CISC 3320
C21b Hardware Support for Synchronization

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Outline

- Hardware Support for Synchronization

- Mutex Locks
- Semaphores
- Monitors
- Liveness
- Evaluation

Hardware Support for Synchronization

- Concept of lock
- Uniprocessor and multiprocessor system
- Memory barrier
- Special instructions
- Atomic variables

Synchronization

- Generally speaking, any solution to the critical-section problem is to construct a simple tool, called a "lock"
- A process must acquire a lock before entering a critical section, and releases the lock when it exits the critical section

Synchronization Hardware

- Many systems provide hardware support for synchronization
- Uniprocessor systems
- Multiprocessor systems

Uniprocessor Systems

- Disable interrupts
  - Currently running code would execute without preemption
  - Generally too inefficient on multiprocessor systems
    - Operating systems using this not broadly scalable

Hardware Support for Synchronization

- We will look at three forms of hardware support:

1. Memory barriers

2. Hardware instructions

3. Atomic variables

Memory Barriers

- Memory model are the memory guarantees a computer architecture makes to application programs.
- Memory models may be either:
  - Strongly ordered – where a memory modification of one processor is immediately visible to all other processors.
  - Weakly ordered – where a memory modification of one processor may not be immediately visible to all other processors.
- A memory barrier is an instruction that forces any change in memory to be propagated (made visible) to all other processors.

Solution using Memory Barrier

- We could add a memory barrier to the following instructions to ensure Thread 1 outputs 100:
- Thread 1 now performs

```
while (!flag)
    memory_barrier();
print x
```

- Thread 2 now performs

```
x = 100;
memory_barrier();
flag = true
```

Hardware Instructions

- Special hardware instructions that allow us to either *test-and-modify* the content of a word, or two *swap* the contents of two words atomically (uninterruptibly.)
- **Test-and-Set** instruction
- **Compare-and-Swap** instruction

test_and_set Instruction

Definition:

```
boolean test_and_set (boolean *target)
{
            boolean rv = *target;
            *target = true;
            return rv:
}
```

1. Executed atomically
2. Returns the original value of passed parameter
3. Set the new value of passed parameter to **true**

Solution using test_and_set()

- Shared Boolean variable `lock`, initialized to `false`
- Solution:

```
while (true) {
    while (test_and_set(&lock))
        ; /* do nothing */

    /* critical section */

    lock = false;

    /* remainder section */
}
```

compare_and_swap Instruction

Definition:

```
int compare_and_swap(int *value, int expected, int
  new_value) {
      int temp = *value;
      if (*value == expected) *value = new_value;
      return temp;
}
```

1. Executed atomically
2. Returns the original value of passed parameter **value**
3. Set the variable **value** the value of the passed parameter **new_value** but only if ***value == expected** is true. That is, the swap takes place only under this condition.

Solution using compare_and_swap

- Shared integer `lock` initialized to 0;
- Solution:

```
while (true){
   while (compare_and_swap(&lock, 0, 1) != 0)
        ; /* do nothing */

        /* critical section */

        lock = 0;

        /* remainder section */

}
```

Bounded Waiting?

- Although these algorithms satisfy the mutual-exclusion requirement, they do not satisfy the bounded-waiting requirement

Bounded-Waiting Mutual Exclusion

- Demonstrate it using with compare-and-swap
- Two variables
  - boolean waiting[n];
  - int lock;
- The elements in the waiting array are initialized to false, and lock is initialized to 0.

Bounded-Waiting Mutual Exclusion with compare-and-swap

```
while (true) {
   waiting[i] = true;
   key = 1;
   while (waiting[i] && key == 1)

      key =

        compare_and_swap(&lock,0,1);

   waiting[i] = false;

/* critical section */

j = (i + 1) % n;

while ((j != i) && !waiting[j])

        j = (j + 1) % n;

   if (j == i)

      lock = 0;

   else

      waiting[j] = false;

   /* remainder section */

}
```

Bounded Waiting

- When a process leaves its critical section, it scans the array waiting in the cyclic ordering (i + 1, i + 2, ..., n – 1, 0, ..., i – 1).
- It designates the first process in this ordering that is in the entry section (waiting[j] == true) as the next one to enter the critical section.
- Any process waiting to enter its critical section will thus do so within n – 1 turns.

Atomic Variables

- Typically, instructions such as compare-and-swap are used as <u>building blocks</u> for other synchronization tools.
- One tool is an **atomic variable** that provides *atomic* (uninterruptible) updates on basic data types such as integers and booleans.
- For example, the `increment()` operation on the atomic variable `sequence` ensures `sequence` is incremented without interruption:

```
increment(&sequence);
```

Solution using Atomic Variables

- The `increment()` function can be implemented as follows:

```
void increment(atomic_int *v)
{
    int temp;

    do {
        temp = *v;
    }
    while (temp !=
    (compare_and_swap(v,temp,temp+1));
}
```

Questions?

- Concept of "lock"
- Synchronization hardware
  - Concept of lock
  - Uniprocessor and multiprocessor system
  - Memory barrier
  - Special instructions
  - Atomic variables