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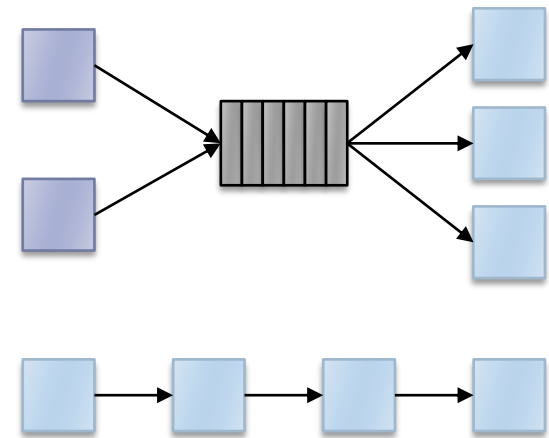
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Semaphores



Synchronization Types

- Mutual exclusion
 - Only one thread in a critical section at a time
- Waiting for events
 - One thread waits for another to complete some action before it continues
 - Producer/consumer
 - Multiple producers, multiple consumers
 - Pipeline
 - A series of producer and consumer
 - Defer work with background thread
 - Non-critical work in the background when CPU is idle



Higher-level Synchronization

- Spinlocks and disabling interrupts are not enough
 - Useful only for very short and simple critical sections
 - Need to block threads when lock is held by others (mutexes)
 - Need to block threads until a certain condition is met
- Higher-level synchronization mechanisms
 - Semaphores
 - Simple, yet powerful
 - Hard to program with
 - Mutexes and condition variables
 - Used in Pthreads

Semaphores

- A synchronization primitive higher level than locks
 - Invented by Dijkstra in 1968, as part of the THE OS
 - Does not require busy waiting
 - A semaphore is an object with an integer value (state)
 - State cannot be directly accessed by user program, but it determines the behavior of semaphore operations
- Manipulated atomically through two operations
 - **Wait()**: decrement the value, and wait until the value is ≥ 0 :
Also called as $P()$ (after Dutch word for test), $down()$, or $sem_wait()$
 - **Signal()**: increment the value, then wake up a single waiter:
Also called as $V()$ (after Dutch word for increment), $up()$, or $sem_post()$

Implementing Semaphores

```
typedef struct {  
    int value;  
    struct process *Q;  
} semaphore;
```

```
void wait(semaphore *S) {  
    S->value--;  
    if (S->value < 0) {  
        add this process to S->Q;  
        block();  
    }  
}  
  
void signal(semaphore *S) {  
    S->value++;  
    if (S->value <= 0) {  
        remove a process P from S->Q;  
        wakeup(P);  
    }  
}
```

wait() / signal()
are critical sections!
Hence, they must be
executed atomically
with respect to
each other.

HOW??

Types of Semaphores

- Binary semaphore (\approx mutex)
 - Semaphore value is initialized to 1
 - Guarantees mutually exclusive access to resource
 - Only one thread allowed entry at a time

- _____ semaphore
 - Semaphore value is initialized to N
 - Represents a resource with many units available
 - Allows threads to enter as long as more units are available

Bounded Buffer Problem (I)

- **Producer/consumer problem**
 - There is a set of resource buffers shared by producers and consumers
 - Producer inserts resources into the buffer
 - Output, disk blocks, memory pages, etc.
 - Consumer removes resources from the buffer
 - Whatever is generated by the producer
 - Producer and consumer execute in different rates
 - No serialization of one behind the other
 - Tasks are independent
 - The buffer allows each to run without explicit handoff
 - pipes: single producer, single consumer

Bounded Buffer Problem (2)

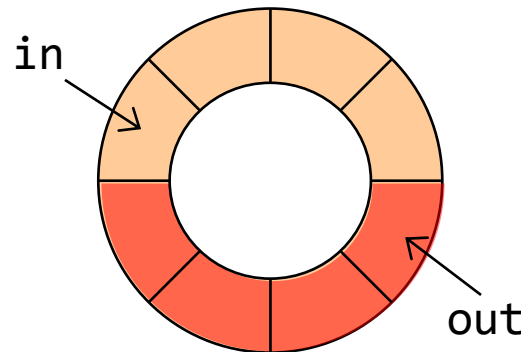
- No synchronization

Producer

```
void produce(data)
{
    while (count==N);
    buffer[in] = data;
    in = (in+1) % N;
    count++;
}
```

```
int count;
```

```
struct item buffer[N];
int in, out;
```



Consumer

```
void consume(data)
{
    while (count==0);
    data = buffer[out];
    out = (out+1) % N;
    count--;
}
```


Bounded Buffer Problem (3)

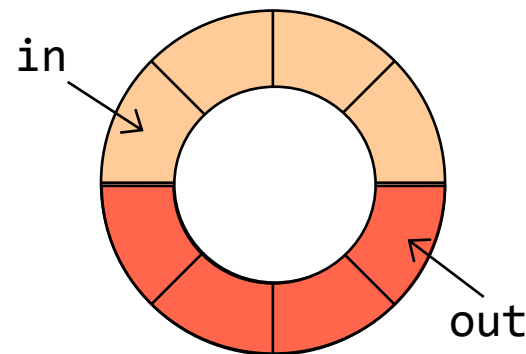
- Implementation with semaphores

Producer

```
void produce(data)
{
    wait(&empty);
    wait(&mutex);
    buffer[in] = data;
    in = (in+1) % N;
    signal(&mutex);
    signal(&full);
}
```

```
Semaphore
mutex = 1;
empty = N;
full = 0;
```

```
struct item buffer[N];
int in, out;
```



Consumer

```
void consume(data)
{
    wait(&full);
    wait(&mutex);
    data = buffer[out];
    out = (out+1) % N;
    signal(&mutex);
    signal(&empty);
}
```

Readers-Writers Problem (I)

- Sharing resource among multiple readers and writers
 - An object is shared among several threads
 - Some threads only read the object, others only write it
 - We can allow multiple readers at a time
 - We can only allow one writer at a time
- Implementation with semaphores
 - readcount: # of threads reading object
 - mutex: control access to readcount
 - rw: exclusive writing or reading

Readers-Writers Problem (2)

```
// number of readers
int readcount = 0;

// mutex for readcount
Semaphore mutex = 1;

// mutex for reading/writing
Semaphore rw = 1;

void Writer()
{
    wait(&rw);
    ...
    // Write
    ...
    signal(&rw);
}
```

```
void Reader()
{
    wait(&mutex);
    readcount++;
    if (readcount == 1)
        wait(&rw);
    signal(&mutex);
    ...

    // Read

    ...
    wait(&mutex);
    readcount--;
    if (readcount == 0)
        signal(&rw);
    signal(&mutex);
}
```

Readers-Writers Problem (3)

- If there is a writer
 - The first reader blocks on rw
 - All other readers will then block on mutex
- Once a writer exits, all readers can fall through
 - Which reader gets to go first?
- The last reader to exit signals waiting writer
 - Can new readers get in while writer is waiting?
- When a writer exits, if there is both a reader and writer waiting, which one goes next is up to scheduler

Dining Philosophers Problem (I)

- A classic synchronization problem by Dijkstra, 1965
- Modeled after the lives of five philosophers sitting around a round table
- Each philosopher repeats forever:
 - Thinking
 - Pick up two forks
 - Eating
 - Put down two forks
- Pick one fork at a time

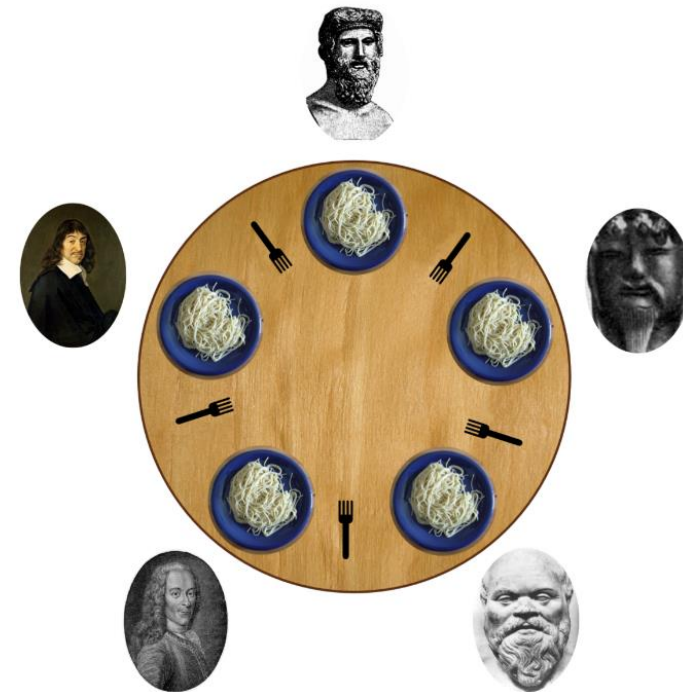


Image from https://en.wikipedia.org/wiki/Dining_philosophers_problem

Dining Philosophers Problem (2)

- A simple solution

```
// initialized to 1
Semaphore forks[N];

#define L(i) (i)
#define R(i) ((i + 1) % N)

void philosopher(int i)
{
    while (1) {
        think();
        pickup(i);
        eat();
        putdown(i);
    }
}
```

```
void pickup(int i) {
    wait(&forks[L(i)]);
    wait(&forks[R(i)]);
}

void putdown(int i) {
    signal(&forks[L(i)]);
    signal(&forks[R(i)]);
}
```

Dining Philosophers Problem (3)

- A deadlock-free solution

```
// initialized to 1
Semaphore forks[N];

#define L(i)  (i)
#define R(i)  ((i + 1) % N)

void philosopher(int i)
{
    while (1) {
        think();
        pickup(i);
        eat();
        putdown(i);
    }
}
```

```
void pickup(int i) {
    if (i == (N-1)) {
        wait(&forks[R(i)]);
        wait(&forks[L(i)]);
    } else {
        wait(&forks[L(i)]);
        wait(&forks[R(i)]);
    }
}

void putdown(int i) {
    signal(&forks[L(i)]);
    signal(&forks[R(i)]);
}
```

Summary: Semaphores

■ Pros

- Same primitive can be used for both critical sections (mutual exclusion) and coordination among threads (scheduling)

■ Cons

- They are essentially shared global variables; can be accessed from anywhere (bad software engineering)
- There is no connection between the semaphore and the data being controlled by it
- No control over their use, no guarantee of proper usage; thus, hard to use and prone to bugs