Synchronization III
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February 12, 2019
Updates

• Midterm on Thursday
  – Covers everything since the beginning of the semester up to and including 2/7/19 (last Thursday)
  – Questions drawn from lectures and homework #1 parts 1-2
  – Material in the book not discussed in class can be ignored
  – Chapter 5 problems (5.1-5.11) might be useful

• Make sure to understand Windows APIs
  – Meaning of parameters, usage in practice, possible errors
  – Reading/writing of pipes, creation of processes

• Be proficient in the 4 types of searches
  – Able to reproduce and discuss the algorithms, understand necessity for the two data structures (i.e., U and D)
Updates

• How to print statistics every 2 seconds?
  – Separate stats thread
  – Your wakeup time may be 2.1, 2.5, or 3 seconds apart!

• Make sure to print correct values
  – Progress report every 2 seconds
  – Exit room ID when found, distance from rover, steps taken

• Win32 processes max out at ~1400 threads

• Can set thread stack size to 65,536 bytes:
  – Project Properties → Linker → System → Stack Reserve Size
  – Win32: this allows up to 6000 threads, x64: limited by RAM

• All robots initially in the same room with the rover
  – Check discovered set D before dropping initial room into U

divide by elapsed time
Priorities
- Thread priority is based on a combination of two things: process priority class and thread priority level within that class
- `SetPriorityClass()` and `SetThreadPriority()`

CPU affinity
- CPU restrictions expressed as bit masks
- `SetProcessAffinityMask()`, `SetThreadAffinityMask()"

How to set mask to include only CPU 0 and 4?
- `DWORD mask = 1 + (1<<4)`

When running a massive amount of threads
- Set priority of search threads to idle, stats to above normal
Homework #1 (Extra Credit)

• Monster randomly rampages in the cave
  – Eats flybots it can find, jams message transmission
  – Monster caves numbered 1000 and above, only planets 6-7

• If flybot is eaten
  – ReadFile/WriteFile block forever or return errors
  – Must re-insert the room where this happened back at the front of the queue and quit thread that experienced this condition

• Jammed transmission
  – Bogus status, truncated messages, or non-integer number of NodeTuple64s in the response
  – Discard invalid response and retry the room in same thread

• Sending robots to invalid room crashes CC.exe
Homework #1 (Extra Credit)

• Non-blocking pipes with ReadFile/WriteFile
  - Approach below is asynchronous, but not truly overlapped as it keeps only one pending request to the handle
  - We’ll see another version when dealing with file I/O

// simple approach to catching timeouts
pipe = CreateFile (... , FILE_ATTRIBUTE_NORMAL|FILE_FLAG_OVERLAPPED, ...);

OVERLAPPED ol; // memset ol to zero

bRet = ReadFile (pipe, ..., NULL, &ol);   // does not return bytesRead
// if bRet is FALSE, check if GetLastError() equals ERROR_IO_PENDING
// if so, ignore the error, continue; otherwise, terminate thread
bRet = WaitForSingleObject (pipe, timeout);
// bRet could be WAIT_TIMEOUT, WAIT_OBJECT_0, or some error
// if successful, obtain the # of bytes read:
GetOverlappedResult (pipe, &ol, ...);

• What’s a good timeout value?
Chapter 5: Roadmap

5.1 Concurrency
5.2 Hardware mutex
5.3 Semaphores
5.4 Monitors
5.5 Messages
5.6 Reader-Writer
Mutex

- Windows kernel mutex has semantics close to a binary semaphore 2.0, with two exceptions:
  - Repeated mutex lock from the same thread does not block it
  - Mutex can only be unlocked by the thread that locked it
- Examples:

```c
Semaphore semaX = {1, 1}; // (s, max)
Thread () {
    semaX.Wait(); // P
    semaX.Wait(); // P
}

Mutex m; // unlocked
Thread () {
    m.Lock();
    m.Lock();
}
```

deadlocks because it attempts to decrement s twice

works fine as this thread already owns the mutex
Mutex

• Examples (cont’d):

Semaphore semaX = {1, 1}; // (s,max)
Thread1 () {
    semaX.Wait(); // P
    semaX.Wait(); // P
}

Semaphore semaX = {1, 1}; // (s,max)
Thread2 () {
    // some initialization
    semaX.Release(); // V
}

thread₁ blocks temporarily, then
gets unblocked by thread₂

deadlocks if thread₂
runs first; how to fix this?

Mutex m;
Thread1 () {
    m.Unlock(); // does nothing
}

Mutex m; // initially unlocked
Thread2 () { // thread2 runs first
    m.Lock();
    // long critical section
}

thread₁ fails to unlock
mutex owned by thread₂
The last standard synchronization primitive is an event
- An event can be in two states: signaled (1) and non-signaled (0) just like a binary semaphore
- However, it also has two possible modes of operation
  - AUTO = binary semaphore
  - MANUAL = event stays signaled until manually reset

```cpp
class Event {
    int s;       // state
    int mode;
    List blocked;

    Wait ();
    Signal ();
    Reset ();
}
```

```cpp
Event::Wait() {
    if (s == NOT_SIGNALED)
        // block current thread
    else if (mode == AUTO)
        s = NOT_SIGNALED;
}
```

```cpp
Event::Signal() {
    if (blocked.size() > 0)
        if (mode == AUTO)
            // unblock 1 thread
        else
            // unblock all threads
        s = SIGNALED;
    else
        s = SIGNALED;
}
```

```cpp
Event::Reset() {
    s = NOT_SIGNALED;
}
```
Windows APIs

- Semaphore
  - Security is NULL as always
  - Name can be used when multiple processes need to open the same object
- Wait (i.e., P)
  - WaitForSingleObject()
  - Returns WAIT_OBJECT_0 when ready
  - WAIT_TIMEOUT if timeout
  - Otherwise, an error
- Release (i.e., V)
  - ReleaseSemaphore(N)

- CreateMutex/CreateEvent
  - Can specify if this thread initially owns the mutex and initial state for event
- Locking done with WaitForSingleObject()
  - Unlocking with ReleaseMutex() and signaling with SetEvent()
- Resetting events
  - ResetEvent()
Unbounded Producer-Consumer

• Producer-consumer is the most frequently encountered synchronization problem in programming
  - Will be solved using semaphores and mutexes
• Start with the unbounded version

K producers → unlimited queue → M consumers

• Producer threads create new items and deposit them into the shared buffer/queue
  - Consumer threads read from the buffer and process them
• Note that in some applications the same thread may act as producer and consumer at different times
  - This is the case in homework #1
Unbounded Producer-Consumer

• Several attempts to create a solution
  - PC v1.0

```java
Queue Q;
Producer() {
    while (true) {
        // make item x
        Q.add (x);
    }
}
```

- PC v1.1

```java
Queue Q;
Producer() {
    while (true) {
        // make item x
        m.Lock();
        Q.add (x);
        m.Unlock();
    }
}
```

```java
Queue Q;
Mutex m;
Consumer() {
    while (true) {
        m.Lock();
        if (Q.size() > 0)
            x = Q.pop();
        // consume x
        m.Unlock();
    }
}
```

problems?
Unbounded Producer-Consumer

- Ver 1.0 crashes on access to shared queue if used by multiple threads
- Ver 1.1 busy-spins waiting for queue to be non-empty
- **Idea**: assign a counting semaphore to control how many threads may attempt to read from the Q

- PC v1.2

```java
Queue Q;
Mutex m;
Semaphore sema = {0, ∞};
Producer() {
    while (true) {
        // make item x
        m.Lock();
        Q.add (x);
        sema.Release();
        m.Unlock();
    }
}
Consumer() {
    while (true) {
        sema.Wait ();
        m.Lock();// no need to check Q.size
        x = Q.pop();
        m.Unlock();
        // consume x outside
        // the critical section
    }
}
```
Unbounded Producer-Consumer

- Ver 1.2 releases consumer on semaphore, which then gets immediately blocked on mutex; not efficient
  - PC v1.3

```c
Queue Q;
Mutex m;
Semaphore sema = {0, ∞};
Producer() {
    while (true) {
        // make item x
        m.Lock();
        Q.add (x);
        m.Unlock();
        sema.Release();
    }
}
```

```c
Queue Q;
Mutex m;
Semaphore sema = {0, ∞};
Consumer() {
    while (true) {
        sema.Wait ();
        m.Lock();
        x = Q.pop();
        m.Unlock();
        // consume x outside
        // the critical section
    }
}
```

- What if N items are produced in each iteration?
Unbounded Producer-Consumer

- If producer is **bursty** (i.e., generates many items at once), then ver 1.3 is also inefficient
  
  - PC v1.4

```java
Queue Q;
Mutex m;
Semaphore sema = {0, ∞};
Producer() {
    while (true) {
        // make items x[1],..., x[N]
        m.Lock();
        for (i = 0; i < N; i++)
            Q.add (x[i]);
        m.Unlock();
        // Windows allows batch
        // release
        sema.Release(N);
    }
}
```

```java
Queue Q;
Mutex m;
Semaphore sema = {0, ∞};
Consumer() {
    while (true) {
        sema.Wait ();
        m.Lock();
        x = Q.pop();
        m.Unlock();
        // consume x outside
        // the critical section
    }
}
```
Multi-threaded search algorithm (rough idea)

```c
Mutex m;  // not locked initially
Semaphore sema = {0, nMax};  // how to choose nMax?

Search (Ubase *U, Discovered *D) {
    // each thread runs this
    while (true) {
        // consumer starts here ------------
        sema.Wait ();
        m.Lock();
        x = U->pop();
        m.Unlock();
        // contact the robot and obtain x’s neighbors

        // producer starts here ------------
        counter = 0;  // local variable that counts new neighbors
        m.Lock();
        for (each y = neighbor of x)
            if (D->CheckAdd(y) == false)
                U->add (y);
        counter ++;
        m.Unlock();
        sema.Release(counter);
    }
}
```

how does this terminate?
Homework #1

• How about this:

```java
Event eventQuit; // initially not signaled
...
{
    ...
    // contact the robot and obtain x’s neighbors
    if (x == exitNode)
        eventQuit.Signal();

    // producer starts here -------------
    ...
}
```

• Other conditions when we can signal termination?
  - U is empty and no more deposits into it are possible

• How to react to eventQuit?
  - Near the end, most threads will be blocked on semaphore
• In order to wait on two objects (i.e., semaphore and event), we need
  - `bWaitAll = false` means any of the handles can wake up this thread
  - Otherwise, all handles must be simultaneously ready

• When handle `lpHandles[k]` is triggered, this function returns `WAIT_OBJECT_0 + k`

• The order of handles in the array is important!
  - If multiple handles are simultaneously in the signaled state, the return value indicates the first of them

**DWORD WINAPI WaitForMultipleObjects(**
  `__in DWORD nCount,`
  `__in const HANDLE *lpHandles,`
  `__in BOOL bWaitAll,`
  `__in DWORD dwMilliseconds );`
Wrap-up

- More complete version:

```c
Mutex m; // not locked initially
Semaphore sema = {0, nMax};
Event eventQuit; // signaled to quit
int activeThreads = 0; // shared

Search(...) {
    while (true) {
        // need to quit or work?
        if (WaitAny (eventQuit, sema)
            == eventQuit)
            break;

        m.Lock();
        x = U->pop();
        activeThreads ++;
        m.Unlock();

        // check if x is the exit
        if (x == exitNode)
            eventQuit.Signal();
        continue;
    }
}
```

- How to count running threads?
  - Printouts must include both running and active threads

should the event be manual or auto?