
static volatile int counter = 0;
pthread_mutex_t lock;

void *worker(void *arg)
{
for (int i=0;i<COUNT;i++)  {
    int rc = pthread_mutex_lock(&lock);
    counter = counter + 1;
    pthread_mutex_unlock(&lock);
  }
}
```

#1: 8,000,000 function calls

#2: Calls are system calls (kernel API)
Context switch req'd to kernel worker process to perform requested work with privileged access to the HW

#3: Mutual Exclusion:
If another thread is already executing inside the Critical Section, then it blocks (running → blocked) and waits for the lock to become available.

RACE CONDITION

- What is happening with our counter?
  - When counter=50, consider code: counter = counter + 1
  - If synchronized, counter will = 52

OS	Thread1	Thread2	(after instruction) PC	%eax	counter
	before critical section		100	0	50
	mov 0x8049a1c, %eax		105	50	50
	add $0x1, %eax		108	51	50
interrupt					
save T1's state					
restore T2's state					
		mov 0x8049a1c, %eax	100	0	50
		add $0x1, %eax	105	50	50
		mov %eax, 0x8049a1c	108	51	50
interrupt					
save T2's state					
restore T1's state			108	51	50
		mov %eax, 0x8049a1c	113	51	51

CRITICAL SECTION

- Code that accesses a shared variable must not be ***concurrently*** executed by more than one thread
- Multiple *active* threads inside a ***critical section*** produce a ***race condition***.
- ***Atomic execution*** (*all code executed as a unit*) must be ensured in ***critical*** sections
  - These sections must be ***mutually exclusive***

ANYWHERE ON EARTH (AOE) ASSIGNMENTS REVISED SUBMISSION TIME

- TCSS 422 B Sp 2020
- Now due at 11:59 pm **A**nywhere **O**n **E**arth (AOE) TIME ZONE
- Pacific Daylight Time minus 5 hours
- Last time zone before international date line
- 11:59 pm = ~4:59 am PDT

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CHAPTER 27 - LINUX THREAD API

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THREAD CREATION

- pthread_create

```
#include <pthread.h>

int
pthread_create(      pthread_t*       thread,
               const pthread_attr_t* attr,
                     void*           (*start_routine)(void*),
                     void*           arg);
```

- thread: thread struct
- attr: stack size, scheduling priority… (*optional*)
- start_routine: function pointer to thread routine
- arg: argument to pass to thread routine (*optional*)

PTHREAD_CREATE – PASS ANY DATA

```
#include <pthread.h>

typedef struct __myarg_t {
        int a;
        int b;
} myarg_t;

void *mythread(void *arg) {
        myarg_t *m = (myarg_t *) arg;
        printf("%d %d\n", m->a, m->b);
        return NULL;
}

int main(int argc, char *argv[]) {
        pthread_t p;
        int rc;

        myarg_t args;
        args.a = 10;
        args.b = 20;
        rc = pthread_create(&p, NULL, mythread, &args);
        …
}
```


PASSING A SINGLE VALUE

- Here we "cast" the pointer to pass/return a primitive data type

```
1   void *mythread(void *arg) {
2       int m = (int) arg;
3       printf("%d\n", m);
4       return (void *) (arg + 1);
5   }
6
7   int main(int argc, char *argv[]) {
8       pthread_t p;
9       int rc, m;
10      pthread_create(&p, NULL, mythread, (void *) 100);
11      pthread_join(p, (void **) &m);
12      printf("returned %d\n", m);
13      return 0;
14  }
```


PASSING A SINGLE VALUE

Using this approach on your Ubuntu VM, How large (in bytes) can the primitive data type be?

How large (in bytes) can the primitive data type be on a 32-bit operating system?

```
9       int rc, m;
10      pthread_create(&p, NULL, mythread, (void *) 100);
11      pthread_join(p, (void **) &m);
12      printf("returned %d\n", m);
13      return 0;
14  }
```


For pthread_create(), how large (in bytes) can a casted primitive data type be that is passed in as a replacement for (void *) on a 32-bit operating system?

- 1 byte
- 2 bytes
- 3 bytes
- 4 bytes
- Unlimited size

Start the presentation to see live content. Still no live content? Install the app or get help at PollEv.com/app

WAITING FOR THREADS TO FINISH

```
int pthread_join(pthread_t thread, void **value_ptr);
```

- thread: which thread?
- value_ptr: pointer to return value
  type is dynamic / agnostic
- Returned values *must* be on the heap
- Thread stacks destroyed upon thread termination (join)
- Pointers to thread stack memory addresses are invalid
  - May appear as gibberish or lead to crash (seg fault)
- Not all threads join – ***What would be Examples ??***

What will this code do?

```
struct myarg {
  int a;
  int b;
};

void *worker(void *arg)
{
  struct myarg *input = (struct myarg *) arg;
  printf("a=%d b=%d\n",input->a, input->b);
  struct myarg output;
  output.a = 1;
  output.b = 2;
  return (void *) &output;
}

int main (int argc, char * argv[])
{
  pthread_t p1;
  struct myarg args;
  struct myarg *ret_args;
  args.a = 10;
  args.b = 20;
  pthread_create(&p1, NULL, worker, &args);
  pthread_join(p1, (void *)&ret_args);
  printf("returned %d %d\n", ret_args->a, ret_args->b);
  return 0;
}
```


What will this code do?

```
struct myarg {
  int a;
  int b;
};

void *worker(void *arg)
{
  struct myarg *input = (struct myarg *) arg;
  printf("a=%d b=%d\n",input->a, input->b);
  struct myarg output;
  output.a = 1;
  output.b = 2;
  return (void *) &output;
}

int main (int argc, char * argv[])
{
  pthread_t p1;
  struct myarg args;
  struct myarg *ret_args;
  args.a = 10;
  args.b = 20;
  pthread_
  pthread_
  printf("
  return 0;
}
```

Data on thread stack

```
$ ./pthread_struct
a=10 b=20
Segmentation fault (core dumped)
```

How can this code be fixed?

How about this code?

```
struct myarg {
  int a;
  int b;
};

void *worker(void *arg)
{
  struct myarg *input = (struct myarg *) arg;
  printf("a=%d b=%d\n",input->a, input->b);
  input->a = 1;
  input->b = 2;
  return (void *) &input;
}

int main (int argc, char * argv[])
{
  pthread_t p1;
  struct myarg args;
  struct myarg *ret_args;
  args.a = 10;
  args.b = 20;
  pthread_create(&p1, NULL, worker, &args);
  pthread_join(p1, (void *)&ret_args);
  printf("returned %d %d\n", ret_args->a, ret_args->b);
  return 0;
}
```

```
$ ./pthread_struct
a=10 b=20
returned 1 2
```


ADDING CASTS

- Casting
- Suppresses compiler warnings when passing "typed" data where (void) or (void *) is called for
- Example: uncasted capture in pthread_join

```
pthread_int.c: In function 'main':
pthread_int.c:34:20: warning: passing argument 2 of 'pthread_join'
from incompatible pointer type [-Wincompatible-pointer-types]
   pthread_join(p1, &p1val);
```

- Example: uncasted return

```
In file included from pthread_int.c:3:0:
/usr/include/pthread.h:250:12: note: expected 'void **' but argument
is of type 'int **'
 extern int pthread_join (pthread_t __th, void **__thread_return);
```


ADDING CASTS - 2

- pthread_join

```
int * p1val;
int * p2val;
pthread_join(p1, (void *)&p1val);
pthread_join(p2, (void *)&p2val);
```

- return from thread function

```
int * counterval = malloc(sizeof(int));
*counterval = counter;
return (void *) counterval;
```

LOCKS

- pthread_mutex_t data type
- /usr/include/bits/pthread_types.h

```
// Global Address Space
static volatile int counter = 0;
pthread_mutex_t lock;

void *worker(void *arg)
{
  int i;
  for (i=0;i<10000000;i++)  {
    int rc = pthread_mutex_lock(&lock);
    assert(rc==0);
    counter = counter + 1;
    pthread_mutex_unlock(&lock);
  }
  return NULL;
}
```


LOCKS - 2

- Ensure critical sections are executed atomically-*as a unit*
  - Provides implementation of "***Mutual Exclusion***"
- API

```
int pthread_mutex_lock(pthread_mutex_t *mutex);
int pthread_mutex_unlock(pthread_mutex_t *mutex);
```

- Example w/o initialization & error checking

```
pthread_mutex_t lock;
pthread_mutex_lock(&lock);
x = x + 1; // or whatever your critical section is
pthread_mutex_unlock(&lock);
```

  - Blocks forever until lock can be obtained
  - Enters critical section once lock is obtained
  - Releases lock

LOCK INITIALIZATION

- Assigning the constant

```
pthread_mutex_t lock = PTHREAD_MUTEX_INITIALIZER;
```

- API call:

```
int rc = pthread_mutex_init(&lock, NULL);
assert(rc == 0); // always check success!
```

- Initializes mutex with attributes specified by 2nd argument
- If NULL, then default attributes are used
- Upon initialization, the mutex is initialized and unlocked

LOCKS - 3

- Error checking wrapper

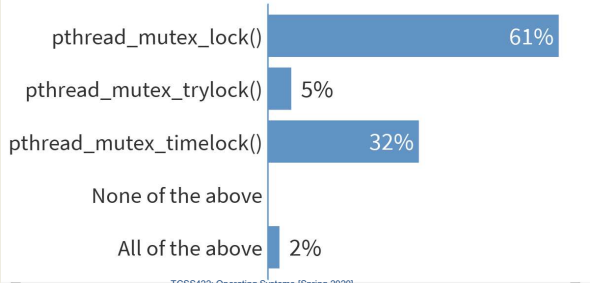
```
// Use this to keep your code clean but check for failures
// Only use if exiting program is OK upon failure
void Pthread_mutex_lock(pthread_mutex_t *mutex) {
    int rc = pthread_mutex_lock(mutex);
    assert(rc == 0);
}
```

- What if lock can't be obtained?

```
int pthread_mutex_trylock(pthread_mutex_t *mutex);
int pthread_mutex_timelock(pthread_mutex_t *mutex,
                           struct timespec *abs_timeout);
```

- trylock – returns immediately (fails) if lock is unavailable
- timelock – tries to obtain a lock for a specified duration

Which Linux Thread API function *is* a blocking function? A blocking function causes the thread to go from READY --> BLOCKED.



CONDITIONS AND SIGNALS

- Condition variables support "signaling" between threads

```
int pthread_cond_wait(pthread_cond_t *cond,
                      pthread_mutex_t *mutex);
int pthread_cond_signal(pthread_cond_t *cond);
```

- pthread_cond_t datatype
- pthread_cond_wait()
  - Puts thread to "sleep" (waits) (THREAD is BLOCKED)
  - Threads added to >**FIFO queue**<, lock is released
  - Waits ***(listens)*** for a "signal" (NON-BUSY WAITING, no polling)
  - When signal occurs, interrupt fires, wakes up first thread, (THREAD is RUNNING), lock is provided to thread

CONDITIONS AND SIGNALS - 2

```
int pthread_cond_signal(pthread_cond_t * cond);
int pthread_cond_broadcast(pthread_cond_t * cond);
```

- pthread_cond_signal()
  - Called to send a "signal" to wake-up first thread in **FIFO "wait" queue**
  - The goal is to unblock a thread to respond to the signal
- pthread_cond_broadcast()
  - Unblocks ***all*** threads in **FIFO "wait" queue**, currently blocked on the specified condition variable
  - Broadcast is used when all threads should wake-up for the signal
- Which thread is unblocked first?
  - Determined by OS scheduler (based on priority)
  - Thread(s) awoken based on placement order in **FIFO wait queue**
  - When awoken threads acquire lock as in pthread_mutex_lock()

CONDITIONS AND SIGNALS - 3

- Wait example:

```
pthread_mutex_t lock = PTHREAD_MUTEX_INITIALIZER;
pthread_cond_t cond = PTHREAD_COND_INITIALIZER;

pthread_mutex_lock(&lock);
while (initialized == 0)
    pthread_cond_wait(&cond, &lock);
// Perform work that requires lock
a = a + b;
pthread_mutex_unlock(&lock);
```

- wait puts thread to sleep, releases lock
- when awoken, lock reacquired (but then released by this code)
- When initialized, another thread signals

```
pthread_mutex_lock(&lock);
initialized = 1;
pthread_cond_signal(&init);
pthread_mutex_unlock(&lock);
```

State variable set, Enables other thread(s) to proceed above.

CONDITION AND SIGNALS - 4

```
pthread_mutex_t lock = PTHREAD_MUTEX_INITIALIZER;
pthread_cond_t cond = PTHREAD_COND_INITIALIZER;

pthread_mutex_lock(&lock);
while (initialized == 0)
    pthread_cond_wait(&cond, &lock);
// Perform work that requires lock
a = a + b;
pthread_mutex_unlock(&lock);
```

- Why do we wait inside a while loop?
- The while ensures upon awakening the condition is rechecked
  - A signal is raised, but the pre-conditions required to proceed may have not been met. **MUST CHECK STATE VARIABLE**
  - Without checking the state variable the thread may proceed to execute when it should not. (e.g. too early)

Five pthreads wait using a condition variable. Which pthread is woken and provided the lock FIRST when a signal or broadcast occurs?

The first thread to block and wait on the condition variable.	A	100%
The last thread to block and wait on the condition variable.	B	
All threads that have blocked and are waiting on the condition variable are awoken at the same time.	C	
None of the Above	D	
All of the Above	E	

PTHREADS LIBRARY

- Compilation:
  gcc requires special option to require programs with pthreads:
  - gcc –pthread pthread.c –o pthread
  - Explicitly links library with compiler flag
  - RECOMMEND: using makefile to provide compiler arguments
- List of pthread manpages
  - man –k pthread

SAMPLE MAKEFILE

```
CC=gcc
CFLAGS=-pthread -I. -Wall

binaries=pthread pthread_int pthread_lock_cond pthread_struct

all: $(binaries)

pthread_mult: pthread.c pthread_int.c
    $(CC) $(CFLAGS) $^ -o $@

clean:
    $(RM) -f $(binaries) *.o
```

- Example builds multiple single file programs
  - All target
- pthread_mult
  - Example if multiple source files should produce a single executable
- clean target

TCSS 422 WILL RETURN AT ~2:50PM

CHAPTER 28 – LOCKS

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LOCKS

- Ensure critical section(s) are executed atomically-*as a unit*
  - Only one thread is allowed to execute a critical section at any given time
  - Ensures the code snippets are "mutually exclusive"
- Protect a global counter:

```
balance = balance + 1;
```

- A "critical section":

```
1  lock_t mutex; // some globally-allocated lock 'mutex'
2  …
3  lock(&mutex);
4  balance = balance + 1;
5  unlock(&mutex);
```


LOCKS - 2

- Lock variables are called "MUTEX"
  - Short for mutual exclusion (that's what they guarantee)
- Lock variables store the state of the lock
- States
  - **Locked** (acquired or held)
  - **Unlocked** (available or free)
- Only 1 thread can hold a lock

LOCKS - 3

- `pthread_mutex_lock(&lock)`
  - Try to acquire lock
  - If lock is free, calling thread will acquire the lock
  - Thread with lock enters critical section
    - Thread "owns" the lock
- No other thread can acquire the lock before the owner releases it.

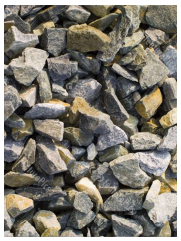
LOCKS - 4

- Program can have many mutex (lock) variables to "serialize" many critical sections
- Locks are also used to protect data structures
  - Prevent multiple threads from changing the same data simultaneously
  - Programmer can make sections of code "granular"
    - Fine grained – means just one grain of sand at a time through an hour glass
  - Similar to relational database transactions
    - DB transactions prevent multiple users from modifying a table, row, field

FINE GRAINED?

- ***Is this code a good example of "fine grained parallelism"?***

```
pthread_mutex_lock(&lock);
a = b++;
b = a * c;
*d = a + b +c;
FILE * fp = fopen ("file.txt", "r");
fscanf(fp, "%s %s %s %d", str1, str2, str3, &e);
ListNode *node = mylist->head;
Int i=0
while (node) {
  node->title = str1;
  node->subheading = str2;
  node->desc = str3;
  node->end = *e;
  node = node->next;
  i++
}
e = e - i;
pthread_mutex_unlock(&lock);
```



FINE GRAINED PARALLELISM

```
pthread_mutex_lock(&lock_a);
pthread_mutex_lock(&lock_b);
a = b++;
pthread_mutex_unlock(&lock_b);
pthread_mutex_unlock(&lock_a);

pthread_mutex_lock(&lock_b);
b = a * c;
pthread_mutex_unlock(&lock_b);

pthread_mutex_lock(&lock_d);
*d = a + b +c;
pthread_mutex_unlock(&lock_d);

FILE * fp = fopen ("file.txt", "r");
pthread_mutex_lock(&lock_e);
fscanf(fp, "%s %s %s %d", str1, str2, str3, &e);
pthread_mutex_unlock(&lock_e);

ListNode *node = mylist->head;
int i=0 . . .
```

EVALUATING LOCK IMPLEMENTATIONS

- Correctness
  - Does the lock work?
  - Are critical sections mutually exclusive? (atomic-*as a unit*?)
- Fairness
  - Do all threads that compete for a lock have a fair chance of acquiring it?
- Overhead

BUILDING LOCKS

- Locks require hardware support
  - To minimize overhead, ensure fairness and correctness
  - Special "atomic-*as a unit*" instructions to support lock implementation
  - Atomic-*as a unit* exchange instruction
    - `XCHG`
  - Compare and exchange instruction
    - `CMPXCHG`
    - `CMPXCHG8B`
    - `CMPXCHG16B`

HISTORICAL IMPLEMENTATION

- To implement mutual exclusion
  - Disable interrupts upon entering critical sections

```
1  void lock() {
2      DisableInterrupts();
3  }
4  void unlock() {
5      EnableInterrupts();
6  }
```

- Any thread could disable system-wide interrupt
  - What if lock is never released?
- On a multiprocessor processor each CPU has its own interrupts
  - Do we disable interrupts for all cores simultaneously?
- While interrupts are disabled, they could be lost
  - If not queued…

SPIN LOCK IMPLEMENTATION

- Operate without atomic-*as a unit* assembly instructions
- "Do-it-yourself" Locks
- Is this lock implementation: ***(1)Correct? (2)Fair? (3)Performant?***

```
1   typedef struct __lock_t { int flag; } lock_t;
2
3   void init(lock_t *mutex) {
4       // 0 → lock is available, 1 → held
5       mutex->flag = 0;
6   }
7
8   void lock(lock_t *mutex) {
9       while (mutex->flag == 1)  // TEST the flag
10          ;  // spin-wait (do nothing)
11      mutex->flag = 1;  // now SET it !
12  }
13
14  void unlock(lock_t *mutex) {
15      mutex->flag = 0;
16  }
```


DIY: CORRECT?

- Correctness requires luck… (e.g. *DIY lock is incorrect*)

Thread1	Thread2
call lock()	
while (flag == 1)	
interrupt: switch to Thread 2	
	call lock()
	while (flag == 1)
	flag = 1;
	interrupt: switch to Thread 1
flag = 1; // set flag to 1 (too!)	

- Here both threads have "acquired" the lock simultaneously

DIY: PERFORMANT?

```
void lock(lock_t *mutex)
{
  while (mutex->flag == 1);   // while lock is unavailable, wait…
  mutex->flag = 1;
}
```

- What is wrong with while(<cond>); ?
- Spin-waiting wastes time actively waiting for another thread
- while (1); will "peg" a CPU core at 100%
  - Continuously loops, and evaluates mutex->flag value…
  - Generates heat…

TEST-AND-SET INSTRUCTION

- Hardware support required for working locks
- Book presents pseudo code of C implementation
  - TEST-and-SET adds a simple check to the basic spin lock
  - Assumption is this "C code" runs atomically on CPU:

```
1   int TestAndSet(int *ptr, int new) {
2       int old = *ptr;  // fetch old value at ptr
3       *ptr = new;      // store 'new' into ptr
4       return old;      // return the old value
5   }
```

- lock() method checks that TestAndSet doesn't return 1
- Comparison is in the caller
- Can implement the C version (non-atomic) and have some success on a single-core VM

DIY: TEST-AND-SET - 2

- C version: requires preemptive scheduler on single core system
- Lock is never released without a context switch
- single-core VM: occasionally will deadlock, doesn't miscount

```
1   typedef struct __lock_t {
2       int flag;
3   } lock_t;
4
5   void init(lock_t *lock) {
6       // 0 indicates that lock is available,
7       // 1 that it is held
8       lock->flag = 0;
9   }
10
11  void lock(lock_t *lock) {
12      while (TestAndSet(&lock->flag, 1) == 1)
13          ;       // spin-wait
14  }
15
16  void unlock(lock_t *lock) {
17      lock->flag = 0;
18  }
```


SPIN LOCK EVALUATION

- **Correctness:**
  - Spin locks with atomic Test-and-Set:
    Critical sections won't be executed simultaneously by (2) threads
- **Fairness:**
  - No fairness guarantee. Once a thread has a lock, nothing forces it to relinquish it…
- **Performance:**
  - Spin locks perform "busy waiting"
  - Spin locks are best for short periods of waiting (< 1 time quantum)
  - Performance is slow when multiple threads share a CPU
    - Especially if "spinning" for long periods

COMPARE AND SWAP

- Checks that the lock variable has the expected value FIRST, before changing its value
  - If so, make assignment
  - Return value at location
- Adds a comparison to TestAndSet
  - Textbook presents C pseudo code
  - Assumption is that the compare-and-swap method runs atomically
- Useful for wait-free synchronization
  - Supports implementation of shared data structures which can be updated atomically (*as a unit*) using the HW support CompareAndSwap instruction
  - Shared data structure updates become "wait-free"
  - Upcoming in Chapter 32

COMPARE AND SWAP

- Compare and Swap

```
1   int CompareAndSwap(int *ptr, int expected, int new) {
2       int actual = *ptr;
3       if (actual == expected)
4               *ptr = new;
5       return actual;
```

C implementation 1-core VM: Count is correct, no deadlock

- Spin loc

```
3               ; // spin
4   }
```

- X86 provides "`cmpxchgl`" compare-and-exchange instruction
  - `cmpxchg8b`
  - `cmpxchg16b`

TWO MORE "LOCK BUILDING" CPU INSTRUCTIONS

- Cooperative instructions used together to support synchronization on RISC systems
- No support on x86 processors
  - Supported by RISC: Alpha, PowerPC, ARM
- Load-linked (LL)
  - Loads value into register
  - Same as typical load
  - Used as a mechanism to track competition
- Store-conditional (SC)
  - Performs "mutually exclusive" store
  - Allows only one thread to store value

LL/SC LOCK

```
1   int LoadLinked(int *ptr) {
2       return *ptr;
3   }
4
5   int StoreConditional(int *ptr, int value) {
6       if (no one has updated *ptr since the LoadLinked to this address) {
7               *ptr = value;
8               return 1; // success!
9       } else {
10              return 0; // failed to update
11      }
12  }
```

- LL instruction loads pointer value (ptr)
- SC only stores if the load link pointer has not changed
- Requires HW support
  - C code is psuedo code

LL/SC LOCK - 2

```
1   void lock(lock_t *lock) {
2       while (1) {
3               while (LoadLinked(&lock->flag) == 1)
4                       ; // spin until it's zero
5               if (StoreConditional(&lock->flag, 1) == 1)
6                       return; // if set-it-to-1 was a success: all done
7                               otherwise: try it all over again
8       }
9   }
10
11  void unlock(lock_t *lock) {
12      lock->flag = 0;
13  }
```

- Two instruction lock

CHAPTER 29 – LOCK BASED DATA STRUCTURES

OBJECTIVES – 4/23

- **Questions from 4/21**
- **Assignment 0 (Apr 23 11:59p AOE)**
- **C Tutorial (Apr 30 11:59p AOE)**
- **Assignment 1 (May 7 11:59p AOE)**
- **Chapter 27: Linux Thread API**
  - pthread_create/_join
  - pthread_mutex_lock/_unlock/_trylock/_timelock
  - pthread_cond_wait/_signal/_broadcast
- **Chapter 28: Locks**
  - Introduction, Lock Granularity
  - Spin Locks, Test and Set, Compare and Swap
- **Chapter 29: Lock Based Data Structures**
  - Concurrent Data Structures

LOCK-BASED CONCURRENT DATA STRUCTURES

- Adding locks to data structures make them **thread safe**.
- Considerations:
  - Correctness
  - Performance
  - Lock granularity

COUNTER STRUCTURE W/O LOCK

- Synchronization weary --- not thread safe

```
1       typedef struct __counter_t {
2               int value;
3       } counter_t;
4
5       void init(counter_t *c) {
6               c->value = 0;
7       }
8
9       void increment(counter_t *c) {
10              c->value++;
11      }
12
13      void decrement(counter_t *c) {
14              c->value--;
15      }
16
17      int get(counter_t *c) {
18              return c->value;
19      }
```


CONCURRENT COUNTER

```
1       typedef struct __counter_t {
2               int value;
3               pthread_lock_t lock;
4       } counter_t;
5
6       void init(counter_t *c) {
7               c->value = 0;
8               Pthread_mutex_init(&c->lock, NULL);
9       }
10
11      void increment(counter_t *c) {
12              Pthread_mutex_lock(&c->lock);
13              c->value++;
14              Pthread_mutex_unlock(&c->lock);
15      }
16
```

- Add lock to the counter
- Require lock to change data

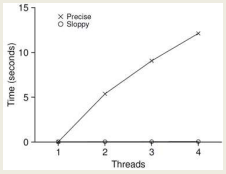
CONCURRENT COUNTER - 2

- Decrease counter
- Get value

```
(Cont.)
17      void decrement(counter_t *c) {
18              Pthread_mutex_lock(&c->lock);
19              c->value--;
20              Pthread_mutex_unlock(&c->lock);
21      }
22
23      int get(counter_t *c) {
24              Pthread_mutex_lock(&c->lock);
25              int rc = c->value;
26              Pthread_mutex_unlock(&c->lock);
27              return rc;
28      }
```


CONCURRENT COUNTERS - PERFORMANCE

- iMac: four core Intel 2.7 GHz i5 CPU
- Each thread increments counter 1,000,000 times



Traditional vs. sloppy counter
Sloppy Threshold (S) = 1024

Synchronized counter scales poorly.

PERFECT SCALING

- Achieve (N) performance gain with (N) additional resources
- Throughput:
- Transactions per second
- 1 core
- N = 100 tps
- 10 core
- N = 1000 tps

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 threshold of global counter with local values
    - Small (S): more updates, more overhead
    - Large (S): fewer updates, more performant, less synchronized
- Why this implementation? Why do we want counters local to each CPU Core?

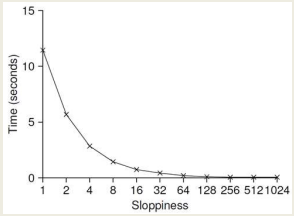
SLOPPY COUNTER - 2

- Update threshold (S) = 5
- Synchronized across four CPU cores
- Threads update local CPU counters

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

QUESTIONS

WILL RETURN IN A FEW MINUTES