CS 318 Principles of Operating Systems

Fall 2022

Lecture 7: Semaphores and Monitors

Prof. Ryan Huang

JOHNS HOPKINS
WHITING SCHOOL
of ENGINEERING

Administrivia

Next Tuesday is project hacking day

- No class, work on lab 1
- I will hold office hours in Malone 231 at the lecture time

Higher-Level Synchronization

We looked at using locks to provide mutual exclusion

Locks work, but they have limited semantics

- Just provide mutual exclusion

Instead, we want synchronization mechanisms that

- Block waiters, leave interrupts enabled in critical sections
- Provide semantics beyond mutual exclusion

Look at two common high-level mechanisms

- Semaphores: binary (mutex) and counting
- Monitors: mutexes and condition variables

Semaphores

An abstract data type to provide synchronization

- Described by Dijkstra in the "THE" system in 1968

Semaphores are "integers" that support two operations:

- `Semaphore::P()` decrements, blocks until semaphore is open, a.k.a **`wait()`**
  - after the Dutch word "Proberen" (to try)
- `Semaphore::V()` increments, allows another thread to enter, a.k.a **`signal()`**
  - after the Dutch word "Verhogen" (increment)
- That's it! No other operations – not even just reading its value

Semaphore safety property: the semaphore value is always greater than or equal to 0

Blocking in Semaphores

Associated with each semaphore is a queue of waiting threads

When `P()` is called by a thread:

- If semaphore is open, thread continues
- If semaphore is closed, thread blocks on queue

Then `V()` opens the semaphore:

- If a thread is waiting on the queue, the thread is unblocked
- If no threads are waiting on the queue, the signal is remembered for the next thread
  - In other words, `V()` has "history" (c.f., condition vars later)
  - This "history" is a counter

Semaphore Types

Semaphores come in two types

Mutex semaphore (or binary semaphore)

- Represents single access to a resource
- Guarantees mutual exclusion to a critical section

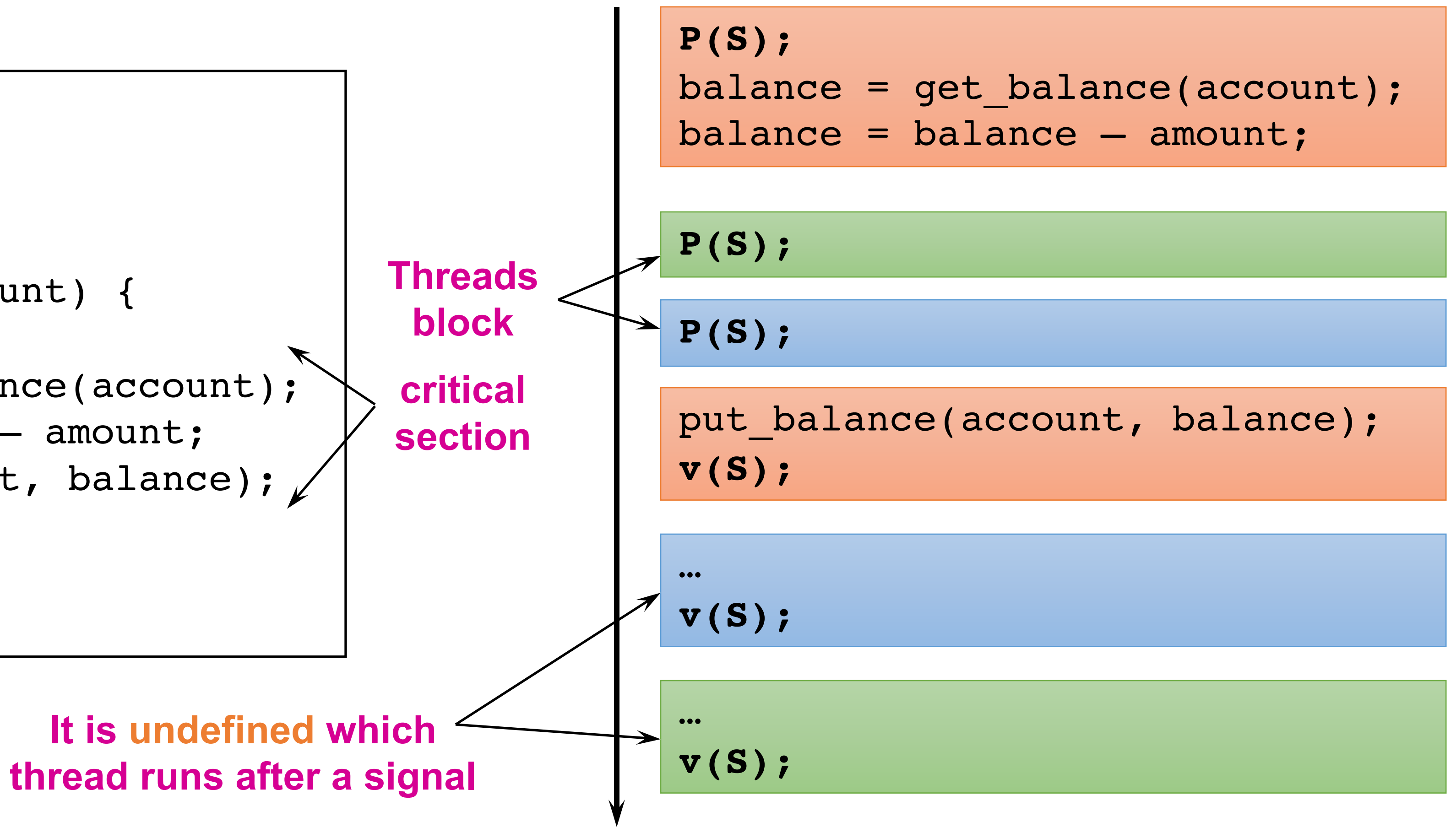
Counting semaphore (or general semaphore)

- Represents a resource with many units available, or a resource that allows certain kinds of unsynchronized concurrent access (e.g., reading)
- Multiple threads can pass the semaphore
- Number of threads determined by the semaphore "count"
  - mutex has count = 1, counting has count = N

Using Semaphores

Use is similar to our locks, but semantics are different

```
struct Semaphore {
    int value;
    Queue q;
} S;
withdraw (account, amount) {
    P(S);
    balance = get_balance(account);
    balance = balance – amount;
    put_balance(account, balance);
    v(S);
    return balance;
}
```



```
P(S);
balance = get_balance(account);
balance = balance – amount;
```

```
P(S);
```

```
P(S);
```

```
put_balance(account, balance);
v(S);
```

```
…
v(S);
```

```
…
v(S);
```

Semaphore Questions

Are there any problems that can be solved with counting semaphores that cannot be solved with mutex semaphores?

- If a system only gives you mutex semaphore, can you use it to implement counting semaphores?

Does it matter which thread is unblocked by a signal operation?

Semaphore Implementation in Pintos

```
void sema_down(struct semaphore *sema)
{
  enum intr_level old_level;
  old_level = intr_disable();
  while (sema->value == 0) {
    list_push_back(&sema->waiters,
          &thread_current()->elem);
    thread_block();
  }
  sema->value--;
  intr_set_level(old_level);
}
```

```
void sema_up(struct semaphore *sema)
{
  enum intr_level old_level;
  old_level = intr_disable();
  if (!list_empty (&sema->waiters))
    thread_unblock(list_entry(
        list_pop_front(&sema->waiters),
             struct thread, elem));
  sema->value++;
  intr_set_level(old_level);
}
```

To reference current thread: `thread_current()`

`thread_block()` **puts the current thread to sleep**

Lab 1 note:

- leverage semaphore instead of directly using thread_block()

Implementation of thread_block()

```
/* Puts the current thread to sleep. This function
must be called with interrupts turned off.*/
void thread_block ()
{
  ASSERT (!intr_context ());
  ASSERT (intr_get_level () == INTR_OFF);
  thread_current ()->status = THREAD_BLOCKED;
  schedule ();
}
```

pick another thread to run

`thread_block()` **assumes the interrupts are disabled**

This means we will have the thread sleep with interrupts disabled

Isn't this bad?

- Shouldn't we only disable interrupts when entering/leaving critical sections but keep interrupts enabled during critical section?

Interrupts Re-enabled Right After Ctxt Switch

```
thread_yield() {
  Disable interrupts;
  add current thread to ready_list;
  schedule(); // context switch
  Enable interrupts;
}
```

```
sema_down(){
 Disable interrupts;
 while(value == 0) {
   add current thread to waiters;
   thread_block();
 }
 value--;
 Enable interrupts;
}
```

```
[thread_yield]
Disable interrupts;
add current thread to ready_list;
schedule();
```

Thread 1

```
[thread_yield]
(Returns from schedule())
Enable interrupts;
```

Thread 2

...

```
[sema_down]
Disable interrupts;
while(value == 0) {
  add current thread to waiters;
  thread_block();
}
```

Thread 2

```
[thread_yield]
(Returns from schedule())
Enable interrupts;
```

Thread 1

Semaphore Summary

Semaphores can be used to solve any traditional sync. problems

However, they have some drawbacks

- They are essentially shared global variables
  - Can potentially be accessed anywhere in program
- No connection between the semaphore and the data controlled by the semaphore
- Used both for critical sections (mutual exclusion) and coordination (scheduling)
  - Note that I had to use comments in the code to distinguish
- No control or guarantee of proper usage

Sometimes hard to use and prone to bugs

- Another approach: Use programming language support

Monitors

A programming language construct that controls access to shared data

- Synchronization code added by compiler, enforced at runtime
- Why is this an advantage?

A monitor is a module that encapsulates

- Shared data structures
- Procedures that operate on the shared data structures
- Synchronization between concurrent threads that invoke the procedures

A monitor protects its data from unstructured access

It guarantees that threads accessing its data through its procedures interact only in legitimate ways

Monitor Semantics

A monitor guarantees mutual exclusion

- Only one thread can execute any monitor procedure at any time
    - the thread is "in the monitor"
- If a second thread invokes a monitor procedure when a first thread is already executing one, it blocks
    - So the monitor has to have a wait queue…
- If a thread within a monitor blocks, another one can enter

What are the implications in terms of parallelism in a monitor?

A monitor invariant is a safety property associated with the monitor

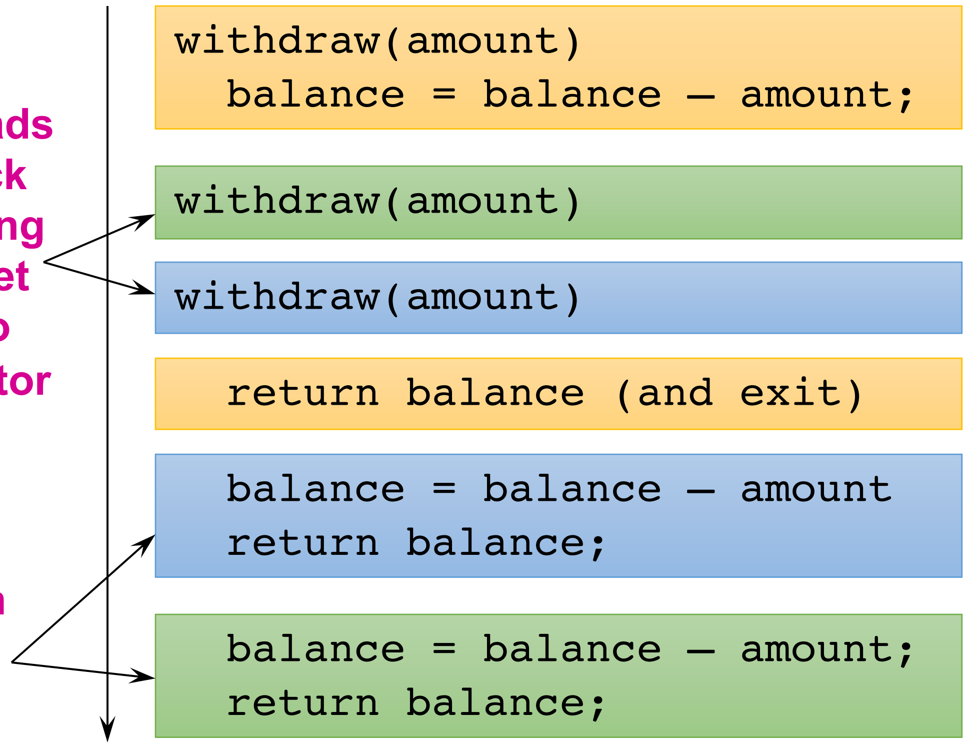
- It's expressed over the monitored variables.
- It holds whenever a thread enters or exits the monitor.

Account Example

```
Monitor account {
  double balance;

  double withdraw(amount) {
    balance = balance – amount;
    return balance;
  }
}
```

Threads block waiting to get into monitor



```
withdraw(amount)
  balance = balance – amount;

withdraw(amount)

withdraw(amount)

  return balance (and exit)

  balance = balance – amount
  return balance;

  balance = balance – amount;
  return balance;
```

When first thread exits, another can enter. Which one is undefined.

Hey, that was easy!

Monitor invariant: `balance` ≥ **0**

Condition Variables

But what if a thread wants to wait for sth inside the monitor?

- If we busy wait, it's bad
- Even worse, no one can get in the monitor to make changes now!

A condition variable is associated with a condition needed for a thread to make progress once it is in the monitor.

```
Monitor M {
  ... monitored variables
  Condition c;

  void enterMonitor (...) {
    if (extra property not true) wait(c);  waits outside of the monitor's mutex
    do what you have to do
    if (extra property true) signal(c);   brings in one thread waiting on condition
  }
```

Condition Variables

Condition variables support three operations:

- Wait – **release monitor lock,** wait for C/V to be signaled
  - So condition variables have wait queues, too
- Signal – wakeup one waiting thread
- Broadcast – wakeup all waiting threads

Condition variables are not boolean objects

- ✗ `if (condition_variable) then` … does not make sense
- ✓ `if (num_resources == 0) then wait(resources_available)` does
- An example later will make this more clear

Condition Vars != Semaphores

Condition variables != semaphores

- Although their operations have the same names, they have entirely different semantics (such is life, worse yet to come)
- However, they each can be used to implement the other

Access to the monitor is controlled by a lock

- `wait()` blocks the calling thread, and gives up the lock
  - To call wait, the thread has to be in the monitor (hence has lock)
  - `Semaphore::wait` just blocks the thread on the queue
- `signal()` causes a waiting thread to wake up
  - If there is no waiting thread, the signal is lost
  - `Semaphore::signal` increases the semaphore count, allowing future entry even if no thread is waiting
  - Condition variables have no history

Signal Semantics

Two flavors of monitors that differ in the scheduling semantics of `signal()`

- Hoare monitors (original)
  - `signal()` immediately switches from the caller to a waiting thread
  - The condition that the waiter was anticipating is guaranteed to hold when waiter executes
  - Signaler must restore monitor invariants before signaling

- Mesa monitors (Mesa, Java)
  - `signal()` places a waiter on the ready queue, but signaler continues inside monitor
  - Condition is not necessarily true when waiter runs again
    - Returning from wait() is only a *hint* that something changed
    - Must recheck conditional case

Hoare vs. Mesa Monitors

Hoare

```
if (!condition)
    wait(cond_var);
```

`condition` definitely holds since we just context switched from `signal`

Mesa

```
while (!condition)
    wait(cond_var);
```

`condition` might have been changed, if so, wait again

`condition` now holds

Tradeoffs

- Mesa monitors easier to use, more efficient
  - Fewer context switches, easy to support broadcast
- Hoare monitors leave less to chance
  - Easier to reason about the program

More on Condition Variable and Monitor

Condition Vars & Locks

C/Vs are also used without monitors in conjunction with locks

- `void cond_init (cond_t *, ...);`
- `void cond_wait (cond_t *c, mutex_t *m);`
  - Atomically unlock `m` and sleep until `c` signaled
  - Then re-acquire m and resume executing
- `void cond_signal (cond_t *c);`
- `void cond_broadcast (cond_t *c);`
  - - Wake one/all threads waiting on c

Condition Vars & Locks

C/Vs are also used without monitors in conjunction with locks

A monitor ≈ a module whose state includes a C/V and a lock

- Difference is syntactic; with monitors, compiler adds the code

It is "just as if" each procedure in the module calls acquire() on entry and release() on exit

- But can be done anywhere in procedure, at finer granularity

With condition variables, the module methods may wait and signal on independent conditions

Condition Vars & Locks

Why must `cond_wait` both release `mutex_t` & sleep?

- `void cond_wait(cond_t *c, mutex_t *m);`

Why not separate mutexes and condition variables?

```
while (count == BUFFER_SIZE) {
    mutex_unlock(&mutex);
    cond_wait(&not_full);
    mutex_lock(&mutex);
}
```

Condition Vars & Locks

Why must `cond_wait` both release `mutex_t` & sleep?

- `void cond_wait(cond_t *c, mutex_t *m);`

Why not separate mutexes and condition variables?

Producer

```
while (count == BUFFER_SIZE) {
    mutex_unlock(&mutex);



    cond_wait(&not_full);
    mutex_lock(&mutex);
}
```

Consumer

```
mutex_lock(&mutex);
... count--;
cond_signal(&not_full);
mutex_unlock(&mutex);
```

Using Cond Vars & Locks

Alternation of two threads (ping-pong)

Each executes the following:

```
Lock lock;
Condition cond;

void ping_pong () {
  acquire(lock);
  while (1) {
      printf("ping or pong\n");
      signal(cond);
      wait(cond, lock);
  }
  release(lock);
}
```

Must acquire lock before you can wait (similar to needing interrupts disabled to call `thread_block` in Pintos)

Wait atomically releases lock and blocks until signal()

Wait atomically acquires lock before it returns

Monitors and Java

A lock and condition variable are in every Java object

- No explicit classes for locks or condition variables

Every object is/has a monitor

- At most one thread can be inside an object's monitor
- A thread enters an object's monitor by
  - Executing a method declared "synchronized"
  - Executing the body of a "synchronized" statement
- The compiler generates code to acquire the object's lock at the start of the method and release it just before returning
  - The lock itself is implicit, programmers do not worry about it

Monitors and Java

Every object can be treated as a condition variable

- Half of Object's methods are for synchronization!

Take a look at the Java Object class:

- Object.wait(*) is Condition::wait()
- Object.notify() is Condition::signal()
- Object.notifyAll() is Condition::broadcast()

Summary

Semaphores

- `wait()/signal()` implement blocking mutual exclusion
- Also used as atomic counters (counting semaphores)
- Can be inconvenient to use

Monitors

- Synchronizes execution within procedures that manipulate encapsulated data shared among procedures
  - Only one thread can execute within a monitor at a time
- Relies upon high-level language support

Condition variables

- Used by threads as a synchronization point to wait for events
- Inside monitors, or outside with locks

Next Time…

Read Chapter 32