

CSE 3221.3  
**Operating System Fundamentals**

**No.5**

**Process Synchronization(1)**

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**Background:  
cooperating processes with  
shared memory**

- Many processes or threads are cooperating:
  - One way is to use shared memory.
- But, concurrent access to shared data may result in data inconsistency.
- To share data among processes (threads), we need some mechanisms to ensure the orderly execution of cooperating processes to maintain data consistency.

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**Process Synchronization**

- Why data inconsistency happens in multiprogramming system?
  - Example: producer-consumer problem using a bounded-buffer
- Pure software solution:
  - 2-process: Peterson's algorithm.
  - N-process: Bakery algorithm.
- Synchronization hardware.
- Semaphores.
- Three classic synchronization problems:
  - The bounded-buffer problem.
  - The reader-writer problem.
  - The dining-philosopher problem.
- Concurrent Programming: high-level synchronization tools: (?)
  - Monitors (?)

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### Producer-Consumer Problem: using shared memory

- Producer-Consumer problem:
  - Two parties: producer & consumer processes
  - A producer process produces information that is consumed by a consumer process.
- Shared memory:
  - Unbounded-buffer: places no practical limit on the size of the buffer (producer never blocks)
  - Bounded buffer: a fixed buffer size (producer blocks when the buffer is full)
- Example:
  - Printer program → printer driver
  - Compiler → assembler

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### Bounded-Buffer Producer-consumer problem (1)

- Shared data

```
#define BUFFER_SIZE 10
typedef struct {
    . . .
} item;
item buffer[BUFFER_SIZE];
int in = 0;
int out = 0;
int counter = 0;
```

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### Bounded-Buffer Producer-consumer problem (2)

- Producer process

```
item nextProduced;
while (1) {
    ... /* generate a new item in nextProduced */
    while (counter == BUFFER_SIZE) /* do nothing */

    buffer[in] = nextProduced;
    in = (in + 1) % BUFFER_SIZE;
    counter++;
}
```

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**Bounded-Buffer  
Producer-consumer problem(3)**

- Consumer process

```
item nextConsumed;

while (1) {
    while (counter == 0) ; /* do nothing */
    nextConsumed = buffer[out];
    out = (out + 1) % BUFFER_SIZE;
    counter--;

    ... /* consume the item in nextConsumed */
}
```

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**Bounded-Buffer  
Producer-consumer problem (4)**

- If both the producer and consumer attempt to update the buffer concurrently, the assembly language statements may get interleaved.
  - Which causes unexpected results
- Interleaving depends upon how the producer and consumer processes are scheduled.

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**Bounded-Buffer  
Producer-consumer problem (5)**

- The statement “*counter++*” may be implemented in machine language as:  

```
register1 = counter
register1 = register1 + 1
counter = register1
```
- The statement “*counter--*” may be implemented as:  

```
register2 = counter
register2 = register2 - 1
counter = register2
```

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**Bounded-Buffer  
Producer-consumer problem(6)**

- Assume *counter* is initially 5.
- First step: producer process adds a new item

producer:  $register1 = counter$  ( $register1 = 5$ )  
 producer:  $register1 = register1 + 1$  ( $register1 = 6$ )  
 producer:  $counter = register1$  ( $counter = 6$ )

- Second Step: consumer process takes one item

consumer:  $register2 = counter$  ( $register2 = 6$ )  
 consumer:  $register2 = register2 - 1$  ( $register2 = 5$ )  
 consumer:  $counter = register2$  ( $counter = 5$ )

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**Bounded-Buffer  
Producer-consumer problem(7)**

- Initially  $counter=5$ .
- One interleaving of statements is:

producer:  $register1 = counter$  ( $register1 = 5$ )  
 producer:  $register1 = register1 + 1$  ( $register1 = 6$ )

Producer process is preempted → context switch → ... → to consumer process

consumer:  $register2 = counter$  ( $register2 = 5$ )  
 consumer:  $register2 = register2 - 1$  ( $register2 = 4$ )

Consumer process is preempted → context switch → ... → to producer process

producer:  $counter = register1$  ( $counter = 6$ )

Producer is pre-empted again

consumer:  $counter = register2$  ( $counter = 4$ )

- The value of *count* ends up with 4 (incorrect!!)

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**Race Condition**

- Race condition: The situation where several processes (or threads) access and manipulate shared data concurrently. The final value of the shared data depends upon the particular order in which the access takes place.
- General to all shared data in multiprogramming systems.

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### Race Conditions in OS

- Non-preemptive kernels
  - No race condition occurs in kernel.
- Preemptive kernels
  - Race condition could occur in kernel.
  - Protect techniques are needed.

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### Bounded-Buffer Producer-consumer problem (8)

- The statements  
*counter++;* (in producer)  
*counter--;* (in consumer)  
must be performed *atomically*.
- Atomic operation means an operation that completes in its entirety without interruption.

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### Process Synchronization

- **Process synchronization:** To prevent race conditions, concurrent processes must be synchronized to ensure an orderly execution sequence for all processes.
  - To ensure only one process can manipulate the shared data at a time.  
(the key idea of process synchronization)

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### The Critical-Section Problem(1)

- $n$  processes all competing to use some shared data
- Each process has a code segment, called *critical section*, in which the shared data is accessed.
- Problem – ensure that when one process is executing in its critical section, no other processes are allowed to execute in their critical sections.
  - The execution of critical sections by processes is *mutually exclusive* in time.

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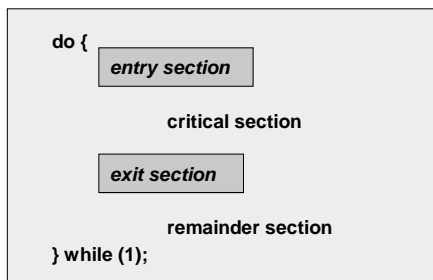
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### The Critical-Section Problem(2)

- General structure of each process  $P_i$



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### Solution to Critical-Section Problem

1. Mutual Exclusion
  - If a process is executing in its critical section, then no other processes can be executing in their critical sections.
2. Progress
  - If no process in its critical section and some processes wish to enter their critical sections, then only these processes wishing to enter the critical section can participate in the decision on which will enter the critical section next, and the decision selection of the processes cannot be postponed indefinitely.
3. Bounded Waiting
  - After a process has made a request to enter its critical section, there must be a bound on the number of times that other processes are allowed to enter their critical sections before that request is granted.

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### Software solution to the critical section problem

- Assume each process is executing at a non-zero speed. No assumption on their relative speed.
- No assumption on special hardware instructions except each instruction is executed atomically.
- No assumption on the number of CPU's in the system.
- Starting from the case with only two processes
  - Process  $P_0$  and  $P_1$
  - When presenting  $P_i$ , use  $P_j$  to indicate another ( $j=1-i$ )

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### Algorithm 1

- Shared variables:
  - `int turn;`
  - initially `turn = 0`
  - `turn == i`  $\Rightarrow$   $P_i$  can enter its critical section.
- Process  $P_i$

```
do {
    while (turn != i);
    critical section
    turn = j;
    remainder section
} while (1);
```

- Satisfies mutual exclusion, but not progress.

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### Algorithm 2

- Shared variables
  - `boolean flag[2];`
  - initially `flag[0] = flag[1] = false`.
  - `flag[i] == true`  $\Rightarrow$   $P_i$  ready to enter its critical section.
- Process  $P_i$

```
do {
    flag[i] = true;
    while (flag[j]);
    critical section
    flag[i] = false;
    remainder section
} while (1);
```

Signal that  $P_i$  is ready to enter its critical section

- Satisfies mutual exclusion, but not progress requirement.

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### Algorithm 3: Peterson's solution

- Combined shared variables of algorithms 1 and 2.  
*boolean flag[2]; initially flag [0] = flag [1] = false.*  
*int turn; initially turn = 0 or 1.*
- Process  $P_i$ 

```
do {
    flag [ i ] = true;
    turn = i;
    while (flag [ j ] && turn == j);
    critical section
    flag [ i ] = false;
    remainder section
} while (1);
```

Signaling  $P_i$  wish to enter the critical section

Asserting that if the other process wish to enter the critical section, it can do so

Checking which will enter the critical section
- Meets all three requirements; solves the critical-section problem for two processes perfectly.

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### Proving Peterson's Algorithm

<p><b>Process <math>P_0</math>:</b></p> <pre>do {     flag [ 0 ] = true;     turn = 1;     while (flag [ 1 ] &amp;&amp; turn == 1);     critical section of <math>P_0</math>     flag [ 0 ] = false;     remainder section of <math>P_0</math> } while (1);</pre>	<p><b>Process <math>P_1</math>:</b></p> <pre>do {     flag [ 1 ] = true;     turn = 0;     while (flag [ 0 ] &amp;&amp; turn == 0);     critical section of <math>P_1</math>     flag [ 1 ] = false;     remainder section of <math>P_1</math> } while (1);</pre>
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### Bakery Algorithm(1)

- To solve critical section problem with  $n$  processes.
- Before entering its critical section, each process receives a number. Holder of the smallest number enters the critical section first.
- The numbering scheme always generates numbers in increasing order of enumeration; i.e., 1,2,3,3,3,3,4,5...
- If processes  $P_i$  and  $P_j$  receive the same number, then comparing their process number, if  $i < j$ , then  $P_i$  enters first; else  $P_j$  enters first.

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### Bakery Algorithm(2)

- Notation: (ticket #, process id #)
  - $(a,b) < (c,d)$  if  $a < c$  or if  $a = c$  and  $b < d$
  - $\max(a_0, \dots, a_{n-1})$  is a number,  $k$ , such that  $k \geq a_i$  for  $i = 0, \dots, n-1$
- Shared data
  - boolean choosing[n]; (Initially false)*
  - int number[n]; (Initially 0)*

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### Bakery Algorithm(3)

The Structure of process P<sub>i</sub>

```
do {
  choosing[i] = true;
  number[i] = max(number[0], number[1], ..., number[n-1])+1;
  choosing[i] = false;
  for (j = 0; j < n; j++) {
    while (choosing[j]);
    while ((number[j] != 0) && (number[j],j) < (number[i],i));
  }
  critical section
  number[i] = 0;
  remainder section
} while (1);
```

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### Synchronization Hardware

- In a uni-processor case, disable interrupt while a shared variable is being modified.
  - Not feasible in a multiprocessor case
- Some special hardware instruction:
  - *TestAndSet()*
  - *Swap()*

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### TestAndSet Instruction

- TestAndSet: test and modify the content of a word atomically.
- Atomic even in multi-processor case: if two TestAndSet instructions are executed simultaneously on two different CPUs, they will be executed sequentially in some arbitrary order.

```
boolean TestAndSet (boolean &target) {  
    boolean rv = target;  
    target = true;  
  
    return rv;  
}
```

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### Mutual Exclusion with TestAndSet (for multiple processes)

- Shared data:  
`boolean lock = false;`
- Process  $P_i$   
`do {  
 while (TestAndSet(lock));  
 critical section  
 lock = false;  
 remainder section  
}`

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### Correct solution with TestAndSet

#### Shared data structure:

```
boolean waiting[n];  
(initially false)  
  
boolean lock;  
(initially false)
```

```
Process Pi do {  
    waiting[ i ] = true ;  
    key = true ;  
    while (waiting[ i ] && key)  
        key = TestAndSet(lock) ;  
    waiting[ i ] = false ;  
  
    Critical Section of Pi  
  
    j = (i+1) % n ;  
    while( (j != i) && ! Waiting[ j ] )  
        j = (j+1) % n ;  
    if( j == i ) lock = false  
    else waiting[ j ] = false ;  
  
    Remainder Section of Pi  
  
} while(1)
```

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### Swap instruction

- Swap the contents of two words atomically as one uninterruptible unit.

```
void Swap(boolean &a, boolean &b) {  
    boolean temp = a;  
    a = b;  
    b = temp;  
}
```

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### Mutual Exclusion with Swap (for multiple processes)

- Shared data:  
*boolean lock*; (initialized to false)
- Process  $P_i$  (with a local variable *key*)  
do {  
 *key* = true;  
 while (*key* == true)  
 Swap(*lock*,*key*);  
 **critical section**  
 *lock* = false;  
 **remainder section**  
}

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