Synchronization: Basics

15-213 / 18-213: Introduction to Computer Systems
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Instructors:
Seth Copen Goldstein, Anthony Rowe, and Greg Kesden
Today

- Threads review
- Sharing
- Mutual exclusion
- Semaphores
Process: Traditional View

- Process = process context + code, data, and stack

**Process context**

**Program context:**
- Data registers
- Condition codes
- Stack pointer (SP)
- Program counter (PC)

**Kernel context:**
- VM structures
- Descriptor table
- brk pointer

**Code, data, and stack**

- SP → stack
- brk → shared libraries
- PC → run-time heap
- read/write data
- read-only code/data

0
Process: Alternative View

- Process = thread + code, data, and kernel context

**Thread**

- **Program context:**
  - Data registers
  - Condition codes
  - Stack pointer (SP)
  - Program counter (PC)

- **Stack**

**Code, data, and kernel context**

- **brk**
  - shared libraries
  - run-time heap
  - read/write data
  - read-only code/data

- **PC**
  - 0

**Kernel context:**

- VM structures
- Descriptor table
- brk pointer
Process with Two Threads

**Thread 1**

**Program context:**
- Data registers
- Condition codes
- Stack pointer (SP)
- Program counter (PC)

**Thread 2**

**Program context:**
- Data registers
- Condition codes
- Stack pointer (SP)
- Program counter (PC)

**Code, data, and kernel context**

- shared libraries
- run-time heap
- read/write data
- read-only code/data

**Kernel context:**
- VM structures
- Descriptor table
- brk pointer
Threads vs. Processes

- **Threads and processes: similarities**
  - Each has its own logical control flow
  - Each can run concurrently with others
  - Each is context switched (scheduled) by the kernel

- **Threads and processes: differences**
  - Threads share code and data, processes (typically) do not
  - Threads are less expensive than processes
    - Process control (creating and reaping) is more expensive as thread control
    - Context switches for processes more expensive than for threads
Pros and Cons of Thread-Based Designs

+ Easy to share data structures between threads
  - e.g., logging information, file cache

+ Threads are more efficient than processes

– Unintentional sharing can introduce subtle and hard-to-reproduce errors!
Today

- Threads review
- Sharing
- Mutual exclusion
- Semaphores
Shared Variables in Threaded C Programs

Question: Which variables in a threaded C program are shared?
- The answer is not as simple as “global variables are shared” and “stack variables are private”

Requires answers to the following questions:
- What is the memory model for threads?
- How are instances of variables mapped to memory?
- How many threads might reference each of these instances?

Def: A variable $x$ is shared if and only if multiple threads reference some instance of $x$. 
Threads Memory Model

- **Conceptual model:**
  - Multiple threads run within the context of a single process
  - Each thread has its own separate thread context
    - Thread ID, stack, stack pointer, PC, condition codes, and GP registers
  - All threads share the remaining process context
    - Code, data, heap, and shared library segments of the process virtual address space
    - Open files and installed handlers

- **Operationally, this model is not strictly enforced:**
  - Register values are truly separate and protected, but...
  - Any thread can read and write the stack of any other thread

The mismatch between the conceptual and operational model is a source of confusion and errors.

Could you do something to help with this? (at least for debugging)
Example Program to Illustrate Sharing

```c
char **ptr; /* global */

int main()
{
    int i;
    pthread_t tid;
    char *msgs[2] = {
        "Hello from foo",
        "Hello from bar"
    };
    ptr = msgs;
    for (i = 0; i < 2; i++)
        Pthread_create(&tid,
                        NULL,
                        thread,
                        (void *)i);
    Pthread_exit(NULL);
}

/* thread routine */
void *thread(void *vargp)
{
    int myid = (int) vargp;
    static int cnt = 0;
    printf("[%d]: %s (svar=%d)\n", myid, ptr[myid], ++cnt);
}
```

Peer threads reference main thread’s stack indirectly through global ptr variable

Note: passing i, not &i
Mapping Variable Instances to Memory

- **Global variables**
  - *Def:* Variable declared outside of a function
  - Virtual memory contains exactly one instance of any global variable

- **Local variables**
  - *Def:* Variable declared inside function without `static` attribute
  - Each thread stack contains one instance of each local variable

- **Local static variables**
  - *Def:* Variable declared inside function with the `static` attribute
  - Virtual memory contains exactly one instance of any local static variable.
Mapping Variable Instances to Memory

**Global var:** 1 instance (ptr [data])

```c
char **ptr; /* global */
int main()
{
    int i;
    pthread_t tid;
    char *msgs[2] = {
        "Hello from foo",
        "Hello from bar"
    };
    ptr = msgs;

    for (i = 0; i < 2; i++)
        Pthread_create(&tid, NULL, thread, (void *)i);
    Pthread_exit(NULL);
}
```

**Local vars:** 1 instance (i.m, msgs.m)

```c
/* thread routine */
void *thread(void *vargp)
{
    int myid = (int)vargp;
    static int cnt = 0;

    printf("[%d]: %s (svar=%d)\n", myid, ptr[myid], ++cnt);
}
```

**Local var:** 2 instances
- myid.p0 [peer thread 0’s stack],
- myid.p1 [peer thread 1’s stack]

**Local static var:** 1 instance (cnt [data])

Global var: 1 instance (ptr [data])

Local vars: 1 instance (i.m, msgs.m)

Local var: 2 instances (myid.p0 [peer thread 0’s stack], myid.p1 [peer thread 1’s stack])

Local static var: 1 instance (cnt [data])
Shared Variable Analysis

Which variables are shared?

<table>
<thead>
<tr>
<th>Variable instance</th>
<th>Referenced by main thread?</th>
<th>Referenced by peer thread 0?</th>
<th>Referenced by peer thread 1?</th>
</tr>
</thead>
<tbody>
<tr>
<td>ptr</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>cnt</td>
<td>no</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>i.m</td>
<td>yes</td>
<td>no</td>
<td>no</td>
</tr>
<tr>
<td>msgs.m</td>
<td>yes</td>
<td>yes</td>
<td>yes</td>
</tr>
<tr>
<td>myid.p0</td>
<td>no</td>
<td>yes</td>
<td>no</td>
</tr>
<tr>
<td>myid.p1</td>
<td>no</td>
<td>no</td>
<td>yes</td>
</tr>
</tbody>
</table>

```c
char **ptr;  /* global */
int main() {
  int i;
  pthread_t tid;
  char *msgs[2] = {"Hello from foo",
                   "Hello from bar"};
  ptr = msgs;
  for (i = 0; i < 2; i++)
    Pthread_create(&tid, ..., (void *)i);
  Pthread_exit(NULL);
}

/* thread routine */
void *thread(void *vargp)
{
  int myid = (int)vargp;
  static int cnt = 0;
  printf("[%d]: %s (svar=%d)\n", myid, ptr[myid], ++cnt);
}
```
Shared Variable Analysis

- Which variables are shared?

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</tr>
<tr>
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<td>no</td>
<td>yes</td>
</tr>
</tbody>
</table>

- Answer: A variable $x$ is shared iff multiple threads reference at least one instance of $x$. Thus:
  - $ptr$, $cnt$, and $msgs$ are shared
  - $i$ and $myid$ are not shared
Today

- Threads review
- Sharing
- Mutual exclusion
- Semaphores
badcnt.c: Improper Synchronization

```c
volatile int cnt = 0; /* global */

int main(int argc, char **argv)
{
    int niters = atoi(argv[1]);
    pthread_t tid1, tid2;

    Pthread_create(&tid1, NULL, thread, &niters);
    Pthread_create(&tid2, NULL, thread, &niters);
    Pthread_join(tid1, NULL);
    Pthread_join(tid2, NULL);

    /* Check result */
    if (cnt != (2 * niters))
        printf("BOOM! cnt=%d\n", cnt);
    else
        printf("OK cnt=%d\n", cnt);
    exit(0);
}

/* Thread routine */
void *thread(void *vargp)
{
    int i, niters = *((int *)vargp);

    for (i = 0; i < niters; i++)
        cnt++;
    return NULL;
}
```

`linux> ./badcnt 10000`  
`OK cnt=20000`  
`linux> ./badcnt 10000`  
`BOOM! cnt=13051`  
`linux>`

**cnt** should equal 20,000.

What went wrong?
Assembly Code for Counter Loop

C code for counter loop in thread i

```c
for (i=0; i < niters; i++)
    cnt++;
```

Corresponding assembly code

```
movl (%rdi),%ecx
movl $0,%edx
cmpl %ecx,%edx
jge .L13

.L11:
    movl cnt(%rip),%eax
    incl %eax
    movl %eax,cnt(%rip)
    incl %edx
    cmpl %ecx,%edx
    jl .L11

.L13:
```

Head ($H_i$), Load $cnt$ ($L_i$), Update $cnt$ ($U_i$), Store $cnt$ ($S_i$), Tail ($T_i$)
Concurrent Execution

**Key idea:** In general, any sequentially consistent interleaving is possible, but some give an unexpected result!

- $I_i$ denotes that thread $i$ executes instruction $I$
- $%eax_i$ is the content of $%eax$ in thread $i$’s context

<table>
<thead>
<tr>
<th>i (thread)</th>
<th>instr$_i$</th>
<th>%eax$_i$</th>
<th>%eax$_2$</th>
<th>cnt</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>$H_1$</td>
<td>-</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>$L_1$</td>
<td>0</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>$U_1$</td>
<td>1</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>$S_1$</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>$H_2$</td>
<td>-</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>$L_2$</td>
<td>-</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>$U_2$</td>
<td>-</td>
<td>2</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>$S_2$</td>
<td>-</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>2</td>
<td>$T_2$</td>
<td>-</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>1</td>
<td>$T_1$</td>
<td>1</td>
<td>-</td>
<td>2</td>
</tr>
</tbody>
</table>

Thread 1 critical section

Thread 2 critical section

OK
Concurrent Execution (cont)

- Incorrect ordering: two threads increment the counter, but the result is 1 instead of 2

<table>
<thead>
<tr>
<th>i (thread)</th>
<th>instr&lt;sub&gt;i&lt;/sub&gt;</th>
<th>%eax&lt;sub&gt;1&lt;/sub&gt;</th>
<th>%eax&lt;sub&gt;2&lt;/sub&gt;</th>
<th>cnt</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>H&lt;sub&gt;1&lt;/sub&gt;</td>
<td>-</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>L&lt;sub&gt;1&lt;/sub&gt;</td>
<td>0</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>U&lt;sub&gt;1&lt;/sub&gt;</td>
<td>1</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>H&lt;sub&gt;2&lt;/sub&gt;</td>
<td>-</td>
<td>-</td>
<td>0</td>
</tr>
<tr>
<td>2</td>
<td>L&lt;sub&gt;2&lt;/sub&gt;</td>
<td>-</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>S&lt;sub&gt;1&lt;/sub&gt;</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>T&lt;sub&gt;1&lt;/sub&gt;</td>
<td>1</td>
<td>-</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>U&lt;sub&gt;2&lt;/sub&gt;</td>
<td>-</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>S&lt;sub&gt;2&lt;/sub&gt;</td>
<td>-</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>2</td>
<td>T&lt;sub&gt;2&lt;/sub&gt;</td>
<td>-</td>
<td>1</td>
<td>1</td>
</tr>
</tbody>
</table>

Oops!
Concurrent Execution (cont)

- How about this ordering?

<table>
<thead>
<tr>
<th>i (thread)</th>
<th>instr_i</th>
<th>%eax_1</th>
<th>%eax_2</th>
<th>cnt</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>H_1</td>
<td></td>
<td></td>
<td>0</td>
</tr>
<tr>
<td>1</td>
<td>L_1</td>
<td>0</td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>H_2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>L_2</td>
<td></td>
<td>0</td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>U_2</td>
<td></td>
<td>1</td>
<td></td>
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<tr>
<td>2</td>
<td>S_2</td>
<td></td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>U_1</td>
<td>1</td>
<td></td>
<td></td>
</tr>
<tr>
<td>1</td>
<td>S_1</td>
<td>1</td>
<td></td>
<td>1</td>
</tr>
<tr>
<td>1</td>
<td>T_1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>2</td>
<td>T_2</td>
<td></td>
<td></td>
<td>1</td>
</tr>
</tbody>
</table>

Oops!

- We can analyze the behavior using a progress graph
A progress graph depicts the discrete execution state space of concurrent threads.

Each axis corresponds to the sequential order of instructions in a thread.

Each point corresponds to a possible execution state (Inst₁, Inst₂).

E.g., (L₁, S₂) denotes state where thread 1 has completed L₁ and thread 2 has completed S₂.
A trajectory is a sequence of legal state transitions that describes one possible concurrent execution of the threads.

Example:
H1, L1, U1, H2, L2, S1, T1, U2, S2, T2
Critical Sections and Unsafe Regions

L, U, and S form a critical section with respect to the shared variable \( cnt \).

Instructions in critical sections (wrt to some shared variable) should not be interleaved.

Sets of states where such interleaving occurs form unsafe regions.
Critical Sections and Unsafe Regions

**Def:** A trajectory is **safe** iff it does not enter any unsafe region.

**Claim:** A trajectory is correct (wrt $cnt$) iff it is safe.
Enforcing Mutual Exclusion

- **Question:** How can we guarantee a safe trajectory?

- **Answer:** We must *synchronize* the execution of the threads so that they never have an unsafe trajectory.
  - i.e., need to guarantee *mutually exclusive access* to critical regions

- **Classic solution:**
  - Semaphores (Edsger Dijkstra)

- **Other approaches (out of our scope)**
  - Mutex and condition variables (Pthreads)
  - Monitors (Java)
Today

- Threads review
- Sharing
- Mutual exclusion
- Semaphores
Semaphores

- **Semaphore**: non-negative global integer synchronization variable

- Manipulated by $P$ and $V$ operations:
  - $P(s)$: `[while (s == 0) wait(); s--; ]`
    - Dutch for "Proberen" (test)
  - $V(s)$: `[s++; ]`
    - Dutch for "Verhogen" (increment)

- OS kernel guarantees that operations between brackets `[ ]` are executed indivisibly
  - Only one $P$ or $V$ operation at a time can modify $s$.
  - When `while` loop in $P$ terminates, only that $P$ can decrement $s$

- Semaphore invariant: $(s >= 0)$
C Semaphore Operations

Pthreads functions:

```c
#include <semaphore.h>

int sem_init(sem_t *sem, 0, unsigned int val); /* s = val */
int sem_wait(sem_t *s); /* P(s) */
int sem_post(sem_t *s); /* V(s) */
```

CS:APP wrapper functions:

```c
#include "csapp.h"

void P(sem_t *s); /* Wrapper function for sem_wait */
void V(sem_t *s); /* Wrapper function for sem_post */
```
volatile int cnt = 0; /* global */

int main(int argc, char **argv)
{
    int niters = atoi(argv[1]);
    pthread_t tid1, tid2;

    Pthread_create(&tid1, NULL,
                   thread, &niters);
    Pthread_create(&tid2, NULL,
                   thread, &niters);
    Pthread_join(tid1, NULL);
    Pthread_join(tid2, NULL);

    /* Check result */
    if (cnt != (2 * niters))
        printf("BOOM! cnt=%d\n", cnt);
    else
        printf("OK cnt=%d\n", cnt);
    exit(0);
}

/* Thread routine */
void *thread(void *vargp)
{
    int i, niters = *((int *)vargp);
    for (i = 0; i < niters; i++)
        cnt++;
    return NULL;
}

How can we fix this using semaphores?
Using Semaphores for Mutual Exclusion

**Basic idea:**
- Associate a unique semaphore *mutex*, initially 1, with each shared variable (or related set of shared variables).
- Surround corresponding critical sections with $P(mutex)$ and $V(mutex)$ operations.

**Terminology:**
- *Binary semaphore*: semaphore whose value is always 0 or 1
- *Mutex*: binary semaphore used for mutual exclusion
  - P operation: “locking” the mutex
  - V operation: “unlocking” or “releasing” the mutex
  - “Holding” a mutex: locked and not yet unlocked.
- *Counting semaphore*: used as a counter for set of available resources.
goodcnt.c: Proper Synchronization

- Define and initialize a mutex for the shared variable cnt:

```c
volatile int cnt = 0;    /* Counter */
sem_t mutex;             /* Semaphore that protects cnt */
Sem_init(&mutex, 0, 1);  /* mutex = 1 */
```

- Surround critical section with P and V:

```c
for (i = 0; i < niters; i++) {
    P(&mutex);
    cnt++;
    V(&mutex);
}
```

Warning: It’s much slower than badcnt.c.
goodcnt.c: Proper Synchronization

- Define and initialize a mutex for the shared variable \texttt{cnt}:

```c
volatile int cnt = 0; /* Counter */
sem_t mutex; /* Semaphore that protects cnt */
Sem_init(&mutex, 0, 1); /* mutex = 1 */
```

- Surround critical section with \texttt{P} and \texttt{V}:

```c
for (i = 0; i < niters; i++) {
P(&mutex);
cnt++;
V(&mutex);
}
```

Warning: It's much slower than \texttt{badcnt.c}.

OK cnt=2000000 BOOM! cnt=1036525 Slowdown
real 0m0.138s 0m0.007s 20X
user 0m0.120s 0m0.008s 15X
sys 0m0.108s 0m0.000s NaN

And slower means much slower!
Why Mutexes Work

Provide mutually exclusive access to shared variable by surrounding critical section with \( P \) and \( V \) operations on semaphore \( s \) (initially set to 1)

Semaphore invariant creates a forbidden region that encloses unsafe region that cannot be entered by any trajectory.

Initially \( s = 1 \)
Summary

- Programmers need a clear model of how variables are shared by threads.
- Variables shared by multiple threads must be protected to ensure mutually exclusive access.
- Semaphores are a fundamental mechanism for enforcing mutual exclusion.
Threads vs. Processes (cont.)

- Processes form a tree hierarchy
- Threads form a pool of peers
  - Each thread can kill any other
  - Each thread can wait for any other thread to terminate
  - Main thread: first thread to run in a process

**Process hierarchy**

```
  P0
   /\  \\   
  /   \ /   \
 P1 T1 T2 T3
|     |     |
sh   sh   sh
|     |     |
foo
```

**Thread pool**

```
sorted code, data
and kernel context

T1 ------ T2 ------ T3
|       |       |
T4 ------ T5
```
Posix Threads (Pthreads) Interface

**Pthreads**: Standard interface for ~60 functions that manipulate threads from C programs

- Threads run thread routines:
  - void *threadroutine(void *vargp)
- Creating and reaping threads
  - pthread_create(pthread_t *tid, ..., func *f, void *arg)
  - pthread_join(pthread_t tid, void **thread_return)
- Determining your thread ID
  - pthread_self()
- Terminating threads
  - pthread_cancel(pthread_t tid)
  - pthread_exit(void *tread_return)
  - return (in primary thread routine terminates the thread)
  - exit (terminates all threads)
The Pthreads "Hello, world" Program

```c
/*
 * hello.c - Pthreads "hello, world" program
 */
#include "csapp.h"

void *thread(void *vargp);

int main() {
    pthread_t tid;
    Pthread_create(&tid, NULL, thread, NULL);
    Pthread_join(tid, NULL);
    exit(0);
}

/* thread routine */
void *thread(void *vargp) {
    printf("Hello, world!\n");
    return NULL;
}
```