Condition Variables

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Portions courtesy Emmett Witchel
Synchronization

• Now that you have seen locks, is that all there is?

• No, but what is the “right” way to build a parallel program?
  – People are still trying to figure that out.

• Compromises:
  – between making it easy to modify shared variables AND
  – restricting when you can modify shared variables.
  – between really flexible primitives AND
  – simple primitives that are easy to reason about.
Moving Beyond Locks

• Synchronizing on a condition.
  – When you start working on a synchronization problem, first define the mutual exclusion constraints, then ask “when does a thread wait”, and create a separate synchronization variable representing each constraint.

• Bounded Buffer problem – producer puts things in a fixed sized buffer, consumer takes them out.
  – What are the constraints for bounded buffer?
    – 1) only one thread can manipulate buffer queue at a time (mutual exclusion)
    – 2) consumer must wait for producer to fill buffers if none full (scheduling constraint)
    – 3) producer must wait for consumer to empty buffers if all full (scheduling constraint)
Beyond Locking

- Locks ensure mutual exclusion
- Bounded Buffer problem – producer puts things in a fixed sized buffer, consumer takes them out.
  - Synchronizing on a condition.

```cpp
class BoundedBuffer{
    ...
    void* buffer[];
    Lock lock;
    int count = 0;
};

BoundedBuffer::Deposit(c){
    lock->acquire();
    while (count == n); // spin
    Add c to the buffer;
    count++;
    lock->release();
}

BoundedBuffer::Remove(c){
    lock->acquire();
    while (count == 0); // spin
    Remove c from buffer;
    count--;
    lock->release();
}
```

What is wrong with this?
Beyond Locks

Class BoundedBuffer{
    ...
    void* buffer[];
    Lock lock;
    int count = 0;
}

BoundedBuffer::Deposit(c){
    while (count == n); //spin
    lock->acquire();
    Add c to the buffer;
    count++;
    lock->release();
}

BoundedBuffer::Remove(c){
    while (count == 0); // spin
    lock->acquire();
    Remove c from buffer;
    count--;
    lock->release();
}
Beyond Locks

Class BoundedBuffer{
    …
    void* buffer[];
    Lock lock;
    int count = 0;
}

BoundedBuffer::Deposit(c){
    if (count == n) sleep();
    lock->acquire();
    Add c to the buffer;
    count++;
    lock->release();
    if(count == 1) wakeup(remove);
}

BoundedBuffer::Remove(c){
    if (count == 0) sleep();
    lock->acquire();
    Remove c from buffer;
    count--;
    lock->release();
    if(count==n-1) wakeup(deposit);
}

What is wrong with this?
Beyond Locks

Class BoundedBuffer{
    
    void* buffer[];
    Lock lock;
    int count = 0;
}

BoundedBuffer::Deposit(c){
    lock->acquire();
    if (count == n) sleep();
    Add c to the buffer;
    count++;
    if(count == 1) wakeup(remove);
    lock->release();
}

BoundedBuffer::Remove(c){
    lock->acquire();
    if (count == 0) sleep();
    Remove c from buffer;
    count--;
    if(count==n-1) wakeup(deposit);
    lock->release();
}
Beyond Locks

Class BoundedBuffer{
    ...
    void* buffer[];
    Lock lock;
    int count = 0;
}

BoundedBuffer::Deposit(c){
    while(1) {
        lock->acquire();
        if(count == n) {
            lock->release();
            continue;
        }
        Add c to the buffer;
        count++;
        lock->release();
        break;
    }
}

BoundedBuffer::Remove(c){
    while(1) {
        lock->acquire();
        if (count == 0) {
            lock->release();
            continue;
        }
        Remove c from buffer;
        count--;
        lock->release();
        break;
    }
}
Introducing Condition Variables

• Correctness requirements for bounded buffer producer-consumer problem
  – Only one thread manipulates the buffer at any time (mutual exclusion)
  – Consumer must wait for producer when the buffer is empty (scheduling/synchronization constraint)
  – Producer must wait for the consumer when the buffer is full (scheduling/synchronization constraint)

• Solution: condition variables
  – An abstraction that supports conditional synchronization
  – Condition variables are associated with a monitor lock
  – Enable threads to wait inside a critical section by releasing the monitor lock.
Condition Variables: Operation

• Three operations
  – Wait()
    • Release lock
    • Go to sleep
    • Reacquire lock upon return
    • Java Condition interface await() and awaitUninterruptably()
  – Notify() (historically called Signal())
    • Wake up a waiter, if any
    • Condition interface signal()
  – NotifyAll() (historically called Broadcast())
    • Wake up all the waiters
    • Condition interface signalAll()

• Implementation
  – Requires a per-condition variable queue to be maintained
  – Threads waiting for the condition wait for a notify()
Class CokeMachine{
    ...
    Storage for cokes (buffer)
    Lock lock;
    int count = 0;
    Condition notFull, notEmpty;
}

CokeMachine::Deposit(){
    lock→acquire();
    while (count == n) {
        notFull.wait(&lock);
    }
    Add coke to the machine;
    count++;
    notEmpty.notify();
    lock→release();
}

CokeMachine::Remove(){
    lock→acquire();
    while (count == 0) {
        notEmpty.wait(&lock);
    }
    Remove coke from to the machine;
    count--;
    notFull.notify();
    lock→release();
}
Implementing Wait and Notify

```cpp
Condition::Wait(lock){
    schedLock->acquire();
    lock->numWaiting++;
    lock->release();
    Put TCB on the waiting queue for the CV;
    schedLock->release()
    switch();
    lock->acquire();
}
```

```cpp
Condition::Notify(lock){
    schedLock->acquire();
    if (lock->numWaiting > 0) {
        Move a TCB from waiting queue to ready queue;
        lock->numWaiting--;
    }
    schedLock->release();
}
```

**Why do we need schedLock?**
Using Condition Variables: An Example

- Coke machine as a shared buffer

- Two types of users
  - Producer: Restocks the coke machine
  - Consumer: Removes coke from the machine

- Requirements
  - Only a single person can access the machine at any time
  - If the machine is out of coke, wait until coke is restocked
  - If machine is full, wait for consumers to drink coke prior to restocking

- How will we implement this?
  - What is the class definition?
  - How many lock and condition variables do we need?
Word to the Wise...

• Always wait and notify condition variables with the mutex held.

• Period.

  – Fine print: There are cases where notification outside of a lock can be safe, but the code tends to be fragile, error-prone, and easy for another developer to break.
  – In many cases you can lose notifications and hang (liveness)
  – Moreover there is no clear advantage to breaking this convention. So just don’t do it.
Summary

• Non-deterministic order of thread execution ➔ concurrency problems
  – Multiprocessing
    • A system may contain multiple processors ➔ cooperating threads/processes can execute simultaneously
  – Multi-programming
    • Thread/process execution can be interleaved because of time-slicing

• Goal: Ensure that your concurrent program works under ALL possible interleaving

• Define synchronization constructs and programming style for developing concurrent programs
  • Locks ➔ provide mutual exclusion
  • Condition variables ➔ provide conditional synchronization