

30. Parallel Programming III

Deadlock and Starvation , Producer-Consumer , The concept of the monitor , Condition Variables [Deadlocks : Williams, Kap. 3.2.4-3.2.5]
[Condition Variables: Williams, Kap. 4.1]

Deadlock Motivation

```
class BankAccount {
    int balance = 0;
    std::recursive_mutex m;
    using guard = std::lock_guard<std::recursive_mutex>;
public:
    ...
    void withdraw(int amount) { guard g(m); ... }
    void deposit(int amount){ guard g(m); ... }

    void transfer(int amount, BankAccount& to){
        guard g(m);
        withdraw(amount);
        to.deposit(amount);
    }
};
```

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```

Problem?

Deadlock Motivation

Suppose BankAccount instances x and y

Thread 1: `x.transfer(1,y);`

acquire lock for x

withdraw from x

acquire lock for y

Thread 2: `y.transfer(1,x);`

acquire lock for y


withdraw from y

acquire lock for x

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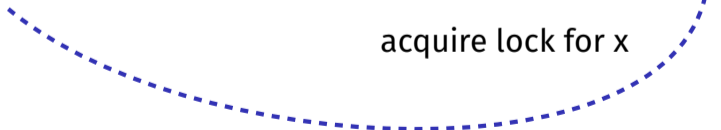
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Thread 2: $y.transfer(1,x);$

acquire lock for y ← 

withdraw from y

acquire lock for x



Deadlock Motivation

Suppose BankAccount instances x and y


Thread 1: $x.transfer(1,y);$

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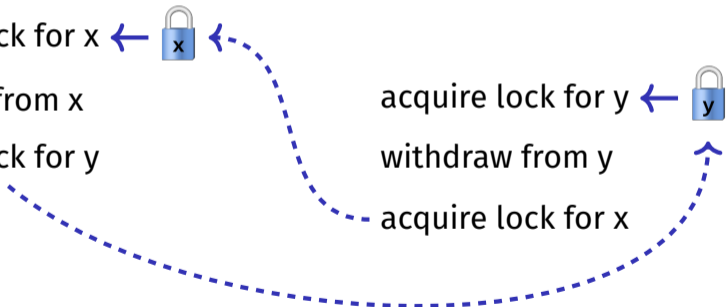
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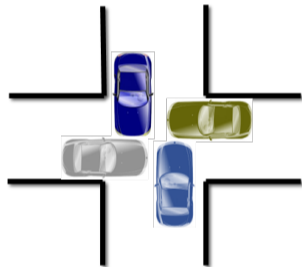
withdraw from y

acquire lock for x





Deadlock

Deadlock: two or more processes are mutually blocked because each process waits for another of these processes to proceed.

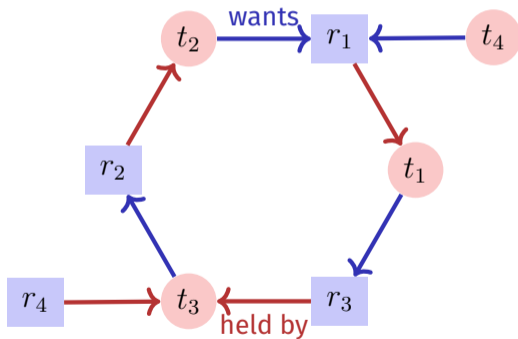


Threads and Resources

- Grafically t and Resources (Locks) r
- Thread t attempts to acquire resource a :  $t \rightarrow a$
- Resource b is held by thread q :  $s \leftarrow b$

Deadlock – Detection

A deadlock for threads t_1, \dots, t_n occurs when the graph describing the relation of the n threads and resources r_1, \dots, r_m contains a cycle.



Techniques

- **Deadlock detection** detects cycles in the dependency graph. Deadlocks can in general not be healed: releasing locks generally leads to inconsistent state
- **Deadlock avoidance** amounts to techniques to ensure a cycle can never arise
 - Coarser granularity “one lock for all”
 - Two-phase locking with retry mechanism
 - Lock Hierarchies
 - ...
 - **Resource Ordering**

Back to the Example

```
class BankAccount {
    int id; // account number, also used for locking order
    std::recursive_mutex m; ...
public:
    ...
    void transfer(int amount, BankAccount& to){
        if (id < to.id){
            guard g(m); guard h(to.m);
            withdraw(amount); to.deposit(amount);
        } else {
            guard g(to.m); guard h(m);
            withdraw(amount); to.deposit(amount);
        }
    }
};
```

C++11 Style

```
class BankAccount {
    ...
    std::recursive_mutex m;
    using guard = std::lock_guard<std::recursive_mutex>;
public:
    ...
    void transfer(int amount, BankAccount& to){
        std::lock(m,to.m); // lock order done by C++
        // tell the guards that the lock is already taken:
        guard g(m,std::adopt_lock); guard h(to.m,std::adopt_lock);
        withdraw(amount);
        to.deposit(amount);
    }
};
```

By the way...

```
class BankAccount {
    int balance = 0;
    std::recursive_mutex m;
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public:
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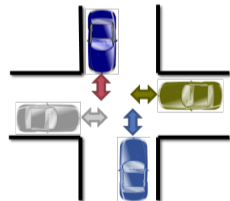
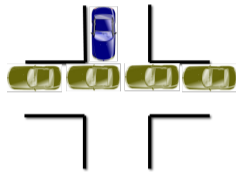
    void transfer(int amount, BankAccount& to){
        withdraw(amount);
        to.deposit(amount);
    }
};
```

This would have worked here also. But then for a very short amount of time, money disappears, which does not seem acceptable (transient inconsistency!)

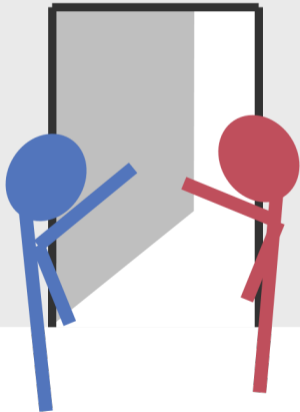
Starvation und Livelock

Starvation: the repeated but unsuccessful attempt to acquire a resource that was recently (transiently) free.

Livelock: competing processes are able to detect a potential deadlock but make no progress while trying to resolve it.



Politelock



Producer-Consumer Problem

Two (or more) processes, producers and consumers of data should become decoupled by some data structure.

Fundamental Data structure for building pipelines in software.



Sequential implementation (unbounded buffer)

```
class BufferS {
    std::queue<int> buf;
public:
    void put(int x){
        buf.push(x);
    }

    int get(){
        while (buf.empty()){} // wait until data arrive
        int x = buf.front();
        buf.pop();
        return x;
    }
};
```

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        buf.pop();
        return x;
    }
};
```

not thread-safe

How about this?

```
class Buffer {
    std::recursive_mutex m;
    using guard = std::lock_guard<std::recursive_mutex>;
    std::queue<int> buf;
public:
    void put(int x){ guard g(m);
        buf.push(x);
    }
    int get(){ guard g(m);
        while (buf.empty()){
            int x = buf.front();
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            return x;
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How about this?

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            buf.pop();  
            return x;  
        }  
};
```

Deadlock

Well, then this?

```
void put(int x){
    guard g(m);
    buf.push(x);
}
int get(){
    m.lock();
    while (buf.empty()){
        m.unlock();
        m.lock();
    }
    int x = buf.front();
    buf.pop();
    m.unlock();
    return x;
}
```


Well, then this?

```
void put(int x){
    guard g(m);
    buf.push(x);
}
int get(){
    m.lock();
    while (buf.empty()){
        m.unlock();
        m.lock();
    }
    int x = buf.front();
    buf.pop();
    m.unlock();
    return x;
}
```

Ok this works, but it wastes CPU time.

Better?

```
void put(int x){
    guard g(m);
    buf.push(x);
}
int get(){
    m.lock();
    while (buf.empty()){
        m.unlock();
        std::this_thread::sleep_for(std::chrono::milliseconds(10));
        m.lock();
    }
    int x = buf.front(); buf.pop();
    m.unlock();
    return x;
}
```

Better?

```
void put(int x){
    guard g(m);
    buf.push(x);
}
int get(){
    m.lock();
    while (buf.empty()){
        m.unlock();
        std::this_thread::sleep_for(std::chrono::milliseconds(10));
        m.lock();
    }
    int x = buf.front(); buf.pop();
    m.unlock();
    return x;
}
```

Ok a little bit better, limits reactivity though.

We do not want to implement waiting on a condition ourselves.
There already is a mechanism for this: **condition variables**.
The underlying concept is called **Monitor**.

Monitor

Monitor abstract data structure equipped with a set of operations that run in mutual exclusion and that can be synchronized.

Invented by C.A.R. Hoare and Per Brinch Hansen (cf. Monitors – An Operating System Structuring Concept, C.A.R. Hoare 1974)

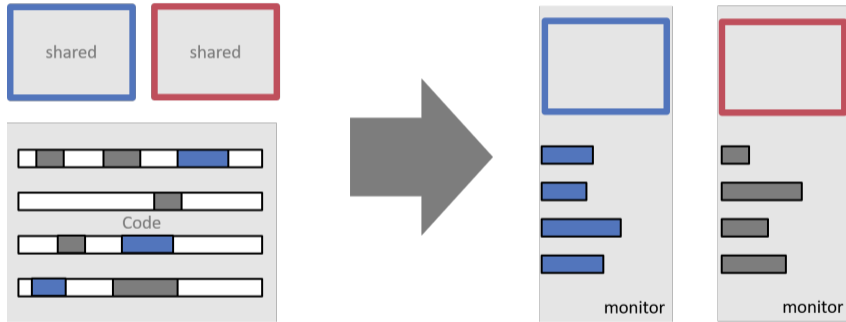


C.A.R. Hoare,
*1934



Per Brinch
Hansen
(1938-2007)

Monitors vs. Locks



Monitor and Conditions

Monitors provide, in addition to mutual exclusion, the following mechanism:

Waiting on conditions: If a condition does not hold, then

- Release the monitor lock
- Wait for the condition to become true
- Check the condition when a signal is raised

Signalling: Thread that might make the condition true:

- Send signal to potentially waiting threads

Condition Variables

```
#include <mutex>
#include <condition_variable>
...

class Buffer {
    std::queue<int> buf;

    std::mutex m;
    // need unique_lock guard for conditions
    using guard = std::unique_lock<std::mutex>;
    std::condition_variable cond;
public:
    ...
};
```


Condition Variables

```
class Buffer {  
    ...  
public:  
    void put(int x){  
        guard g(m);  
        buf.push(x);  
        cond.notify_one();  
    }  
    int get(){  
        guard g(m);  
        cond.wait(g, [&]{return !buf.empty();});  
        int x = buf.front(); buf.pop();  
        return x;  
    }  
};
```

Technical Details

- A thread that waits using `cond.wait` runs at most for a short time on a core. After that it does not utilize compute power and “sleeps”.
- The notify (or signal-) mechanism wakes up sleeping threads that subsequently check their conditions.
 - `cond.notify_one` signals *one* waiting thread
 - `cond.notify_all` signals *all* waiting threads. Required when waiting threads wait potentially on *different* conditions.

Technical Details

- Many other programming languages offer the same kind of mechanism. The checking of conditions (in a loop!) has to be usually implemented by the programmer.

Java Example

```
synchronized long get() {  
    long x;  
    while (isEmpty())  
        try {  
            wait ();  
        } catch (InterruptedException e)  
    x = doGet();  
    return x;  
}
```

```
synchronized put(long x){  
    doPut(x);  
    notify ();  
}
```