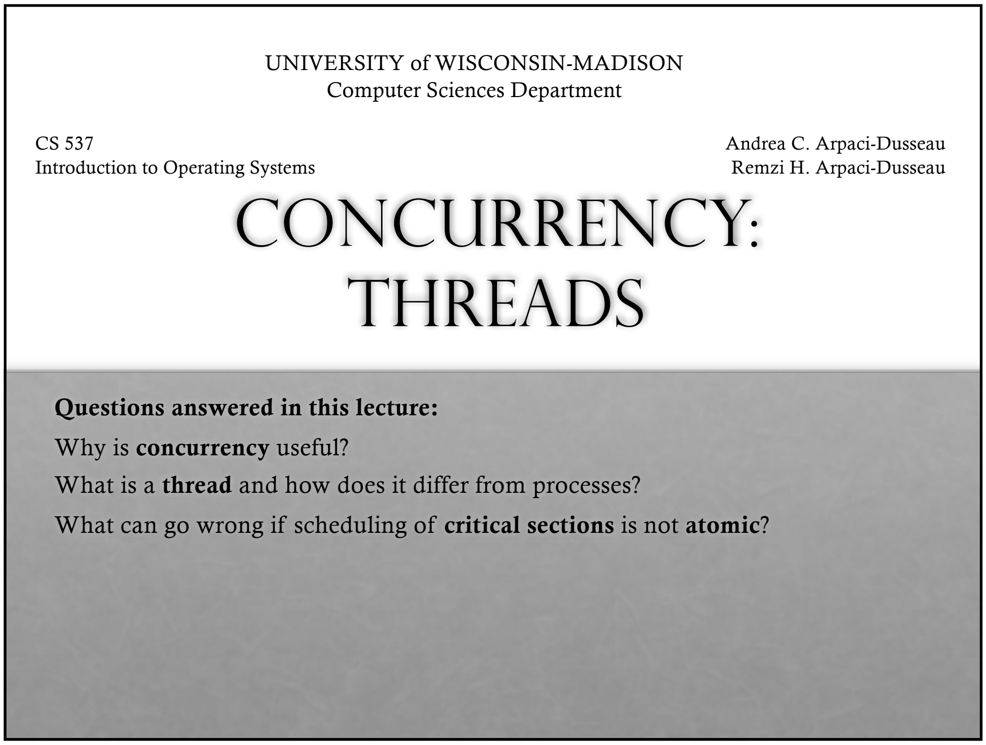


UNIVERSITY of WISCONSIN-MADISON
Computer Sciences Department

CS 537
Introduction to Operating Systems

Andrea C. Arpaci-Dusseau
Remzi H. Arpaci-Dusseau

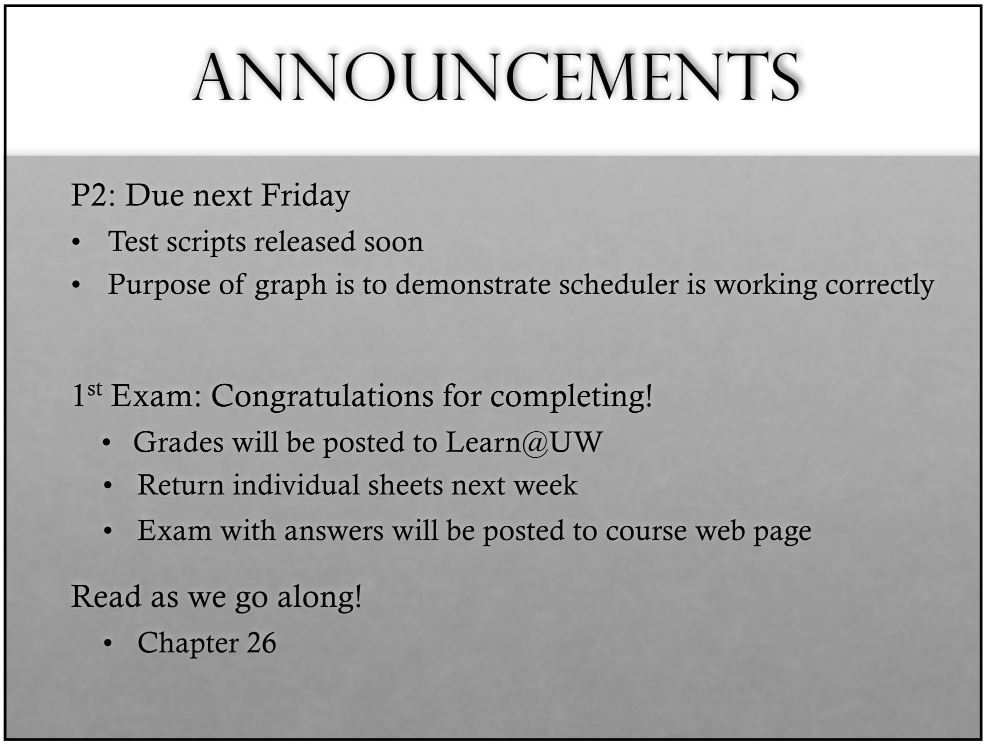
CONCURRENCY: THREADS

Questions answered in this lecture:

Why is **concurrency** useful?

What is a **thread** and how does it differ from processes?

What can go wrong if scheduling of **critical sections** is not **atomic**?



ANNOUNCEMENTS

P2: Due next Friday

- Test scripts released soon
- Purpose of graph is to demonstrate scheduler is working correctly

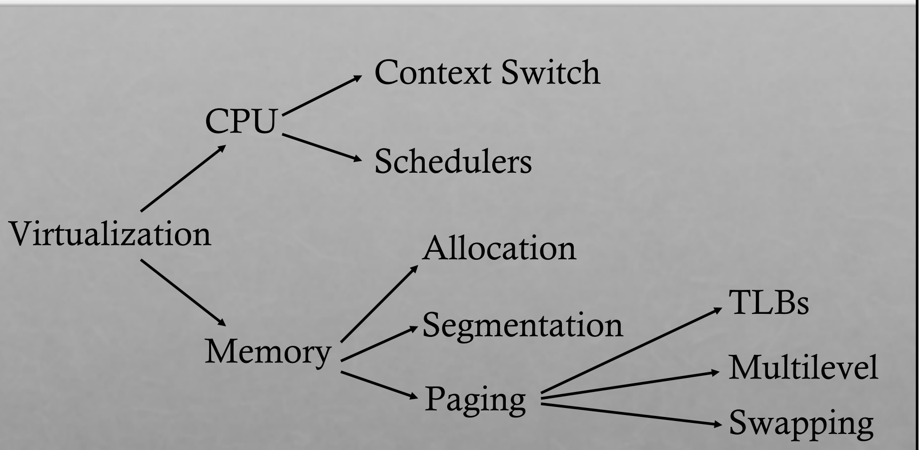
1st Exam: Congratulations for completing!

- Grades will be posted to Learn@UW
- Return individual sheets next week
- Exam with answers will be posted to course web page

Read as we go along!

- Chapter 26

Review: Easy Piece 1



Virtualization

CPU

Context Switch

Schedulers

Memory

Allocation

Segmentation

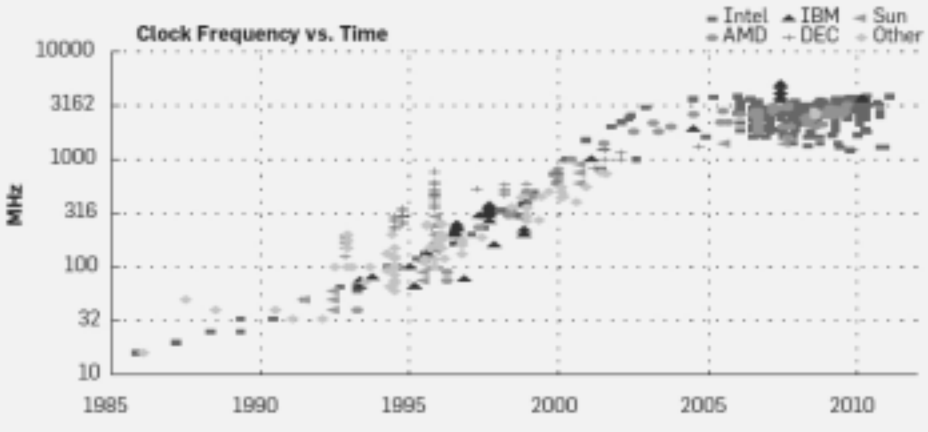
Paging

TLBs

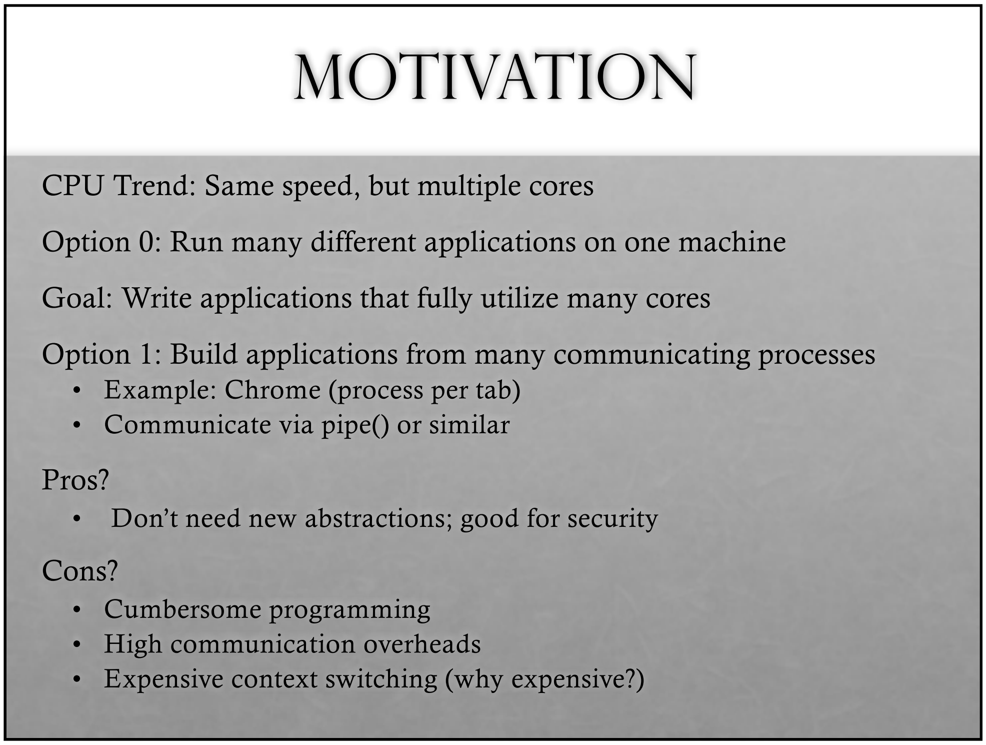
Multilevel

Swapping

Motivation for Concurrency



http://cacm.acm.org/magazines/2012/4/147359-cpu-db-recording-microprocessor-history/fulltext



MOTIVATION

CPU Trend: Same speed, but multiple cores

Option 0: Run many different applications on one machine

Goal: Write applications that fully utilize many cores

Option 1: Build applications from many communicating processes

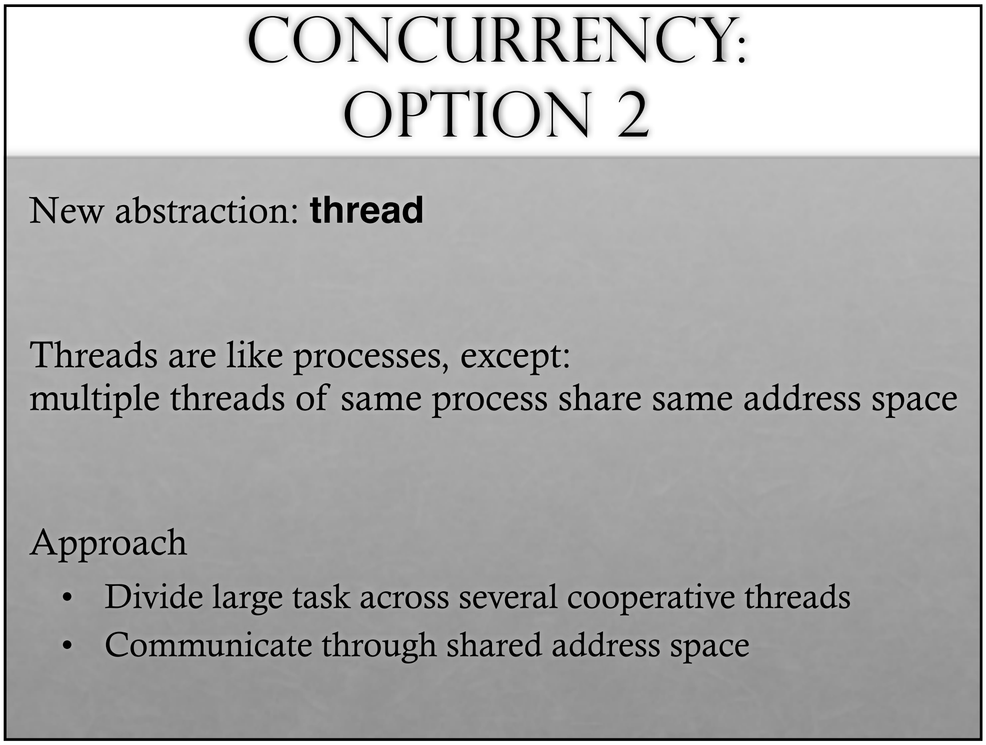
- Example: Chrome (process per tab)
- Communicate via pipe() or similar

Pros?

- Don't need new abstractions; good for security

Cons?

- Cumbersome programming
- High communication overheads
- Expensive context switching (why expensive?)



CONCURRENCY: OPTION 2

New abstraction: **thread**

Threads are like processes, except:
multiple threads of same process share same address space

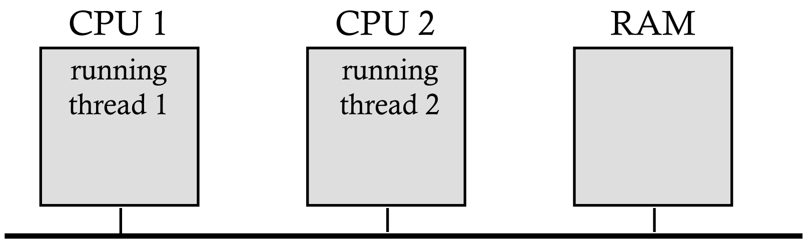
Approach

- Divide large task across several cooperative threads
- Communicate through shared address space

COMMON PROGRAMMING MODELS

Multi-threaded programs tend to be structured as:

- **Producer/consumer**
  Multiple producer threads create data (or work) that is handled by one of the multiple consumer threads
- **Pipeline**
  Task is divided into series of subtasks, each of which is handled in series by a different thread
- **Defer work with background thread**
  One thread performs non-critical work in the background (when CPU idle)



CPU 1

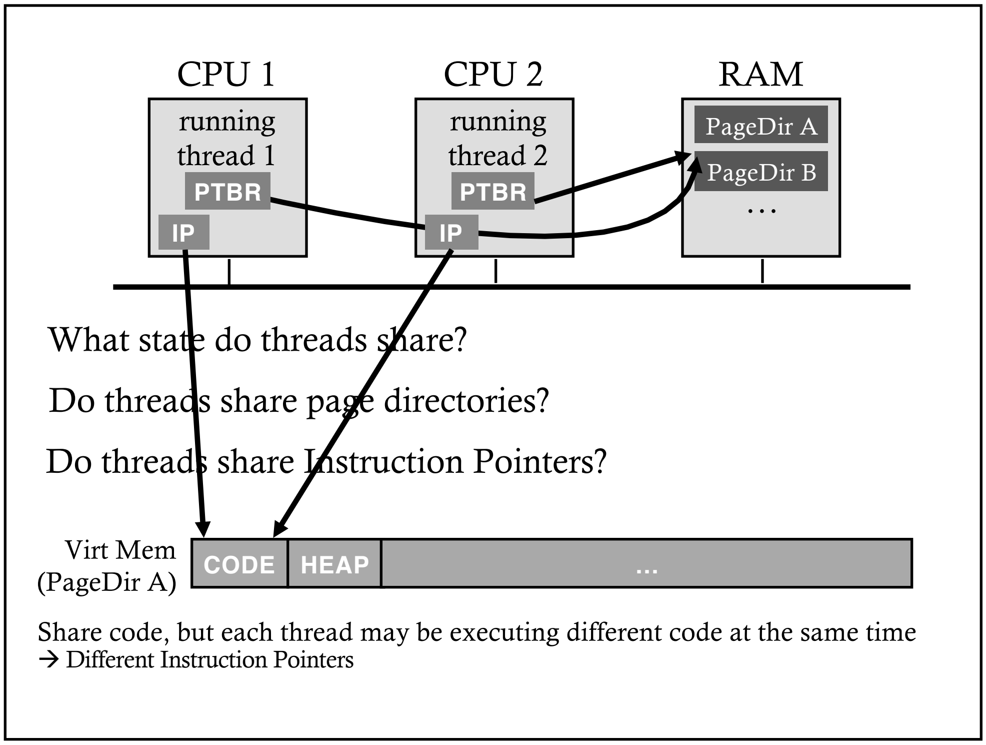
running thread 1

CPU 2

running thread 2

RAM

What state do threads share?

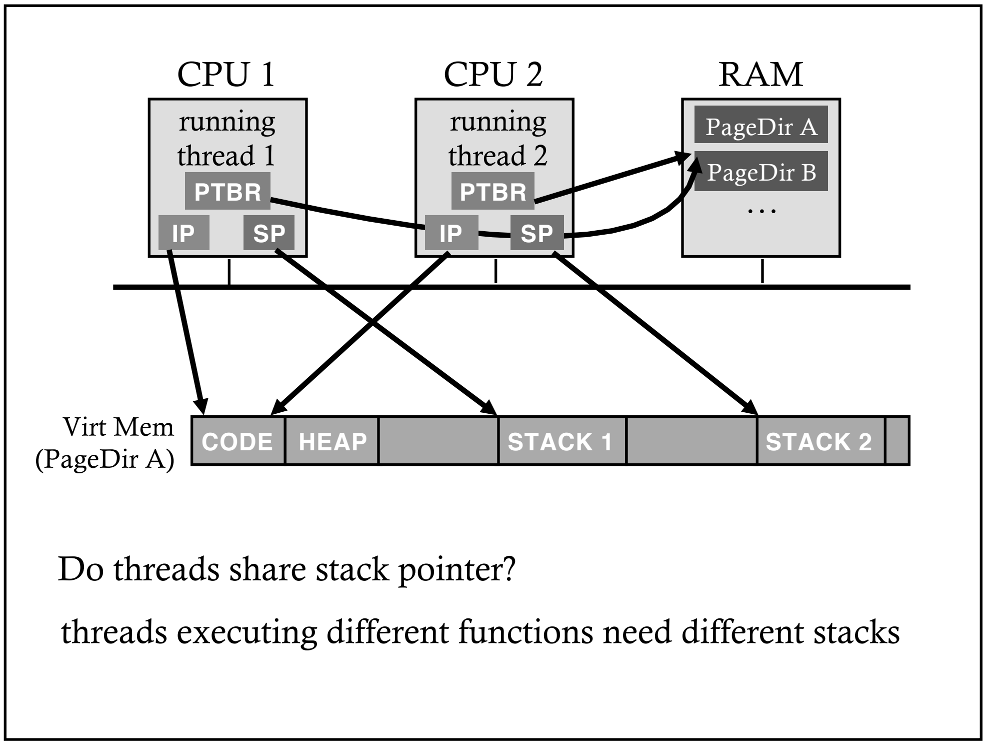


What state do threads share?

Do threads share page directories?

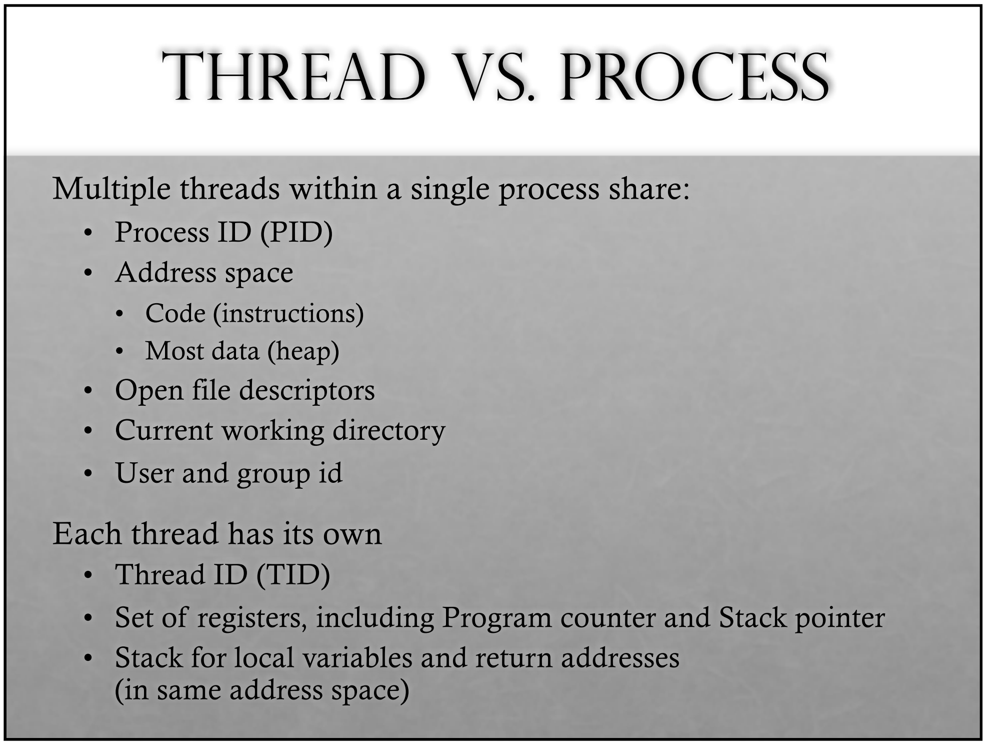
Do threads share Instruction Pointers?

Share code, but each thread may be executing different code at the same time
→ Different Instruction Pointers



Do threads share stack pointer?

threads executing different functions need different stacks



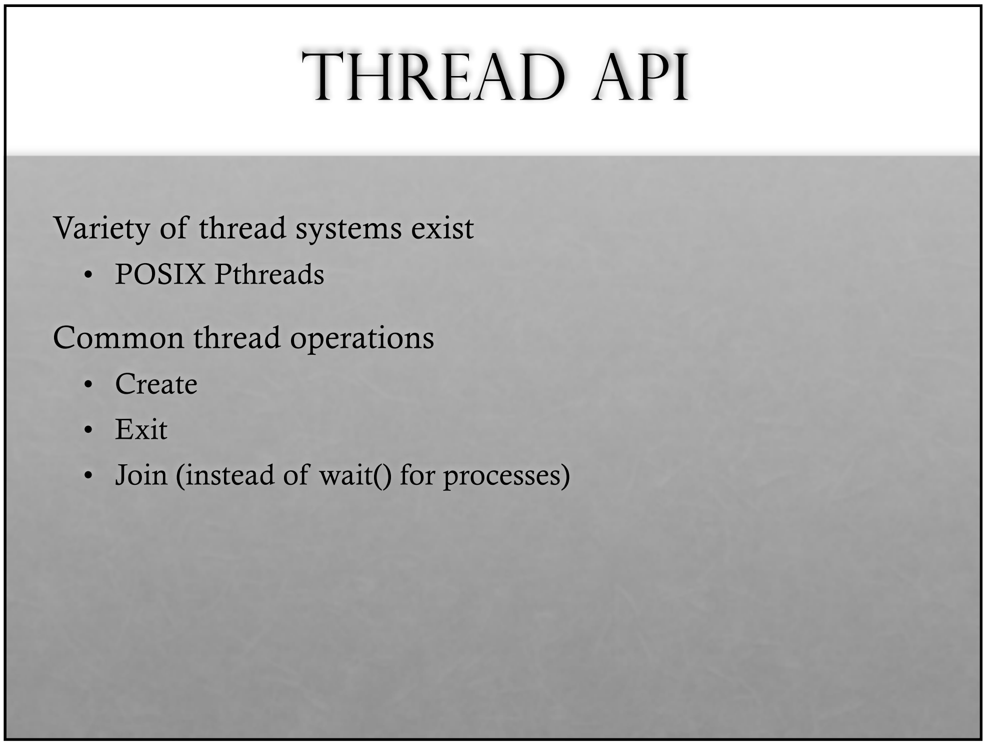
Thread vs. Process

Multiple threads within a single process share:

- Process ID (PID)
- Address space
  - Code (instructions)
  - Most data (heap)
- Open file descriptors
- Current working directory
- User and group id

Each thread has its own

- Thread ID (TID)
- Set of registers, including Program counter and Stack pointer
- Stack for local variables and return addresses
  (in same address space)



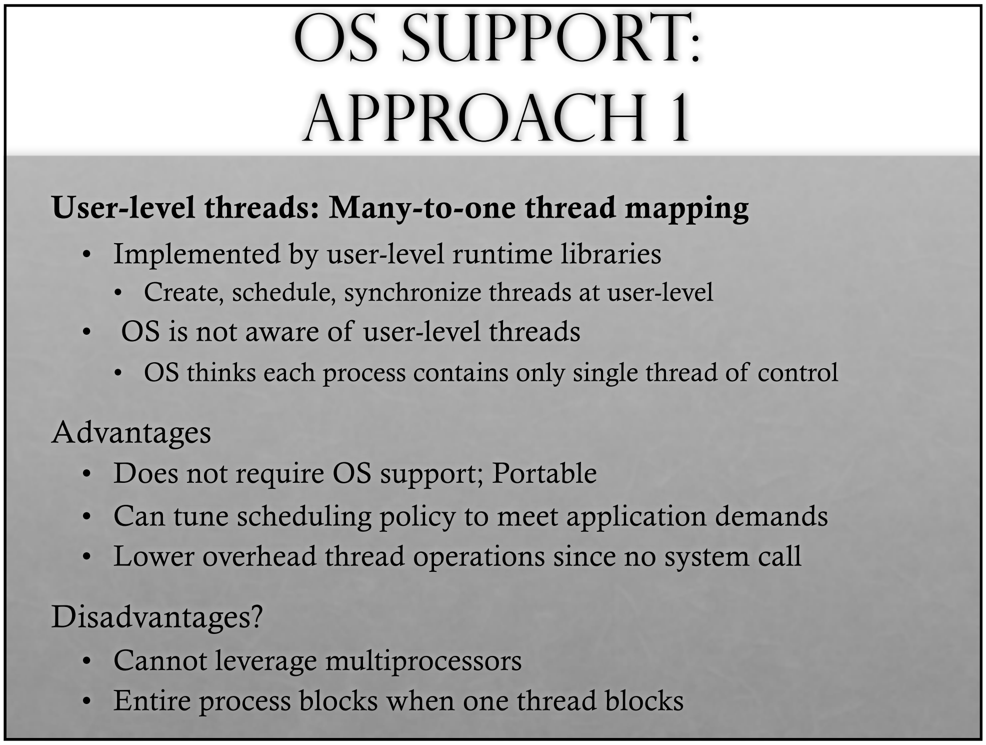
Thread API

Variety of thread systems exist

- POSIX Pthreads

Common thread operations

- Create
- Exit
- Join (instead of wait() for processes)



OS Support: Approach 1

User-level threads: Many-to-one thread mapping

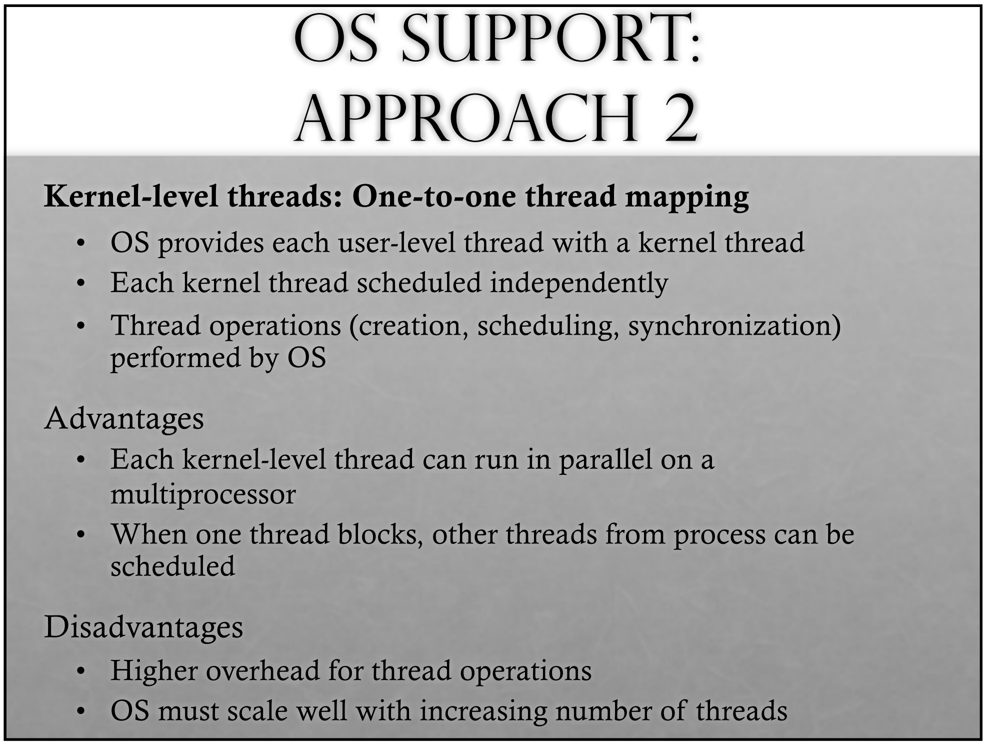
- Implemented by user-level runtime libraries
  - Create, schedule, synchronize threads at user-level
- OS is not aware of user-level threads
  - OS thinks each process contains only single thread of control

Advantages

- Does not require OS support; Portable
- Can tune scheduling policy to meet application demands
- Lower overhead thread operations since no system call

Disadvantages?

- Cannot leverage multiprocessors
- Entire process blocks when one thread blocks



OS Support: Approach 2

Kernel-level threads: One-to-one thread mapping

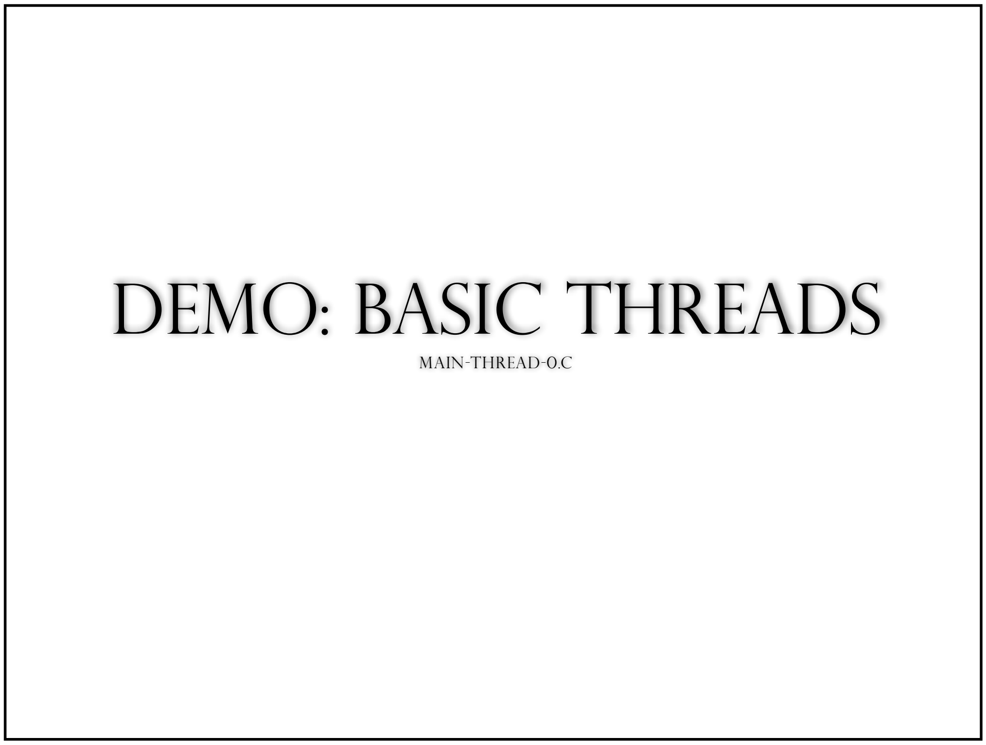
- OS provides each user-level thread with a kernel thread
- Each kernel thread scheduled independently
- Thread operations (creation, scheduling, synchronization) performed by OS

Advantages

- Each kernel-level thread can run in parallel on a multiprocessor
- When one thread blocks, other threads from process can be scheduled

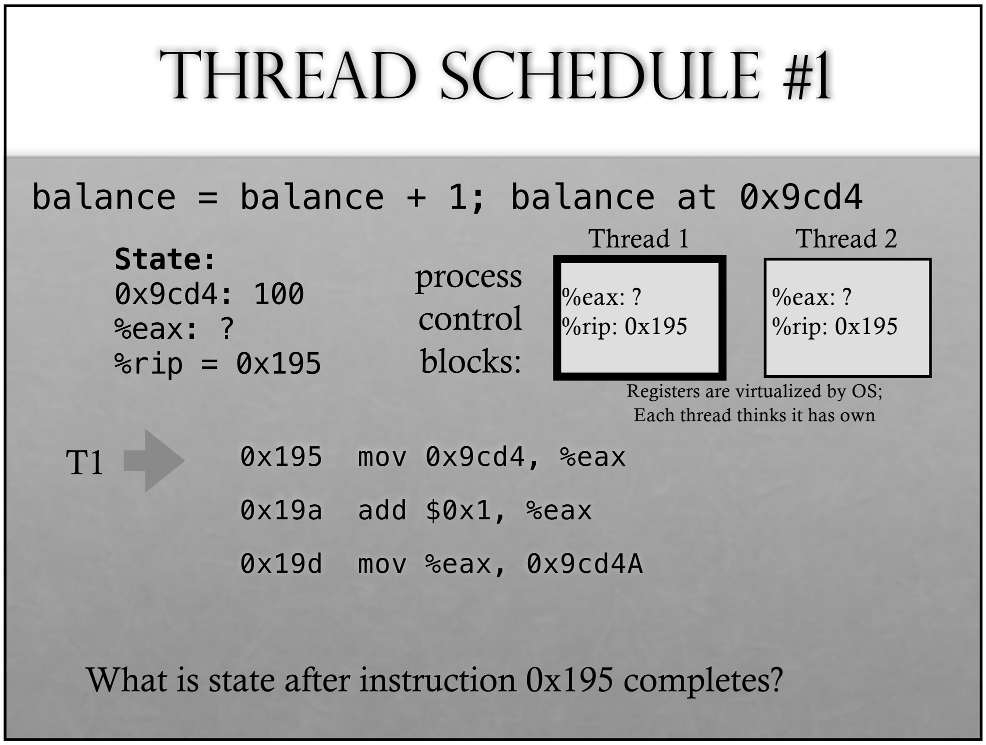
Disadvantages

- Higher overhead for thread operations
- OS must scale well with increasing number of threads



Demo: Basic Threads

main-thread-0.c



Thread Schedule #1

`balance = balance + 1; balance at 0x9cd4`

```
State:
0x9cd4: 100
%eax: ?
%rip = 0x195
```

process control blocks:

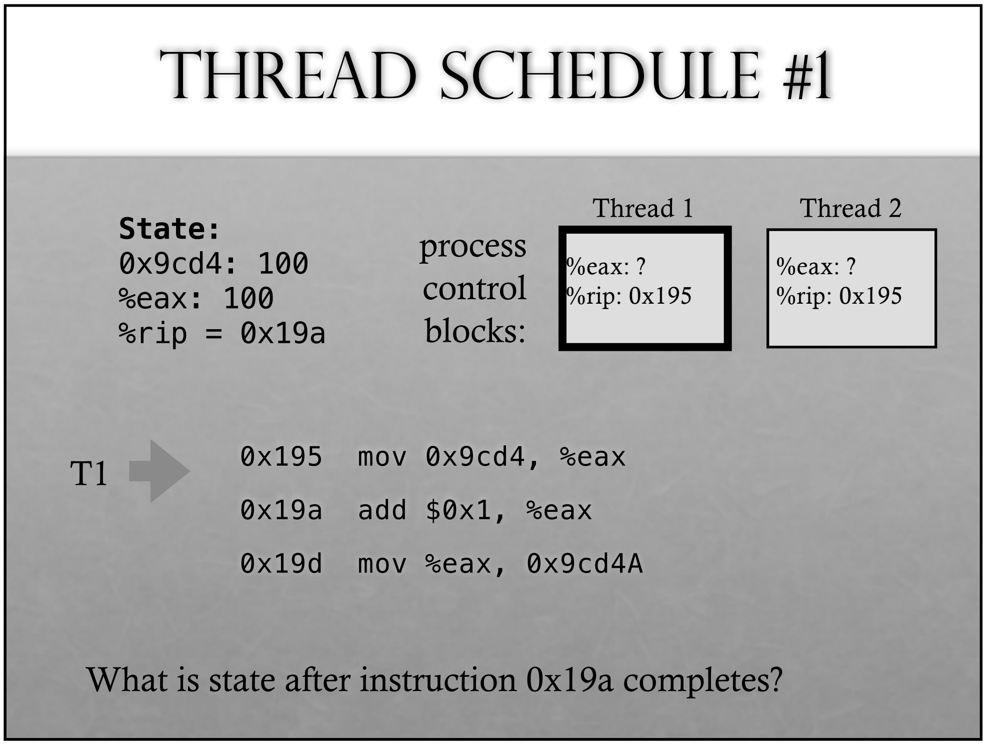
Thread 1	Thread 2
%eax: ? %rip: 0x195	%eax: ? %rip: 0x195

Registers are virtualized by OS;
Each thread thinks it has own

T1 ➡

```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```

What is state after instruction 0x195 completes?



Thread Schedule #1

State:
0x9cd4: 100
%eax: 100
%rip = 0x19a

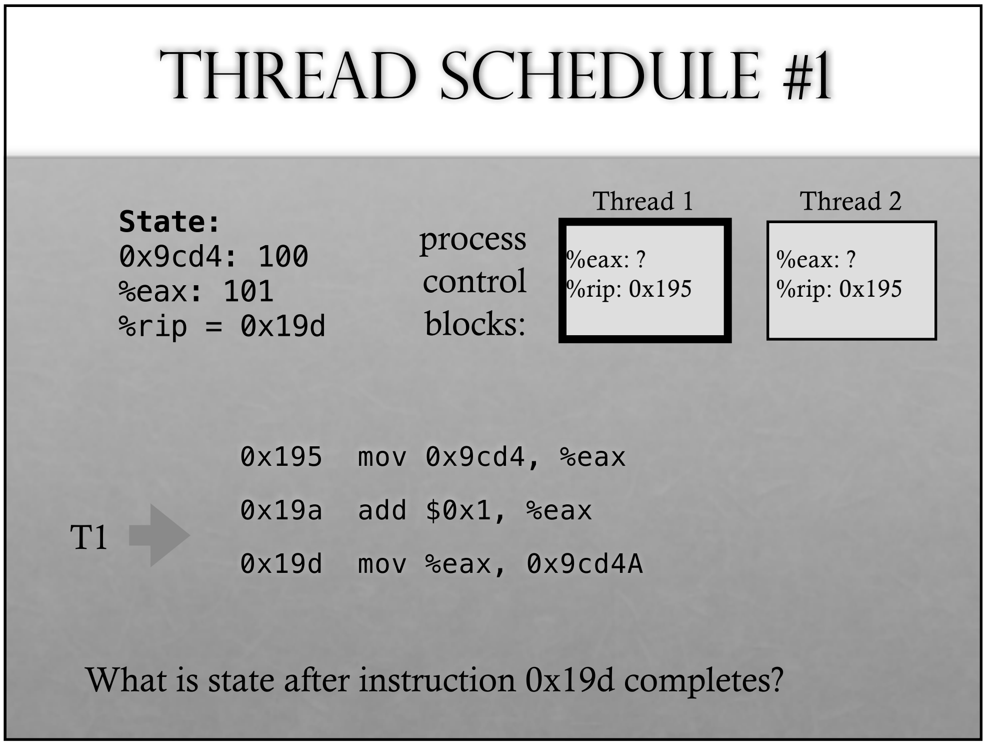
process control blocks:

Thread 1	Thread 2
%eax: ? %rip: 0x195	%eax: ? %rip: 0x195

T1

```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```

What is state after instruction 0x19a completes?



Thread Schedule #1

State:
0x9cd4: 100
%eax: 101
%rip = 0x19d

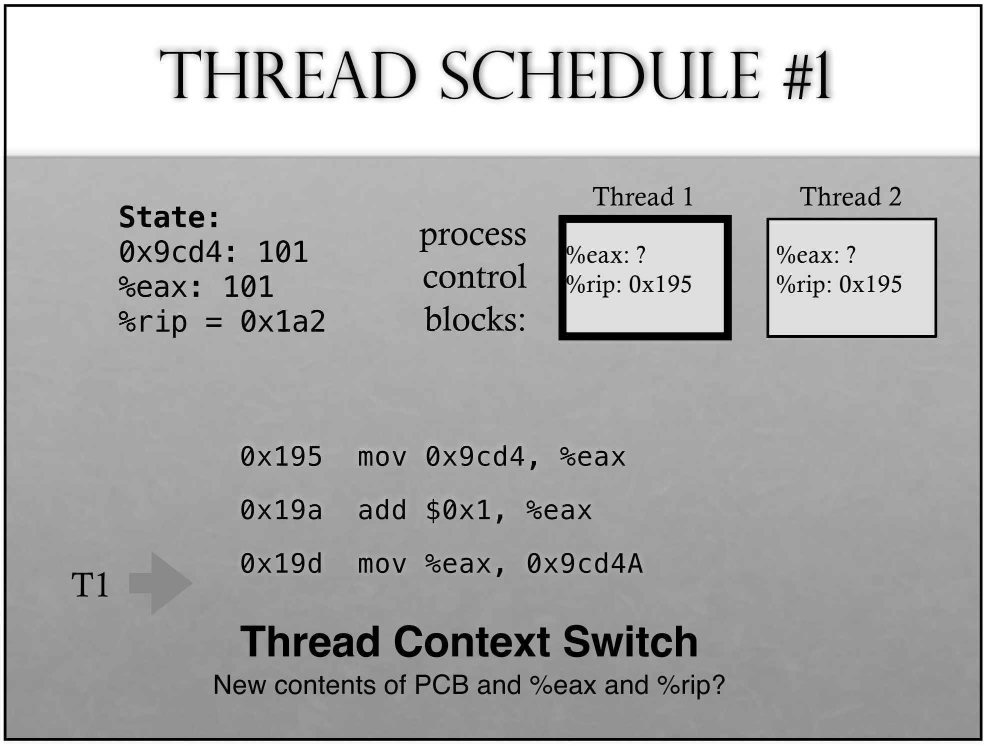
process control blocks:

Thread 1	Thread 2
%eax: ? %rip: 0x195	%eax: ? %rip: 0x195

T1

```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```

What is state after instruction 0x19d completes?



THREAD SCHEDULE #1

State:
0x9cd4: 101
%eax: 101
%rip = 0x1a2

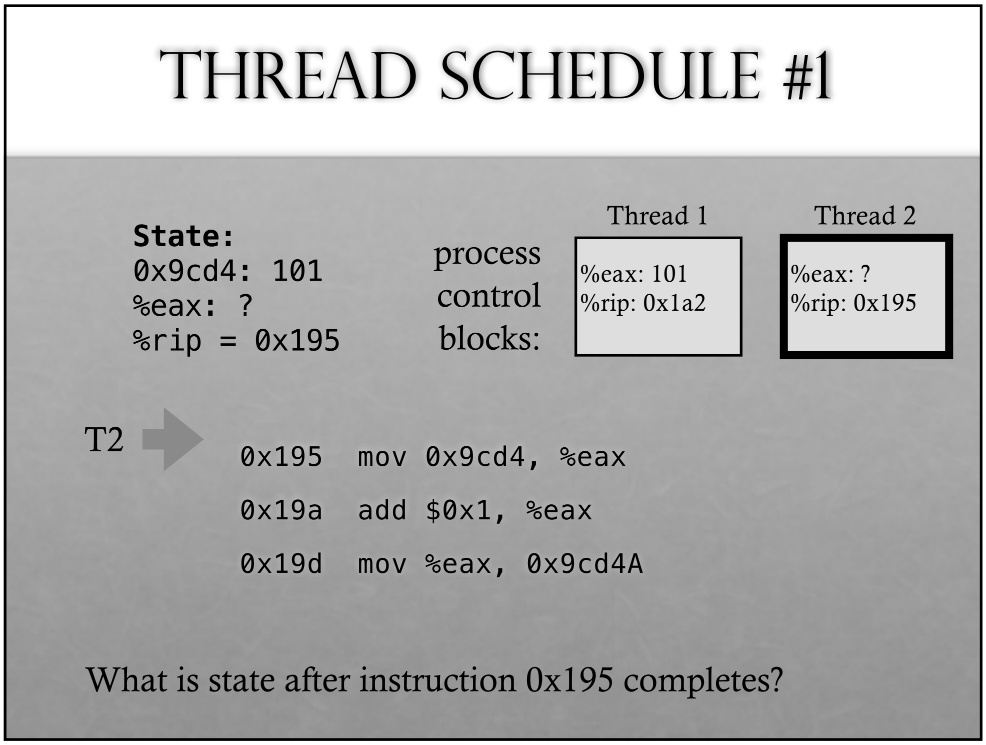
process control blocks:

Thread 1	Thread 2
%eax: ? %rip: 0x195	%eax: ? %rip: 0x195

```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```

Thread Context Switch

New contents of PCB and %eax and %rip?



THREAD SCHEDULE #1

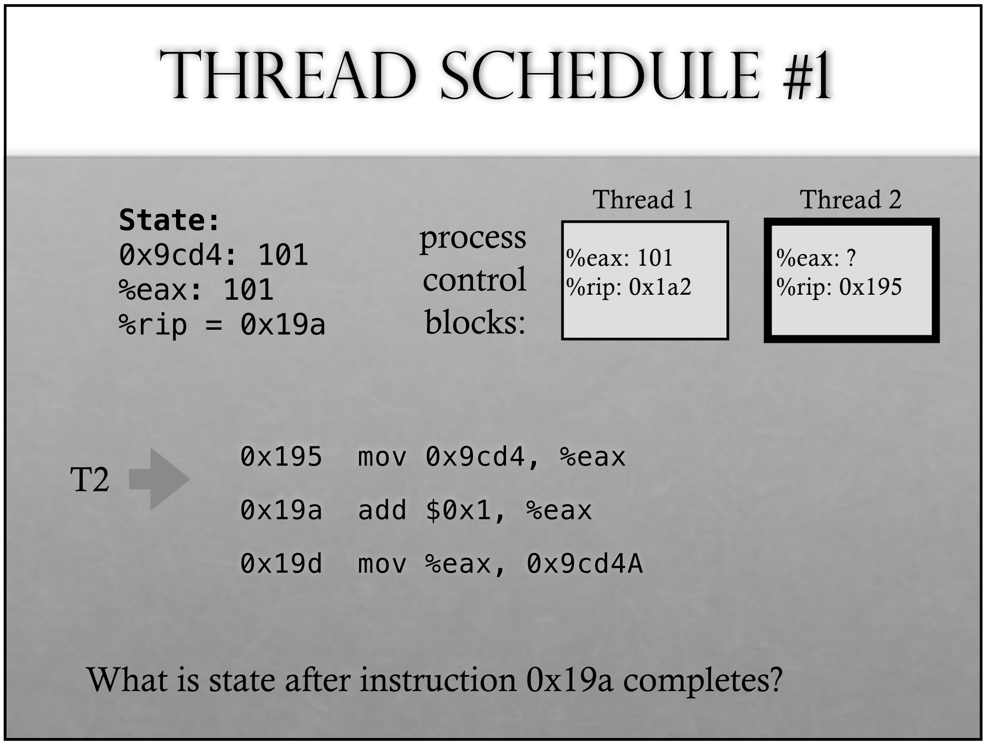
State:
0x9cd4: 101
%eax: ?
%rip = 0x195

process control blocks:

Thread 1	Thread 2
%eax: 101 %rip: 0x1a2	%eax: ? %rip: 0x195

```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```

What is state after instruction 0x195 completes?



Thread Schedule #1

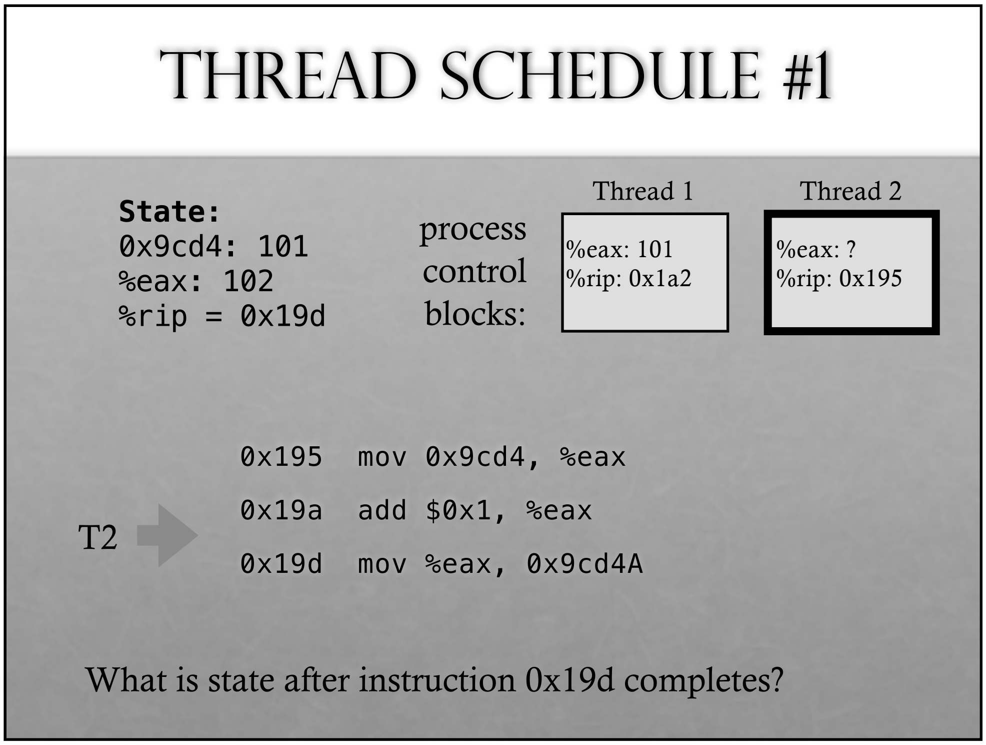
```
State:
0x9cd4: 101
%eax: 101
%rip = 0x19a
```

process control blocks:

Thread 1	Thread 2
%eax: 101 %rip: 0x1a2	%eax: ? %rip: 0x195

```
T2 ➔ 0x195  mov 0x9cd4, %eax
     0x19a  add $0x1, %eax
     0x19d  mov %eax, 0x9cd4A
```

What is state after instruction 0x19a completes?



Thread Schedule #1

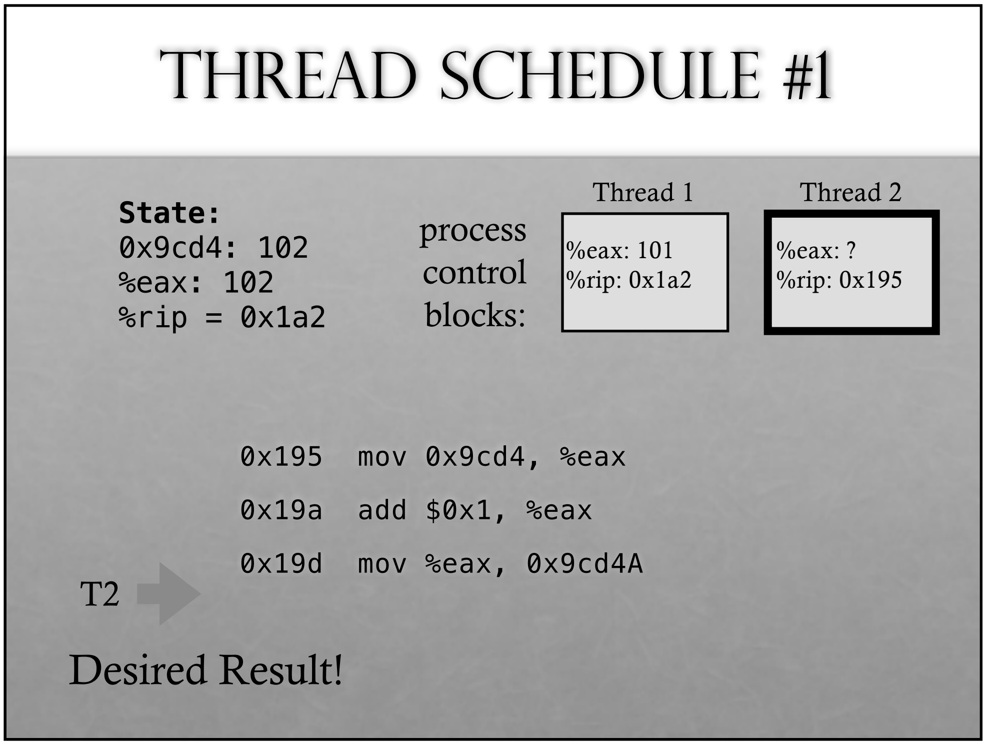
```
State:
0x9cd4: 101
%eax: 102
%rip = 0x19d
```

process control blocks:

Thread 1	Thread 2
%eax: 101 %rip: 0x1a2	%eax: ? %rip: 0x195

```
     0x195  mov 0x9cd4, %eax
     0x19a  add $0x1, %eax
T2 ➔ 0x19d  mov %eax, 0x9cd4A
```

What is state after instruction 0x19d completes?



Thread Schedule #1

State:
0x9cd4: 102
%eax: 102
%rip = 0x1a2

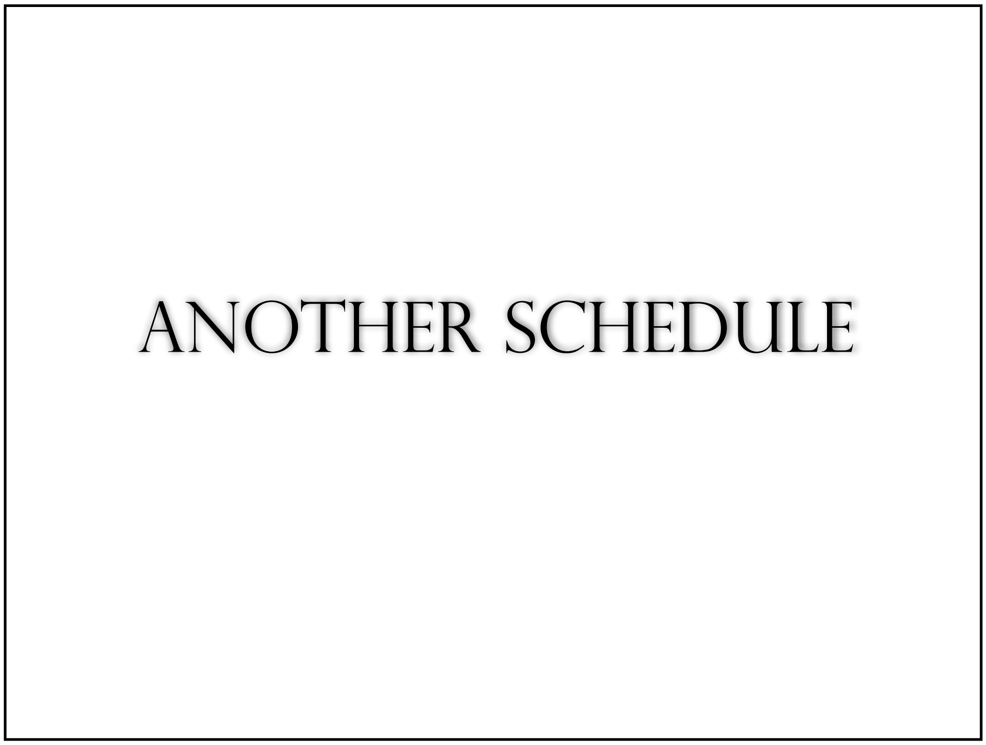
process control blocks:

Thread 1	Thread 2
%eax: 101 %rip: 0x1a2	%eax: ? %rip: 0x195

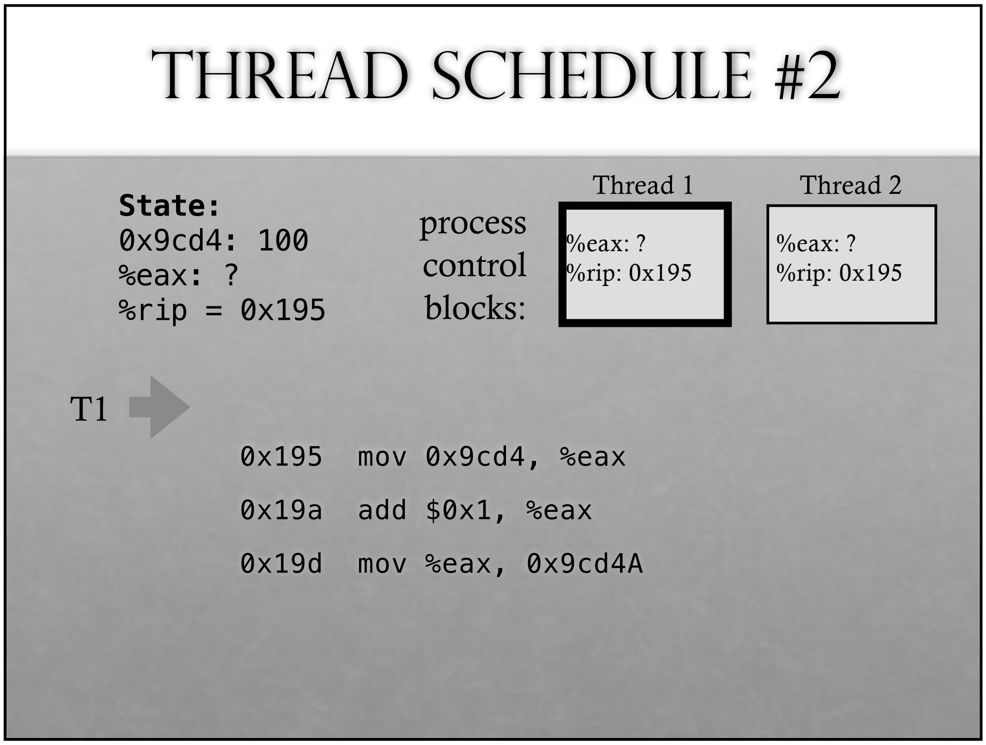
```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```

T2

Desired Result!



Another Schedule



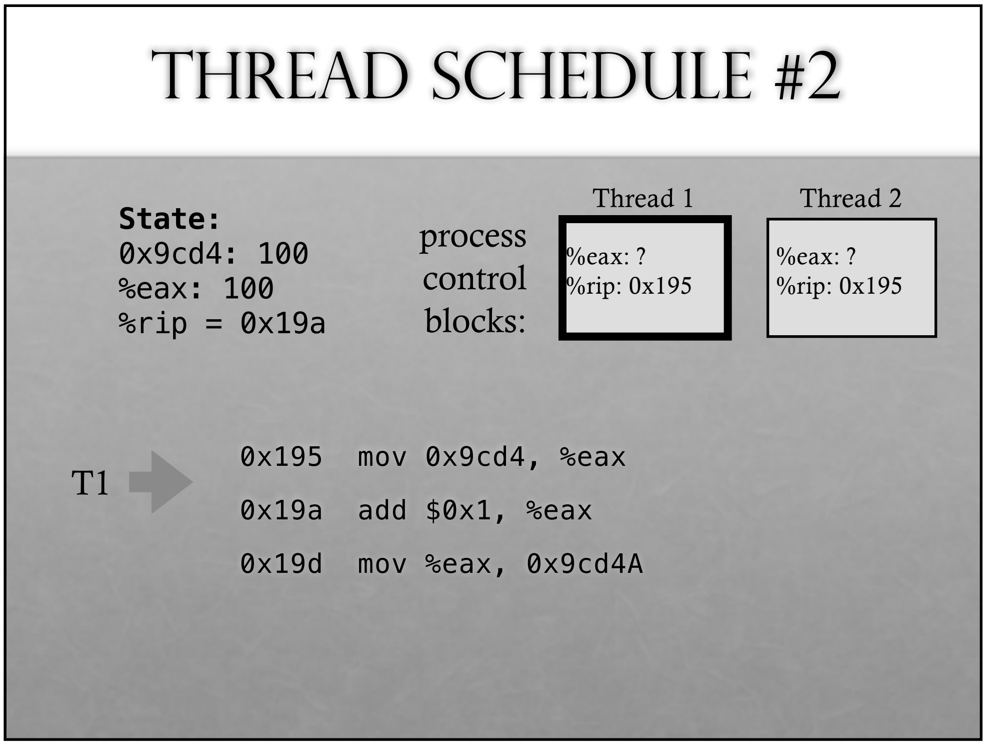
Thread Schedule #2

State:
0x9cd4: 100
%eax: ?
%rip = 0x195

process control blocks:

Thread 1	Thread 2
%eax: ? %rip: 0x195	%eax: ? %rip: 0x195

```
T1 ➡
        0x195   mov 0x9cd4, %eax
        0x19a   add $0x1, %eax
        0x19d   mov %eax, 0x9cd4A
```



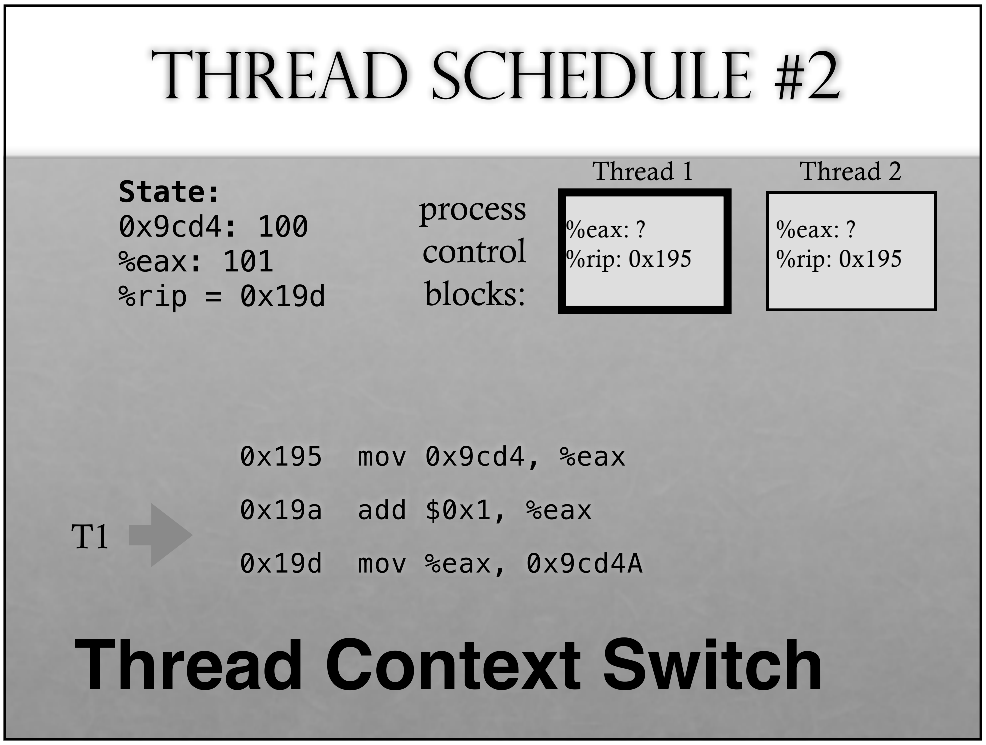
Thread Schedule #2

State:
0x9cd4: 100
%eax: 100
%rip = 0x19a

process control blocks:

Thread 1	Thread 2
%eax: ? %rip: 0x195	%eax: ? %rip: 0x195

```
        0x195   mov 0x9cd4, %eax
T1 ➡    0x19a   add $0x1, %eax
        0x19d   mov %eax, 0x9cd4A
```



Thread Schedule #2

State:
0x9cd4: 100
%eax: 101
%rip = 0x19d

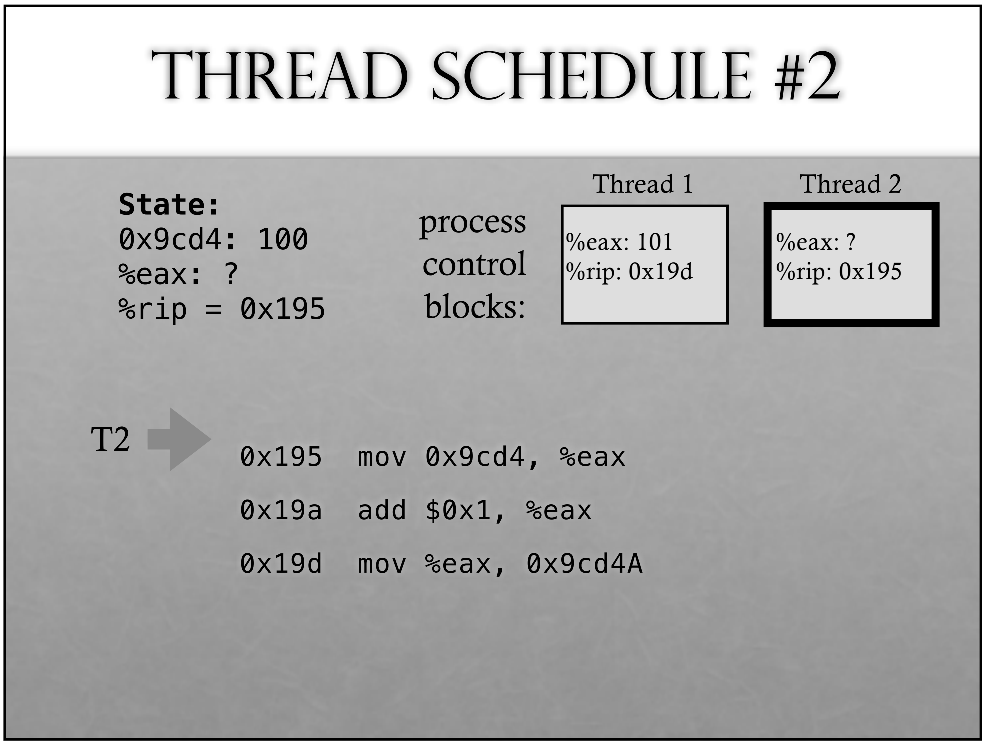
process control blocks:

Thread 1	Thread 2
%eax: ? %rip: 0x195	%eax: ? %rip: 0x195

T1 →

```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```

Thread Context Switch



Thread Schedule #2

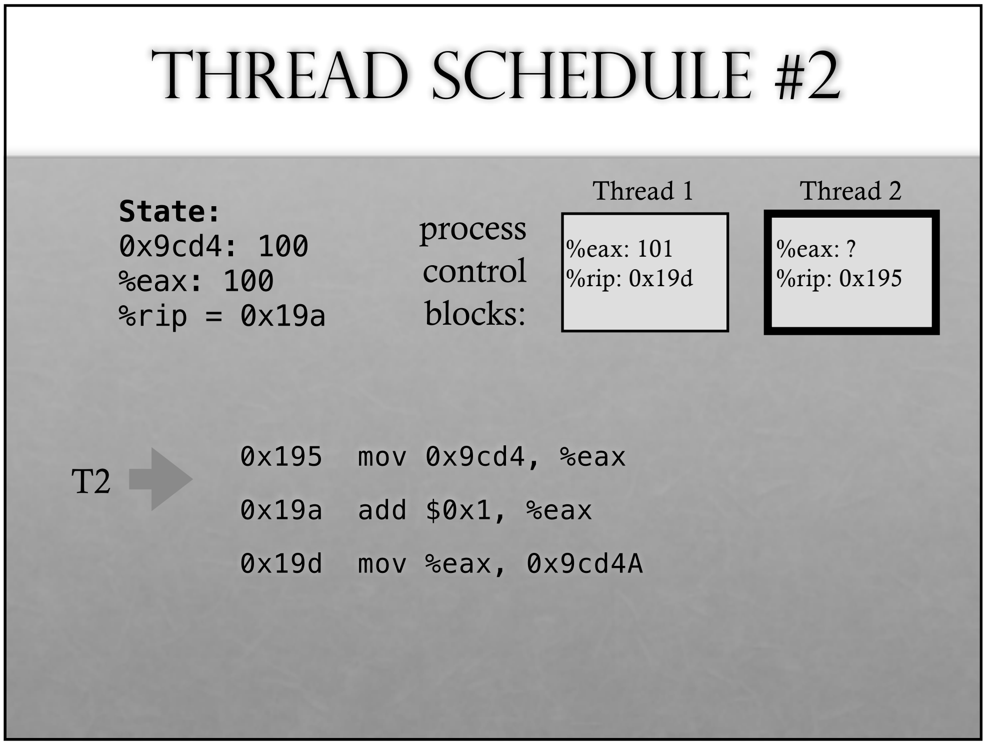
State:
0x9cd4: 100
%eax: ?
%rip = 0x195

process control blocks:

Thread 1	Thread 2
%eax: 101 %rip: 0x19d	%eax: ? %rip: 0x195

T2 →

```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```



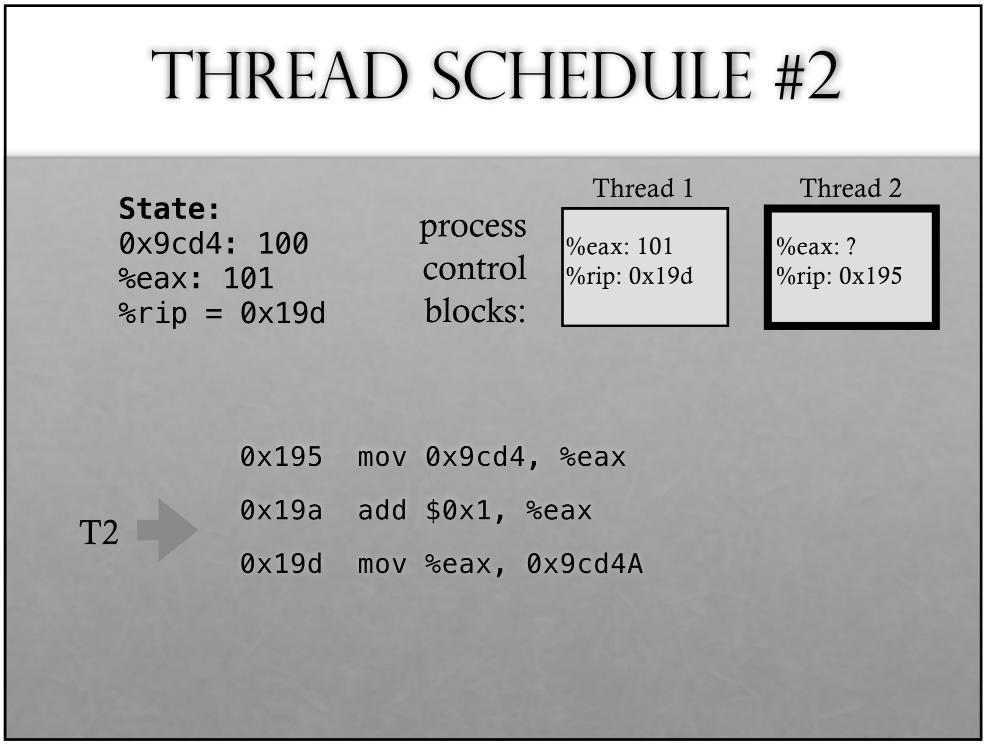
Thread Schedule #2

```
State:
0x9cd4: 100
%eax: 100
%rip = 0x19a
```

process control blocks:

Thread 1	Thread 2
%eax: 101 %rip: 0x19d	%eax: ? %rip: 0x195

```
T2 ⇨ 0x195  mov 0x9cd4, %eax
     0x19a  add $0x1, %eax
     0x19d  mov %eax, 0x9cd4A
```



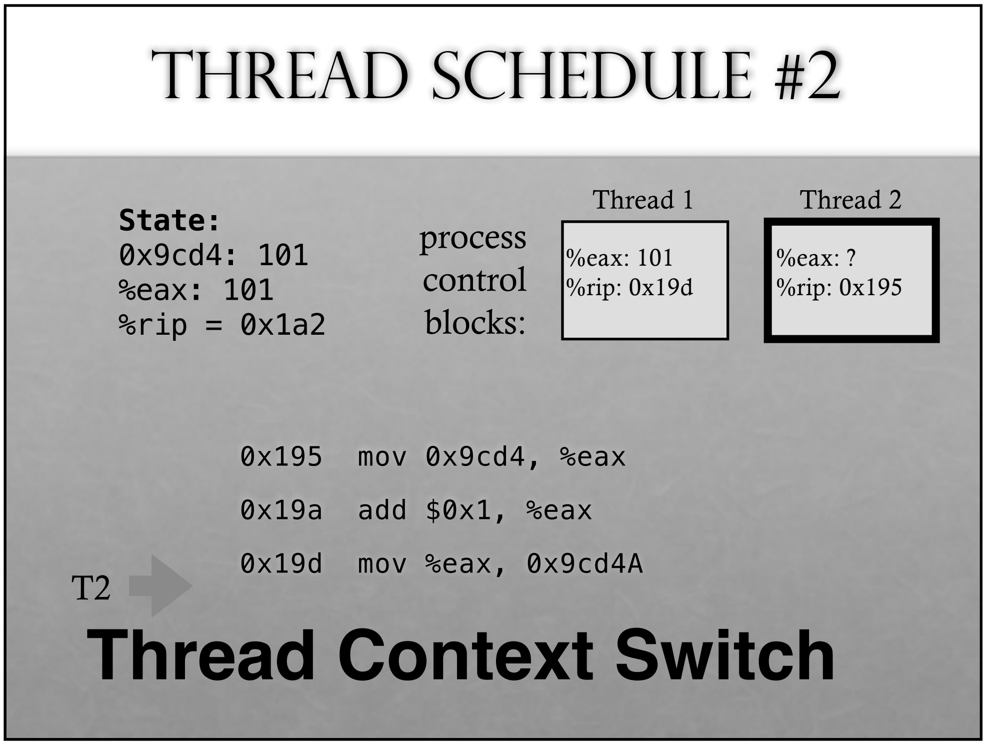
Thread Schedule #2

```
State:
0x9cd4: 100
%eax: 101
%rip = 0x19d
```

process control blocks:

Thread 1	Thread 2
%eax: 101 %rip: 0x19d	%eax: ? %rip: 0x195

```
     0x195  mov 0x9cd4, %eax
     0x19a  add $0x1, %eax
T2 ⇨ 0x19d  mov %eax, 0x9cd4A
```



Thread Schedule #2

State:
```
0x9cd4: 101
%eax: 101
%rip = 0x1a2
```

process control blocks:

Thread 1

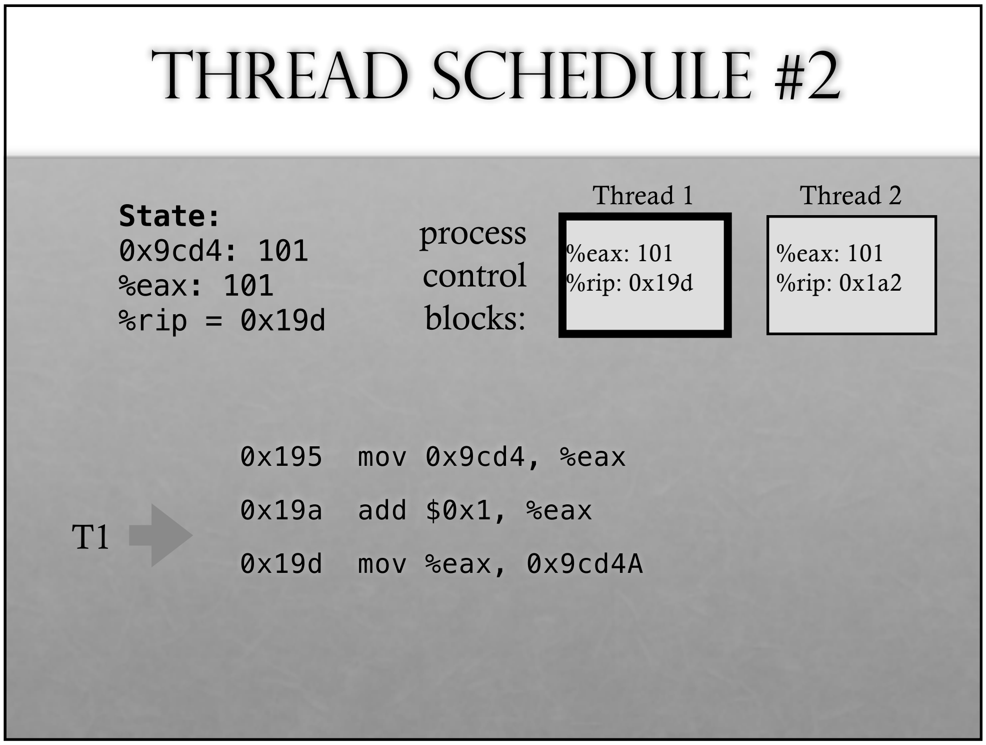
%eax: 101
%rip: 0x19d

Thread 2

%eax: ?
%rip: 0x195

```
     0x195  mov 0x9cd4, %eax
     0x19a  add $0x1, %eax
T2 → 0x19d  mov %eax, 0x9cd4A
```

Thread Context Switch



Thread Schedule #2

State:
```
0x9cd4: 101
%eax: 101
%rip = 0x19d
```

process control blocks:

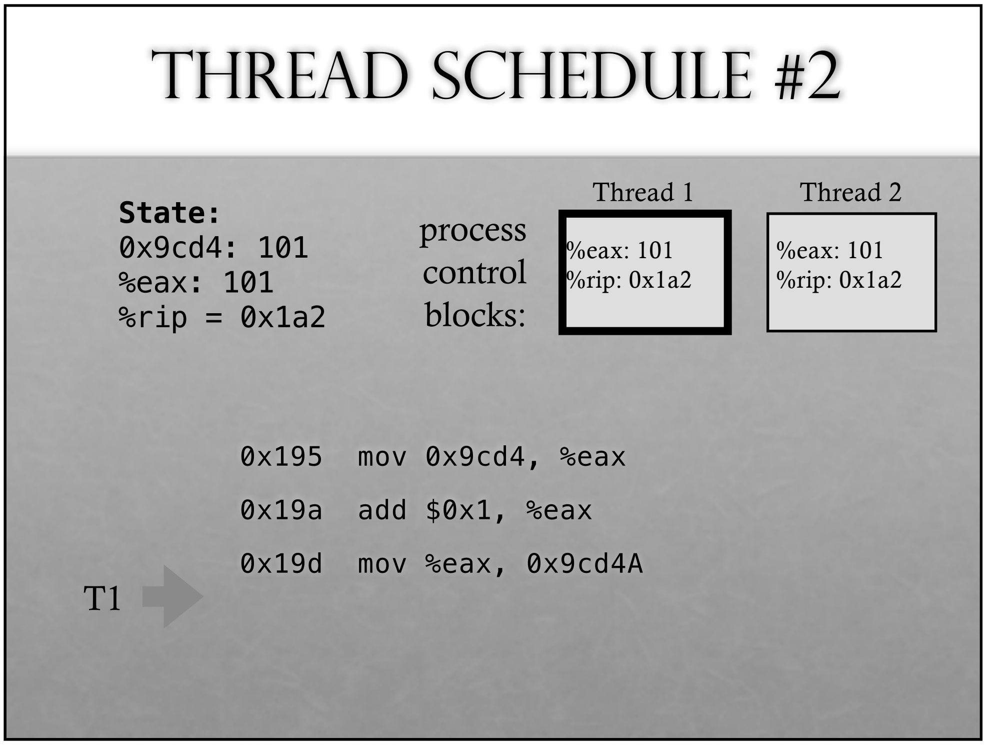
Thread 1

%eax: 101
%rip: 0x19d

Thread 2

%eax: 101
%rip: 0x1a2

```
     0x195  mov 0x9cd4, %eax
     0x19a  add $0x1, %eax
T1 → 0x19d  mov %eax, 0x9cd4A
```



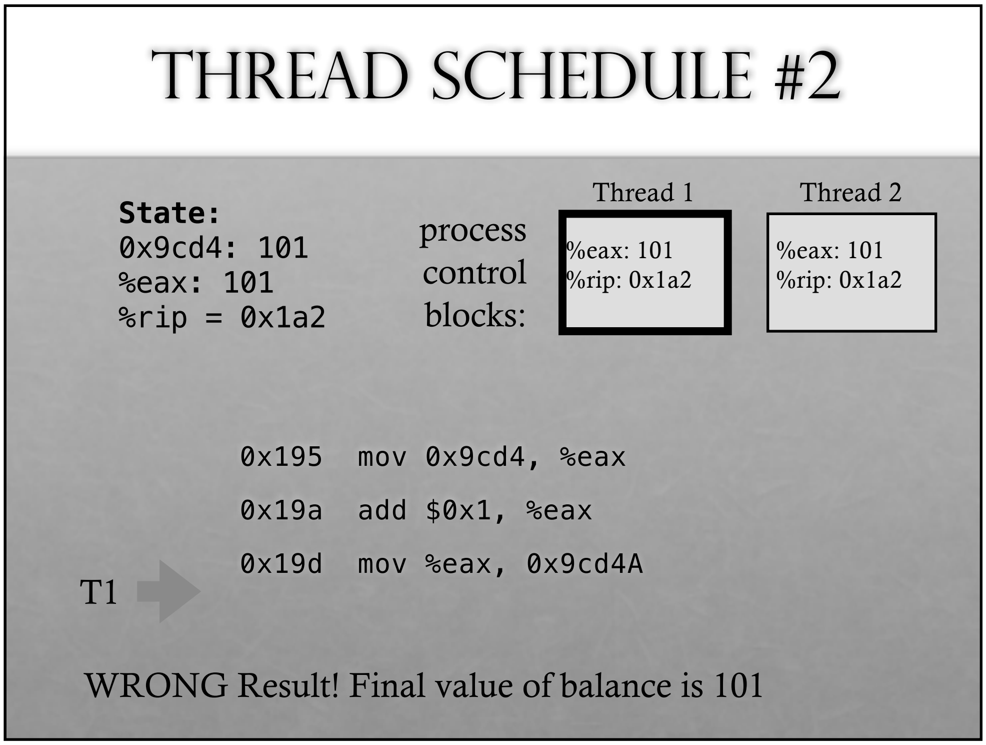
Thread Schedule #2

State:
0x9cd4: 101
%eax: 101
%rip = 0x1a2

process control blocks:

Thread 1	Thread 2
%eax: 101 %rip: 0x1a2	%eax: 101 %rip: 0x1a2

```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```



Thread Schedule #2

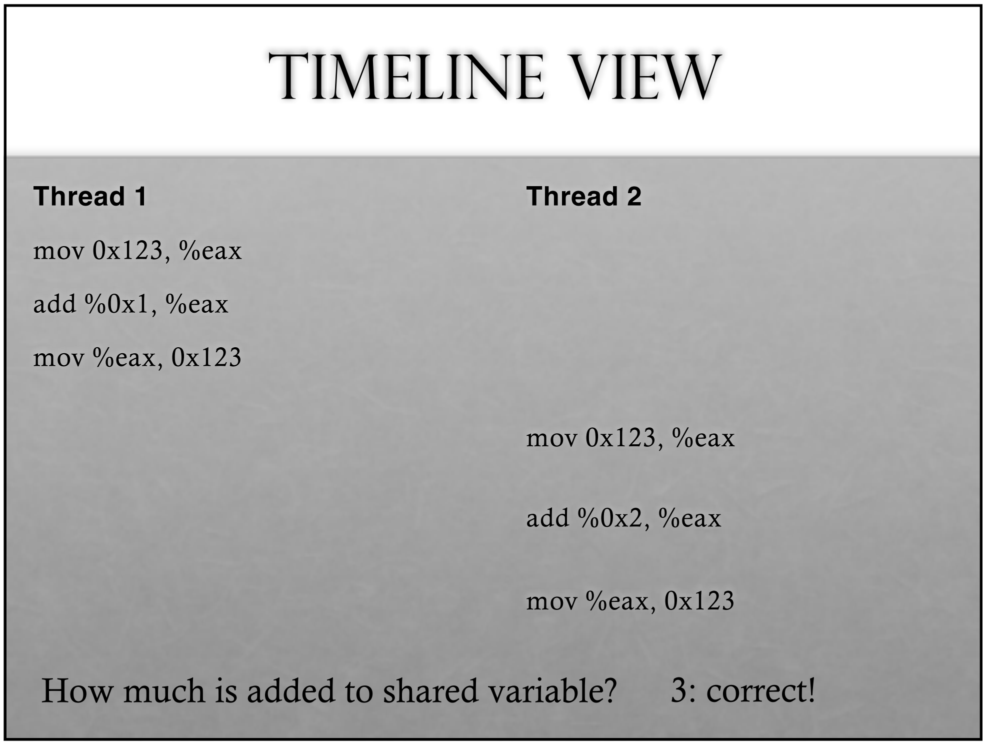
State:
0x9cd4: 101
%eax: 101
%rip = 0x1a2

process control blocks:

Thread 1	Thread 2
%eax: 101 %rip: 0x1a2	%eax: 101 %rip: 0x1a2

```
0x195  mov 0x9cd4, %eax
0x19a  add $0x1, %eax
0x19d  mov %eax, 0x9cd4A
```

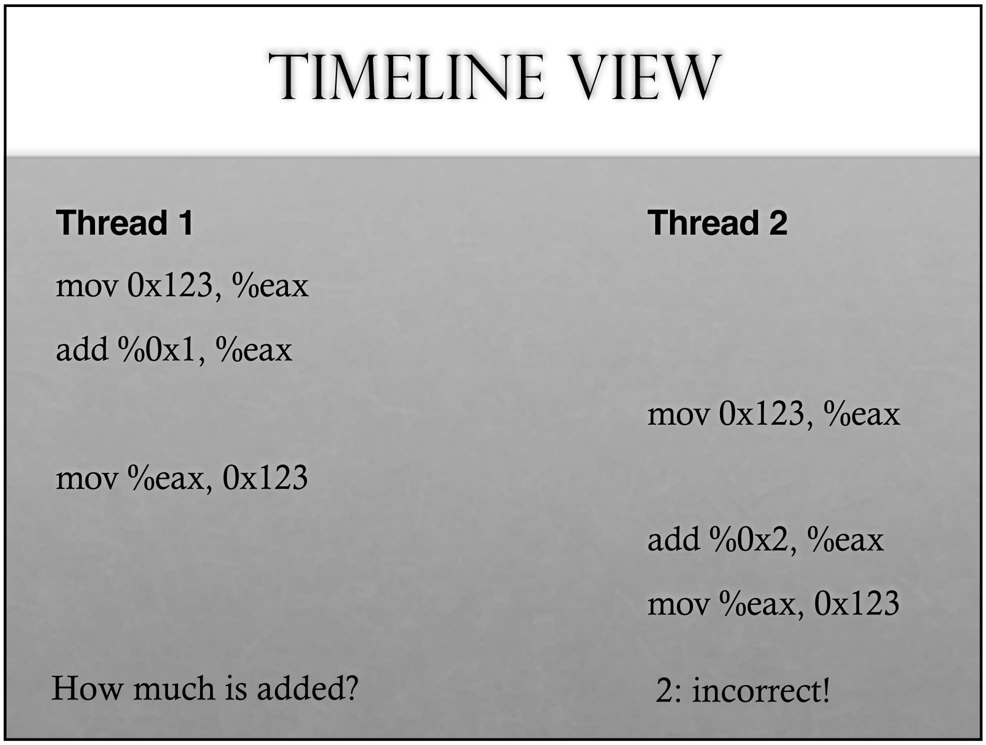
WRONG Result! Final value of balance is 101



Timeline View

```
Thread 1                      Thread 2
mov 0x123, %eax
add %0x1, %eax
mov %eax, 0x123
                              mov 0x123, %eax
                              add %0x2, %eax
                              mov %eax, 0x123
```

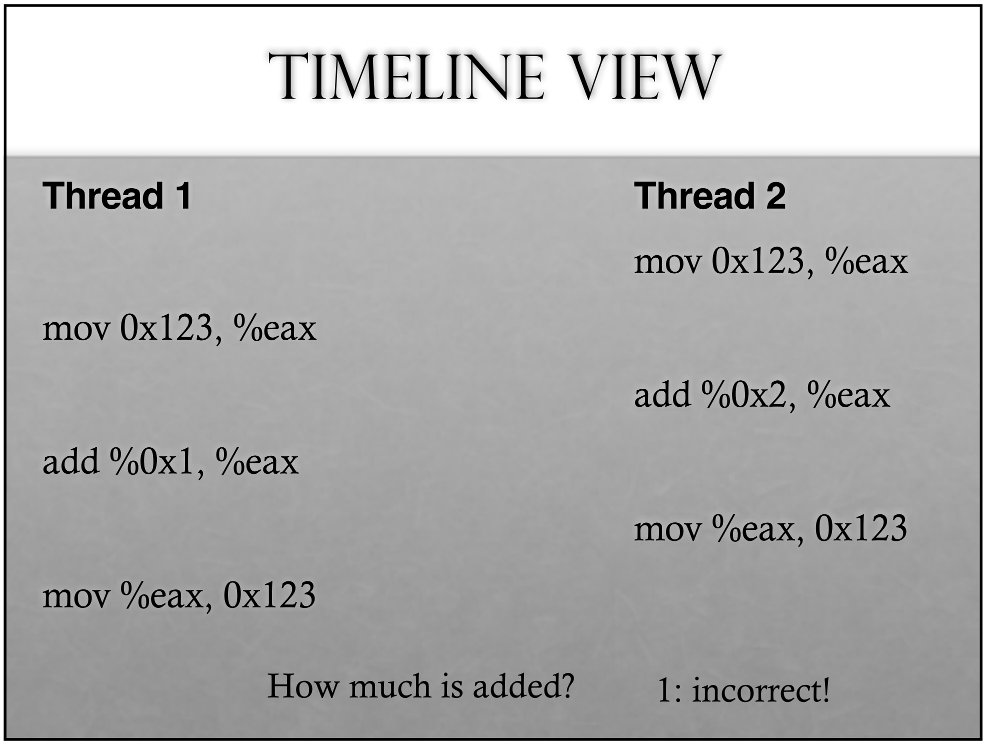
How much is added to shared variable? 3: correct!



Timeline View

```
Thread 1                      Thread 2
mov 0x123, %eax
add %0x1, %eax
                              mov 0x123, %eax
mov %eax, 0x123
                              add %0x2, %eax
                              mov %eax, 0x123
```

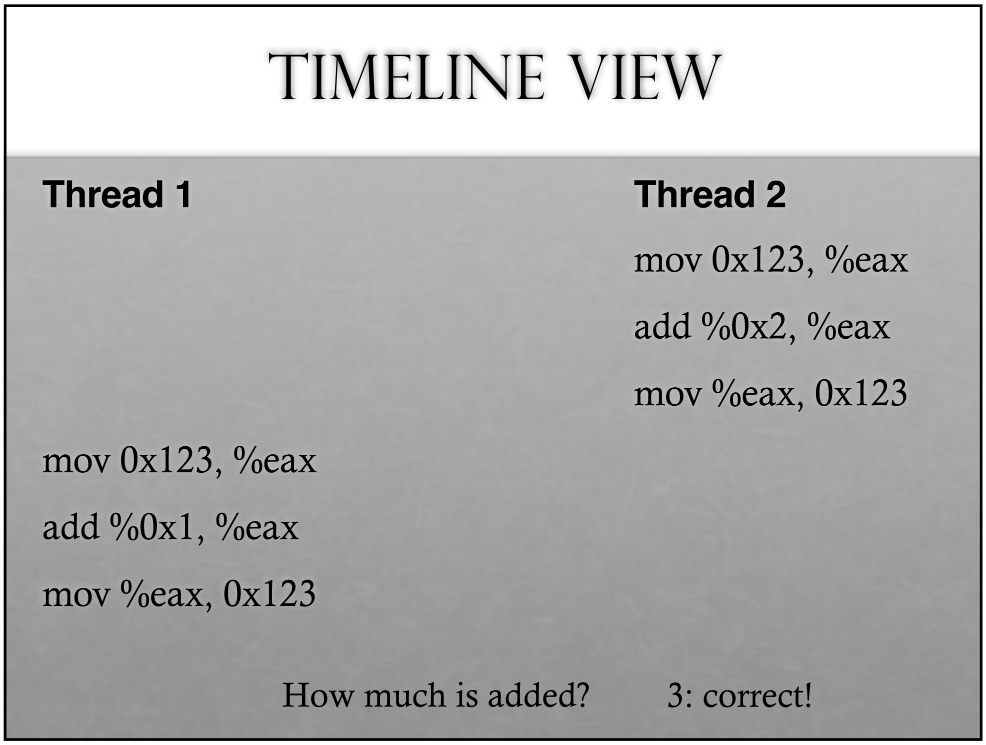
How much is added? 2: incorrect!



Timeline View

Thread 1	Thread 2
	mov 0x123, %eax
mov 0x123, %eax	
	add %0x2, %eax
add %0x1, %eax	
	mov %eax, 0x123
mov %eax, 0x123	

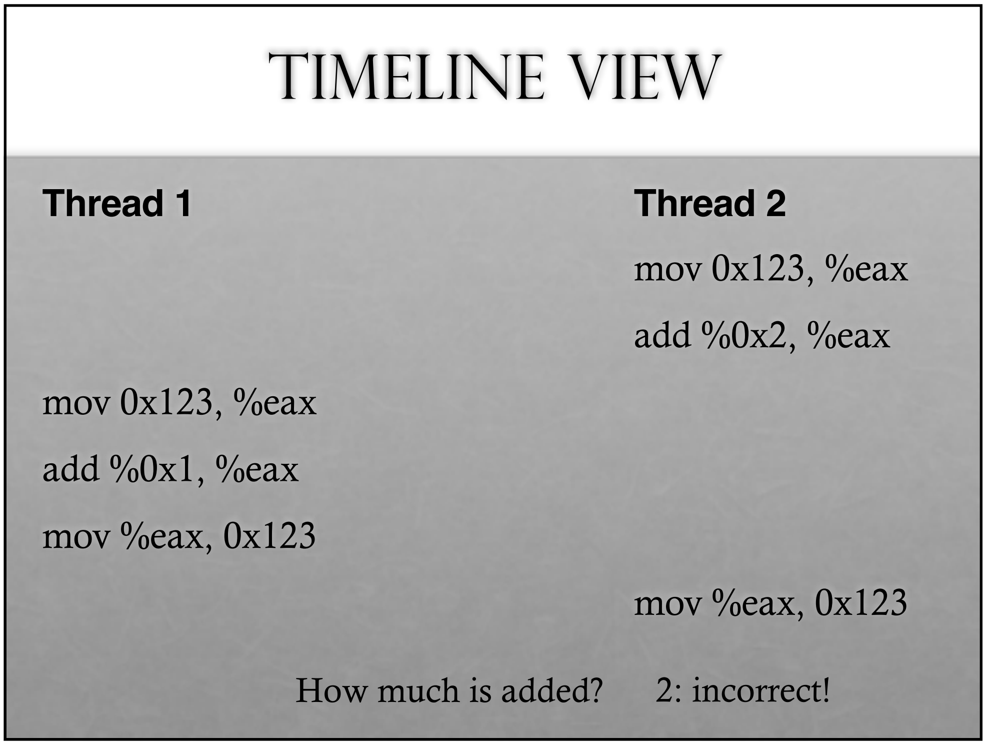
How much is added? 1: incorrect!



Timeline View

Thread 1	Thread 2
	mov 0x123, %eax
	add %0x2, %eax
	mov %eax, 0x123
mov 0x123, %eax	
add %0x1, %eax	
mov %eax, 0x123	

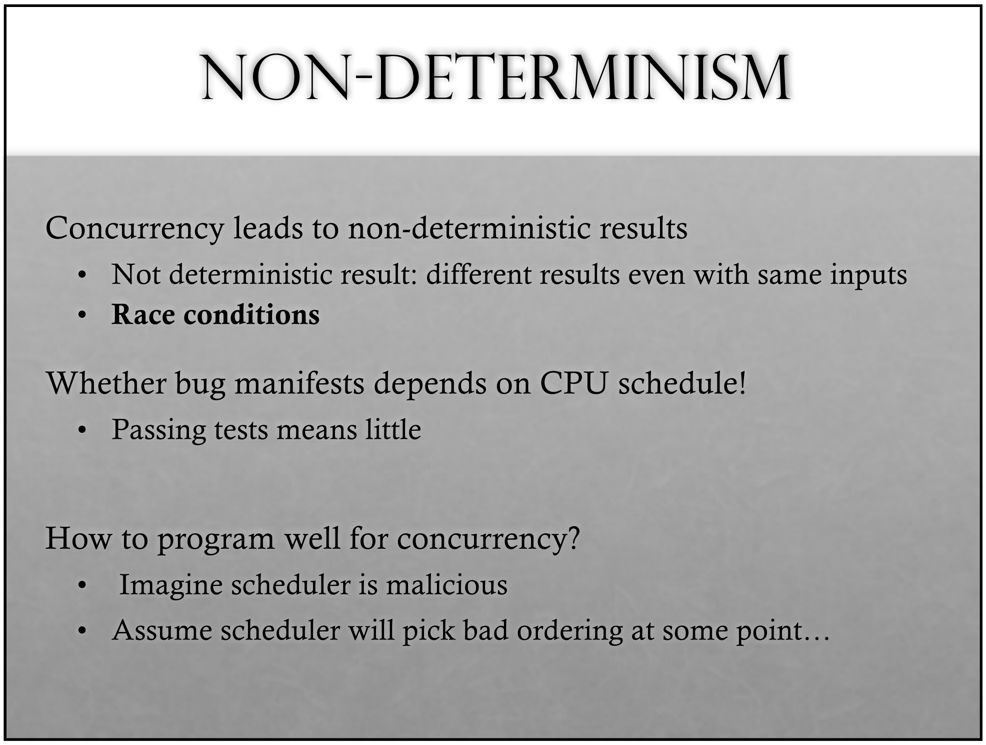
How much is added? 3: correct!



Timeline View

```
Thread 1                            Thread 2
                                    mov 0x123, %eax
                                    add %0x2, %eax
mov 0x123, %eax
add %0x1, %eax
mov %eax, 0x123
                                    mov %eax, 0x123
```

How much is added? 2: incorrect!



Non-Determinism

Concurrency leads to non-deterministic results

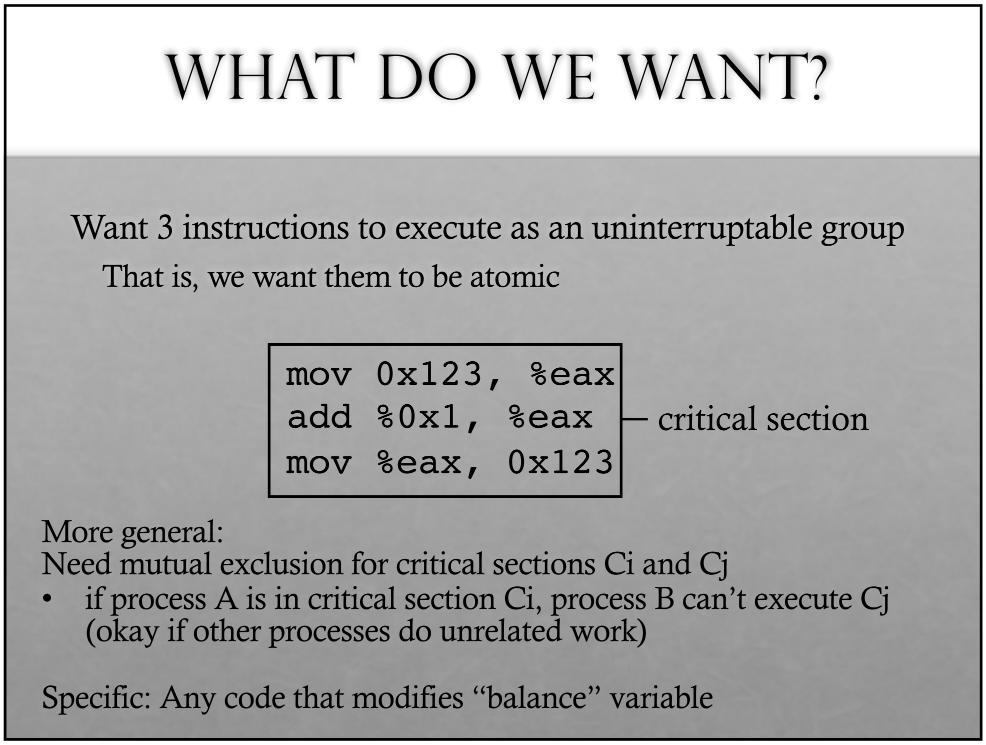
- Not deterministic result: different results even with same inputs
- **Race conditions**

Whether bug manifests depends on CPU schedule!

- Passing tests means little

How to program well for concurrency?

- Imagine scheduler is malicious
- Assume scheduler will pick bad ordering at some point…



WHAT DO WE WANT?

Want 3 instructions to execute as an uninterruptable group

That is, we want them to be atomic

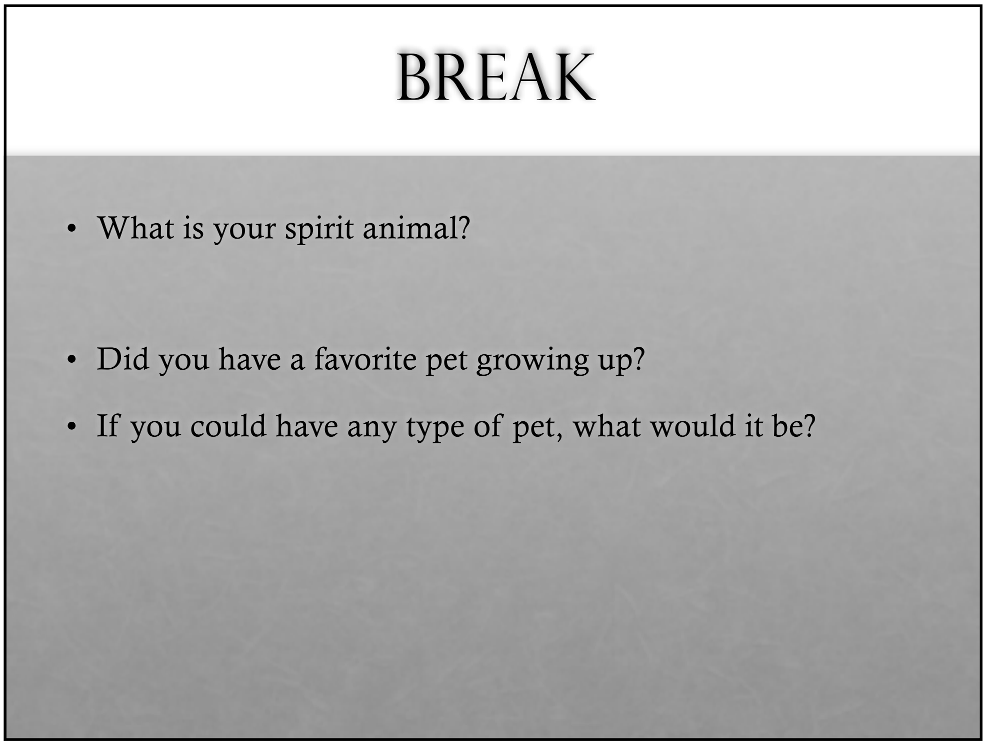
```
mov 0x123, %eax
add %0x1, %eax
mov %eax, 0x123
```

critical section

More general:
Need mutual exclusion for critical sections Ci and Cj

- if process A is in critical section Ci, process B can't execute Cj (okay if other processes do unrelated work)

Specific: Any code that modifies “balance” variable



BREAK

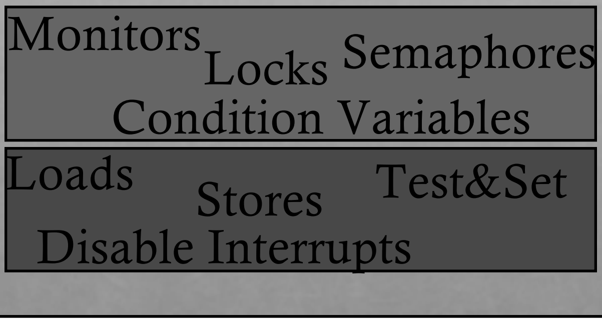
- What is your spirit animal?
- Did you have a favorite pet growing up?
- If you could have any type of pet, what would it be?

Synchronization

Build higher-level synchronization primitives in OS

- Operations that ensure correct ordering of instructions across threads

Motivation: Build them once and get them right



Monitors Locks Semaphores
Condition Variables

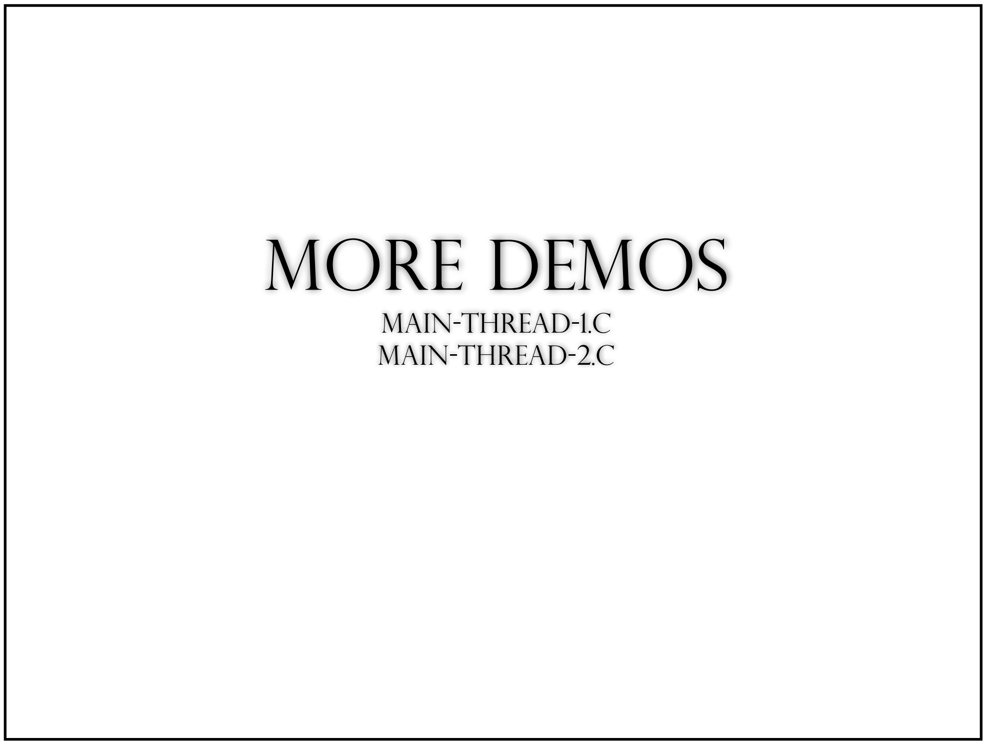
Loads Stores Test&Set
Disable Interrupts

Locks

Goal: Provide mutual exclusion (**mutex**)

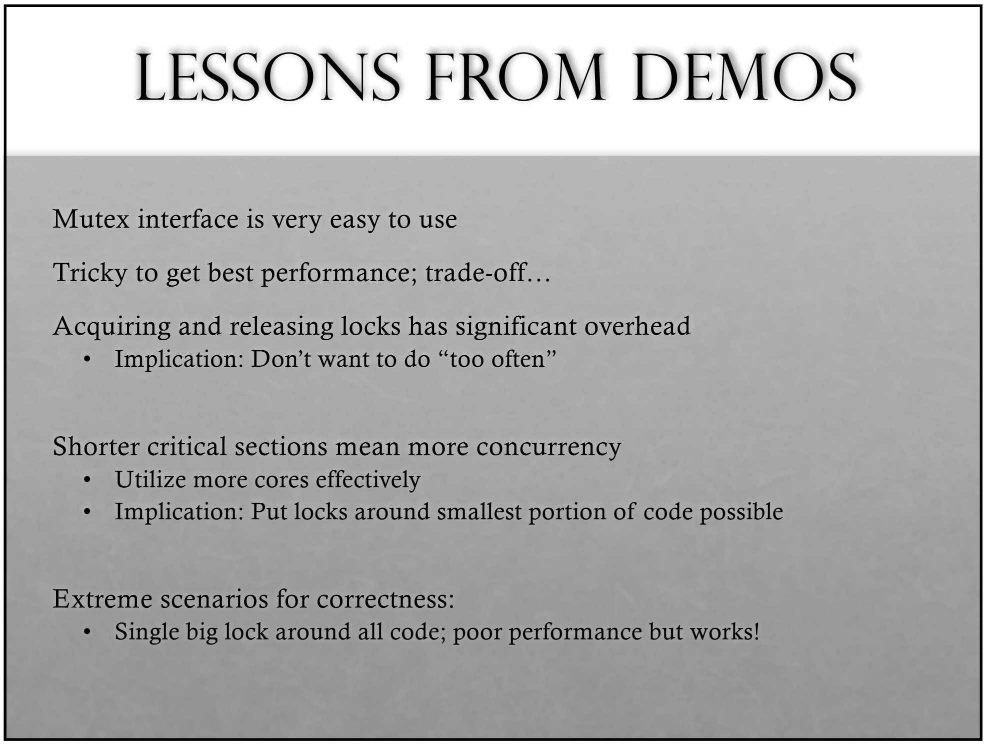
Three common operations:

- Allocate and Initialize()
  - `Pthread_mutex_t mylock = PTHREAD_MUTEX_INITIALIZER;`
- Acquire
  - Acquire exclusion access to lock;
  - Wait if lock is not available (some other process in critical section)
  - Spin or block (relinquish CPU) while waiting (implementation later)
  - `Pthread_mutex_lock(&mylock);`
- Release
  - Release exclusive access to lock; let another process enter critical section
  - `Pthread_mutex_unlock(&mylock);`



MORE DEMOS

MAIN-THREAD-1.C
MAIN-THREAD-2.C



LESSONS FROM DEMOS

Mutex interface is very easy to use

Tricky to get best performance; trade-off…

Acquiring and releasing locks has significant overhead

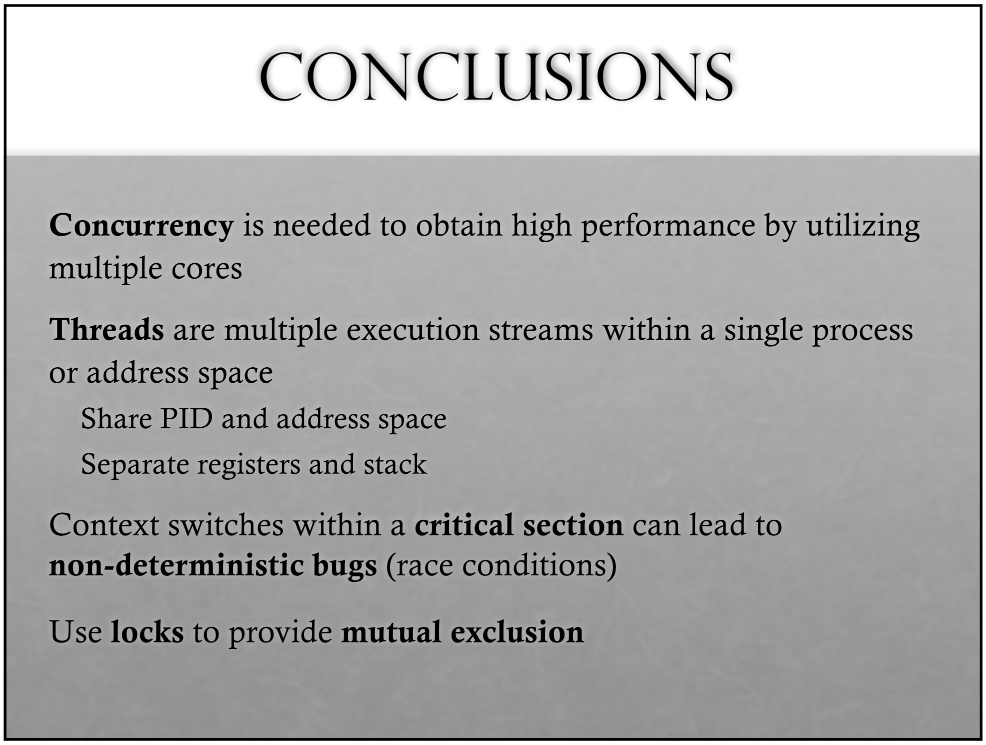
- Implication: Don’t want to do “too often”

Shorter critical sections mean more concurrency

- Utilize more cores effectively
- Implication: Put locks around smallest portion of code possible

Extreme scenarios for correctness:

- Single big lock around all code; poor performance but works!



Conclusions

Concurrency is needed to obtain high performance by utilizing multiple cores

Threads are multiple execution streams within a single process or address space

- Share PID and address space
- Separate registers and stack

Context switches within a **critical section** can lead to **non-deterministic bugs** (race conditions)

Use **locks** to provide **mutual exclusion**