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CS 537
Introduction to Operating Systems

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Synchronization

Questions answered in this lecture:

- Why is synchronization necessary?
- What are race conditions, critical sections, and atomic operations?
- How to protect critical sections with atomic loads and stores?

Cooperation requires Synchronization

Example:

Two threads share account balance in memory

Each runs common code, deposit()

```
void deposit (int amount) {
  balance = balance + amount;
}
```

Compile to sequence of assembly instructions

```
load   R1, balance
add    R1, amount
store  R1, balance
```

Which variables are shared? Which private?

Concurrent Execution

What happens if 2 threads deposit concurrently?

- Assume any interleaving of instructions is possible
- Make no assumptions about scheduler

```
Initial balance: $100
Thread 1:deposit(10)        Thread 2:deposit(20)
Load R1, balance
                            Load R1, balance
Add R1, amount
                            Add R1, amount
Store R1, balance
                            Store R1, balance
```

What is the final balance?

Definitions

Race condition: Result depends upon ordering of execution

- Non-deterministic bug, very difficult to find

Critical section: Only one thread can execute at a time

- To implement, need atomic operations

Atomic operation: No other instructions can be interleaved

Examples of atomic operations

- Loads and stores of words
  - Load r1, B
  - Store r1, A
- Code between interrupts on uniprocessors
  - Disable timer interrupts, don't do any I/O
- Special hw instructions
  - Test&Set
  - Compare&Swap

Critical Sections

Required Properties

- Mutual exclusion
  - Only one thread in critical section at a time
- Progress (deadlock-free)
  - If several simultaneous requests, must allow one to proceed
  - Must not depend on threads outside critical section
- Bounded (starvation-free)
  - Must eventually allow each waiting thread to enter

Desirable Properties

- Efficient
  - Don't consume substantial resources while waiting
  - Do not busy wait (I.e., spin wait)
- Fair
  - Don't make some processes wait longer than others

Critical Section: Attempt #1

Code uses a single shared lock variable

```
Boolean lock = false; // shared variable
Void deposit(int amount) {
  while (lock) /* wait */ ;
  lock = true;

  balance += amount; // critical section

  lock = false;
}
```

Why doesn't this work? Which principle is violated?

Attempt #2

Each thread has its own lock; lock indexed by tid (0, 1)

```
Boolean lock[2] = {false, false}; // shared
Void deposit(int amount) {
  lock[tid] = true;
  while (lock[1-tid]) /* wait */ ;

  balance += amount; // critical section

  lock[tid] = false;
}
```

Why doesn't this work? Which principle is violated?

Attempt #3

Turn variable determines which thread can enter

```
Int turn = 0; // shared
Void deposit(int amount) {
  while (turn == 1-tid) /* wait */ ;

  balance += amount; // critical section

  turn = 1-tid;
}
```

Why doesn't this work? Which principle is violated?

Peterson's Algorithm: Solution for Two Threads

Combine approaches 2 and 3: Separate locks and turn variable

```
Int turn = 0; // shared
Boolean lock[2] = {false, false};
Void deposit(int amount) {
  lock[tid] = true;
  turn = 1-tid;
  while (lock[1-tid] && turn == 1-tid) /* wait */ ;

  balance += amount; // critical section

  lock[tid] = false;
}
```

Peterson's Algorithm: Intuition

Mutual exclusion: Enter critical section if and only if

- Other thread does not want to enter
- Other thread wants to enter, but your turn

Progress: Both threads cannot wait forever at while() loop

- Completes if other process does not want to enter
- Other process (matching turn) will eventually finish

Bouded waiting

- Each process waits at most one critical section

Lamport's Bakery Algorithm for N Threads

Bakery algorithm intuition

- Each thread picks next highest ticket (may have ties)
- Enter critical section when have lowest ticket

```
Choosing[tid] = true;
Number[tid] = Max(number[0]..number[n-1]) + 1;
Choosing[tid] = false;
For (j = 0; j < n; j++) {
  while (choosing[j]);
  while (number[j] && ((number[j],j) < (number[tid],tid)));
}
Balance += amount;
Number[tid] = 0;
```