# CS162
# Operating Systems and Systems Programming
# Lecture 9

## Synchronization 4: Monitors and Readers/Writers (Con't), Process Structure, Device Drivers

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## Recall: Atomic Read-Modify-Write

- ```
  test&set (&address) {          /* most architectures */
      result = M[address];        // return result from "address" and
      M[address] = 1;             // set value at "address" to 1
      return result;
  }
  ```
- ```
  swap (&address, register) {     /* x86 */
      temp = M[address];          // swap register's value to
      M[address] = register;      // value at "address"
      register = temp;
  }
  ```
- ```
  compare&swap (&address, reg1, reg2) { /* x86 (returns old value), 68000 */
      if (reg1 == M[address]) {   // If memory still == reg1,
          M[address] = reg2;      // then  put reg2 => memory
          return success;
      } else {                    // Otherwise do not change memory
          return failure;
      }
  }
  ```
- ```
  load-linked&store-conditional(&address) { /* R4000, alpha */
      loop:
          ll r1, M[address];
          movi r2, 1;              // Can do arbitrary computation
          sc r2, M[address];
          beqz r2, loop;
  }
  ```



## Recall: Better Locks using test&set

- Can we build test&set locks without busy-waiting?
  - Mostly. Idea: only busy-wait to atomically check lock value
  - ```
    int guard = 0; // Global Variable!
    int mylock = FREE; // Interface: acquire(&mylock);
                       //            release(&mylock);
    ```

```
acquire(int *thelock) {
   // Short busy-wait time
   while (test&set(guard));
   if (*thelock == BUSY) {
      put thread on wait queue;
      go to sleep() & guard = 0;
      // guard == 0 on wakup!
   } else {
      *thelock = BUSY;
      guard = 0;
   }
}
```

```
release(int *thelock) {
   // Short busy-wait time
   while (test&set(guard));
   if anyone on wait queue {
      take thread off wait queue
      Place on ready queue;
   } else {
      *thelock = FREE;
   }
   guard = 0;
```

- Note: sleep has to be sure to reset the guard variable
  - Why can't we do it just before or just after the sleep?



## Recall: Linux `futex`: Fast Userspace Mutex

```
#include <linux/futex.h>
#include <sys/time.h>

int futex(int *uaddr, int futex_op, int val,
          const struct timespec *timeout );
```

`uaddr` points to a 32-bit value in user space

`futex_op`
- FUTEX_WAIT – if `val == *uaddr` sleep till FUTEX_WAIT
  - » ***Atomic*** check that condition still holds after we disable interrupts (in kernel!)
- FUTEX_WAKE – wake up at most `val` waiting threads
- FUTEX_FD, FUTEX_WAKE_OP, FUTEX_CMP_REQUEUE: `More interesting operations!`

`timeout`
- ptr to a *timespec* structure that specifies a timeout for the op

- Interface to the `kernel sleep()` functionality!
  - Let thread put themselves to sleep – conditionally!
- `futex` is not exposed in libc; it is used within the implementation of pthreads
  - Can be used to implement locks, semaphores, monitors, etc…
```

## Recall: Lock Using Atomic Instructions and Futex

- Three (3) states:
  - UNLOCKED: No one has lock
  - LOCKED: One thread has lock
  - CONTESTED: Possibly more than one (with someone sleeping)
- Clean interface!
- Lock grabbed cleanly by either
  - compare_and_swap()
  - First swap()
- No overhead if uncontested!
- Could build semaphores in a similar way!

```
typedef enum { UNLOCKED,LOCKED,CONTESTED } Lock;
Lock mylock = UNLOCKED; // Interface: acquire(&mylock);
                        //            release(&mylock);

acquire(Lock *thelock) {
   // If unlocked, grab lock!
   if (compare&swap(thelock,UNLOCKED,LOCKED))
      return;

   // Keep trying to grab lock, sleep in futex
   while (swap(mylock,CONTESTED) != UNLOCKED))
      // Sleep unless someone releases hear!
      futex(thelock, FUTEX_WAIT, CONTESTED);
}

release(Lock *thelock) {
   // If someone sleeping,
   if (swap(thelock,UNLOCKED) == CONTESTED)
      futex(thelock,FUTEX_WAKE,1);
}
```

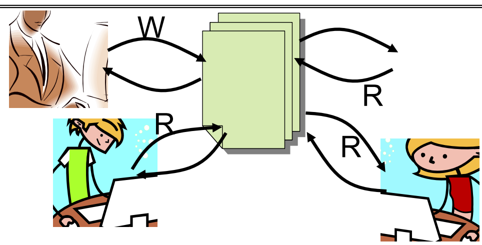


## Recall: Monitors and Condition Variables

- Monitor: a lock and zero or more condition variables for managing concurrent access to shared data
  - Use of Monitors is a programming paradigm
  - Some languages like Java provide monitors in the language
- Condition Variable: a queue of threads waiting for something *inside* a critical section
  - Key idea: allow sleeping inside critical section by atomically releasing lock at time we go to sleep
  - Contrast to semaphores: Can't wait inside critical section
- Operations:
  - `Wait(&lock)`: Atomically release lock and go to sleep. Re-acquire lock later, before returning.
  - `Signal()`: Wake up one waiter, if any
  - `Broadcast()`: Wake up all waiters
- Rule: Must hold lock when doing condition variable ops!



## Recall: Readers/Writers Problem




- Motivation: Consider a shared database
  - Two classes of users:
    - » Readers – never modify database
    - » Writers – read and modify database
  - Is using a single lock on the whole database sufficient?
    - » Like to have many readers at the same time
    - » Only one writer at a time



## Recall: Structure of *Mesa* Monitor Program

- Monitors represent the synchronization logic of the program
  - Wait if necessary
  - Signal when change something so any waiting threads can proceed
- Basic structure of mesa monitor-based program:

```
lock
while (need to wait) {
   condvar.wait();
}
unlock
```
Check and/or update state variables
Wait if necessary

```
do something so no need to wait

lock

condvar.signal();

unlock
```
Check and/or update state variables

## Recall: Basic Readers/Writers Solution

- Correctness Constraints:
  - Readers can access database when no writers
  - Writers can access database when no readers or writers
  - Only one thread manipulates state variables at a time
- Basic structure of a solution:
  - **Reader()**
    ```
    Wait until no writers
    Access data base
    Check out – wake up a waiting writer
    ```
  - **Writer()**
    ```
    Wait until no active readers or writers
    Access database
    Check out – wake up waiting readers or writer
    ```
  - State variables (Protected by a lock called "lock"):
    - » int AR: Number of active readers; initially = 0
    - » int WR: Number of waiting readers; initially = 0
    - » int AW: Number of active writers; initially = 0
    - » int WW: Number of waiting writers; initially = 0
    - » Condition okToRead = NIL
    - » Condition okToWrite = NIL



## Recall: Code for a Reader

```
Reader() {
  // First check self into system
  acquire(&lock);
  while ((AW + WW) > 0) { // Is it safe to read?
    WR++;                 // No. Writers exist
    cond_wait(&okToRead,&lock);// Sleep on cond var
    WR--;                 // No longer waiting
  }
  AR++;                   // Now we are active!
  release(&lock);
  // Perform actual read-only access
  AccessDatabase(ReadOnly);
  // Now, check out of system
  acquire(&lock);
  AR--;                   // No longer active
  if (AR == 0 && WW > 0)  // No other active readers
    cond_signal(&okToWrite);// Wake up one writer
  release(&lock);
}
```



## Recall: Code for a Writer

```
Writer() {
  // First check self into system
  acquire(&lock);
  while ((AW + AR) > 0) { // Is it safe to write?
    WW++;                 // No. Active users exist
    cond_wait(&okToWrite,&lock);  // Sleep on cond var
    WW--;                 // No longer waiting
  }
  AW++;                   // Now we are active!
  release(&lock);
  // Perform actual read/write access
  AccessDatabase(ReadWrite);
  // Now, check out of system
  acquire(&lock);
  AW--;                   // No longer active
  if (WW > 0){            // Give priority to writers
    cond_signal(&okToWrite);// Wake up one writer
  } else if (WR > 0) {    // Otherwise, wake reader
    cond_broadcast(&okToRead); // Wake all readers
  }
  release(&lock);
}
```



## Simulation of Readers/Writers Solution

- Use an example to simulate the solution
- Consider the following sequence of operators:
  - R1, R2, W1, R3
- Initially: AR = 0, WR = 0, AW = 0, WW = 0

## Simulation of Readers/Writers Solution

- R1 comes along (no waiting threads)
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock)
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R1 comes along (no waiting threads)
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R1 comes along (no waiting threads)
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R1 comes along (no waiting threads)
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```

## Simulation of Readers/Writers Solution

- R1 accessing dbase (no other threads)
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R2 comes along (R1 accessing dbase)
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R2 comes along (R1 accessing dbase)
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R2 comes along (R1 accessing dbase)
- AR = 2, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```

## Simulation of Readers/Writers Solution

- R2 comes along (R1 accessing dbase)
- AR = 2, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R1 and R2 accessing dbase
- AR = 2, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
```

Assume readers take a while to access database
Situation: Locks released, only AR is non-zero



## Simulation of Readers/Writers Solution

- W1 comes along (R1 and R2 are still accessing dbase)
- AR = 2, WR = 0, AW = 0, WW = 0

```
Writer() {
    acquire(&lock);
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      cond_wait(&okToWrite,&lock);// Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    release(&lock);

    AccessDBase(ReadWrite);

    acquire(&lock);
    AW--;
    if (WW > 0){
      cond_signal(&okToWrite);
    } else if (WR > 0) {
      cond_broadcast(&okToRead);
    }
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- W1 comes along (R1 and R2 are still accessing dbase)
- AR = 2, WR = 0, AW = 0, WW = 0

```
Writer() {
    acquire(&lock);
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      cond_wait(&okToWrite,&lock);// Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    release(&lock);

    AccessDBase(ReadWrite);

    acquire(&lock);
    AW--;
    if (WW > 0){
      cond_signal(&okToWrite);
    } else if (WR > 0) {
      cond_broadcast(&okToRead);
    }
    release(&lock);
  }
```

## Simulation of Readers/Writers Solution

- W1 comes along (R1 and R2 are still accessing dbase)
- AR = 2, WR = 0, AW = 0, WW = 1

```
Writer() {
    acquire(&lock);
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      cond_wait(&okToWrite,&lock);// Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    release(&lock);

    AccessDBase(ReadWrite);

    acquire(&lock);
    AW--;
    if (WW > 0){
      cond_signal(&okToWrite);
    } else if (WR > 0) {
      cond_broadcast(&okToRead);
    }
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R3 comes along (R1 and R2 accessing dbase, W1 waiting)
- AR = 2, WR = 0, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R3 comes along (R1 and R2 accessing dbase, W1 waiting)
- AR = 2, WR = 0, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R3 comes along (R1 and R2 accessing dbase, W1 waiting)
- AR = 2, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    lock.release();

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```

## Simulation of Readers/Writers Solution

- R3 comes along (R1, R2 accessing dbase, W1 waiting)
- AR = 2, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R1 and R2 accessing dbase, W1 and R3 waiting
- AR = 2, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
```

Status:
- R1 and R2 still reading
- W1 and R3 waiting on okToWrite and okToRead, respectively



## Simulation of Readers/Writers Solution

- R2 finishes (R1 accessing dbase, W1 and R3 waiting)
- AR = 2, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R2 finishes (R1 accessing dbase, W1 and R3 waiting)
- AR = 1, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```

# Simulation of Readers/Writers Solution

- R2 finishes (R1 accessing dbase, W1 and R3 waiting)
- AR = 1, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



# Simulation of Readers/Writers Solution

- R2 finishes (R1 accessing dbase, W1 and R3 waiting)
- AR = 1, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



# Simulation of Readers/Writers Solution

- R1 finishes (W1 and R3 waiting)
- AR = 1, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



# Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```

## Simulation of Readers/Writers Solution

- R1 finishes (W1, R3 waiting)
- AR = 0, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R1 signals a writer (W1 and R3 waiting)
- AR = 0, WR = 1, AW = 0, WW = 1

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 1

```
Writer() {
    acquire(&lock);
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      cond_wait(&okToWrite,&lock);// Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    release(&lock);

    AccessDBase(ReadWrite);

    acquire(&lock);
    AW--;
    if (WW > 0){
      cond_signal(&okToWrite);
    } else if (WR > 0) {
      cond_broadcast(&okToRead);
    }
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Writer() {
    acquire(&lock);
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      cond_wait(&okToWrite,&lock);// Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    release(&lock);

    AccessDBase(ReadWrite);

    acquire(&lock);
    AW--;
    if (WW > 0){
      cond_signal(&okToWrite);
    } else if (WR > 0) {
      cond_broadcast(&okToRead);
    }
    release(&lock);
  }
```

## Simulation of Readers/Writers Solution

- W1 gets signal (R3 still waiting)
- AR = 0, WR = 1, AW = 1, WW = 0

```
Writer() {
   acquire(&lock);
   while ((AW + AR) > 0) {  // Is it safe to write?
     WW++;                  // No. Active users exist
     cond_wait(&okToWrite,&lock);// Sleep on cond var
     WW--;                  // No longer waiting
   }
   AW++;
   release(&lock);

   AccessDBase(ReadWrite);

   acquire(&lock);
   AW--;
   if (WW > 0){
     cond_signal(&okToWrite);
   } else if (WR > 0) {
     cond_broadcast(&okToRead);
   }
   release(&lock);
 }
```



## Simulation of Readers/Writers Solution

- W1 accessing dbase (R3 still waiting)
- AR = 0, WR = 1, AW = 1, WW = 0

```
Writer() {
   acquire(&lock);
   while ((AW + AR) > 0) {  // Is it safe to write?
     WW++;                  // No. Active users exist
     cond_wait(&okToWrite,&lock);// Sleep on cond var
     WW--;                  // No longer waiting
   }
   AW++;
   release(&lock);

   AccessDBase(ReadWrite);

   acquire(&lock);
   AW--;
   if (WW > 0){
     cond_signal(&okToWrite);
   } else if (WR > 0) {
     cond_broadcast(&okToRead);
   }
   release(&lock);
 }
```



## Simulation of Readers/Writers Solution

- W1 finishes (R3 still waiting)
- AR = 0, WR = 1, AW = 1, WW = 0

```
Writer() {
   acquire(&lock);
   while ((AW + AR) > 0) {  // Is it safe to write?
     WW++;                  // No. Active users exist
     cond_wait(&okToWrite,&lock);// Sleep on cond var
     WW--;                  // No longer waiting
   }
   AW++;
   release(&lock);

   AccessDBase(ReadWrite);

   acquire(&lock);
   AW--;
   if (WW > 0){
     cond_signal(&okToWrite);
   } else if (WR > 0) {
     cond_broadcast(&okToRead);
   }
   release(&lock);
 }
```



## Simulation of Readers/Writers Solution

- W1 finishes (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Writer() {
   acquire(&lock);
   while ((AW + AR) > 0) {  // Is it safe to write?
     WW++;                  // No. Active users exist
     cond_wait(&okToWrite,&lock);// Sleep on cond var
     WW--;                  // No longer waiting
   }
   AW++;
   release(&lock);

   AccessDBase(ReadWrite);

   acquire(&lock);
   AW--;
   if (WW > 0){
     cond_signal(&okToWrite);
   } else if (WR > 0) {
     cond_broadcast(&okToRead);
   }
   release(&lock);
 }
```

## Simulation of Readers/Writers Solution

- W1 finishes (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Writer() {
    acquire(&lock);
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      cond_wait(&okToWrite,&lock);// Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    release(&lock);

    AccessDBase(ReadWrite);

    acquire(&lock);
    AW--;
    if (WW > 0){
      cond_signal(&okToWrite);
    } else if (WR > 0) {
      cond_broadcast(&okToRead);
    }
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- W1 signaling readers (R3 still waiting)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Writer() {
    acquire(&lock);
    while ((AW + AR) > 0) {  // Is it safe to write?
      WW++;                  // No. Active users exist
      cond_wait(&okToWrite,&lock);// Sleep on cond var
      WW--;                  // No longer waiting
    }
    AW++;
    release(&lock);

    AccessDBase(ReadWrite);

    acquire(&lock);
    AW--;
    if (WW > 0){
      cond_signal(&okToWrite);
    } else if (WR > 0) {
      cond_broadcast(&okToRead);
    }
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R3 gets signal (no waiting threads)
- AR = 0, WR = 1, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R3 gets signal (no waiting threads)
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```

## Simulation of Readers/Writers Solution

- R3 accessing dbase (no waiting threads)
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R3 finishes (no waiting threads)
- AR = 1, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDBase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Simulation of Readers/Writers Solution

- R3 finishes (no waiting threads)
- AR = 0, WR = 0, AW = 0, WW = 0

```
Reader() {
    acquire(&lock);
    while ((AW + WW) > 0) { // Is it safe to read?
      WR++;                 // No. Writers exist
      cond_wait(&okToRead,&lock);// Sleep on cond var
      WR--;                 // No longer waiting
    }
    AR++;                   // Now we are active!
    release(&lock);

    AccessDbase(ReadOnly);

    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
      cond_signal(&okToWrite);
    release(&lock);
  }
```



## Questions

- Can readers starve? Consider Reader() entry code:

```
while ((AW + WW) > 0) { // Is it safe to read?
  WR++;                 // No. Writers exist
  cond_wait(&okToRead,&lock);// Sleep on cond var
  WR--;                 // No longer waiting
}
AR++;                   // Now we are active!
```

- What if we erase the condition check in Reader exit?

```
AR--;                   // No longer active
if (AR == 0 && WW > 0)  // No other active readers
  cond_signal(&okToWrite);// Wake up one writer
```

- Further, what if we turn the signal() into broadcast()

```
AR--;                   // No longer active
cond_broadcast(&okToWrite); // Wake up sleepers
```

- Finally, what if we use only one condition variable (call it "**okContinue**") instead of two separate ones?
  - Both readers and writers sleep on this variable
  - Must use broadcast() instead of signal()

## Use of Single CV: okContinue

```
Reader() {
    // check into system
    acquire(&lock);
    while ((AW + WW) > 0) {
       WR++;
       cond_wait(&okContinue,&lock);
       WR--;
    }
    AR++;
    release(&lock);

    // read-only access
    AccessDbase(ReadOnly);

    // check out of system
    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
       cond_signal(&okContinue);
    release(&lock);
  }
```

```
Writer() {
    // check into system
    acquire(&lock);
    while ((AW + AR) > 0) {
       WW++;
       cond_wait(&okContinue,&lock);
       WW--;
    }
    AW++;
    release(&lock);

    // read/write access
    AccessDbase(ReadWrite);

    // check out of system
    acquire(&lock);
    AW--;
    if (WW > 0){
       cond_signal(&okContinue);
    } else if (WR > 0) {
       cond_broadcast(&okContinue);
    }
    release(&lock);
  }
```

**What if we turn okToWrite and okToRead into okContinue (i.e. use only one condition variable instead of two)?**



## Use of Single CV: okContinue

```
Reader() {
    // check into system
    acquire(&lock);
    while ((AW + WW) > 0) {
       WR++;
       cond_wait(&okContinue,&lock);
       WR--;
    }
    AR++;
    release(&lock);

    // read-only access
    AccessDbase(ReadOnly);

    // check out of system
    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
       cond_signal(&okContinue);
    release(&lock);
  }
```

```
Writer() {
    // check into system
    acquire(&lock);
    while ((AW + AR) > 0) {
       WW++;
       cond_wait(&okContinue,&lock);
       WW--;
    }
    AW++;
    release(&lock);

    // read/write access
    AccessDbase(ReadWrite);

    // check out of system
    acquire(&lock);
    AW--;
    if (WW > 0){
       cond_signal(&okContinue);
    } else if (WR > 0) {
       cond_broadcast(&okContinue);
    }
```

**Consider this scenario:**
- **R1 arrives**
- **W1, R2 arrive while R1 still reading → W1 and R2 wait for R1 to finish**
- **Assume R1's signal is delivered to R2 (not W1)**



## Use of Single CV: okContinue

```
Reader() {
    // check into system
    acquire(&lock);
    while ((AW + WW) > 0) {
       WR++;
        cond_wait(&okContinue,&lock);
       WR--;
    }
    AR++;
    release(&lock);

    // read-only access
    AccessDbase(ReadOnly);

    // check out of system
    acquire(&lock);
    AR--;
    if (AR == 0 && WW > 0)
       cond_broadcast(&okContinue);
    release(&lock);
  }
```

**Need to change to broadcast()!**

```
Writer() {
    // check into system
    acquire(&lock);
    while ((AW + AR) > 0) {
       WW++;
       cond_wait(&okContinue,&lock);
    WW--;
    }
    AW++;
    release(&lock);

    // read/write access
    AccessDbase(ReadWrite);

    // check out of system
    acquire(&lock);
    AW--;
    if (WW > 0 || WR > 0){
       cond_broadcast(&okContinue);
    }
    release(&lock);
  }
```

**Must broadcast() to sort things out!**



## Administrivia

- Midterm 1: Thursday (October 1st): 5-7PM
  - We understand that this partially conflicts with CS170, but those of you in CS170 can start that exam after 7PM (according to CS170 staff)
  - Video Proctored, No curve, Use of computer to answer questions
  - More details as we get closer to exam
- Midterm topics:
  - Everything from lecture up to today's lecture
  - Scheduling is not part of exam…
  - Homework and Project work is fair game
- Midterm Review: Tomorrow, 7-9pm
  - Details TBA

## Can we construct Monitors from Semaphores?

- Locking aspect is easy: Just use a mutex
- Can we implement condition variables this way?

```
Wait(Semaphore *thesema)   { semaP(thesema); }
Signal(Semaphore *thesema) { semaV(thesema); }
```

- Does this work better?

```
Wait(Lock *thelock, Semaphore *thesema) {
   release(thelock);
   semaP(thesema);
   acquire(thelock);
}
Signal(Semaphore *thesema) {
  semaV(thesema);
}
```



## Construction of Monitors from Semaphores (con't)

- Problem with previous try:
  - P and V are commutative – result is the same no matter what order they occur
  - Condition variables are NOT commutative
- Does this fix the problem?

```
Wait(Lock *thelock, Semaphore *thesema) {
   release(thelock);
   semaP(thesema);
   acquire(thelock);
}
Signal(Semaphore *thesema) {
   if semaphore queue is not empty
      semaV(thesema);
}
```

  - Not legal to look at contents of semaphore queue
  - There is a race condition – signaler can slip in after lock release and before waiter executes semaphore.P()
- It is actually possible to do this correctly
  - Complex solution for Hoare scheduling in book
  - Can you come up with simpler Mesa-scheduled solution?



## Mesa Monitor Conclusion

- Monitors represent the synchronization logic of the program
  - Wait if necessary
  - Signal when change something so any waiting threads can proceed
- Typical structure of monitor-based program:

```
lock
while (need to wait) {
   condvar.wait();
}
unlock
```

Check and/or update state variables Wait if necessary

```
do something so no need to wait

lock

condvar.signal();

unlock
```

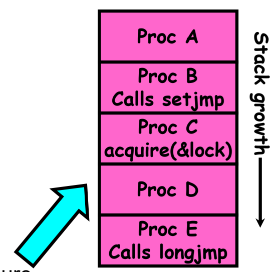
Check and/or update state variables



## C-Language Support for Synchronization

- C language: Pretty straightforward synchronization
  - Just make sure you know *all* the code paths out of a critical section

```
int Rtn() {
  acquire(&lock);
  …
  if (exception) {
    release(&lock);
    return errReturnCode;
  }
  …
  release(&lock);
  return OK;
}
```




  - Watch out for `setjmp`/`longjmp`!
    - » Can cause a non-local jump out of procedure
    - » In example, procedure E calls longjmp, poping stack back to procedure B
    - » If Procedure C had lock.acquire, problem!

## Concurrency and Synchronization in C

- Harder with more locks

```
void Rtn() {
  lock1.acquire();
  …
  if (error) {
    lock1.release();
    return;
  }
  …
  lock2.acquire();
  …
  if (error) {
    lock2.release()
    lock1.release();
    return;
  }
  …
  lock2.release();
  lock1.release();
}
```

- Is goto a solution???

```
void Rtn() {
  lock1.acquire();
  …
  if (error) {
    goto release_lock1_and_return;
  }
  …
  lock2.acquire();
  …
  if (error) {
    goto release_both_and_return;
  }
  …
release_both_and_return:
  lock2.release();
release_lock1_and_return:
  lock1.release();
}
```



## C++ Language Support for Synchronization

- Languages with exceptions like C++
  - Languages that support exceptions are problematic (easy to make a non-local exit without releasing lock)
  - Consider:

```
void Rtn() {
  lock.acquire();
  …
  DoFoo();
  …
  lock.release();
}
void DoFoo() {
  …
  if (exception) throw errException;
  …
}
```

  - Notice that an exception in DoFoo() will exit without releasing the lock!



## C++ Language Support for Synchronization (con't)

- Must catch all exceptions in critical sections
  - Catch exceptions, release lock, and re-throw exception:

```
void Rtn() {
  lock.acquire();
  try {
    …
    DoFoo();
    …
  } catch (…) {        // catch exception
    lock.release();    // release lock
    throw;             // re-throw the exception
  }
  lock.release();
}
void DoFoo() {
  …
  if (exception) throw errException;
  …
}
```



## Much better: C++ Lock Guards

```
#include <mutex>
int global_i = 0;
std::mutex global_mutex;

void safe_increment() {
  std::lock_guard<std::mutex> lock(global_mutex);
  …
  global_i++;
  // Mutex released when 'lock' goes out of scope
}
```

## Python `with` Keyword

- More versatile than we show here (can be used to close files, database connections, etc.)

```
lock = threading.Lock()
…
with lock: # Automatically calls acquire()
  some_var += 1
  …
# release() called however we leave block
```



## Java `synchronized` Keyword

- Every Java object has an associated lock:
  - Lock is acquired on entry and released on exit from a synchronized method
  - Lock is properly released if exception occurs inside a synchronized method
  - Mutex execution of synchronized methods (beware deadlock)

```
class Account {
    private int balance;

    // object constructor
    public Account (int initialBalance) {
        balance = initialBalance;
    }
    public synchronized int getBalance() {
        return balance;
    }
    public synchronized void deposit(int amount) {
        balance += amount;
    }
}
```



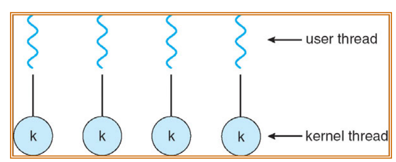
## Java Support for Monitors

- Along with a lock, every object has a single condition variable associated with it
- To wait inside a synchronized method:
  - `void wait();`
  - `void wait(long timeout);`
- To signal while in a synchronized method:
  - `void notify();`
  - `void notifyAll();`

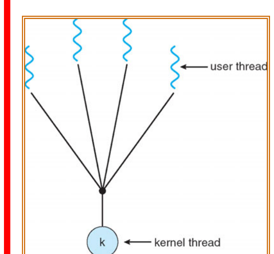


## Recall: User/Kernel Threading Models

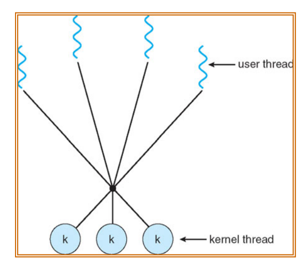
***Almost all current implementations***




Simple One-to-One Threading Model




Many-to-One




Many-to-Many

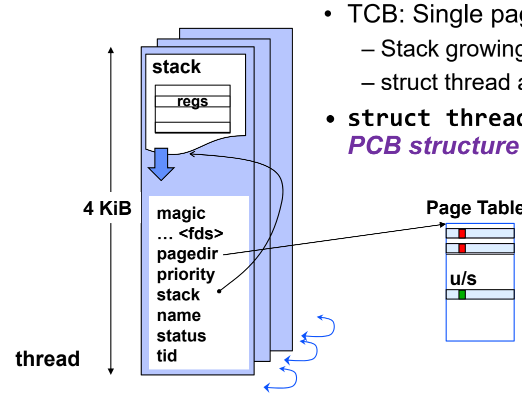
## Recall: Thread State in the Kernel

- For every thread in a process, the kernel maintains:
  - The thread's TCB
  - A kernel stack used for syscalls/interrupts/traps
    - » This kernel-state is sometimes called the "kernel thread"
    - » The "kernel thread" is suspended (but ready to go) when thread is running in user-space
- Additionally, some threads just do work in the kernel
  - Still has TCB
  - Still has kernel stack
  - But not part of any process, and never executes in user mode



## In Pintos, Processes are Single-Threaded

- Pintos processes have only one thread
- TCB: Single page (4 KiB)
  - Stack growing from the top (high addresses)
  - struct thread at the bottom (low addresses)
- **`struct thread` defines the TCB structure *and PCB structure* in Pintos**

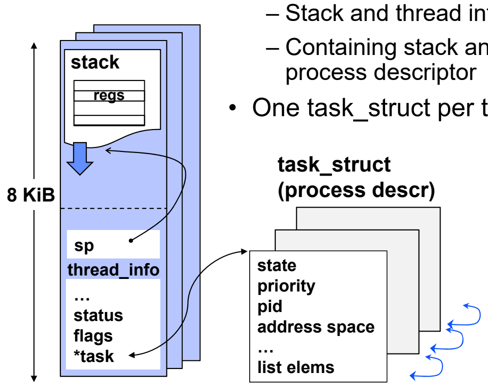



**Pintos: thread.c**



## (Aside): Linux "Task"

- Linux "Kernel Thread": 2 pages (8 KiB)
  - Stack and thread information on opposite sides
  - Containing stack and thread information + process descriptor
- One task_struct per thread



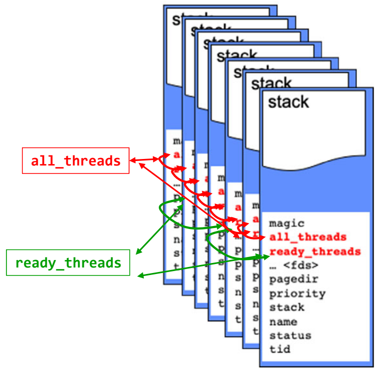



## Multithreaded Processes (not in Pintos)

- Traditional implementation strategy:
  - One PCB (process struct) per process
  - Each PCB contains (or stores pointers to) each thread's TCB
- Linux's strategy:
  - One `task_struct` per thread
  - Threads belonging to the same process happen to share some resources
    - » Like address space, file descriptor table, etc.
- **To what extent does this actually matter?**

## Aside: Polymorphic Linked Lists in C

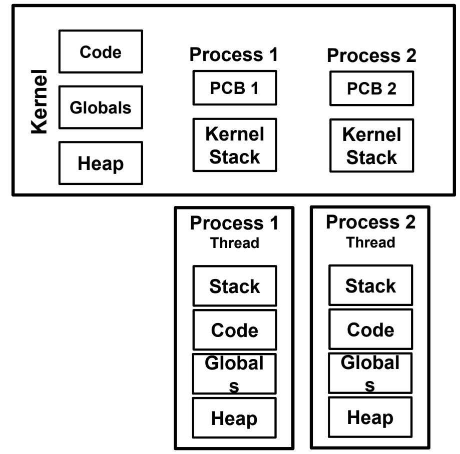
- Many places in the kernel need to maintain a "list of X"
  - This is tricky in C, which has no polymorphism
  - Essentially adding an *interface* to a package
- In Linux and Pintos this is done by embedding a `list_elem` in the struct
  - Macros allow shift of view between object and list
  - You saw this in Homework 1




**Pintos: list.c**

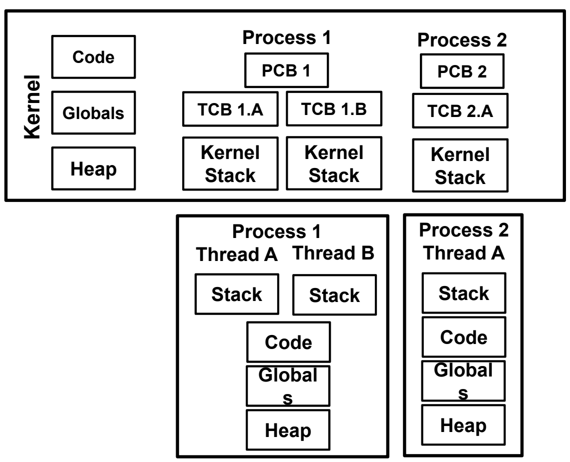


## Kernel Structure So Far (1/3)



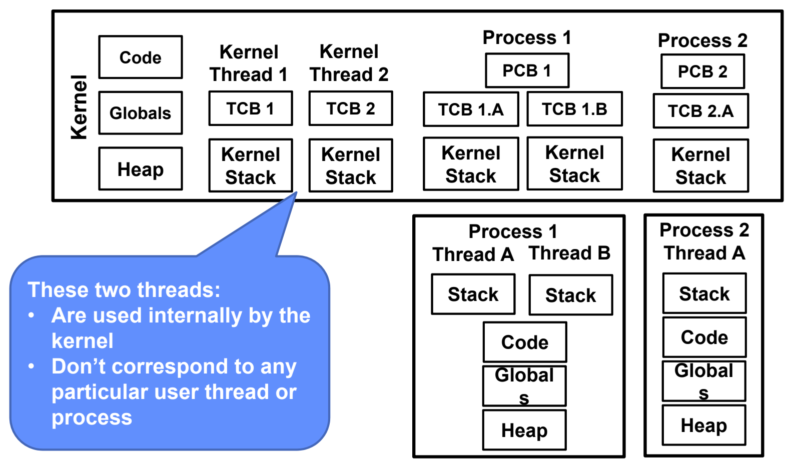



## Kernel Structure So Far (2/3)






## Kernel Structure So Far (3/3)

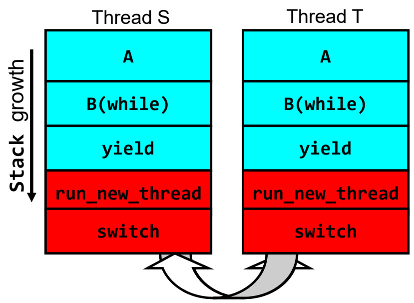


## Recall: Multithreaded Stack Example

- Consider the following code blocks:

```
proc A() {
   B();

}
proc B() {
   while(TRUE) {
      yield();
   }
}
```

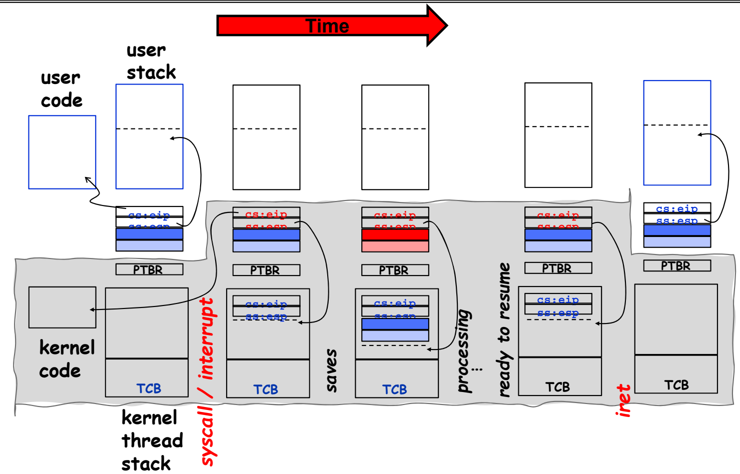



- Suppose we have 2 threads:
  – Threads S and T

Thread S's switch returns to Thread T's (and vice versa)

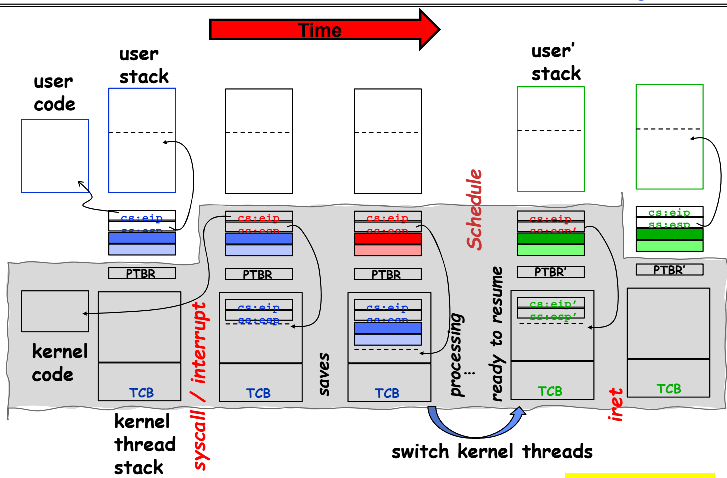


## Recall: Kernel Crossing on Syscall or Interrupt





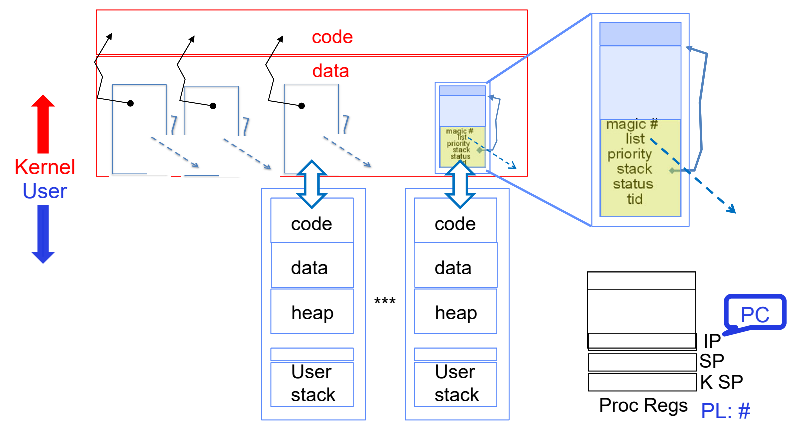

## Recall: Context Switch – Scheduling




Pintos: switch.S

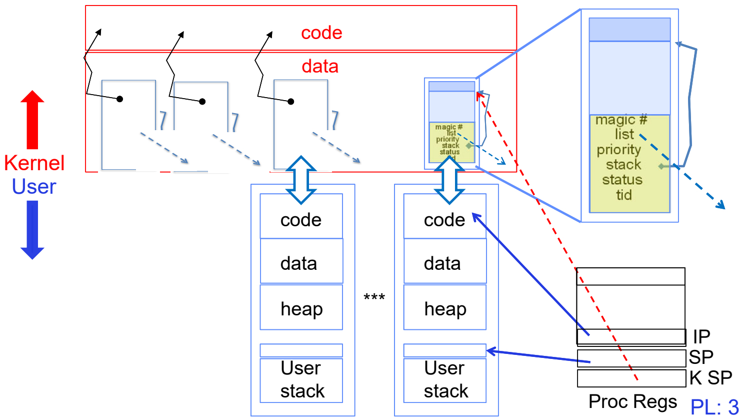


## MT Kernel 1T Process ala Pintos/x86




- Each user process/thread associated with a kernel thread, described by a 4KB page object containing TCB and kernel stack for the kernel thread

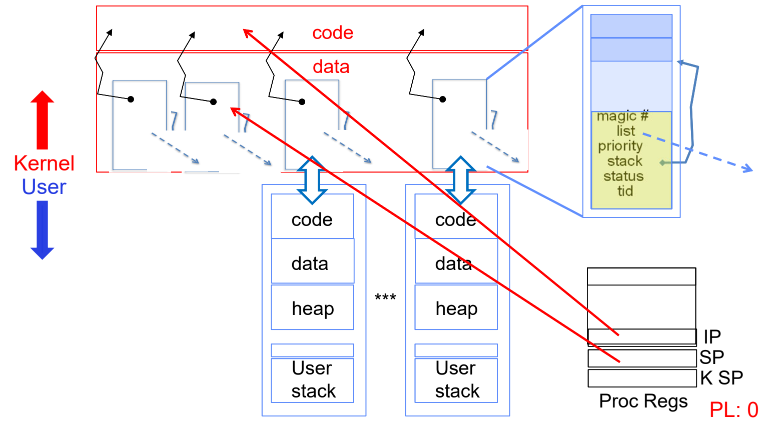
## In User thread, w/ Kernel thread waiting




- x86 CPU holds interrupt SP in register
- During user thread execution, associated kernel thread is “standing by”



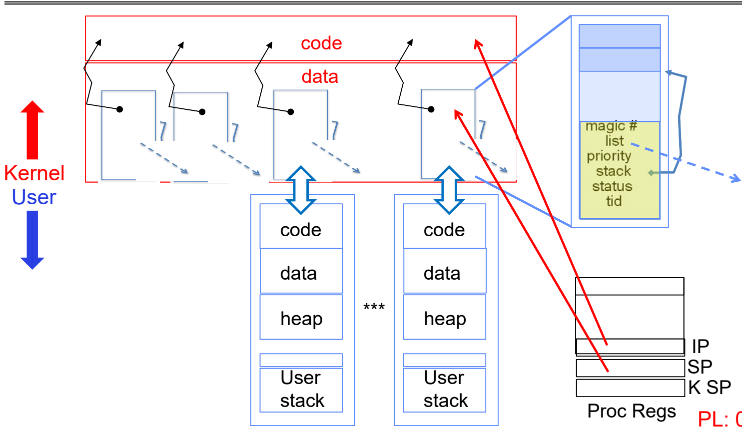
## In Kernel Thread: No User Component




- Kernel threads execute with small stack in thread structure
- Pure kernel threads have no corresponding user-mode thread



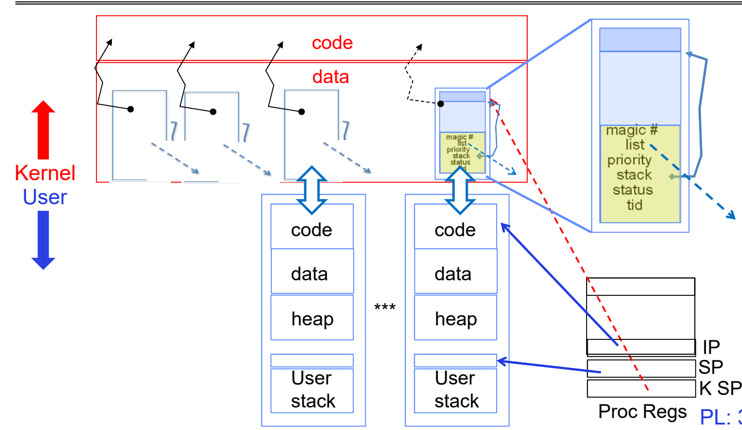
## User → Kernel (exceptions, syscalls)




- Mechanism to resume k-thread goes through interrupt vector

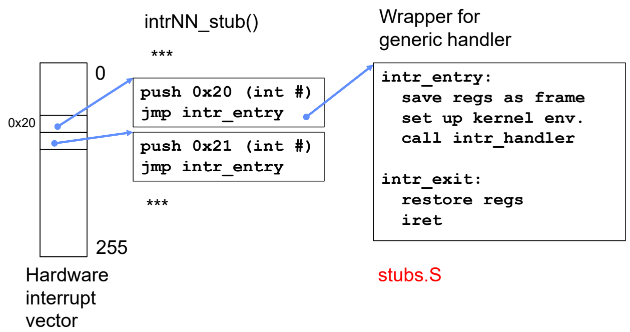


## Kernel → User



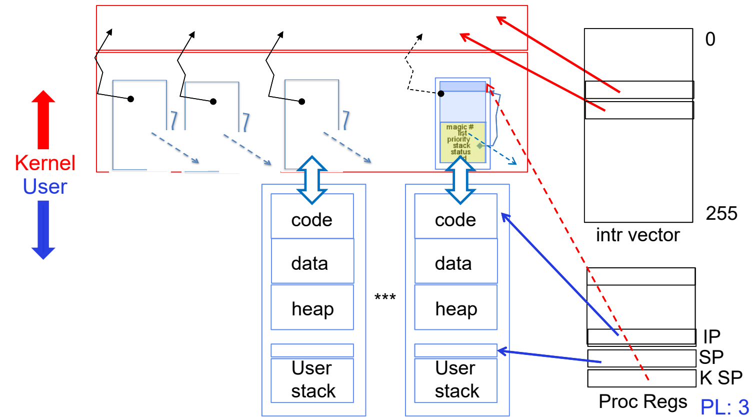

- Interrupt return (iret) restores user stack, IP, and PL

# Pintos Interrupt Processing





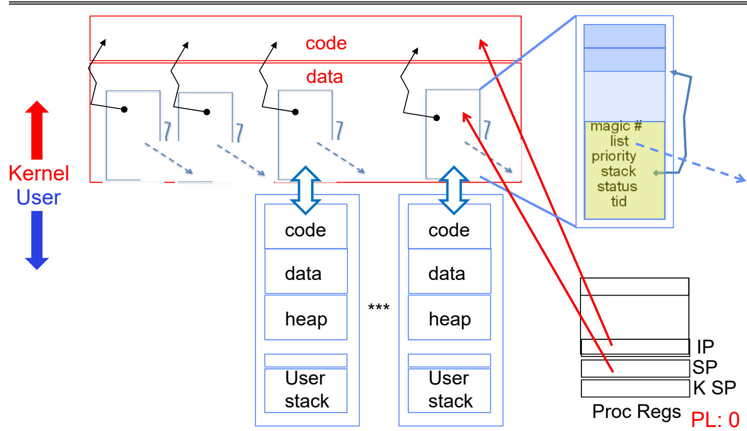

# User → Kernel via interrupt vector




- Interrupt transfers control through the Interrupt Vector (IDT in x86)
- iret restores user stack and priority level (PL)

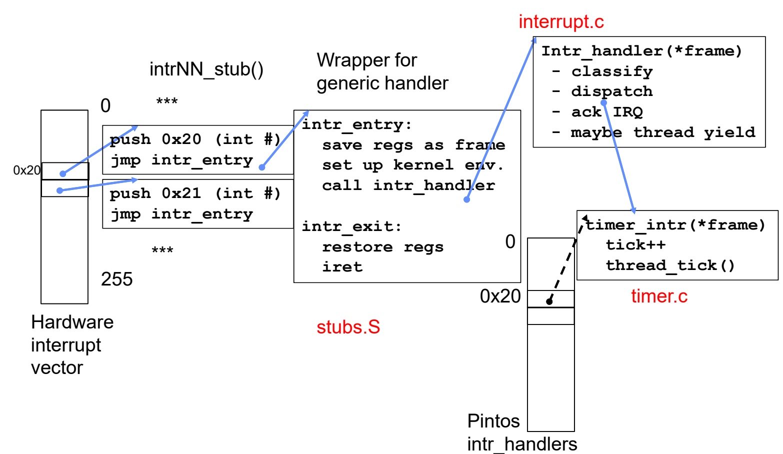


# Switch to Kernel Thread for Process






# Pintos Interrupt Processing

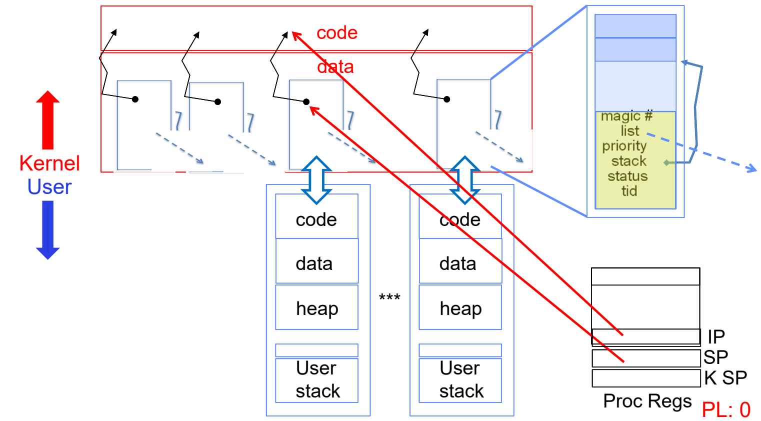


## Timer may trigger thread switch

- thread_tick
  - Updates thread counters
  - If quanta exhausted, sets yield flag
- thread_yield
  - On path to rtn from interrupt
  - Sets current thread back to READY
  - Pushes it back on ready_list
  - Calls schedule to select next thread to run upon iret
- Schedule (Next Lecture!)
  - Selects next thread to run
  - Calls switch_threads to change regs to point to stack for thread to resume
  - Sets its status to RUNNING
  - If user thread, activates the process
  - Returns back to intr_handler



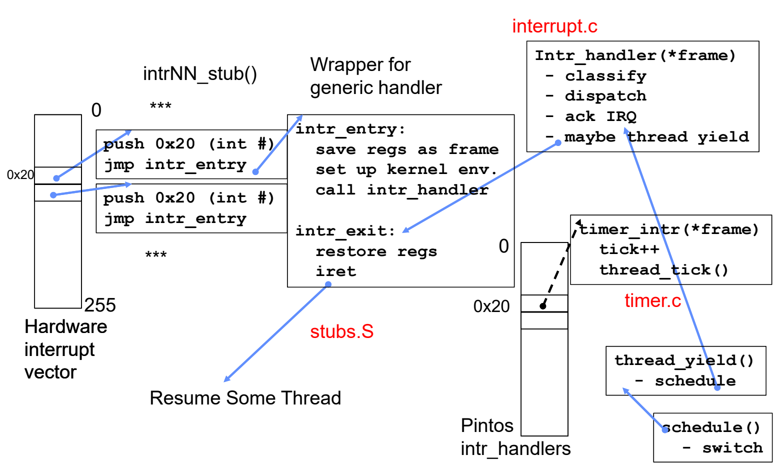
## Thread Switch (switch.S)




- switch_threads: save regs on current small stack, change SP, return from destination threads call to switch_threads

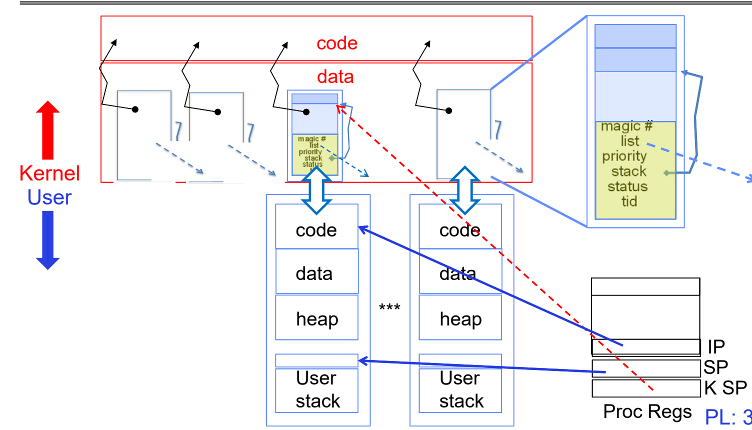


## Pintos Return from Processing





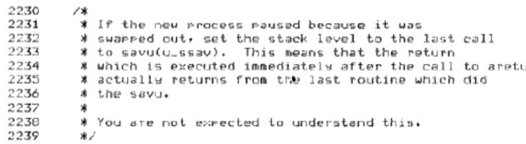

## Kernel → Different User Thread




- iret restores user stack and priority level (PL)

## Famous Quote WRT Scheduling: Dennis Richie

Dennis Richie,
Unix V6, slp.c:



```
/*
 * If the new process paused because it was
 * swapped out, set the stack level to the last call
 * to savu(u_ssav).  This means that the return
 * which is executed immediately after the call to aretu
 * actually returns from the last routine which did
 * the savu.
 *
 * You are not expected to understand this.
 */
```

*"If the new process paused because it was swapped out, set the stack level to the last call to savu(u_ssav). This means that the return which is executed immediately after the call to aretu actually returns from the last routine which did the savu."*

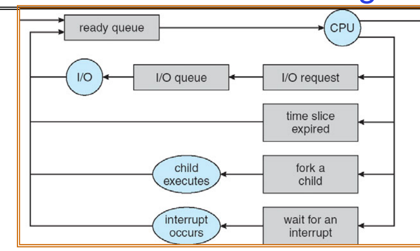
*"You are not expected to understand this."*

Source: Dennis Ritchie, Unix V6 slp.c (context-switching code) as per The Unix Heritage Society(tuhs.org); gif by Eddie Koehler.

Included by Ali R. Butt in CS3204 from Virginia Tech



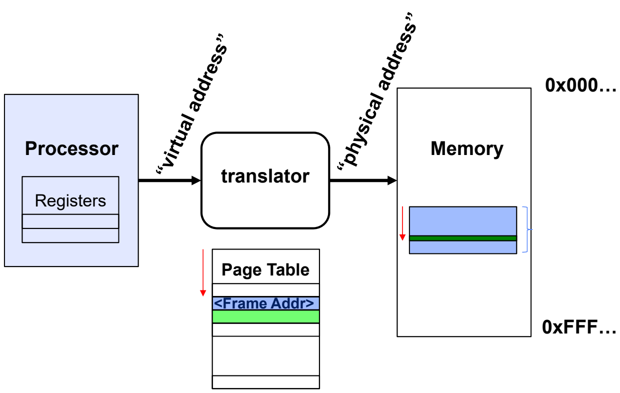
## Recall: Scheduling




- Question: How is the OS to decide which of several tasks to take off a queue?
- Scheduling: deciding which threads are given access to resources from moment to moment
  - Often, we think in terms of CPU time, but could also think about access to resources like network BW or disk access
- Next time: we dive into scheduling!



## Recall: Address Space




- Program operates in an address space that is distinct from the physical memory space of the machine

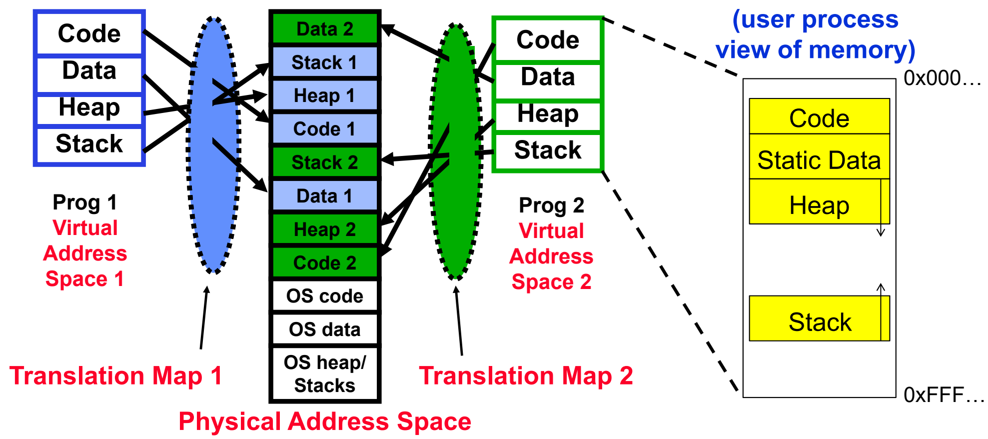


## Understanding "Address Space"

- Page table is the primary mechanism
- Privilege Level determines which regions can be accessed
  - Which entries can be used
- System (PL=0) can access all, User (PL=3) only part
- Each process has its own address space
- The "System" part of all of them is the same

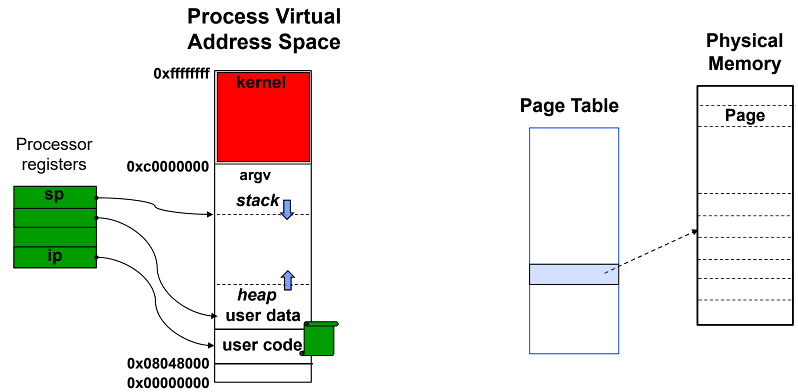
**All system threads share the same system address space and same memory**

## Page Table Mapping (Rough Idea)



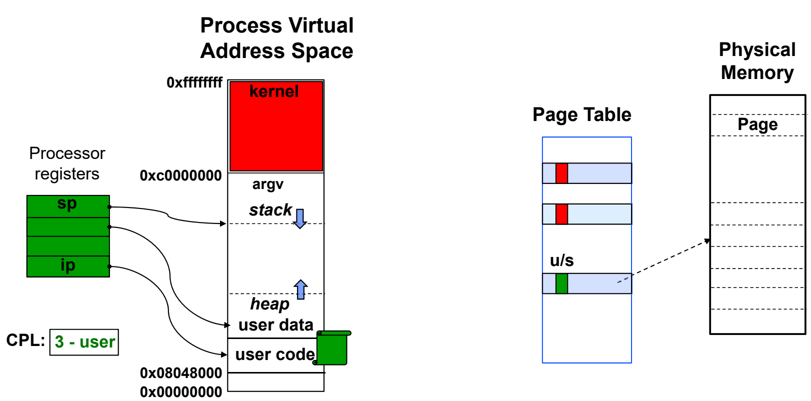



## User Process View of Memory



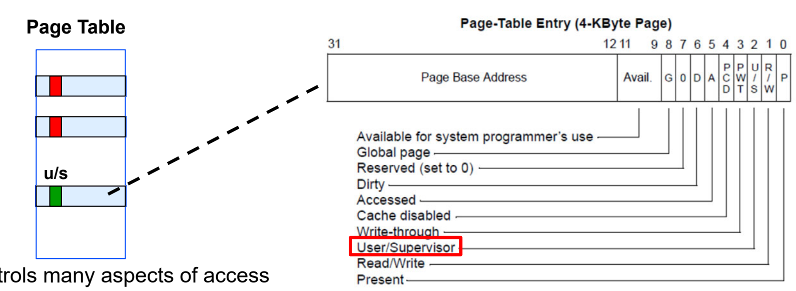



## Processor Mode (Privilege Level)





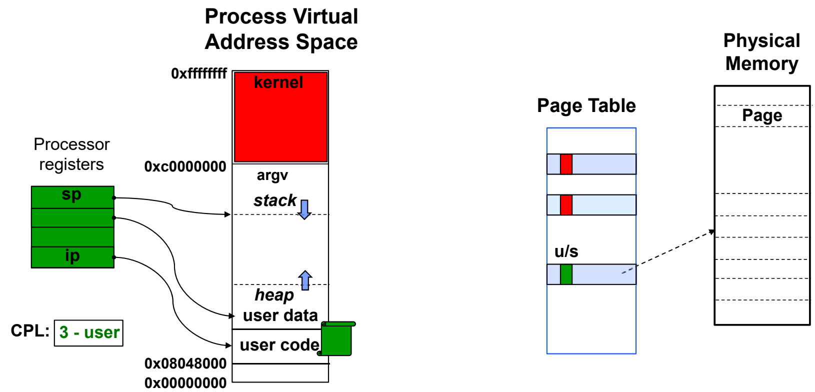

## Aside: x86 (32-bit) Page Table Entry




- Controls many aspects of access
- Later – discuss page table organization
  - For 32 (64?) bit VAS, how large? vs size of memory?
  - Used sparsely

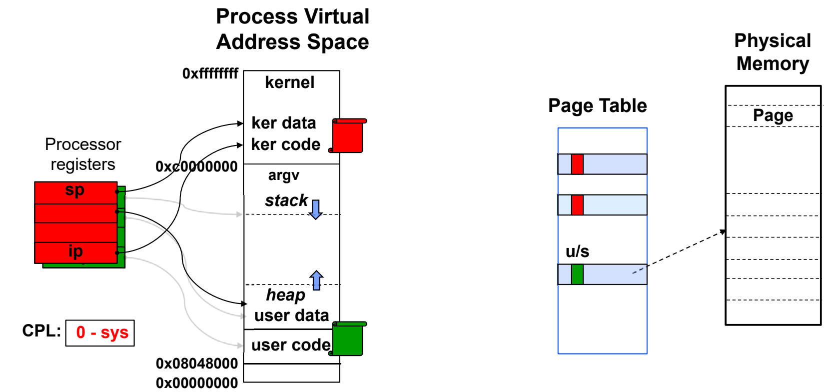
**Pintos: page_dir.c**

## User → Kernel





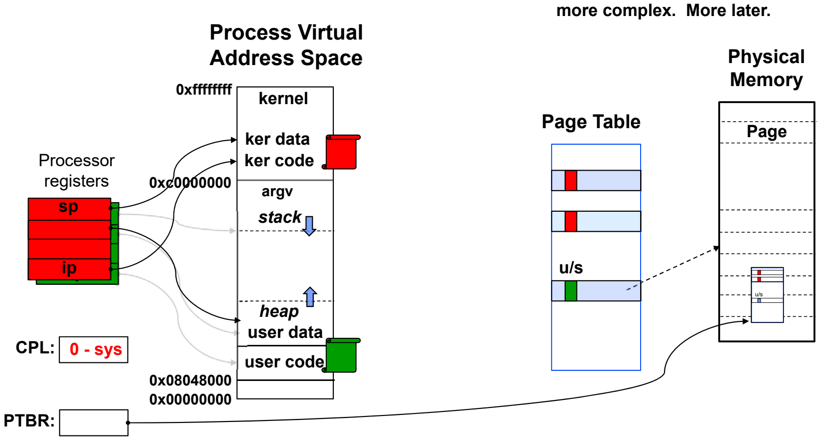

## User → Kernel






## Page Table Resides in Memory*

* In the simplest case. Actually more complex. More later.

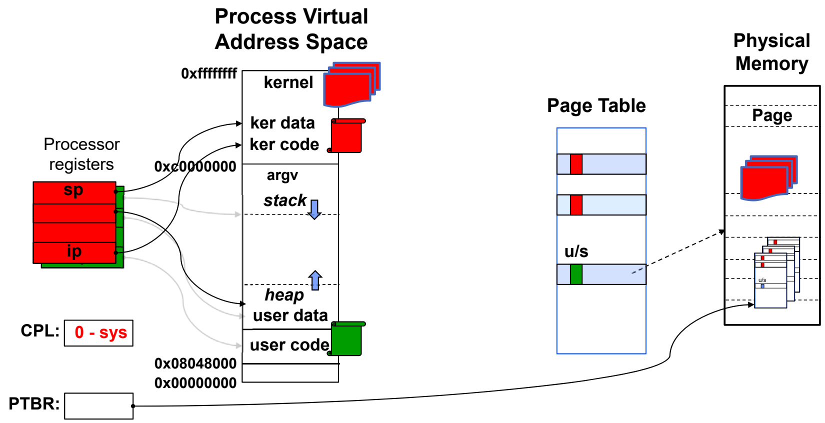





## Kernel Portion of Address Space

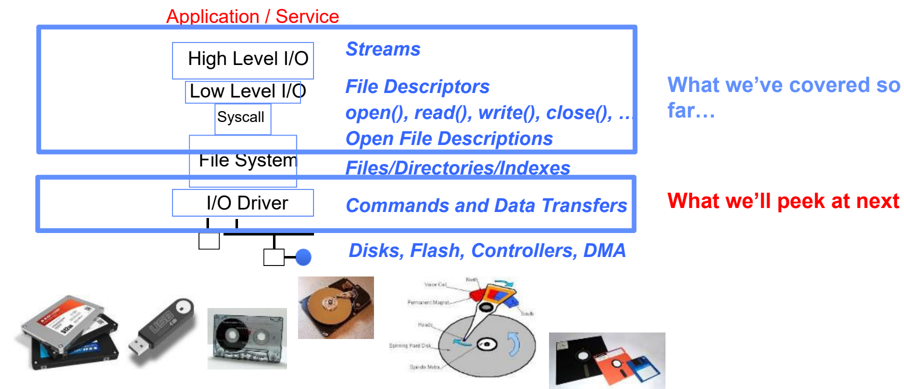
- Kernel memory is mapped into address space of *every* process
- Contains the kernel code
  - Loaded when the machine booted
- Explicitly mapped to physical memory
  - OS creates the page table
- Used to contain all kernel data structures
  - Lists of processes/threads
  - Page tables
  - Open file descriptions, sockets, ttys, …
- Kernel stack for each thread

## 1 Kernel Code, Many Kernel Stacks



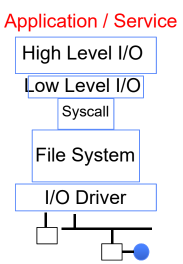



## Recall: I/O and Storage Layers






## Layers of I/O…




User App:

```
length = read(input_fd, buffer, BUFFER_SIZE);
```

User library:

```
ssize_t read(int, void *, size_t) {
  marshal args into registers
  issue syscall
  register result of syscall to rtn value
};
```

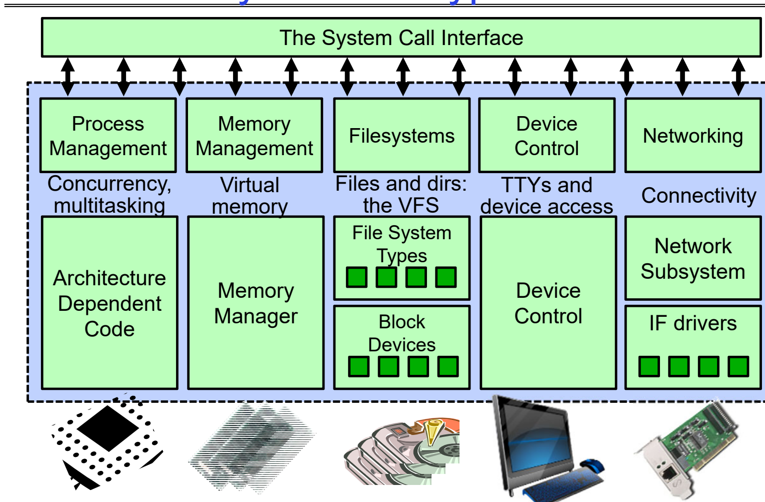
```
Exception U→K, interrupt processing
void syscall_handler (struct intr_frame *f) {
   unmarshall call#, args from regs
   dispatch : handlers[call#](args)
   marshal results fo syscall ret
}
```

```
ssize_t vfs_read(struct file *file, char __user *buf,
                 size_t count, loff_t *pos) {
   User Process/File System relationship
   call device driver to do the work
}
```

Device Driver

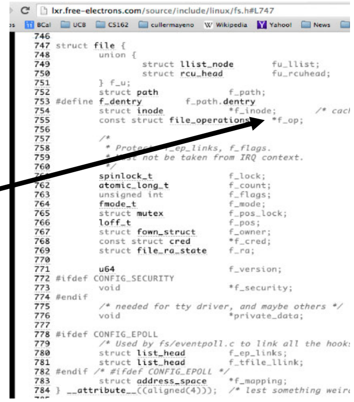


## Many different types of I/O



## Recall: Internal OS File Description

- Internal Data Structure describing everything about the file
  - Where it resides
  - Its status
  - How to access it
- Pointer: `struct file *file`
  - Everything accessed with file descriptor has one of these
- `Struct file_operations *f_op:` Describes how this particular device implements its operations
  - For disks: points to file operations
  - For pipes: points to pipe operations
  - For sockets: points to socket operations




```
struct file {
        union {
                struct llist_node       fu_llist;
                struct rcu_head         fu_rcuhead;
        } f_u;
        struct path             f_path;
#define f_dentry        f_path.dentry
        struct inode            *f_inode;       /* cac
        const struct file_operations    *f_op;

        /*
         * Protects f_ep_links, f_flags.
         * Must not be taken from IRQ context.
         */
        spinlock_t              f_lock;
        atomic_long_t           f_count;
        unsigned int            f_flags;
        fmode_t                 f_mode;
        struct mutex            f_pos_lock;
        loff_t                  f_pos;
        struct fown_struct      f_owner;
        const struct cred       *f_cred;
        struct file_ra_state    f_ra;

        u64                     f_version;
#ifdef CONFIG_SECURITY
        void                    *f_security;
#endif
        /* needed for tty driver, and maybe others */
        void                    *private_data;

#ifdef CONFIG_EPOLL
        /* Used by fs/eventpoll.c to link all the hook
        struct list_head        f_ep_links;
        struct list_head        f_tfile_llink;
#endif /* #ifdef CONFIG_EPOLL */
        struct address_space    *f_mapping;
} __attribute__((aligned(4)));  /* lest something weir
```



## File_operations: Why everything can look like a file

- Associated with particular hardware device or environment (i.e. file system)
- Registers / Unregisters itself with the kernel
- Handler functions for each of the file operations

```
struct file_operations {
    struct module *owner;
    loff_t (*llseek) (struct file *, loff_t, int);
    ssize_t (*read) (struct file *, char __user *, size_t, loff_t *);
    ssize_t (*write) (struct file *, const char __user *, size_t, loff_t *);
    ssize_t (*aio_read) (struct kiocb *, const struct iovec *, unsigned long, loff_t);
    ssize_t (*aio_write) (struct kiocb *, const struct iovec *, unsigned long, loff_t);
    int (*readdir) (struct file *, void *, filldir_t);
    unsigned int (*poll) (struct file *, struct poll_table_struct *);
    int (*ioctl) (struct inode *, struct file *, unsigned int, unsigned long);
    int (*mmap) (struct file *, struct vm_area_struct *);
    int (*open) (struct inode *, struct file *);
    int (*flush) (struct file *, fl_owner_t id);
    int (*release) (struct inode *, struct file *);
    int (*fsync) (struct file *, struct dentry *, int datasync);
    int (*fasync) (int, struct file *, int);
    int (*flock) (struct file *, int, struct file_lock *);
    [...]
};
```



## File System: From Syscall to Driver

```
ssize_t vfs_read(struct file *file, char __user *buf, size_t count, loff_t *pos)
{
  ssize_t ret;
  if (!(file->f_mode & FMODE_READ)) return
  if (!file->f_op || (!file->f_op->read &&
    return -EINVAL;
  if (unlikely(!access_ok(VERIFY_WRITE, but
  ret = rw_verify_area(READ, file, pos, count);
  if (ret >= 0) {
    count = ret;
    if (file->f_op->read)
      ret = file->f_op->read(file, buf, count, pos);
    else
      ret = do_sync_read(file, buf, count, pos);
    if (ret > 0) {
      fsnotify_access(file->f_path.dentry);
      add_rchar(current, ret);
    }
    inc_syscr(current);
  }
  return ret;
}
```

- Read up to "count" bytes from "file" starting from "pos" into "buf".
- Return error or number of bytes read.

Linux: `fs/read_write.c`



## File System: From Syscall to Driver

```
ssize_t vfs_read(struct file *file, char __user *buf, size_t count, loff_t *pos)
{
  ssize_t ret;
  if (!(file->f_mode & FMODE_READ)) return -EBADF;
  if (!file->f_op || (!file->f_op->read && !file->f_op->aio_read))
    return -EINVAL;
  if (unlikely(!access_ok(VERIFY_WRITE, buf, count))) retur
  ret = rw_verify_area(READ, file, pos, count);
  if (ret >= 0) {
    count = ret;
    if (file->f_op->read)
      ret = file->f_op->read(file, buf, count, pos);
    else
      ret = do_sync_read(file, buf, count, pos);
    if (ret > 0) {
      fsnotify_access(file->f_path.dentry);
      add_rchar(current, ret);
    }
    inc_syscr(current);
  }
  return ret;
}
```

Make sure we are allowed to read this file

Linux: `fs/read_write.c`

## File System: From Syscall to Driver

```
ssize_t vfs_read(struct file *file, char __user *buf, size_t count, loff_t *pos)
{
  ssize_t ret;
  if (!(file->f_mode & FMODE_READ)) return -EBADF;
  if (!file->f_op || (!file->f_op->read && !file->f_op->aio_read))
    return -EINVAL;
  if (unlikely(!access_ok(VERIFY_WRITE, buf, count))) return -EFAULT;
  ret = rw_verify_area(READ, file, pos, count);
  if (ret >= 0) {
    count = ret;
    if (file->f_op->read)
      ret = file->f_op->read(file, buf, count, pos);
    else
      ret = do_sync_read(file, buf, count, pos);
    if (ret > 0) {
      fsnotify_access(file->f_path.dentry);
      add_rchar(current, ret);
    }
    inc_syscr(current);
  }
  return ret;
}
```

Check if file has read methods

Linux: `fs/read_write.c`



## File System: From Syscall to Driver

```
ssize_t vfs_read(struct file *file, char __user *buf, size_t count, loff_t *pos)
{
  ssize_t ret;
  if (!(file->f_mode & FMODE_READ)) return -EBADF;
  if (!file->f_op || (!file->f_op->read && !file->f_op->aio_read))
    return -EINVAL;
  if (unlikely(!access_ok(VERIFY_WRITE, buf, count))) return -EFAULT;
  ret = rw_verify_area(READ, file, pos, count);
  if (ret >= 0) {
    count = ret;
    if (file->f_op->read)
      ret = file->f_op->read(file, buf, count, pos);
    else
      ret = do_sync_read(file, buf, count, pos);
    if (ret > 0) {
      fsnotify_access(file->f_path.dentry);
      add_rchar(current, ret);
    }
    inc_syscr(current);
  }
  return ret;
}
```

- Check whether we can write to buf (e.g., buf is in the user space range)
- unlikely(): hint to branch prediction this condition is unlikely

Linux: `fs/read_write.c`



## File System: From Syscall to Driver

```
ssize_t vfs_read(struct file *file, char __user *buf, size_t count, loff_t *pos)
{
  ssize_t ret;
  if (!(file->f_mode & FMODE_READ)) return -EBADF;
  if (!file->f_op || (!file->f_op->read && !file->f_op->aio_read))
    return -EINVAL;
  if (unlikely(!access_ok(VERIFY_WRITE, buf, count))) return -EFAULT;
  ret = rw_verify_area(READ, file, pos, count);
  if (ret >= 0) {
    count = ret;
    if (file->f_op->read)
      ret = file->f_op->read(file, buf, count, pos);
    else
      ret = do_sync_read(file, buf, count, pos);
    if (ret > 0) {
      fsnotify_access(file->f_path.dentry);
      add_rchar(current, ret);
    }
    inc_syscr(current);
  }
  return ret;
}
```

Check whether we read from a valid range in the file.

Linux: `fs/read_write.c`



## File System: From Syscall to Driver

```
ssize_t vfs_read(struct file *file, char __user *buf, size_t count, loff_t *pos)
{
  ssize_t ret;
  if (!(file->f_mode & FMODE_READ)) return -EBADF;
  if (!file->f_op || (!file->f_op->read && !file->f_op->aio_read))
    return -EINVAL;
  if (unlikely(!access_ok(VERIFY_WRITE, buf, count))) return -EFAULT;
  ret = rw_verify_area(READ, file, pos, count);
  if (ret >= 0) {
    count = ret;
    if (file->f_op->read)
      ret = file->f_op->read(file, buf, count, pos);
    else
      ret = do_sync_read(file, buf, count, pos);
    if (ret > 0) {
      fsnotify_access(file->f_path.dentry);
      add_rchar(current, ret);
    }
    inc_syscr(current);
  }
  return ret;
}
```

If driver provide a read function (f_op->read) use it; otherwise use do_sync_read()

Linux: `fs/read_write.c`

## File System: From Syscall to Driver

```
ssize_t vfs_read(struct file *file, char __user *buf, size_t count, loff_t *pos)
{
  ssize_t ret;
  if (!(file->f_mode & FMODE_READ)) return -EBADF;
  if (!file->f_op || (!file->f_op->read && !file->f_op->aio_read))
    return -EINVAL;
  if (unlikely(!access_ok(VERIFY_WRITE, buf, count))) return -EFAULT;
  ret = rw_verify_area(READ, file, pos, count);
  if (ret >= 0) {
    count = ret;
    if (file->f_op->read)
      ret = file->f_op->read(file, buf, count, pos);
    else
      ret = do_sync_read(file, buf, count, pos);
    if (ret > 0) {
      fsnotify_access(file->f_path.dentry);
      add_rchar(current, ret);
    }
    inc_syscr(current);
  }
  return ret;
}
```

Notify the parent of this file that the file was read (see http://www.fieldses.org/~bfields/kernel/vfs.txt)

Linux: `fs/read_write.c`



## File System: From Syscall to Driver

```
ssize_t vfs_read(struct file *file, char __user *buf, size_t count, loff_t *pos)
{
  ssize_t ret;
  if (!(file->f_mode & FMODE_READ)) return -EBADF;
  if (!file->f_op || (!file->f_op->read && !file->f_op->aio_read))
    return -EINVAL;
  if (unlikely(!access_ok(VERIFY_WRITE, buf, count))) return -EFAULT;
  ret = rw_verify_area(READ, file, pos, count);
  if (ret >= 0) {
    count = ret;
    if (file->f_op->read)
      ret = file->f_op->read(file, buf, count, pos);
    else
      ret = do_sync_read(file, buf, count, pos);
    if (ret > 0) {
      fsnotify_access(file->f_path.dentry);
      add_rchar(current, ret);
    }
    inc_syscr(current);
  }
  return ret;
}
```

Update the number of bytes read by “current” task (for scheduling purposes)

Linux: `fs/read_write.c`



## File System: From Syscall to Driver

```
ssize_t vfs_read(struct file *file, char __user *buf, size_t count, loff_t *pos)
{
  ssize_t ret;
  if (!(file->f_mode & FMODE_READ)) return -EBADF;
  if (!file->f_op || (!file->f_op->read && !file->f_op->aio_read))
    return -EINVAL;
  if (unlikely(!access_ok(VERIFY_WRITE, buf, count))) return -EFAULT;
  ret = rw_verify_area(READ, file, pos, count);
  if (ret >= 0) {
    count = ret;
    if (file->f_op->read)
      ret = file->f_op->read(file, buf, count, pos);
    else
      ret = do_sync_read(file, buf, count, pos);
    if (ret > 0) {
      fsnotify_access(file->f_path.dentry);
      add_rchar(current, ret);
    }
    inc_syscr(current);
  }
  return ret;
}
```

Update the number of read syscalls by “current” task (for scheduling purposes)

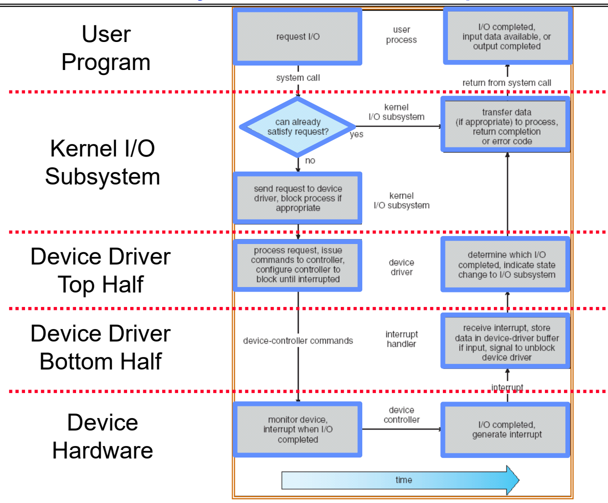
Linux: `fs/read_write.c`



## Device Drivers

- Device Driver: Device-specific code in the kernel that interacts directly with the device hardware
  - Supports a standard, internal interface
  - Same kernel I/O system can interact easily with different device drivers
  - Special device-specific configuration supported with the `ioctl()` system call
- Device Drivers typically divided into two pieces:
  - Top half: accessed in call path from system calls
    - » implements a set of standard, cross-device calls like `open()`, `close()`, `read()`, `write()`, `ioctl()`, `strategy()`
    - » This is the kernel’s interface to the device driver
    - » Top half will *start* I/O to device, may put thread to sleep until finished
  - Bottom half: run as interrupt routine
    - » Gets input or transfers next block of output
    - » May wake sleeping threads if I/O now complete

## Life Cycle of An I/O Request






## Conclusion

- Monitors: A lock plus one or more condition variables
  – Always acquire lock before accessing shared data
  – Use condition variables to wait inside critical section
    » Three Operations: `Wait()`, `Signal()`, and `Broadcast()`
- Monitors represent the logic of the program
  – Wait if necessary
  – Signal when change something so any waiting threads can proceed
  – Monitors supported natively in a number of languages
- Readers/Writers Monitor example
  – Shows how monitors allow sophisticated controlled entry to protected code
- Kernel Thread: Stack+State for independent execution in kernel
  – Every user-level thread paired one-to-one with kernel thread
  – Kernel thread associated with user thread is “suspended” (ready to go) when user-level thread is running
- Device Driver: Device-specific code in kernel that interacts directly with device hardware
  – Supports a standard, internal interface
  – Same kernel I/O system can interact easily with different device drivers