last time

cache write — what if not yet cached?

- *write-allocate* — cache it
- *write-no-allocate* — don't

cache write — send to next level immediately?

- *write-through* — update next level right away
- *write-back* — record that it's modified ("dirty"); update next level later

TLBs — cache for page table entries

- virtual page number → (last-level) page table entry
- on hit: substitute for entire lookup process, us page table entry
- on miss: do (multi-level?) translate, stash page table entry for next time

anonymous feedback (1)

"Would it be possible for you to share the annoted slides after a lecture? Sometimes you draw diagrams or highlight information that helps with understanding material, but it's a pain to have to go through the recordings to find specific slides"

- currently don't have an efficient way of doing this (would need to extract annotations from recordings)
- will work on longer-term

cache-programs HW

why threads?

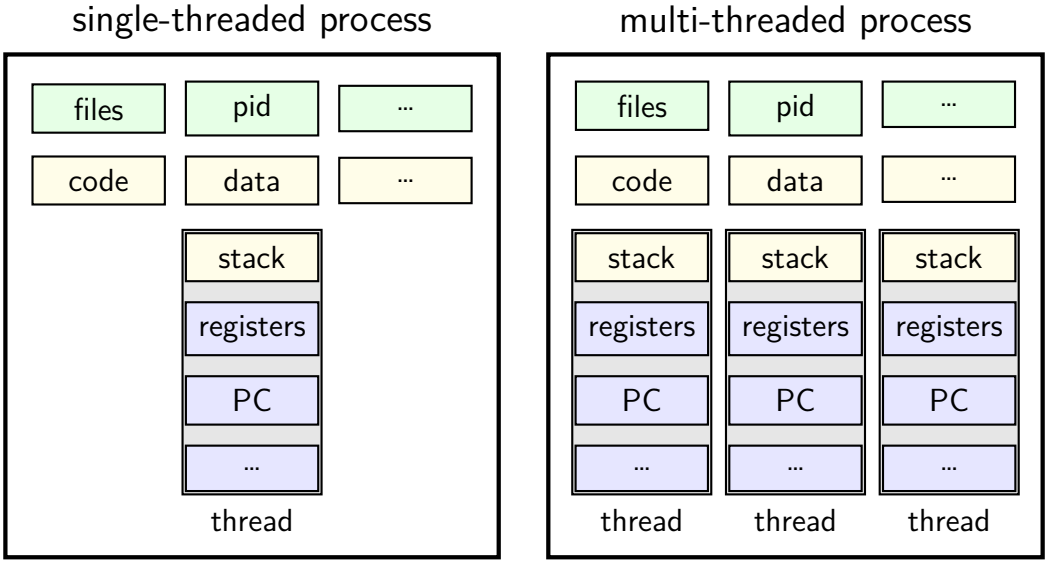
concurrency: different things happening at once

- one thread per user of web server?
- one thread per page in web browser?
- one thread to play audio, one to read keyboard, ...?
- ...

parallelism: do same thing with more resources

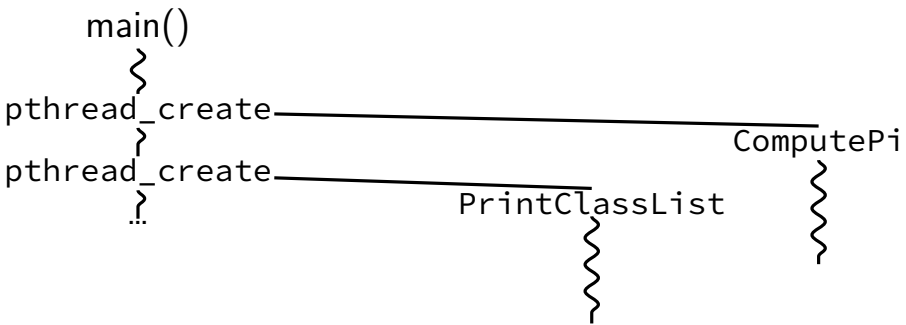
- multiple processors to speed-up simulation (life assignment)

single and multithread processes



pthread_create

```
void *ComputePi(void *argument) { ...  }
void *PrintClassList(void *argument) { ...  }
int main() {
    pthread_t pi_thread, list_thread;
    pthread_create(&pi_thread, NULL, ComputePi, NULL);
    pthread_create(&list_thread, NULL, PrintClassList, NULL);
    ... /* more code */
}
```



pthread_create

```
void *ComputePi(void *argument) { ...  }
void *PrintClassList(void *argument) { ...  }
int main() {
    pthread_t pi_thread, list_thread;
    pthread_create(&pi_thread, NULL, ComputePi, NULL);
    pthread_create(&list_thread, NULL, PrintClassList, NULL);
    ... /* more code */
}
```

pthread_create arguments:

thread identifier

function to run thread starts here, terminates if this function returns

thread attributes (extra settings) and function argument

pthread_create

```
void *ComputePi(void *argument) { ...  }
void *PrintClassList(void *argument) { ...  }
int main() {
    pthread_t pi_thread, list_thread;
    pthread_create(&pi_thread, NULL, ComputePi, NULL);
    pthread_create(&list_thread, NULL, PrintClassList, NULL);
    ... /* more code */
}
```

pthread_create arguments:

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pthread_create

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void *ComputePi(void *argument) { ...  }
void *PrintClassList(void *argument) { ...  }
int main() {
    pthread_t pi_thread, list_thread;
    pthread_create(&pi_thread, NULL, ComputePi, NULL);
    pthread_create(&list_thread, NULL, PrintClassList, NULL);
    ... /* more code */
}
```

pthread_create arguments:

thread identifier

function to run thread starts here, terminates if this function returns

thread attributes (extra settings) and function argument

pthread_create

```
void *ComputePi(void *argument) { ...  }
void *PrintClassList(void *argument) { ...  }
int main() {
    pthread_t pi_thread, list_thread;
    pthread_create(&pi_thread, NULL, ComputePi, NULL);
    pthread_create(&list_thread, NULL, PrintClassList, NULL);
    ... /* more code */
}
```

pthread_create arguments:

thread identifier

function to run thread starts here, terminates if this function returns

thread attributes (extra settings) and function argument

a threading race

```
#include <pthread.h>
#include <stdio.h>
void *print_message(void *ignored_argument) {
    printf("In the thread\n"); return NULL;
}
int main() {
    printf("About to start thread\n");
    pthread_t the_thread;
    pthread_create(&the_thread, NULL, print_message, NULL);
    printf("Done starting thread\n");
    return 0;
}
```

My machine: outputs `In the thread` about 4% of the time.

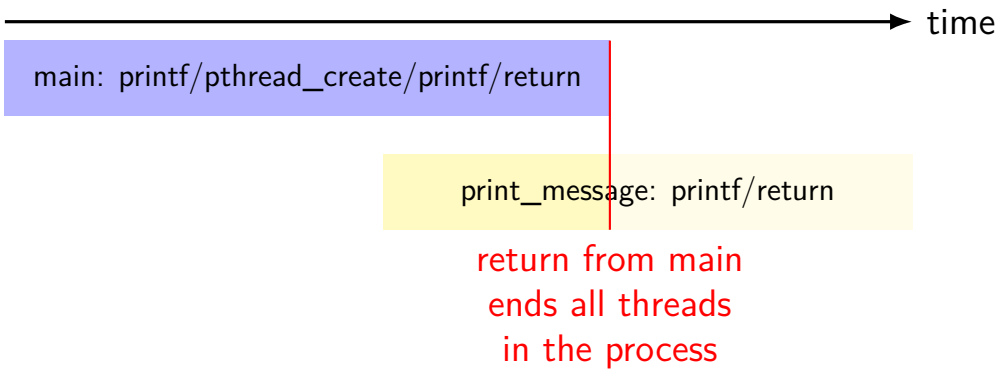
What happened?

a race

returning from main exits the entire process (all its threads)

- same as calling exit; not like other threads

race: main's return 0 or print_message's printf first?



fixing the race (version 1)

```
#include <pthread.h>
#include <stdio.h>
void *print_message(void *ignored_argument) {
    printf("In the thread\n");
    return NULL;
}
int main() {
    printf("About to start thread\n");
    pthread_t the_thread;
    pthread_create(&the_thread, NULL, print_message, NULL);
    printf("Done starting thread\n");
    pthread_join(the_thread, NULL);  /* WAIT FOR THREAD */
    return 0;
}
```

fixing the race (version 2; not recommended)

```
#include <pthread.h>
#include <stdio.h>
void *print_message(void *ignored_argument) {
    printf("In the thread\n");
    return NULL;
}
int main() {
    printf("About to start thread\n");
    pthread_t the_thread;
    pthread_create(&the_thread, NULL, print_message, NULL);
    printf("Done starting thread\n");
    pthread_exit(NULL);
}
```

pthread_join, pthread_exit

`pthread_join`: wait for thread, retrieves its return value

- like `waitpid`, but for a thread
- return value is pointer to anything

`pthread_exit`: exit current thread, returning a value

- like `exit` or returning from main, but for a single thread
- same effect as returning from function passed to pthread_create

sum example (only globals)

```
int values[1024];
int results[2];
void *sum_front(void *ignored_argument) {
    int sum = 0;
    for (int i = 0; i < 512; ++i) { sum += values[i]; }
    results[0] = sum;
    return NULL;
}
void *sum_back(void *ignored_argument) {
    int sum = 0;
    for (int i = 512; i < 1024; ++i) { sum += values[i]; }
    results[1] = sum;
    return NULL;
}
int sum_all() {
    pthread_t sum_front_thread, sum_back_thread;
    pthread_create(&sum_front_thread, NULL, sum_front, NULL);
    pthread_create(&sum_back_thread, NULL, sum_back, NULL);
    pthread_join(sum_front_thread, NULL); pthread_join(sum_back_thread, NULL);
    return results[0] + results[1];
}
```

sum example (only globals)

values, results: global variables — shared

```
int values[1024];
int results[2];
void *sum_front(void *ignored_argument) {
    int sum = 0;
    for (int i = 0; i < 512; ++i) { sum += values[i]; }
    results[0] = sum;
    return NULL;
}
void *sum_back(void *ignored_argument) {
    int sum = 0;
    for (int i = 512; i < 1024; ++i) { sum += values[i]; }
    results[1] = sum;
    return NULL;
}
int sum_all() {
    pthread_t sum_front_thread, sum_back_thread;
    pthread_create(&sum_front_thread, NULL, sum_front, NULL);
    pthread_create(&sum_back_thread, NULL, sum_back, NULL);
    pthread_join(sum_front_thread, NULL); pthread_join(sum_back_thread, NULL);
    return results[0] + results[1];
}
```

sum example (only globals)

two different functions
happen to be the same except for some numbers

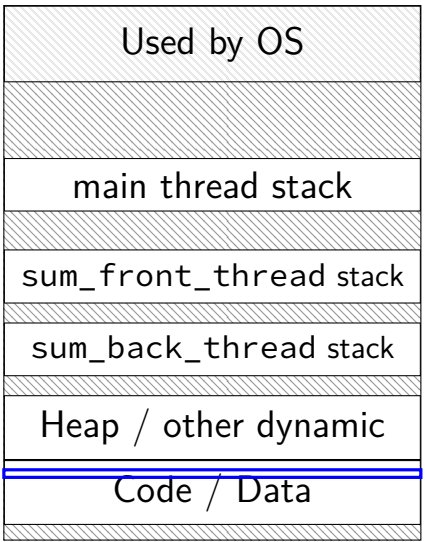
```
int values[1024];
int results[2];
void *sum_front(void *ignored_argument) {
    int sum = 0;
    for (int i = 0; i < 512; ++i) { sum += values[i]; }
    results[0] = sum;
    return NULL;
}
void *sum_back(void *ignored_argument) {
    int sum = 0;
    for (int i = 512; i < 1024; ++i) { sum += values[i]; }
    results[1] = sum;
    return NULL;
}
int sum_all() {
    pthread_t sum_front_thread, sum_back_thread;
    pthread_create(&sum_front_thread, NULL, sum_front, NULL);
    pthread_create(&sum_back_thread, NULL, sum_back, NULL);
    pthread_join(sum_front_thread, NULL); pthread_join(sum_back_thread, NULL);
    return results[0] + results[1];
}
```

sum

values returned from threads
via global array instead of return value
(partly to illustrate that memory is shared,
partly because this pattern works when we don't join (later))

```
int valu
int resu
void *su
    int
    for (int i = 0; i < 512; ++i) { sum += values[i]; }
    results[0] = sum;
    return NULL;
}
void *sum_back(void *ignored_argument) {
    int sum = 0;
    for (int i = 512; i < 1024; ++i) { sum += values[i]; }
    results[1] = sum;
    return NULL;
}
int sum_all() {
    pthread_t sum_front_thread, sum_back_thread;
    pthread_create(&sum_front_thread, NULL, sum_front, NULL);
    pthread_create(&sum_back_thread, NULL, sum_back, NULL);
    pthread_join(sum_front_thread, NULL); pthread_join(sum_back_thread, NULL);
    return results[0] + results[1];
}
```

thread_sum memory layout



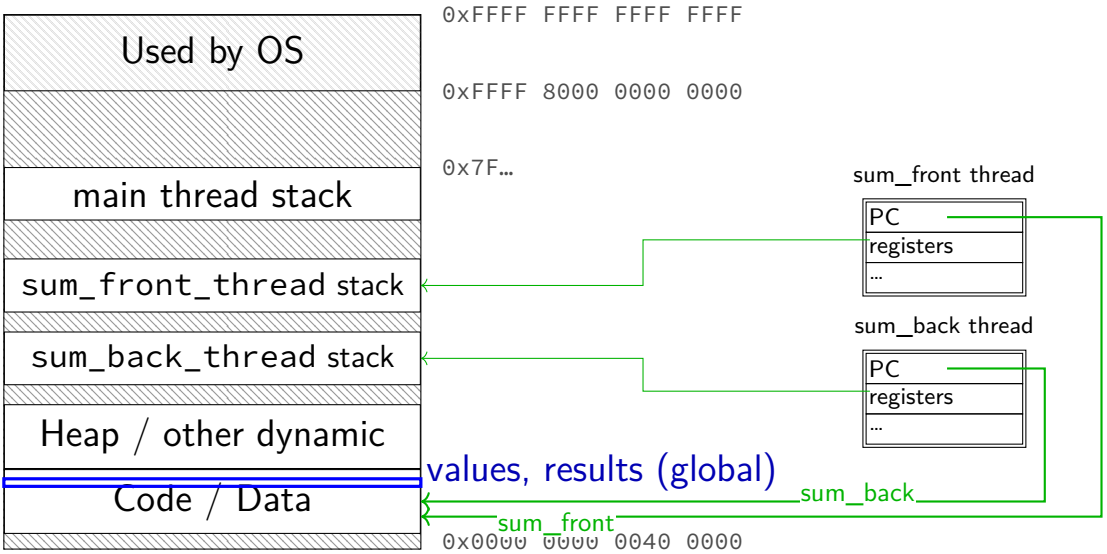
0xFFFF FFFF FFFF FFFF

0xFFFF 8000 0000 0000

0x7F…

0x0000 0000 0040 0000

thread_sum memory layout



sum example (to global, with thread IDs)

```
int values[1024];
int results[2];
void *sum_thread(void *argument) {
    int id = (int) argument;
    int sum = 0;
    for (int i = id * 512; i < (id + 1) * 512; ++i) {
        sum += values[i];
    }
    results[id] = sum;
    return NULL;
}
int sum_all() {
    pthread_t thread[2];
    for (int i = 0; i < 2; ++i) {
        pthread_create(&threads[i], NULL, sum_thread, (void *) i);
    }
    for (int i = 0; i < 2; ++i)
        pthread_join(threads[i], NULL);
    return results[0] + results[1];
}
```

sum example (to global, with thread IDs)

```
int values[1024];
int results[2];
void *sum_thread(void *argume...) {
    int id = (int) argument;
    int sum = 0;
    for (int i = id * 512; i < (id + 1) * 512; ++i) {
        sum += values[i];
    }
    results[id] = sum;
    return NULL;
}
int sum_all() {
    pthread_t thread[2];
    for (int i = 0; i < 2; ++i) {
        pthread_create(&threads[i], NULL, sum_thread, (void *) i);
    }
    for (int i = 0; i < 2; ++i)
        pthread_join(threads[i], NULL);
    return results[0] + results[1];
}
```

values, results: global variables — shared

sum example (info struct)

```
int values[1024];
struct ThreadInfo {
    int start, end, result;
};
void *sum_thread(void *argument) {
    struc tThreadInfo *my_info =  (struct ThreadInfo *) argument;
    int sum = 0;
    for (int i = my_info->start; i < my_info->end; ++i) { sum += values[i]; }
    my_info->result = sum;
    return NULL;
}
int sum_all() {
    pthread_t thread[2]; struct ThreadInfo info[2];
    for (int i = 0; i < 2; ++i) {
        info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&threads[i], NULL, sum_thread, &info[i]);
    }
    for (int i = 0; i < 2; ++i) { pthread_join(threads[i], NULL); }
    return info[0].result + info[1].result;
}
```

sum example (info struct)

values: global variable — shared

```
int values[1024];
struct ThreadInfo
    int start, end, result;
};
void *sum_thread(void *argument) {
    struc tThreadInfo *my_info =  (struct ThreadInfo *) argument;
    int sum = 0;
    for (int i = my_info->start; i < my_info->end; ++i) { sum += values[i]; }
    my_info->result = sum;
    return NULL;
}
int sum_all() {
    pthread_t thread[2]; struct ThreadInfo info[2];
    for (int i = 0; i < 2; ++i) {
        info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&threads[i], NULL, sum_thread, &info[i]);
    }
    for (int i = 0; i < 2; ++i) { pthread_join(threads[i], NULL); }
    return info[0].result + info[1].result;
}
```

sum example (info struct)

```
int values[1024];
struct ThreadInfo {
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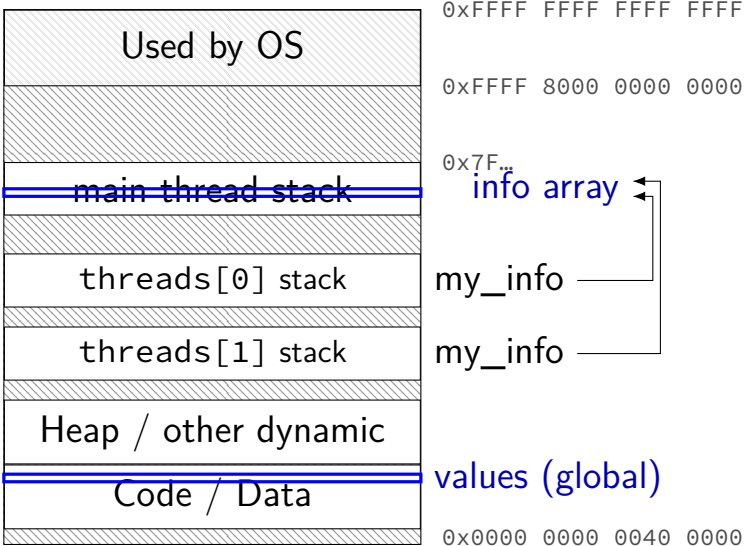
};
void *sum_thread(void *argument) {
    struc tThreadInfo *my_info = (struct ThreadInfo *) argument;
    int sum = 0;
    for (int i = my_info->start; i < my_info->end; ++i) { sum += values[i]; }
    my_info->result = sum;
    return NULL;
}
int sum_all() {
    pthread_t thread[2]; struct ThreadInfo info[2];
    for (int i = 0; i < 2; ++i) {
        info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&threads[i], NULL, sum_thread, &info[i]);
    }
    for (int i = 0; i < 2; ++i) { pthread_join(threads[i], NULL); }
    return info[0].result + info[1].result;
}
```

my_info: pointer to sum_all's stack
only okay because sum_all waits!

sum example (info struct)

```
int values[1024];
struct ThreadInfo {
    int start, end, result;
};
void *sum_thread(void *argument) {
    struc tThreadInfo *my_info =  (struct ThreadInfo *) argument;
    int sum = 0;
    for (int i = my_info->start; i < my_info->end; ++i) { sum += values[i]; }
    my_info->result = sum;
    return NULL;
}
int sum_all() {
    pthread_t thread[2]; struct ThreadInfo info[2];
    for (int i = 0; i < 2; ++i) {
        info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&threads[i], NULL, sum_thread, &info[i]);
    }
    for (int i = 0; i < 2; ++i) { pthread_join(threads[i], NULL); }
    return info[0].result + info[1].result;
}
```

thread_sum memory layout (info struct)



sum example (to main stack)

```
struct ThreadInfo { int *values; int start; int end; int result };
void *sum_thread(void *argument) {
    ThreadInfo *my_info = (ThreadInfo *) argument;
    int sum = 0;
    for (int i = my_info->start; i < my_info->end; ++i) {
        sum += my_info->values[i];
    }
    my_info->result = sum;
    return NULL;

}
int sum_all(int *values) {
    ThreadInfo info[2]; pthread_t thread[2];
    for (int i = 0; i < 2; ++i) {
        info[i].values = values; info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&threads[i], NULL, sum_thread, (void *) &info[i]);
    }
    for (int i = 0; i < 2; ++i)
        pthread_join(threads[i], NULL);
    return info[0].result + info[1].result;
}
```

sum example (to main stack)

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struct ThreadInfo { int *values; int start; int end; int result };
void *sum_thread(void *argument) {
    ThreadInfo *my_info = (ThreadInfo *) argument;
    int sum = 0;
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        sum += my_info->values[i];
    }
    my_info->result = sum;
    return NULL;

}
int sum_all(int *values) {
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    for (int i = 0; i < 2; ++i) {
        info[i].values = values; info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&threads[i], NULL, sum_thread, (void *) &info[i]);
    }
    for (int i = 0; i < 2; ++i)
        pthread_join(threads[i], NULL);
    return info[0].result + info[1].result;
}
```

sum example (to main stack)

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struct ThreadInfo { int *values; int start; int end; int result };
void *sum_thread(void *argument) {
    ThreadInfo *my_info = (ThreadInfo *) argument;
    int sum = 0;
    for (int i = my_info->start; i < my_info->end; ++i) {
        sum += my_info->values[i];
    }
    my_info->result = sum;
    return NULL;

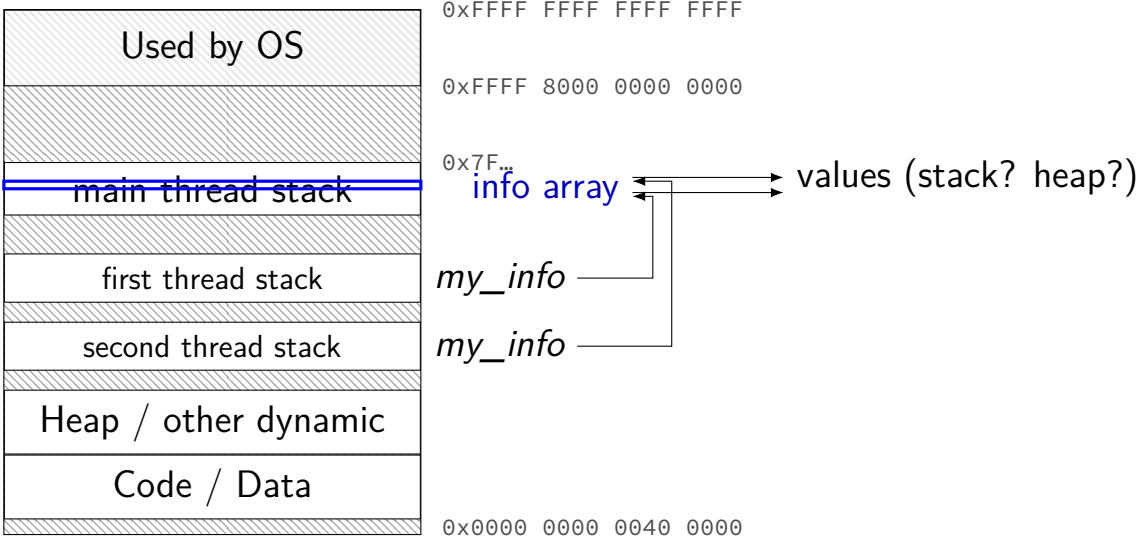
}
int sum_all(int *values) {
    ThreadInfo info[2]; pthread_t thread[2];
    for (int i = 0; i < 2; ++i) {
        info[i].values = values; info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&threads[i], NULL, sum_thread, (void *) &info[i]);
    }
    for (int i = 0; i < 2; ++i)
        pthread_join(threads[i], NULL);
    return info[0].result + info[1].result;
}
```

sum example (to main stack)

```
struct ThreadInfo { int *values; int start; int end; int result };
void *sum_thread(void *argument) {
    ThreadInfo *my_info = (ThreadInfo *) argument;
    int sum = 0;
    for (int i = my_info->start; i < my_info->end; ++i) {
        sum += my_info->values[i];
    }
    my_info->result = sum;
    return NULL;

}
int sum_all(int *values) {
    ThreadInfo info[2]; pthread_t thread[2];
    for (int i = 0; i < 2; ++i) {
        info[i].values = values; info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&threads[i], NULL, sum_thread, (void *) &info[i]);
    }
    for (int i = 0; i < 2; ++i)
        pthread_join(threads[i], NULL);
    return info[0].result + info[1].result;
}
```

program memory (to main stack)



sum example (on heap)

```
struct ThreadInfo { pthread_t thread; int *values; int start; int end; int result
void *sum_thread(void *argument) {
    ...
}

struct ThreadInfo *start_sum_all(int *values) {
    struct ThreadInfo *info = calloc(2, sizeof(struct ThreadInfo);
    for (int i = 0; i < 2; ++i) {
        info[i].values = values; info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&info[i].thread, NULL, sum_thread, (void *) &info[i]);
    }
    return info;
}

int finish_sum_all(ThreadInfo *info) {
    for (int i = 0; i < 2; ++i)
        pthread_join(info[i].thread, NULL);
    int result = info[0].result + info[1].result;
    free(info);
    return result;
}
```

sum example (on heap)

```
struct ThreadInfo { pthread_t thread; int *values; int start; int end; int result
void *sum_thread(void *argument) {
    ...
}

struct ThreadInfo *start_sum_all(int *values) {
    struct ThreadInfo *info = calloc(2, sizeof(struct ThreadInfo));
    for (int i = 0; i < 2; ++i) {
        info[i].values = values; info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&info[i].thread, NULL, sum_thread, (void *) &info[i]);
    }
    return info;
}

int finish_sum_all(ThreadInfo *info) {
    for (int i = 0; i < 2; ++i)
        pthread_join(info[i].thread, NULL);
    int result = info[0].result + info[1].result;
    free(info);
    return result;
}
```

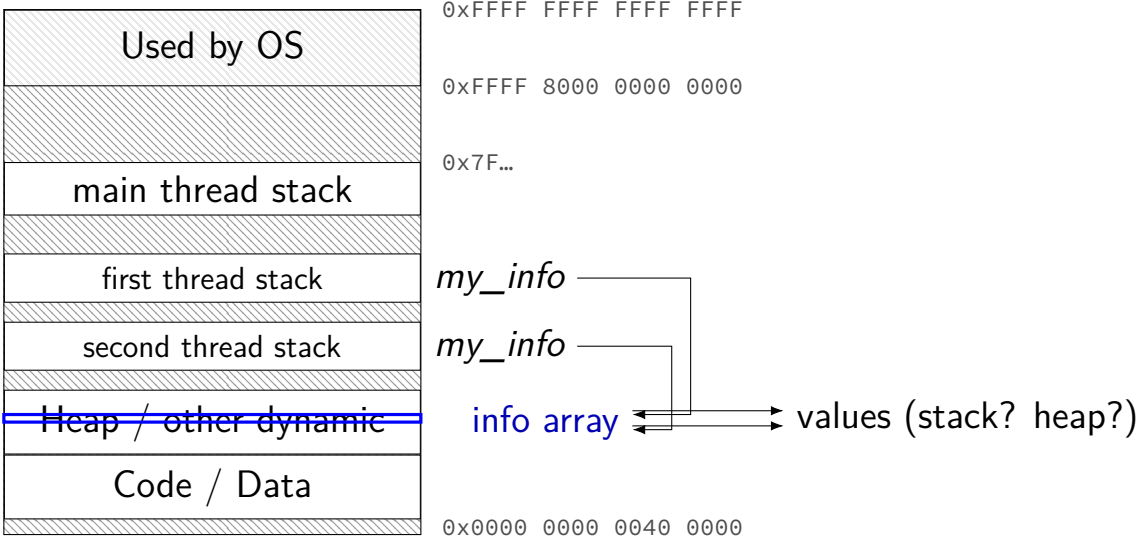
sum example (on heap)

```
struct ThreadInfo { pthread_t thread; int *values; int start; int end; int result
void *sum_thread(void *argument) {
    ...
}

struct ThreadInfo *start_sum_all(int *values) {
    struct ThreadInfo *info = calloc(2, sizeof(struct ThreadInfo);
    for (int i = 0; i < 2; ++i) {
        info[i].values = values; info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&info[i].thread, NULL, sum_thread, (void *) &info[i]);
    }
    return info;
}

int finish_sum_all(ThreadInfo *info) {
    for (int i = 0; i < 2; ++i)
        pthread_join(info[i].thread, NULL);
    int result = info[0].result + info[1].result;
    free(info);
    return result;
}
```

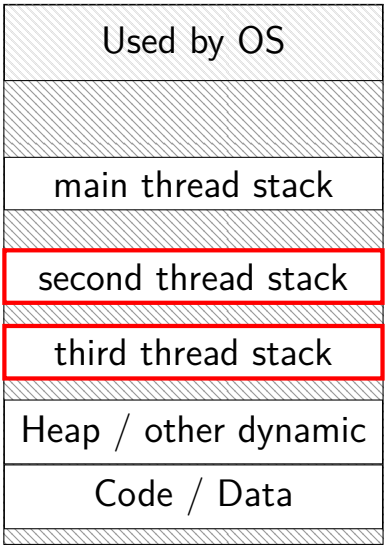
thread_sum memory (heap version)



what's wrong with this?

```
/* omitted: headers */
void *create_string(void *ignored_argument) {
  char string[1024];
  ComputeString(string);
  return string;
}
int main() {
  pthread_t the_thread;
  pthread_create(&the_thread, NULL, create_string, NULL);
  char *string_ptr;
  pthread_join(the_thread, (void**) &string_ptr);
  printf("string is %s\n", string_ptr);
}
```

program memory



0xFFFF FFFF FFFF FFFF

0xFFFF 8000 0000 0000

0x7F…

dynamically allocated stacks

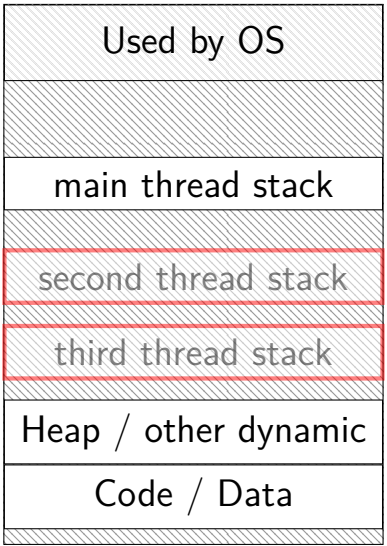
`string result` allocated here

`string_ptr` pointed to here

…stacks deallocated when threads exit/are joined

0x0000 0000 0040 0000

program memory



0xFFFF FFFF FFFF FFFF

0xFFFF 8000 0000 0000

0x7F…

dynamically allocated stacks

`string result` allocated here

`string_ptr` pointed to here

…stacks deallocated when threads exit/are joined

0x0000 0000 0040 0000

thread joining

pthread_join allows collecting thread return value

if you don't join joinable thread, then memory leak!

thread joining

pthread_join allows collecting thread return value

if you don't join joinable thread, then memory leak!

avoiding memory leak?

always join...or

"detach" thread to make it not joinable

pthread_detach

```
void *show_progress(void * ...) { ... }
void spawn_show_progress_thread() {
    pthread_t show_progress_thread;
    pthread_create(&show_progress_thread, NULL,
                   show_progress, NULL);

    /* instead of keeping pthread_t around to join thread later: */
    pthread_detach(show_progress_thread);
}

int main() {
    spawn_show_progress_thread();
    do_othe
    ...
}
```

detach = don't care about return value, etc.
system will deallocate when thread terminates

starting threads detached

```
void *show_progress(void * ...) { ... }
void spawn_show_progress_thread() {
    pthread_t show_progress_thread;
    pthread_attr_t attrs;
    pthread_attr_init(&attrs);
    pthread_attr_setdetachstate(&attrs, PTHREAD_CREATE_DETACHED);
    pthread_create(&show_progress_thread, attrs,
                   show_progress, NULL);
    pthread_attr_destroy(&attrs);
}
```

setting stack sizes

```
void *show_progress(void * ...) { ... }
void spawn_show_progress_thread() {
    pthread_t show_progress_thread;
    pthread_attr_t attrs;
    pthread_attr_init(&attrs);
    pthread_attr_setstacksize(&attrs, 32 * 1024 /* bytes */);
    pthread_create(&show_progress_thread, attrs,
                   show_progress, NULL);
}
```

a note on error checking

from pthread_create manpage:

ERRORS

EAGAIN Insufficient resources to create another thread, or a system-imposed limit on the number of threads was encountered. The latter case may occur in two ways: the **RLIMIT_NPROC** soft resource limit (set via **setrlimit**(2)), which limits the number of process for a real user ID, was reached; or the kernel's system-wide limit on the number of threads, /proc/sys/kernel/threads-max, was reached.

EINVAL Invalid settings in attr.

EPERM No permission to set the scheduling policy and parameters specified in attr.

special constants for *return value*

same pattern for many other pthreads functions

will often omit error checking in slides for brevity

error checking pthread_create

```
int error = pthread_create(...);
if (error != 0) {
    /* print some error message */
}
```

a threading race

```
#include <pthread.h>
#include <stdio.h>
void *print_message(void *ignored_argument) {
    printf("In the thread\n"); return NULL;
}
int main() {
    printf("About to start thread\n");
    pthread_t the_thread;
    pthread_create(&the_thread, NULL, print_message, NULL);
    printf("Done starting thread\n");
    return 0;
}
```

My machine: outputs `In the thread` about 4% of the time.

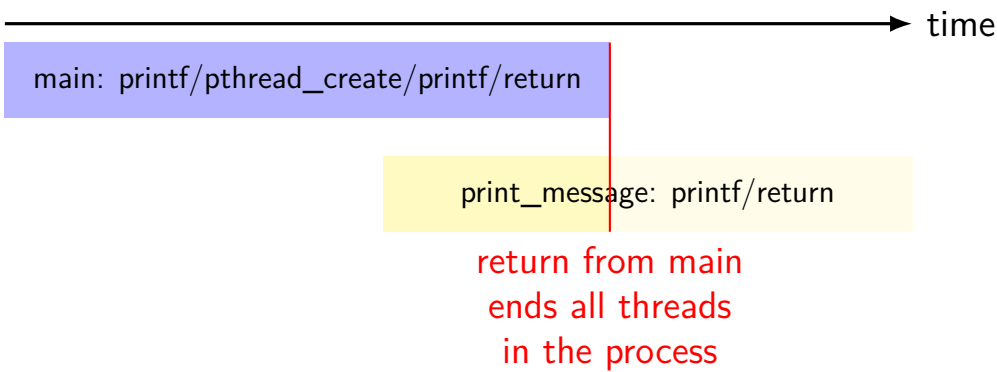
What happened?

a race

returning from main exits the entire process (all its threads)

- same as calling exit; not like other threads

race: main's return 0 or print_message's printf first?



the correctness problem

two threads?

introduces *non-determinism*

which one runs first?

allows for “race condition” bugs

...to be avoided with synchronization constructs

example application: ATM server

commands: withdraw, deposit

one correctness goal: don't lose money

ATM server

(pseudocode)

```
ServerLoop() {
    while (true) {
        ReceiveRequest(&operation, &accountNumber, &amount);
        if (operation == DEPOSIT) {
            Deposit(accountNumber, amount);
        } else ...
    }
}
Deposit(accountNumber, amount) {
    account = GetAccount(accountNumber);
    account->balance += amount;
    SaveAccountUpdates(account);
}
```

a threaded server?

```
Deposit(accountNumber, amount) {
    account = GetAccount(accountId);
    account->balance += amount;
    SaveAccountUpdates(account);
}
```

maybe GetAccount/SaveAccountUpdates can be slow?

- read/write disk sometimes? contact another server sometimes?

maybe lots of requests to process?

- maybe real logic has more checks than Deposit()
- ...

all reasons to handle multiple requests at once

→ many threads all running the server loop

multiple threads

```
main() {
    for (int i = 0; i < NumberOfThreads; ++i) {
        pthread_create(&server_loop_threads[i], NULL,
                       ServerLoop, NULL);
    }
    ...
}

ServerLoop() {
    while (true) {
        ReceiveRequest(&operation, &accountNumber, &amount);
        if (operation == DEPOSIT) {
            Deposit(accountNumber, amount);
        } else ...
    }
}
```

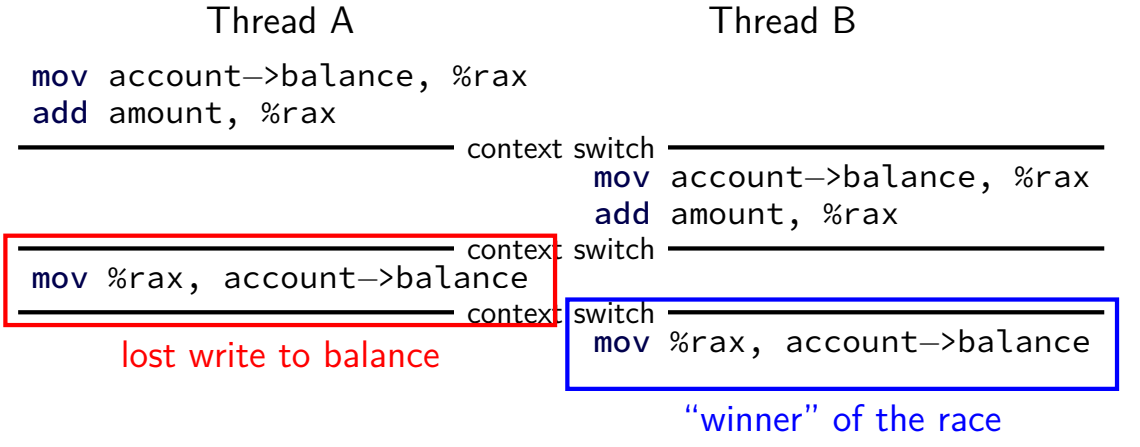
the lost write

`account->balance += amount;` (in two threads, same account)

Thread A		Thread B
`mov account->balance, %rax`		
`add amount, %rax`		
	context switch	
		`mov account->balance, %rax`
		`add amount, %rax`
	context switch	
`mov %rax, account->balance`		
	context switch	
		`mov %rax, account->balance`

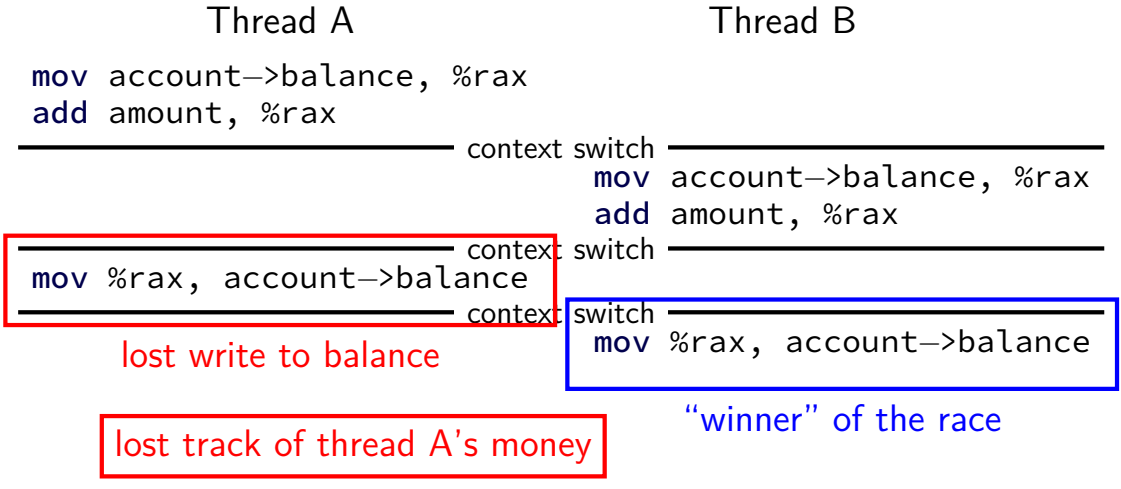
the lost write

`account->balance += amount;` (in two threads, same account)



the lost write

`account->balance += amount;` (in two threads, same account)



thinking about race conditions (1)

what are the possible values of x? (initially $x = y = 0$)

Thread A	**Thread B**
$x \leftarrow 1$	$y \leftarrow 2$

thinking about race conditions (1)

what are the possible values of x? (initially $x = y = 0$)

Thread A	**Thread B**
$x \leftarrow 1$	$y \leftarrow 2$

must be 1. Thread B can't do anything

thinking about race conditions (2)

possible values of x? (initially $x = y = 0$)

Thread A	**Thread B**
$x \leftarrow y + 1$	$y \leftarrow 2$
	$y \leftarrow y \times 2$

thinking about race conditions (2)

possible values of x? (initially $x = y = 0$)

Thread A	**Thread B**
$x \leftarrow y + 1$	$y \leftarrow 2$
	$y \leftarrow y \times 2$

if A goes first, then B: 1

if B goes first, then A: 5

if B line one, then A, then B line two: 3

thinking about race conditions (3)

what are the possible values of x?

(initially $x = y = 0$)

Thread A	**Thread B**
$x \leftarrow 1$	$x \leftarrow 2$

thinking about race conditions (3)

what are the possible values of x?

(initially $x = y = 0$)

Thread A	**Thread B**
$x \leftarrow 1$	$x \leftarrow 2$

1 or 2

thinking about race conditions (3)

what are the possible values of x?

(initially $x = y = 0$)

Thread A	Thread B
$x \leftarrow 1$	$x \leftarrow 2$

1 or 2

...but why not 3?

B: x bit 0 $\leftarrow 0$
A: x bit 0 $\leftarrow 1$
A: x bit 1 $\leftarrow 0$
B: x bit 1 $\leftarrow 1$

thinking about race conditions (2)

possible values of x? (initially $x = y = 0$)

Thread A	**Thread B**
$x \leftarrow y + 1$	$y \leftarrow 2$
	$y \leftarrow y \times 2$

if A goes first, then B: 1

if B goes first, then A: 5

if B line one, then A, then B line two: 3

...and why not 7:

B (start): $y \leftarrow 2 = 0010_{\text{TWO}}$; then y bit 3 $\leftarrow$ 0; y bit 2 $\leftarrow$ 1; then
A: x $\leftarrow 110_{\text{TWO}} + 1 = 7$; then
B (finish): y bit 1 $\leftarrow$ 0; y bit 0 $\leftarrow$ 0

atomic operation

atomic operation = operation that runs to completion or not at all

we will use these to let threads work together

most machines: loading/storing (aligned) words is atomic

- so can't get 3 from $x \leftarrow 1$ and $x \leftarrow 2$ running in parallel
- aligned $\approx$ address of word is multiple of word size (typically done by compilers)

but some instructions are not atomic; examples:

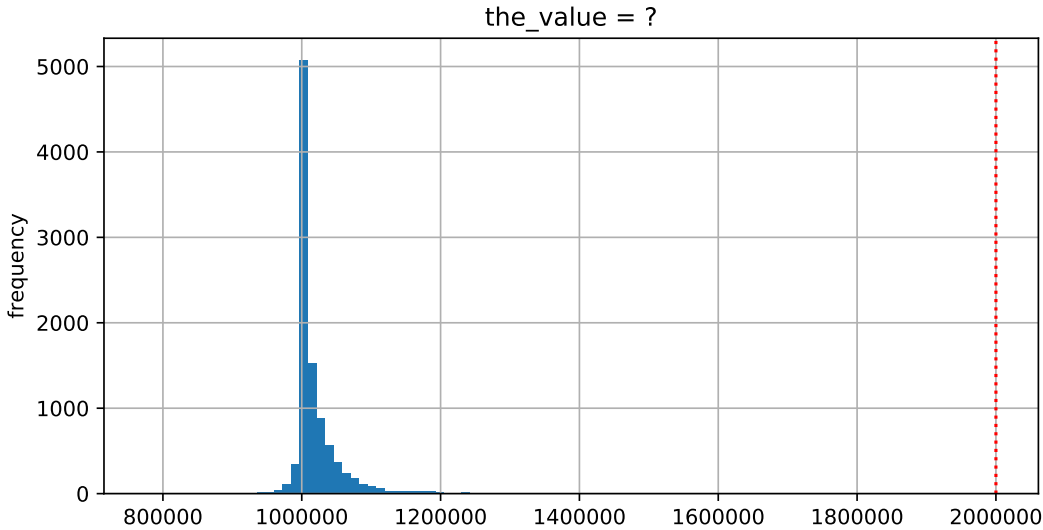
- x86: integer add constant to memory location
- many CPUs: loading/storing values that cross cache blocks
  - e.g. if cache blocks `0x40` bytes, load/store 4 byte from addr. `0x3E` is not atomic

lost adds (program)

```
.global update_loop
update_loop:
    addl $1, the_value // the_value (global variable) += 1
    dec %rdi           // argument 1 -= 1
    jg update_loop     // if argument 1 >= 0 repeat
    ret
```

```
int the_value;
extern void *update_loop(void *);
int main(void) {
    the_value = 0;
    pthread_t A, B;
    pthread_create(&A, NULL, update_loop, (void*) 1000000);
    pthread_create(&B, NULL, update_loop, (void*) 1000000);
    pthread_join(A, NULL); pthread_join(B, NULL);
    // expected result: 1000000 + 1000000 = 2000000
    printf("the_value = %d\n", the_value);
}
```

lost adds (results)



but how?

probably not possible on single core

- exceptions can't occur in the middle of `add` instruction

...but 'add to memory' implemented with multiple steps

- still needs to load, add, store internally
- can be interleaved with what other cores do

but how?

probably not possible on single core

- exceptions can't occur in the middle of `add` instruction

...but 'add to memory' implemented with multiple steps

- still needs to load, add, store internally
- can be interleaved with what other cores do

(and actually it's more complicated than that — we'll talk later)

so, what is actually atomic

for now we'll assume: load/stores of 'words'
(64-bit machine = 64-bits words)

in general: processor designer will tell you

their job to design caches, etc. to work as documented

backup slides

generalizing locks: semaphores

semaphore has a non-negative integer **value** and two operations:

P() or **down** or **wait**:
wait for semaphore to become positive (> 0),
then decerement by 1

V() or **up** or **signal** or **post**:
increment semaphore by 1 (waking up thread if needed)

P, V from Dutch: *proberen* (test), *verhogen* (increment)

semaphores are kinda integers

semaphore like an integer, but...

cannot read/write directly

- down/up operaion only way to access (typically)
- exception: initialization

never negative — wait instead

- down operation wants to make negative? thread waits

reserving books

suppose tracking copies of library book...

```
Semaphore free_copies = Semaphore(3);
void ReserveBook() {
    // wait for copy to be free
    free_copies.down();
    ... // ... then take reserved copy
}

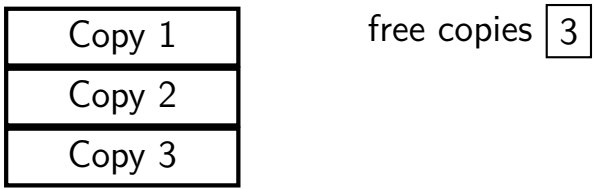
void ReturnBook() {
    ... // return reserved copy
    free_copies.up();
    // ... then wakekup waiting thread
}
```

counting resources: reserving books

suppose tracking copies of same library book

non-negative integer count = # how many books used?

up = give back book; down = take book



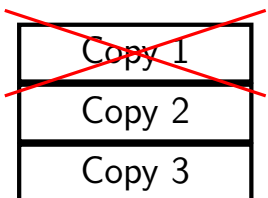
counting resources: reserving books

suppose tracking copies of same library book

non-negative integer count = # how many books used?

up = give back book; down = take book

taken out



free copies 3 2

after calling down to reserve

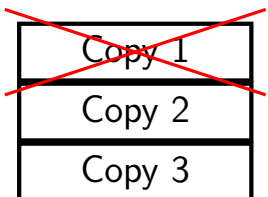
counting resources: reserving books

suppose tracking copies of same library book

non-negative integer count = # how many books used?

up = give back book; down = take book

taken out

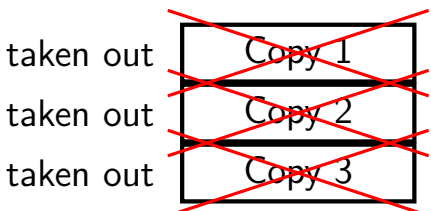


free copies 2

after calling down to reserve

counting resources: reserving books

suppose tracking copies of same library book
non-negative integer count = # how many books used?
up = give back book; down = take book

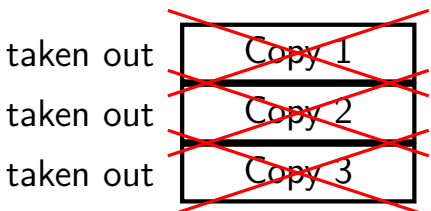


free copies 0

after calling down three times
to reserve all copies

counting resources: reserving books

suppose tracking copies of same library book
non-negative integer count = # how many books used?
up = give back book; down = take book

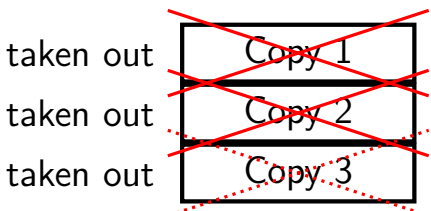


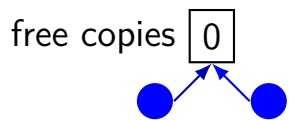
free copies 0

reserve book
call *down* again
start waiting...

counting resources: reserving books

suppose tracking copies of same library book
non-negative integer count = # how many books used?
up = give back book; down = take book





return book

call *up*
release waiter

reserve book

call *down*
~~waiting~~
done waiting

implementing mutexes with semaphores

```
struct Mutex {
    Semaphore s; /* with inital value 1 */
    /* value = 1 --> mutex if free */
    /* value = 0 --> mutex is busy */
}

MutexLock(Mutex *m) {
    m->s.down();
}

MutexUnlock(Mutex *m) {
    m->s.up();
}
```

implementing join with semaphores

```
struct Thread {
    ...
    Semaphore finish_semaphore; /* with initial value 0 */
    /* value = 0: either thread not finished OR already joined */
    /* value = 1: thread finished AND not joined */
};
thread_join(Thread *t) {
    t->finish_semaphore.down();
}

/* assume called when thread finishes */
thread_exit(Thread *t) {
    t->finish_semaphore.up();
    /* tricky part: deallocating struct Thread safely? */
}
```

POSIX semaphores

```
#include <semaphore.h>
...
sem_t my_semaphore;
int process_shared = /* 1 if sharing between processes */;
sem_init(&my_semaphore, process_shared, initial_value);
...
sem_wait(&my_semaphore);  /* down */
sem_post(&my_semaphore);  /* up */
...
sem_destroy(&my_semaphore);
```

semaphore exercise

```
int value;  sem_t empty, ready;  // with some initial values

void PutValue(int argument) {
    sem_wait(&empty);
    value = argument;
    sem_post(&ready);
}

int GetValue() {
    int result;
    ________________
    result = value;
    ________________
    return result;
}
```

What goes in the blanks?

A: `sem_post(&empty)` / `sem_wait(&ready)`
B: `sem_wait(&ready)` / `sem_post(&empty)`
C: `sem_post(&ready)` / `sem_wait(&empty)`
D: `sem_post(&ready)` / `sem_post(&empty)`
E: `sem_wait(&empty)` / `sem_post(&ready)`
F: something else

GetValue() waits for PutValue() to happen, retrieves value, then allows next PutValue().

semaphore exercise [solution]

```
int value;
sem_t empty, ready;
void PutValue(int argument) {
    sem_wait(&empty);
    value = argument;
    sem_post(&ready);
}
int GetValue() {
    int result;
    sem_wait(&ready);
    result = value;
    sem_post(&empty);
    return result;
}
```

semaphore intuition

What do you need to wait for?

- critical section to be finished
- queue to be non-empty
- array to have space for new items

what can you count that will be 0 when you need to wait?

- # of threads that can start critical section now
- # of threads that can join another thread without waiting
- # of items in queue
- # of empty spaces in array

use up/down operations to maintain count

producer/consumer constraints

consumer waits for producer(s) if buffer is empty

producer waits for consumer(s) if buffer is full

any thread waits while a thread is manipulating the buffer

producer/consumer constraints

consumer waits for producer(s) if buffer is empty

producer waits for consumer(s) if buffer is full

any thread waits while a thread is manipulating the buffer

one semaphore per constraint:

```
sem_t full_slots;   // consumer waits if empty
sem_t empty_slots;  // producer waits if full
sem_t mutex;        // either waits if anyone changing buffer
FixedSizedQueue buffer;
```

producer/consumer pseudocode

```
sem_init(&full_slots, ..., 0 /* # buffer slots initially used */);
sem_init(&empty_slots, ..., BUFFER_CAPACITY);
sem_init(&mutex, ..., 1 /* # thread that can use buffer at once */);
buffer.set_size(BUFFER_CAPACITY);
...
Produce(item) {
    sem_wait(&empty_slots);  // wait until free slot, reserve it
    sem_wait(&mutex);
    buffer.enqueue(item);
    sem_post(&mutex);
    sem_post(&full_slots);  // tell consumers there is more data
}

Consume() {
    sem_wait(&full_slots);  // wait until queued item, reserve it
    sem_wait(&mutex);
    item = buffer.dequeue();
    sem_post(&mutex);
    sem_post(&empty_slots);  // let producer reuse item slot
    return item;
}
```

producer/consumer pseudocode

```
sem_init(&full_slots, ..., 0 /* # buffer slots initially used */);
sem_init(&empty_slots, ..., BUFFER_CAPACITY);
sem_init(&mutex, ..., 1 /* # thread that can use buffer at once */);
buffer.set_size(BUFFER_CAPACITY);
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Produce(item) {
    sem_wait(&empty_slots);  // wait until free slot, reserve it
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    buffer.enqueue(item);
    sem_post(&mutex);
    sem_post(&full_slots);  // tell consumers there is more data
}

Consume() {
    sem_wait(&full_slots);  // wait until queued item, reserve it
    sem_wait(&mutex);
    item = buffer.dequeue();
    sem_post(&mutex);
    sem_post(&empty_slots);  // let producer reuse item slot
    return item;
}
```

producer/consumer pseudocode

```
sem_init(&full_slots, ..., 0 /* # buffer slots initially used */);
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buffer.set_size(BUFFER_CAPACITY);
...
Produce(item) {
    sem_wait(&empty_slots);  // wait until free slot, reserve it
    sem_wait(&mutex);
    buffer.enqueue(item);
    sem_post(&mutex);
    sem_post(&full_slots);  // tell consumers there is more data
}

Consume() {
    sem_wait(&full_slots);  // wait until queued item, reserve it
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    item = buffer.dequeue();
    sem_post(&mutex);
    sem_post(&empty_slots);  // let producer reuse item slot
    return item;
}
```

producer/consumer pseudocode

```
sem_init(&full_slots, ..., 0 /* # buffer slots initially used */);
sem_init(&empty_slots, ..., BUFFER_CAPACITY);
sem_init(&mutex, ..., 1 /* # thread that can use buffer at once */);
buffer.set_size(BUFFER_CAPACITY);
...
Produce(item) {
    sem_wait(&empty_slots);  // wait until free slot, reserve it
    sem_wait(&mutex);
    buffer.enqueue(item);
    sem_post(&mutex);
    sem_post(&full_slots);  // data
}

Consume() {
    sem_wait(&full_slots);  // wait until queued item, reserve it
    sem_wait(&mutex);
    item = buffer.dequeue();
    sem_post(&mutex);
    sem_post(&empty_slots);  // let producer reuse item slot
    return item;
}
```

Can we do
```
sem_wait(&mutex);
sem_wait(&empty_slots);
```
instead?

producer/consumer pseudocode

```
sem_init(&full_slots, ..., 0 /* # buffer slots initially used */);
sem_init(&empty_slots, ..., BUFFER_CAPACITY);
sem_init(&mutex, ..., 1 /* # thread that can use buffer at once */);
buffer.set_size(BUFFER_CAPACITY);
...
Produce(item) {
    sem_wait(&empty_slots); // wait until free slot, reserve it
    sem_wait(&mutex);
    buffer.enqueue(item);
    sem_post(&mutex);
    sem_post(&full_slots);
}

Consume() {
    sem_wait(&full_slots);
    sem_wait(&mutex);
    item = buffer.dequeue()
    sem_post(&mutex);
    sem_post(&empty_slots);
    return item;
}
```

Can we do

```
sem_wait(&mutex);
sem_wait(&empty_slots);
```

instead?

No. Consumer waits on `sem_wait(&mutex)` so can't `sem_post(&empty_slots)` (result: producer waits forever problem called *deadlock*)

producer/consumer: cannot reorder mutex/empty

```
ProducerReordered() {
  // BROKEN: WRONG ORDER
  sem_wait(&mutex);
  sem_wait(&empty_slots);

  ...

  sem_post(&mutex);
```

```
Consumer() {
  sem_wait(&full_slots);

  // can't finish until
  // Producer's sem_post(&mutex):
  sem_wait(&mutex);

  ...

  // so this is not reached
  sem_post(&full_slots);
```

producer/consumer pseudocode

```
sem_init(&full_slots, ..., 0 /* # buffer slots initially used */);
sem_init(&empty_slots, ..., BUFFER_CAPACITY);
sem_init(&mutex, ..., 1 /* # thread that can use buffer at once */);
buffer.set_size(BUFFER_CAPACITY);
...
Produce(item) {
    sem_wait(&empty_slots);  // wait until free slot, reserve it
    sem_wait(&mutex);
    buffer.enqueue(item);
    sem_post(&mutex);
    sem_post(&full_slots);  // announce more data
}

Consume() {
    sem_wait(&full_slots);  // wait until data, reserve it
    sem_wait(&mutex);
    item = buffer.dequeue();
    sem_post(&mutex);
    sem_post(&empty_slots);  // let producer reuse item slot
    return item;
}
```

Can we do
`sem_post(&full_slots);`
`sem_post(&mutex);`
instead?

Yes — post never waits

producer/consumer summary

producer: wait (down) empty_slots, post (up) full_slots

consumer: wait (down) full_slots, post (up) empty_slots

two producers or consumers?

- still works!

atomic read-modfiy-write

really hard to build locks for atomic load store

and normal load/stores aren't even atomic...

...so processors provide read/modify/write operations

one instruction that
atomically
reads *and* modifies *and* writes back a value

used by OS to implement higher-level synchronization tools

x86 atomic exchange

```
lock xchg (%ecx), %eax
```

atomic exchange

temp ← M[ECX]

M[ECX] ← EAX

EAX ← temp

...without being interrupted by other processors, etc.

implementing atomic exchange

make sure other processors don't have cache block

- probably need to be able to do this to keep caches in sync

do read+modify+write operation

higher level tools

usually we won't use atomic operations directly

instead rely on OS/standard libraries using them

(along with context switching, disabling interrupts, ...)

OS/standard libraries will provide higher-level tools like...

pthread_join

locks (pthread_mutex)

...and more

backup slides

backup slides

using atomic exchange?

example: OS wants something done by whichever core tries first

does not want it started twice!

if two cores try at once, only one should do it

```
int global_flag = 0;
void DoThingIfFirstToTry() {
    int my_value = 1;
    AtomicExchange(&my_value, &global_flag);
    if (my_value == 0) {
        /* flag was zero before, so I was first!*/
        DoThing();
    } else {
        /* flag was already 1 when we exchanged */
        /* I was second, so some other core is handling it */
    }
}
```

recall: pthread mutex

```
#include <pthread.h>

pthread_mutex_t some_lock;
pthread_mutex_init(&some_lock, NULL);
// or: pthread_mutex_t some_lock = PTHREAD_MUTEX_INITIALIZER;
...
pthread_mutex_lock(&some_lock);
...
pthread_mutex_unlock(&some_lock);
pthread_mutex_destroy(&some_lock);
```

life homework even/odd

naive way has an operation that needs locking:

```
for (int time = 0; time < MAX_ITERATIONS; ++time) {
    ... compute to_grid ...
    swap(from_grid, to_grid);
}
```

but this alternative needs less locking:

```
Grid grids[2];
for (int time = 0; time < MAX_ITERATIONS; ++time) {
    from_grid = &grids[time % 2];
    to_grid = &grids[(time % 2) + 1];
    ... compute to_grid ...
}
```

life homework even/odd

naive way has an operation that needs locking:

```
for (int time = 0; time < MAX_ITERATIONS; ++time) {
    ... compute to_grid ...
    swap(from_grid, to_grid);
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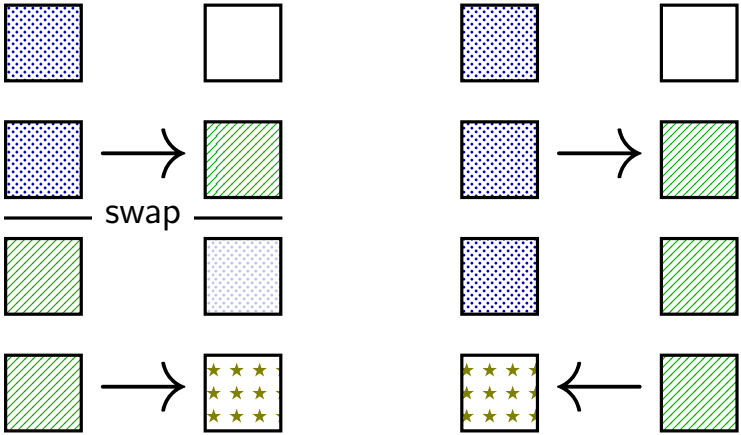
Grid grids[2];
for (int time = 0; time < MAX_ITERATIONS; ++time) {
    from_grid = &grids[time % 2];
    to_grid = &grids[(time % 2) + 1];
    ... compute to_grid ...
}
```


swap

x86-64 spinlock with xchg

lock variable in shared memory: `the_lock`

if 1: someone has the lock; if 0: lock is free to take

```
acquire:
    movl $1, %eax               // %eax <- 1
    lock xchg %eax, the_lock    // swap %eax and the_lock
                                //     sets the_lock to 1 (taken)
                                //     sets %eax to prior val. of t
    test %eax, %eax             // if the_lock wasn't 0 before:
    jne acquire                 //   try again
    ret

release:
    mfence                      // for memory order reasons
    movl $0, the_lock           // then, set the_lock to 0 (not taken
    ret
```

x86-64 spinlock with xchg

lock variable in shared memory: `the_lock`

if 1: someone has the lock; if 0: lock is free to take

```
acquire:
    movl $1, %eax                  // %eax <- 1
    lock xchg %eax, the_lock       // swap %eax and the_lock
                                       // sets the_lock to 1 (taken)
                                       // sets %eax to prior val  of t

    test %eax, %eax                // if set lock variable to 1 (taken)
    jne acquire                    //    read old value
    ret

release:
    mfence                         // for memory order reasons
    movl $0, the_lock              // then, set the_lock to 0 (not taken
    ret
```

x86-64 spinlock with xchg

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                                        // sets the_lock to 1 (taken)
                                                                of t
    test %eax, %eax
    jne acquire
    ret

release:
    mfence                        // for memory order reasons
    movl $0, the_lock             // then, set the_lock to 0 (not taken
    ret
```

if lock was already locked retry

"spin" until lock is released elsewhere

x86-64 spinlock with xchg

lock variable in shared memory: `the_lock`

if 1: someone has the lock; if 0: lock is free to take

```
acquire:
    movl $1, %eax                  // %eax <- 1
    lock xchg %eax, the_lock       // swap %eax and the_lock
                                       // sets the_lock to 1 (taken)
                                                                  of t
    test %eax, %eax
    jne acquire
    ret

release:
    mfence                         // for memory order reasons
    movl $0, the_lock              // then, set the_lock to 0 (not taken
    ret
```

release lock by setting it to 0 (not taken)
allows looping acquire to finish

x86-64 spinlock with xchg

lock variable in shared memory: `the_lock`

if 1: someone has the lock; if 0: lock is free to take

```
acquire:
    movl $1, %eax                 // %eax <- 1
    lock xchg %eax, the_lock      // swap %eax and the_lock
                                  // sets the lock to 1 (taken)
                                                              of t
    test %eax, %eax
    jne acquire
    ret

release:
    mfence                        // for memory order reasons
    movl $0, the_lock             // then, set the_lock to 0 (not taken
    ret
```

Intel's manual says:
no reordering of loads/stores across a `lock` or `mfence` instruction

exercise: spin wait

consider implementing 'waiting' functionality of pthread_join

thread calls ThreadFinish() when done

complete code below:

```
finished: .quad 0
ThreadFinish:
    ________________________
    ret
ThreadWaitForFinish:
    ________________________
    lock xchg %eax, finished
    cmp $0, %eax
    ____ ThreadWaitForFinish
    ret
```

A. mfence; mov $1, finished C. mov $0, %eax E. je

exercise: spin wait

```
finished: .quad 0
ThreadFinish:
    __________A_____________
    ret
ThreadWaitForFinish:
    _________B______________
    lock xchg %eax, finished
    cmp $0, %eax
    __C_ ThreadWaitForFinish
    ret
```

```
/* or without using a writing instr
mov %eax, finished
mfence
cmp $0, %eax
je ThreadWaitForFinish
ret
```

A. `mfence; mov $1, finished`
B. `mov $1, finished; mfence`
C. `mov $0, %eax`
D. `mov $1, %eax`
E. `je`
F. `jne`

spinlock problems

lock abstraction is not powerful enough

- lock/unlock operations don't handle "wait for event"
- common thing we want to do with threads
- solution: other synchronization abstractions

spinlocks waste CPU time more than needed

- want to run another thread instead of infinite loop
- solution: lock implementation integrated with scheduler

spinlocks can send a lot of messages on the shared bus

- more efficient atomic operations to implement locks

spinlock problems

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- lock/unlock operations don't handle "wait for event"
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spinlocks can send a lot of messages on the shared bus

- more efficient atomic operations to implement locks

mutexes: intelligent waiting

want: locks that wait better

example: POSIX mutexes

instead of running infinite loop, give away CPU

lock = go to sleep, add self to list

sleep = scheduler runs something else

unlock = wake up sleeping thread

mutexes: intelligent waiting

want: locks that wait better

example: POSIX mutexes

instead of running infinite loop, give away CPU

lock = go to sleep, add self to list

sleep = scheduler runs something else

unlock = wake up sleeping thread

better lock implementation idea

shared list of waiters

spinlock protects list of waiters from concurrent modification

lock = use spinlock to add self to list, then wait without spinlock

unlock = use spinlock to remove item from list

better lock implementation idea

shared list of waiters

spinlock protects list of waiters from concurrent modification

lock = use spinlock to add self to list, then wait without spinlock

unlock = use spinlock to remove item from list

one possible implementation

```
struct Mutex {
    SpinLock guard_spinlock;
    bool lock_taken = false;
    WaitQueue wait_queue;
};
```

one possible implementation

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struct Mutex {
    SpinLock guard_spinlock;
    bool lock_taken = false;
    WaitQueue wait_queue;
};
```

spinlock protecting `lock_taken` and `wait_queue`
only held for very short amount of time (compared to mutex itself)

one possible implementation

```
struct Mutex {
    SpinLock guard_spinlock;
    bool lock_taken = false;
    WaitQueue wait_queue;
};
```

tracks whether any thread has locked and not unlocked

one possible implementation

```
struct Mutex {
    SpinLock guard_spinlock;
    bool lock_taken = false;
    WaitQueue wait_queue;
};
```

list of threads that discovered lock is taken
and are waiting for it be free
these threads are not runnable

one possible implementation

```
struct Mutex {
    SpinLock guard_spinlock;
    bool lock_taken = false;
    WaitQueue wait_queue;
};
```

```
LockMutex(Mutex *m) {
  LockSpinlock(&m->guard_spinlock);
  if (m->lock_taken) {
    put current thread on m->wait_queue
    mark current thread as waiting
    /* xv6: myproc()->state = SLEEPING; */
    UnlockSpinlock(&m->guard_spinlock);
    run scheduler (context switch)
  } else {
    m->lock_taken = true;
    UnlockSpinlock(&m->guard_spinlock);
  }
```

```
UnlockMutex(Mutex *m) {
  LockSpinlock(&m->guard_spinlock);
  if (m->wait_queue not empty) {
    remove a thread from m->wait_queue
    mark thread as no longer waiting
    /* xv6: myproc()->state = RUNNABLE; */
  } else {
     m->lock_taken = false;
  }
  UnlockSpinlock(&m->guard_spinlock);
}
```

one possible implementation

```
struct Mutex {
    SpinLock guard_spinlock;
    bool lock_taken = false;
    WaitQueue wait_queue;
};
```

instead of setting lock_taken to false
choose thread to hand-off lock to

```
LockMutex(Mutex *m) {
  LockSpinlock(&m->guard_spinlock);
  if (m->lock_taken) {
    put current thread on m->wait_queue
    mark current thread as waiting
    /* xv6: myproc()->state = SLEEPING; */
    UnlockSpinlock(&m->guard_spinlock);
    run scheduler (context switch)
  } else {
    m->lock_taken = true;
    UnlockSpinlock(&m->guard_spinlock);
```

```
UnlockMutex(Mutex *m) {
  LockSpinlock(&m->guard_spinlock);
  if (m->wait_queue not empty) {
    remove a thread from m->wait_queue
    mark thread as no longer waiting
    /* xv6: myproc()->state = RUNNABLE; */
  } else {
    m->lock_taken = false;
  }
  UnlockSpinlock(&m->guard_spinlock);
}
```

one possible implementation

```
struct Mutex {
    SpinLock guard_spinlock;
    bool lock_taken = false;
    WaitQueue wait_queue;
};
```

subtly: if UnlockMutex runs here on another core
need to make sure scheduler on the other core doesn't switch to thread while it is still running (would 'clone' thread/mess up registers)

```
LockMutex(Mutex *m) {
  LockSpinlock(&m->guard_spinlock);
  if (m->lock_taken) {
    put current thread on m->wait_queue
    mark current thread as waiting
    /* xv6: myproc()->state = SLEEPING; */
    UnlockSpinlock(&m->guard_spinlock);
    run scheduler (context switch)
  } else {
    m->lock_taken = true;
    UnlockSpinlock(&m->guard_spinlock);
  }
```

```
UnlockMutex(Mutex *m) {
  LockSpinlock(&m->guard_spinlock);
  if (m->wait_queue not empty) {
    remove a thread from m->wait_queue
    mark thread as no longer waiting
    /* xv6: myproc()->state = RUNNABLE; */
  } else {
     m->lock_taken = false;
  }
  UnlockSpinlock(&m->guard_spinlock);
}
```

one possible implementation

```
struct Mutex {
    SpinLock guard_spinlock;
    bool lock_taken = false;
    WaitQueue wait_queue;
};
```

```
LockMutex(Mutex *m) {
  LockSpinlock(&m->guard_spinlock);
  if (m->lock_taken) {
    put current thread on m->wait_queue
    mark current thread as waiting
    /* xv6: myproc()->state = SLEEPING; */
    UnlockSpinlock(&m->guard_spinlock);
    run scheduler (context switch)
  } else {
    m->lock_taken = true;
    UnlockSpinlock(&m->guard_spinlock);
```

```
UnlockMutex(Mutex *m) {
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  if (m->wait_queue not empty) {
    remove a thread from m->wait_queue
    mark thread as no longer waiting
    /* xv6: myproc()->state = RUNNABLE; */
  } else {
     m->lock_taken = false;
  }
  UnlockSpinlock(&m->guard_spinlock);
}
```

mutex and scheduler subtly

core 0 (thread A)	core 1 (thread B)	
start LockMutex		
acquire spinlock		
discover lock taken		
enqueue thread A		
thread A set not runnable		
release spinlock	start UnlockMutex	
	thread A set runnable	
	finish UnlockMutex	
	run scheduler	
	scheduler switches to A	
	...with old verison of registers	
thread A runs scheduler		...
...finally saving registers		...

Linux soln.: track 'thread running' separately from 'thread

mutex and scheduler subtly

core 0 (thread A)	core 1 (thread B)	
start LockMutex		
acquire spinlock		
discover lock taken		
enqueue thread A		
thread A set not runnable		
release spinlock	start UnlockMutex	
	thread A set runnable	
	finish UnlockMutex	
	run scheduler	
	scheduler switches to A	
	...with old verison of registers	
thread A runs scheduler		...
...finally saving registers		...

Linux soln.: track 'thread running' separately from 'thread

mutex efficiency

'normal' mutex **uncontended** case:

lock: acquire + release spinlock, see lock is free

unlock: acquire + release spinlock, see queue is empty

not much slower than spinlock

implementing locks: single core

intuition: context switch only happens on interrupt

- timer expiration, I/O, etc. causes OS to run

solution: disable them

- reenable on unlock

implementing locks: single core

intuition: context switch only happens on interrupt

- timer expiration, I/O, etc. causes OS to run

solution: disable them

- reenable on unlock

x86 instructions:

- `cli` — disable interrupts
- `sti` — enable interrupts

naive interrupt enable/disable (1)

```
Lock() {
    disable interrupts
}
```

```
Unlock() {
    enable interrupts
}
```

naive interrupt enable/disable (1)

```
Lock() {
    disable interrupts
}
```

```
Unlock() {
    enable interrupts
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```

problem: user can hang the system:

```
Lock(some_lock);
while (true) {}
```

naive interrupt enable/disable (1)

```
Lock() {
    disable interrupts
}
```

```
Unlock() {
    enable interrupts
}
```

problem: user can hang the system:

```
Lock(some_lock);
while (true) {}
```

problem: can't do I/O within lock

```
Lock(some_lock);
read from disk
    /* waits forever for (disabled) interrupt
       from disk IO finishing */
```

naive interrupt enable/disable (2)

```
Lock() {
    disable interrupts
}
```

```
Unlock() {
    enable interrupts
}
```

naive interrupt enable/disable (2)

```
Lock() {
    disable interrupts
}
```

```
Unlock() {
    enable interrupts
}
```

naive interrupt enable/disable (2)

```
Lock() {
    disable interrupts
}
```

```
Unlock() {
    enable interrupts
}
```

naive interrupt enable/disable (2)

```
Lock() {
    disable interrupts
}
```

```
Unlock() {
    enable interrupts
}
```

problem: nested locks

```
Lock(milk_lock);
if (no milk) {
    Lock(store_lock);
    buy milk
    Unlock(store_lock);
    /* interrupts enabled here?? */
}
Unlock(milk_lock);
```

C++ containers and locking

can you use a vector from multiple threads?

...question: how is it implemented?

C++ containers and locking

can you use a vector from multiple threads?

...question: how is it implemented?

- dynamically allocated array
- reallocated on size changes

C++ containers and locking

can you use a vector from multiple threads?

...question: how is it implemented?

- dynamically allocated array
- reallocated on size changes

can access from multiple threads ...as long as not append/erase/etc.?

assuming it's implemented like we expect...

- but can we really depend on that?
- e.g. could shrink internal array after a while with no expansion save memory?

C++ standard rules for containers

multiple threads can read anything at the same time

can only read element if no other thread is modifying it

can safely add/remove elements if no other threads are accessing container

(sometimes can safely add/remove in extra cases)

exception: vectors of bools — can't safely read and write at same time

might be implemented by putting multiple bools in one int

a simple race

```
thread_A:
    movl $1, x   /* x <- 1 */
    movl y, %eax /* return y */
    ret
```

```
thread_B:
    movl $1, y   /* y <- 1 */
    movl x, %eax /* return x */
    ret
```

```
x = y = 0;
pthread_create(&A, NULL, thread_A, NULL);
pthread_create(&B, NULL, thread_B, NULL);
pthread_join(A, &A_result); pthread_join(B, &B_result);
printf("A:%d B:%d\n", (int) A_result, (int) B_result);
```

a simple race

```
thread_A:
    movl $1, x   /* x <- 1 */
    movl y, %eax /* return y */
    ret
```

```
thread_B:
    movl $1, y   /* y <- 1 */
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x = y = 0;
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pthread_join(A, &A_result); pthread_join(B, &B_result);
printf("A:%d B:%d\n", (int) A_result, (int) B_result);
```

if loads/stores atomic, then possible results:

A:1 B:1 — both moves into x and y, then both moves into eax execute

A:0 B:1 — thread A executes before thread B

A:1 B:0 — thread B executes before thread A

a simple race: results

```
thread_A:
    movl $1, x   /* x <- 1 */
    movl y, %eax /* return y */
    ret
```

```
thread_B:
    movl $1, y   /* y <- 1 */
    movl x, %eax /* return x */
    ret
```

```
x = y = 0;
pthread_create(&A, NULL, thread_A, NULL);
pthread_create(&B, NULL, thread_B, NULL);
pthread_join(A, &A_result); pthread_join(B, &B_result);
printf("A:%d B:%d\n", (int) A_result, (int) B_result);
```

my desktop, 100M trials:

frequency	result	
99 823 739	A:0 B:1	(‘A executes before B’)
171 161	A:1 B:0	(‘B executes before A’)
4 706	A:1 B:1	(‘execute moves into x+y first’)
394	A:0 B:0	???

a simple race: results

```
thread_A:
    movl $1, x   /* x <- 1 */
    movl y, %eax /* return y */
    ret
```

```
thread_B:
    movl $1, y   /* y <- 1 */
    movl x, %eax /* return x */
    ret
```

```
x = y = 0;
pthread_create(&A, NULL, thread_A, NULL);
pthread_create(&B, NULL, thread_B, NULL);
pthread_join(A, &A_result); pthread_join(B, &B_result);
printf("A:%d B:%d\n", (int) A_result, (int) B_result);
```

my desktop, 100M trials:

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4 706	A:1 B:1	('execute moves into x+y first')
394	A:0 B:0	???

why reorder here?

```
thread_A:
    movl $1, x   /* x <- 1 */
    movl y, %eax /* return y */
    ret
```

```
thread_B:
    movl $1, y   /* y <- 1 */
    movl x, %eax /* return x */
    ret
```

thread A: faster to load y right now!

...rather than wait for write of x to finish

why load/store reordering?

fast processor designs can execute instructions out of order

goal: do something instead of waiting for slow memory accesses, etc.

more on this later in the semester

GCC: preventing reordering example (1)

```
void Alice() {
    int one = 1;
    __atomic_store(&note_from_alice, &one, __ATOMIC_SEQ_CST);
    do {
    } while (__atomic_load_n(&note_from_bob, __ATOMIC_SEQ_CST));
    if (no_milk) {++milk;}
}
```

```
Alice:
  movl $1, note_from_alice
  mfence
.L2:
  movl note_from_bob, %eax
  testl %eax, %eax
  jne .L2
  ...
```

GCC: preventing reordering example (2)

```
void Alice() {
    note_from_alice = 1;
    do {
        __atomic_thread_fence(__ATOMIC_SEQ_CST);
    } while (note_from_bob);
    if (no_milk) {++milk;}
}
```

```
Alice:
  movl $1, note_from_alice  // note_from_alice <- 1
.L3:
  mfence  // make sure store is visible to other cores before
          // on x86: not needed on second+ iteration of loop
  cmpl $0, note_from_bob  // if (note_from_bob == 0) repeat f
  jne .L3
  cmpl $0, no_milk
```

exercise: fetch-and-add with compare-and-swap

exercise: implement fetch-and-add with compare-and-swap

```
compare_and_swap(address, old_value, new_value) {
    if (memory[address] == old_value) {
        memory[address] = new_value;
        return true;   // x86: set ZF flag
    } else {
        return false;  // x86: clear ZF flag
    }
}
```

solution

```
long my_fetch_and_add(long *p, long amount) {
    long old_value;
    do {
        old_value = *p;
    while (!compare_and_swap(p, old_value, old_value + amount);
    return old_value;
}
```

xv6 spinlock: acquire

```
void
acquire(struct spinlock *lk)
{
  pushcli(); // disable interrupts to avoid deadlock.
  ...
  // The xchg is atomic.
  while(xchg(&lk->locked, 1) != 0)
    ;

  // Tell the C compiler and the processor to not move loads or sto
  // past this point, to ensure that the critical section's memory
  // references happen after the lock is acquired.
  __sync_synchronize();
  ...
}
```

xv6 spinlock: acquire

```
void
acquire(struct spinlock *lk)
{
  pushcli(); // disable interrupts to avoid deadlock.
  ...
  // The xchg is atomic.
  while(xchg(&lk->locked, 1) != 0)
    ;

  // Tell the C compiler and the processor to not move loads or sto
  // after the lock is acquired.
  // Record info about lock acquisition for debugging.
  ...
}
```

don't let us be interrupted after while have the lock

problem: interruption might try to do something with the lock

…but that can never succeed until we release the lock

…but we won't release the lock until interruption finishes

xv6 spinlock: acquire

```
void
acquire(struct spinlock *lk)
{
  pushcli(); // disable interrupts to avoid deadlock.
  ...
  // The xchg is atomic.
  while(xchg(&lk->locked, 1) != 0)
    ;

  // Tell the C compiler and the processor to not move loads or sto
  // past this point, to ensure that the critical section's memory
  // references happen after the lock is acquired.
  __sync_synchr
  ...
}
```

xchg wraps the lock xchg instruction
same loop as before

xv6 spinlock: acquire

```
void
acquire(struct spinlock *lk)
{
  pushcli(); // disable interrupts to avoid deadlock.
  ...
  // The xchg is atomic.
  while(xchg(&lk->locked, 1) != 0)
    ;

  // Tell the C compiler and the processor to not move loads or sto
  // past this point, to ensure that the critical section's memory
  //
  --
  ..
}
```

avoid load store reordering (including by compiler)

on x86, `xchg` alone is enough to avoid processor's reordering

(but compiler may need more hints)

xv6 spinlock: release

```
void
release(struct spinlock *lk)
  ...
  // Tell the C compiler and the processor to not move loads or sto
  // past this point, to ensure that all the stores in the critical
  // section are visible to other cores before the lock is releasea
  // Both the C compiler and the hardware may re-order loads and
  // stores; __sync_synchronize() tells them both not to.
  __sync_synchronize();

  // Release the lock, equivalent to lk->locked = 0.
  // This code can't use a C assignment, since it might
  // not be atomic. A real OS would use C atomics here.
  asm volatile("movl $0, %0" : "+m" (lk->locked) : );

  popcli();
}
```

xv6 spinlock: release

```
void
release(struct spinlock *lk)
  ...
  // Tell the C compiler and the processor to not move loads or sto
  // past this point, to ensure that all the stores in the critical
  // section are visible to other cores before the lock is releasea
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  // stores; __sync_synchronize() tells them both not to.
  __sync_synchronize();

  // Release the lock, equivalent to lk->locked = 0.
  // This code can't use a C assignment, since it might
  // not
  asm vo

  popcli();
}
```

turns into instruction to tell processor not to reorder
plus tells compiler not to reorder

xv6 spinlock: release

```
void
release(struct spinlock *lk)
  ...
  // Tell the C compiler and the processor to not move loads or sto
  // past this point, to ensure that all the stores in the critical
  // section are visible to other cores before the lock is releasea
  // Both the C compiler and the hardware may re-order loads and
  // stores; __sync_synchronize() tells them both not to.
  __sync_synchronize();

  // Release the lock, equivalent to lk->locked = 0.
  // This code can't use a C assignment, since it might
  // not be atomic. A real OS would use C atomics here.
  asm volatile("movl $0, %0" : "+m" (lk->locked) : );

  popcli();
}
```

turns into mov of constant 0 into lk->locked

xv6 spinlock: release

```
void
release(struct spinlock *lk)
  ...
  // Tell the C compiler and the processor to not move loads or sto
  // past this point, to ensure that all the stores in the critical
  // section are visible to other cores before the lock is releasea
  // Both the C compiler and the hardware may re-order loads and
  // stores; __sync_synchronize() tells them both not to.
  __sync_synchronize();

  // Release the lock, equivalent to lk->locked = 0.
  // This code can't use a C assignment, since it might
  // not be atomic. A real OS would use C atomics here.
  asm volatile("movl $0, %0" : "+m" (lk->locked) : );

  popcli();
}
```

reenable interrupts (taking nested locks into account)

fetch-and-add with CAS (1)

```
compare-and-swap(address, old_value, new_value) {
    if (memory[address] == old_value) {
        memory[address] = new_value;
        return true;
    } else {
        return false;
    }
}
```

```
long my_fetch_and_add(long *pointer, long amount) { ... }
```

implementation sketch:

- fetch value from pointer `old`
- compute in temporary value result of addition `new`
- try to change value at pointer from `old` to `new` [`compare-and-swap`]
- if not successful, repeat

fetch-and-add with CAS (2)

```
long my_fetch_and_add(long *p, long amount) {
    long old_value;
    do {
        old_value = *p;
    } while (!compare_and_swap(p, old_value, old_value + amount);
    return old_value;
}
```

exercise: append to singly-linked list

ListNode is a singly-linked list

assume: threads *only* append to list (no deletions, reordering)

use `compare-and-swap(pointer, old, new)`:

> atomically change `*pointer` from `old` to `new`
> return true if successful
> return false (and change nothing) if `*pointer` is not `old`

```
void append_to_list(ListNode *head, ListNode *new_last_node) {
    ...
}
```

append to singly-linked list

```
/* assumption: other threads may be appending to list,
 *             but nodes are not being removed, reordered, etc.
 */
void append_to_list(ListNode *head, ListNode *new_last_node) {
  memory_ordering_fence();
  ListNode *current_last_node;
  do {
    current_last_node = head;
    while (current_last_node->next) {
      current_last_node = current_last_node->next;
    }
  } while (
    !compare-and-swap(&current_last_node->next,
                      NULL, new_last_node)
  );
}
```

some common atomic operations (1)

```
// x86: emulate with exchange
test_and_set(address) {
    old_value = memory[address];
    memory[address] = 1;
    return old_value != 0;  // e.g. set ZF flag
}

// x86: xchg REGISTER, (ADDRESS)
exchange(register, address) {
    temp = memory[address];
    memory[address] = register;
    register = temp;
}
```

some common atomic operations (2)

```
// x86: mov OLD_VALUE, %eax; lock cmpxchg NEW_VALUE, (ADDRESS)
compare-and-swap(address, old_value, new_value) {
    if (memory[address] == old_value) {
        memory[address] = new_value;
        return true;   // x86: set ZF flag
    } else {
        return false;  // x86: clear ZF flag
    }
}

// x86: lock xaddl REGISTER, (ADDRESS)
fetch-and-add(address, register) {
    old_value = memory[address];
    memory[address] += register;
    register = old_value;
}
```

common atomic operation pattern

try to do operation, ...

detect if it failed

if so, repeat

atomic operation does “try and see if it failed” part

cache coherency states

extra information for each cache block

- overlaps with/replaces valid, dirty bits

stored in each cache

update states based on reads, writes and heard messages on bus

different caches may have different states for same block

MSI state summary

Modified value may be different than memory *and* I am the only one who has it

Shared value is the same as memory

Invalid I don't have the value; I will need to ask for it

MSI scheme

from state	hear read	hear write	read	write
Invalid	—	—	to Shared	to Modified
Shared	—	to Invalid	—	to Modified
Modified	to Shared	to Invalid	—	—

blue: transition requires sending message on bus

MSI scheme

from state	hear read	hear write	read	write
Invalid	—	—	to Shared	to Modified
Shared	—	to Invalid	—	to Modified
Modified	to Shared	to Invalid	—	—

blue: transition requires sending message on bus

example: write while Shared

must send write — inform others with Shared state

then change to Modified

MSI scheme

from state	hear read	hear write	read	write
Invalid	—	—	to Shared	to Modified
Shared	—	to Invalid	—	to Modified
Modified	to Shared	to Invalid	—	—

blue: transition requires sending message on bus

example: write while Shared

- must send write — inform others with Shared state
- then change to Modified

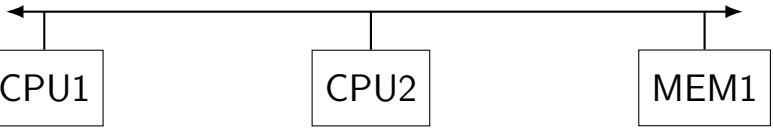
example: hear write while Shared

- change to Invalid
- can send read later to get value from writer

example: write while Modified

- nothing to do — no other CPU can have a copy

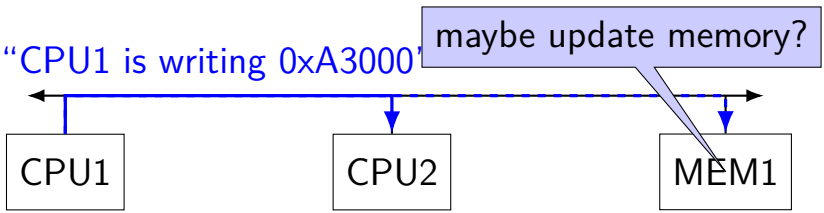
MSI example



address	value	state
0xA300	100	Shared
0xC400	200	Shared
0xE500	300	Shared

address	value	state
0x9300	172	Shared
0xA300	100	Shared
0xC500	200	Shared

MSI example



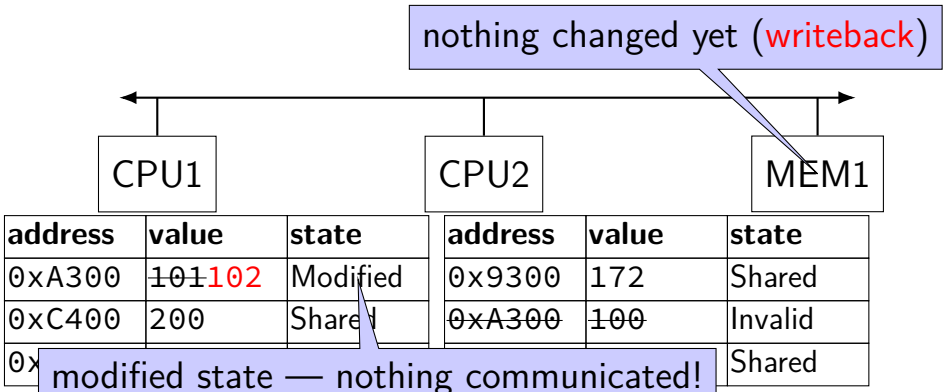
address	value	state
0xA300	~~100~~101	Modified
0xC400	200	Shared
0xE500	300	Shared

address	value	state
0x9300	172	Shared
~~0xA300~~	~~100~~	Invalid
0xC500	200	Shared

cache sees write: invalidate 0xA300

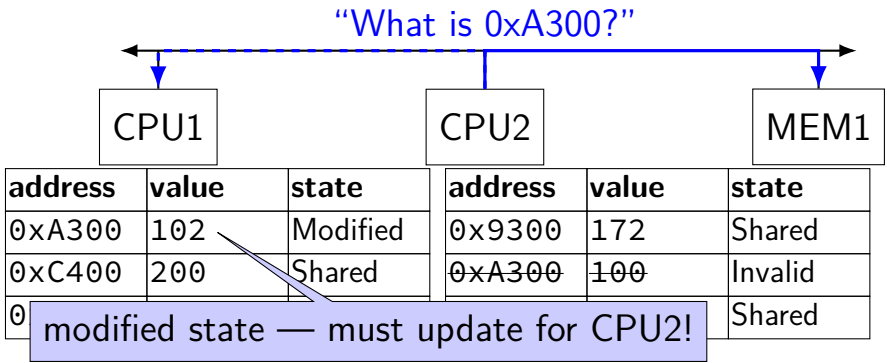
CPU1 writes 101 to 0xA300

MSI example



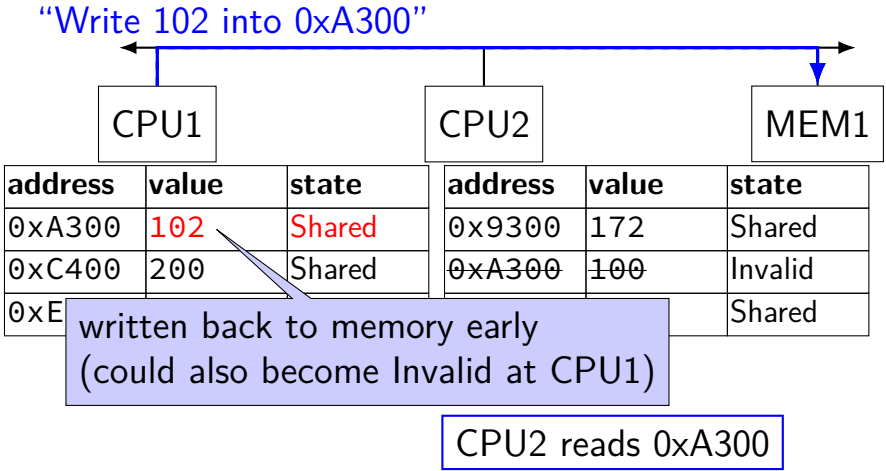
CPU1 writes 102 to 0xA300

MSI example

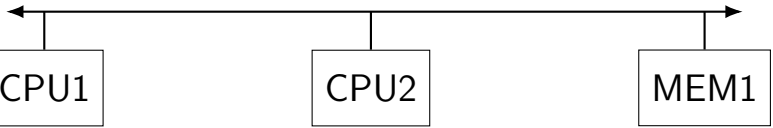


CPU2 reads 0xA300

MSI example


"Write 102 into 0xA300"
CPU1
CPU2
MEM1
address
value
state
0xA300
102
Shared
0xC400
200
Shared
0xE
address
value
state
0x9300
172
Shared
0xA300
100
Invalid
Shared
written back to memory early
(could also become Invalid at CPU1)
CPU2 reads 0xA300

MSI example



address	value	state
0xA300	102	Shared
0xC400	200	Shared
0xE500	300	Shared

address	value	state
0x9300	172	Shared
~~0xA300~~	~~100~~102	Shared
0xC500	200	Shared

MSI: update memory

to write value (enter modified state), need to invalidate others

can avoid sending actual value (shorter message/faster)

"I am writing address X" versus "I am writing Y to address X"

MSI: on cache replacement/writeback

still happens — e.g. want to store something else

changes state to invalid

requires writeback if modified (= dirty bit)

cache coherency exercise

modified/shared/invalid; all initially invalid; 32B blocks, 8B read/writes

CPU 1: read 0x1000
CPU 2: read 0x1000
CPU 1: write 0x1000
CPU 1: read 0x2000
CPU 2: read 0x1000
CPU 2: write 0x2008
CPU 3: read 0x1008

Q1: final state of 0x1000 in caches?

Modified/Shared/Invalid for CPU 1/2/3

CPU 1: CPU 2: CPU 3:

Q2: final state of 0x2000 in caches?

cache coherency exercise solution

action	0x1000–0x101f			0x2000–0x201f		
	CPU 1	CPU 2	CPU 3	CPU 1	CPU 2	CPU
	I	I	I	I	I	I
CPU 1: read 0x1000	S	I	I	I	I	I
CPU 2: read 0x1000	S	S	I	I	I	I
CPU 1: write 0x1000	M	I	I	I	I	I
CPU 1: read 0x2000	M	I	I	S	I	I
CPU 2: read 0x1000	S	S	I	S	I	I
CPU 2: write 0x2008	S	S	I	I	M	I
CPU 3: read 0x1008	S	S	S	I	M	I

why load/store reordering?

fast processor designs can execute instructions out of order

goal: do something instead of waiting for slow memory accesses, etc.

more on this later in the semester

C++: preventing reordering

to help implementing things like pthread_mutex_lock

C++ 2011 standard: *atomic* header, *std::atomic* class

prevent CPU reordering *and* prevent compiler reordering

also provide other tools for implementing locks (more later)

could also hand-write assembly code

compiler can't know what assembly code is doing

C++: preventing reordering example

```
#include <atomic>
void Alice() {
    note_from_alice = 1;
    do {
        std::atomic_thread_fence(std::memory_order_seq_cst);
    } while (note_from_bob);
    if (no_milk) {++milk;}
}
```

```
Alice:
  movl $1, note_from_alice  // note_from_alice <- 1
.L2:
  mfence  // make sure store visible on/from other cores
  cmpl $0, note_from_bob  // if (note_from_bob == 0) repeat fence
  jne .L2
  cmpl $0, no_milk
  ...
```

C++ atomics: no reordering

```
std::atomic<int> note_from_alice, note_from_bob;
void Alice() {
    note_from_alice.store(1);
    do {
    } while (note_from_bob.load());
    if (no_milk) {++milk;}
}
```

```
Alice:
  movl $1, note_from_alice
  mfence
.L2:
  movl note_from_bob, %eax
  testl %eax, %eax
  jne .L2
  ...
```

GCC: built-in atomic functions

used to implement std::atomic, etc.

predate std::atomic

builtin functions starting with `__sync` and `__atomic`

these are what xv6 uses

aside: some x86 reordering rules

each core sees its own loads/stores in order

(if a core stores something, it can always load it back)

stores *from other cores* appear in a consistent order

(but a core might observe its own stores too early)

causality:
if a core reads X=a and (after reading X=a) writes Y=b,
then a core that reads Y=b cannot later read X=older value than a

Source: Intel 64 and IA-32 Software Developer's Manual, Volume 3A, Chapter 8

how do you do anything with this?

difficult to reason about what modern CPU's reordering rules do

typically: don't depend on details, instead:

special instructions with stronger (and simpler) ordering rules

- often same instructions that help with implementing locks in other ways

special instructions that restrict ordering of instructions around them ("fences")

- loads/stores can't cross the fence

spinlock problems

lock abstraction is not powerful enough

- lock/unlock operations don't handle "wait for event"
- common thing we want to do with threads
- solution: other synchronization abstractions

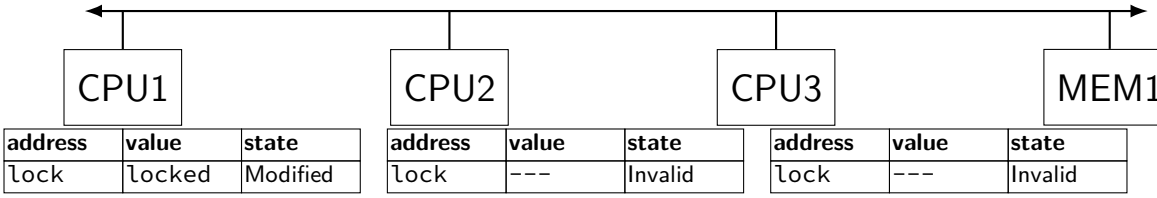
spinlocks waste CPU time more than needed

- want to run another thread instead of infinite loop
- solution: lock implementation integrated with scheduler

spinlocks can send a lot of messages on the shared bus

- more efficient atomic operations to implement locks

ping-ponging

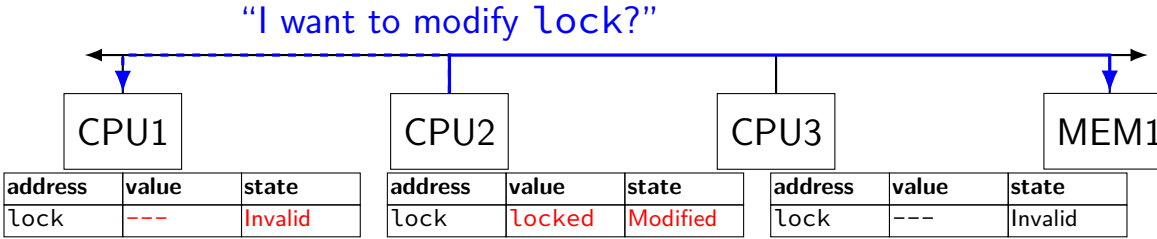


address	value	state
lock	locked	Modified

address	value	state
lock	---	Invalid

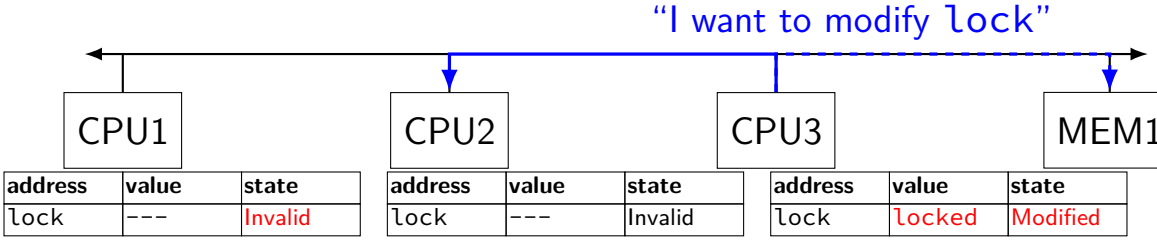
address	value	state
lock	---	Invalid

ping-ponging



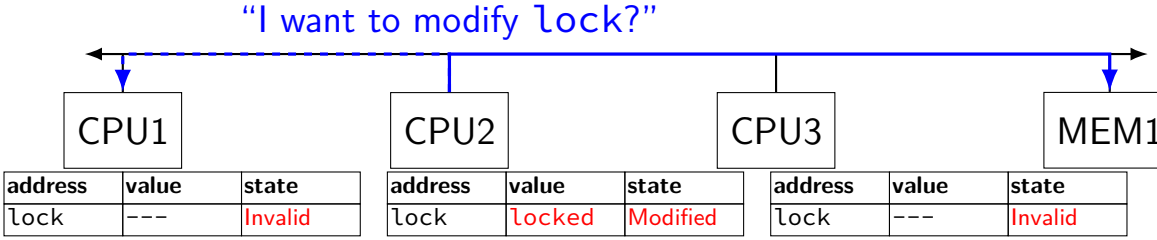
CPU2 read-modify-writes lock
(to see it is still locked)

ping-ponging



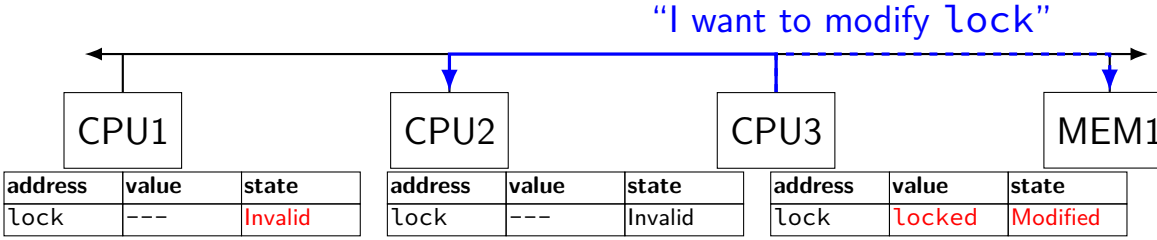
CPU3 read-modify-writes lock
(to see it is still locked)

ping-ponging



CPU2 read-modify-writes lock
(to see it is still locked)

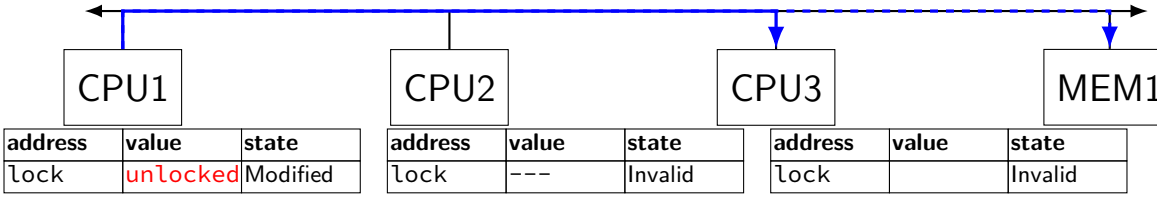
ping-ponging



CPU3 read-modify-writes lock
(to see it is still locked)

ping-ponging

"I want to modify `lock`"



address	value	state
lock	unlocked	Modified

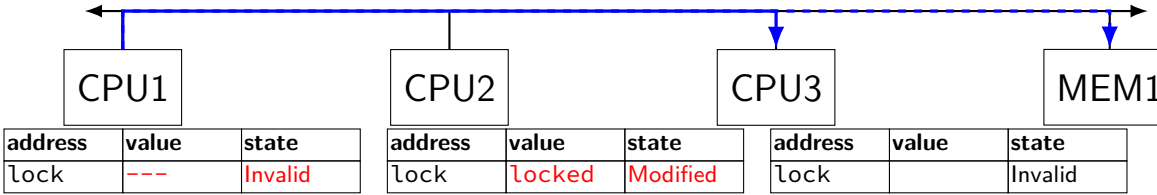
address	value	state
lock	---	Invalid

address	value	state
lock		Invalid

CPU1 sets lock to unlocked

ping-ponging

"I want to modify `lock`"



some CPU (this example: CPU2) acquires lock

ping-ponging

test-and-set problem: cache block "ping-pongs" between caches

- each waiting processor reserves block to modify
- could maybe wait until it determines modification needed — but not typical implementation

each transfer of block sends messages on bus

...so bus can't be used for real work

- like what the processor with the lock is doing

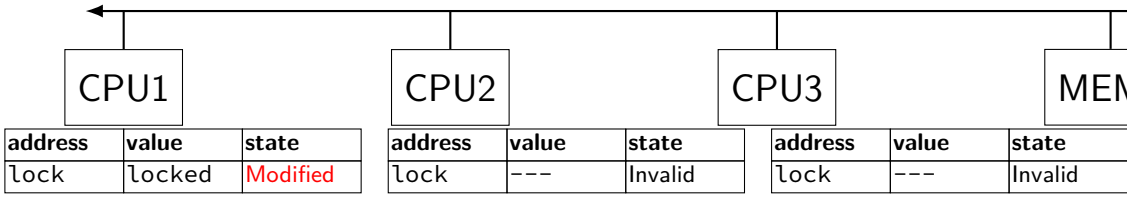
test-and-test-and-set (pseudo-C)

```
acquire(int *the_lock) {
    do {
        while (ATOMIC_READ(the_lock) == 0) { /* try again */ }
    } while (ATOMIC_TEST_AND_SET(the_lock) == ALREADY_SET);
}
```

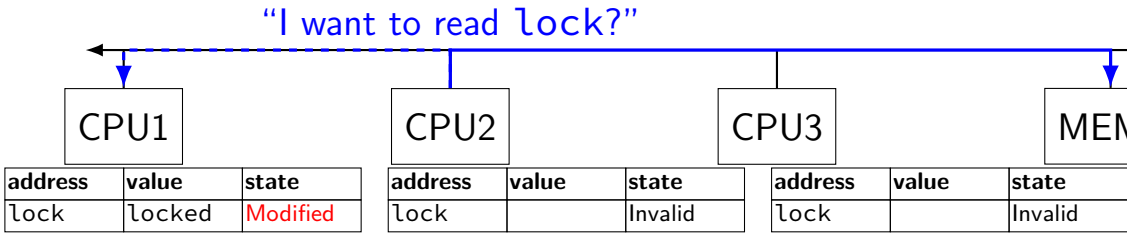
test-and-test-and-set (assembly)

```
acquire:
    cmp $0, the_lock          // test the lock non-atomically
            // unlike lock xchg --- keeps lock in Shared state!
    jne acquire               // try again (still locked)
    // lock possibly free
    // but another processor might lock
    // before we get a chance to
    // ... so try wtih atomic swap:
    movl $1, %eax             // %eax <- 1
    lock xchg %eax, the_lock  // swap %eax and the_lock
           // sets the_lock to 1
           // sets %eax to prior value of the_lock
    test %eax, %eax           // if the_lock wasn't 0 (someone else
    jne acquire               //   try again
    ret
```

less ping-ponging



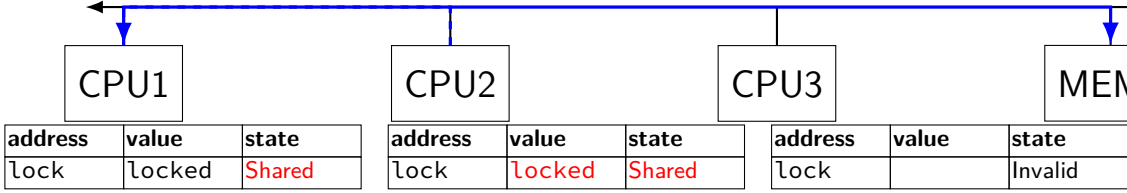
less ping-ponging



CPU2 reads lock
(to see it is still locked)

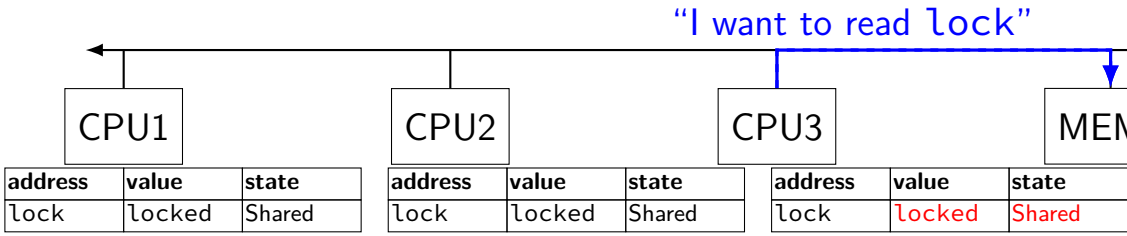
less ping-ponging

"set lock to locked"



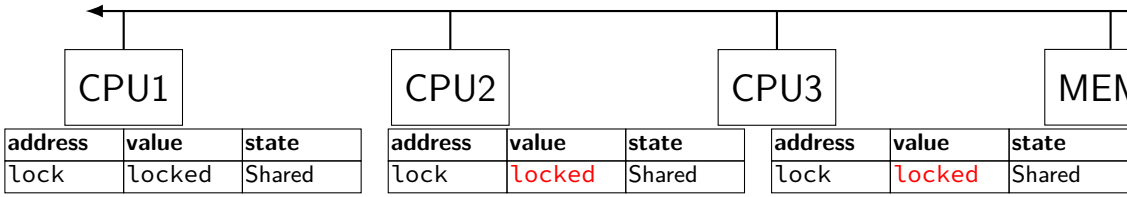
CPU1 writes back lock value, then CPU2 reads it

less ping-ponging



CPU3 reads lock
(to see it is still locked)

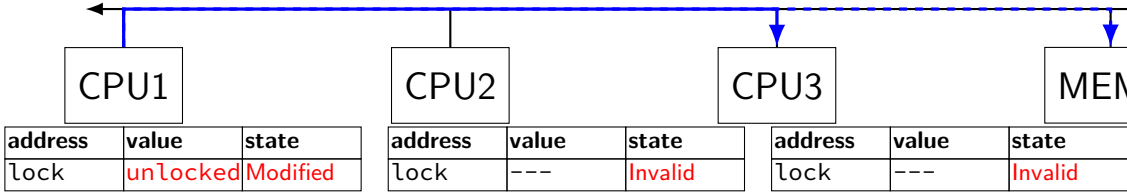
less ping-ponging



CPU2, CPU3 continue to read lock from cache
no messages on the bus

less ping-ponging

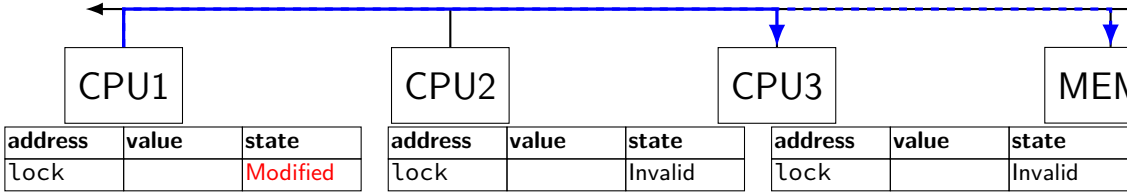
"I want to modify `lock`"



CPU1 sets lock to unlocked

less ping-ponging

"I want to modify `lock`"



some CPU (this example: CPU2) acquires lock
(CPU1 writes back value, then CPU2 reads + modifies it)

couldn't the read-modify-write instruction...

notice that the value of the lock isn't changing...

and keep it in the shared state

maybe — but extra step in "common" case
(swapping different values)

more room for improvement?

can still have a lot of attempts to modify locks after unlocked

there other spinlock designs that avoid this

- ticket locks
- MCS locks
- ...

MSI extensions

real cache coherency protocols sometimes more complex:

separate tracking modifications from whether other caches have copy

send values directly between caches (maybe skip write to memory)

send messages only to cores which might care (no shared bus)

too much milk

roommates Alice and Bob want to keep fridge stocked with milk:

time	Alice	Bob
3:00	look in fridge. no milk	
3:05	leave for store	
3:10	arrive at store	look in fridge. no milk
3:15	buy milk	leave for store
3:20	return home, put milk in fridge	arrive at store
3:25		buy milk
3:30		return home, put milk in fridge

how can Alice and Bob coordinate better?

too much milk "solution" 1 (algorithm)

leave a note: "I am buying milk"

- place before buying, remove after buying
- don't try buying if there's a note

≈ setting/checking a variable (e.g. "`note = 1`")

- with atomic load/store of variable

```
if (no milk) {
    if (no note) {
        leave note;
        buy milk;
        remove note;
    }
}
```

too much milk "solution" 1 (algorithm)

leave a note: "I am buying milk"

- place before buying, remove after buying
- don't try buying if there's a note

≈ setting/checking a variable (e.g. "`note = 1`")

- with atomic load/store of variable

```
if (no milk) {
    if (no note) {
        leave note;
        buy milk;
        remove note;
    }
}
```

exercise: why doesn't this work?

too much milk “solution” 1 (timeline)

Alice

```
if (no milk) {
    if (no note) {
        leave note;
        buy milk;
        remove note;
    }
}
```

Bob

```
if (no milk) {
    if (no note) {
        leave note;
        buy milk;
        remove note;
    }
}
```

too much milk "solution" 2 (algorithm)

intuition: leave note when buying or checking if need to buy

```
leave note;
if (no milk) {
    if (no note) {
        buy milk;
    }
}
remove note;
```

too much milk: “solution” 2 (timeline)

Alice

```
leave note;
if (no milk) {
    if (no note) {
        buy milk;
    }
}
remove note;
```

too much milk: “solution” 2 (timeline)

Alice

```
leave note;
if (no milk) {
    if (no note) {
        buy milk;
    }
}
remove note;
```

← but there's always a note

too much milk: “solution” 2 (timeline)

Alice

```
leave note;
if (no milk) {
    if (no note) {
        buy milk;
    }
}
remove note;
```

← but there’s always a note

…will never buy milk (twice *or* once)

“solution” 3: algorithm

intuition: label notes so Alice knows which is hers (and vice-versa)

computer equivalent: separate noteFromAlice and noteFromBob variables

Alice

```
leave note from Alice;
if (no milk) {
    if (no note from Bob) {
        buy milk
    }
}
remove note from Alice;
```

Bob

```
leave note from Bob;
if (no milk) {
    if (no note from Alice
        buy milk
    }
}
remove note from Bob;
```

too much milk: “solution” 3 (timeline)

Alice

```
leave note from Alice
if (no milk) {
    if (no note from Bob) {
        buy milk
    }
}
remove note from Alice
```

Bob

```
leave note from Bob
if (no milk) {
    if (no note from Alice) {
        buy milk
    }
}
remove note from Bob
```

too much milk: is it possible

is there a solutions with writing/reading notes?

$\approx$ loading/storing from shared memory

yes, but it's not very elegant

too much milk: solution 4 (algorithm)

Alice

```
leave note from Alice
while (note from Bob) {
    do nothing
}
if (no milk) {
    buy milk
}
remove note from Alice
```

Bob

```
leave note from Bob
if (no note from Alice) {
    if (no milk) {
        buy milk
    }
}
remove note from Bob
```

too much milk: solution 4 (algorithm)

Alice

```
leave note from Alice
while (note from Bob) {
    do nothing
}
if (no milk) {
    buy milk
}
remove note from Alice
```

Bob

```
leave note from Bob
if (no note from Alice) {
    if (no milk) {
        buy milk
    }
}
remove note from Bob
```

exercise (hard): prove (in)correctness

too much milk: solution 4 (algorithm)

Alice

```
leave note from Alice
while (note from Bob) {
    do nothing
}
if (no milk) {
    buy milk
}
remove note from Alice
```

Bob

```
leave note from Bob
if (no note from Alice) {
    if (no milk) {
        buy milk
    }
}
remove note from Bob
```

exercise (hard): prove (in)correctness

too much milk: solution 4 (algorithm)

Alice

```
leave note from Alice
while (note from Bob) {
    do nothing
}
if (no milk) {
    buy milk
}
remove note from Alice
```

Bob

```
leave note from Bob
if (no note from Alice) {
    if (no milk) {
        buy milk
    }
}
remove note from Bob
```

exercise (hard): prove (in)correctness

exercise (hard): extend to three people

Peterson's algorithm

general version of solution

see, e.g., Wikipedia

we'll use special hardware support instead

mfence

x86 instruction `mfence`

make sure all loads/stores in progress finish

...and make sure no loads/stores were started early

fairly expensive

Intel 'Skylake': order 33 cycles + time waiting for pending stores/loads

mfence

x86 instruction `mfence`

make sure all loads/stores in progress finish

...and make sure no loads/stores were started early

fairly expensive

Intel 'Skylake': order 33 cycles + time waiting for pending stores/loads

aside: this instruction is did not exist in the original x86
so xv6 uses something older that's equivalent

modifying cache blocks in parallel

cache coherency works on cache blocks

but typical memory access — less than cache block

- e.g. one 4-byte array element in 64-byte cache block

what if two processors modify different parts same cache block?

- 4-byte writes to 64-byte cache block

cache coherency — write instructions happen one at a time:

- processor 'locks' 64-byte cache block, fetching latest version
- processor updates 4 bytes of 64-byte cache block
- later, processor might give up cache block

modifying things in parallel (code)

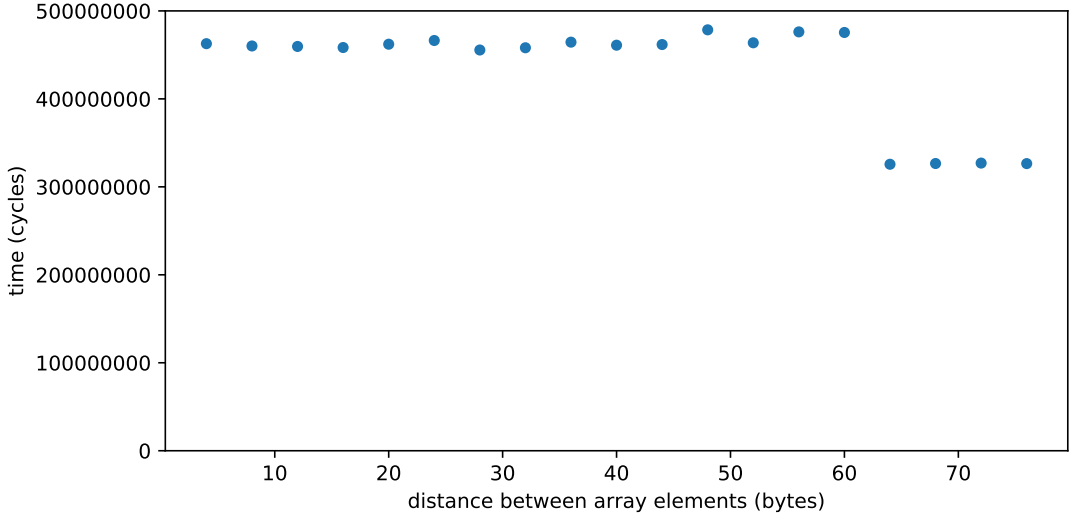
```
void *sum_up(void *raw_dest) {
    int *dest = (int *) raw_dest;
    for (int i = 0; i < 64 * 1024 * 1024; ++i) {
        *dest += data[i];
    }
}

__attribute__((aligned(4096)))
int array[1024];  /* aligned = address is mult. of 4096 */

void sum_twice(int distance) {
    pthread_t threads[2];
    pthread_create(&threads[0], NULL, sum_up, &array[0]);
    pthread_create(&threads[1], NULL, sum_up, &array[distance]);
    pthread_join(threads[0], NULL);
    pthread_join(threads[1], NULL);
}
```

performance v. array element gap

(assuming `sum_up` compiled to not omit memory accesses)



false sharing

synchronizing to access two independent things

two parts of same cache block

solution: separate them

exercise (1)

```
int values[1024];
int results[2];
void *sum_front(void *ignored_argument) {
    results[0] = 0;
    for (int i = 0; i < 512; ++i)
        results[0] += values[i];
    return NULL;
}
void *sum_back(void *ignored_argument) {
    results[1] = 0;
    for (int i = 512; i < 1024; ++i)
        results[1] += values[i];
    return NULL;
}
int sum_all() {
    pthread_t sum_front_thread, sum_back_thread;
    pthread_create(&sum_front_thread, NULL, sum_front, NULL);
    pthread_create(&sum_back_thread, NULL, sum_back, NULL);
    pthread_join(sum_front_thread, NULL);
    pthread_join(sum_back_thread, NULL);
    return results[0] + results[1];
}
```

exercise (2)

```
struct ThreadInfo { int *values; int start; int end; int result };
void *sum_thread(void *argument) {
    ThreadInfo *my_info = (ThreadInfo *) argument;
    int sum = 0;
    for (int i = my_info->start; i < my_info->end; ++i) {
        my_info->result += my_info->values[i];
    }
    return NULL;

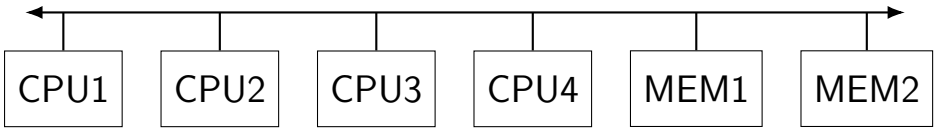
}
int sum_all(int *values) {
    ThreadInfo info[2]; pthread_t thread[2];
    for (int i = 0; i < 2; ++i) {
        info[i].values = values; info[i].start = i*512; info[i].end = (i+1)*512;
        pthread_create(&threads[i], NULL, sum_thread, (void *) &info[i]);
    }
    for (int i = 0; i < 2; ++i)
        pthread_join(threads[i], NULL);
    return info[0].result + info[1].result;
}
```

connecting CPUs and memory

multiple processors, common memory

how do processors communicate with memory?

shared bus



one possible design

- we'll revisit later when we talk about I/O

tagged messages — everyone gets everything, filters

contention if multiple communicators

- some hardware enforces only one at a time

shared buses and scaling

shared buses perform poorly with “too many” CPUs

so, there are other designs

we’ll gloss over these for now

shared buses and caches

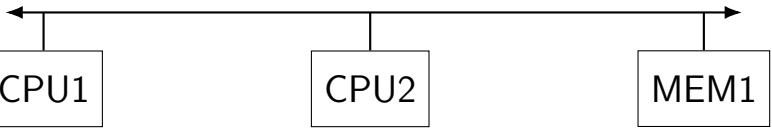
remember caches?

memory is pretty slow

each CPU wants to keep local copies of memory

what happens when multiple CPUs cache same memory?

the cache coherency problem



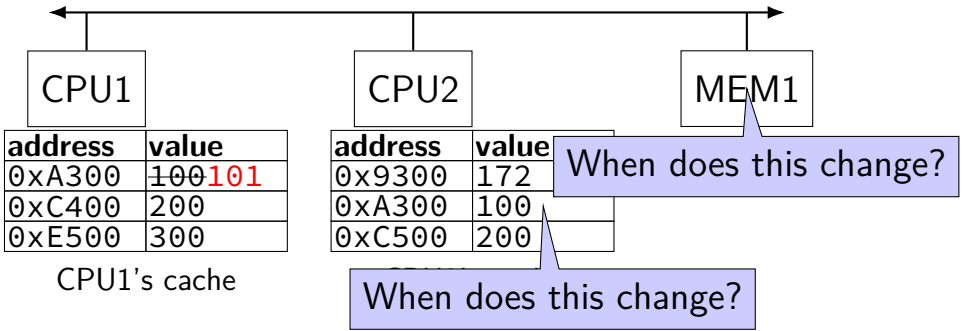
address	value
0xA300	100
0xC400	200
0xE500	300

CPU1's cache

address	value
0x9300	172
0xA300	100
0xC500	200

CPU2's cache

the cache coherency problem



CPU1 writes 101 to 0xA300?

monitor exercise: ConsumeTwo

suppose we want producer/consumer, but...

but change Consume() to ConsumeTwo() which returns a pair of values

> and don't want two calls to ConsumeTwo() to wait...
> with each getting one item

what should we change below?

```
pthread_mutex_t lock;
pthread_cond_t data_ready;
UnboundedQueue buffer;

Produce(item) {
  pthread_mutex_lock(&lock);
  buffer.enqueue(item);
  pthread_cond_signal(&data_ready);
  pthread_mutex_unlock(&lock);
}
```

```
Consume() {
  pthread_mutex_lock(&lock);
  while (buffer.empty()) {
    pthread_cond_wait(&data_ready, &lock
  }
  item = buffer.dequeue();
  pthread_mutex_unlock(&lock);
  return item;
}
```

monitor exercise: solution (1)

(one of many possible solutions)

Assuming ConsumeTwo **replaces** Consume:

```
Produce() {
  pthread_mutex_lock(&lock);
  buffer.enqueue(item);
  if (buffer.size() > 1) { pthread_cond_signal(&data_ready); }
  pthread_mutex_unlock(&lock);
}
ConsumeTwo() {
    pthread_mutex_lock(&lock);
    while (buffer.size() < 2) { pthread_cond_wait(&data_ready, &lock); }
    item1 = buffer.dequeue(); item2 = buffer.dequeue();
    pthread_mutex_unlock(&lock);
    return Combine(item1, item2);
}
```

monitor exercise: solution (2)

(one of many possible solutions)

Assuming ConsumeTwo is **in addition to** Consume (using two CVs):

```
Produce() {
  pthread_mutex_lock(&lock);
  buffer.enqueue(item);
  pthread_cond_signal(&one_ready);
  if (buffer.size() > 1) { pthread_cond_signal(&two_ready); }
  pthread_mutex_unlock(&lock);
}
Consume() {
  pthread_mutex_lock(&lock);
  while (buffer.size() < 1) { pthread_cond_wait(&one_ready, &lock); }
  item = buffer.dequeue();
  pthread_mutex_unlock(&lock);
  return item;
}
ConsumeTwo() {
  pthread_mutex_lock(&lock);
  while (buffer.size() < 2) { pthread_cond_wait(&two_ready, &lock); }
  item1 = buffer.dequeue(); item2 = buffer.dequeue();
  pthread_mutex_unlock(&lock);
```

monitor exercise: slower solution

(one of many possible solutions)

Assuming ConsumeTwo is **in addition to** Consume (using one CV):

```
Produce() {
  pthread_mutex_lock(&lock);
  buffer.enqueue(item);
  // broadcast and not signal, b/c we might wakeup only ConsumeTwo() otherwise
  pthread_cond_broadcast(&data_ready);
  pthread_mutex_unlock(&lock);
}
Consume() {
  pthread_mutex_lock(&lock);
  while (buffer.size() < 1) { pthread_cond_wait(&data_ready, &lock); }
  item = buffer.dequeue();
  pthread_mutex_unlock(&lock);
  return item;
}
ConsumeTwo() {
  pthread_mutex_lock(&lock);
  while (buffer.size() < 2) { pthread_cond_wait(&data_ready, &lock); }
  item1 = buffer.dequeue(); item2 = buffer.dequeue();
  pthread_mutex_unlock(&lock);
```

monitor exercise: ordering

suppose we want producer/consumer, but...

but want to ensure first call to Consume() **always** returns first

(no matter what ordering cond_signal/cond_broadcast use)

```
pthread_mutex_t lock;
pthread_cond_t data_ready;
UnboundedQueue buffer;

Produce(item) {
  pthread_mutex_lock(&lock);
  buffer.enqueue(item);
  pthread_cond_signal(&data_ready);
  pthread_mutex_unlock(&lock);
}
```

```
Consume() {
  pthread_mutex_lock(&lock);
  while (buffer.empty()) {
    pthread_cond_wait(&data_ready, &lock
  }
  item = buffer.dequeue();
  pthread_mutex_unlock(&lock);
  return item;
}
```

monitor ordering exercise: solution

(one of many possible solutions)

```
struct Waiter {
    pthread_cond_t cv;
    bool done;
    T item;
}
Queue<Waiter*> waiters;

Produce(item) {
 pthread_mutex_lock(&lock);
 if (!waiters.empty()) {
   Waiter *waiter = waiters.dequeue();
   waiter->done = true;
   waiter->item = item;
   cond_signal(&waiter->cv);
   ++num_pending;
 } else {
   buffer.enqueue(item);
 }
 pthread_mutex_unlock(&lock);
```

```
Consume() {
  pthread_mutex_lock(&lock);
  if (buffer.empty()) {
    Waiter waiter;
    cond_init(&waiter.cv);
    waiter.done = false;
    waiters.enqueue(&waiter);
    while (!waiter.done)
      cond_wait(&waiter.cv, &lock);
    item = waiter.item;
  } else {
    item = buffer.dequeue();
  }
  pthread_mutex_unlock(&lock):
  return item;
}
```

producer/consumer signal?

```
pthread_mutex_t lock;
pthread_cond_t data_ready;
UnboundedQueue buffer;

Produce(item) {
    pthread_mutex_lock(&lock);
    buffer.enqueue(item);
    /* GOOD CODE: pthread_cond_signal(&data_ready); */
    /* BAD CODE: */
    if (buffer.size() == 1)
        pthread_cond_signal(&item);
    pthread_mutex_unlock(&lock);
}

Consume() {
    pthread_mutex_lock(&lock);
    while (buffer.empty()) {
        pthread_cond_wait(&data_ready, &lock);
    }
    item = buffer.dequeue();
    pthread_mutex_unlock(&lock);
```

bad case (setup)

thread 0	1	2	3
Consume(): lock empty? wait on cv	Consume(): lock empty? wait on cv	Produce(): lock	Produce():

bad case

thread 0	1	2	3
Consume():			
lock			
empty? wait on cv	Consume():		
	lock		
	empty? wait on cv		
		Produce():	
		lock	Produce():
			wait for lock
		enqueue	
wait for lock		size $= 1$? signal	
		unlock	gets lock
			enqueue
			size $\neq 1$: don't signal
			unlock
gets lock			
dequeue			

Anderson-Dahlin and semaphores

Anderson/Dahlin complains about semaphores

> "Our view is that programming with locks and condition variables is superior to programming with semaphores."

argument 1: clearer to have separate constructs for

> waiting for condition to be come true, and
> allowing only one thread to manipulate a thing at a time

arugment 2: tricky to verify thread calls up exactly once for every down

> alternatives allow one to be sloppier (in a sense)

monitors with semaphores: locks

```
sem_t semaphore;  // initial value 1

Lock() {
    sem_wait(&semaphore);
}

Unlock() {
    sem_post(&semaphore);
}
```

monitors with semaphores: [broken] cvs

start with only wait/signal:

```
sem_t threads_to_wakeup;  // initially 0
Wait(Lock lock) {
    lock.Unlock();
    sem_wait(&threads_to_wakeup);
    lock.Lock();
}
Signal() {
    sem_post(&threads_to_wakeup);
}
```

monitors with semaphores: [broken] cvs

start with only wait/signal:

```
sem_t threads_to_wakeup;  // initially 0
Wait(Lock lock) {
    lock.Unlock();
    sem_wait(&threads_to_wakeup);
    lock.Lock();
}
Signal() {
    sem_post(&threads_to_wakeup);
}
```

problem: signal wakes up non-waiting threads (in the far future)

monitors with semaphores: cvs (better)

start with only wait/signal:

```
sem_t private_lock;  // initially 1
int num_waiters;
sem_t threads_to_wakeup;  // initially 0
Wait(Lock lock) {
  sem_wait(&private_lock);
  ++num_waiters;
  sem_post(&private_lock);
  lock.Unlock();
  sem_wait(&threads_to_wakeup);
  lock.Lock();
}
```

```
Signal() {
  sem_wait(&private_lock);
  if (num_waiters > 0) {
    sem_post(&threads_to_wakeup);
    --num_waiters;
  }
  sem_post(&private_lock);
}
```

monitors with semaphores: broadcast

now allows broadcast:

```
sem_t private_lock;  // initially 1
int num_waiters;
sem_t threads_to_wakeup;  // initially 0
Wait(Lock lock) {
  sem_wait(&private_lock);
  ++num_waiters;
  sem_post(&private_lock);
  lock.Unlock();
  sem_wait(&threads_to_wakeup);
  lock.Lock();
}
```

```
Broadcast() {
  sem_wait(&private_lock);
  while (num_waiters > 0) {
    sem_post(&threads_to_wakeup);
    --num_waiters;
  }
  sem_post(&private_lock);
}
```

building semaphore with monitors

```
pthread_mutex_t lock;
```

lock to protect shared state

building semaphore with monitors

```
pthread_mutex_t lock;
unsigned int count;
```

lock to protect shared state

shared state: semaphore tracks a count

building semaphore with monitors

```
pthread_mutex_t lock;
unsigned int count;
/* condition, broadcast when becomes count > 0 */
pthread_cond_t count_is_positive_cv;
```

lock to protect shared state

shared state: semaphore tracks a count

add cond var for each reason we wait

semaphore: wait for count to become positive (for down)

building semaphore with monitors

```
pthread_mutex_t lock;
unsigned int count;
/* condition, broadcast when becomes count > 0 */
pthread_cond_t count_is_positive_cv;
void down() {
    pthread_mutex_lock(&lock);
    while (!(count > 0)) {
        pthread_cond_wait(
            &count_is_positive_cv,
            &lock);
    }
    count -= 1;
    pthread_mutex_unlock(&lock);
}
```

lock to protect shared state

shared state: semaphore tracks a count

add cond var for each reason we wait

semaphore: wait for count to become positive (for down)

building semaphore with monitors

```
pthread_mutex_t lock;
unsigned int count;
/* condition, broadcast when becomes count > 0 */
pthread_cond_t count_is_positive_cv;
void down() {
    pthread_mutex_lock(&lock);
    while (!(count > 0)) {
        pthread_cond_wait(
            &count_is_positive_cv,
            &lock);
    }
    count -= 1;
    pthread_mutex_unlock(&lock);
}
```

```
void up() {
    pthread_mutex_lock(&lock);
    count += 1;
    /* count must now be
       positive, and at most
       one thread can go per
       call to Up() */
    pthread_cond_signal(
        &count_is_positive_cv
    );
    pthread_mutex_unlock(&lock);
}
```

lock to protect shared state

shared state: semaphore tracks a count

add cond var for each reason we wait

semaphore: wait for count to become positive (for down)

binary semaphores

binary semaphores — semaphores that are only zero or one

as powerful as normal semaphores

exercise: simulate counting semaphores with binary semaphores (more than one) and an integer

counting semaphores with binary semaphores

via Hemmendinger, "Comments on 'A correect and unrestrictive implementation of general semaphores' " (1989); Barz, "Implementing semaphores by binary semaphores" (1983)

```
// assuming initialValue > 0
BinarySemaphore mutex(1);
int value = initialValue ;
BinarySemaphore gate(1 /* if initialValue >= 1 */);
    /* gate = # threads that can Down() now */

void Down() {
  gate.Down();
  // wait, if needed
  mutex.Down();
  value -= 1;
  if (value > 0) {
    gate.Up();
    // because next down should finish
    // now (but not marked to before)
  }
  mutex.Up();
}

void Up() {
  mutex.Down();
  value += 1;
  if (value == 1) {
    gate.Up();
    // because down should finish now
    // but could not before
  }
  mutex.Up();
}
```

gate intuition/pattern

pattern to allow one thread at a time:

```
sem_t gate; // 0 = closed; 1 = open
ReleasingThread() {
    ... // finish what the other thread is waiting for
    while (another thread is waiting and can go) {
        sem_post(&gate)  // allow EXACTLY ONE thread
        ... // other bookkeeping
    }
    ...
}
WaitingThread() {
    ... // indicate that we're waiting
    sem_wait(&gate) // wait for gate to be open
    ... // indicate that we're not waiting
}
```