

CSE 120

Principles of Operating Systems

Fall 2002

Project 1: Issues

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Locks & CVs

- Lock issues
 - ♦ A thread cannot Acquire a lock it already holds
 - ♦ A thread cannot Release a lock it does not hold
 - ♦ A lock cannot be deleted if a thread is holding it
- Condition Variable issues
 - ♦ A thread can only call Wait and Signal if it holds the mutex
 - ♦ Wait must Release the mutex before the thread sleeps
 - ♦ Wait must Acquire the mutex after the thread wakes up
 - ♦ A condition variable cannot be deleted if a thread is waiting on it

Mailboxes

- Senders and receivers need to be synchronized
 - ♦ One sender and one receiver need to rendezvous
- Issues
 - ♦ Block all other senders while waiting for receiver in Send
 - ♦ Block all other receivers while waiting for sender in Receive
 - ♦ When a condition variable is signaled...
 - » The waiting thread is placed on the ready list
 - » **But it has not necessarily re-acquired the lock**
 - » It only reacquires the lock when it runs again
 - » If another thread runs before it does, that thread can acquire the lock before the waiter does
 - » Let's look at an example

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Synchronizing with Wait/Signal

```
while (1) {  
    mutex->Acquire();  
    printf("ping\n");  
    cond->Signal(mutex);  
    mutex->Release();  
}
```

Signal places waiter
on ready list, and
then continues

```
while (1) {  
    mutex->Acquire();  
    cond->Wait(mutex);  
    printf("pong\n");  
    mutex->Release();  
}
```

**BUT – the waiter now
competes with the
signaler to re-acquire
the mutex**

Output **COULD** be:
ping...ping...ping

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Interlocking with Wait/Signal

```
Mutex *mutex;
Condition *cond;

void ping_pong () {
    mutex->Acquire();
    while (1) {
        printf("ping or pong\n");
        cond->Signal(mutex);
        cond->Wait(mutex);
    }
    mutex->Release();
}
```

Waiting after signaling interlocks the two threads.

The thread that signals then does a wait, and cannot proceed until the other thread wakes up from its wait and follows with a signal.

Thread::Join

- Issues
 - ♦ A thread can only be Joined if specified during creation
 - ♦ A thread can only be Joined after it has forked
 - ♦ Only **one thread** can call Join on another
 - ♦ A thread cannot call Join on itself
 - ♦ A thread should be able to call Join on a thread that has already terminated
 - » **This is the tricky part**
 - » Should delay deleting thread object if it is to be joined
 - If it is not going to be Joined, then don't change how it is deleted
 - » Where is it deleted now? Look for use of threadToBeDestroyed
 - » Where should joined threads be deleted?
 - » Need to delete synch primitives used by Join as well

Thread::setPriority(int)

- Issues
 - ♦ Priorities have the entire range of an “int”
 - » Both negative and positive
 - ♦ If one thread has a priority value that is greater than another, that thread has a higher priority (simple integer comparisons)
 - ♦ List implementation in list.cc has sorting capabilities
 - ♦ Only adjust priority of thread when it is placed on ready list
 - ♦ When transferring priority from a high thread to a low thread, the transfer is only temporary
 - » When the low thread releases the lock, its priority reverts

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Mating Whales

- Issues
 - ♦ This is a synchronization problem like Bounded-Buffer, Readers/Writers, and Smoking Barber
 - ♦ You do not need to implement anything inside of Nachos
 - » But you will use the synchronization primitives you implemented
 - » You can use any synch primitives you want
 - ♦ You will implement Male, Female, and Matchmaker as functions in threadtest.cc (or equivalent), and create and fork threads to execute these functions in ThreadTest:

```
T1->Fork(Male, 0);           // could fork many males
T2->Fork(Female, 0);         // could fork many females
T3->Fork(Matchmaker, 0);     // could fork many matchmakers
```
 - ♦ There is no API -- we will compile, run, and visually examine your code for correctness
 - ♦ Comments will help (both you and us)

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Tips

- Use DEBUG macro to trace the interaction of the synchronization primitives and thread context switches
 - Run “nachos -d s -d t” to enable synch and thread debugs
- Read the Nachos Road Map, Experience With Nachos Assignments, Synchronization for some good advice
 - <http://www.cs.duke.edu/~narten/110/nachos/main/node32.html#SECTION00072000000000000000>