



**School of Computer Science**

**CS 343**

**Concurrent and Parallel Programming**

**Course Notes\* Winter 2024**

<https://www.student.cs.uwaterloo.ca/~cs343>

[μC++ download](#) or [Github](#) (installation: `sudo sh u++-7.0.0.sh`)

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### **Outline**

An introduction to concurrent programming, with an emphasis on language constructs. Major topics include: exceptions, coroutines, atomic operations, critical sections, mutual exclusion, semaphores, high-level concurrency, deadlock, interprocess communication, process structuring on shared memory architectures. Students learn how to structure, implement and debug complex control-flow.

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# 1 Advanced Control Flow (Review)

- **Within** a routine, basic and advanced control structures allow virtually any control flow.
- For predicate only, **while** and **for** are interchangeable.

GOOD	GOOD
<pre>while ( predicate ) {   S1 }</pre>	<pre>for ( ; predicate ; ) {   S1 }</pre>

**for** allows adding/removing loop index for debugging.

- Do not use **while** to simulate **for**.

BAD	GOOD
<pre>int i = 0; while ( i &lt; 10 ) {   S1   i += 1; }</pre>	<pre>for ( int i = 0; i &lt; 10; i +=1 ) {   S1 }</pre>

- **Multi-exit loop** (or mid-test loop) has one or more exit locations occurring *within* the body of the loop, not just top (**while**) or bottom (**do-while**).

```
for ( ;; ) {
  ...
  if ( ... ) break;
  ...
}
```

*// infinite loop, while ( true )*  
*// middle exit*

- Exit condition *reversed* from **while** and *outdented* (eye-candy) for readability
- Eliminates priming (duplicated) code necessary with **while**.

<pre>cin &gt;&gt; d; // priming while ( ! cin.fail() ) {   ...   cin &gt;&gt; d; }</pre>	<pre>for ( ;; ) {   cin &gt;&gt; d;   if ( cin.fail() ) break;   ... }</pre>
--	--

- Do not use multi-exit to simulate **while/for**, especially for loop index.

BAD	GOOD
<pre>for ( int i = 0; ; i += 1 ) {   if ( i == 10 ) break;   S1 }</pre>	<pre>for ( int i = 0; i &lt; 10; i += 1 ) {   S1 }</pre>

- A loop exit **NEVER** needs an **else** clause.

BAD	GOOD	BAD	GOOD
<pre>for ( ;; ) {   S1   if ( C1 ) {     S2   } else {     break;   }   S3 }</pre>	<pre>for ( ;; ) {   S1   if ( ! C1 ) break;   S2   S3 }</pre>	<pre>for ( ;; ) {   S1   if ( C1 ) {     break;   } else {     S2   }   S3 }</pre>	<pre>for ( ;; ) {   S1   if ( C1 ) break;   S2   S3 }</pre>

S2 is logically part of loop body *not* part of an if.

- Allow multiple exit conditions.

<pre>for ( ;; ) {   S1   if ( C1 ) { E1; break; }   S2   if ( C2 ) { E2; break; }   S3 }</pre>	<pre>bool flag1 = false, flag2 = false; while ( ! flag1 &amp;&amp; ! flag2 ) {   S1   if ( C1 ) flag1 = true;   } else {     S2     if ( C2 ) flag2 = true;     } else {       S3     }   } } if ( flag1 ) E1; else E2;</pre>
--	---

- Eliminate **flag variables** used solely to affect control flow, i.e., variable does not contain data associated with computation.
- **Flag variables are the variable equivalent to a goto** because they can be set/reset/tested at arbitrary locations in a program.

## 1.1 Static multi-level exit

- **Static multi-level exit** exits multiple control structures where exit point is *known* at compile time.
- Labelled exit (**break/continue**) provides this capability.

$\mu$ C++ / Java	C / C++
<pre> <b>BK:</b> { // good eye-candy   ... declarations ...   <b>SW:</b> switch ( ... ) {     <b>FR:</b> for ( ... ) {       ... <b>break BK;</b> ... // exit block       ... <b>break SW;</b> ... // exit switch       ... <b>break FR;</b> ... // exit loop     }     ...   }   ... } </pre>	<pre> {   ... declarations ...   switch ( ... ) {     for ( ... ) {       ... <b>goto BK;</b> ...       ... <b>goto SW;</b> ...       ... <b>goto FR;</b> ... // or break     } <b>FR;</b> ;     ...   } <b>SW;</b> ; // bad eye-candy   ... } <b>BK;</b> ; </pre>

- Why is it good practice to label all exits?
- Eliminate all flag variables with **multi-level exit!**

<pre> <b>F1:</b> for ( i = 0; i &lt; 10; i += 1 ) {   <b>F2:</b> for ( j = 0; j &lt; 10; j += 1 ) {     ...     if ( ... ) <b>break F2;</b> // outdent     ... // rest of loop     if ( ... ) <b>break F1;</b> // outdent     ... // rest of loop   } // for   ... // rest of loop } // for </pre>	<pre> <b>bool flag1 = false;</b> <b>for</b> ( i = 0; i &lt; 10 &amp;&amp; ! <b>flag1</b>; i += 1 ) {   <b>bool flag2 = false;</b>   <b>for</b> ( j = 0; j &lt; 10 &amp;&amp;     ! <b>flag1</b> &amp;&amp; ! <b>flag2</b>; j += 1 ) {     ...     if ( ... ) <b>flag2 = true;</b>     <b>else</b> {       ... // rest of loop       if ( ... ) <b>flag1 = true;</b>       <b>else</b> {         ... // rest of loop       } // if     } // if   } // for   if ( ! <b>flag1</b> ) {     ... // rest of loop   } // if } // for </pre>
--	--

- **Occasionally a flag variable is necessary!**

```

// Retain state from one inner lexical (static) scope to another.
int val; bool valDefault = false;
switch ( argv ) {
  ...
  case 3:
    if ( strcmp( argc[4], "d" ) ) valDefault = true; // default ?
    else val = stoi( argc[4] ); // value
  ...
} // switch

```

```

for ( ;; ) {
    ...
    if ( valDefault ) // do something
    else // do another
    ...
} // for

```

duplication	no duplication	
<pre> if ( C1 ) {     S1;     if ( C2 ) {         S2;         if ( C3 ) {             S3;         } else             S4;     } else         S4; } else     S4; </pre>	<pre> C: {     if ( C1 ) {         S1;         if ( C2 ) {             S2;             if ( C3 ) {                 S3;             }         }     }     break C; } S4; // only once </pre>	<pre> {     if ( C1 ) {         S1;         if ( C2 ) {             S2;             if ( C3 ) {                 S3;             }         }     }     goto C; } S4; // only once C: ; </pre>

- Normal and labelled **break** are a **goto** with limitations.
  1. Cannot loop (only forward branch)  $\Rightarrow$  only loop constructs branch back.
  2. Cannot branch **into** a control structure.
- **Only use goto to perform static multi-level exit, e.g., simulate labelled break and continue.**

## 1.2 Dynamic Memory Allocation

- Stack allocation eliminates explicit storage-management and is more efficient than heap allocation — **“Use the STACK, Luke Skywalker.”**

<pre> { // GOOD, use stack     cin &gt;&gt; size;     int arr[size]; // VLA, g++     ... // use arr[i] } </pre>	<pre> { // BAD, unnecessary dynamic allocation     cin &gt;&gt; size;     int * arr = new int[size];     ... // use arr[i]     delete [] arr; // why “[ ]”? } </pre>
---	--

- These are the situations where dynamic allocation (heap) is necessary.
  1. When storage must outlive the block in which it is allocated (ownership change).

```

Type * rtn(..) {
    Type * tp = new Type; // MUST USE HEAP
    ... // initialize/compute using tp
    return tp; // storage outlives block
} // tp deleted later

```

2. When the amount of data read is unknown.

```
vector<int> input;
int temp;
for ( ;; ) {
    cin >> temp;
    if ( cin.fail() ) break;
    input.push_back( temp ); // implicit dynamic allocation
}
```

Does switching to `emplace_back` help?

3. When an array of objects must be initialized via the object's constructor and each element has a different value.

```
struct Obj {
    const int id; ...
    Obj( int id ) : id{ id } { ... }
};
// need to initialize each array element
Obj obj[10]; // no default constructor! declaration fails
for ( int id = 0; id < 10; id += 1 )
    obj[id].id = id; // Obj::id is const! assignment fails
```

- o Forced to use pointers and dynamic allocation.

```
Obj * objs[size];
for ( int id = 0; id < size; id += 1 )
    objs[id] = new Obj{ id };
...
for ( int id = 0; id < size; id += 1 )
    delete objs[id];
```

- o Two declaration/initialization alternative: `uNoCtor` and `unique_ptr`.

<pre>{ // GOOD, use stack     cin &gt;&gt; size;     uNoCtor&lt;Obj&gt; objs[size];     for ( int id = 0; id &lt; size; id += 1 )         objs[id]( id ); // constructor call     ... } // automatically delete objs</pre>	<pre>{ // BAD, unnecessary dynamic allocation     cin &gt;&gt; size;     unique_ptr&lt;Obj&gt; objs[size];     for ( int id = 0; id &lt; size; id += 1 )         objs[id] = make_unique&lt;Obj&gt;( id );     ... } // automatically delete objs</pre>
--	--

- o  $\mu$ C++ `uNoCtor`, allocates `objs` on stack without element constructor calls (placement new allocation).
- o Subsequent calls to `(...)` or `make_unique<T>(...)` initialize array elements.
- o As for `unique_ptr`, subsequent field access uses `->`

```
for ( int id = 0; id < size; id += 1 )
    cout << objs[id]->id << endl; // MUST USE -> NOT . FOR FIELD ACCESS
```
- o `unique_ptr` is bad because it performs  $O(N)$  implicit dynamic allocations.

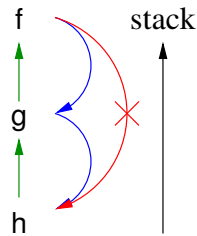
4. When large local variables are allocated on a small stack.

```
_Coroutine C {  
  void main() { // 64K stack  
    Obj objs[100000]; // overflow  
  
    // implicit initialize with ctor calls  
    ...  
  }  
};
```

```
_Coroutine C {  
  void main() {  
    uNoCtor<Obj> * objs =  
      new uNoCtor<Obj>[100000];  
    // explicit initialize with ctor calls  
    ...  
  }  
};
```

## 2 Nonlocal Transfer

- Routine **activation** (call/invocation) introduces complex control flow.
- **Among** routines, control flow is controlled by call/return mechanism.



- **Modularization**: from software engineering, any contiguous code block can be factored into a (helper) routine and called in the program (modulo scoping rules).
- Modularization fails when refactoring exits, e.g., multi-level exits:

```

B1: for ( i = 0; i < 10; i += 1 ) {
    ...
    B2: for ( j = 0; j < 10; j += 1 ) {
        ...
        if ( ... ) break B1;
        ...
    }
    ...
}

int rtn( ... ) {
    B2: for ( j = 0; j < 10; j += 1 ) {
        ...
        if ( ... ) break B1;
        ...
    }
    B1: for ( i = 0; i < 10; i += 1 ) {
        ... w = rtn( ... ) ...
    }
}

```

Does this compile?

- Software pattern: many routines have **multiple outcomes**.
- **Nonlocal transfer** allows a routine to transfer back to its caller but **not** after the call.

*C Two alternate return parameters, denoted by \* and implicitly named 1 and 2*

```

subroutine AltRet( c, *, * )
    integer c
    if ( c == 0 ) return      ! normal return
    if ( c == 1 ) return 1  ! alternate return
    if ( c == 2 ) return 2  ! alternate return
end

```

*C* Statements labelled 10 and 20 are alternate return points

```

call AltRet( 0, *10, *20 )
print *, "normal return 1"
call AltRet( 1, *10, *20 )
print *, "normal return 2"
return
10 print *, "alternate return 1"
call AltRet( 2, *10, *20 )
print *, "normal return 3"
return
20 print *, "alternate return 2"
stop
end

```

```

$ gfortran AltRtn.for
$ a.out
normal return 1
alternate return 1
alternate return 2

```

- Generalization of multi-exit loop and multi-level exit.
  - Control structures ends normally or with an exceptional transfer.
- Pattern acknowledges:
  - 
  -
- **Pattern does not handle multiple levels of nested modularization.**
- If AltRet is further modularized, new routine has an alternate return to AltRet, which retains its alternate return to its caller.

*C* Two alternate return parameters, denoted by \* and implicitly named 1 and 2

```

subroutine AltRet2( c, *, * )
integer c
if ( c == 0 ) return ! normal return
if ( c == 1 ) return 1 ! alternate return
return 2
end

```

*C* Two alternate return parameters, denoted by \* and implicitly named 1 and 2

```

subroutine AltRet( c, *, * )
integer c
call AltRet2( c, *30, *40 )
return
30 return 1
40 if ( c == 2 ) return 2 ! alternate return
end

```

- Why not call AltRet2( c, \*10, \*20 )?



## 2.1 Traditional Approaches

- What are the traditional approaches for handling the multiple-outcome pattern?
- **return code**: returns value indicating normal or exceptional execution.
- **status flag**: set shared (global) variable indicating normal or exceptional execution; the value remains as long as it is not overwritten.
- **fix-up routine**: a global and/or local routine called for an exceptional event to fix-up and return a corrective result so a computation can continue.

```
int fixup( int i, int j ) { ... } // local routine
rtn( a, b, fixup ); // fixup called for exceptional event
```

- Techniques are often combined, e.g.:

```
if ( printf(...) < 0 ) {           // check return code for error
    perror( "printf:" );          // errno describes specific error
    abort();                      // terminate program
}
```

- **return union**: modern approach combining result/return-code and requiring return-code check on result access.

- **ALL** routines must return an appropriate union.

```
optional< int * > Malloc( size_t size ) {
    if ( random() % 2 ) return (int *)malloc( sizeof( int ) );
    return nullptr;           // no storage
}
optional< int > rtn( ) {
    optional< int * > p = Malloc( sizeof( int ) );
    if ( ! p ) return nullptr; // malloc successful (true/false) ?
    **p = 7;                  // compute
    if ( random() % 2 ) return **p;
    return nullptr;          // bad computation
}
int main() {
    srand( getpid() );
    optional< int > ret = rtn();
    if ( ret ) cout << *ret << endl; // rtn successful?
    else cout << "no storage or bad computation" << endl;
}
$ repeat 5 a.out
no storage or bad computation
7
no storage or bad computation
7
7
```

```

enum Alloc { NoStorage };
variant< int *, Alloc > Malloc( size_t size ) {
    if ( random() % 2 ) return (int *)malloc( sizeof( int ) );
    return NoStorage;
}
enum Comp { BadComp };
variant< int, Alloc, Comp > rtn( ) {
    variant< int *, Alloc > p = Malloc( sizeof( int ) );
    if ( ! holds_alternative<int *>(p) ) return NoStorage; // malloc successful ?
    *get<int *>(p) = 7;
    if ( random() % 2 ) return *get<int *>(p);
    return BadComp;
}

int main() {
    srand( getpid() );
    variant< int, Alloc, Comp > ret = rtn();
    if ( holds_alternative<int>(ret) ) cout << get<int>(ret) << endl;
    else if ( holds_alternative<Comp>(ret) ) cout << "bad computation" << endl;
    else cout << "no storage" << endl;
}
$ repeat 5 a.out
no storage
bad computation
no storage
bad computation
7

```

- Like Fortran, only returns one level.
- Drawbacks of traditional techniques:
  - checking return code or status flag is optional
  - return code mixes exceptional and normal values
- Testing and handling of return code or status flag is often done locally (inline), otherwise information may be lost;
- Nonlocal testing from nested routine calls is difficult as multiple codes are returned for analysis, compounding the mixing problem.
- Status flag can be overwritten before examined, and cannot be used in a concurrent environment because of sharing issues (e.g., save errno)
- Local fix-up routines increases the number of parameters.
- Nonlocal (global) fix-up routines, implemented with global routine pointer, have identical problems with status flags (e.g., new\_handler).

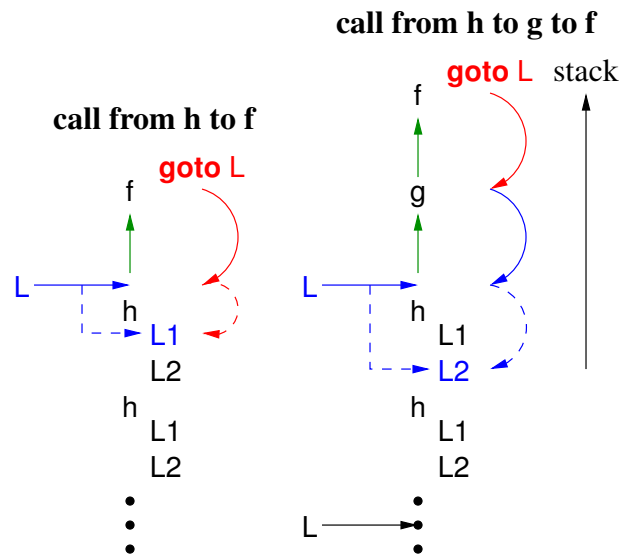
## 2.2 Dynamic Multi-level Exit

- Rather than returning one level at a time, simpler for new modularized routine to bypass intermediate steps and transfer directly to original caller.
  - e.g., AltRet2 transfers directly to program main, instead of AltRet2 to AltRet to program main.
- **Dynamic multi-level exit** (DME) extend call/return semantics to transfer in the *reverse* direction to normal routine calls, requiring nonlocal transfer.

```

label L;
void f( int i ) {
    // nonlocal return
    if ( i == ... ) goto L;
}
void g( int i ) {
    if ( i > 1 ) { g( i - 1 ); return; }
    f( i );
}
void h( int i ) {
    if ( i > 1 ) { h( i - 1 ); return; }
    L = L1; // set dynamic transfer-point
    f( 1 ); goto S1;
L1: // handle L1 nonlocal return
S1: // continue normal execution
    L = L2; // set dynamic transfer-point
    g( 1 ); goto S2;
L2: // handle L2 nonlocal return
S2: // continue normal execution
}

```



- **label variable** contains:
  - 1.
  - 2.
- Nonlocal transfer, **goto** L, is a two-step operation.
  - 1.
  - 2.
- Therefore, a label value is not statically/lexically determined.
  - recursion in g  $\Rightarrow$  unknown distance between f and h on stack.
  - what if L is set during the recursion of h?
- This complexity is why label constants have local scope.
- **Transfer between goto and label value causes termination of stack block.**

- First, nonlocal transfer from f transfers to the label L1 in h's routine activation, terminating f's activation.
  
- Second, nonlocal transfer from f transfers to the static label L2 in the stack frame for h, terminating the stack frame for f and g.
  
- Termination is implicit for direct transferring to h or requires stack unwinding if activations contain objects with destructors or finalizers.
  
- DME is possible in C using:
  - `jmp_buf` to declare a label variable,
  - `setjmp` to initialize a label variable,
  - `longjmp` to goto a label variable.
  
- DME allows multiple forms of returns to any level.
  - Normal return transfers to statement after the call, often implying completion of routine's algorithm.
  - Exceptional return transfers to statement **not** after the call, indicating an ancillary completion (but not necessarily an error).
  
- Simulate nonlocal transfer with return codes.

<pre> <b>label L;</b> void f( int i, int j ) {     for ( ... ) {         int k;         if ( i &lt; j &amp;&amp; k &gt; i ) <b>goto L;</b>         ...     } } void g( int i ) {     for ( ... ) {         int j;         ... f( i, j ); ...     } } void h() {     <b>L = L1;</b>     for ( ... ) {         int i;         ... g( i ); ...     }     ... <b>return;</b> // normal     <b>L1:</b> ... // exceptional } </pre>	<pre> int f( int i, int j ) {     <b>bool flag = false;</b>     for ( ! flag &amp;&amp; ... ) {         int k;         ...         if ( i &lt; j &amp;&amp; k &gt; i ) <b>flag = true;</b>         <b>else { ... }</b>     }     <b>if ( ! flag ) { ... }</b>     <b>return flag ? -1 : 0;</b> } int g( int i ) {     <b>bool flag = false;</b>     for ( ! flag &amp;&amp; ... ) {         int j;         ... <b>if ( f( i, j ) == -1 ) flag = true</b>         <b>else { ... }</b>     }     <b>if ( ! flag ) { ... }</b>     <b>return flag ? -1 : 0;</b> } void h() {     <b>bool flag = false;</b>     for ( ! flag &amp;&amp; ... ) {         int i;         ... <b>if ( g( i ) == -1 ) flag = true;</b>         <b>else { ... }</b>     }     <b>if ( ! flag ) { ... return; }</b>     ... } </pre>
---	--

## 2.3 Exception Handling

- DME, i.e., nonlocal transfer among routines, is often called **exception handling**.
- Exception handling is more than error handling.
- An **exceptional event** is an event that is (usually) known to exist but which is *ancillary* to an algorithm.
- An **exception handling mechanism** (EHM) provides some or all of the alternate kinds of control-flow.
- Very difficult to simulate EHM with simpler control structures.
- Exceptions are supposed to make certain programming tasks easier, like robust programs.
- Robustness results because exceptions are active versus passive, forcing programs to react immediately when an exceptional event occurs.
- An EHM is not a panacea and only as good as the programmer using it.

## 2.4 Terminology

- **execution** is the language unit in which an exception can be raised, usually any entity with its own runtime stack.
- **exception type** is a type name representing an exceptional event.
- **exception** is an instance of an exception type, generated by executing an operation indicating an ancillary (exceptional) situation in execution.
- **raise (throw)** is the special operation that creates an exception.
- **source execution** is the execution raising an exception.
- **faulting execution** is the execution changing control flow due to a raised exception.
- **local exception** is when an exception is raised and handled by the same execution  $\Rightarrow$  source = faulting.
- **nonlocal exception** is when an exception is raised by a source execution but **delivered** to a different faulting execution  $\Rightarrow$  source  $\neq$  faulting.
- **concurrent exception** is a nonlocal exception, where the source and faulting executions are executing concurrently.
- **propagation** directs control from a raise in the source execution to a handler in the faulting execution.
- **propagation mechanism** is the rules used to locate a handler.
  - most common propagation-mechanisms give precedence to handlers higher in the lexical/call stack
- **handler** is inline (nested) routine responsible for handling raised exception.
  - handler **catches** exception by **matching** with one or more exception types
  - after catching, a handler executes like a normal subroutine
  - handler can return, reraise the current exception, or raise a new exception
  - **reraise** terminates current handling and continues propagation of caught exception.
  - an exception is **handled** only if the handler returns rather than reraises
- **guarded block** is a language block with associated handlers, e.g., try-block in C++/Java.
- **unguarded block** is a block with no handlers.
- **termination** means control cannot return to the raise point.
  - all blocks on the faulting stack from the raise block to the guarded block handling the exception are terminated, called **stack unwinding**
- **resumption** means control returns to the raise point  $\Rightarrow$  no stack unwinding.
- EHM = Exception Type + Raise (exception) + Propagation + Handlers

## 2.5 Execution Environment

- The execution environment has a significant effect on an EHM.

```

class T {
    int *i;
    T() { i = new int[10]; ... }
    ~T() { delete [] i; ... } // must free storage
};
L: {
    T t; // constructor must be executed
    ... if ( ... ) break L;
    ...
} // destructor must be executed

```

- Control structures with **finally** clauses must always be executed (e.g., Java/ $\mu$ C++).

Java	$\mu$ C++
<pre> L: try {     infile = new Scanner( new File( "abc" ) );     ... if ( ... ) break L;     ... } finally { // always executed     infile.close(); // must close file } </pre>	<pre> L: try {     infile = new ifstream( "abc" );     ... if ( ... ) break L; // alt 1     ... // alt 2 } _Finally { // always executed     infile.close(); // must close file     delete infile; // deallocate } </pre>

- For C++, a direct nonlocal transfer is often impossible, because of local objects with destructors, requiring linear stack unwinding.
- Also, complex execution-environment involving continuation, coroutine, task, each with its own execution stack.
- Given multiple stacks, an EHM can be more sophisticated, resulting in more complexity.

## 2.6 Implementation

- DME is *limited* in most programming languages using exception handling.

```

struct E {}; // label
void f(...) {
    ...
    throw E(); // raise
    // control never returns here
}
int main() {
    try {
        f(...);
    } catch( E ) {...} // handler 1
    try {
        f(...);
    } catch( E ) {...} // handler 2
    ...
}

label L;
void f(...) {
    ...
    goto L;
}
int main() {
    L = L1; // set transfer-point
    f(...); goto S1;
    L1: // handle nonlocal return
    S1: L = L2; // set transfer-point
        f(...); goto S2;
    L2: // handle nonlocal return
    S2: ; ...
}

```

- To implement throw/catch, the throw must know the last guarded block with a handler for the raised exception type.
- One approach is to:
  - 
  - 
  -
- However, setting/resetting label variable on **try** block entry/exit has a cost (small).
  - ```

void rtn( int i ) {
    try {                                     // set label on entry
        ...
    } catch( E ) { ... }                     // reset label on exit
}
          
```
  - Instead, **catch**/destructor data is stored once externally for each block and handler found by linear search during a stack walk (no direct transfer).
  - Advantage, millions of **try** entry/exit, but only tens of exceptions raised.
- Hence, termination is often implemented using zero cost on guarded-block entry but an expensive approach on raise.

## 2.7 Static/Dynamic Call/Return

- All routine/exceptional control-flow can be characterized by two properties:
  1. static/dynamic call: routine/exception name at the call/raise is looked up statically (compile-time) or dynamically (runtime).
  2. static/dynamic return: after a routine/handler completes, it returns to its static (definition) or dynamic (call) context.



| return/handled | call/raise |                                                 |
|----------------|------------|-------------------------------------------------|
|                | static     | dynamic                                         |
| static         | 1) sequel  | 3) termination exception                        |
| dynamic        | 2) routine | 4) routine pointer, virtual routine, resumption |

## 2.8 Static Propagation (Sequel)

- Case 1) is called a **sequel**, which is a routine with no return value, where:
  - the sequel name is looked up lexically at the call site, but
  - control returns to the end of the block in which the sequel is declared.

```

A: for ( ;; ) {
    B: for ( ;; ) {
        C: for ( ;; ) {
            ...
            if ( ... ) { break A; }
            ...
            if ( ... ) { break B; }
            ...
            if ( ... ) { break C; }
            ...
        }
    }
}

for ( ;; ) {
    sequel S1( ... ) { ... } // nested
    void M1( ... ) {
        ... if ( ... ) S1( ... ); ...
    }
    for ( ;; ) {
        sequel S2( ... ) { ... } // nested
        C: for ( ;; ) {
            ...
            M1( ... ); // modularize
            ...
            if ( ... ) S2( ... ); // modularize
            ...
            if ( ... ) break C;
            ...
        }
    } // S2 static return
} // S1 static return

```

- Without a sequel, it is impossible to modularize code with static exits.
- Sequel handles termination for a *non-recoverable* event (simple exception handling).

```

{ // new block
    sequel StackOverflow(...) { ... } // handler
    class stack {
        void push( int i ) {
            if (...) StackOverflow(...); // 2nd outcome
        } // 1st outcome
        ...
    };
    stack s;
    ... s.push( 3 ); ... // overflow ?
} // sequel returns here

```

- The advantage of the sequel is the handler is statically known (like static multi-level exit), and can be as efficient as a direct transfer.

- The disadvantage is that the sequel only works for monolithic programs because it must be statically nested at the point of use.
  - Fails for modular (library) code as the static context of the module and user code are disjoint.
  - E.g., if stack is separately compiled, the sequel call in push no longer knows the static blocks containing calls to it.

## 2.9 Dynamic Propagation

- Cases 3) and 4) are called termination and resumption, and both have dynamic raise with static/dynamic return, respectively.
- Dynamic propagation/static return (case 3) is also called dynamic multi-level exit (see Section 2.2, p. 11).
- The advantage is that dynamic propagation
- The disadvantage (advantage) of dynamic propagation

### 2.9.1 Termination

- For termination:
  - control transfers from the start of propagation to a handler  $\Rightarrow$  dynamic raise (call)
  - when handler returns, it performs a static return  $\Rightarrow$  stack is unwound (like sequel)
- There are 2 basic termination forms for a *non-recoverable* operation: terminate and retry.
- **terminate** provides *limited* mechanism for block transfer on the call stack, like labelled **break**.

```

struct E {}; // label
void f(...) {
    ...
    throw E(); // raise
    // control never returns here
}
int main() {
    try {
        f(...);
    } catch( E ) {...} // handler 1
    try {
        f(...);
    } catch( E ) {...} // handler 2
    ...
}

```

- No intermediate code to forward alternative outcome (see return union examples page 9).

```
struct NoStorage {};  
struct BadComp {};  
int * Malloc( size_t size ) {  
    if ( random() % 2 ) return (int *)malloc( sizeof( int ) );  
    throw NoStorage();  
}  
int rtn( ) {  
    int * p = Malloc( sizeof( int ) );  
    // DO NOT HAVE TO FORWARD NoStorage  
    *p = 7; // compute  
    if ( random() % 2 ) return *p;  
    throw BadComp();  
}  
int main() {  
    srandom( getpid() );  
    try { cout << rtn() << endl; }  
    catch( BadComp ) { cout << "bad computation" << endl; }  
    catch( NoStorage ) { cout << "no storage" << endl; }  
}
```

- C++ I/O can be toggled to raise exceptions versus return codes (like  $\mu$ C++).

| C++                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                              | $\mu$ C++                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      |
|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> ifstream infile; ofstream outfile; <b>outfile.exceptions( ios_base::failbit );</b> <b>infile.exceptions( ios_base::failbit );</b> switch ( argc ) {   case 3:     try {       outfile.open( argv[2] );     } <b>catch( ios_base::failure &amp; ) {...</b>     // fall through to handle input file   case 2:     try {       infile.open( argv[1] );     } <b>catch( ios_base::failure &amp; ) {...</b>     <b>break;</b>   default:     ... } // switch string line; <b>try</b> {   for ( ;; ) { // loop until end-of-file     getline( infile, line );     outfile &lt;&lt; line &lt;&lt; endl;   } } <b>catch ( ios_base::failure &amp; ) {}</b> </pre> | <pre> ifstream infile; ofstream outfile;  <b>switch</b> ( argc ) {   case 3:     try {       outfile.open( argv[2] );     } <b>catch( uFile::Failure &amp; ) {...</b>     // fall through to handle input file   case 2:     try {       infile.open( argv[1] );     } <b>catch( uFile::Failure &amp; ) {...</b>     <b>break;</b>   default:     ... } // switch string line;  <b>for</b> ( ;; ) {   getline( infile, line );   <b>if</b> ( infile.fail() ) <b>break;</b> // no eof exception   outfile &lt;&lt; line &lt;&lt; endl; } </pre> |

- 

- 

- $\mu$ C++ provides exceptions for I/O errors, but no exception for eof.

- **retry** is a combination of termination with special handler semantics, i.e., restart the guarded block handling the exception (Eiffel). (Pretend end-of-file is an exception of type Eof.)

| Retry                                                                                                                                                                                                                                                                                                                                                    | Simulation                                                                                                                                                                                                                                                                                                                                                                                        |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> char readfiles( char *files[], int N ) {     int i = 0, value;     ifstream infile;     infile.open( files[i] );      try {         ... infile &gt;&gt; value; ...     } <b>retry</b>( Eof ) {         i += 1;         infile.close();         if ( i == N ) <b>goto</b> Finished;         infile.open( files[i] );     }     Finished: ; } </pre> | <pre> char readfiles( char *files[], int N ) {     int i = 0, value;     ifstream infile;     infile.open( files[i] );     <b>while</b> ( true ) {         try {             ... infile &gt;&gt; value; ...         } <b>catch</b>( eof ) {             i += 1;             infile.close();             if ( i == N ) <b>break</b>;             infile.open( files[i] );         }     } } </pre> |

## 2.9.2 Resumption

- **resumption** provides a *limited* mechanism to generate new blocks on the call stack:
  - control transfers from the start of propagation to a handler  $\Rightarrow$  dynamic raise (call)
  - when handler returns, it is dynamic return  $\Rightarrow$  stack is NOT unwound (like routine)
- A resumption handler is a corrective action so a computation can continue.

```

void f() {
    resume E(); // raise
    // control returns here
}
int main() {
    try {
        f(); // no parameters
    } catch( E ) {
        // handler 1
    }
    try {
        f(); // no parameters
    } catch( E ) {
        // handler 2
    }
}

```

```

void f( void (*fixup()) ) {
    fixup();
    // control returns here
}
void fixup1() {
    // handler 1
}
void fixup2() {
    // handler 2
}
int main() {
    f( fixup1 ); // parameters
    f( fixup2 ); // parameters
}

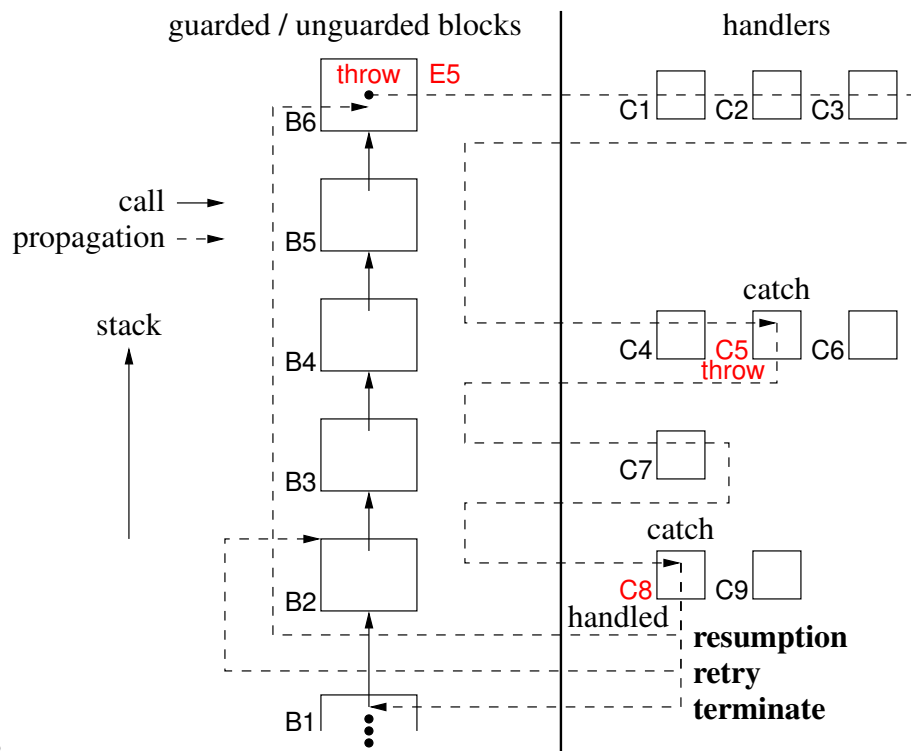
```

## 2.10 Exceptional Example

```

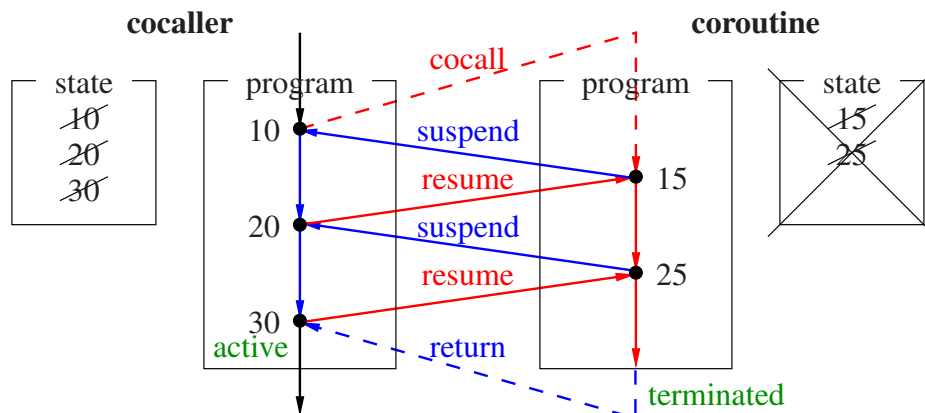
B1 {
B2   try {
B3     try {
B4       try {
B5         {
B6           try {
                ... throw E5(); ...
C1             } catch( E7 ) { ... }
C2             catch( E8 ) { ... }
C3             catch( E9 ) { ... }
                }
C4         } catch( E4 ) { ... }
C5         catch( E5 ) { ... throw; ... }
C6         catch( E6 ) { ... }
C7     } catch( E3 ) { ... }
C8 } catch( E5 ) { ... resume/retry/terminate }
C9   catch( E2 ) { ... }
    }
}

```



### 3 Coroutine

- A **coroutine** is a routine that can also be suspended at some point and resumed from that point when control returns.
- The state of a coroutine consists of:
  - an **execution location**, starting at the beginning of the coroutine and remembered at each suspend.
  - an **execution state** holding the data created by the code the coroutine is executing.
  - an **execution status**—**active** or **inactive** or **terminated**—which changes as control resumes and suspends in a coroutine.
- Hence, a coroutine does not start from the beginning on each activation; it is activated at the point of last suspension.
- In contrast, a routine always starts execution at the beginning and its local variables only persist for a single activation.



- A coroutine handles the class of problems that need to retain state between calls (e.g. plugin, device driver, finite-state machine).
- Two different approaches are possible for activating another coroutine:
  1. A **semi-coroutine** acts asymmetrically, like non-recursive routines, by implicitly reactivating the coroutine that previously activated it.
  2. A **full coroutine** acts symmetrically, like recursive routines, by explicitly activating a member of another coroutine, which directly or indirectly reactivates the original coroutine (activation cycle).
- These approaches accommodate two different styles of coroutine usage.

### 3.1 Semi-Coroutine

#### 3.1.1 Fibonacci Sequence

$$f(n) = \begin{cases} 0 & n = 0 \\ 1 & n = 1 \\ f(n-1) + f(n-2) & n \geq 2 \end{cases}$$

- 3 states, producing unbounded sequence: 0, 1, 1, 2, 3, 5, 8, 13, 21, ...

##### 3.1.1.1 Direct

- Compute and print Fibonacci numbers.

```
int main() {
    int fn, fn1, fn2;
    fn = 0; fn1 = fn;           // 1st case
    cout << fn << endl;
    fn = 1; fn2 = fn1; fn1 = fn; // 2nd case
    cout << fn << endl;
    for ( ;; ) {               // infinite loop
        fn = fn1 + fn2; fn2 = fn1; fn1 = fn; // general case
        cout << fn << endl;
    }
}
```

- Convert to routine that generates a sequence of Fibonacci numbers on each call (no output):

```
int main() {
    for ( int i = 1; i <= 10; i += 1 ) { // first 10 Fibonacci numbers
        cout << fibonacci() << endl;
    }
}
```

##### 3.1.1.2 Routine

```
int fn1, fn2, state = 1; // global variables
int fibonacci() {
    int fn;
    switch ( state ) {
        case 1:
            fn = 0; fn1 = fn; state = 2;
            break;
        case 2:
            fn = 1; fn2 = fn1; fn1 = fn; state = 3;
            break;
        case 3:
            fn = fn1 + fn2; fn2 = fn1; fn1 = fn;
            break;
    }
    return fn;
}
```



```

#define FIB_INIT { 0, 1 }          /* first two Fibonacci numbers */
struct Fibonacci { int fn2, fn1; };
int fib( Fibonacci & f ) {
    int ret = f.fn2;
    int fn = f.fn1 + f.fn2;          // only last state (3) in Fibonacci definition
    f.fn2 = f.fn1; f.fn1 = fn;
    return ret;
}
int main() {
    Fibonacci f1 = FIB_INIT, f2 = FIB_INIT; // multiple instances
    for ( int i = 1; i <= 10; i += 1 ) {
        cout << fib( f1 ) << " " << fib( f2 ) << endl;
    }
}

```

### 3.1.1.3 Class

```

class Fibonacci {
    int fn, fn1, fn2, state = 1; // global class variables
public:
    int operator()() {          // functor
        switch ( state ) {
            case 1:
                fn = 0; fn1 = fn; state = 2;
                break;
            case 2:
                fn = 1; fn2 = fn1; fn1 = fn; state = 3;
                break;
            case 3:
                fn = fn1 + fn2; fn2 = fn1; fn1 = fn;
                break;
        }
        return fn;
    }
};
int main() {
    Fibonacci f1, f2; // multiple instances
    for ( int i = 1; i <= 10; i += 1 ) {
        cout << f1() << " " << f2() << endl;
    } // for
}

```

### 3.1.1.4 Coroutine

```

_Coroutine Fibonacci { // : public uBaseCoroutine
    int fn; // used for communication
    void main() { // distinguished member
        int fn1, fn2; // retained between resumes
        fn = 0; fn1 = fn;
        suspend(); // return to last resume
        fn = 1; fn2 = fn1; fn1 = fn;
        suspend(); // return to last resume
        for ( ;; ) {
            fn = fn1 + fn2; fn2 = fn1; fn1 = fn;
            suspend(); // return to last resume
        }
    }
public:

```

```

int main() {
    Fibonacci f1, f2;    // multiple instances
    for ( int i = 1; i <= 10; i += 1 ) {
        cout << f1() << " " << f2() << endl;
    }
}

```

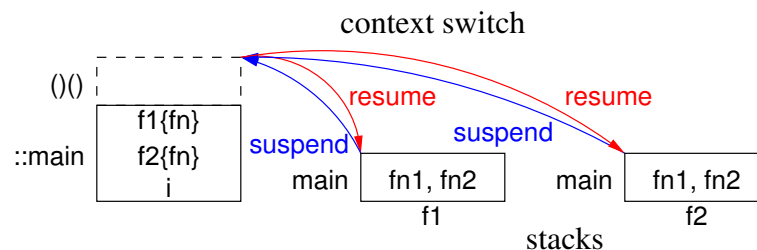
- **no explicit execution state!** (see direct solution)
- coroutine main can be called (even recursively), but normally a **private/protected** member. Why?
- **compile with u++ command**
- All coroutines inherit from base type uBaseCoroutine:

```

class uBaseCoroutine {
protected:
    void resume();           // context switch to this
    void suspend();         // context switch to last resumer
    virtual void main() = 0; // starting routine for coroutine
public:
    uBaseCoroutine();
    uBaseCoroutine( unsigned int stackSize ); // set stack size
    void verify();           // check stack
    const char * setName( const char * name ); // printed in error messages
    const char * getName() const;
    uBaseCoroutine & starter() const; // coroutine performing first resume
    uBaseCoroutine & resumer() const; // coroutine performing last resume
};

```

- Program main called from hidden coroutine ⇒ **has coroutine properties.**
- resume/suspend cause a **context switch** between coroutine stacks



- first resume starts main on new stack (cocall); subsequent resumes reactivate last suspend.
- suspend reactivates last resume
- object becomes a coroutine on first resume; coroutine becomes an object when main ends
- routine frame at the top of the stack *knows* where to activate execution

- suspend/resume are **protected** members to prevent external calls. Why?
- Coroutine main does not have to return before a coroutine object is deleted.
- When deleted, a coroutine's stack is always unwound and any destructors executed. Why?
- **Warning, do not use catch(..) (catch any) in a coroutine, if it may be deleted before terminating, because a cleanup exception is raised to force stack unwinding (implementation issue).**

### 3.1.2 Format Output

Unstructured input:

```
abcdefghijklmnopqrstuvwxyzabcdefghijklmnopqrstuvwxyz
```

Structured output:

```
abcd  efgh  ijkl  mnop  qrst
uvwx  yzab  cdef  ghij  klmn
opqr  stuv  wxyz
```

blocks of 4 letters, separated by 2 spaces, grouped into lines of 5 blocks.

#### 3.1.2.1 Direct

- Read characters and print formatted output.

```
int main() {
    int g, b;
    char ch;
    cin >> noskipws;           // turn off white space skipping
    for ( ;; ) {               // for as many characters
        for ( g = 0; g < 5; g += 1 ) { // groups of 5 blocks
            for ( b = 0; b < 4; b += 1 ) { // blocks of 4 chars
                for ( ;; ) {       // for newline characters
                    cin >> ch;     // read one character
                    if ( cin.fail() ) goto fini; // eof ? multi-level exit
                    if ( ch != '\n' ) break; // ignore newline
                }
                cout << ch;        // print character
            }
            cout << "  ";         // print block separator
        }
        cout << endl;           // print group separator
    }
    fini: ;
    if ( g != 0 || b != 0 ) cout << endl; // special case
}
```

## 3.1.2.2 Routine

```

int g, b; // global variables
void fmtLines( char ch ) {
    if ( ch != -1 ) { // not EOF ?
        if ( ch == '\n' ) return; // ignore newline
        cout << ch; // print character
        b += 1;
        if ( b == 4 ) { // block of 4 chars
            cout << " "; // block separator
            b = 0;
            g += 1;
        }
        if ( g == 5 ) { // group of 5 blocks
            cout << endl; // group separator
            g = 0;
        }
    } else {
        if ( g != 0 || b != 0 ) cout << endl; // special case
    }
}

int main() {
    char ch;
    cin >> noskipws; // turn off white space skipping
    for ( ;; ) { // for as many characters
        cin >> ch;
        if ( cin.fail() ) break; // eof ?
        fmtLines( ch );
    }
    fmtLines( -1 ); // indicate EOF
}

```

## 3.1.2.3 Class

```

class Format {
    int g, b; // global class variables
public:
    Format() : g( 0 ), b( 0 ) {}
    ~Format() { if ( g != 0 || b != 0 ) cout << endl; }
    void prt( char ch ) {
        if ( ch == '\n' ) return; // ignore newline
        cout << ch; // print character
        b += 1;
    }
}

```

```

        if ( b == 4 ) {           // block of 4 chars
            cout << " ";       // block separator
            b = 0;
            g += 1;
        }
        if ( g == 5 ) {         // group of 5 blocks
            cout << endl;      // group separator
            g = 0;
        }
    }
};

int main() {
    Format fmt;
    char ch;
    cin >> noskipws;           // turn off white space skipping
    for ( ;; ) {               // for as many characters
        cin >> ch;             // read one character
        if ( cin.fail() ) break; // eof ?
        fmt.prt( ch );
    }
}

```

### 3.1.2.4 Coroutine

```

_Coroutine Format {
    char ch;                    // used for communication
    int g, b;                   // global because used in destructor
    void main() {
        for ( ;; ) {           // for as many characters
            for ( g = 0; g < 5; g += 1 ) { // groups of 5 blocks
                for ( b = 0; b < 4; b += 1 ) { // blocks of 4 characters
                    for ( ;; ) { // for newline characters
                        suspend();
                        if ( ch != '\n' ) break; // ignore newline
                    }
                    cout << ch; // print character
                }
                cout << " "; // print block separator
            }
            cout << endl; // print group separator
        }
    }
}

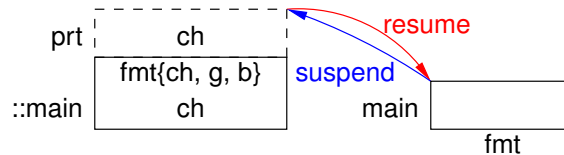
public:
    Format() { resume(); } // start coroutine
    ~Format() { if ( g != 0 || b != 0 ) cout << endl; }
    void prt( char ch ) { Format::ch = ch; resume(); }
};

```

```

int main() {
    Format fmt;
    char ch;
    cin >> noskipws;           // turn off white space skipping
    for ( ;; ) {
        cin >> ch;             // read one character
        if ( cin.fail() ) break; // eof ?
        fmt.prt( ch );
    }
}

```



### 3.1.3 Correct Coroutine Usage

- **Eliminate computation or flag variables retaining information about execution state.**
- E.g., sum even and odd digits of 10-digit number, where each digit is passed to coroutine:

| BAD: Explicit Execution State                                                                                                                              | GOOD: Implicit Execution State                                                                                          |
|------------------------------------------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------------------------------------|
| <pre> for ( int i = 0; i &lt; 10; i += 1 ) {     if ( i % 2 == 0 ) // even ?         even += digit;     else         odd += digit;     suspend(); } </pre> | <pre> for ( int i = 0; i &lt; 5; i += 1 ) {     even += digit;     suspend();     odd += digit;     suspend(); } </pre> |

- E.g., a BAD solution for the previous Fibonacci generator is:

```

void main() {
    int fn1, fn2, state = 1;
    for ( ;; ) {
        switch (state) {           // no Zen
            case 1:
                fn = 0; fn1 = fn;
                state = 2;
                break;
            case 2:
                fn = 1; fn2 = fn1; fn1 = fn;
                state = 3;
                break;
            case 3:
                fn = fn1 + fn2; fn2 = fn1; fn1 = fn;
                break;
        }
        suspend();                 // no Zen
    }
}

```

- Coroutine's capabilities not used:
  - explicit flag variable controls execution state
  - original program structure lost in **switch** statement
- Must do more than just *activate* coroutine main to demonstrate understanding of retaining data and execution state within a coroutine.

### 3.1.4 Coroutine Construction

- Fibonacci and formatter coroutines express original algorithm structure (no restructuring).
- When possible, simplest coroutine construction is to write a direct (stand-alone) program.
- Convert to coroutine by:
  - putting processing code into coroutine main,
  - converting reads if program is consuming or writes if program is producing to suspend,
    - \* Fibonacci consumes nothing and produces (generates) Fibonacci numbers  $\Rightarrow$  convert writes (cout) to suspends.
    - \* Formatter consumes characters and only indirectly produces output (as side-effect)  $\Rightarrow$  convert reads (cin) to suspends.
  - use interface members and communication variables to transfer data in/out of coroutine.
- This approach is impossible for advanced coroutine problems.

## 3.2 $\mu$ C++ EHM

The following features characterize the  $\mu$ C++ EHM:

- exceptions must be generated from a specific kind of type.
- supports two kinds of raising: throw and resuming.
- supports two kinds of handlers, termination and resumption, which match with the kind of raise.
- supports propagation of nonlocal and concurrent exceptions.
- all exception types (user, runtime, and I/O) are grouped into a hierarchy.

## 3.3 Exception Type

- C++ allows any type to be used as an exception type.
- $\mu$ C++ restricts exception types to those types defined by **`_Exception`**.

```
_Exception exception-type-name { ... };
```

- An exception type has all the properties of a **class**.
- Every exception type must have a public default and copy constructor.
- An exception is the same as a class-object with respect to creation and destruction.

```

_Exception D { ... };
D d;           // local creation
_Resume d;
D *dp = new D; // dynamic creation
_Resume *dp;
delete dp;
_Throw D();  // temporary local creation

```

### 3.4 Inherited Members

- Each exception type inherits the following members from `uBaseEvent`:

```

class uBaseEvent { // like std::exception
    uBaseEvent( const char *const msg = "" );
    const char *const message() const;
    const uBaseCoroutine &source() const;
    const char *const sourceName() const;
    virtual void defaultTerminate();
    virtual void defaultResume();
};

```

- `uBaseEvent( const char *const msg = "" )` – msg is printed if the exception is not caught.
- `message` returns the string message associated with an exception.
- `source` returns the coroutine/task that raised the exception.
- `sourceName` returns the name of the coroutine/task that raised the exception.
- `defaultTerminate` is implicitly called if an exception is thrown but not handled.
- `defaultResume` is implicitly called if an exception is resumed but not handled.

### 3.5 Raising

- There are two raising mechanisms: throwing and resuming.

```

_Throw [ exception-type ] ;
_Resume [ exception-type ] [ _At uBaseCoroutine-id ] ;

```

- Nonlocal/concurrent raise restricted to resumption as raising execution-state is often unaware of the handling execution-state.



- Resumption allows faulting execution greatest flexibility: it can process the exception as a resumption or rethrow the exception for termination.
- Exceptions in  $\mu\text{C++}$  are propagated differently from C++.

| C++                                                                                                                                                                                                                             | $\mu\text{C++}$                                                                                                                                                                                                                            |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> class B {}; class D : public B {}; void f( B &amp; t ) { ... throw t; ... } try {     D m;     f( m ); } catch (D &amp;) { cout &lt;&lt; "D" &lt;&lt; endl; } catch (B &amp;) { cout &lt;&lt; "B" &lt;&lt; endl; } </pre> | <pre> _Exception B {}; _Exception D : public B {}; void f( B &amp; t ) { ... _Throw t; ... } try {     D m;     f( m ); } catch (D &amp;) { cout &lt;&lt; "D" &lt;&lt; endl; } catch (B &amp;) { cout &lt;&lt; "B" &lt;&lt; endl; } </pre> |

- In C++, routine f is passed an object of derived type D but throws an object of base type B.
- In  $\mu\text{C++}$ , routine f is passed an object of derived type D and throws the original object of type D.
- This change allows handlers to catch the specific (derived) rather than the general (base) exception-type.

## 3.6 Handler

- $\mu\text{C++}$  has two kinds of handlers, termination and resumption, which match with the kind of raise.

### 3.6.1 Termination

- The  $\mu\text{C++}$  termination handler is the **catch** clause of a **try** block, i.e., same as in C++.

### 3.6.2 Resumption

- $\mu\text{C++}$  extends the **try** block to include resumption handlers.
- Resumption handler is denoted by a **\_CatchResume** clause after **try** body:

```

try {
    ...
}
    _CatchResume( E1 ) { ... } // must appear before catch clauses
    // more _CatchResume clauses
    _CatchResume( ... ) { ... } // must be last _CatchResume clause
    catch( E2 ) { ... } // must appear after _CatchResume clauses
    // more catch clauses
    catch( ... ) { ... } // must be last catch clause

```

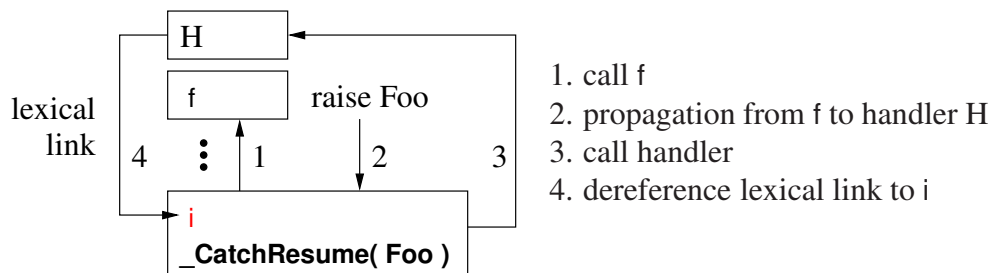
- Any number of resumption handlers can be associated with a **try** block.

- All **\_CatchResume** handlers must precede any **catch** handlers, solely to make reading the two sets of clauses easier.
- Like **catch(...)** (catch-any), **\_CatchResume(...)** must appear at the end of the list of the resumption handlers.
- Resumption handler can access types and variables visible in its local scope.

```

typedef int Foo;
Foo i;
try {
    f(...)           // f is recursive and raises Foo
} _CatchResume( Foo & e ) { // handler H
    Foo fix = i;     // use type and variable in local scope
    ... e = fix ...  // change _Resume block
}

```



- **lexical link** is like **this** but to declaration block rather than object.
- **Resumption handler cannot perform a break, continue, goto, or return.**
  - Resumption handler is corrective action so computation can continue.
  - If correction impossible, handler should **throw** an exception not step into an enclosing block to cause the stack to unwind.

```

B: try {
    f();           // recursive calls and _Resume E()
} _CatchResume( E e ) { // handler H
    ... break B;   // force static return (disallowed)
    _Throw e;     // force recovery (allowed)
}

```

- Handler H above makes recursive calls to f, so **goto** must unwind stack to transfer into stack frame B (nonlocal transfer).
- Throw may find another recovery action closer to raise point than B that can deal with the problem.

### 3.6.3 Termination/Resumption

- The raise dictates set of handlers examined during propagation:
  - terminating propagation (**\_Throw**) only examines termination handlers (**catch**),

- resuming propagation (**\_Resume**) only examines resumption handlers (**\_CatchResume**).

- Exception types in each set can overlap.

```
_Exception E {};
void rtn() {
    try {
        _Resume E();
        } _CatchResume( E & e ) { ... _Throw e; } // H1
        catch( E & e ) { ... } // H2
    }
}
```

- Resumption handler H1 is invoked by the resume in the **try** block generating call stack:

rtn → **try**{**\_CatchResume**( E ), **catch**( E ) → H1

- Handler H1 throws E and the stack is unwound until the exception is caught by termination-handler **catch**( E ) and handler H2 is invoked.

rtn → H2

- The termination handler is available as resuming does not unwind the stack.
- Note interaction between resuming, defaultResume, and throwing:

```
_Exception R {};
void rtn() {
    try {
        _Resume R(); // resume not throw
        } catch( R & ) { ... } // H1, no _CatchResume!!!
    }
}
```

- This generates the following call stack as there is no eligible resumption handler (or there is a handler but marked ineligible):

rtn → **try**{**catch**( R ) → defaultResume

- **When defaultResume is called, the default action throws R** (see Section 3.4, p. 32).

rtn → H1

- Terminating propagation unwinds the stack until there is a match with the **catch** clause in the **try** block.

### 3.7 Nonlocal Exceptions

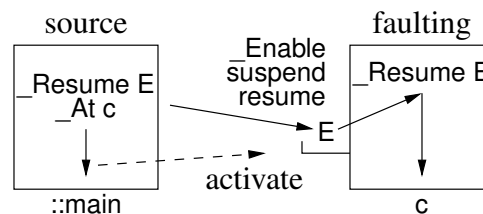
- Nonlocal exceptions are exceptions raised by a source execution at a faulting execution.
- Nonlocal exceptions are possible because each coroutine (execution) has its own stack.
- Nonlocal exceptions are raised using `_Resume ... _At ...`

```

_Exception E {};
_Coroutine C {
    void main() {
        // initialization, no nonlocal delivery
        try { // setup handlers
            _Enable { // allow nonlocal exceptions
                ... suspend(); ... // inside suspend is _Resume E();
            } // disable all nonlocal exceptions
        } _CatchResume( E ) { ... // option 1: continue after suspend
        } _catch( E ) { ... // option 2: continue after try
        }
        // finalization, no nonlocal delivery
    }
public:
    C() { resume(); } // prime try (not always possible)
    void mem() { resume(); }
};
int main() {
    C c;
    _Resume E() _At c; // exception pending
    c.mem(); // trigger exception
}

```

- For nonlocal resumption, `_Resume` is a *proxy* for actual raise in the faulting coroutine ⇒ **non-local resumption becomes local resumption.**



- While source delivers nonlocal exception immediately, propagation only occurs when faulting becomes active.  
⇒ **must suspend back to or call a member that does a resume of the faulting coroutine**
- Faulting coroutine performs local `_Resume` implicitly at detection points for nonlocal exceptions, e.g., in `_Enable`, `suspend`, `resume`.
- Handler does not return to the proxy raise; control returns to the implicit local raise at exception delivery, e.g., back in `_Enable`, `suspend`, `resume`.

- **Nonlocal delivery is initially disabled for a coroutine**, so handlers can be set up before any exception can be delivered (also see Section 5.11, p. 74).
- Hence, nonlocal exceptions must be explicitly enabled before delivery can occur with **\_Enable**.
- $\mu\text{C++}$  allows dynamic enabling and disabling of individual exception types versus all exception types.

```

    _Enable <E1><E2>... {           _Disable <E1><E2>... {
        // exceptions E1, E2 enabled // exceptions E1, E2 disabled
    }                               }

```

- Nested **\_Enable** or **\_Disable** blocks are additive  $\Rightarrow$  set of enabled or disabled exceptions increases on entry and decreases on exit.

```

    _Enable <E> { // E enabled
        _Enable <F> // E & F enabled
            _Enable { // all except. enabled
                } // E & F enabled
        } // E enabled
    }

    _Disable <E> { // E disabled
        _Disable <F> // E & F disabled
            _Disable { // all except. disabled
                } // E & F disabled
        } // E disabled
    }

```

- Nested **\_Enable** and **\_Disable** blocks are subtractive  $\Rightarrow$  set of enabled or disabled exceptions decreases on entry and increases on exit.

```

    _Enable <E> { // E enabled
        _Disable <E> { // E disabled
            _Disable { // all except. disabled
                } // E disabled
        } // E enabled
    }

    _Disable <E> { // E disabled
        _Enable <E> { // E enabled
            _Enable { // all except. enabled
                } // E enabled
        } // E disabled
    }

```

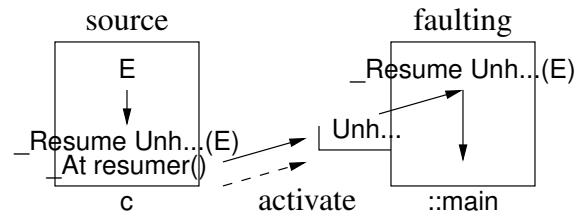
- An unhandled exception in a coroutine raises a nonlocal exception of type `uBaseCoroutine::UnhandledException` at the coroutine's **last resumer** and then terminates the coroutine.

```

    _Exception E {};
    _Coroutine C {
        void main() { _Throw E(); } // unwind
        // default Terminate  $\Rightarrow$  _Resume UnhandledException()_At resumer()
        //  $\Rightarrow$  coroutine activates last resumer (not starter) and terminates
    public:
        void mem() { resume(); } // inside resume is _Resume UnhandledException()
    };
    int main() {
        C c;
        try { c.mem(); // resume coroutine
        } _CatchResume( uBaseCoroutine::Unh... & ) { ... // option 1: continue after resume
        } catch( uBaseCoroutine::Unh... & ) { ... // option 2: continue after try
        }
    }

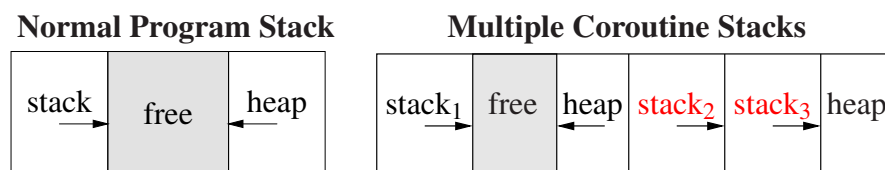
```

- Call to `c.mem` resumes coroutine `c` and then coroutine `c` throws exception `E` but does not handle it.
- When the base of `c`'s stack is reached, an exception of type `uBaseCoroutine::UnhandledException` is raised at `::main`, since it last resumed `c`.



- `_CatchResume` continues from resume (dynamic return, fixup)
- `catch` continues after handler (static return, recover)
- Forwarding can occur across any number of coroutines, until a task main forwards and then the program terminates by calling `main`'s `set_terminate`.
- The original `E` exception is in the `UnhandledException` exception and can be thrown by `uh.triggerCause()`.
- *If the original (`E`) exception has a default-terminate routine, it can override `UnhandledException` behaviour (e.g., `abort`), or return and let it happen.*
- *While the coroutine terminates, control returns to its last resumer rather than its starter.*
- *Exception `UnhandledException` (and a few others) are always enabled.*

### 3.8 Memory Management



- Normally program stack expands to heap; but coroutine stacks expand to next stack.
- In fact, coroutine stacks are normally allocated in the heap.
- Default `μC++` coroutine stack size is 256K **and it does not grow**.

```

_Coroutine C {
public:
    C() : uBaseCoroutine( 8192 ) {}; // default 8K stack
    C( int size ) : uBaseCoroutine( size ) {}; // user specified stack size
    ...
};
C x, y( 16384 ); // x has an 8K stack, y has a 16K stack

```

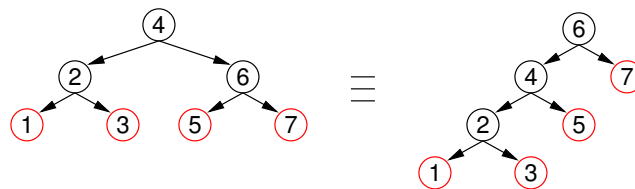
- Check for stack overflow using coroutine member verify:

```
void main() {
    ...           // declarations
    verify();     // check for stack overflow
    ...           // code
}
```

## 3.9 Semi-Coroutine Examples

### 3.9.1 Same Fringe

- Two binary trees have same fringe if all leafs are equals from left to right.



- Requires iterator to traverse a tree, return the value of each leaf, and continue the traversal.
- *No direct solution without additional data-structure (e.g., stack) to manage tree traversal.*
- Coroutine uses recursive tree-traversal but suspends during traversal to return value.

```
template< typename T > class Btree {
    struct Node { ... }; ... // other members
public:
    _Coroutine Iterator {
        Node * cursor;
        void walk( Node * node ) { // walk tree
            if ( node == nullptr ) return;
            if ( node->left == nullptr && node->right == nullptr ) { // leaf?
                cursor = node;
                suspend(); // multiple stack frames
            } else {
                walk( node->left ); // recursion
                walk( node->right ); // recursion
            }
        }
        void main() { walk( cursor ); cursor = nullptr; }
    }
public:
    Iterator( Btree<T> & btree ) : cursor( &btree.root ) {}
    T * next() {
        resume();
        return cursor;
    }
};
... // other members
};
```

```

template<class T> bool sameFringe( BTree<T> & tree1, BTree<T> & tree2 ) {
    Btree<T>::iterator iter1( btree1 ), iter2( btree2 ); // iterator for each tree
    T * t1, * t2;
    for ( ;; ) {
        t1 = iter1.next(); t2 = iter2.next();
        if ( t1 == nullptr || t2 == nullptr ) break; // one traversal complete ?
    if ( *t1 != *t2 ) return false; // elements not equal ?
    }
    return t1 == nullptr && t2 == nullptr; // both traversals completed ?
}

```

### 3.9.2 Device Driver

- Parse transmission protocol and return message text, e.g.:

... **STX** ...message ... **ESC ETX** ...message ... **ETX** 2-byte CRC ...

#### 3.9.2.1 Direct

```

int main() {
    enum { STX = '\002', ESC = '\033', ETX = '\003' };
    enum { MaxMsgLnth = 64 };
    unsigned char msg[MaxMsgLnth];
    ...
    try {
        msg: for ( ;; ) { // parse messages
            int lnth = 0, checkval;
            do {
                byte = input( infile ); // read bytes, throw Eof on eof
            } while ( byte != STX ); // message start ?
            eom: for ( ;; ) { // scan message data
                byte = input( infile );
                switch ( byte ) {
                    case STX:
                        ... // protocol error
                        continue msg; // uC++ labelled continue
                    case ETX: // end of message
                        break eom; // uC++ labelled break
                    case ESC: // escape next byte
                        byte = input( infile );
                        break;
                } // switch
                if ( lnth >= MaxMsgLnth ) { // buffer full ?
                    ... // length error
                    continue msg; // uC++ labelled continue
                } // if
                msg[lnth] = byte; // store message
                lnth += 1;
            } // for
        }
    }
}

```



```

        byte = input( infile );           // gather check value
        checkval = byte;
        byte = input( infile );
        checkval = (checkval << 8) | byte;
        if ( ! crc( msg, lnth, checkval ) ) ... // CRC error
    } // for
} catch( Eof ) {}
...
} // main

```

### 3.9.2.2 Coroutine

- Called by interrupt handler for each byte arriving at hardware serial port.

```

_Coroutine DeviceDriver {
    enum { STX = '\002', ESC = '\033', ETX = '\003' };
    enum { MaxMsgLnth = 64 };
    unsigned char byte;
    unsigned char * msg;
public:
    DeviceDriver( unsigned char * msg ) : msg( msg ) { resume(); }
    void next( unsigned char b ) {           // called by interrupt handler
        byte = b;
        resume();
    }
private:
    void main() {
        msg: for ( ;; ) {                   // parse messages
            int lnth = 0, checkval;
            do {
                suspend();
            } while ( byte != STX );        // message start ?
            eom: for ( ;; ) {                // scan message data
                suspend();
                switch ( byte ) {
                    case STX:
                        ...                  // protocol error
                        continue msg;       // uC++ labelled continue
                    case ETX:                // end of message
                        break eom;          // uC++ labelled break
                    case ESC:                // escape next byte
                        suspend();          // get escaped character
                        break;
                } // switch
                if ( lnth >= MaxMsgLnth ) { // buffer full ?
                    ...                     // length error
                    continue msg;          // uC++ labelled continue
                } // if
                msg[lnth] = byte;           // store message
                lnth += 1;
            } // for
        }
    }
}

```

```

        suspend();                // gather check value
        checkval = byte;
        suspend();
        checkval = (checkval << 8) | byte;
        if ( ! crc( msg, lnth, checkval ) ) ... // CRC error
    } // for
} // main
}; // DeviceDriver

```

### 3.9.3 Producer-Consumer

```

_Coroutine Cons {
    int p1, p2, status; bool done;
    void main() { // starter prod
        // 1st resume starts here
        int money = 1;
        for ( ; ! done; ) {
            cout << "cons " << p1 << " "
                << p2 << " pay $"
                << money << endl;
            status += 1;
            suspend();                // activate delivery or stop
            money += 1;
        }
        cout << "cons stops" << endl;
    } // suspend / resume(starter)
public:
    Cons() : status(0), done(false) {}
    int delivery( int p1, int p2 ) {
        Cons::p1 = p1; Cons::p2 = p2;
        resume();                    // activate main
        return status;
    }
    void stop() { done = true; resume(); } // activate main
};

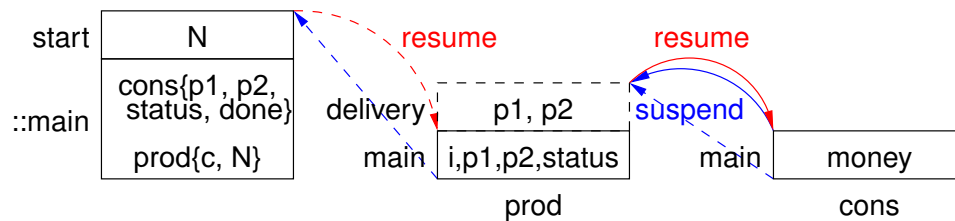
_Coroutine Prod {
    Cons & c;
    int N;
    void main() { // starter ::main
        // 1st resume starts here
        for ( int i = 0; i < N; i += 1 ) {
            int p1 = rand() % 100; // products
            int p2 = rand() % 100;
            cout << "prod " << p1
                << " " << p2 << endl;
            int status = c.delivery( p1, p2 );
            cout << " stat " << status << endl;
        }
        c.stop();
        cout << "prod stops" << endl;
    } // suspend / resume(starter)
};

```

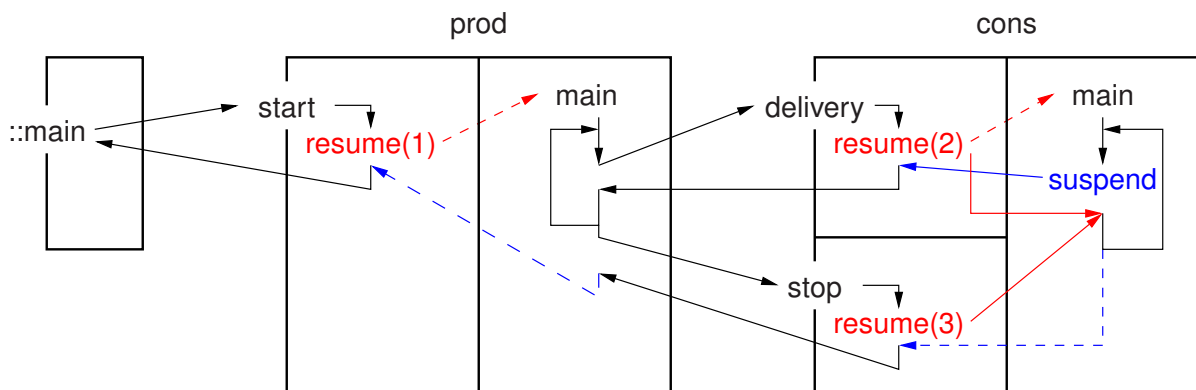
```

public:
  Prod( Cons & c ) : c(c) {}
  void start( int N ) {
    Prod::N = N;
    resume();           // activate main
  }
};
int main() {
  Cons cons;           // create consumer
  Prod prod( cons );  // create producer
  prod.start( 5 );    // start producer
}

```



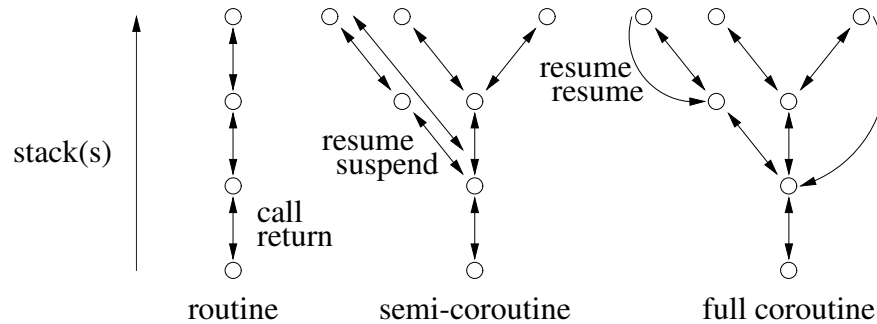
- Do both Prod and Cons need to be coroutines?
- The **starter** coroutine is the coroutine that does the first resume (cocall).
- For semi-coroutines, the starter is often the last (only) resumer, so it seems coroutine main implicitly suspends on termination.



- **dashed red** ⇒ create stack and resume coroutine main
- **solid red** ⇒ resume coroutine at last suspend
- **solid blue** ⇒ resume last resumer
- **dashed blue** ⇒ resume *starter*

### 3.10 Full Coroutines

- **Semi-coroutine** activates the member routine that activated it.
- **Full coroutine** has a resume cycle; semi-coroutine does not form a resume cycle.

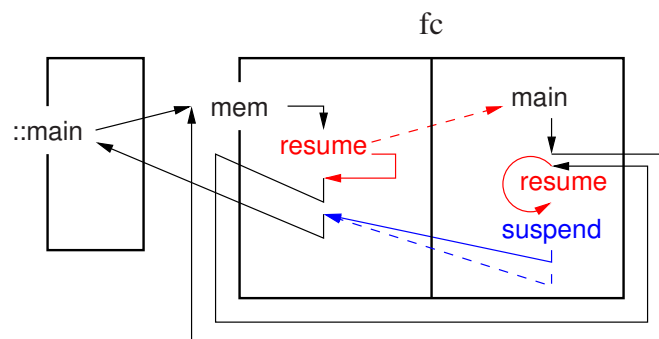
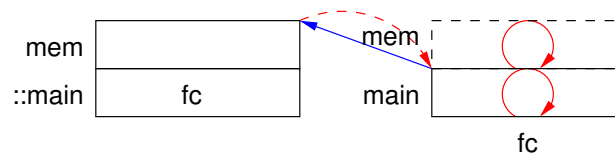
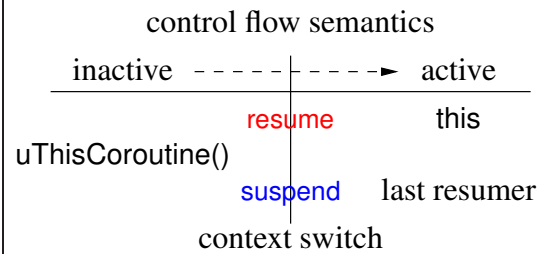


- A full coroutine is allowed to perform semi-coroutine operations because it subsumes the notion of semi-coroutine.

```

_Coroutine Fc {
  void main() { // starter ::main
    mem();      // ?
    resume();   // ?
    suspend();  // ?
  }
public:
  void mem() { resume(); }
};
int main() {
  Fc fc;
  fc.mem();
}

```



- Full coroutines can form an arbitrary topology with an arbitrary number of coroutines.
- There are 3 phases to any full coroutine program.
  1. starting the cycle
  2. executing the cycle
  3. stopping the cycle (return to the program main)
- Starting the cycle requires each coroutine to know at least one other coroutine.

- The problem is mutually recursive references.

```
Fc x(y), y(x); // does not compile, why?
```

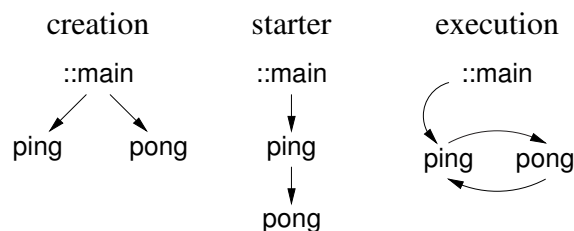
- One solution is to make closing the cycle a special case.

```
Fc x, y(x);
x.partner( y );
```

- Once the cycle is created, execution around the cycle can begin.
- Stopping can be as complex as starting, *because a coroutine goes back to its starter*.
- For full-coroutines, the starter is often *not* the last resumer, so coroutine main does not appear to implicitly suspend on termination.
- But it is necessary to activate the program main to finish (unless exit is used).
- The starter stack always gets back to the program main.

### 3.10.1 Ping/Pong

- Full-coroutine control-flow with 2 identical coroutines:



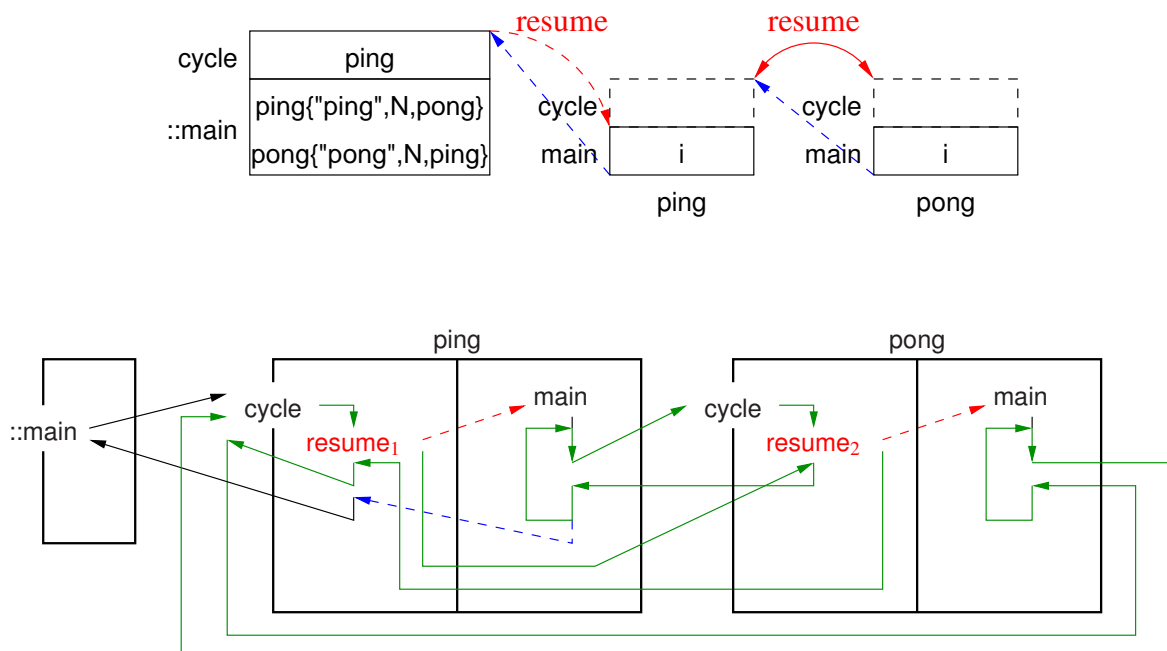
```

_Coroutine PingPong {
    const char * name;
    const unsigned int N;
    PingPong * part;
    void main() { // ping' s starter ::main, pong' s starter ping
        for ( unsigned int i = 0; i < N; i += 1 ) {
            cout << name << endl;
            part->cycle();
        }
    }
public:
    PingPong( const char * name, unsigned int N, PingPong & part )
        : name( name ), N( N ), part( &part ) {}
    PingPong( const char * name, unsigned int N ) : name( name ), N( N ) {}
    void partner( PingPong & part ) { PingPong::part = &part; }
    void cycle() { resume(); }
};

int main() {
    enum { N = 20 };
    PingPong ping( "ping", N + 1 ), pong( "pong", N, ping );
    ping.partner( pong );
    ping.cycle();
}

```

- Why is PingPong::part a pointer rather than reference?
- Each coroutine cycles N times, **becoming inactive in the other's cycle member.**
- Assume ping's declaration is changed to ping( "ping", N + 1 ).



## 3.10.2 Producer-Consumer

- Full-coroutine control-flow and bidirectional communication with 2 non-identical coroutines:

```

_Coroutine Prod {
  Cons * c;
  int N, money, receipt;
  void main() { // starter ::main
    // 1st resume starts here
    for ( int i = 0; i < N; i += 1 ) {
      int p1 = rand() % 100; // products
      int p2 = rand() % 100;
      cout << "prod " << p1
            << " " << p2 << endl;
      int status = c->delivery(p1, p2);
      cout << "prod rec $" << money
            << " stat " << status << endl;
      receipt += 1;
    }
    c->stop();
    cout << "prod stops" << endl;
  }
}

```

```

public:
  int payment( int money ) {
    Prod::money = money;
    resume(); // activate prod in
    return receipt; // Cons::delivery
  }
  void start( int N, Cons & c ) {
    Prod::N = N; Prod::c = &c;
    receipt = 0;
    resume(); // activate Prod::main
  }
};

```

```

_Coroutine Cons {
  Prod & p;
  int p1, p2, status;
  bool done;
  void main() { // starter prod
    // 1st resume starts here
    int money = 1, receipt;
    for ( ; ! done; ) {
      cout << "cons " << p1 << " "
            << p2 << " pay $"
            << money << endl;
      status += 1;
      receipt = p.payment(money);
      cout << "cons #"
            << receipt << endl;
      money += 1;
    }
    cout << "cons stops" << endl;
  }
}

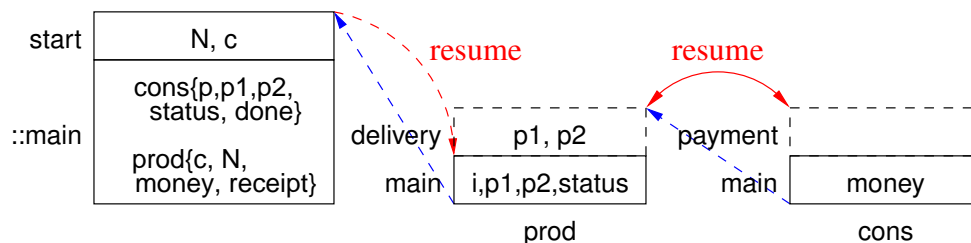
```

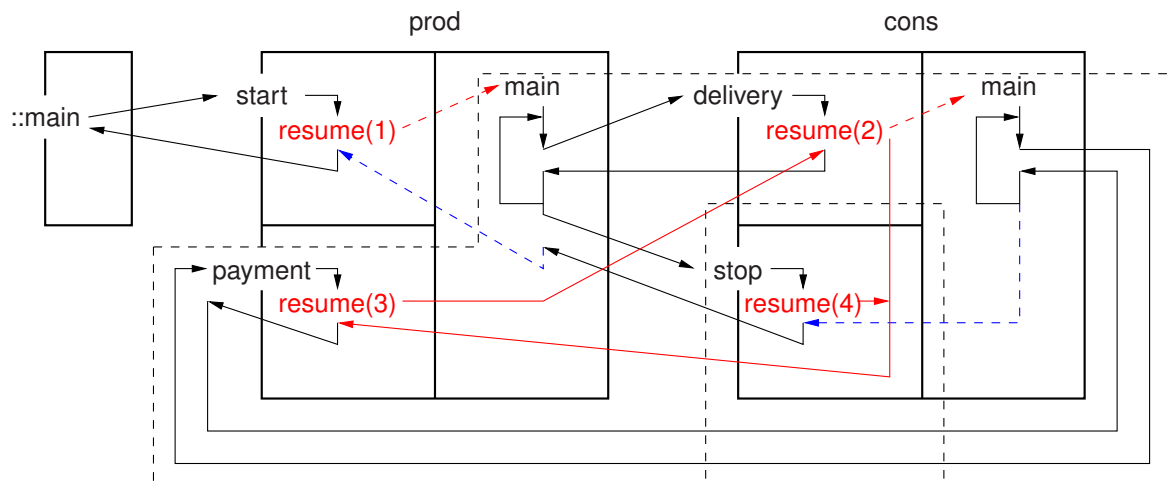
```

public:
  Cons(Prod & p) : p(p), status(0), done(false) {}
  int delivery( int p1, int p2 ) {
    Cons::p1 = p1; Cons::p2 = p2;
    resume(); // Cons::main 1st time, then
    return status; // cons in Prod::payment
  }
  void stop() {
    done = true;
    resume(); // cons in Prod::payment
  }
};
int main() {
  Prod prod;
  Cons cons( prod );
  prod.start( 5, cons );
}

```

- Cheat using forward reference for Cons at c->delivery and c->stop. Fix by?





- Black dashed-line same control flow as ping/pong.
- Remove flag variable from full-coroutine producer-consumer.

```

_Exception Stop {};
_Coroutine Prod {
  Cons * c;
  int N, money, receipt;
  void main() {
    for ( int i = 0; i < N; i += 1 ) {
      int p1 = rand() % 100;
      int p2 = rand() % 100;
      cout << "prod " << ...
      int status = c->delivery(p1, p2);
      cout << "prod rec $" << ...
      receipt += 1;
    }
    _Resume Stop() _At *c;
    suspend(); // restart cons
    cout << "prod stops" << endl;
  }
public:
  int payment( int money ) {
    Prod::money = money;
    resume();
    return receipt;
  }
  void start( int N, Cons & c ) {
    Prod::N = N; Prod::c = &c;
    receipt = 0;
    resume();
  }
};

```

```

_Coroutine Cons {
  Prod & p;
  int p1, p2, status = 0;
  void main() {
    int money = 1, receipt;
    try {
      for ( ;; ) {
        cout << "cons " << p1 << ...
        status += 1;
        receipt = p.payment( money );
        cout << "cons #" << ...
        money += 1;
        _Enable; // trigger exception
      }
    } catch( Stop & ) {}
    cout << "cons stops" << endl;
  }
public:
  Cons( Prod & p ) : p( p ) {}
  int delivery( int p1, int p2 ) {
    Cons::p1 = p1; Cons::p2 = p2;
    resume();
    return status;
  }
};

```



## 3.11 Coroutine Languages

- Coroutine implementations have two forms:
  1. stackless: use the caller's stack and a fixed-sized local-state
  2. stackful: separate stack and a fixed-sized (class) local-state
- Stackless coroutines cannot call other routines and then suspend, i.e., only suspend in the coroutine main.
- Generators/iterators are often simple enough to be stackless using yield.
- Simula, CLU, C#, Ruby, Python, JavaScript, Lua, F# all support yield constructs.

### 3.11.1 Python 3.5

- Stackless, semi coroutines, routine versus class, no calls, single interface
- Fibonacci (see Section 3.1.1.4, p. 25)

```

def Fibonacci( n ):
    fn = 0; fn1 = fn
    yield fn
    fn = 1; fn2 = fn1; fn1 = fn
    yield fn
    # while True:
    for i in range( n - 2 ):
        fn = fn1 + fn2; fn2 = fn1; fn1 = fn
        yield fn

f1 = Fibonacci( 10 )
f2 = Fibonacci( 10 )
for i in range( 10 ):
    print( next( f1 ), next( f2 ) )
for fib in Fibonacci( 15 ):
    print( fib )

```

# coroutine main

# suspend

# suspend

# for infinite generator

# suspend

# objects

# resume

# use generator as iterator

- Format (see Section 3.1.2.4, p. 29)



```

const button = document.getElementById( ' button' );
const output = document.getElementById( ' output' );
var count = 0, suffix;
var fib = Fibonacci();
button.addEventListener( "click", event => {
  if (count % 10 == 1) suffix = "st";
  else if (count % 10 == 2) suffix = "nd";
  else suffix = "th";
  output.textContent = count + suffix + " Fibonacci: " + fib.next().value;
  count += 1;
});
</script></body></html>

```

- Format (see Section 3.1.2.4, p. 29)

```

<!DOCTYPE html><html>
<head><meta charset="utf-8" /><title>Format Coroutine</title></head>
<body><input placeholder="Type characters!" size=50><p id="output"></p></body>
<script>

```

```

function * Format() {
  var g = 0, b = 0, ch = ''; // JS bug: initialize vars or lost on suspend
  for ( ;; ) {
    for ( g = 0; g < 5; g += 1 ) {
      for ( b = 0; b < 4; b += 1 ) {
        ch = yield;
        output.innerHTML += ch; // console.log adds \n
      }
      output.innerHTML += " ";
    }
    output.innerHTML += "<br>";
  }
}

```

```

const inputBox = document.querySelector( ' input' );
const output = document.getElementById( ' output' );
var format = Format();
format.next(); // prime generator
inputBox.addEventListener( ' keypress', event => {
  format.next( event.key );
});
</script></body></html>

```

- FSM – detects 3 consecutive matching characters

```

<!DOCTYPE html><html>
<head><meta charset="utf-8" /><title>Consecutive characters</title></head>
<body><input placeholder="Type characters!" size=50><p id="output"></p></body>
<script>

```

```

function * HandleKeyEvent() {
  var ch = '', prevCh = ''; // JS bug: initialize vars or lost on suspend
  for ( ;; ) {
    prevCh = ch;
    for ( var i = 1;; i += 1 ) {
      ch = yield;
      if ( ch != prevCh ) break;
      if ( i == 2 ) {
        output.textContent = "3 consecutive characters!";
        ch = yield;
        output.textContent = "";
        i = 0;
      }
    }
  }
}

const inputBox = document.querySelector( 'input' );
const output = document.getElementById( 'output' );
var handler = HandleKeyEvent();
handler.next(); // prime generator
inputBox.addEventListener( 'keypress', event => {
  handler.next( event.key );
});
</script></body></html>

```

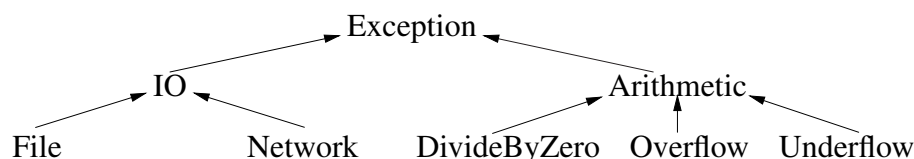
### 3.11.3 C++20 Coroutines

- C++20 has an API for coroutines and outline code to build stackless, stackful, or even fibres (tasks without preemption).
- This capability cannot be used directly. It requires writing significant low-level implementation code.

## 4 More Exceptions

### 4.1 Derived Exception-Type

- **derived exception-types** is a mechanism for inheritance of exception types, like inheritance of classes.
- Provides a kind of polymorphism among exception types:



- Exception-type inheritance allows a handler to match multiple exceptions, e.g., a base handler can catch both base and derived exception-type.
- To handle this case, most propagation mechanisms perform a linear search of the handlers for a guarded block and select the first matching handler.

```
try { ...  
} catch( Arithmetic & ) { ...  
} catch( Overflow ) { ... // never selected!!!  
}
```

- When subclassing, it is best to catch an exception by reference:

```
struct B {};  
struct D : public B {};  
try {  
    throw D(); // _Throw in uC++  
} catch( B e ) { // truncation  
    // cannot down-cast  
}  
  
try {  
    throw D(); // _Throw in uC++  
} catch( B & e ) { // no truncation  
    ... dynamic_cast<D>(e) ...  
}
```

- Notice, catching truncation (see page 53) is different from raising truncation, which does not occur in  $\mu\text{C++}$  with `_Throw`.

### 4.2 Catch-Any

- **catch-any** is a mechanism to match any exception propagating through a guarded block.
- With exception-type inheritance, catch-any can be provided by the root exception-type, e.g., `catch( Exception )` in Java.
- Otherwise, special syntax is needed, e.g., `catch( ... )` in C++.
- For termination, catch-any is used as a general cleanup when a non-specific exception occurs.

- For resumption, this capability allows a guarded block to gather or generate information about control flow (e.g., logging).

```

try {
  ...
} _CatchResume( ... ) { // catch-any
  ... // logging
  _Resume; // reresume for fixup
} catch( ... ) { // catch-any
  ... // cleanup
  _Throw; // rethrow for recovery
}

```

- Java finalization:

```

try { ...
} catch( E ) { ... }
... // other catch clauses
} finally { // always executed
  ... // cleanup
  // possibly rethrow
}

```

provides catch-any capabilities and handles the non-exceptional case.

- difficult to mimic in C++, even with RAII, because of local variables.

### 4.3 Exception Parameters

- **Exception parameters** allow passing information from the raise to a handler.
- Inform a handler about details of the exception, and to modify the raise site to fix an exceptional situation.
- Different EHM's provide different ways to pass parameters.
- In C++/Java, parameters are defined inside the exception:

```

struct E {
  int i;
  E( int i ) : i(i) {}
};
void f( ... ) { ... throw E( 3 ); ... } // argument
int main() {
  try {
    f( ... );
  } catch( E p ) { // parameter, value or reference
    ... p.i ...
  }
}

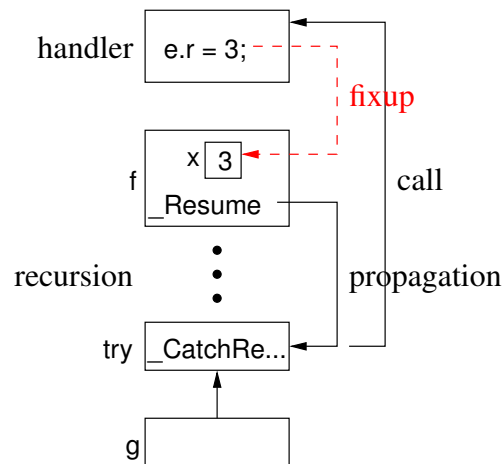
```

- For resumption, values at raise modified via reference/pointer in caught exception:

```

_Exception E {
public:
    int & r;
    E( int & r ) : r( r ) {}
};
void f() {
    int x;
    ... _Resume E( x ); ...
}
void g() {
    try {
        f();
    } _CatchResume( E & e ) {
        ... e.r = 3; ...
    }
}

```



## 4.4 Exception List

- Missing exception handler for arithmetic overflow in control software caused [Ariane 5 rocket](#) to self-destruct (\$370 million loss).
- **exception list** is part of a routine's prototype specifying which exception types may propagate from the routine to its caller.

```
int g() throw(E) { ... throw E(); }
```

- This capability allows:
  - static detection of a raised exception not handled locally or by its caller
  - runtime detection where the exception may be converted into a special **failure exception** or the program terminated.
- 2 kinds of checking:
  - checked/unchecked exception-type (Java, inheritance based, static check)
  - checked/unchecked routines (C++, exception-list based, dynamic check) (deprecated C++11, replaced with **noexcept**)
- While checked exception-types are useful for software engineering, reuse is precluded.
- E.g., consider the simplified C++ template routine sort:

```

template<class T> void sort( T items[] ) throw( ?, ?, ... ) {
    // using bool operator<( const T &a, const T &b );
}

```

using the operator routine < in its definition.

- Impossible to know all exception types that propagated from routine < for every type.

- Since only a fixed set of exception types can appear in sort's exception list, some sortable types are precluded.
- Exception lists can preclude reuse for arguments of routine pointers (functional style) and/or polymorphic methods/routines (OO style):

```

struct E {};
// throw NO exceptions
void f( void (*p)() noexcept ) {
    p();
}
void g() noexcept(false) { throw E(); }
void h() {
    try { ... f( g ); ...
    } catch( E ) {}
}

struct B { // throw NO exceptions
    virtual void g() noexcept {}
    void f() { g(); }
};
struct D : public B {
    void g() noexcept(false) { throw E(); }
    void h() {
        try { ... f(); ...
        } catch( E ) {}
    }
};

```

- Finally, determining an exception list for a routine can become impossible for concurrent exceptions because they can propagate at any time.

## 4.5 Destructor

- Destructor is implicitly **noexcept**  $\Rightarrow$  *cannot* raise an exception.
- Destructor *can* raise an exception, if marked **noexcept(false)**, or inherits from class with **noexcept(false)** destructor.

|                                                                                                                                                                                                                                                                                                                                                 |  |                                                                   |  |                                                                   |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|-------------------------------------------------------------------|--|-------------------------------------------------------------------|
| <pre> <b>struct</b> E {}; <b>struct</b> C {     ~C() <b>noexcept(false)</b> { <b>throw</b> E(); } }; <b>try</b> {     // outer try     C x; // raise on deallocation     <b>try</b> {         // inner try         C y; // raise on deallocation     } <b>catch</b>( E ) {..} // inner handler } <b>catch</b>( E ) {..} // outer handler </pre> |  | <pre> y's destructor   <b>throw</b> E inner <b>try</b>   y </pre> |  | <pre> x's destructor   <b>throw</b> E outer <b>try</b>   x </pre> |
|-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--|-------------------------------------------------------------------|--|-------------------------------------------------------------------|

## 4.6 Multiple Exceptions

- An exception handler can generate an arbitrary number of nested exceptions.



```

struct E {};
int cnt = 3;
void f( int i ) {
    if ( i == 0 ) throw E();
    try {
        f( i - 1 );
    } catch( E ) { // handler h
        cnt -= 1;
        if ( cnt > 0 ) f( 2 );
        ... throw; ...
    }
}
int main() { f( 2 ); }

```

h ✗  
 f  
 f  
 h ✗ throw E<sub>2</sub>  
 f  
 f  
 h ✗ throw E<sub>1</sub>  
 f  
 f

- Exceptions are nested as handler can rethrow its matched exception when control returned.
- However, multiple exceptions cannot propagate simultaneously.
- Only destructor code can intervene during propagation.
- Hence, a destructor *cannot* raise an exception during propagation; it can only start propagation.

```

try {
    C x;           // raise on deallocation
    throw E();
} catch( E ) {...}

```

- Raise of E causes unwind of inner **try** block.
- x's destructor called during unwind, it raises an exception E, which one should be used?
  - Cannot start second exception without handler to deal with first exception, i.e., cannot drop exception and start another.
  - Cannot postpone first exception because second exception may remove its handlers during stack unwinding.
- Check if exception is being propagated with `uncaught_exceptions()`.



## 5 Concurrency

- A **thread** is an independent sequential execution path through a program.
  - Each thread is scheduled for execution separately and independently from other threads.
- A **process** is a program component (like a routine) that **has its own thread** and has the same state information as a coroutine.
- A **task** is similar to a process except that it is
  - reduced along some particular dimension (like the difference between a boat and a ship, one is physically smaller than the other).
  - It is often the case that a process has its own memory, while tasks share a common memory.
  - A task is sometimes called a light-weight process (LWP).
- **Parallel execution** is when 2 or more operations occur simultaneously, which can only occur when multiple processors (CPUs) are present.
- **Concurrent execution** is any situation in which execution of multiple threads *appears* to be performed in parallel.
  - It is the threads of control associated with processes and tasks that results in concurrent execution, **not the processors**.

### 5.1 Why Write Concurrent Programs

- Dividing a problem into multiple executing threads is an important programming technique just like dividing a problem into multiple routines.

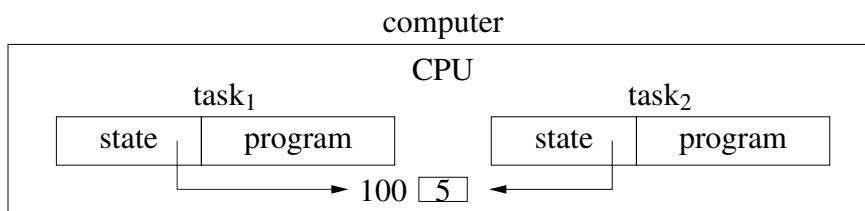
### 5.2 Why Concurrency is Difficult

- to understand:
  - While people can do several things concurrently, the number is small because of the difficulty in managing and coordinating them.
- to specify:
  - How can/should a problem be broken up so that parts of it can be solved at the same time as other parts?
  - How and when do these parts interact or are they independent?
  - If interaction is necessary, what information must be communicated during the interaction?
- to debug:

- Concurrent operations proceed at varying speeds and in non-deterministic order, hence execution is not repeatable (Heisenbug).
- Reasoning about multiple streams or threads of execution and their interactions is much more complex than for a single thread.
- E.g. Moving furniture out of a room; can't do it alone, but how many helpers and how to do it quickly to minimize the cost?
- How many helpers?
- Where are the bottlenecks?
- What communication is necessary between the helpers?

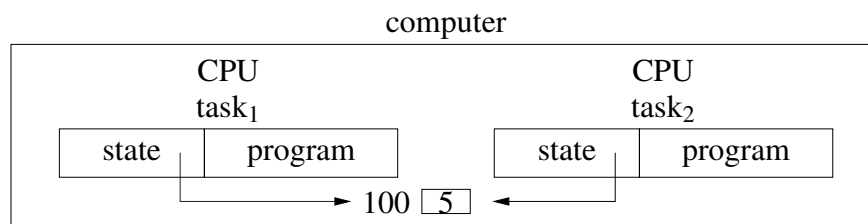
### 5.3 Concurrent Hardware

- Concurrent execution of threads is possible with only one CPU (**uniprocessor**); **multitasking** for multiple tasks or **multiprocessing** for multiple processes.

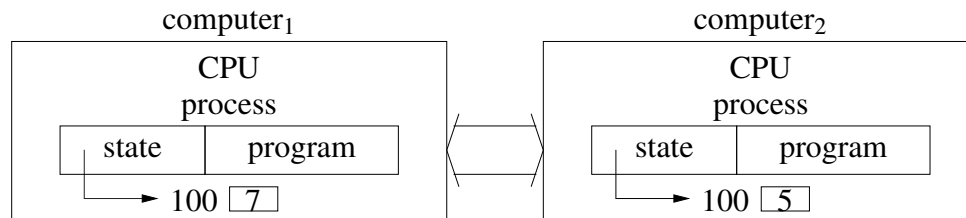


- Parallelism is simulated by context switching the threads on the CPU.
- Most of the issues in concurrency can be illustrated without parallelism.
- **Unlike coroutines, task switching may occur at non-deterministic program locations, i.e., between any two machine instructions.**
- Introduces all the difficulties in concurrent programs.
  - \* programs must be written to work regardless of non-deterministic ordering of program execution.
- Switching happens *explicitly* but conditionally when calling routines.
- Switching can happen *implicitly* because of an external **interrupt** independent of program execution.
- If interrupts affect **scheduling** (execution order), it is called **preemptive**, otherwise the scheduling is **non-preemptive**.
- Programmer cannot predict execution order, unlike coroutines.
- Granularity of context-switch is instruction level for preemptive (harder to reason) and routine level for non-preemptive.
- In fact, every computer has multiple CPUs: main CPU(s), bus CPU, graphics CPU, disk CPU, network CPU, etc.

- Concurrent/parallel execution of threads is possible with multiple CPUs sharing memory (**multiprocessor**):

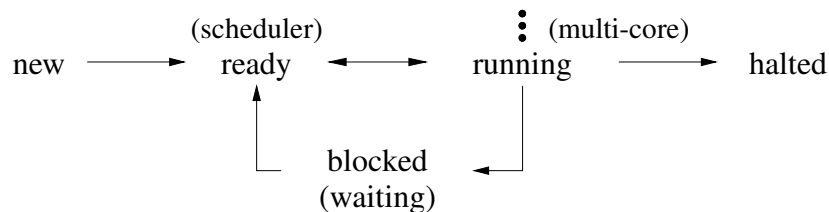


- Concurrent/parallel execution of threads is possible with single/multiple CPUs on different computers with *separate memories* (**distributed system**):



## 5.4 Execution States

- A thread may go through the following states during its execution.



- **State transitions** are initiated in response to events (e.g., interrupts):
  - entering the system (new → ready)
  - assigning thread to computing resource, e.g., CPU (ready → running)
  - timer alarm for preemption (running → ready)
  - long-term delay versus spinning (running → blocked)
  - completion of delay, e.g., network or I/O completion (blocked → ready)
  - normal completion or error, e.g., segment fault (running → halted)
- Thread cannot bypass the “ready” state during a transition so the scheduler maintains complete control of the system.

- Non-deterministic “ready  $\leftrightarrow$  running” transition  $\Rightarrow$  basic operations unsafe:

```

int i = 0;    // shared
task0         task1
i += 1        i += 1

```

- If increment implemented with single **inc i** instruction, transitions can only occur before or after instruction, not during.
- If increment is replaced by a load-store sequence, transitions can occur during sequence.

```

ld  r1,i      // load into register 1 the value of i
...          // PREEMPTION
add r1,#1    // add 1 to register 1
...          // PREEMPTION
st  r1,i      // store register 1 into i

```

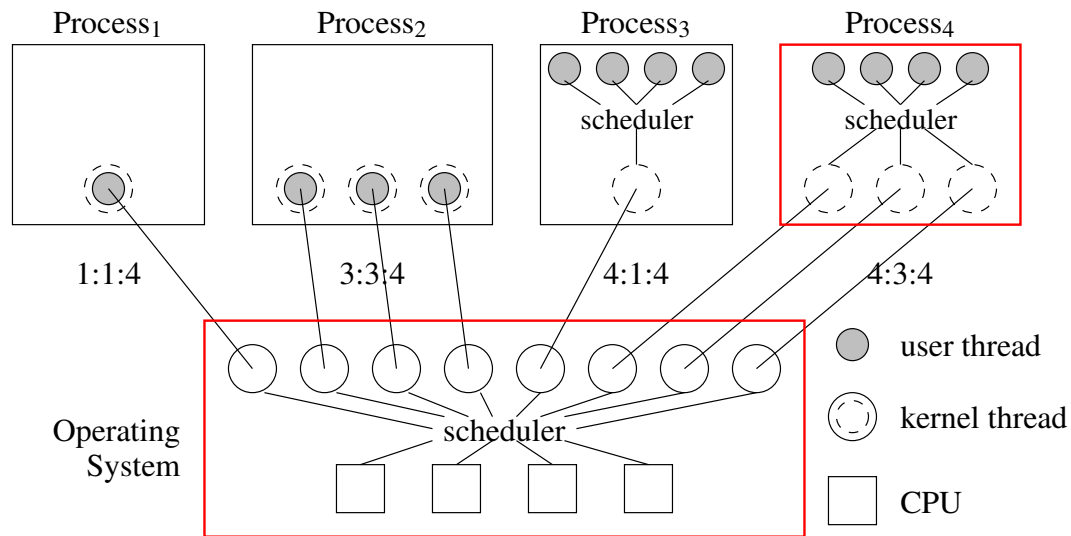
- Remember, context switch saves and restores registers for each coroutine/task.

| <b>task0</b>                  | <b>task1</b>                  |
|-------------------------------|-------------------------------|
| <b>1st iteration</b>          |                               |
| ld r1,i (r1 $\leftarrow$ 0)   |                               |
| add r1,#1 (r1 $\leftarrow$ 1) |                               |
|                               | <b>1st iteration</b>          |
|                               | ld r1,i (r1 $\leftarrow$ 0)   |
|                               | add r1,#1 (r1 $\leftarrow$ 1) |
|                               | st r1,i (i $\leftarrow$ 1)    |
|                               | <b>2nd iteration</b>          |
|                               | ld r1,i (r1 $\leftarrow$ 1)   |
|                               | add r1,#1 (r1 $\leftarrow$ 2) |
|                               | st r1,i (i $\leftarrow$ 2)    |
|                               | <b>3rd iteration</b>          |
|                               | ld r1,i (r1 $\leftarrow$ 2)   |
|                               | add r1,#1 (r1 $\leftarrow$ 3) |
|                               | st r1,i (i $\leftarrow$ 3)    |
| <b>1st iteration</b>          |                               |
| st r1,i (i $\leftarrow$ 1)    |                               |

- The 3 iterations of **task1** are lost when overwritten by **task0**.
- Hence, sequential operations, however small (increment), are unsafe in a concurrent program.

## 5.5 Threading Model

- For multiprocessor systems, a **threading model** defines relationship between threads and CPUs.
- OS manages CPUs providing logical access via **kernel threads (virtual processors)** *scheduled* across the CPUs.



- More kernel threads than CPUs to provide multiprocessing, i.e., run multiple programs simultaneously.
- A process may have multiple kernel threads to provide parallelism if multiple CPUs.
- A program may have user threads scheduled on its process's kernel threads.
- User threads are a low-cost structuring mechanism, like routines, objects, coroutines (versus high-cost kernel thread).
- Relationship is denoted by user:kernel:CPU, where:
  - 1:1:C (kernel threading) – 1 user thread maps to 1 kernel thread
  - N:N:C (generalize kernel threading) –  $N \times 1:1$  kernel threads (Java/Pthreads/C++)
  - M:1:C (user threading) – M user threads map to 1 kernel thread (no parallelism)
  - M:N:C (user threading) – M user threads map to N kernel threads (Go,  $\mu\text{C++}$ )
- Often the CPU number (C) is omitted.
- Can recursively add **nano threads** (stackless) on top of user threads (stackful), and **virtual machine** below OS.

## 5.6 Concurrent Systems

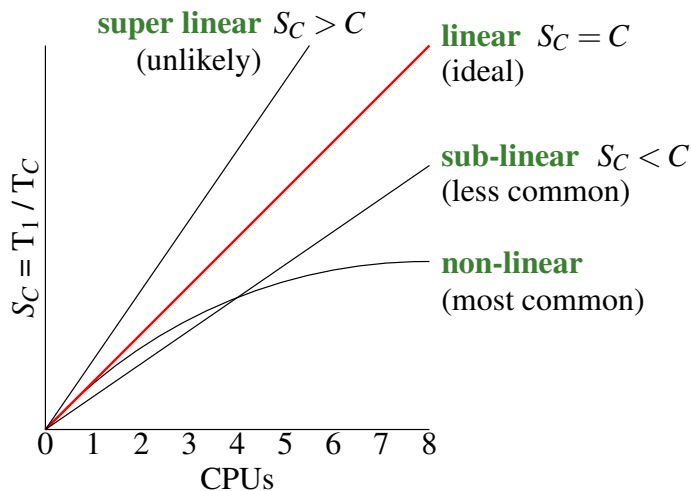
- Concurrent systems can be divided into 3 major types:
  1. those that attempt to **discover implicit** concurrency in an otherwise sequential program, e.g., parallelizing loops and access to data structures
  2. those that provide concurrency through **implicit** constructs, which a programmer uses to build a concurrent program

3. those that provide concurrency through *explicit* constructs, which a programmer uses to build a concurrent program

- **To solve all concurrency problems, threads need to be explicit.**
- Both implicit and explicit mechanisms are complementary, and hence, can appear together in a single programming language.
- Some concurrent systems provide a single technique or paradigm that must be used to solve all concurrent problems.
- Therefore, a good concurrent system must support a variety of different concurrent approaches, while at the same time not requiring the programmer to work at too low a level.
- In all cases, as concurrency increases, so does the complexity to express and manage it.

## 5.7 Speedup

- Program **speedup** is  $S_C = T_1/T_C$ , where  $C$  is number of CPUs and  $T_1$  is sequential execution.
- E.g., 1 CPU takes 10 seconds,  $T_1 = 10$  (**user time**), 4 CPUs takes 2.5 seconds,  $T_4 = 2.5$  (**real time**)  $\Rightarrow S_4 = 10/2.5 = 4$  times speedup (linear).



- Aspects affecting speedup (assume sufficient parallelism for concurrency):
  1. amount of concurrency
  2. critical path among concurrency
  3. scheduler efficiency
- An algorithm/program is composed of sequential and concurrent sections.
- **Amdahl's law** (Gene Amdahl): concurrent section of program is  $P$  making sequential section  $1 - P$ , then maximum speedup using  $C$  CPUs is:

$$S_C = \frac{1}{(1-P) + P/C} \text{ where } T_1 = 1, T_C = \text{sequential} + \text{concurrent}$$



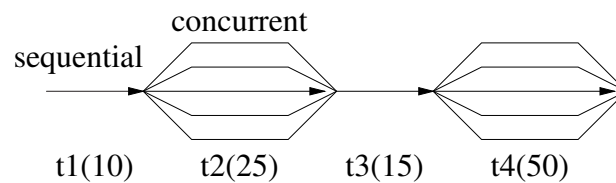
- Normalize:  $T_1 = 10/10 = 1$ ,  $T_4 = 2.5/10 = .25$ .

$$S_4 = \frac{1}{(1-1) + 1 \times .25} = 4 \text{ times}, P = 1 \Rightarrow (100\%) \text{ of } T_4 \text{ is concurrent}$$

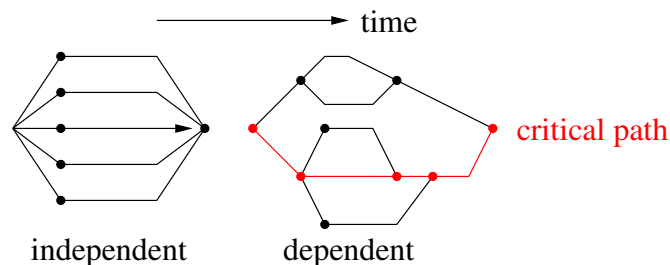
- Change  $P = .8(80\%)$  so  $T_4 = .8 \times .25 = .2$  is concurrent and  $1 - .8 = .2(20\%)$  is sequential.

$$S_4 = \frac{1}{(1-.8) + .8 \times .25} = \frac{1}{.2 + .2} = 2.5 \text{ times}, \text{ because of sequential code}$$

- As  $C$  goes to infinity,  $P/C$  goes to 0, so maximum speedup is  $1/(1-P)$ , i.e., time for sequential section.
- E.g., program has 4 stages:  $t_1 = 10$ ,  $t_2 = 25$ ,  $t_3 = 15$ ,  $t_4 = 50$  (time units)



- $T_C = 10 + 25 + 15 + 50 = 100$  (time units)
- Concurrently speedup sections  $t_2$  by 5 times and  $t_4$  by 10 times.
- $T_C = 10 + 25 / 5 + 15 + 50 / 10 = 35$  (time units)  
Speedup =  $100 / 35 = 2.86$  times
- Large reductions for  $t_2$  and  $t_4$  have only minor effect on speedup.
- Formula does not consider any increasing costs for the concurrency, i.e., administrative costs, so results are optimistic.
- While sequential sections bound speedup, concurrent sections bound speedup by the **critical path** of computation.



- **independent execution** : all threads created together and do not interact.
- **dependent execution** : threads created at different times and interact.

- Longest path bounds speedup (even for independent execution).
- Finally, speedup can be affected by scheduler efficiency/ordering (often no control), e.g.:
  - 
  -
- Therefore, it is difficult to achieve significant speedup for many algorithms/programs.

## 5.8 Thread Creation

- Concurrency requires 3 mechanisms in a programming language.
  1. creation – cause another thread of control to come into existence.
  2. synchronization – establish timing relationships among threads, e.g., same time, same rate, happens before/after.
  3. communication – transmit data among threads.
- Thread creation must be a primitive operation; cannot be built from other operations in a language.

### 5.8.1 COBEGIN/COEND

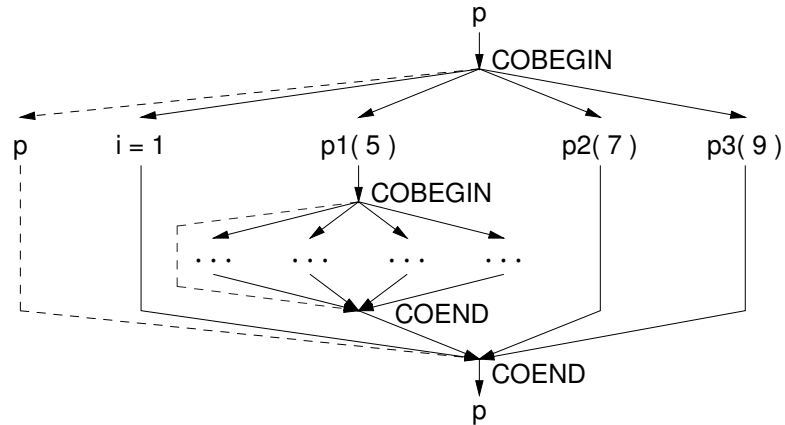
- Compound statement with statements run by multiple threads.

```

#include <uCobegin.h>
int i;
void p1(...); void p2(...); void p3(...);
// initial thread creates threads
COBEGIN // threads execute statement in block
    BEGIN i = 1; ... END
    BEGIN p1( 5 ); ... END // order and speed of internal
    BEGIN p2( 7 ); ... END // thread execution is unknown
    BEGIN p3( 9 ); ... END
COEND // initial thread waits for all internal threads to
// finish (synchronize) before control continues

```

- Implicit or explicit concurrency?
- A **thread graph** represents thread creations:



- Use recursion to create dynamic number of threads.

```

void loop( int N ) {
    if ( N != 0 ) {
        COBEGIN
            BEGIN p1( ... ); END
            BEGIN loop( N - 1 ); END // recursive call
        COEND // wait for return of recursive call
    }
}
cin >> N;
loop( N );

```

- What does the thread graph look like?

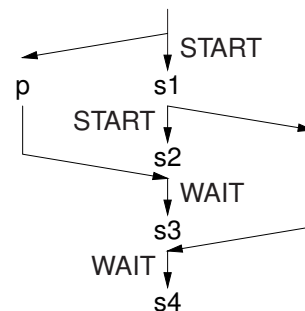
### 5.8.2 START/WAIT

- Start thread in routine and wait (join) at thread termination, allowing arbitrary thread graph:

```

#include <uCobegin.h>
int i;
void p( int i ) {...}
int f( int i ) {...}
decltype(START( p, 5 )) tp = START( p, 5 );
s1 // continue execution, do not wait for p
decltype(START( f, 8 )) tf = START( f, 8 );
s2 // continue execution, do not wait for f
WAIT( tp ); // wait for p to finish
s3
i = WAIT( tf ); // wait for f to finish
s4

```



- Allows same routine to be started multiple times with different arguments.
- Implicit or explicit concurrency?
- COBEGIN/COEND can only approximate this thread graph:

```

COBEGIN
  BEGIN p( 5 ); END
  BEGIN s1;
    COBEGIN
      BEGIN f( 8 ); END
      BEGIN s2; END
    END // wait for f!
  END
COEND
s3; s4;

```

- START/WAIT can simulate COBEGIN/COEND:

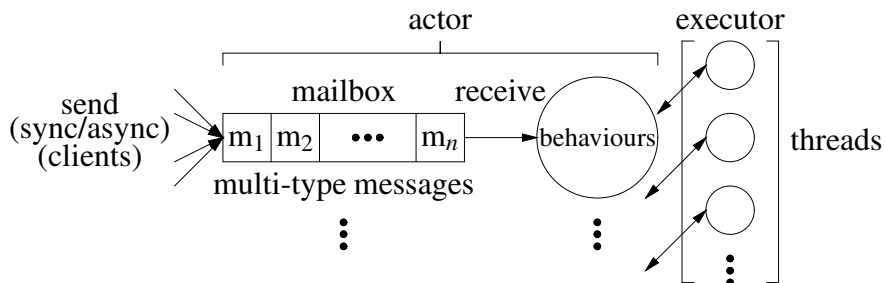
```

COBEGIN
  BEGIN p1(...) END
  BEGIN p2(...) END
COEND
auto t1 = START( p1, ... )
auto t2 = START( p2, ... )
WAIT t1
WAIT t2

```

### 5.8.3 Actor

- An **actor** (Hewitt/Agha) is a unit of work *without* a thread, like BEGIN/END.



- An executor thread matches an actor with a message and runs the actor's behaviour, like COBEGIN/COEND
- Communication is via polymorphic queue of messages (mailbox)  $\Rightarrow$  dynamic type-checking.
- Usually no shared information among actors and no blocking is allowed.
- Actor systems in popular languages: CAF (C++), ProtoActor (Go), Akka (Scala).
- Must declare messages and actors.

```

#include <uActor.h>
struct StrMsg : public uActor::Message { // derived message
  string val; // string message
  StrMsg( string val ) : Message( uActor::Delete ), // delete after use
    val( val ) {}
};

```

```

_Actor Hello { // : public uActor
    Allocation receive( Message & msg ) { // receive base type
        Case( StrMsg, msg ) { // discriminate derived message
            ... msg_d->val; ... // access derived message
        } else Case( StopMsg, msg ) return Delete; // delete actor
        return Nodelete; // reuse actor
    }
};

int main() {
    uActor::start(); // start actor system
    *new Hello() | *new StrMsg( "hello" ) | uActor::stopMsg;
    *new Hello() | *new StrMsg( "bonjour" ) | uActor::stopMsg;
    uActor::stop(); // wait for all actors to terminate
}

```

- Implicit or explicit concurrency?
- Actor must receive at least one message to start.
- (StartMsg) uActor::startMsg / (StopMsg) uActor::stopMsg persistent predefined messages.
- Most actor systems leverage garbage collection to manage actors and messages, and the actor system ends after all actors terminate.
- C++ does not have garbage collection so actors/messages use explicit storage-management returning an allocation status for each actor/message.

```

class uActor {
public:
    enum Allocation { Nodelete, Delete, Destroy, Finished }; // allocation actions
    struct Message {
        Allocation allocation; // allocation action
        ...
    }
    static struct StartMsg : public uActor::SenderMsg {} startMsg; // start actor
    static struct StopMsg : public uActor::SenderMsg {} stopMsg; // terminate actor
    static void start(); // create executor to run actors
    static bool stop(); // wait for all actors to terminate or timeout
private:
    Allocation allocation; // allocation action
};

```

Nodelete ⇒ actor or message persists after an actor returns from receive. Use for multi-use actors or messages during their life time. (message default)

Delete ⇒ actor or message is deleted after an actor returns from receive. Use with dynamically allocated actors or messages at completion.

Destroy ⇒ actor's or message's destructor is called after an actor returns from receive but storage is not deallocated. Use with placement allocated actors or messages at completion.

Finished  $\Rightarrow$  actor is marked finished after it returns from receive but neither the destructor is called nor storage deallocated. (No action for a message.) Use with stack allocated actors or messages at completion.

- The executor finds an actor with messages and passes the first message to the actor to process.
- After the actor returns, the executor checks what to do with the message and actor.

```

#include <uActor.h>
struct StrMsg : public uActor::Message { // default Nodelete
    string val;
    StrMsg( string val ) : val( val ) {}
};
_Actor Hello {
    Allocation receive( Message & msg ) {
        Case( StrMsg, msg ) {
            ... msg_d->val ...;
        }
        return Finished; // no delete/destroy but remove from actor system
    }
};
int main() {
    uActor::start();
    Hello hellos[2]; // stack allocate actors and messages
    StrMsg hello( "hello" ), bonjour( "bonjour" );
    hellos[0] | hello;
    hellos[1] | bonjour;
    uActor::stop();
} // DEALLOCATE ACTORS/MESSAGES

```

- One shot actor with single string message (no stopMsg).

#### 5.8.4 Thread Object

- C++ is an object-oriented programming language, which suggests:
  - wrap the thread in an object to leverage all class features
  - use object allocation/deallocation to define thread lifetime rather than control structure

```

    _Task T { // thread type
        void main() {...} // thread starts here
    };
COBEGIN { // { int i, j, k; } ???
    T t; // create object on stack, start thread
COEND } // wait for thread to finish

START T * t = new T; // create thread object on heap, start thread
WAIT delete t; // wait for thread to finish

```

- Block-terminate/delete must wait for each task's thread to finish. Why?

- Unusual to:
  - create object in a block and not use it
  - allocate object and immediately delete it.
- Simulate COBEGIN/COEND with `_Task` object by creating type for each statement:

|                                                                                                                                                                                         |                                                                                                                                                                                      |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> int i; _Task T1 {     void main() { i = 1; } }; _Task T2 {     void main() { p1(5); } }; _Task T3 {     void main() { p2(7); } }; _Task T4 {     void main() { p3(9); } }; </pre> | <pre> int main() {     { // COBEGIN         T1 t1; T2 t2; T3 t3; T4 t4;     } // COEND } void p1(...) {     { // COBEGIN         T5 t5; T6 t6; T7 t7; T8 t8;     } // COEND } </pre> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

- Simulate START/WAIT with `_Task` object by creating type for each call:

|                                                                                                                                                          |                                                                                                                                                                                                                       |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> int i; _Task T1 {     void main() { p(5); } }; _Task T2 {     int temp;     void main() { temp = f(8); } public:     ~T2() { i = temp; } }; </pre> | <pre> int main() {     T1 * tp = new T1; // start T1     ... s1 ...     T2 * tf = new T2; // start T2     ... s2 ...     delete tp; // wait for p     ... s3 ...     delete tf; // wait for f     ... s4 ... } </pre> |
|----------------------------------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

## 5.9 Termination Synchronization

- A thread terminates when:
  - 
  - 
  - 
  -
- Children can continue to exist even after the parent terminates (although this is rare).
  - E.g. sign off and leave child process(es) running
- Synchronizing at termination is possible for independent threads.
- Termination synchronization may be used to perform a final communication.

## 5.10 Divide-and-Conquer

- Divide-and-conquer is characterized by ability to subdivide work across data  $\Rightarrow$  work can be performed independently on the data.
- Only termination synchronization is required to know when the work is done
- Partial results are then processed further if necessary.
- Sum rows of a matrix concurrently using concurrent statement:

```

#include <uCobegin.h>
int main() {
    const int rows = 10, cols = 10;
    int matrix[rows][cols], subtotals[rows], total = 0;
    // read matrix
    COFOR( r, 0, rows,
        // for ( int r = 0; r < rows; r += 1 )
            subtotals[r] = 0; // r is loop number
            for ( int c = 0; c < cols; c += 1 )
                subtotals[r] += matrix[r][c];
        ); // wait for threads
    for ( int r = 0; r < rows; r += 1 ) {
        total += subtotals[r]; // total subtotals
    }
    cout << total << endl;
}

```

|              | matrix |     |    |       | subtotals |
|--------------|--------|-----|----|-------|-----------|
| $T_0 \Sigma$ | 23     | 10  | 5  | 7     | 0         |
| $T_1 \Sigma$ | -1     | 6   | 11 | 20    | 0         |
| $T_2 \Sigma$ | 56     | -13 | 6  | 0     | 0         |
| $T_3 \Sigma$ | -2     | 8   | -5 | 1     | 0         |
|              |        |     |    | total | $\Sigma$  |

- COFOR *logically* creates end – start threads, indexed start..end – 1 one per loop body.
- Implicit or explicit concurrency?
- Sum rows of a matrix concurrently using actors:

```

_Actor Adder {
    int * row, cols, & subtotal; // communication
    Allocation receive( Message & ) { // only startMsg
        subtotal = 0;
        for ( int c = 0; c < cols; c += 1 ) subtotal += row[c];
        return Delete; // delete actor (match new)
    }
public:
    Adder( int row[], int cols, int & subtotal ) :
        row( row ), cols( cols ), subtotal( subtotal ) {}
};

```



```

int main() {
    ... // same
    uActor::start();           // start actor system
    for ( int r = 0; r < rows; r += 1 ) { // actor per row
        *new Adder( matrix[r], cols, subtotals[r] ) | uActor::startMsg;
    }
    uActor::stop();           // wait for all actors to terminate
    ... // same
} // main

```

- Sum rows of a matrix concurrently using concurrent objects:

```

_Task Adder {
    int * row, cols, & subtotal;           // communication
    void main() {
        subtotal = 0;
        for ( int c = 0; c < cols; c += 1 ) subtotal += row[c];
    }
public:
    Adder( int row[], int cols, int & subtotal ) :
        row( row ), cols( cols ), subtotal( subtotal ) {}
};

int main() {
    ... // same
    Adder * adders[rows];
    for ( int r = 0; r < rows; r += 1 ) { // start threads to sum rows
        adders[r] = new Adder( matrix[r], cols, subtotals[r] );
    }
    for ( int r = 0; r < rows; r += 1 ) { // wait for threads to finish
        delete adders[r];
        total += subtotals[r];           // total subtotals
    }
    cout << total << endl;
}

int main() {
    ... // same
    {
        unique_ptr<Adder> adders[rows];
        for ( int r = 0; r < rows; r += 1 ) { // start threads to sum rows
            adders[r] = make_unique<Adder>( matrix[r], cols, subtotals[r] );
        }
    } // wait for tasks to terminate
    for ( int r = 0; r < rows; r += 1 ) {
        total += subtotals[r]; // total subtotals
    }
}

```

- Why are the tasks created in the heap?

```

uNoCtor<Adder> adders[rows];

```

- Does it matter in what order adder tasks are created?
- Does it matter in what order adder tasks are deleted? (critical path)

## 5.11 Exceptions

- Exceptions can be handled locally within a task, or nonlocally among coroutines, or concurrently among tasks.
- Local task exceptions are different for coroutines and tasks.
  - Unhandled exception goes to coroutine's last resumer and task's joiner.
- Nonlocal exceptions are possible because each coroutine/task has its own stack (execution state)
- Nonlocal exceptions between a task and a coroutine are the same as between coroutines (single thread).
- Concurrent exceptions among tasks are more complex due to the multiple threads.
- A concurrent exception provides an additional kind of communication among tasks.
- For example, two tasks may begin searching for a key in different sets:

```

_Exception StopEvent {};
_Task Searcher {
    Searcher * partner;
    void main() {
        try {
            _Enable {                               // allow nonlocal exceptions
                ...                                  // search
                if ( key == ... ) {                  // found result
                    _Resume StopEvent() _At *partner; // stop partner
                    _Throw StopEvent();             // stop me
                }
            }
        } catch( StopEvent ) {...}                // reset for next search
    }
}

```

- Similar to coroutines, see Section 3.7, p. 36, an unhandled exception for a task raises the nonlocal exception `uBaseCoroutine::UnhandledException` at the task's *joiner* and then terminates the task.

```

    _Exception E {};
    _Task T {
        void main() { _Throw E(); } // unwind
    };
    int main() {
        try {
            { // extra block
                T t;
            } // continue_CatchResume
        } _CatchResume( uBaseCoroutine::UnhandledException & ) {...} // one of
        catch( uBaseCoroutine::UnhandledException & ) {...}
        // catch continues after try
    }

```

- Forwarding of UnhandledException occurs across any number of tasks (and coroutines), until the program main forwards and the program terminates by calling main's set\_terminate.

## 5.12 Synchronization and Communication During Execution

- Synchronization occurs when one thread waits until another thread has reached a certain execution point (state and code).

```

bool Insert = false, Remove = false;
int Data;

_Task Prod {
    int N;
    void main() {
        for ( int i = 1; i <= N; i += 1 ) {
1           Data = i; // transfer data
2           Insert = true;
3           while ( ! Remove ) {} // busy wait
4           Remove = false;
        }
    }
    public:
    Prod( int N ) : N( N ) {}
};

_Task Cons {
    int N;
    void main() {
        int data;
        for ( int i = 1; i <= N; i += 1 ) {
1           while ( ! Insert ) {} // busy wait
2           Insert = false;
3           data = Data; // remove data
4           Remove = true;
        }
    }
    public:
    Cons( int N ) : N( N ) {}
};
int main() {
    Prod prod( 5 ); Cons cons( 5 );
}

```

- 2 infinite loops!
- A loop waiting for an event among threads is called a **busy wait**.
- Are 2 synchronization flags necessary?

## 5.13 Communication

- Once threads are synchronized there are many ways that information can be transferred from one thread to the other.

- If the threads are in the same memory, then information can be transferred by value or address (e.g., reference parameter).
- If the threads are not in the same memory (distributed), then transferring information by value is straightforward but by address is difficult.

## 5.14 Critical Section

- Threads may access non-concurrent objects, like a file or linked-list.
- There is a potential problem if there are multiple threads attempting to operate on the same object simultaneously.
- Not a problem if the operation on the object is **atomic** (not divisible).
- Where an operation is composed of many instructions, it is often necessary to make the operation atomic.
- A group of instructions on an associated object (data) that must be performed atomically is called a **critical section**.
- Preventing simultaneous execution of a critical section by multiple threads is called **mutual exclusion**.
- Must determine when concurrent access is allowed and when it must be prevented.
- Improve by differentiating between reading and writing
  - allow multiple readers or a single writer; still wasteful as a writer may only write at the end of its usage.
- **Need to minimize the amount of mutual exclusion (i.e., make critical sections as small as possible, Amdahl's law) to maximize concurrency.**

## 5.15 Static Variables

- **Warning:** static variables in a class are shared among all objects generated by that class.
- These shared variables may need mutual exclusion for correct usage.
- However, a few special cases where **static** variables can be used safely, e.g., task constructor.
- If task objects are generated serially, **static** variables can be used in the constructor.
- E.g., assigning each task its own name:

```

_Task T {
    static int tid;
    string name; // must supply storage
    ...
public:
    T() {
        name = "T" + to_string( tid ); // shared read
        setName( name.c_str() );      // name task
        tid += 1;                       // shared write
    }
    ...
};
int T::tid = 0; // initialize static variable in .C file
T t[10];        // 10 tasks with individual names

```

- Task constructor is executed by the creating thread, so array constructors executed sequentially.
- This approach only works if one task creates all the objects and initialization data is internal.
- Instead of **static** variables, pass a task identifier to the constructor:

```

T::T( int tid ) { ... } // constructor naming
T * t[10];
for ( int i = 0; i < 10; i += 1 ) {
    t[i] = new T( i ); // individual names
}

uNoCtor<T> t[10];
for ( int i = 0; i < 10; i += 1 ) {
    t[i]( i );
}

```

- In general, it is best to avoid using shared **static** variables in a concurrent program.

## 5.16 Mutual Exclusion Game

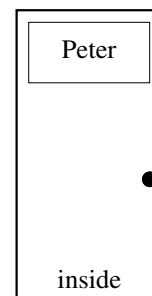
- Is it possible to write code guaranteeing a statement (or group of statements) is always serially executed by 2 threads?
- Rules of the Game:
  1. Only one thread can be in a critical section at a time with respect to a particular object (**safety**).
  2. Threads may run at arbitrary speed and in arbitrary order, while the underlying system guarantees a thread makes progress (i.e., threads get some CPU time).
  3. If a thread is not in the entry or exit code controlling access to the critical section, it may not prevent other threads from entering the critical section.
  4. In selecting a thread for entry to a critical section, a selection cannot be postponed indefinitely (**liveness**). *Not* satisfying this rule is called **indefinite postponement** or **livelock**.
  5. After a thread starts entry to the critical section, it must eventually enter. *Not* satisfying this rule is called **starvation**.

- **Indefinite postponement and starvation are related by busy waiting.**
- Unlike synchronization, looping for an event in mutual exclusion *must* ensure eventual progress.
- Threads waiting to enter can be serviced in any order, as long as each thread eventually enters.
- If threads are *not* serviced in first-come first-serve (FCFS) order of arrival, there is a notion of **unfairness**
- Unfairness implies waiting threads are overtaken by arriving threads, called **barging**.

## 5.17 Self-Testing Critical Section

```
void CriticalSection() {
    static uBaseTask * curr; // shared
    curr = &uThisTask();
    for ( int i = 1; i <= 100; i += 1 ) {
        ...
        if ( curr != &uThisTask() ) {
            abort( "interference" );
        }
    }
}
```

// work  
// check



- What is the minimum number of interference tests and where?
- Why are multiple tests useful?

## 5.18 Software Solutions

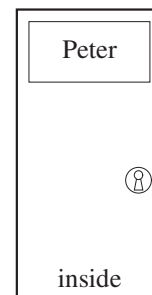
### 5.18.1 Lock

```
enum Yale { CLOSED, OPEN } Lock = OPEN; // shared

_Task PermissionLock {
    void main() {
        for ( int i = 1; i <= 1000; i += 1 ) {
            while ( ::Lock == CLOSED ) {} // entry protocol
            ::Lock = CLOSED;
            CriticalSection(); // critical section
            ::Lock = OPEN; // exit protocol
        }
    }
};

public:
    PermissionLock() {}
};

int main() {
    PermissionLock t0, t1;
}
```



## 5.18.2 Alternation

```

int Last = 0; // shared

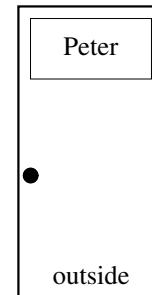
_Task Alternation {
    int me;

    void main() {
        for ( int i = 1; i <= 1000; i += 1 ) {
            while ( ::Last == me ) {} // entry protocol
            CriticalSection(); // critical section
            ::Last = me; // exit protocol
        }
    }
};

public:
    Alternation(int me) : me(me) {}
};

int main() {
    Alternation t0( 0 ), t1( 1 );
}

```



## 5.18.3 Declare Intent

```

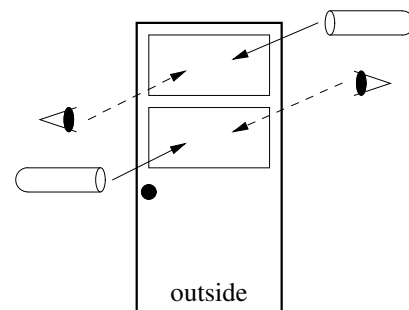
enum Intent { WantIn, DontWantIn };

_Task DeclIntent {
    Intent & me, & you;
    void main() {
        for ( int i = 1; i <= 1000; i += 1 ) {
            me = WantIn; // entry protocol
            while ( you == WantIn ) {}
            CriticalSection(); // critical section
            me = DontWantIn; // exit protocol
        }
    }
};

public:
    DeclIntent( Intent & me, Intent & you ) :
        me(me), you(you) {}
};

int main() {
    Intent me = DontWantIn, you = DontWantIn;
    DeclIntent t0( me, you ), t1( you, me );
}

```



## 5.18.4 Retract Intent

```

enum Intent { WantIn, DontWantIn };
_Task RetractIntent {
    Intent & me, & you;
    void main() {
        for ( int i = 1; i <= 1000; i += 1 ) {
            for ( ;; ) { // entry protocol
                me = WantIn;
                if ( you == DontWantIn ) break;
                me = DontWantIn;
                while ( you == WantIn ) {}
            }
            CriticalSection(); // critical section
            me = DontWantIn; // exit protocol
        }
    }
};
public:
    RetractIntent( Intent & me, Intent & you ) : me(me), you(you) {}
};
int main() {
    Intent me = DontWantIn, you = DontWantIn;
    RetractIntent t0( me, you ), t1( you, me );
}

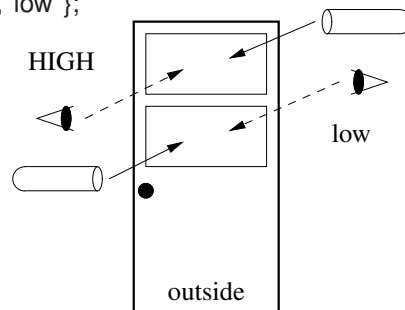
```

## 5.18.5 Prioritized Retract Intent

```

enum Intent { WantIn, DontWantIn }; enum Priority { HIGH, low };
_Task PriorityEntry {
    Intent & me, & you; Priority priority;
    void main() {
        for ( int i = 1; i <= 1000; i += 1 ) {
            for ( ;; ) { // entry protocol
                me = WantIn;
                if ( you == DontWantIn ) break;
                if ( priority == low ) {
                    me = DontWantIn;
                    while ( you == WantIn ) {} // busy wait
                }
            }
            CriticalSection(); // critical section
            me = DontWantIn; // exit protocol
        }
    }
};
public:
    PriorityEntry( Priority p, Intent & me, Intent & you ) : priority(p), me(me), you(you) {}
};
int main() {
    Intent me = DontWantIn, you = DontWantIn;
    PriorityEntry t0( HIGH, me, you ), t1( low, you, me );
} // main

```



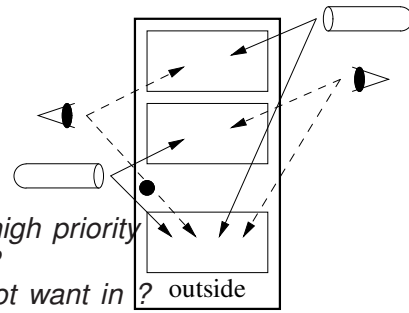


## 5.18.6 Dekker (modified retract intent)

```

enum Intent { WantIn, DontWantIn };
Intent * Last;
_Task Dekker {
    Intent & me, & you;
    void main() {
        for ( int i = 1; i <= 1000; i += 1 ) {
1           for ( ;; ) { // entry protocol, high priority
2               me = WantIn; // READ FLICKER
3               if ( you == DontWantIn ) break; // does not want in ?
4               if ( ::Last == &me ) { // low priority task ?
5                   me = DontWantIn; // retract intent, READ FLICKER
6                   while ( ::Last == &me // low priority busy wait
                           && you == WantIn ) {}
                }
7           }
8           CriticalSection();
9           if ( ::Last != &me ) // exit protocol
10              ::Last = &me; // READ FLICKER
              me = DontWantIn; // READ FLICKER
        }
    }
public:
    Dekker( Intent & me, Intent & you ) : me(me), you(you) {}
};
int main() {
    Intent me = DontWantIn, you = DontWantIn;
    ::Last = &me; // arbitrary who starts as last
    Dekker t0( me, you ), t1( you, me );
}

```



- Dekker's algorithm appears **RW-safe**.
  - On cheap multi-core computers, read/write is not atomic.
  - Hence, simultaneous writes scramble bits, and for simultaneous read/write, read sees flickering bits during write.
  - RW-safe means a mutual-exclusion algorithm works for non-atomic read/write.
  - Dekker has no simultaneous W/W because intent reset *after* alternation in exit protocol.
  - Dekker has simultaneous R/W but all are equality so works *if final value never flickers*.
  
- 2015 Hesselink found two failure case if values flickers:

|    |                                                                                                                                |                                                                                                                                                                                                                                        |
|----|--------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1. | T <sub>0</sub>                                                                                                                 | T <sub>1</sub>                                                                                                                                                                                                                         |
|    | <pre> 9  ::Last = &amp;me 10 me = DontWantIn     (flicker DontWantIn)  (flicker WantIn)  (flicker DontWantIn) terminate </pre> | <pre> 3  you == DontWantIn (<b>true</b>) 7  Critical Section 9  ::Last = &amp;me  3  you == DontWantIn (<b>false</b>) 4  ::Last == &amp;me (<b>true</b>) 6  low priority wait  6  ::Last == &amp;me (<b>true</b>, spin forever) </pre> |
|    | T <sub>1</sub> spins forever (break rule 4)                                                                                    |                                                                                                                                                                                                                                        |

|    |                                                                                                                                                   |                                                                                        |
|----|---------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------|
| 2. | T <sub>0</sub>                                                                                                                                    | T <sub>1</sub>                                                                         |
|    | <pre> 7  Critical Section  9  ::Last = &amp;me     (flicker you T<sub>1</sub>)  (flicker me T<sub>0</sub>) 10 me = DontWantIn     (repeat) </pre> | <pre> 6  ::Last == &amp;me     &amp;&amp; you == WantIn (<b>true</b>)  (repeat) </pre> |
|    | T <sub>1</sub> starvation (break rule 5)                                                                                                          |                                                                                        |

- RW-safe version ([Hesselink](#))
  - line 6: add conjunction `you == WantIn`
    - ⇒ stop spinning
  - line 8: add conditional assignment to `::Last`
    - ⇒ not assigning at line 9 when `::Last != &me` prevents flicker so T<sub>1</sub> makes progress.
- Dekker has **unbounded overtaking** (not starvation) because *race loser retracts intent*.
- ⇒ thread exiting critical does not exclude itself for reentry.
  - T<sub>0</sub> exits critical section and attempts reentry
  - T<sub>1</sub> is now high priority (`Last != me`) but delays in low-priority busy-loop and resetting its intent.
  - T<sub>0</sub> can enter critical section unbounded times until T<sub>1</sub> resets its intent
  - T<sub>1</sub> sets intent ⇒ bound of 1 as T<sub>0</sub> can be entering or in critical section

## 5.18.7 Peterson (modified declare intent)

```

enum Intent { WantIn, DontWantIn };
Intent * Last;

_Task Peterson {
    Intent & me, & you;
    void main() {
        for ( int i = 1; i <= 1000; i += 1 ) {
1           me = WantIn;           // entry protocol, order matters
2           ::Last = &me;         // RACE!
3           while ( you == WantIn && ::Last == &me ) {}
4           CriticalSection();     // critical section
5           me = DontWantIn;      // exit protocol
        }
    }
public:
    Peterson( Intent & me, Intent & you ) : me(me), you(you) {}
};
int main() {
    Intent me = DontWantIn, you = DontWantIn;
    Peterson t0(me, you), t1(you, me);
}

```

- Peterson's algorithm is RW-**unsafe** requiring atomic read/write operations.
- Peterson has **bounded overtaking** because *race loser does not retracts intent*.
- $\Rightarrow$  thread exiting critical excludes itself for reentry.
  - T0 exits critical section and attempts reentry
  - T0 runs race by itself and loses
  - T0 must wait ( $Last == me$ )
  - T1 eventually sees ( $Last != me$ )
- Bounded overtaking is allowed by rule 3 because the prevention is occurring *in the entry protocol*.
- Can line 2 be moved before 1?

```

1  2  ::Last = &me;           // RACE!
2  1  me = WantIn;         // entry protocol
3  3  while ( you == WantIn && ::Last == &me ) {}
4  4  CriticalSection();     // critical section
5  5  me = DontWantIn;      // exit protocol

```

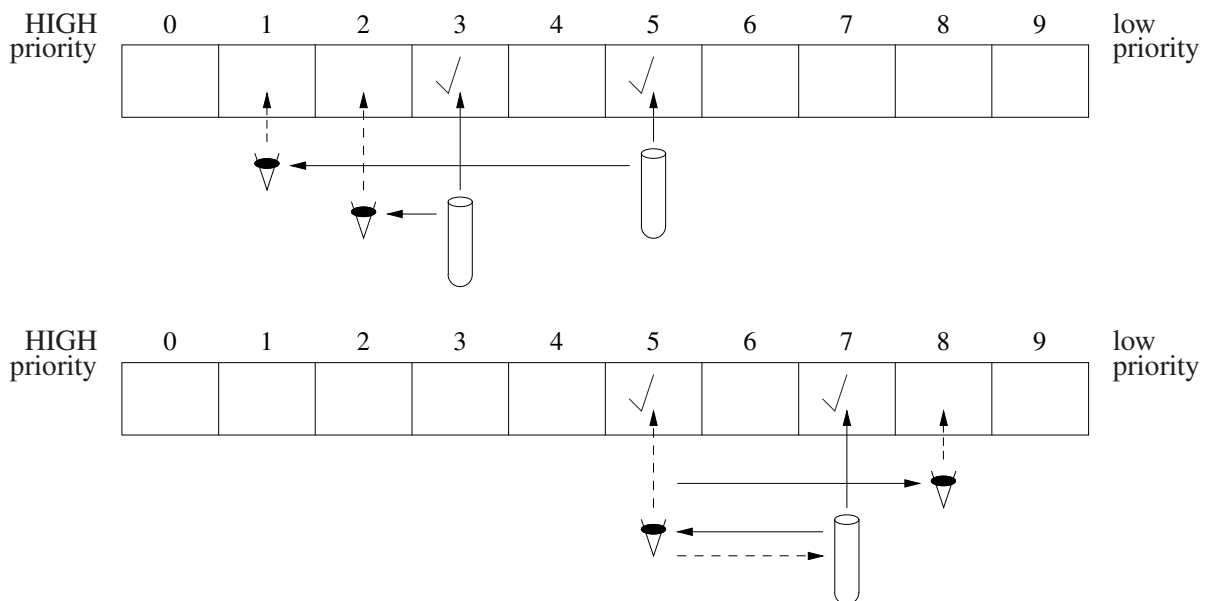
- T0 executes Line 1  $\Rightarrow ::Last = T0$
- T1 executes Line 1  $\Rightarrow ::Last = T1$
- T1 executes Line 2  $\Rightarrow T1 = WantIn$
- T1 enters CS, because  $T0 == DontWantIn$
- T0 executes Line 2  $\Rightarrow T0 = WantIn$
- T0 enters CS, because  $::Last == T1$

## 5.18.8 N-Thread Prioritized Entry

```

enum Intent { WantIn, DontWantIn };
_Task NTask { // Lamport (simpler version of Burns-Lynch)
  Intent * intents;           // position & priority
  int N, priority, i, j;
  void main() {
    for ( i = 1; i <= 1000; i += 1 ) {
      // step 1, wait for tasks with higher priority
      do {                     // entry protocol
        intents[priority] = WantIn;
        // check if task with higher priority wants in
        for ( j = priority-1; j >= 0; j -= 1 ) {
          if ( intents[j] == WantIn ) {
            intents[priority] = DontWantIn;
            while ( intents[j] == WantIn ) {}
            break;
          }
        }
      } while ( intents[priority] == DontWantIn );
      // step 2, wait for tasks with lower priority
      for ( j = priority+1; j < N; j += 1 ) {
        while ( intents[j] == WantIn ) {}
      }
      CriticalSection();
      intents[priority] = DontWantIn; // exit protocol
    }
  }
};
public:
  NTask( Intent i[], int N, int p ) : intents(i), N(N), priority(p) {}
};

```



- Only  $N$  bits needed.

- No known solution for all 5 rules using only  $N$  bits.
- Other  $N$ -thread solutions use more memory.  
(best: 3-bit RW-unsafe, 4-bit RW-safe).

### 5.18.9 N-Thread Bakery (Tickets)

```

_Task Bakery { // (Lamport) Hehner-Shyamasundar
  int * ticket, N, priority;
  void main() {
    for ( int i = 0; i < 1000; i += 1 ) {
      // step 1, select a ticket
      ticket[priority] = 0;           // highest priority
      int max = 0;                   // O(N) search
      for ( int j = 0; j < N; j += 1 ) { // for largest ticket
        int v = ticket[j];           // can change so copy
        if ( v != INT_MAX && max < v ) max = v;
      }
      max += 1;                       // advance ticket
      ticket[priority] = max;
      // step 2, wait for ticket to be selected
      for ( int j = 0; j < N; j += 1 ) { // check tickets
        while ( ticket[j] < max ||
              (ticket[j] == max && j < priority) ) {}
      }
      CriticalSection();
      ticket[priority] = INT_MAX;     // exit protocol
    }
  }
}
public:
  Bakery( int t[], int N, int p ) : ticket(t), N(N), priority(p) {}
};

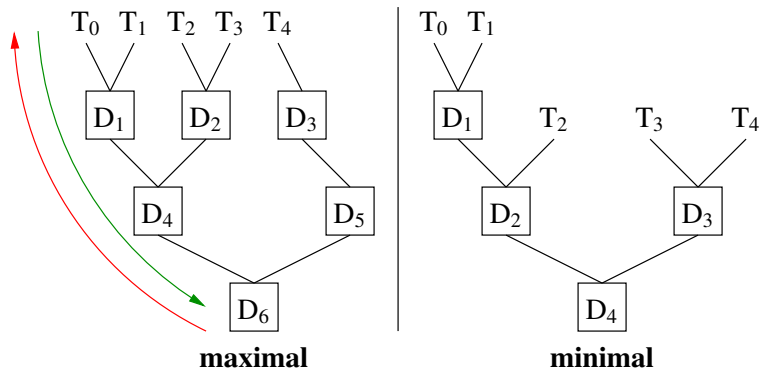
```

| HIGH<br>priority | 0 | 1 | 2  | 3 | 4 | 5  | 6  | 7 | 8  | 9  | low<br>priority |
|------------------|---|---|----|---|---|----|----|---|----|----|-----------------|
|                  | ∞ | ∞ | 17 | ∞ | 0 | 18 | 18 | 0 | 20 | 19 |                 |

- 
- $NM$  bits, where  $M$  is the ticket size (e.g., 32 bits)
- Lamport RW-safe
- Hehner/Shyamasundar RW-unsafe  
assignment `ticket[priority] = max` can flickers to `INT_MAX`  $\Rightarrow$  other tasks proceed

### 5.18.10 Tournament

- Binary (d-ary) tree with  $\lceil N/2 \rceil$  start nodes and  $\lceil \lg N \rceil$  levels.



- Thread assigned to start node, where it begins mutual exclusion process.
- Each node is like a Dekker or Peterson 2-thread algorithm.
- Tree structure tries to find compromise between fairness and performance.
- Exit protocol must retract intents in *reverse* order.
- Otherwise race between retracting/released threads along same tree path:
  - $T_0$  retracts its intent (left) at  $D_1$ ,
  - $T_1$  (right) now moves from  $D_1$  to  $D_4$ , sets its intent at  $D_4$  (left), and with no competition at  $D_4$  proceeds to  $D_6$  (left),
  - $T_0$  (left) now retracts the intent at  $D_4$  set by  $T_1$ ,
  - $T_{2/3}$  continue from  $D_2$ , sets its intent at  $D_4$  (right), and with no competition at  $D_4$  (left) proceeds to  $D_6$ , which ultimately violates mutual exclusion.
- No overall livelock because each node has no livelock.
- No starvation because each node guarantees progress, so each thread eventually reaches the root.
- Tournament algorithm RW-safety depends on MX algorithm; tree traversal is local to each thread.
- Tournament algorithms have unbounded overtaking as no synchronization among the nodes of the tree.
- For a minimal binary tree, the tournament approach uses  $(N - 1)M$  bits, where  $(N - 1)$  is the number of tree nodes and  $M$  is the node size (e.g., intent, turn).

```

_Task TournamentMax { // Taubenfeld-Buhr
    struct Token { int intents[2], turn; }; // intents/turn
    static Token ** t; // triangular matrix
    int depth, id;

    void main() {
        unsigned int lid; // local id at each tree level
        for ( int i = 0; i < 1000; i += 1 ) {
            lid = id; // entry protocol
            for ( int lv = 0; lv < depth; lv += 1 ) {
                binary_prologue( lid & 1, &t[lv][lid >> 1] );
                lid >>= 1; // advance local id for next tree level
            }
            CriticalSection( id );
            for ( int lv = depth - 1; lv >= 0; lv -= 1 ) { // exit protocol
                lid = id >> lv; // retract reverse order
                binary_epilogue( lid & 1, &t[lv][lid >> 1] );
            }
        }
    }
}
public:
    TournamentMax( struct Token * t[], int depth, int id ) :
        t( t ), depth( depth ), id( id ) {}
};

```

- Can be optimized to 3 shifts and exclusive-or using Peterson 2-thread for binary.
- Path from leaf to root is fixed per thread  $\Rightarrow$  table lookup possible using max or min tree.

### 5.18.11 Arbiter

- Create full-time arbitrator task to control entry to critical section.

```

bool intents[N], serving[N]; // initialize to false

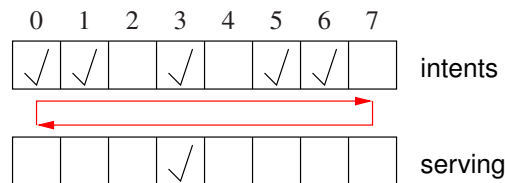
_Task Client {
    int me;
    void main() {
        for ( int i = 0; i < 100; i += 1 ) {
            intents[me] = true; // entry protocol
            while ( ! serving[me] ) {} // busy wait
            CriticalSection();
            serving[me] = false; // exit protocol
        }
    }
}
public:
    Client( int me ) : me( me ) {}
};

```

```

_Task Arbiter {
    void main() {
        int i = N; // force cycle to start at id=0
        for ( ;; ) {
            do { // circular search => no starvation
                i = (i + 1) % N; // advance next client
            } while ( ! intents[i] ); // not want in ?
            intents[i] = false; // retract intent on behalf of client
            serving[i] = true; // wait for exit from critical section
            while ( serving[i] ) {} // busy wait
        }
    }
};

```



- Mutual exclusion becomes synchronization between arbiter and clients.
- RW-unsafe due to read flicker.
- Cost is creation, management, and execution (continuous busy waiting) of arbiter task.

## 5.19 Hardware Solutions

- Software solutions to the critical-section problem rely on
  - shared information,
  - communication among threads,
  - (maybe) atomic memory-access.
- Hardware solutions introduce level below software level.
- Cheat by making assumptions about execution impossible at software level.
- Allows elimination of much of the shared information and the checking of this information required in the software solution.
- Special instructions to perform an **atomic read and write operation**.
- Sufficient for multitasking on a single CPU.



### 5.19.1 Test/Set Instruction

- Simple lock of critical section fails:

```
int Lock = OPEN;           // shared
// each task does
while ( Lock == CLOSED ); // fails to achieve (read)
Lock = CLOSED;           // mutual exclusion (write)
// critical section
Lock = OPEN;
```

- The test-and-set instruction performs an atomic read and fixed assignment.

```
int Lock = OPEN; // shared

int TestSet( int & b ) { // begin atomic
    int temp = b;
    b = CLOSED;
    // end atomic
    return temp;
}

void Task::main() { // each task does
    while( TestSet( Lock ) == CLOSED );
    // critical section
    Lock = OPEN;
}
```

- In multiple CPU case, hardware (bus) must also guarantee multiple CPUs cannot interleave these special R/W instructions on same memory location.

### 5.19.2 Swap Instruction

- The swap instruction performs an atomic interchange of two separate values.

```
int Lock = OPEN; // shared

void Swap( int & a, & b ) { // begin atomic
    int temp;
    temp = a;
    a = b;
    b = temp;
    // end atomic
}

void Task::main() { // each task does
    int dummy = CLOSED;
    do {
        Swap( Lock, dummy );
    } while( dummy == CLOSED );
    // critical section
    Lock = OPEN;
}
```

### 5.19.3 Fetch and Increment Instruction

- The fetch-and-increment instruction performs an increment between the read and write.

```
int Lock = 0; // shared

int FetchInc( int & val ) { // begin atomic
    int temp = val;
    val += 1;
    // end atomic
    return temp;
}

void Task::main() { // each task does
    while ( FetchInc( Lock ) != 0 );
    // critical section
    Lock = 0;
}
```

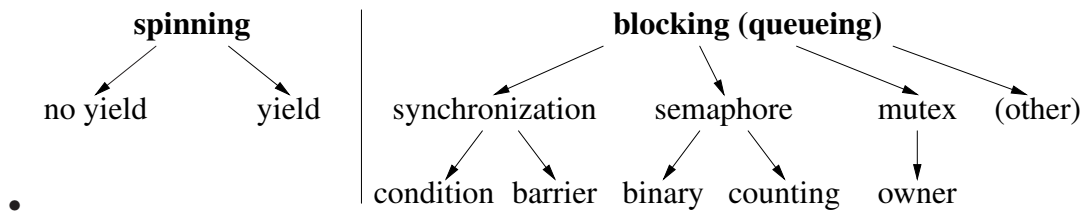
- Often fetch-and-increment is generalized to add any value  $\Rightarrow$  also decrement with negative value.
- Use ticket counter to solve both problems (Bakery Algorithm, see Section 5.18.9, p. 85):

```
class ticketLock {
    unsigned int tickets, serving;
public:
    ticketLock() : tickets( 0 ), serving( 0 ) {}
    void acquire() { // entry protocol
        int ticket = FetchInc( tickets ); // obtain a ticket
        while ( ticket != serving ) {} // busy wait
    }
    void release() { // exit protocol
        serving += 1;
    }
};
```

## 6 Locks

- Package software/hardware locking into abstract type for general use.
- Locks are constructed for synchronization or mutual exclusion or both.

### 6.1 Lock Taxonomy



- Spinning locks busy wait until an event occurs  $\Rightarrow$  task oscillates between ready and running states due to time slicing.
- Blocking locks do not busy wait, but block until an event occurs  $\Rightarrow$  **some other mechanism must unblock waiting task when the event happens.**

### 6.2 Spin Lock

- A **spin lock** is implemented using busy waiting, which loops checking for an event to occur.  
`while( TestSet( Lock ) == CLOSED ); // use up time-slice (no yield)`
- So far, when a task is busy waiting, it loops until:
  - critical section becomes unlocked or an event happens.
  - waiting task is preempted (time-slice ends) and put back on ready queue.
- To increase uniprocessor efficiency, a task can:
  - explicitly terminate its time-slice
  - move back to the ready state after only **one** event-check fails. (Why one?)
- Task member yield relinquishes time-slice by *rescheduling* running task back onto ready queue.  
`while( TestSet( Lock ) == CLOSED ) uThisTask().yield(); // relinquish time-slice`
- To increase multiprocessor efficiency, a task can yield after  $N$  event-checks fail. (Why  $N$ ?)
- Some spin-locks allow adjustment of spin duration, called **adaptive spin-lock**.

### 6.2.1 Implementation

- $\mu$ C++ provides a non-yielding spin lock, `uSpinLock`, and a yielding spin lock, `uLock`.

|                                                                                                                                 |                                                                                                                                         |
|---------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| <pre>class uSpinLock { public:     uSpinLock(); // open     void acquire();     bool tryacquire();     void release(); };</pre> | <pre>class uLock { public:     uLock( unsigned int value = 1 );     void acquire();     bool tryacquire();     void release(); };</pre> |
|---------------------------------------------------------------------------------------------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------|

- Both locks are built directly from an atomic hardware instruction.
- Lock starts closed (0) or opened (1); waiting tasks compete to acquire lock after release.
- synchronization

|                                                                                                                                                                                                                                                                 |                                                                                                                                                                            |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre>_Task T1 {     uLock &amp; lk;     void main() {         ...         S1         lk.release();         ...     } public:     T1( uLock &amp; lk ) : lk(lk) {} };  int main() {     uLock lock( 0 ); // closed     T1 t1( lock );     T2 t2( lock ); }</pre> | <pre>_Task T2 {     uLock &amp; lk;     void main() {         ...         lk.acquire();         S2         ...     } public:     T2( uLock &amp; lk ) : lk(lk) {} };</pre> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------|

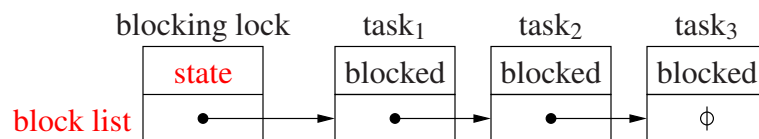
- mutual exclusion

|                                                                                                                                                                                                                                                                                                     |                                                                                      |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|
| <pre>_Task T {     uLock &amp; lk;     void main() {         ...         lk.acquire();         // critical section         lk.release();         ...         lk.acquire();         // critical section         lk.release();         ...     } public:     T( uLock &amp; lk ) : lk(lk) {} };</pre> | <pre>int main() {     uLock lock( 1 ); // open     T t0( lock ), t1( lock ); }</pre> |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------|

- Does this solution afford maximum concurrency?
- How many locks are needed for mutual exclusion?

### 6.3 Blocking Locks

- For spinning locks,
  - acquiring task(s) is solely responsible for detecting an open lock after the releasing task opens it.
- For blocking locks,
  - acquiring task makes *one* check for open lock and blocks
  - releasing task has sole responsibility for detecting blocked acquirer and transferring lock, or just releasing lock.
- Blocking locks reduce busy waiting by having releasing task do additional work: **cooperation**.
  - What advantage does the releasing task get from doing the cooperation?
- Therefore, all blocking locks have
  - state to facilitate lock semantics
  - list of blocked acquirers



- Which task is scheduled next from the list of blocked tasks?

#### 6.3.1 Mutex Lock

- **Mutex lock** is used solely to provide mutual exclusion.
- Restricting a lock to just mutual exclusion:
  - separates lock usage between synchronization and mutual exclusion
  - permits optimizations and checks as the lock only provides one specialized function
- Mutex locks are divided into two kinds:
  - **single acquisition** : task that acquired the lock cannot acquire it again
  - **multiple acquisition** : lock owner can acquire it multiple times, called an **owner lock**

- Multiple acquisition can handle looping or recursion involving a lock:

```
void f() {
    ...
    lock.acquire();
    ... f();    // recursive call within critical section
    lock.release();
}
```

- May require only one release to unlock, or as many releases as acquires.

### 6.3.1.1 Implementation

- Multiple acquisition lock manages owner state (**blue**).

```
class MutexLock {
    bool avail;                // resource available ?
    Task * owner               // lock owner
    queue<Task> blocked;       // blocked tasks
    SpinLock lock;            // mutex nonblocking lock

public:
    MutexLock() : avail( true ), owner( nullptr ) {}
    void acquire() {
        lock.acquire();        // barging
        while ( ! avail && owner != currThread() ) { // busy waiting
            // add self to lock' s blocked list
            yieldNoSchedule(); // do not reschedule to ready queue
            lock.acquire();    // reacquire spinlock
        }
        avail = false;
        owner = currThread(); // set new owner
        lock.release();
    }

    void release() {
        lock.acquire();
        if ( owner != currThread() ) ... // ERROR CHECK
        owner = nullptr;           // no owner
        if ( ! blocked.empty() ) {
            // remove task from blocked list and make ready
        }
        avail = true;             // reset
        lock.release();           // RACE
    }
};
```

- yieldNoSchedule yields the processor time-slice but does not reschedule thread to ready queue.
- Single or multiple unblock for multiple acquisition?
- avail is necessary as queue can be empty but critical section occupied.

- Problem: **blocking occurs holding spin lock!**

- ⇒ release lock before blocking

```
// add self to blocked list of lock
lock.release(); // allow releasing task to unblock next waiting task
// PREEMPTION ⇒ put on ready queue
yieldNoSchedule();
```

- **Race between blocking and unblocking tasks.**

- Need *magic* to atomically yield without scheduling *and* release spin lock.

- Magic is often accomplished with more cooperation:

```
yieldNoSchedule( lock );
```

- Alternative approach is park/unpark, where each thread blocks on a private binary semaphore (see Section 6.4.4.6, p. 119 private semaphore).

- Disabling and enabling interrupts is too expensive.

- Note, the runtime system violates order and speed of execution by being non-preemptable.

- Problem: avail and lock reset ⇒ acquiring tasks can **barge** ahead of released task.

- Released task must check again (**while**) ⇒ busy waiting ⇒ starvation

- **Barging avoidance** (cooperation): hold avail between releasing and unblocking task (bounded overtaking).

```
void acquire() {
    lock.acquire(); // barging
    if ( ! avail && owner != currThread() ) { // avoid barging
        // add self to lock's blocked list
        yieldNoSchedule( lock );
        // DO NOT REACQUIRE LOCK, avail == false
    } else {
        avail = false;
        lock.release();
    }
    owner = currThread(); // set new owner, safe as avail == false
}

void release() {
    lock.acquire();
    owner = nullptr; // no owner
    if ( ! blocked.empty() ) {
        // remove task from blocked list and make ready
    } else {
        avail = true; // conditional reset
    }
    lock.release(); // RACE
}
```

- **Barging prevention** (cooperation): hold lock between releasing and unblocking task (unbounded overtaking).

```

void acquire() {
    lock.acquire();           // prevention barging
    if ( ! avail && owner != currThread() ) {
        // add self to lock' s blocked list
        yieldNoSchedule( lock );
        // DO NOT REACQUIRE LOCK
    } else avail = false;
    owner = currThread();    // set new owner
    lock.release();
}

void release() {
    lock.acquire();
    owner = nullptr;        // no owner
    if ( ! blocked.empty() ) {
        // remove task from blocked list and make ready
        // DO NOT RELEASE LOCK
    } else {
        avail = true;       // conditional reset
        lock.release();     // NO RACE
    }
}

```

- **Critical section is not bracketed by the spin lock when lock is passed.**

- Alternative (cooperation): leave lock owner at front of blocked list to act as availability and owner variable.



```

class MutexLock {
    queue<Task> blocked;           // blocked tasks
    SpinLock lock;                // nonblocking lock
public:
    void acquire() {
        lock.acquire();           // prevention barging
        if ( blocked.empty() ) { // no one waiting ?
            node.owner = currThread();
            // add self to lock's blocked list
        } else if ( blocked.head().owner != currThread() ) { // not owner ?
            // add self to lock's blocked list
            yieldNoSchedule( lock );
            // DO NOT REACQUIRE LOCK
        }
        lock.release();
    }
    void release() {
        lock.acquire();
        // REMOVE TASK FROM HEAD OF BLOCKED LIST
        if ( ! blocked.empty() ) {
            // MAKE TASK AT FRONT READY BUT DO NOT REMOVE
            // DO NOT RELEASE LOCK
        } else {
            lock.release();           // NO RACE
        }
    }
};

```

### 6.3.1.2 uOwnerLock

- $\mu$ C++ provides a multiple-acquisition mutex-lock, uOwnerLock:

```

class uOwnerLock {
public:
    uOwnerLock();
    uBaseTask * owner();
    unsigned int times();
    void acquire();
    bool tryacquire();
    void release();
};

```

- Must release as many times as acquire.
- Otherwise, operations same as for uLock but with blocking instead of spinning for acquire.

### 6.3.1.3 Mutex-Lock Release-Pattern

- To ensure a mutual exclusion lock is always released use the following patterns.
  - executable statement – finally clause

```

uOwnerLock lock;
lock.acquire();
try {
    ... // protected by lock
} _Finally {
    lock.release();
}

```

- allocation/deallocation (RAII – Resource Acquisition Is Initialization)

```

class RAI { // create once
    uOwnerLock & lock;
public:
    RAI( uOwnerLock & lock ) : lock( lock ) { lock.acquire(); }
    ~RAI() { lock.release(); }
};
uOwnerLock lock;
{
    RAI rai( lock ); // lock acquired by constructor
    ... // protected by lock
} // lock release by destructor

```

- Lock always released on normal, local transfer (**break/return**), and exception.
- Cannot be used for barging prevention. Why?

#### 6.3.1.4 Stream Locks

- Specialized mutex lock for I/O based on uOwnerLock.
- Concurrent use of C++ streams can produce unpredictable results.

- if two tasks execute:

```

task1 : cout << "abc " << "def " << endl;
task2 : cout << "uvw " << "xyz " << endl;

```

any of the outputs can appear:

|         |             |                 |             |             |
|---------|-------------|-----------------|-------------|-------------|
| abc def | abc uvw xyz | uvw abc xyz def | abuvwc dexf | uvw abc def |
| uvw xyz | def         |                 | yz          | xyz         |

- $\mu$ C++ provides: `osacquire` for output streams and `isacquire` for input streams.
- Most common usage is to create an anonymous stream lock for a cascaded I/O expression:

```

task1 : osacquire( cout ) << "abc " << "def " << endl;
task2 : osacquire( cout ) << "uvw " << "xyz " << endl;

```

constraining the output to two different lines in either order:

|         |         |
|---------|---------|
| abc def | uvw xyz |
| uvw xyz | abc def |

- Multiple I/O statements can be protected using block structure:

```
{ // acquire the lock for stream cout for block duration
  osacquire acq( cout ); // named stream lock
  cout << "abc";
  osacquire( cout ) << "uvw " << "xyz " << endl; // OK?
  cout << "def";
}
```

- Which *locking-release* pattern is used by stream locks?

### 6.3.2 Synchronization Lock

- **Synchronization lock** is used solely to block tasks waiting for synchronization.
- Weakest form of blocking lock as its only state is list of blocked tasks.
  - ⇒ **acquiring task always blocks** (no state to make it conditional)  
Need ability to yield time-slice and block versus yield and go back on ready queue.
  - ⇒ **release is lost when no waiting task** (no state to remember it)
- Often called a **condition lock**, with wait / signal(notify) for acquire / release.

#### 6.3.2.1 Implementation

- 
- Location of mutual exclusion classifies synchronization lock:

**external locking** use an external lock to protect task list,

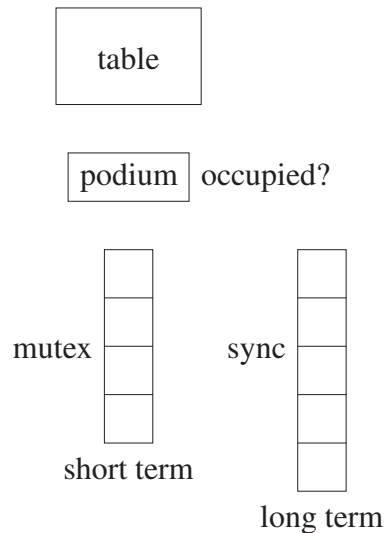
**internal locking** use an internal lock to protect state (lock is extra state).

- external locking

```
class SyncLock {
  Task * list;
public:
  SyncLock() : list( nullptr ) {}
  void acquire() {
    // add self to task list
    yieldNoSchedule();
  }
  void release() {
    if ( list != nullptr ) {
      // remove task from blocked list and make ready
    }
  }
};
```

- Use external state to avoid lost release.

- Need mutual exclusion to protect task list and possible external state.
- Releasing task detects a blocked task and performs necessary cooperation.
- Usage pattern:
  - Cannot enter a restaurant if all tables are full.



- Why is a single waiting queue (bench) inadequate?

```

// shared variables
MutexLock m;           // external mutex lock
SyncLock s;           // synchronization lock
bool occupied = false; // indicate if event has occurred
// acquiring task
m.acquire();           // mutual exclusion to examine state & possibly block
if ( occupied ) {     // event not occurred ?
    if ( /* do not wait */ ) { m.release(); /* go elsewhere */ }
    s.acquire();       // long-term block for event
    m.acquire();       // require mutual exclusion to set state
}
occupied = true;      // set
m.release();
... EAT! ...
// releasing task
m.acquire();           // mutual exclusion to examine state
occupied = false;     // reset
s.release();           // possibly unblock waiting task
m.release();           // release mutual exclusion

```

- **Blocking occurs holding external mutual-exclusion lock!**

```

void SyncLock::acquire( MutexLock & m ) { // add parameter
    // add self to task list
    m.release(); // release external mutex-lock
    // PREEMPTION => put on ready queue
    yieldNoSchedule();
    // possibly reacquire mutexlock
}

```

- **As before, preemption results in race between blocking and unblocking tasks.**

```

void SyncLock::acquire( MutexLock & m ) {
    // add self to task list
    yieldNoSchedule( m ); // scheduler unlocks m
    // possibly reacquire mutexlock
}

```

- Or, protecting mutex-lock is bound at synchronization-lock creation and used implicitly.
- Now use first usage pattern.

```

// acquiring task
m.acquire(); // mutual exclusion to examine state & possibly block
if ( occupied ) { // event not occurred ?
    if ( /* do not wait */ ) { m.release(); /* go elsewhere */ }
    s.acquire( m ); // block for event and release mutex lock
    ...
}

```

- Has the race been prevented?
- Problem: barging can occur when releasing task resets occupied.
- Note, same problems as inside mutex lock but occurring *outside* between mutex and synchronization locks.
- Use barging avoidance:

```

// releasing task
m.acquire(); // mutual exclusion to examine state
if ( ! s.empty() ) s.release(); // unblock, no reset
else occupied = false; // reset
m.release(); // release mutual exclusion

```

or prevention:

```

// releasing task
m.acquire(); // mutual exclusion to examine state
if ( ! s.empty() ) s.release(); // unblock, no reset
else { occupied = false; m.release(); } // reset & release

```

- internal locking

```

class SyncLock {
    Task * list;           // blocked tasks
    SpinLock lock;       // internal lock
public:
    SyncLock() : list( nullptr ) {}
    void acquire( MutexLock & m ) { // optional external lock
        lock.acquire();
        // add self to task list
        m.release(); // release external mutex-lock
        CAN BE INTERRUPTED HERE
        yieldNoSchedule( lock );
        m.acquire(); // possibly reacquire after blocking
    }

    void release() {
        lock.acquire();
        if ( list != nullptr ) {
            // remove task from blocked list and make ready
        }
        lock.release();
    }
};

```

- Why does acquire still take an external lock?
- Why is the race after releasing the external mutex-lock not a problem?
- Has the busy wait been removed from the blocking lock?

### 6.3.2.2 uCondLock

- $\mu$ C++ provides an internal synchronization-lock, uCondLock.

```

class uCondLock {
public:
    uCondLock();
    void wait( uOwnerLock & lock );
    bool signal();
    bool broadcast();
    bool empty();
};

```

### 6.3.2.3 Programming Pattern

- Using synchronization locks is complex because they are weak.
- Must provide external mutual-exclusion and protect against loss signal (release).
- Why is synchronization more complex for blocking locks than spinning (uLock)?

```

bool done = false;

_Task T1 {
    uOwnerLock & mlk;
    uCondLock & clk;

    void main() {
        mlk.acquire(); // prevent lost signal
        if ( ! done ) // signal occurred ?
            // signal not occurred
            clk.wait( mlk ); // atomic wait/release
            // mutex lock re-acquired after wait
            mlk.release(); // release either way
        S2;
    }
public:
    T1( uOwnerLock & mlk,
        uCondLock & clk ) :
        mlk(mlk), clk(clk) {}
};

int main() {
    uOwnerLock mlk;
    uCondLock clk;
    T1 t1( mlk, clk );
    T2 t2( mlk, clk );
}

```

```

_Task T2 {
    uOwnerLock & mlk;
    uCondLock & clk;

    void main() {
        S1;
        mlk.acquire(); // prevent lost signal
        done = true; // remember signal occurred
        clk.signal(); // signal lost if not waiting
        mlk.release();
    }
public:
    T2( uOwnerLock & mlk,
        uCondLock & clk ) :
        mlk(mlk), clk(clk) {}
};

```

### 6.3.3 Barrier

- A **barrier** coordinates a group of tasks performing a concurrent operation surrounded by sequential operations.
- Unlike previous synchronization locks, a **barrier retains state about the events it manages**: number of tasks blocked on the barrier.
- Since manipulation of this state requires mutual exclusion, most barriers use internal locking.
- E.g., 3 tasks must execute a section of code in a particular order: S1, S2 and S3 must *all* execute before S5, S6 and S7.

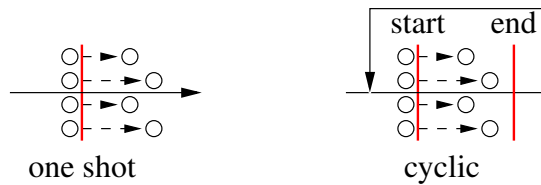
```

T1::main() {      T2::main() {      T3::main() {
    ...
    S1            S2            S3
    b.block();    b.block();    b.block();
    S5            S6            S7
    ...
}                }                }

int main() {
    Barrier b( 3 );
    T1 x( b );
    T2 y( b );
    T3 z( b );
}

```

- Two common uses for barriers:



```
Barrier start(N+1), end(N+1); // shared
Coordinator
// start N tasks so they can initialize
// general initialization
start.block(); // wait for threads to start
// do other work
end.block(); // wait for threads to end
// general close down and possibly loop
```

### Workers

```
// initialize
start.block(); // wait for threads to start
// do work
end.block(); // wait for threads to end
// close down
```

- Two barriers allow Coordinator to accumulate results (subtotals) while Workers reinitialize (read next row).
- Alternative is last Worker does coordination, but prevents Workers reinitializing during coordination.
- Why not use termination synchronization and create new tasks for each computation?

#### 6.3.3.1 uBarrier

- ```
#include <uBarrier.h>
_Cormonitor uBarrier { // think _Coroutine
  protected:
    void main() { for ( ;; ) suspend(); } // points of synchronization
    virtual void last() { resume(); } // called by last task to barrier
  public:
    uBarrier( unsigned int total );
    unsigned int total() const; // # of tasks synchronizing
    unsigned int waiters() const; // # of waiting tasks
    void reset( unsigned int total ); // reset # tasks synchronizing
    virtual void block(); // wait for Nth thread, which calls last, unblocks waiting thread
};
```

- User barrier is built by:
  - inheriting from uBarrier
  - redefining last and/or block member and possibly coroutine main
  - possibly initializing main from constructor
- E.g., previous matrix sum (see page 72) adds subtotals in order of task termination, but barrier can add subtotals in order produced.



```

_Cormonitor Accumulator : public uBarrier {
    int total_ = 0, temp;
    uBaseTask * Nth_ = nullptr;
protected:
    void last() { // reset and remember Nth task
        temp = total_; total_ = 0;
        Nth_ = &uThisTask();
    }
public:
    Accumulator( int rows ) : uBarrier( rows ) {}
    void block( int subtotal ) {
        total_ += subtotal;
        uBarrier::block();
    }
    int total() { return temp; }
    uBaseTask * Nth() { return Nth_; }
};

_Task Adder {
    int * row, size;
    Accumulator & acc;
    void main() {
        int subtotal = 0;
        for ( unsigned int r = 0; r < size; r += 1 ) subtotal += row[r];
        acc.block( subtotal ); // provide subtotal; block for completion
    }
public:
    Adder( int row[], int size, Accumulator & acc ) :
        size( size ), row( row ), acc( acc ) {}
};

int main() {
    enum { rows = 10, cols = 10 };
    int matrix[rows][cols];
    Accumulator acc( rows ); // barrier synchronizes each summation
    // read matrix
    {
        uNoCtor<Adder> adders[rows];
        for ( unsigned int r = 0; r < rows; r += 1 )
            adders[r]( matrix[r], cols, acc );
    } // wait adders
    cout << acc.total() << " " << acc.Nth() << endl;
}

```

- Why not have task delete itself after unblocking from `uBarrier::block()` and make program main the coordinator?

```

void block( int subtotal ) {
    total_ += subtotal; uBarrier::block();
    delete &uThisTask();
}
// program main
acc.block( 0 );

```

- Coroutine barrier can be reused many times, e.g., read in a new matrix in Accumulator::main after each summation.
- Why can a barrier not be used within a COFOR?

### 6.3.4 Binary Semaphore

- **Binary semaphore** (Edsger W. Dijkstra) is blocking equivalent to yielding spin-lock.

Semaphore lock(0); // 0 => closed, 1 => open, default 1

- More powerful than synchronization lock as it remembers state about an event.

- acquire is P

- passeren ⇒ to pass
- prolagen ⇒ (proberen) to try (verlagen) to decrease

lock.P(); // wait to enter

P waits if the semaphore counter is zero and then decrements it.

- release is V

- vrijgeven ⇒ to release
- verhogen ⇒ to increase

lock.V(); // release lock

V increases the counter and unblocks a waiting task (if present).

- synchronization

<pre> _Task T1 {     BinSem &amp; lk;     void main() {         ...         S1         lk.V();         ...     } public:     T1( BinSem &amp; lk ) : lk(lk) {} }; int main() {     BinSem lock( 0 ); // closed     T1 t1( lock );     T2 t2( lock ); } </pre>	<pre> _Task T2 {     BinSem &amp; lk;     void main() {         ...         lk.P();         S2         ...     } public:     T2( BinSem &amp; lk ) : lk(lk) {} }; </pre>
---	--

- mutual exclusion

```

_Task T {
    BinSem & lk;
    void main() {
        ...
        lk.P();
        // critical section
        lk.V();
        ...
        lk.P();
        // critical section
        lk.V();
        ...
    }
public:
    T( BinSem & lk ) : lk(lk) {}
};

int main() {
    BinSem lock( 1 ); // start open
    T t0( lock ), t1( lock );
}

```

### 6.3.4.1 Implementation

- ```

class BinSem {
    queue<Task> blocked; // blocked tasks
    bool avail; // resource available ?
    SpinLock lock; // mutex nonblocking lock
public:
    BinSem( bool start = true ) : avail( start ) {}
    void P() {
        lock.acquire(); // prevention barging
        if ( ! avail ) {
            // add self to lock' s blocked list
            yieldNoSchedule( lock );
            // DO NOT REACQUIRE LOCK
        }
        avail = false;
        lock.release();
    }
    void V() {
        lock.acquire();
        if ( ! blocked.empty() ) {
            // remove task from blocked list and make ready
            // DO NOT RELEASE LOCK
        } else {
            avail = true; // conditional reset
            lock.release(); // NO RACE
        }
    }
};

```

- Same as single-acquisition mutexLock but can initialize avail.
- Higher cost for synchronization if external lock already acquired.

### 6.3.5 Counting Semaphore

- Augment the definition of P and V to allow a multi-valued semaphore.
- What does it mean for a lock to have more than open/closed (unlocked/locked)?
- Augment V to allow increasing the counter an arbitrary amount.
- synchronization

```

T1::main() {      T2::main() {      T3::main() {
    ...
    lk.P();        lk.P();        S1
    S2            S3            lk.V(); // lk.V(2)
    ...           ...           lk.V();
}                }                ...
}                }                }

```

○

```

int main() {
    CntSem lk( 0 ); // closed
    T1 x( lk );
    T2 y( lk );
    T3 z( lk );
}

```

- mutual exclusion

```

Task T {
    CntSem & lk;
    void main() {
        ...
        lk.P();
        // up to 3 tasks in
        // critical section
        lk.V();
        ...
    }
public:
    T( CntSem & lk ) : lk(lk) {}
};

```

```

int main() {
    CntSem lk( 3 ); // allow 3
    T t0( lk ), t1( lk ), ...;
}

```

#### 6.3.5.1 Implementation

- Change availability into counter, and set to some maximum on creation.

```

class CntSem {
    queue<Task> blocked; // blocked tasks
    int cnt; // resource being used ?
    SpinLock lock; // nonblocking lock
public:
    CntSem( int start = 1 ) : cnt( start ) {}
}

```

```

void P() {
    lock.acquire();
    cnt -= 1;
    if ( cnt < 0 ) {
        // add self to lock' s blocked list
        yieldNoSchedule( lock );
        // DO NOT REACQUIRE LOCK
    }
    lock.release();
}

void V() {
    lock.acquire();
    cnt += 1;
    if ( cnt <= 0 ) {
        // remove task from blocked list and make ready
        // DO NOT RELEASE LOCK
    } else {
        lock.release(); // NO RACE
    }
}
};

```

- In general, binary/counting semaphores are used in two distinct ways:
  1. For synchronization, if the semaphore starts at 0  $\Rightarrow$  waiting for an event to occur.
  2. For mutual exclusion, if the semaphore starts at 1(N)  $\Rightarrow$  controls a critical section.
- $\mu$ C++ provides a counting semaphore, `uSemaphore`, which subsumes a binary semaphore.

```

#include <uSemaphore.h>
class uSemaphore {
public:
    uSemaphore( unsigned int count = 1 );
    void P();
    bool TryP();
    void V( unsigned int times = 1 );
    int counter() const;
    bool empty() const;
};

```

## 6.4 Lock Programming

### 6.4.1 Precedence Graph

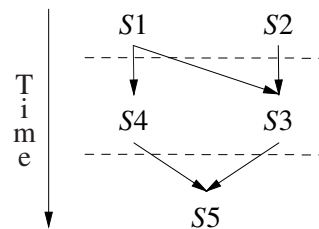
- Binary P and V in with COBEGIN are as powerful as START and WAIT.
- E.g., execute statements so the result is the same as serial execution but concurrency is maximized.

```

S1: a := 1
S2: b := 2
S3: c := a + b
S4: d := 2 * a
S5: e := c + d

```

- Analyse which data and code depend on each other.
- Display dependencies graphically in a **precedence graph** (different from process graph).

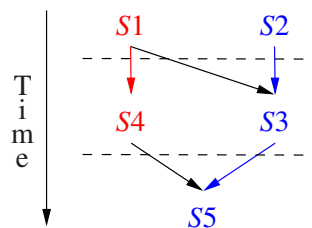


```

Semaphore L1(0), L2(0), L3(0), L4(0);
COBEGIN
  BEGIN a := 1; V(L1); END;
  BEGIN b := 2; V(L2); END;
  BEGIN P(L1); P(L2); c := a + b; V(L3); END;
  BEGIN P(L1); d := 2 * a; V(L4); END;
  BEGIN P(L3); P(L4); e := c + d; END;
COEND

```

- Does this solution work?
- Optimal solution: minimum threads,  $M$ , and traverse  $M$  paths through precedence graph.

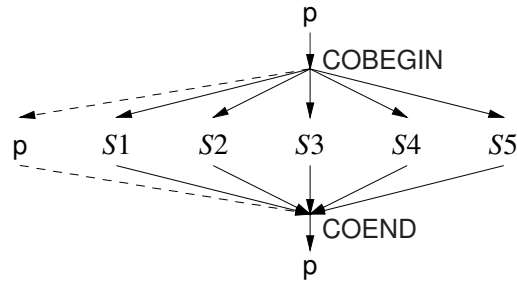


```

Semaphore L1(0), L2(0);
COBEGIN
  BEGIN a := 1; V(L1); d := 2 * a; V(L2); END;
  BEGIN b := 2; P(L1); c := a + b; P(L2); e := c + d; END;
COEND

```

- process graph (different from precedence graph)

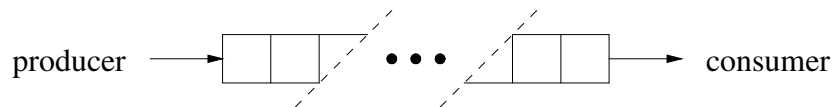


## 6.4.2 Buffering

- Tasks communicate unidirectionally through a queue.
- Producer adds items to the back of a queue.
- Consumer removes items from the front of a queue.

### 6.4.2.1 Unbounded Buffer

- Two tasks communicate through a queue of unbounded length.



- Because tasks work at different speeds, producer may get ahead of consumer.
- Queue is shared between producer/consumer, and counting semaphore controls access.

```

#define QueueSize ∞
int front = 0, back = 0;
int Elements[QueueSize];
uSemaphore full(0);
void Producer::main() {
    for (;;) {
        // produce an item
        // add to back of queue
        full.V();
    }
    // produce a stopping value
    full.V();
}
void Consumer::main() {
    for (;;) {
        full.P();
        // take an item from the front of the queue
        if (stopping value ?) break;
        // process or consume the item
    }
}

```

- Is there a problem adding and removing items from the shared queue?
- Is the full semaphore used for mutual exclusion or synchronization?

### 6.4.2.2 Bounded Buffer

- Two tasks communicate through a queue of bounded length.
- Use counting semaphores to account for the finite length of the shared queue.

```

uSemaphore full(0), empty(QueueSize);
void Producer::main() {
    for ( ;; ) {
        // produce an item
        empty.P();
        // add element to buffer
        full.V();
    }
    // produce a stopping value
    full.V();
}
void Consumer::main() {
    for ( ;; ) {
        full.P();
        // remove element from buffer
        if ( stopping value ? ) break;
        // process or consume the item
        empty.V();
    }
}

```

- Does this produce maximum concurrency?
- Can it handle multiple producers/consumers?

|    |    |   |    |    |
|----|----|---|----|----|
| 34 | 13 | 9 | 10 | -3 |
|----|----|---|----|----|

| full         | empty        |
|--------------|--------------|
| <del>0</del> | <del>5</del> |
| <del>1</del> | <del>4</del> |
| <del>2</del> | <del>3</del> |
| <del>3</del> | <del>2</del> |
| <del>4</del> | <del>1</del> |
| 5            | 0            |

### 6.4.3 Lock Techniques

- Many possible solutions; need systematic approach.
- A **split binary semaphore** is a collection of semaphores where at most one of the collection has the value 1.



- I.e., the sum of the semaphores is always less than or equal to one.
- Used when different kinds of tasks have to block separately.
- Cannot differentiate tasks blocked on the same semaphore (condition) lock. Why?
- E.g., A and B tasks block on different semaphores so they can be unblocked based on kind, but collectively manage 2 semaphores like it was one.
- Split binary semaphores can be used to solve complicated mutual-exclusion problems by a technique called **baton passing**.
- The rules of baton passing are:
  - there is exactly one (conceptual) baton
  - nobody moves in the entry/exit code unless they have it
  - once the baton is released, cannot read/write variables in entry/exit

```

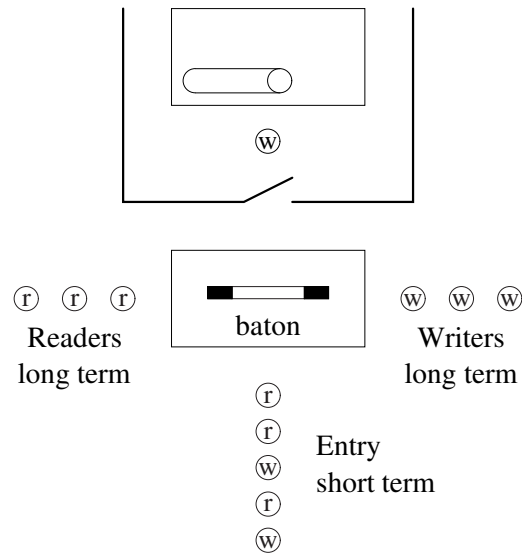
class BinSem {
    queue<Task> blocked;
    bool avail;
    SpinLock lock;
public:
    BinSem( bool start = true ) : avail( start ) {}
    void P() {
        lock.acquire(); PICKUP BATON, CAN ACCESS STATE
        if ( ! avail ) {
            // add self to lock' s blocked list
            PUT DOWN BATON, CANNOT ACCESS STATE
            yieldNoSchedule( lock );
            // UNBLOCK WITH SPIN LOCK ACQUIRED
            PASSED BATON, CAN ACCESS STATE
        }
        avail = false;
        lock.release(); PUT DOWN BATON, CANNOT ACCESS STATE
    }
    void V() {
        lock.acquire(); PICKUP BATON, CAN ACCESS STATE
        if ( ! blocked.empty() ) {
            // remove task from blocked list and make ready
            PASS BATON, CANNOT ACCESS STATE
        } else {
            avail = true;
            lock.release(); PUT DOWN BATON, CANNOT ACCESS STATE
        }
    }
};

```

- Can mutex/condition lock perform baton passing to prevent barging?
  - Not if signalled task must implicitly re-acquire the mutex lock before continuing.
  - ⇒ signaller must release the mutex lock.
  - There is now a race between signalled and calling tasks, resulting in barging.

### 6.4.4 Readers and Writer Problem

- Multiple tasks sharing a resource: some reading the resource and some writing the resource.
- Allow multiple concurrent reader tasks simultaneous access, but serialize access for writer tasks (a writer may read).
- Use split-binary semaphore to segregate 3 kinds of tasks: arrivers, readers, writers.
- Use baton-passing to help understand complexity.



#### 6.4.4.1 Solution 1

```

uSemaphore entry(1), rwait(0), wwait(0); // split binary semaphores
int rdel = 0, wdel = 0, rcnt = 0, wcnt = 0; // auxiliary counters
void Reader::main() {
    entry.P(); // pickup baton
    if ( wcnt > 0 ) { // occupied ?
        rdel += 1; entry.V(); // put baton down
        rwait.P(); rdel -= 1; // passed baton
    }
    rcnt += 1;
    if ( rdel > 0 ) { // waiting readers ?
        rwait.V(); // pass baton
    } else {
        entry.V(); // put baton down
    }
    // READ
    entry.P(); // pickup baton
    rcnt -= 1;
    if ( rcnt == 0 && wdel > 0 ) { // waiting writers ?
        wwait.V(); // pass baton
    } else {
        entry.V(); // put baton down
    }
}

```

```

void Writer::main() {
    entry.P();                // pickup baton
    if ( rcnt > 0 || wcnt > 0 ) { // occupied ?
        wdel += 1; entry.V(); // put baton down
        wwait.P(); wdel -= 1; // passed baton
    }
    wcnt += 1;
    entry.V();                // put baton down
    // WRITE
    entry.P();                // pickup baton
    wcnt -= 1;
    if ( rdel > 0 ) {         // waiting readers ?
        rwait.V();           // pass baton
    } else if ( wdel > 0 ) { // waiting writers ?
        wwait.V();           // pass baton
    } else {
        entry.V();           // put baton down
    }
}

```

- Problem: reader only checks for writer in resource, never writers waiting to use it.

#### 6.4.4.2 Solution 2

- Give writers priority and make the readers wait.
- Change entry protocol for reader to the following:

```

    entry.P();                // pickup baton
    if ( wcnt > 0 || wdel > 0 ) { // waiting writers?
        rdel += 1; entry.V(); // put baton down
        rwait.P(); rdel -= 1; // passed baton
    }
    rcnt += 1;
    if ( rdel > 0 ) {         // waiting readers ?
        rwait.V();           // pass baton
    } else {
        entry.V();           // put baton down
    }
}

```

- Also, change writer's exit protocol to favour writers:

```

    entry.P();                // pickup baton
    wcnt -= 1;
    if ( wdel > 0 ) {         // check writers first
        wwait.V();           // pass baton
    } else if ( rdel > 0 ) { // pass baton
        rwait.V();
    } else {
        entry.V();           // put baton down
    }
}

```

### 6.4.4.3 Solution 3

- Fairness on simultaneous arrival is solved by alternation (Dekker's solution).
- Flag is unnecessary if readers wait when there is a waiting writer, and all readers started after a writer.
- $\Rightarrow$  put writer's exit-protocol back to favour readers.

```

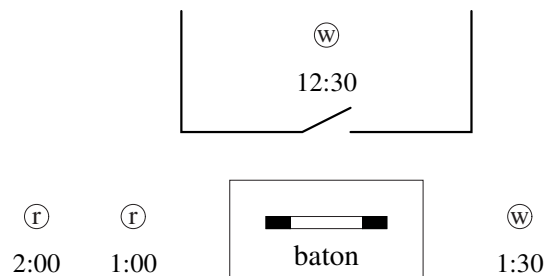
entry.P();                // pickup baton
wcnt -= 1;
if ( rdel > 0 ) {        // check readers first
    rwait.V();           // pass baton
} else if ( wdel > 0 ) {
    wwait.V();           // pass baton
} else {
    entry.V();           // put baton down
}

```

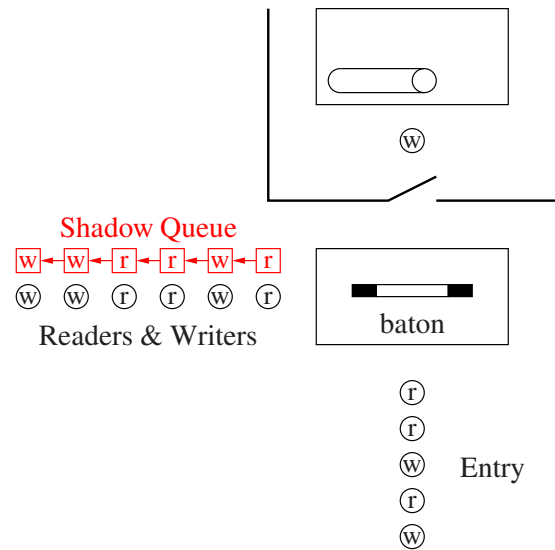
- **Arriving** readers cannot barge ahead of waiting writers and **unblocking** writers cannot barge ahead of a waiting reader
- $\Rightarrow$  alternation for simultaneous waiting.

### 6.4.4.4 Solution 4

- Problem: temporal barging!
- Staleness/freshness for last flag and staleness with no-flag.



- Alternation for simultaneous waiting means when writer leaves resource:
  - both readers enter  $\Rightarrow$  2:00 reader reads data that is **stale**; should read 1:30 write
  - writer enters and overwrites 12:30 data (never seen)  $\Rightarrow$  1:00 reader reads data that is too **fresh** (i.e., missed reading 12:30 data)
- Staleness/freshness can lead to plane or stock-market crash.
- Have readers and writers wait on same semaphore  $\Rightarrow$  collapse split binary semaphore.
- **But now lose kind of waiting task!**



```

uSemaphore entry(1), rwwait(0); // readers/writers, temporal order
int rwdel = 0, rcnt = 0, wcnt = 0; // auxiliary counters
enum RW { READER, WRITER }; // kinds of tasks
queue<RW> rw_id; // queue of kinds
void Reader::main() {
    entry.P(); // pickup baton
    if ( wcnt > 0 || rwdel > 0 ) { // anybody waiting?
        rw_id.push( READER ); // store kind
        rwdel += 1; entry.V(); rwwait.P(); rwdel -= 1;
        rw_id.pop();
    }
    rcnt += 1;
    if ( rwdel > 0 && rw_id.front() == READER ) { // more readers ?
        rwwait.V(); // pass baton
    } else
        entry.V(); // put baton down
    // READ
    entry.P(); // exit protocol
    rcnt -= 1;
    if ( rcnt == 0 && rwdel > 0 ) { // last reader ?
        rwwait.V(); // pass baton
    } else
        entry.V(); // put baton down
}

```

```

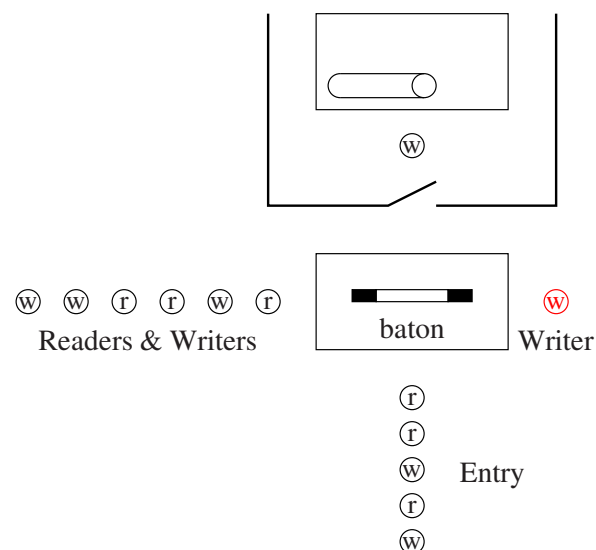
void Writer::main() {
    entry.P(); // pickup baton
    if ( rcnt > 0 || wcnt > 0 ) {
        rw_id.push( WRITER ); // store kind
        rwdel += 1; entry.V(); rwwait.P(); rwdel -= 1;
        rw_id.pop();
    }
    wcnt += 1;
    entry.V(); // put baton down
    // WRITE
    entry.P(); // pickup baton
    wcnt -= 1;
    if ( rwdel > 0 ) { // anyone waiting ?
        rwwait.V(); // pass baton
    } else
        entry.V(); // put baton down
}

```

- Why can task pop *front* node on shadow queue when unblocked?

#### 6.4.4.5 Solution 5

- Cheat on cooperation:
  - allow 2 checks for write instead of 1
  - use reader/writer bench and writer chair.



```

uSemaphore entry(1), rwait(0), wwait(0);
int rdcl = 0, wcl = 0, rcnt = 0, wcnt = 0; // auxiliary counters
void Reader::main() {
    entry.P(); // pickup baton
    if ( wcnt > 0 || wcl > 0 || rdcl > 0 ) {
        rdcl += 1; entry.V(); rwait.P(); rdcl -= 1;
    }
    rcnt += 1;
    if ( rdcl > 0 ) { // more readers ?
        rwait.V(); // pass baton
    } else
        entry.V(); // put baton down
    // READ
    entry.P(); // pickup baton
    rcnt -= 1;
    if ( rcnt == 0 ) { // last reader ?
        if ( wcl != 0 ) { // writer waiting ?
            wwait.V(); // pass baton
        } else if ( rdcl > 0 ) { // anyone waiting ?
            rwait.V(); // pass baton
        } else
            entry.V(); // put baton down
    } else
        entry.V(); // put baton down
}

void Writer::main() {
    entry.P(); // pickup baton
    if ( rcnt > 0 || wcnt > 0 ) { // first wait ?
        rdcl += 1; entry.V(); rwait.P(); rdcl -= 1;
        if ( rcnt > 0 ) { // second wait ?
            wcl += 1; entry.V(); wwait.P(); wcl -= 1;
        }
    }
    wcnt += 1;
    entry.V(); // put baton down
    // WRITE
    entry.P(); // pickup baton
    wcnt -= 1;
    if ( rdcl > 0 ) { // anyone waiting ?
        rwait.V(); // pass baton
    } else
        entry.V(); // put baton down
}

```

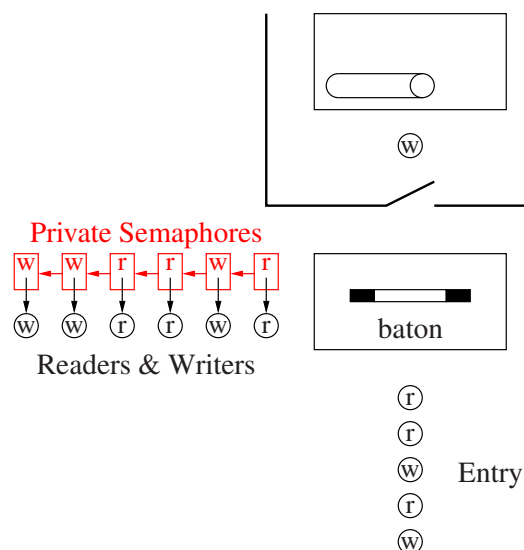
#### 6.4.4.6 Solution 6

- Still temporal problem when tasks move from one blocking list to another.
- In solutions, reader/writer entry-protocols have code sequence:

```
... entry.V(); INTERRUPTED HERE Xwait.P();
```

- For writer:
  - pick up baton and see readers using resource
  - put baton down, `entry.V()`, but time-sliced before wait, `Xwait.P()`.
  - another writer does same thing, and this can occur to any depth.
  - writers restart in any order or immediately have another time-slice
  - e.g., 2:00 writer goes ahead of 1:00 writer  $\Rightarrow$  freshness problem.
- For reader:
  - pick up baton and see writer using resource
  - put baton down, `entry.V()`, but time-sliced before wait, `Xwait.P()`.
  - writers that arrived ahead of reader do same thing
  - reader restarts before any writers
  - e.g., 2:00 reader goes ahead of 1:00 writer  $\Rightarrow$  staleness problem.
- Need atomic block and release  $\Rightarrow$  magic like turning off time-slicing.
 

```
Xwait.P( entry );    // uC++ semaphore
```
- Alternative: ticket
  - readers/writers take ticket (see Section 5.18.9, p. 85) before putting baton down
  - to pass baton, serving counter is incremented and then **WAKE ALL BLOCKED TASKS**
  - each task checks ticket with serving value, and one proceeds while others reblock
- Alternative: private semaphore
  - list of **private semaphores**, one for each waiting task, versus multiple waiting tasks on a semaphore.





```

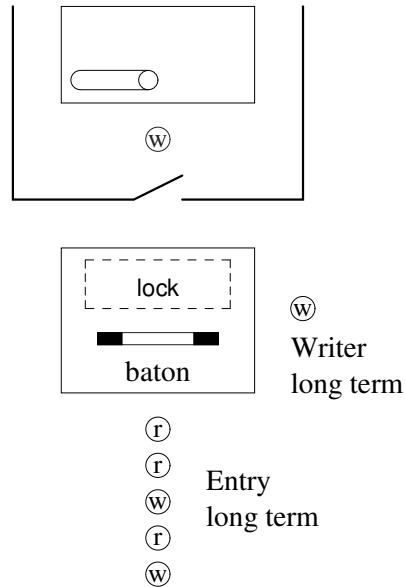
uSemaphore entry(1);
int rwdel = 0, rcnt = 0, wcnt = 0;
struct RWnode {
    RW rw; // kinds of task
    uSemaphore sem; // private semaphore
    RWnode( RW rw ) : rw(rw), sem(0) {}
};
queue<RWnode *> rw_id;
void Reader::main() {
    entry.P(); // pickup baton
    if ( wcnt > 0 || ! rw_id.empty() ) { // anybody waiting?
        RWnode r( READER );
        rw_id.push( &r ); // store kind
        rwdel += 1; entry.V(); r.sem.P(); rwdel -= 1;
        rw_id.pop();
    }
    rcnt += 1;
    if ( rwdel > 0 && rw_id.front()->rw == READER ) { // more readers ?
        rw_id.front()->sem.V(); // pass baton
    } else
        entry.V(); // put baton down
    // READ
    entry.P(); // pickup baton
    rcnt -= 1;
    if ( rcnt == 0 && rwdel > 0 ) { // last reader ?
        rw_id.front()->sem.V(); // pass baton
    } else
        entry.V(); // put baton down
}

void Writer::main() {
    entry.P(); // pickup baton
    if ( rcnt > 0 || wcnt > 0 ) { // resource in use ?
        RWnode w( WRITER );
        rw_id.push( &w ); // remember kind of task
        rwdel += 1; entry.V(); w.sem.P(); rwdel -= 1;
        rw_id.pop();
    }
    wcnt += 1;
    entry.V();
    // WRITE
    entry.P(); // pickup baton
    wcnt -= 1;
    if ( rwdel > 0 ) { // anyone waiting ?
        rw_id.front()->sem.V(); // pass baton
    } else
        entry.V(); // put baton down
}

```

#### 6.4.4.7 Solution 7

- Ad hoc solution with questionable split-binary semaphores and baton-passing.



- Tasks wait in temporal order on entry semaphore.
- Only one writer ever waits on the writer chair until readers leave resource.
- **Waiting writer blocks holding baton to force other arriving tasks to wait on entry.**
- Semaphore lock is used only for mutual exclusion.
- Sometimes acquire two locks to prevent tasks entering and leaving.
- Release in opposite order.

```

uSemaphore entry(1);           // two locks open
uSemaphore lock(1), wwait(0);
int rcnt = 0, wdel = 0;

void Reader::main() {
    entry.P();                 // entry protocol
    lock.P();
    rcnt += 1;
    lock.V();
    entry.V();                 // put baton down
    // READ
    lock.P();                 // exit protocol
    rcnt -= 1;                // critical section
    if ( rcnt == 0 && wdel == 1 ) { // last reader & writer waiting ?
        lock.V();
        wwait.V();           // pass baton
    } else
        lock.V();
}

```

```
void Writer::main() {
    entry.P();           // entry protocol
    lock.P();
    if ( rcnt > 0 ) {   // readers waiting ?
        wdel += 1;
        lock.V();
        wwait.P();     // wait for readers
        wdel -= 1;     // unblock with baton
    } else
        lock.V();
    // WRITE
    entry.V();         // exit protocol
}
```

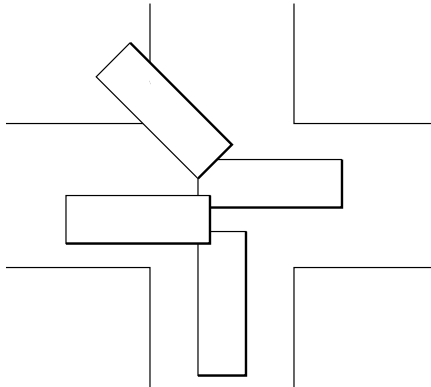
- Is temporal order preserved?
- While solution is smaller, harder to reason about correctness.
- Does not generalize for other kinds of complex synchronization and mutual exclusion.



## 7 Concurrent Errors

### 7.1 Race Condition

- A **race condition** occurs when there is missing:
  - synchronization
  - mutual exclusion

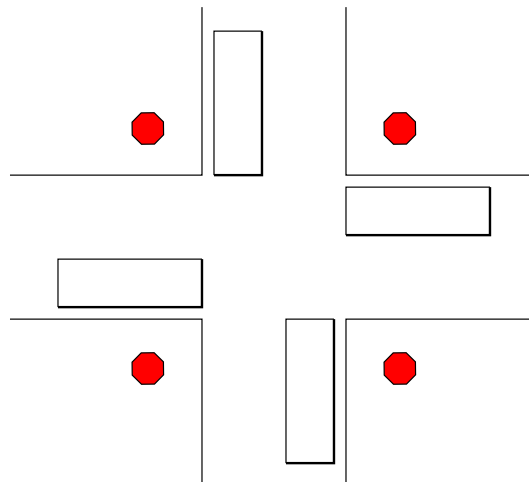


- Two or more tasks race along assuming synchronization or mutual exclusion has occurred.
  - Aug. 14, 2003 Northeastern blackout : worst power outage in North American history.
  - Race condition buried in four million lines of C code.
  - “in excess of three million online operational hours in which nothing had ever exercised that bug.”

### 7.2 No Progress

#### 7.2.1 Live-lock

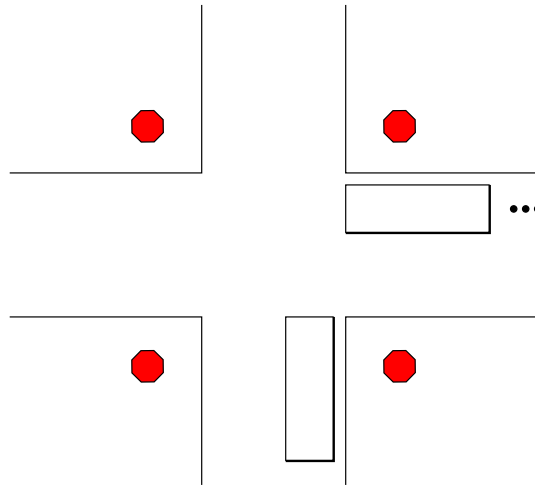
- Indefinite postponement: “You go first” problem on simultaneous arrival (consuming CPU)
- Caused by poor scheduling in entry protocol:



- There always exists some mechanism to break tie on simultaneous arrival that deals effectively with live-lock (Oracle with cardboard test).

### 7.2.2 Starvation

- A selection algorithm ignores one or more tasks so they are never executed, i.e., lack of long-term fairness.



- Like live-lock, starving task might be ready at any time, switching among active, ready and possibly blocked states (consuming CPU).

### 7.2.3 Deadlock

- **Deadlock** is the state when one or more processes are waiting for an event that will not occur.
- Unlike live-lock/starvation, deadlocked task is blocked so not consuming CPU.

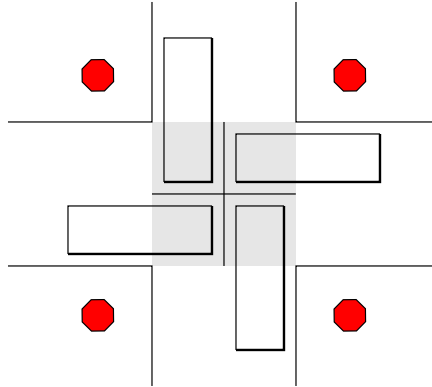
#### 7.2.3.1 Synchronization Deadlock

- Failure in cooperation, so a blocked task is never unblocked (stuck waiting):

```
int main() {
    uSemaphore s(0);    // closed
    s.P();              // wait for lock to open
}
```

#### 7.2.3.2 Mutual Exclusion Deadlock

- Failure to acquire a resource protected by mutual exclusion.



- Deadlock, unless one of the cars is willing to backup.
- There are 5 conditions that must occur for a set of processes to deadlock.
  1. A **concrete** shared-resource requiring mutual exclusion, i.e., exists without a task.
    - A task “wanting to drive across the intersection” is not a resource.
  2. A process holds a resource while waiting for access to a resource held by another process (hold and wait).
  3. Once a process has gained access to a resource, the runtime system cannot get it back (no preemption).
  4. There exists a circular wait of processes on resources.
  5. These conditions must occur simultaneously.
- Simple example using semaphores:

```

uSemaphore L1(1), L2(1);           // open
task1                             task2
L1.P()                             L2.P()           // acquire opposite locks
R1                                     R2           // access resource
L2.P()                             L1.P()           // acquire opposite locks
R1 & R2                               R2 & R1       // access resources

```

## 7.3 Deadlock Prevention

### 7.3.1 Synchronization Prevention

- Eliminate all synchronization from a program

### 7.3.2 Mutual Exclusion Prevention

1. no mutual exclusion
2. no hold & wait: do not give any resource, unless all resources can be given

```

uSemaphore L1(1), L2(1); // open
task1      task2
L1.P() L2.P()      L1.P() L2.P() // acquire all locks at start
R1        R2          R2        R1      // access resource
      R1 & R2          R2 & R1      // access resources

```

3. allow preemption

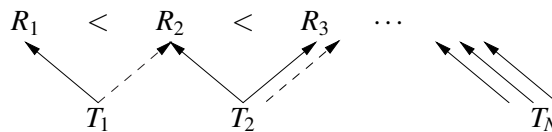
4. no circular wait: by controlling order of resource allocations

```

uSemaphore L1(1), L2(1); // open
task1      task2
L1.P()      L1.P() // acquire same locks
R1          // access resource
L2.P()      L2.P() // acquire same locks
      R2 // access resource
R1 & R2    R2 & R1 // access resources

```

- Use an **ordered resource** policy:

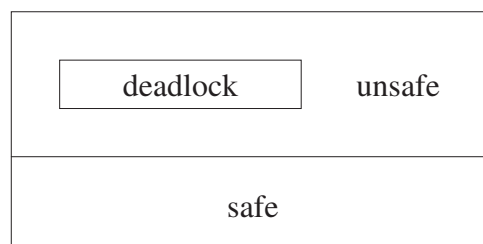


- divide all resources into classes  $R_1, R_2, R_3$ , etc.
- rule: can only request a resource from class  $R_i$  if holding no resources from any class  $R_j$  for  $j \geq i$
- unless each class contains only one resource, requires requesting several resources simultaneously
- denote the highest class number for which  $T$  holds a resource by  $h(T)$
- if process  $T_1$  is requesting a resource of class  $k$  and is blocked because that resource is held by process  $T_2$ , then  $h(T_1) < k \leq h(T_2)$
- as the preceding inequality is strict, a circular wait is impossible

5. prevent simultaneous occurrence:

## 7.4 Deadlock Avoidance

- Monitor all lock blocking and resource allocation to detect any potential formation of deadlock.





### 7.4.1 Banker's Algorithm

- Demonstrate a safe sequence of resource allocations that  $\Rightarrow$  no deadlock.

|    | R1 | R2 | R3 | R4 |                      |
|----|----|----|----|----|----------------------|
|    | 6  | 12 | 4  | 2  | total resources (TR) |
| T1 | 4  | 10 | 1  | 1  | maximum needed       |
| T2 | 2  | 4  | 1  | 2  | for execution        |
| T3 | 5  | 9  | 0  | 1  | (M)                  |
| T1 | 2  | 5  | 1  | 0  | currently            |
| T2 | 1  | 2  | 1  | 0  | allocated            |
| T3 | 1  | 2  | 0  | 0  | (C)                  |

resource request (T1, R1) 2  $\rightarrow$  3

|    |   |   |   |   |                 |
|----|---|---|---|---|-----------------|
| T1 | 1 | 5 | 0 | 1 | needed to       |
| T2 | 1 | 2 | 0 | 2 | execute         |
| T3 | 4 | 7 | 0 | 1 | ( $N = M - C$ ) |

- Is there a safe order of execution that avoids deadlock should each process require its maximum resource allocation?

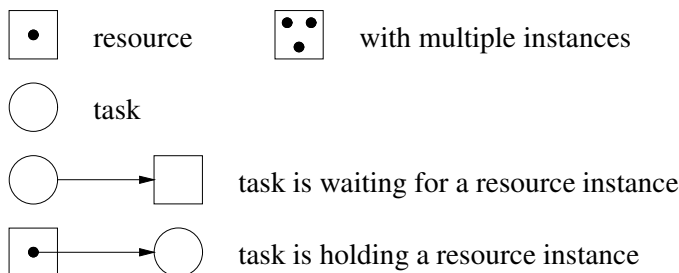
current available resources

|    |   |    |   |   |                               |
|----|---|----|---|---|-------------------------------|
|    | 1 | 3  | 2 | 2 | ( $CR = TR - \sum C_{cols}$ ) |
| T2 | 0 | 1  | 2 | 0 | ( $CR = CR - N_{T2}$ )        |
|    | 2 | 5  | 3 | 2 | ( $CR = CR + M_{T2}$ )        |
| T1 | 1 | 0  | 3 | 1 | ( $CR = CR - N_{T1}$ )        |
|    | 5 | 10 | 4 | 2 | ( $CR = CR + M_{T1}$ )        |
| T3 | 1 | 3  | 4 | 1 | ( $CR = CR - N_{T3}$ )        |
|    | 6 | 12 | 4 | 2 | ( $CR = CR + M_{T3}$ )        |

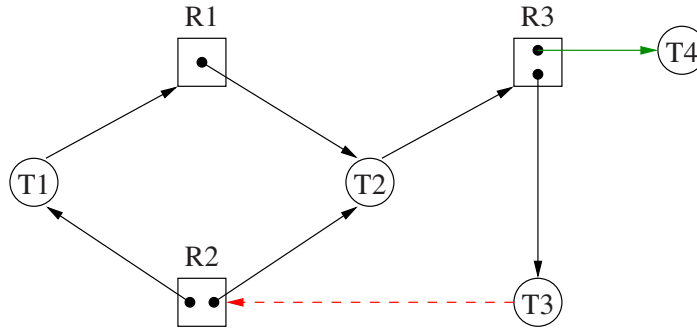
- Does task scheduling need to be adjusted to the safe sequence?
- The check for a safe order can be performed for every allocation of resource to a process (optimizations are possible, i.e., same thread asks for another resource).

### 7.4.2 Allocation Graphs

- One method to check for potential deadlock is to graph processes and resource usage at each moment a resource is allocated.



- Multiple instances are put into a resource so that a specific resource does not have to be requested. Instead, a generic request is made.

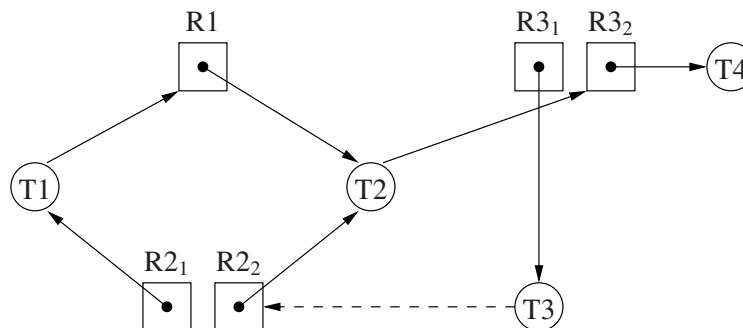


- If any resource has several instances, a cycle  $\not\Rightarrow$  deadlock.

$T1 \rightarrow R1 \rightarrow T2 \rightarrow R3 \rightarrow T3 \rightarrow R2 \rightarrow T1$  (cycle)

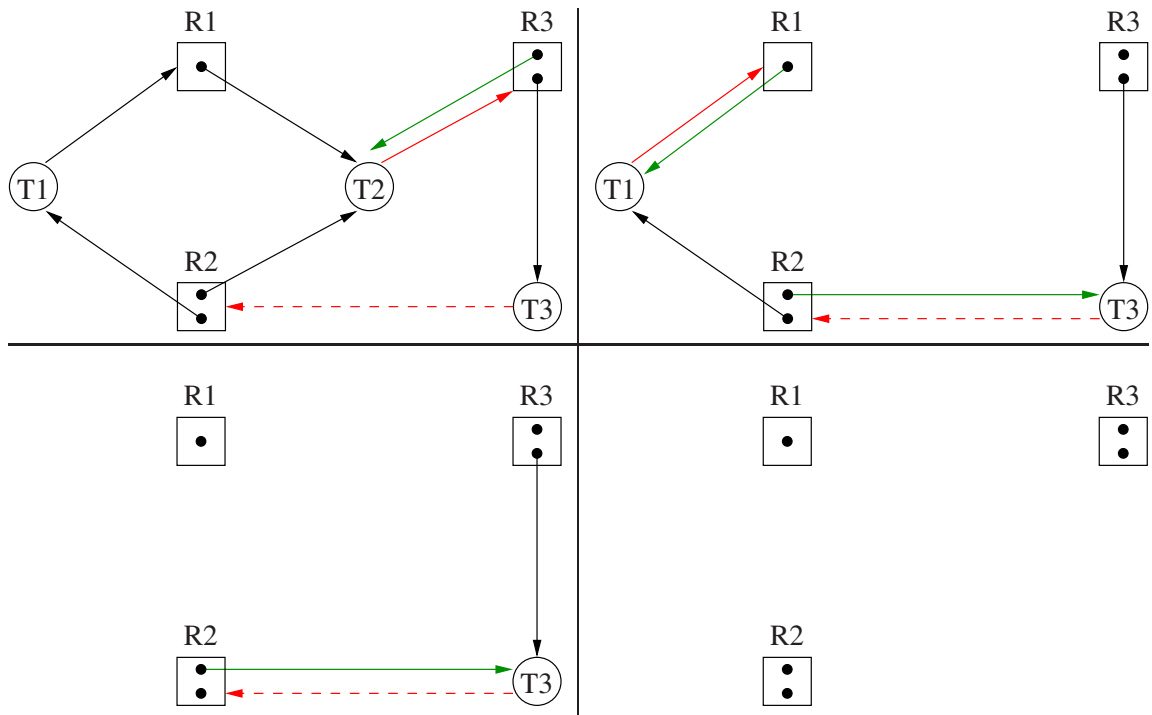
$T2 \rightarrow R3 \rightarrow T3 \rightarrow R2 \rightarrow T2$  (cycle)

- Create **isomorphic graph** without multiple instances (expensive and difficult):



- If each resource has one instance, a cycle  $\Rightarrow$  deadlock.

- Use **graph reduction** to locate deadlocks:



## 7.5 Detection and Recovery

- Instead of avoiding deadlock let it happen and recover.
- Discovering deadlock is difficult, e.g., build and check for cycles in allocation graph.
  - not on each resource allocation, but every T seconds or every time a resource cannot be immediately allocated
  - **Try  $\mu\text{C++}$  debugging macros to locate deadlock.**
- Recovery involves preemption of one or more processes in a cycle.

## 7.6 Which Method To Chose?

- Maybe “none of the above”: just ignore the problem
  - if some process is blocked for rather a long time, assume it is deadlocked and abort it
  - do this automatically in transaction-processing systems, manually elsewhere
- Of the techniques studied, only the ordered resource policy turns out to have much practical value.



## 8 Indirect Communication

- P and V are low level primitives for protecting critical sections and establishing synchronization between tasks.
- Shared variables provide the actual information that is communicated.
- Split-binary semaphores and baton passing are complex.

### 8.1 Critical Regions

- Declare which variables are to be shared, as in:

```
VAR v : SHARED INTEGER      MutexLock v_lock;

REGION v DO                  v_lock.acquire()
    // critical section      ... // x = v; (read) v = y (write)
END REGION                  v_lock.release()
```

- Simultaneous reads are impossible!
- Modify to allow reading of shared variables outside the critical region and modifications in the region.
- Problem: reading partially updated information while a task is updating the shared variable in the region.
- Nesting can result in deadlock.

```
VAR x, y : SHARED INTEGER

task1          task2
REGION x DO    REGION y DO
    ...
    REGION y DO    REGION x DO
    ...
    END REGION    END REGION
    ...
END REGION      END REGION
```

### 8.2 Conditional Critical Regions

- REGION v DO  
    **AWAIT conditional-expression**  
    ...  
END REGION

- E.g., The consumer from the producer-consumer problem.

```
VAR Q : SHARED QUEUE<INT,10>

REGION Q DO
    AWAIT NOT EMPTY( Q ) buffer not empty
    take an item from the front of the queue
END REGION
```

- If the condition is false, the region lock is released and entry is started again (busy waiting).
- To prevent busy waiting, block on queue for shared variable, and on region exit, search for true conditional-expression and unblock.

### 8.3 Monitor

- A **monitor** is an abstract data type that combines shared data with serialization of its modification.

```
_Monitor name {
    shared data
    members that see and modify the data
};
```

- A **mutex member** (short for mutual-exclusion member) is one that does NOT begin execution if there is another active mutex member.

- ```
class Mon {
    MutexLock mlock;
    int v;
    public:
    int x(...) {           // mutex member
        mlock.acquire();
        ...               // int temp = v;
        mlock.release();
        return v;        // return temp;
    }
};
```

- Recursive entry is allowed (owner mutex lock), i.e., one mutex member can call another or itself.
- Unhandled exceptions raised within a monitor should always release the implicit monitor locks so the monitor can continue to function.
- Destructor must be mutex, so ending a block with a monitor or deleting a dynamically allocated monitor, blocks if thread in monitor.

- Atomic counter using a monitor:

```

_Monitor AtomicCounter {
    int counter;
    public:
        AtomicCounter( int init = 0 ) : counter( init ) {}
        int inc() { counter += 1; return counter; } // mutex members
        int dec() { counter -= 1; return counter; }
};

```

```

AtomicCounter a, b, c;
... a.inc(); ... // accessed by multiple threads
... b.dec(); ...
... c.inc(); ...

```

## 8.4 Scheduling (Synchronization)

- A monitor may want to schedule tasks in an order different from the order in which they arrive (bounded buffer, readers/write with staleness/freshness).
- There are two techniques: external and internal scheduling.
  - *external* is scheduling tasks outside the monitor and is accomplished with the accept statement.
  - *internal* is scheduling tasks inside the monitor and is accomplished using condition variables with signal & wait.

### 8.4.1 External Scheduling

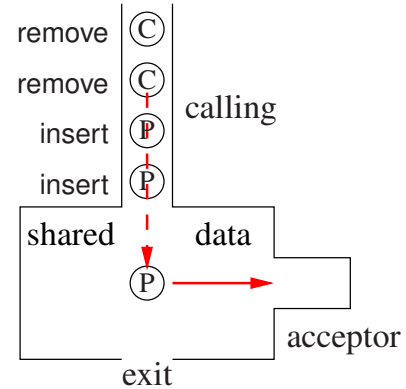
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- E.g. Bounded Buffer

```

_Monitor BoundedBuffer {
    int front = 0, back = 0, count = 0;
    int elements[20];
public:
    _Nomutex int query() const { return count; }
    [_Mutex] void insert( int elem );
    [_Mutex] int remove();
};
void BoundedBuffer::insert( int elem ) {
    if ( count == 20 ) _Accept( remove );
    elements[back] = elem;
    back = ( back + 1 ) % 20;
    count += 1;
}
int BoundedBuffer::remove() {
    if ( count == 0 ) _Accept( insert );
    int elem = elements[front];
    front = ( front + 1 ) % 20;
    count -= 1;
    return elem;
}

```



- Alternative calls that satisfy acceptor's requirement are possible:

```

    _Accept( insert || remove ); // one of insert or remove

```

- External scheduling is simple because unblocking (signalling) is implicit.

## 8.4.2 Internal Scheduling

- Scheduling among tasks inside the monitor.
- A **condition** is an external synchronization-lock (see Section 6.3.2, p. 99), i.e., queue of waiting tasks:

```

uCondition x, y, z[5];

```

- A task waits (blocks) by placing itself on a condition:

```

x.wait(); // wait( mutex, condition )

```

- A task on a condition queue is made ready by signalling the condition:

```

x.signal();

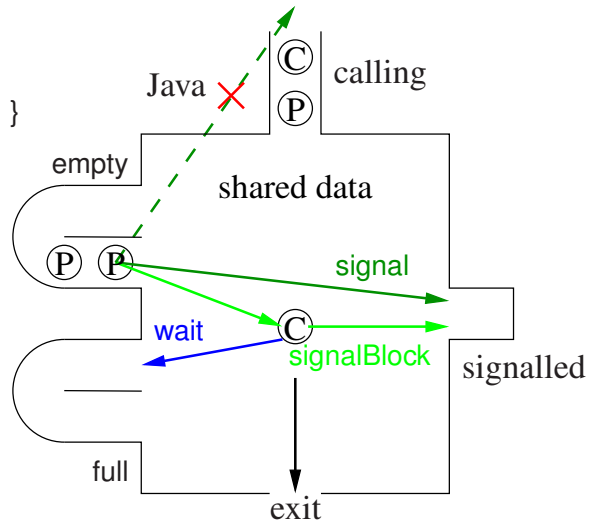
```

- E.g. Bounded Buffer (like binary semaphore solution):



```

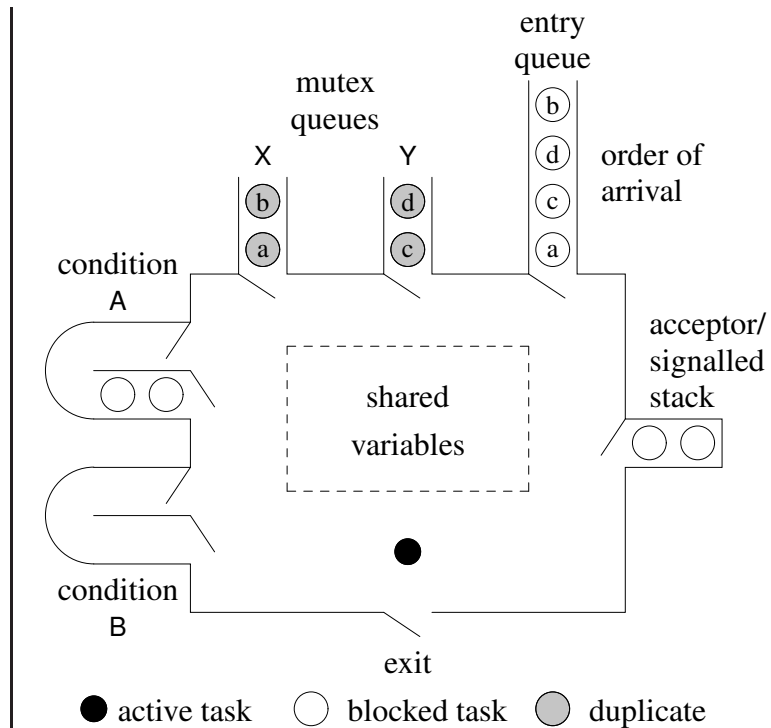
_Monitor BoundedBuffer {
    uCondition full, empty;
    int front = 0, back = 0, count = 0;
    int elements[20];
public:
    _Nomutex int query() const { return count; }
    void insert( int elem ) {
        if ( count == 20 ) empty.wait();
        elements[back] = elem;
        back = ( back + 1 ) % 20;
        count += 1;
        full.signal();
    }
    int remove() {
        if ( count == 0 ) full.wait();
        int elem = elements[front];
        front = ( front + 1 ) % 20;
        count -= 1;
        empty.signal();
        return elem;
    }
};
    
```



- General Model

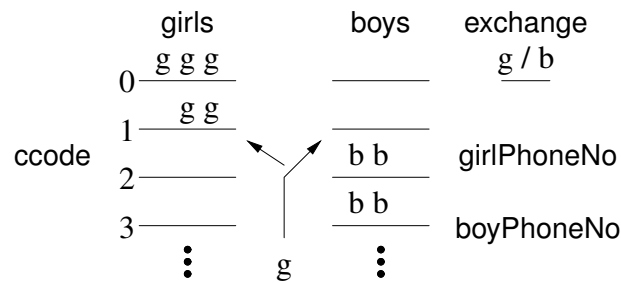
```

_Monitor Mon {
    uCondition A, B;
    ...
public:
    int X(...) {...}
    void Y(...) {...}
};
    
```



- When to use external or internal scheduling?
- However, external scheduling cannot be used if:
  - scheduling depends on member parameter value(s), e.g., compatibility code for dating

- scheduling must block in the monitor but cannot guarantee the next call fulfills cooperation
- Dating service



```

_Monitor DatingService {
    enum { CCodes = 20 }; // compatibility codes
    uCondition girls[CCodes], boys[CCodes], exchange;
    int girlPhoneNo, boyPhoneNo;
public:
    int girl( int phoneNo, int ccode ) {
        if ( boys[ccode].empty() ) { // no compatible boy ?
            girls[ccode].wait(); // wait for boy
            girlPhoneNo = phoneNo; // make phone number available
            exchange.signal(); // wake boy from chair
        } else {
            girlPhoneNo = phoneNo; // make phone number available
            // signalBlock() & remove exchange
            boys[ccode].signal(); // wake boy
            exchange.wait(); // sit in chair
        }
        return boyPhoneNo;
    }
    int boy( int phoneNo, int ccode ) {
        // same as above, with boy/girl interchanged
    }
};

```

- Also, possible to use signal with empty bench (ccode) as chair.

## 8.5 Readers/Writer

- Solution 3 (Section 6.4.4.3, p. 116), no bargers, 5 rules, not temporal

```

_Monitor ReadersWriter {
    int rcnt = 0, wcnt = 0;
    uCondition readers, writers;
public:
    void startRead() {
        if ( wcnt != 0 || ! writers.empty() ) readers.wait();
        rcnt += 1;
        readers.signal();
    }
    void endRead() {
        rcnt -= 1;
        if ( rcnt == 0 ) writers.signal();
    }

    void startWrite() {
        if ( wcnt !=0 || rcnt != 0 ) writers.wait();
        wcnt = 1;
    }
    void endWrite() {
        wcnt = 0;
        if ( ! readers.empty() ) readers.signal();
        else writers.signal();
    }
};

```

- Problem: has the same protocol as P and V.

ReadersWriter rw;		
<b>readers</b>	<b>writers</b>	
rw.startRead()	rw.startWrite()	// 2-step protocol
// read	// write	
rw.endRead()	rw.endWrite()	

- Simplify protocol:

ReadersWriter rw;		
<b>readers</b>	<b>writers</b>	
rw.read(...)	rw.write(...)	// 1-step protocol

- Alternative interface:

```

_Monitor ReadersWriter {
    _Mutex void startRead() { ... }
    _Mutex void endRead() { ... }
    _Mutex void startWrite() { ... }
    _Mutex void endWrite() { ... }
public:
    _Nomutex void read(...) { // no const or mutable
        startRead(); // acquire mutual exclusion
        // read, no mutual exclusion
        endRead(); // release mutual exclusion
    }
    _Nomutex void write(...) { // no const or mutable
        startWrite() // acquire mutual exclusion
        // write
        endWrite() // release mutual exclusion
    }
};

```

- Alternative interface, and remove wcnt (barging prevention):

```

_Monitor ReadersWriter {
    _Mutex void startRead() {
        if ( ! writers.empty() ) readers.wait();
        rcnt += 1;
        readers.signal();
    }
    _Mutex void endRead() { ... }

public:
    _Nomutex void read(...) { // no const or mutable
        startRead(); // acquire mutual exclusion
        // read, no mutual exclusion
        endRead(); // release mutual exclusion
    }
    void write(...) { // acquire mutual exclusion
        if ( rcnt != 0 ) writers.wait(); // release/reacquire
        // write, mutual exclusion
        if ( ! readers.empty() ) readers.signal();
        else writers.signal();
    }
};

```

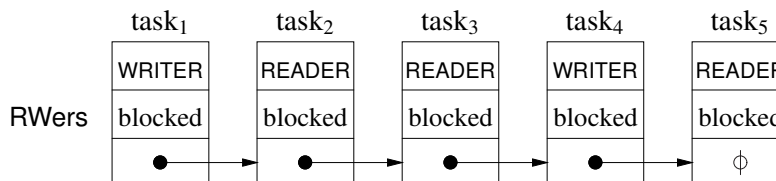
- Solution 4 (Section 6.4.4.4, p. 116), condition shadow queue with type `uintptr_t` data.

```

_Monitor ReadersWriter {
    int rcnt = 0, wcnt = 0;
    uCondition RWers;
    enum RW { READER, WRITER };
public:
    void startRead() {
        if ( wcnt !=0 || ! RWers.empty() ) RWers.wait( READER );
        rcnt += 1;
        if ( ! RWers.empty() && RWers.front() == READER ) RWers.signal();
    }
    void endRead() {
        rcnt -= 1;
        if ( rcnt == 0 ) RWers.signal();
    }

    void startWrite() {
        if ( wcnt != 0 || rcnt != 0 ) RWers.wait( WRITER );
        wcnt = 1;
    }
    void endWrite() {
        wcnt = 0;
        RWers.signal();
    }
};

```



- Use shadow queue to solve dining service, i.e., shadow with phone number.
- $\mu\text{C++}$  uCondLock and uSemaphore also support shadow queues with type uintptr\_t data.
- Solution 8, external scheduling

```

_Monitor ReadersWriter {
    int rcnt = 0, wcnt = 0;
public:
    void endRead() {
        rcnt -= 1;
    }
    void endWrite() {
        wcnt = 0;
    }
    void startRead() {
        if ( wcnt > 0 ) _Accept( endWrite );
        rcnt += 1;
    }
    void startWrite() {
        if ( wcnt > 0 ) _Accept( endWrite );
        else while ( rcnt > 0 ) _Accept( endRead );
        wcnt = 1;
    }
};

```

- Why has the order of the member routines changed?

## 8.6 Exceptions

- An exception raised in a monitor member propagates to the caller's thread.

```

_Monitor M {
public:
    void mem1() {
        ... if ( ... ) _Throw E(); ... // E goes to caller
    } // uRendezvousFailure goes to "this"
    void mem2() {
        try {
            ... if ( ... ) _Accept( mem1 ); ...
        } catch( uMutexFailure::RendezvousFailure & ) { // implicitly enabled
            // deal with rendezvous failure
        } // try
    }
};

```

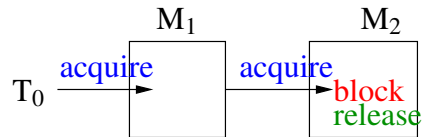
- Caller in M::mem1 gets exception E propagated on its stack.
- On exiting M::mem1, caller implicitly raises non-local RendezvousFailure exception at monitor acceptor's thread to identify failed cooperation.
- RendezvousFailure always enabled  $\Rightarrow$  **\_Enable** block unnecessary.
- For multiple **\_Accept** clauses

```
_Accept( mem2 || mem3 || ... );
```

flag variable required to know which member failed.

## 8.7 Nested Monitor Calls

- **Nested monitor problem:** acquire monitor (lock)  $M_1$ , call to monitor  $M_2$ , and wait on condition in  $M_2$ .



- Releasing all locks can inadvertently release a lock, e.g., incorrectly release  $M_0$  before  $M_1$ .
- Same problem occurs with locks.
- Called **lock composition** problem.
- Nested monitor used as guardian lock for readers/writer problem (like external scheduling RW page 141).

```

_Monitor RW {
  _Monitor RWN {
    uCondition bench;
    int rcnt = 0;
  public:
    void startRead() { rcnt += 1; }
    void endRead() {
      rcnt -= 1;
      if ( rcnt == 0 ) bench.signal();
    }
    void startEndWrite() {
      if ( rcnt > 0 ) bench.wait();      // blocking holding rw
      // sequential write
    }
  } rwn;

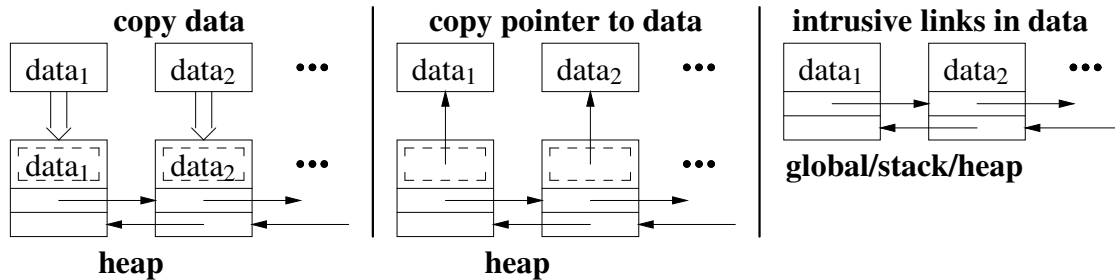
  _Mutex void mutexRead() { rwn.startRead(); }
 public:
  void write() { rwn.startEndWrite(); }
  _Nomutex void read() {
    mutexRead();
    // concurrent reads
    rwn.endRead();                      // let readers out
  }
};

```

- If the writer waits in rwn, it prevent both readers and writers acquiring rw, which prevents starvation and forces FIFO ordering.

## 8.8 Intrusive Lists

- Non-contiguous variable-length data-structures, e.g., list, dictionary, normally require dynamic allocation as the structure increases/decreases when adding/deleting nodes.
- Three kinds of collections: copy data, copy pointer, and intrusive pointers:



**copy** creates a collection node with link fields,  $\Rightarrow$  dynamic allocation for links and possibly data, copies data and/or data-pointer into node, and links node into collection.

**intrusive** assumes a node with data and link fields,  $\Rightarrow$  no dynamic allocation for collection links or copying.

- Programmer manages node lifetime for copy pointer and intrusive.
- $\mu$ C++ provides **intrusive data-structures** allowing global/stack/heap nodes and no copying.

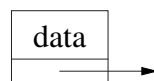
```

struct Node : public uColable {
    int i;
    Node( int i ) : i{ i } {}
};
int main() {
    Node n1{ 1 }, n2{ 2 }, n3{ 3 };           // stack nodes
    uStack<Node> s;
    s.push( &n1 ); s.push( &n2 ); s.push( &n3 ); // no dynamic allocation
    Node * sp;
    for ( uStackIter<Node> si(s); si >> sp; ) cout << sp->i << " ";
    cout << endl;
}

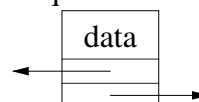
```

- $\mu$ C++ implementation uses private intrusive links for *non-copyable* objects like a coroutine or task, e.g., tasks on ready queue.
- Intrusive links have two formats: one link field (uColable) for a collection, and two link fields (uSeqable) for a sequence.

collection node



sequence node





```

class stacknode : public uColable { ... }
class queuenode : public uColable { ... }
class seqnode : public uSeqable { ... }

```

- Template classes uStack/uQueue (singly linked) are collections and uSequence (doubly linked) is a sequence.
- uSeqable node appears in sequence/collection; uColable node appears only in a collection.
- Each kind of intrusive list has associated iterators: uStackIter, uQueueIter, uSeqIter.
- See [μC++ reference manual](#) Appendix C for details and examples.
- Concurrency pattern shows how threads use intrusive lists to prevent dynamic allocation.

```

if ( ... ) {
    Node n{ ... }           // allocate on thread stack
    queue.add( n );
    // block
    queue.drop();         // node n must be at head/tail of list
} // automatically free n

```

- Lifetime of node is duration of blocked thread (see above pattern in shadow queue page [117](#) and private semaphore page [121](#)).

## 8.9 Counting Semaphore, V, P vs. Condition, Signal, Wait

- There are several important differences between these mechanisms:
  - 
  - 
  -
- Possible to simulate P and V using a monitor:

```

_Monitor semaphore {
    int sem;
    uCondition semcond;
public:
    semaphore( int cnt = 1 ) : sem( cnt ) {}
    void P() {
        if ( sem == 0 ) semcond.wait();
        sem -= 1;
    }
    void V() {
        sem += 1;
        semcond.signal();
    }
};

```

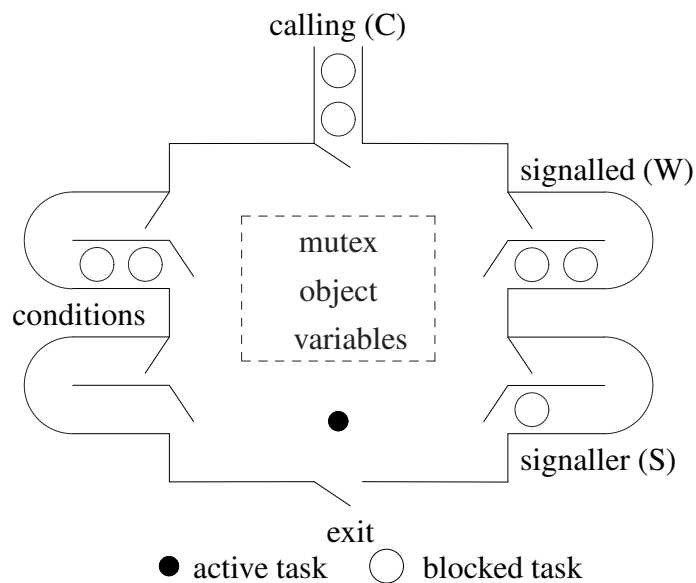
- Can this simulation be reduced?

## 8.10 Monitor Types

- **explicit scheduling** occurs when:
  - 
  -
- **implicit scheduling** occurs when a task waits in or exits from a mutex member, and a new task is selected first from the A/S stack, then the entry queue.

explicit scheduling	<u>internal scheduling (signal)</u>
implicit scheduling	external scheduling (accept)
	monitor selects (wait/exit)

- Monitors are classified by the implicit scheduling (who gets control) of the monitor when a task waits or signals or exits.
- Implicit scheduling can select from the calling (C), signalled (W), and signaller (S) queues.



	relative priority	
1	$C < W < S$	<b>Useful, has Prevention</b>
2	$C < S < W$	no barging
3	$C = W < S$	<b>Usable, needs Avoidance</b>
4	$C = S < W$	barging, starvation without avoidance
5	$C = W = S$	<b>Rejected, Confusing</b>
6	$C < W = S$	arbitrary selection
7	$S = W < C$	<b>Rejected, Unsound</b>
8	$W < S = C$	uncontrolled barging,
9	$W < C < S$	unpreventable starvation
10	$S < W = C$	
11	$S < C < W$	
12	$W < S < C$	
13	$S < W < C$	

- Implicit Signal

- Monitors either have an explicit signal (statement) or an implicit signal (automatic signal).
- The implicit signal causes a task to wait until the conditional expression is true.

```

_Monitor BoundedBuffer {
    int front = 0, back = 0, count = 0;
    int elements[20];
public:
    _Nomutex int query() const { return count; }
    void insert( int elem ) {
        waitUntil count != 20; // not in uC++
        elements[back] = elem;
        back = ( back + 1 ) % 20;
        count += 1;
    }
    int remove() {
        waitUntil count != 0; // not in uC++
        int elem = elements[front];
        front = ( front + 1 ) % 20;
        count -= 1;
        return elem;
    }
};

```

- Additional restricted monitor-type requiring the signaller exit immediately from monitor (i.e., signal  $\Rightarrow$  return), called **immediate-return signal**.
- Remaining monitor types:

signal type	priority	no priority
Blocking	Priority Blocking (Hoare) $C < S < W$ ( $\mu$ C++ signalBlock)	No Priority Blocking $C = S < W$
Nonblocking	Priority Nonblocking $C < W < S$ ( $\mu$ C++ signal)	No Priority Nonblocking $C = W < S$ (Java/C#)
Implicit Signal	Priority Implicit Signal $C < W$	No Priority Implicit Signal $C = W$

- no-priority blocking requires the **signaller task** to recheck the waiting condition in case of a barging task.
- no-priority non-blocking requires the **signalled task** to recheck the waiting condition in case of a barging task.
- implicit (automatic) signal is good for **prototyping** but have poor performance.
- priority nonblocking has no barging and optimizes signal before return (supply cooperation).
- priority blocking has no barging and handles internal cooperation within the monitor (wait for cooperation).
- coroutine monitor (**\_Cormonitor**)
  - coroutine with implicit mutual exclusion on calls to specified member routines:

```

_Mutex _Coroutine C { // _Cormonitor
    void main() {
        ... suspend() ...
        ... suspend() ...
    }
    public:
        void m1( ... ) { ... resume(); ... } // mutual exclusion
        void m2( ... ) { ... resume(); ... } // mutual exclusion
        ... // destructor is ALWAYS mutex
};

```

- can use resume(), suspend(), condition variables (wait(), signal(), signalBlock()) or **\_Accept** on mutex members.
- coroutine can now be used by multiple threads, e.g., coroutine print-formatter accessed by multiple threads.

## 8.11 Java Monitor

- **public** wait();  
**public** notify();  
**public** notifyAll()

- Internal scheduling is no-priority nonblocking  $\Rightarrow$  **barging**
- Bounded buffer:

```

class Buffer {
    // buffer declarations
    private int count = 0;
    public synchronized void insert( int elem ) {
        while ( count == Size ) wait(); // busy-waiting
        // add to buffer
        count += 1;
        if ( count == 1 ) notifyAll();
    }
    public synchronized int remove() {
        while ( count == 0 ) wait(); // busy-waiting
        // remove from buffer
        count -= 1;
        if ( count == Size - 1 ) notifyAll();
        return elem;
    }
}

```

- Erroneous Java implementation of barrier:

```

class Barrier { // monitor
    private int N, count = 0;
    public Barrier( int N ) { this.N = N; }
    public synchronized void block() {
        count += 1; // count each arriving task
        if ( count < N )
            try { wait(); } catch( InterruptedException e ) {}
        else // barrier full
            notifyAll(); // wake all barrier tasks
        count -= 1; // uncount each leaving task
    }
}

```

- Nth task does notifyAll, leaves monitor and performs its *i*th step, and then races back (barging) into the barrier before any notified task restarts.
  - It sees count still at N and incorrectly starts its *i*th+1 step before the current tasks have completed their *i*th step.
- Fix by modifying code for Nth task to set count to 0 (barging avoidance) and removing count -= 1.

```

else { // barrier full
    count = 0; // reset count
    notifyAll(); // wake all barrier tasks
}

```

- Technically, still wrong because of **spurious wakeup**  $\Rightarrow$  requires loop around wait.

```

if ( count < N )
    while ( ??? ) // cannot be count < N as count is always < N
        try { wait(); } catch( InterruptedException e ) {}

```

- Requires more complex implementation.

```

class Barrier { // monitor
    private int N, count = 0, generation = 0;
    public Barrier( int N ) { this.N = N; }
    public synchronized void block() {
        int mygen = generation;
        count += 1; // count each arriving task
        if ( count < N ) // barrier not full ? => wait
            while ( mygen == generation )
                try { wait(); } catch( InterruptedException e ) {}
        else { // barrier full
            count = 0; // reset count
            generation += 1; // next group
            notifyAll(); // wake all barrier tasks
        }
    }
}

```

- Misconception of building condition variables in Java with nested monitors:

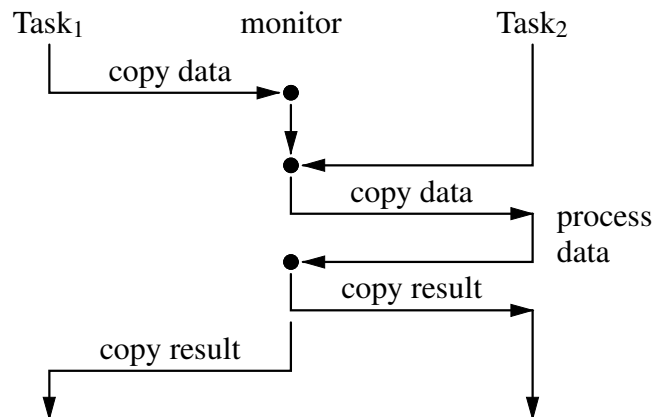
```

class Condition { // try to build condition variable
    public synchronized void Wait() {
        try { wait(); } catch( InterruptedException ex ) {};
    }
    public synchronized void Notify() { notify(); }
}
class BoundedBuffer {
    // buffer declarations
    private Condition full = new Condition(), empty = new Condition();
    public synchronized void insert( int elem ) {
        while ( count == NoOfElems ) empty.Wait(); // block producer
        // add to buffer
        count += 1;
        full.Notify(); // unblock consumer
    }
    public synchronized int remove() {
        while ( count == 0 ) full.Wait(); // block consumer
        // remove from buffer
        count -= 1;
        empty.Notify(); // unblock producer
        return elem;
    }
}

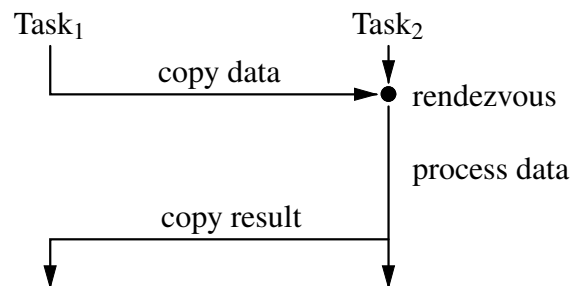
```

## 9 Direct Communication

- Monitors work well for passive objects that require mutual exclusion because of sharing.
- However, communication among tasks with a monitor is indirect.
- Problem: point-to-point with reply indirect communication:



- Point-to-point with reply direct communication:



### 9.1 Task

- A task is like a coroutine
- A task is unique
- A task is like a monitor
  - 
  - without external scheduling, tasks must *call out* to communicate  $\Rightarrow$  third party, or somehow emulate external scheduling with internal.
- In general, basic execution properties produce different abstractions:

object properties		member routine properties	
thread	stack	No S/ME	S/ME
No	No	<b>1</b> class	<b>2</b> monitor
No	Yes	<b>3</b> coroutine	<b>4</b> coroutine-monitor
Yes	No	<b>5 reject</b>	<b>6 reject</b>
Yes	Yes	<b>7 reject?</b>	<b>8</b> task

- When thread or stack is missing it comes from calling object.

## 9.2 Scheduling

- A task may want to schedule access to itself by other tasks in an order different from the order in which requests arrive.

### 9.2.1 External Scheduling

- ```

_Task BoundedBuffer {
    int front = 0, back = 0, count = 0;
    int Elements[20];
public:
    _Nomutex int query() const { return count; }
    void insert( int elem ) {
        if ( count == 20 ) _Accept( remove ); // move to main
        Elements[back] = elem;
        back = ( back + 1 ) % 20;
        count += 1;
    }
    int remove() {
        if ( count == 0 ) _Accept( insert ); // move to main
        int elem = Elements[front];
        front = ( front + 1 ) % 20;
        count -= 1;
        return elem;
    }
private:
    void main() {
        for ( ;; ) { // INFINITE LOOP!!!
            _Accept( insert || remove ); // no synchronization
            _When ( count != 20 ) _Accept( insert ) { // after call
            } or _When ( count != 0 ) _Accept( remove ) { // after call
            } // _Accept
        }
    }
};

```

- $\_Accept( m1 \parallel m2 ) \mathbf{S1} \equiv \_Accept( m1 ) \mathbf{S1}; \text{ or } \_Accept( m2 ) \mathbf{S1}; // S2$



```
if ( C1 || C2 ) S1  $\equiv$  if ( C1 ) S1; else if ( C2 ) S1; // S2
```

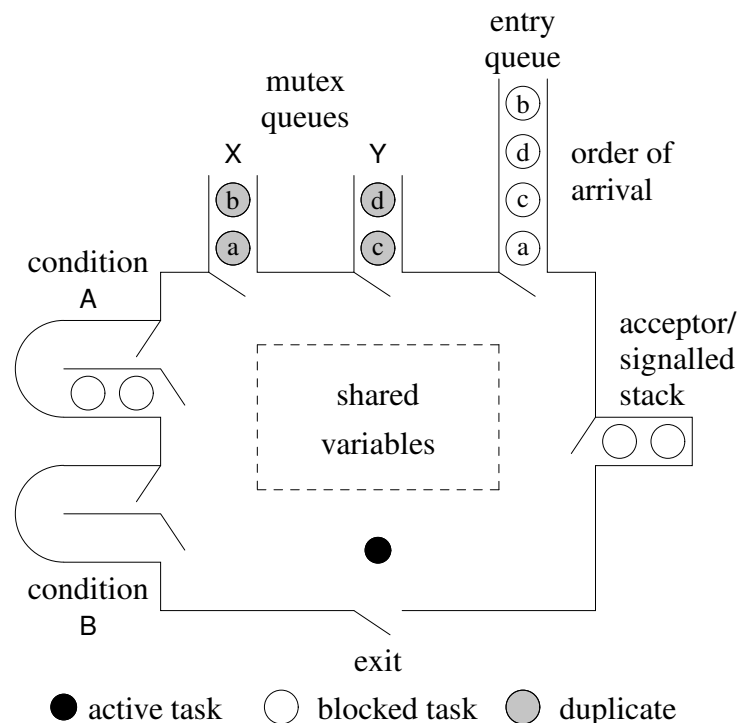
- Is there a potential starvation problem?
- Why are accept statements moved from member routines to the task main?
- Why is BoundedBuffer::main defined at the end of the task?
- Equivalence using **if** statements:

```
if ( 0 < count && count < 20 ) _Accept( insert || remove ); // not full/empty
else if ( count < 20 ) _Accept( insert ); // not full
else /* if ( 0 < count ) */ _Accept( remove ); // not empty
```

- Generalize from 2 to 3 conditionals/members:

```
if ( C1 && C2 && C3 ) _Accept( M1 || M2 || M3 );
else if ( C1 && C2 ) _Accept( M1 || M2 );
else if ( C1 && C3 ) _Accept( M1 || M3 );
else if ( C2 && C3 ) _Accept( M2 || M3 );
else if ( C1 ) _Accept( M1 );
else if ( C2 ) _Accept( M2 );
else if ( C3 ) _Accept( M3 );
```

- $2^N - 1$  **if** statements needed to simulate  $N$  accept clauses.



- If there is a terminating **\_Else** clause and no **\_Accept** can be executed immediately, the terminating **\_Else** clause is executed.

```
_Accept( ... ) {
} or _Accept( ... ) {
} _Else { ... } // executed if no callers
```

- To achieve greater concurrency in the bounded buffer, change to:

```
void insert( int elem ) {
    Elements[back] = elem;
}
int remove() {
    return Elements[front];
}
private:
void main() {
    for ( ;; ) {
        _When ( count != 20 ) _Accept( insert ) {
            back = (back + 1) % 20;
            count += 1;
        } or _When ( count != 0 ) _Accept( remove ) {
            front = (front + 1) % 20;
            count -= 1;
        } // _Accept
    }
}
```

### 9.2.2 Internal Scheduling

- **\_Task** BoundedBuffer {
 **uCondition full, empty;**
**int** front = 0, back = 0, count = 0;
**int** Elements[20];
**public:**
**\_Nomutex int** query() **const** { **return** count; }
**void** insert( **int** elem ) {
 **if ( count == 20 ) empty.wait();**
 Elements[back] = elem;
 back = ( back + 1 ) % 20;
 count += 1;
 **full.signal();**
 }
**int** remove() {
 **if ( count == 0 ) full.wait();**
**int** elem = Elements[front];
 front = ( front + 1 ) % 20;
 count -= 1;
 **empty.signal();**
**return** elem;
 }
 }

```

private:
void main() {
    for ( ;; ) {
        _Accept( insert || remove );
        // do other work
    }
};

```

- **Rendezvous is logically pending when wait restarts `_Accept` task, but post `_Accept` statement still executed (no `RendezvousFailure`).**

- Acceptor must eventually complete rendezvous for waiting caller.

- Try moving code to achieve greater concurrency.

```

void insert( int elem ) {
    if ( count == 20 ) empty.wait(); // only wait if necessary
    Elements[back] = elem;
}
int remove() {
    if ( count == 0 ) full.wait(); // only wait if necessary
    return Elements[front];
}
private:
void postInsert() { // helper members
    back = ( back + 1 ) % size;
    count += 1;
}
void postRemove() {
    front = ( front + 1 ) % size;
    count -= 1;
}

void main() {
    for ( ;; ) {
        _Accept( insert ) {
            if ( count != 20 ) { // producer did not wait ?
                postInsert();
                if ( ! full.empty() ) { // waiting consumers ?
                    full.signal(); // wake and adjust
                    postRemove();
                }
            }
        }
    }
}

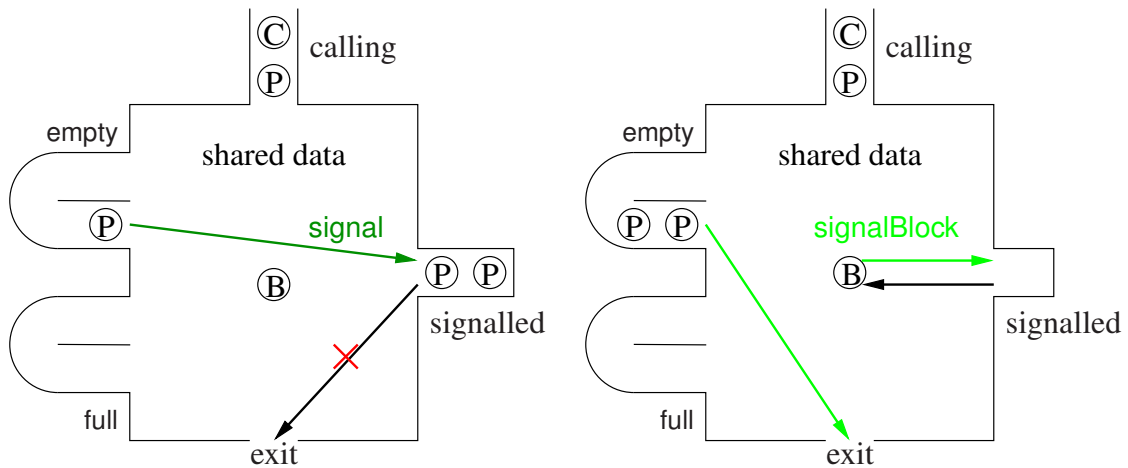
```

```

} or _Accept( remove ) {
  if ( count != 0 ) { // consumer did not wait ?
    postRemove();
    if ( ! empty.empty() ) { // waiting producers ?
      empty.signal(); // wake and adjust
      postInsert();
    }
  }
} // _Accept
} // for
}

```

- Must prevent starvation by producers (use `_When` or flip `_Accept` clauses).
- Must change signal to signalBlock.



### 9.2.3 Accepting the Destructor

- Common way to terminate a task is to have a stop member:

```

_Task BoundedBuffer {
public:
    ...
    void stop() {} // empty
private:
    void main() {
        // start up
        for ( ;; ) {
            _Accept( stop ) { // terminate ?
                break;
            } or _When ( count != 20 ) _Accept( insert ) {
                ...
            } or _When ( count != 0 ) _Accept( remove ) {
                ...
            } // _Accept
        }
        // close down
    }
}

```

- Call stop when task is to stop:

```

int main() {
    BoundedBuffer buf;
    // create producer & consumer tasks
    // delete producer & consumer tasks
    buf.stop(); // no outstanding calls to buffer
    // maybe do something with buf (print statistics)
} // delete buf

```

- If termination and deallocation follow one another, accept destructor:

```

void main() {
    for ( ;; ) {
        _Accept( ~BoundedBuffer ) {
            break;
        } or _When ( count != 20 ) _Accept( insert ) { ...
        } or _When ( count != 0 ) _Accept( remove ) { ...
        } // _Accept
    }
    // close down
}

```

### 9.3 Increasing Concurrency

- 2 task involved in direct communication: client (caller) & server (callee)
- possible to increase concurrency on both the client and server side

### 9.3.1 Server Side

- Server manages a resource and server thread should introduce additional concurrency (assuming no return value).

| No Concurrency                                                                                                                                                  | Some Concurrency                                                                                                                                                                                       |
|-----------------------------------------------------------------------------------------------------------------------------------------------------------------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| <pre> _Task server1 { public:   void mem1(...) { S1 }   void mem2(...) { S2 }   void main() {     ...     _Accept( mem1 );     or _Accept( mem2 );   } } </pre> | <pre> _Task server2 { public:   void mem1(...) { S1.copy-in }   int mem2(...) { S2.copy-out }   void main() {     ...     _Accept( mem1 ) { S1.work }     or _Accept( mem2 ) { S2.work };   } } </pre> |

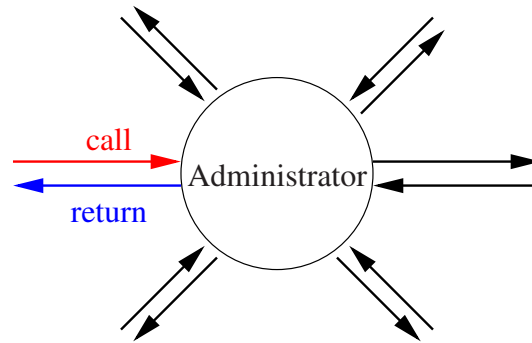
- Small overlap between client and server (client gets away earlier) increasing concurrency.

#### 9.3.1.1 Internal Buffer

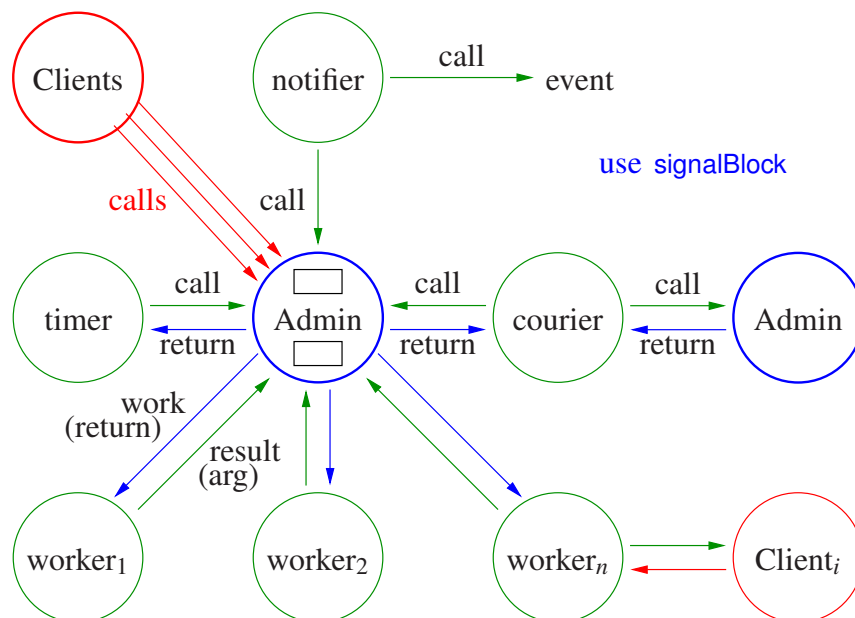
- The previous technique provides buffering of size 1 between the client and server.
- Use a larger internal buffer to allow clients to get in and out of the server faster?
- However, there are several issues:
  - 
  - 
  - Clients may need to wait for replies, in which case a buffer does not help unless there is an advantage to processing requests in non-FIFO order.
- Only way to free server's thread to receive new requests and return finished results to clients is add another thread.
- Additional thread is a **worker task** that calls server to get work from buffer and return results to buffer.
- Note, customer (client), manager (server) and employee (worker) relationship.
- Number of workers has to balance with number of clients to maximize concurrency (bounded-buffer problem).

#### 9.3.1.2 Administrator

- An **administrator** is a server managing multiple clients and worker tasks.
- The key is that an administrator does little or no “real” work; its job is to manage.
- An administrator is called by others, so an administrator is always accepting calls.



- An administrator usually maintains a list of work to pass to **worker tasks**.
- Typical workers are:
  - timer** - prompt the administrator at specified time intervals
  - notifier** - perform a potentially blocking wait for an external event (key press)
  - simple worker** - do work given to them by and return the result to the administrator
  - complex worker** - do work given to them by administrator and interact directly with client of the work
  - courier** - perform a potentially blocking call on behalf of the administrator



### 9.3.2 Client Side

- While a server can attempt to make a client's delay as short as possible, not all servers do it.
- In some cases, a client may not have to wait for the server to process a request (producer/consumer problem)

- This can be accomplished by an asynchronous call from the client to the server, where the caller does not wait for the call to complete.
- It is possible to build asynchronous facilities out of the synchronous ones and vice versa.

### 9.3.2.1 Returning Values

- If a client only drops off data to be processed by the server, the asynchronous call is simple.
- However, if a result is returned from the call, i.e., from the server to the client, the asynchronous call is significantly more complex.
- To achieve asynchrony in this case, a call must be divided into two calls:

```

callee.start( arg );           // provide arguments
// caller performs other work asynchronously
result = callee.wait();        // obtain result

```

- Not same as START/WAIT because server thread exists.
  - many-to-one versus one-to-one
- Time between calls allows calling task to execute asynchronously with task performing operation on the caller's behalf.
- If result is not ready when second call is made

### 9.3.2.2 Tickets

- One form of protocol is the use of a token or ticket.
- The first part of the protocol transmits the arguments specifying the desired work and a ticket (like a laundry ticket) is returned immediately.
- The second call *pulls* the result by passing the ticket.

### 9.3.2.3 Call-Back Routine

- Another protocol is to transmit (register) a routine on the initial call.
- When the result is ready, the routine is called by the task generating the result, passing it the result.
- The call-back routine cannot block the server; it can only store the result and set an indicator (e.g., V a semaphore) known to the client.



### 9.3.2.4 Futures

- A **future** provides the same asynchrony as above but without an explicit protocol.
- The protocol becomes implicit between the future and the task generating the result.
- In detail, a future is an object that is a subtype of the result type expected by the caller.

```
future = callee.work( arg );           // provide arguments, return future
// perform other work asynchronously
i = future + ...;                     // obtain result, may block if not ready
```

- The general design for a future is:

```
class Future : public ResultType {
    friend _Task server;           // allow server to access internal state
    ResultType result;           // place result here
    uSemaphore avail;           // wait here if no result
    Future * link;               // intrusive data structure
public:
    Future() : avail( 0 ) {}

    ResultType get() {
        avail.P();               // wait for result
        return result;
    }
};
```

- Unfortunately, the syntax for retrieving the value of the future is awkward as it requires a call to the get routine.
- Also, in languages without garbage collection, the future must be explicitly deleted.
- $\mu$ C++ provides two forms of template futures, which differ in storage management (like Actors/Messages).
  - Explicit-Storage-Management future (Future\_ESM<T>) must be allocated and deallocated explicitly by the client.
  - Implicit-Storage-Management future (Future\_ISM<T>) automatically allocates and frees storage (when future no longer in use, GC).
- Basic set of operations for both types of futures, divided into client and server operations.

#### Client

- Future value:

```

#include <uFuture.h>
Server server; // server thread handles async calls
Future_ISM<int> f[10];
for ( int i = 0; i < 10; i += 1 ) {
    f[i] = server.perform( i ); // asynchronous server call
}
// work asynchronously while server processes requests
for ( int i = 0; i < 10; i += 1 ) { // retrieve async results
    osacquire( cout ) << f[i]() << ' ' << f[i]() + i << endl;
}
f[3] = 3; // DISALLOWED: OTHER THREADS READING VALUE
...
f[3].reset(); // reset future => empty and can be reused (be careful)
...
f[3].cancel(); // attempt to stop server and clients from usage

```

- After the future result is retrieved, it can be retrieved again cheaply (no blocking).
- Why is combining `osacquire( cout )` and `f[i]()` dangerous?
- Future pointer:

```

#include <uFuture.h>
Server server; // server thread handles async calls
int val
Future_ISM<int *> fval;
fval = server.perform( val ); // async call to server (change val by reference)
// work asynchronously while server processes requests
osacquire( cout ) << *fval() << endl; // synchronize on retrieve value
val = 3; // ALLOWED: BUT FUTURE POINTER IS STILL READ-ONLY

```

`available` – returns **true** if asynchronous call completed, otherwise **false**.

`operator()` – (function call) returns **read-only** copy of future result.

`reset` – mark future as empty  $\Rightarrow$  current future value is unavailable  $\Rightarrow$  future can be reused.

`cancel` – attempts to cancel the asynchronous call the future refers to.

`cancelled` – returns **true** if the future is cancelled and **false** otherwise.

## Server

```

_Task Server {
  struct Work {
    int i; // argument(s)
    Future_ISM<int> result; // result
    Work( int i ) : i( i ) {}
  };
  Future_ISM<int> perform( int i ) { // called by clients
    Work *w = new Work( i ); // create work request
    requests.push_back( w ); // add to list of requests
    return w->result; // return future in request
  }

  // server or server' s worker does
  Work *w = requests.front(); // take next work request
  requests.pop_front(); // remove request
  int r = ... w->i ...; // compute result using argument w->i
  w->result.delivery( r ); // insert result into future
  delete w; // CLIENT FUTURE NOT DELETED (REF COUNTING)
};

```

delivery( T result ) – copy client result into the future, unblocking clients waiting for the result.

delivery( uBaseEvent \* cause ) – copy exception into the future, and the exception is thrown at waiting clients.

For future to manage exception lifetime, the exception must be dynamically allocated.

```

_Exception E {};
Future_ISM<int> result;
result.delivery( new E ); // deleted by future

```

The exception is implicitly deleted when the future is deleted or reset.

### Complex Future Access (client side)

- **select statement** waits for one or more **heterogeneous** futures based on logical selection-criteria.
- Simplest select statement has a single **\_Select** clause, e.g.:

```
_Select( selector-expression );
```

- Selector-expression must be satisfied before execution continues.

- ```
_Select( f1 );
```

 $\equiv$ 

```
x = f1(); // value or exception
```

```
x = f1; // value or exception
```

- Multiple futures may appear in a compound selector-expression, related using logical operators `||` and `&&`:

```
_Select( f1 || f2 && f3 );
```

- Normal operator precedence applies: `_Select( ( f1 || ( f2 && f3 ) ) )`.
- Selector-expression is evaluated from left to right, even for operators of equal priority  $\Rightarrow$  when multiple subexpressions are true, the left-most subexpression satisfies the select statement.
- For any selector expression containing an `||` operator, some futures in the expression may be unavailable after the selector expression is satisfied.
- **or** and **and** keywords relate the `_Select` clauses like operators `||` and `&&` relate futures in a select-expression, including precedence.

```
_Select( f1 || f2 && f3 );  $\equiv$  _Select( f1 )
                               or _Select( f2 )
                               and _Select( f3 );
```

- Parentheses may be used to specify evaluation order.

```
_Select( ( f1 || ( f2 && f3 ) ) )  $\equiv$  ( _Select( f1 )
                                       or ( _Select( f2 )
                                             and _Select( f3 ) ) );
```

- A `_Select` clause may be guarded with a logical expression and have code executed after a future receives a value:

```
_When ( conditional-expression ) _Select( f1 )
    statement-1                    // action, future available
or
    _When ( conditional-expression ) _Select( f2 )
    statement-2                    // action, future available
and _When ( conditional-expression ) _Select( f3 )
    statement-3                    // action, future available
```

- Each `_Select`-clause action is executed when its sub-selector expression is satisfied, i.e., when each future becomes available.
- However, control does not continue until the selector expression associated with the entire statement is satisfied.
- If a guard is false, execution continues without waiting for that future to become available.

```
_When( true ) _Select( f1 ) {...}          _When( true ) _Select( f1 ) {...}
or
    _When( false ) _Select( f2 ) {...}  $\equiv$ 
and
    _When( true ) _Select( f3 ) {...}          _When( true ) _Select( f3 ) {...}
```

Assume only `f3` becomes available, execution continues.

- An action statement is triggered only once for its selector expression, even if the selector expression is compound.

```

    _Select( f1 )
        statement-1
    or _Select( f2 && f3 )
        statement-2           // triggered once after both available

```

- However, for ||:

```

    _Select( f1 || f2 )
        statement-1           // triggered once after one available
    and _Select( f3 )
        statement-2

```

- In statement-1, only one future f1 or f2 caused the action to be triggered.
- A select statement can be non-blocking using a terminating **\_Else** clause, e.g.:

```

    _Select( selector-expression )
        statement           // action
    _When ( conditional-expression ) _Else // terminating clause
        statement           // action

```

```

Future_ISM<int> fi;
Future_ISM<double> fd;
struct Msg { int i, j; }; Future_ISM<Msg> fm;
struct Stop {}; Future_ISM<Stop> fs;
struct Cont {}; Future_ISM<Cont> fc;
_Task Worker {
    void main() {
        for ( ;; ) {
            _Select( fi ) { cout << fi() << endl; fi.reset(); }
            and _Select( fd ) { cout << fd() << endl; fd.reset(); }
            and _Select( fm ) { cout << fm()->i << " "
                << fm()->j << endl; fm.reset(); }
            or _Select( fs ) { cout << "stop" << endl; break; }
            fc.delivery( Cont{} );           // synchronize
        }
    }
};
int main() {
    Worker worker;
    for ( int i = 0; i < 10; i += 1 ) {
        fi.delivery( i );
        fd.delivery( i + 2.5 );
        fm.delivery( Msg{ i, 2 } );
        fc(); fc.reset();                   // wait for 3 futures to be processed
    }
    fs.delivery( Stop{} );
} // wait for worker to terminate

```



## 10 Optimization

- A computer with infinite memory and speed requires no optimizations to use less memory or run faster (space/time).
- With finite resources, optimization is useful/necessary to conserve resources and for good performance.
- Furthermore, most programs are not written in optimal order or in minimal form.
- General forms of optimizations are:
  - **reordering**: data and code are reordered to increase performance in certain contexts.
  - **eliding**: removal of unnecessary data, data accesses, and computation.
  - **replication**: processors, memory, data, code are duplicated because of limitations in processing and communication speed (speed of light).
- Kinds of optimizations are restricted by the kind of execution environment.

### 10.1 Sequential Optimizations

- Most programs are sequential; even concurrent programs are
  - (large) sections of sequential code per thread connected by
  - small sections of concurrent code where threads interact (protected by synchronization and mutual exclusion (SME))
- **Sequential** execution presents simple semantics for optimization.
  - operations occur in **program order**, i.e., sequentially
- Dependencies result in partial ordering among a set of statements (precedence graph):

- **data dependency** ( $R \Rightarrow$  read,  $W \Rightarrow$  write)

$R_x \rightarrow R_x$	$W_x \rightarrow R_x$	$R_x \rightarrow W_x$	$W_x \rightarrow W_x$
$y = x;$ $z = x;$	$x = 0;$ $y = x;$	$y = x;$ $x = 3;$	$x = 0;$ $x = 3;$

Which statements can be reordered?

- **control dependency**

```
1  if ( x == 0 )
2      y = 1;
```

- To achieve better performance, compiler/hardware make changes:
  1. reorder disjoint (independent) operations (**variables have different addresses**)

$R_x \rightarrow R_y$	$W_x \rightarrow R_y$	$R_x \rightarrow W_y$	$W_x \rightarrow W_y$
<code>t = x;</code>	<code>x = 0;</code>	<code>x == 1;</code>	<code>y = 0;</code>
<code>s = y;</code>	<code>y == 1;</code>	<code>y = 3;</code>	<code>x = 3;</code>

Which statements can be reordered?

2. elide unnecessary operations (transformation/dead code)

```
x = 0; // unnecessary, immediate change
x = 3;
```

```
for ( int i = 0; i < 10000; i += 1 ); // unnecessary, no loop body
```

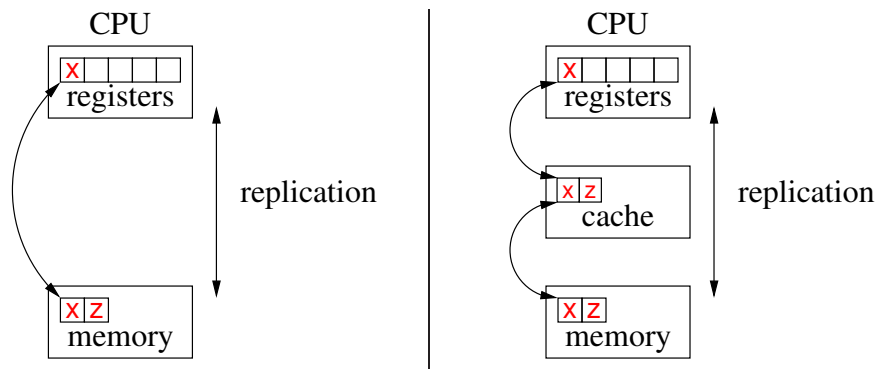
```
int factorial( int n, int acc ) { // tail recursion
    if ( n == 0 ) return acc;
    return factorial( n - 1, n * acc ); // convert to loop
}
```

3. execute in parallel if multiple functional-units (adders, floating units, pipelines, cache)

- Very complex reordering, reducing, and overlapping of operations allowed.
- Overlapping implies micro-parallelism, **but limited capability in sequential execution.**

## 10.2 Memory Hierarchy

- Complex memory hierarchy:



- Optimizing data flow along this hierarchy defines a computer's speed.
- Hardware aggressively optimizes data flow for sequential execution.

### 10.2.1 Cache Review

- Problem: CPU 100(0) times faster than memory (100,00(0) times faster than disk).
- Solution: copy data from general memory into very, very fast local-memory (registers).
- Problem: billions of bytes of memory but only 6–256 registers.
- Solution: move highly accessed data **within** a program from memory to registers for as long as possible and then back to memory.

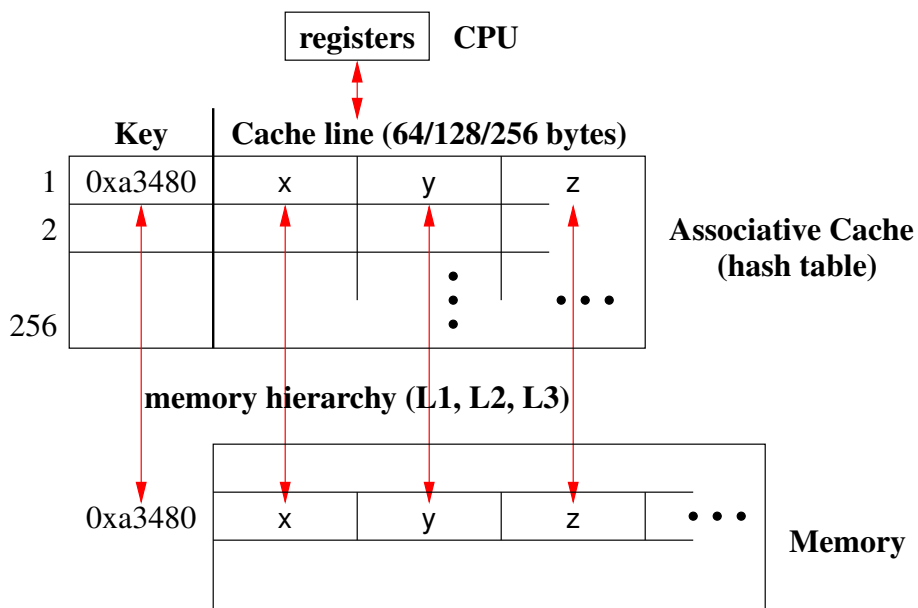


- Problem: quickly run out of registers as more data accessed.
  - ⇒ must rotate data from memory through registers dynamically.
  - compiler attempts to keep highly used variables in registers (LRU, requires oracle)
- Problem: does not handle highly accessed data *among* programs (threads).
  - each context switch saves and restores most registers to memory
  - registers are private and cannot be shared
- Solution: use hardware **cache** (automatic registers) to stage data without pushing to memory and allow sharing of data among programs.

```

int x, y, z;
x += 1;    ld  r1,0xa3480    // load register 1 from x
           add r1,#1        // increment
           st  r1,0xa3480    // store register 1 to x

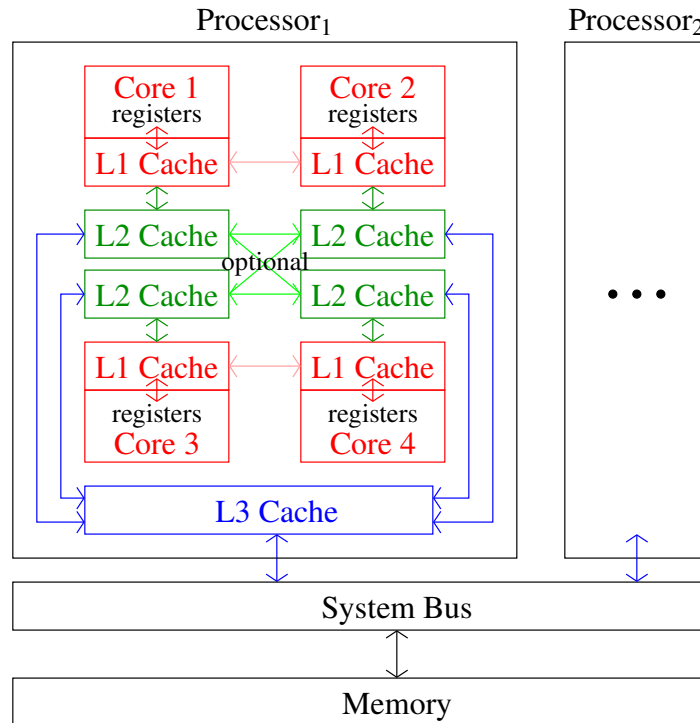
```



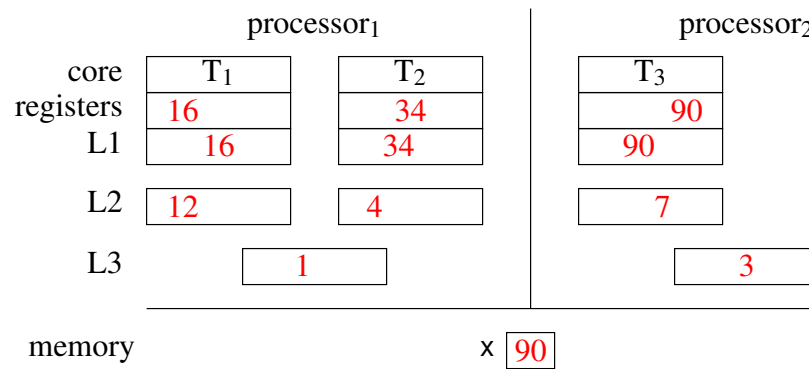
- Caching transparently hides the latency of accessing main memory.
  - Cache loads in 64/128/256 bytes, called **cache line**, with addresses multiple of line size.
  - When x is loaded into register 1, a cache line containing x, y, and z are implicitly copied up the memory hierarchy from memory through caches.
  - When cache is full, data evicted, i.e., remove old cache-lines to bring in new (LRU).
  - When program ends, its addresses are flushed from the memory hierarchy.
- In theory, cache can eliminate registers, but registers provide small addressable area (register window) with short addresses (3-8 bits for 8-256 registers) ⇒ shorter instructions.

### 10.2.2 Cache Coherence

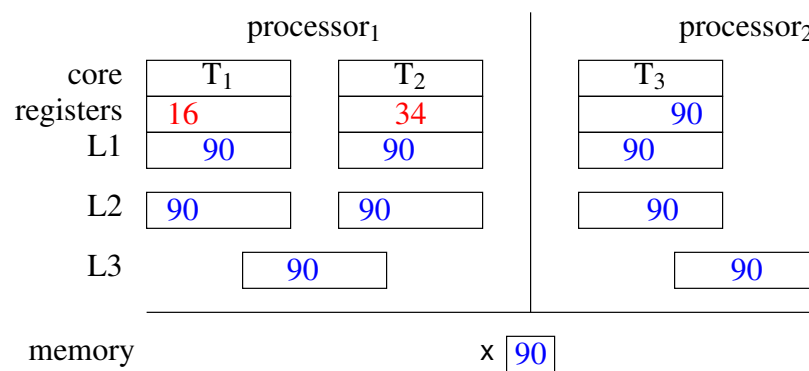
- Multi-level caches used, each larger but with diminishing speed (and cost).
- E.g., 64K L1 cache (32K Instruction, 32K Data) per core, 256K L2 cache per core, and 8MB L3 cache shared across cores.



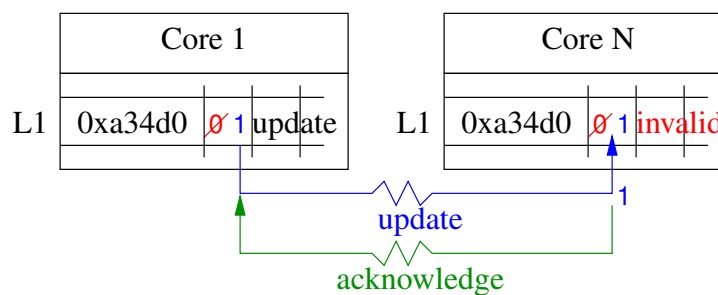
- Data reads logically percolate variables from memory up the memory hierarchy, making cache copies, to registers.
- Why is it necessary to eagerly move reads up the memory hierarchy?
- Data writes from registers to variables logically percolate down the memory hierarchy through cache copies to memory.
- Why is it advantageous to lazily move writes down the memory hierarchy?
- If OS moves program to another processor, all caching information is invalid and the program's data-hierarchy reforms.
- Unlike registers, *all* cache values are shared across the computer.
- Hence, variable can be replicated in a large number of locations.
- Without cache coherence for shared variable x (madness)



- With cache coherence (snooping or directory-based) for shared variable x



- **Cache coherence** is hardware protocol ensuring update of duplicate data.
- **Cache consistency** addresses *when* processor sees update  $\Rightarrow$  bidirectional synchronization.
- **Prevent flickering and scrambling during simultaneous R/W or W/W.**



- Eager cache-consistency means data changes appear instantaneous by waiting for acknowledgement from all cores (complex/expensive).
- Lazy cache-consistency allows reader to see own write before acknowledgement  $\Rightarrow$  **concurrent programs read stale data!**
  - writes eventually appear in (largely) same order as written

- critical section works as writes to shared variable appear before write to lock release
- otherwise, spin (lock) until write appears
- If threads continually read/write same memory locations, they invalidate duplicate cache lines, resulting in excessive cache updates.
  - called **cache thrashing**
  - updated value bounces from one cache to the next
- Because cache line contains multiple variables, cache thrashing can occur inadvertently, called **false sharing**.
- Thread 1 read/writes x while Thread 2 read/writes y  $\Rightarrow$  no direct shared access, but indirect sharing as x and y share cache line.
  - Fix by separating x and y with sufficient storage (padding) to be in next cache line.
  - Difficult for dynamically allocated variables as memory allocator positions storage.

thread 1	thread 2
<code>int *x = new int</code>	<code>int *y = new int;</code>

x and y may or may not be on same cache line.

### 10.3 Concurrent Optimizations

- In sequential execution, **strong memory ordering**: reading always returns last value written.
- In concurrent execution, **weak memory ordering**: reading can return previously written value or value written in future.
  - happens on multi-processor because of scheduling and buffering (see scrambling/-flickering in Section 5.18.6, p. 81 and freshness/staleness in Section 6.4.4.4, p. 116).
  - notion of **current** value becomes blurred for shared variables unless everyone can see values assigned simultaneously.
- SME control order and speed of execution, otherwise non-determinism causes random results or failure (e.g., race condition, Section 7.1, p. 125).
- Sequential sections accessing private variables can be optimized normally **but not across concurrent boundaries**.
- Concurrent sections accessing shared variables can be corrupted by sequential optimizations  $\Rightarrow$  restrict optimizations to ensure correctness.
- For correctness and performance, identify concurrent code and only restrict *its* optimization.
- What/how to restrict depends on what sequential assumptions are implicitly applied by hardware and compiler (programming language).
- Following examples show how sequential optimizations cause failures in concurrent code.

### 10.3.1 Disjoint Reordering

- $R_x \rightarrow R_y$  allows  $R_y \rightarrow R_x$

Reordering disjoint reads does not cause problems. Why?

- $W_x \rightarrow R_y$  allows  $R_y \rightarrow W_x$

- In Dekker entry protocol (see Section 5.18.6, p. 81)

<pre> 1  me = WantIn; // W 2  while ( you == WantIn ) { // R 3      ... </pre>	<pre> temp = you; // R 1  me = WantIn; // W 2  while ( temp == WantIn ) { 3      ... </pre>
--	---

both threads read DontWantIn, both set WantIn, both see DontWantIn, and proceed.

- $R_x \rightarrow W_y$  allows  $W_y \rightarrow R_x$

- In synchronization flags (see Section 5.12, p. 75), allows interchanging lines 1 & 3 for Cons:

<pre> Cons 1  while ( ! Insert ); // R 2  Insert = false; 3  data = Data; // W </pre>	<pre> Cons 3  data = Data; // W 1  while ( ! Insert ); // R 2  Insert = false; </pre>
---	---

allows reading of uninserted data

- $W_x \rightarrow W_y$  allows  $W_y \rightarrow W_x$

- In synchronization flags (see Section 5.12, p. 75), allows interchanging lines 1 & 2 in Prod and lines 3 & 4 in Cons:

<pre> Prod 1  Data = i; // W 2  Insert = true; // W </pre>	<pre> Prod 2  Insert = true; // W 1  Data = i; // W </pre>
--	--

allows reading of uninserted data

- In Peterson's entry protocol, allows interchanging lines 1 & 2 (see Section 5.18.7, p. 83):

<pre> 1  me = WantIn; // W 2  ::Last = &amp;me; // W </pre>	<pre> 2  ::Last = &amp;me; // W 1  me = WantIn; // W </pre>
---	---

allows race before either task sets its intent and both proceed

- Compiler uses all of these reorderings to break mutual exclusion:

<pre> lock.acquire() // critical section // critical section lock.release(); </pre>	<pre> // critical section lock.acquire() lock.release(); </pre>	<pre> lock.acquire() lock.release(); // critical section </pre>
---	---	---

- moves lock entry/exit after/before critical section because entry/exit variables not used in critical section.

- E.g., **double-check locking** for singleton-pattern:

```

int * ip = nullptr;           // shared (volatile for correctness)
...
if ( ip == nullptr ) {      // no storage ?
    lock.acquire();         // attempt to get storage (race)
    if ( ip == nullptr ) {  // still no storage ? (double check)
        ip = new int( 0 );  // obtain and initialize storage
    }
    lock.release();
}

```

Why do the first check? Why do the second check?

- Fails if last two writes are reordered,  $W_{malloc}$  and  $W_{ip}$ , disjoint variables:

```

call    malloc                // new storage address returned in r1
st    #0,(r1)              // initialize storage
st    r1,ip                // initialize pointer

```

see ip but uninitialized.

### 10.3.2 Eliding

- For high-level language, compiler decides when/which variables are loaded into registers and for how long.
- Elide reads (loads) by copying (replicating) value into a register:

```

Task1                Task2
...
flag = false // write    register = flag; // one read, auxiliary variable
                        while ( register ); // cannot see change by T1

```

- Hence, variable logically disappears for duration in register.
- $\Rightarrow$  task spins forever in busy loop if R before W.
- Also, elide meaningless sequential code:

```
sleep( 1 ); // unnecessary in sequential program
```

$\Rightarrow$  task misses signal by not delaying

### 10.3.3 Replication

- Why is there a benefit to reorder R/W?
- Modern processors increase performance by executing multiple instructions in parallel (data flow, precedence graph (see 6.4.1)) on **replicated hardware**.
  - internal pool of instructions taken from program order
  - begin simultaneous execution of instructions with inputs
  - collect results from finished instructions

- feed results back into instruction pool as inputs
- $\Rightarrow$  instructions with independent inputs execute out-of-order
- From sequential perspective, disjoint reordering is *unimportant*, so hardware starts many instruction simultaneously.
- From concurrent perspective, disjoint reordering is *important*.

## 10.4 Memory Model

- Manufacturers define set of optimizations performed implicitly by processor.
- Set of optimizations indirectly define a **memory model**.

Relaxation Model	$W \rightarrow R$	$R \rightarrow W$	$W \rightarrow W$	Lazy cache update
atomic consistent (AT)				
sequential consistency (SC)				✓
total store order (TSO)	✓			✓
partial store order (PSO)	✓	✓		✓
weak order (WO)	✓	✓	✓	✓
release consistency (RC)	✓	✓	✓	✓

- AT has events occur instantaneously  $\Rightarrow$  slow or impossible (distributed).
- SC accepts all events cannot occur instantaneously  $\Rightarrow$  may read old values
- SC still strong enough for software mutual-exclusion (Dekker 5.18.6 / Peterson 5.18.7).
  - SC often considered minimum model for concurrency (Java provides SC)
- No hardware supports just AT/SC.
  - TSO (x86/SPARC), PSO, WO (ARM, Alpha), RC (PowerPC)

## 10.5 Preventing Optimization Problems

- All optimization problems result from races on shared variables.
- If shared data is protected by locks (implicit or explicit),
  - locks define the sequential/concurrent boundaries,
  - boundaries must preclude optimizations that affect concurrency.
- Called **race free** as synchronization and mutual exclusion preclude races.
- However, race free does have races.
- Two approaches:

- ad hoc: programmer manually augments all data races with pragmas to restrict compiler/hardware optimizations: not portable but often optimal.
- formal: language has memory model and mechanisms to abstractly define races in program: portable but often baroque and suboptimal.
- data access / compiler (C/C++): **volatile** qualifier
  - Force variable loads and stores to/from registers (at **sequence points**)
  - created for longjmp or force access for memory-mapped devices
  - for architectures with few registers, practically all variables are implicitly volatile. Why?
  - Java **volatile** / C++11 atomic stronger ⇒ prevent eliding **and** disjoint reordering.
- program order / compiler (static): disable inlining, **asm(" " ::: "memory");**
- memory order / runtime (dynamic): sfence, lfence, mfence (x86)
  - guarantee previous stores and/or loads are completed, before continuing.
- atomic operations test-and-set, which often imply fencing
- cache is normally invisible and does not cause issues (except for DMA)
- mechanisms to fix issues are specific to compiler or platform
  - difficult, low-level, diverse semantics, not portable ⇒ **tread carefully!**
- Dekker for TSO:



```

#define CALIGN __attribute__(( aligned (64) )) // cache-line alignment
#define Pause() __asm__ __volatile__ ( "pause" ::: ) // efficient busy wait
#define Fence() __asm__ __volatile__ ( "mfence" ) // prevent hardware reordering
#include <atomic>
enum Intent { DontWantIn, WantIn } * Last;
_Task Dekker {
    volatile Intent / std::atomic<Intent> & me, & you, *& Last;

    void main() {
        for ( int i = 1; i <= 1000; i += 1 ) {
            for ( ;; ) { // entry protocol
                me = WantIn; // high priority
                Fence();
                if ( you == DontWantIn ) break;
                if ( Last == &me ) { // high priority ?
                    me = DontWantIn;
                    while ( Last == &me ) Pause(); // low priority
                }
                Pause();
            }
            CriticalSection(); // critical section
            Last = &me; // exit protocol
            me = DontWantIn;
        }
    }
};

public:
    Dekker( volatile Intent & me, volatile Intent & you, volatile Intent *& Last ) :
        me(me), you(you), Last(Last) {}
};

int main() {
    volatile Intent me CALIGN = DontWantIn, you CALIGN = DontWantIn,
        *Last CALIGN = rand() % 2 ? &me : &you;
    Dekker t0(me, you, Last), t1(you, me, Last);
};

```

- C++ atomic automatically fences shared variables, but can be suboptimal.
- Locks built with these features ensure SC for protected shared variables.
  - **no user races and strong locks** ⇒ **SC memory model**



## 11 Other Approaches

### 11.1 Atomic (Lock-Free) Data-Structure

- **Lock free** data-structure have operations, which are critical sections, but performed without **ownership**.
- Lock-free is still locking (misnomer)  $\Rightarrow$  spin for conceptual lock  $\Rightarrow$  busy-waiting (starvation).
- If guarantees eventual progress, called **wait free**.

#### 11.1.1 Compare and Set Instruction

- The compare-and-set(assign) instruction performs an atomic compare and conditional assignment CAS (erroneously called compare-and-swap).

```
int Lock = OPEN; // shared

bool CAS( int & val,
  int comp, int nval ) {
  // begin atomic
  if ( val == comp ) {
    val = nval;
    return true;
  }
  return false;
  // end atomic
}

void Task::main() { // each task does
  while ( ! CAS( Lock, OPEN, CLOSED ) );
  // critical section
  Lock = OPEN;
}
```

- 
- 
- Alternative implementation assigns comparison value with the value when not equal.

```
bool CAV( int & val, int & comp, int nval ) {
  // begin atomic
  if (val == comp) {
    val = nval;
    return true;
  }
  comp = val; // return changed value
  return false;
  // end atomic
}
```

- Assignment when unequal useful to restart operations with new changed value.

#### 11.1.2 Lock-Free Stack

- E.g., build a stack with lock-free push and pop operations.

```

class Stack {
    Node * top;           // pointer to stack top
public:
    struct Node {
        // data
        Node * next;     // pointer to next node
    };
    void push( Node & n );
    Node * pop();
};

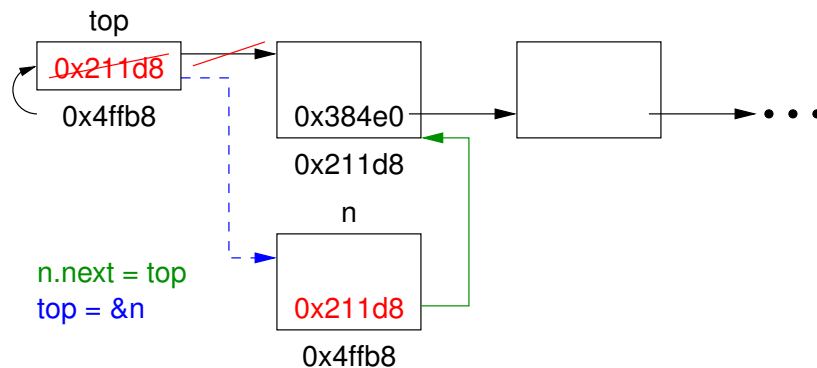
```

- Use CAS to atomically update top pointer when nodes pushed or popped concurrently.

```

void Stack::push( Node & n ) {
    for ( ;; ) {
        // busy wait
        n.next = top;           // link new node to top node
        if ( CAS( top, n.next, &n ) ) break; // attempt to update top node
    } // top = &n
}

```

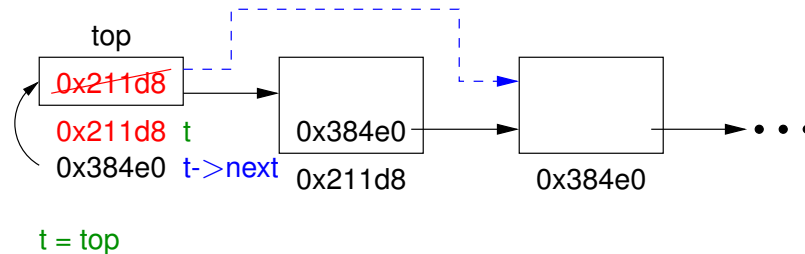


- Create new node, n, at 0x4ffb8 to be added.
- Set n.next to top.
- CAS tries to assign new top &n to top.
- CAS fails if top changed since copied to n.next
- If CAS failed, update n.next to top, and try again.
- CAS succeeds when top == n.next, i.e., no push or pop between setting n.next and trying to assign &n to top.
- CAS copies changed value to n.next, so eliminates resetting t = top in busy loop.

```

Node * Stack::pop() {
    Node * t;
    for ( ;; ) {
        // busy wait
        t = top; // copy current top
        if ( t == nullptr ) return t; // empty list ?
        if ( CAS( top, t, t->next ) ) return t; // attempt to update top node
    } // top = t->next
}

```



- Copy top node, 0x4ffb8, to t for removal.
  - If not empty, attempt CAS to set new top to next node, t->next.
  - CAS fails if top changed since copied to t.
  - If CAS failed, update t to top, and try again.
  - CAS succeeds when top == t->next, i.e., no push or pop between setting t and trying to assign t->next to top.
  - CAV copies the changed value into t, so eliminates resetting t = top in busy loop.
- Note, load of top->next can access stolen node, and fail if storage freed and address-space shortened.

### 11.1.3 ABA problem

- Pathological failure for series of pops and pushes, called **ABA problem**.
- Given stack with 3 nodes:

top → A → B → C

### 11.1.4 Hardware Fix

- Probabilistic solution for stack exists using double-wide CAVD instruction, which compares and assigns 64/128-bit values for 32/64-bit architectures.

```

bool CAVD( uintS_t &val, uintS_t &comp, uintS_t nval ) {
    // begin atomic
    if ( val == comp ) {           // 64/128-bit compare
        val = nval;               // 64/128-bit assignment
        return true;
    }
    comp = val;                   // 64/128-bit assignment
    return false;
    // end atomic
}

```

- Now, associate counter (ticket) with header node:

```

class Stack {
    union Link {
        struct {                 // 32/64-bit x 2
            Node * top;         // pointer to stack top
            uintptr_t count;    // count each push
        };
        uintS_t atom;           // 64/128-bit integer
    } link;
public:
    struct Node {
        // resource data
        Link next;             // pointer to next node/count (resource)
    };
    Stack() { link.atom = 0; }
    void push( Node & n );
    Node * pop();
};

```

- Increment counter in push (**only count pushes**) so pop can detect ABA if node re-pushed.

```

void Stack::push( Node & n ) {
    n.next = link;             // atomic assignment unnecessary
    for ( ;; ) {               // busy wait
        if ( CAVD( link.atom, n.next.atom,
                    (Link){ &n, n.next.count + 1 }.atom ) ) break;
    } // link.top = &n, link.count = n.next.count + 1
}

```

- CAVD used to copy entire header to n.next, as structure assignment (2 fields) is not atomic.
- In busy loop, copy local idea of top to next of new node to be added.
- CAVD tries to assign new top-header to (h).
- If top has not changed since copied to n.next, update top to n (new top), and **increment counter**.
- If top has changed, CAVD copies changed values to n.next, so try again.

```

Node * Stack::pop() {
    Link t = link;           // atomic assignment unnecessary
    for ( ;; ) {           // busy wait
        if ( t.top == nullptr ) return nullptr; // empty stack ?
        if ( CAVD( link.atom, t.atom,
                   (Link){ t.top->next.top, t.count }.atom ) ) return t.top;
    } // link.top = t.top->next.top, link.count = t.count
}

```

- CAVD used to copy entire header to t, as structure assignment (2 fields) is not atomic.
  - In busy loop, check if pop on empty stack and return **nullptr**.
  - If not empty, CAVD tries to assign new top t.top->next.top,t.count to h.
  - If top has not changed since copied to t, update top to t.top->next.top (new top).
  - If top has changed, CAVD copies changed values to t, so try again.
- ABA problem (mostly) fixed:
    - top,3 → A → B → C
  - Popping task,  $T_i$ , has t set to A,3 and dereferenced B from t.top->next in argument of CAVD.
  - $T_i$  is time-sliced, and while blocked, nodes A and B are popped, and A is pushed again:
    - top,4 → A → C // adding A increments counter
  - When  $T_i$  restarts, CAVD fails as header A,3 not equal top A,4.
  - Only probabilistic correct as counter finite (like ticket counter).
  - Finally, none of the programs using CAS ensure eventual progress; therefore, rule 5 is broken.

### 11.1.5 Hardware/Software Fix

- Fixing ABA with CAS/V and more code is extremely complex (100s of lines of code), as is implementing more complex data structures (queue, deque, hash).
- All solutions require complex determination of when a node has no references (like garbage collection).
  - each thread maintains a list of accessed nodes, called **hazard pointers**
  - thread updates its hazard pointers while other threads are reading them
  - thread removes a node by hiding it on a private list and periodically scans the hazard lists of other threads for references to that node
  - if no pointers are found, the node can be freed
- For lock-free stack: x, y, z are memory addresses





```

testSet:                                // register $4 contains pointer to lock
    ll $2,($4)                          // read and lock location
    or $8,$2,1                          // set register $8 to 1 (lock | 1)
    sc $8,$4                             // attempt to store 1 into lock
    beq $8,$0,testSet                   // retry if interference between read and write
    j $31                                // return previous value in register $2

```

- Does not suffer from ABA problem.

```

Node *pop( Header &h ) {
    Node *t, next;
    for ( ;; ) {                        // busy wait
        t = LL( top );
        if ( t == nullptr ) break;     // empty list ?
        next = t->next
        if ( SC( top, next ) ) break;  // attempt to update top node
    }
    return t;
}

```

- SC detects any *change* to top, whereas CAS only detects a specific value change to top (is top not equal to A).
- However, most architectures support weak LL/SC.
  - \* reservation granularity may be cache line or memory block rather than word
  - \* no nesting or interleaving of LL/SC pairs, and prohibit memory access between LL and SC.
- Cannot implement atomic swap of 2 memory locations as two reservations are necessary (register to memory swap is possible).
- Hardware transactional memory allows 4, 6, 8 reservations, e.g., Advanced Synchronization Facility (ASF) proposal in AMD64.
- Like database **transaction** that optimistically executes change, and either commits changes, or rolls back and restarts if interference.
  - SPECULATE : start speculative region and clear zero flag ; next instruction checks for abort and branches to retry.
  - LOCK : MOV instructions indicates location for atomic access, but moves not visible to other CPUs.
  - COMMIT : end speculative region
    - \* if no conflict, make MOVs visible to other CPUs.
    - \* if conflict to any move locations, set failure, discard reservations and restore registers back to instruction following SPECULATE
- Can implement several data structures without ABA problem.
- Software Transactional Memory (STM) allows any number of reservations.

- atomic blocks of arbitrary size:

```

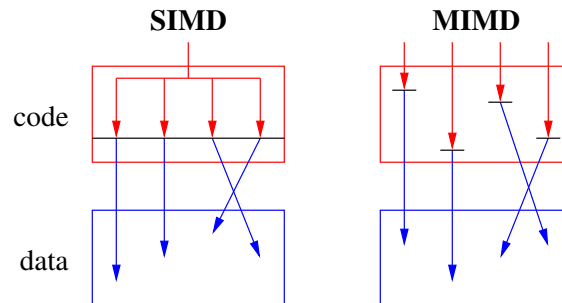
void push( header & h, node & n ) {
    atomic {                               // SPECULATE
        n.next = top;                       // LOCK/MOV
        top = &n
    }                                       // COMMIT
}

```

- records all memory locations read and written, and all values mutated.
  - \* bookkeeping costs and rollbacks typically result in performance degradation
- alternative implementation inserts locks to protect shared access
  - \* finding all access is difficult and ordering lock acquisition is complex

### 11.3 General-Purpose GPU (GPGPU)

- Graphic Processing Unit (GPU) is a **coprocessor** to main computer, with separate memory and processors.
- GPU is a Single-Instruction Multiple-Data(Thread) (SIMD(T)) architecture versus Multiple-Instruction Multiple-Data (MIMD)



- SIMD occurs at instruction level, e.g., `i &= 0x34fe256`.

```

ld  r3, i
and r3, 0x34fe256
st  r3, i

```

Does not loop 64 times “anding” each bit; 64 parallel “ands” are done simultaneously.

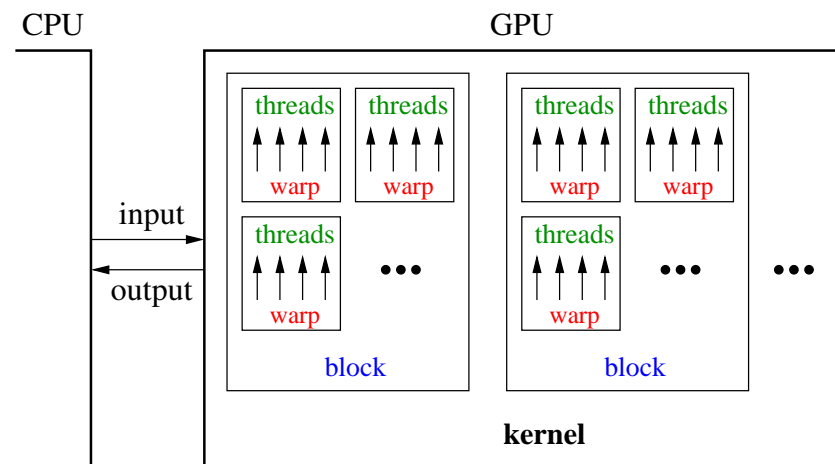
- Can `i += 1` be SIMD at the instruction level?
- Problems in branching code

```

if ( a[i] % 2 == 0 ) {
    a[i] /= 2;                       // true threads
} else {
    a[i] += 3;                       // false threads
}

```

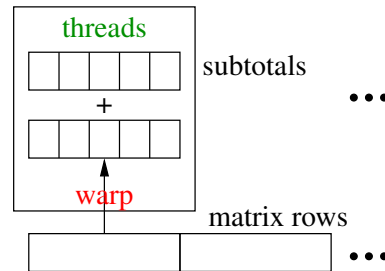
- All threads test the condition (create mask of true and false)
  - true threads execute “then” instructions, false threads execute NOP (no-operation)
  - false threads execute “else” instructions, true threads execute NOP
- In general, critical path is time to execute both clauses of **if** (no speedup).
- Complex contortions to eliminate different forms of branching.
- GPU structure
  - **kernel** manages multiple blocks (loaded/controlled by CPU)
  - **block** executes the same code
  - **warp** synchronizes execution (one instruction decoder per warp)
  - **thread** computes value



- blocks may be barrier-synchronized
- synchronization among blocks  $\Rightarrow$  finishing kernel and launching new one
- Instead of cache to optimize latency in warp, large register file is used to optimize throughput.
  - GPUs have enough duplicate registers to store state of several warps.
- Kernel is memory-bound  $\Rightarrow$  data layout extremely important performance consideration.

```
// kernel routine, handle contiguous matrix, different ID for each thread
kernel void GPUsum( float *matrix[], float subtotals[], int rows ) {
#   define sub(m, r, c) ((typeof(m[0][0]) *)m)[r * rows + c]
    subtotals[ID] = 0.0;
    for ( int r = 0; r < rows; r += 1 )
        subtotals[ID] += sub( matrix, r, ID );
}
```

- Add rows by columns.



- Warps scheduled to run when their required data is loaded from memory.
- CPU sets up GPU memory, loads memory, launches code, retrieves results.

```

int main() {
    int rows, cols;
    cin >> rows >> cols;    // matrix size
    // optimal to use contiguous matrix
    float matrix[rows][cols], subtotals[rows], total = 0.0;
    // ... fill matrix
    float * matrix_d, * subtotals_d;    // matrix/subtotals buffer on GPU
    // allocate space on GPU
    GPUAlloc( &matrix_d, sizeof(matrix) );
    GPUAlloc( &subtotals_d, sizeof(subtotals) );
    // copy matrix to GPU
    GPUMemcpy( matrix_d, matrix, sizeof(matrix), GPUMemcpyHostToDevice );
    // compute matrix sum on GPU
    GPUsum<<< 1, cols >>>( matrix_d, subtotals_d, rows );
    // do asynchronous work!!!
    // copy subtotals from GPU, may block
    GPUMemcpy( subtotals, subtotals_d, sizeof(subtotals), GPUMemcpyDeviceToHost );
    for ( int i = 0; i < cols; i += 1 ) total += subtotals[i];
    cout << total << endl;
}

```

- Most modern multi-core CPUs have similar model using vector-processing.
  - Simulate warps and use concurrency framework ( $\mu$ C++) to schedule blocks.

## 11.4 Concurrency Languages

### 11.4.1 Ada 95

- E.g., monitor bounded-buffer, restricted implicit (automatic) signal:

```

protected type buffer is -- _Monitor
  entry insert( elem : in ElemType ) when count < Size is -- mutex member
  begin
    -- add to buffer
    count := count + 1;
  end insert;
  entry remove( elem : out ElemType ) when count > 0 is -- mutex member
  begin
    -- remove from buffer, return via parameter
    count := count - 1;
  end remove;
private:
  ... // buffer declarations
  count : Integer := 0;
end buffer;

```

- The **when** clause is only be used at start of entry routine not within.
- The **when** expression can contain only global-object variables; parameter or local variables are disallowed  $\Rightarrow$  no direct dating-service.
- Eliminate restrictions and dating service is solvable.

```

_Monitor DatingService {
  AUTOMATIC_SIGNAL;
  int girls[noOfCodes], boys[noOfCodes]; // count girls/boys waiting
  bool exchange; // performing phone-number exchange
  int girlPhoneNo, boyPhoneNo; // communication variables
public:
  int girl( int phoneNo, int ccode ) {
    girls[ccode] += 1;
    if ( boys[ccode] == 0 ) { // no boy waiting ?
      WAITUNTIL( boys[ccode] != 0, , ); // use parameter, not at start
      boys[ccode] -= 1; // decrement dating pair
      girls[ccode] -= 1;
      girlPhoneNo = phoneNo; // girl' s phone number for exchange
      exchange = false; // wake boy
    } else {
      girlPhoneNo = phoneNo; // girl' s phone number before exchange
      exchange = true; // start exchange
      WAITUNTIL( ! exchange, , ); // wait until exchange complete, not at start
    }
    EXIT();
    return boyPhoneNo;
  }
  // boy
};

```

- E.g., task bounded-buffer:

```

task type buffer is -- _Task
... -- buffer declarations
count : integer := 0;
begin -- thread starts here (task main)
  loop
    select -- _Accept
      when count < Size => -- guard
      accept insert(elem : in ElemType) do -- mutex member
        -- add to buffer
        count := count + 1;
      end;
      -- executed if this accept called
    or
      when count > 0 => -- guard
      accept remove(elem : out ElemType) do -- mutex member
        -- remove from buffer, return via parameter
        count := count - 1;
      end;
    end select;
  end loop;
end buffer;
var b : buffer -- create a task

```

- **select** is external scheduling and only appears in **task** main.
- Hence, Ada has no direct internal-scheduling mechanism, i.e., no condition variables.
- Instead a **requeue** statement can be used to make a **blocking** call to another (usually non-public) mutex member of the object.
- The original call is re-blocked on that mutex member's entry queue, which can be subsequently accepted when it is appropriate to restart it.
- However, all **requeue** techniques suffer the problem of dealing with accumulated temporary results:
  - If a call must be postponed, its temporary results must be returned and bundled with the initial parameters before forwarding to the mutex member handling the next step,
  - or the temporary results must be re-computed at the next step (if possible).
- In contrast, waiting on a condition variable automatically saves the execution location and any partially computed state.

#### 11.4.2 SR/Concurrent C++

- SR and Concurrent C++ have tasks with external scheduling using an accept statement.
- But no condition variables or requeue statement.
- To ameliorate lack of internal scheduling add a **when** and by clause on the **accept** statement.

- **when** clause is allowed to reference caller's arguments via parameters of mutex member:

```

select
  accept mem( code : in Integer )
    when code % 2 = 0 do ...  -- accept call with even code
or
  accept mem( code : in Integer )
    when code % 2 = 1 do ...  -- accept call with odd code
end select;

```

- **when** placed after the **accept** clause so parameter names are defined.
- **when** referencing parameter  $\Rightarrow$  implicit search of waiting tasks on mutex queue  $\Rightarrow$  locking mutex queue.
- Select longest waiting if multiple true **when** clauses.
- **by** clause is calculated for each true **when** clause and the minimum **by** clause is selected.

```

select
  accept mem( code : in Integer )
    when code % 2 = 0 by -code do ...-- accept largest even code
or
  accept mem( code : in Integer )
    when code % 2 = 1 by code do ...-- accept smallest odd code
end select;

```

- Select longest waiting if multiple **by** clauses with same minimum.
- **by** clause exacerbates the execution cost of computing **accept** clause.
- While **when/by** removes some internal scheduling and/or requeues, constructing expressions can be complex.
- Still situations that cannot be handled, e.g., if selection criteria involves multiple parameters:
  - select lowest even value of code1 and highest odd value of code2 if there are multiple lowest even values.
  - selection criteria involves information from other mutex queues such as the dating service (girl must search the boy mutex queue).
- Often simplest to unconditionally accept a call allowing arbitrarily examination, and possibly postpone (internal scheduling).

### 11.4.3 Java

- Java's concurrency constructs are largely derived from Modula-3.

```

class Thread implements Runnable {
    public Thread();
    public Thread(String name);
    public String getName();
    public void setName(String name);
    public void run(); // uC++ main
    public synchronized void start();
    public static Thread currentThread();
    public static void yield();
    public final void join();
}

```

- Thread is like  $\mu\text{C++}$  `uBaseTask`, and all tasks must explicitly inherit from it:

```

class MyTask extends Thread { // inheritance
    private int arg;           // communication variables
    private int result;
    public MyTask() {...}     // task constructors
    public void run() {...}   // task main
    public int result() {...} // return result
    // unusual to have more members
}

```

- Thread starts in member `run`.
- Java requires explicit starting of a thread by calling `start` after the thread's declaration.  
 $\Rightarrow$  coding convention to start thread or inheritance is precluded (can only start a thread once)
- Termination synchronization is accomplished by calling `join`.
- Returning a result on thread termination is accomplished by member(s) returning values from the task's global variables.

```

mytask th = new MyTask(...); // create and initialized task
th.start();                  // start thread
// concurrency
th.join();                   // wait for thread termination
a2 = th.result();            // retrieve answer from task object

```

- Like  $\mu\text{C++}$ , when the task's thread terminates, it becomes an object, hence allowing the call to `result` to retrieve a result.
- (see Section 8.11, p. 148 for monitors)
- While it is possible to have public **synchronized** members of a task:
  - no mechanism to manage direct calls, i.e., no `accept` statement
  - $\Rightarrow$  complex emulation of external scheduling with internal scheduling for direct communication



### 11.4.4 Go

- Non-object-oriented, light-weight (like  $\mu\text{C++}$ ) **non-preemptive** threads (called **goroutine**).
  - cooperative scheduling: implicitly inserts yields at safe points (not interrupt based).
  - $\Rightarrow$  busy waiting only on multicore (Why?)

- **go** statement (like start/fork) creates new user thread running in routine.

```
go foo( 3, f )    // start thread in routine foo
```

- Arguments may be passed to goroutine but return value is discarded.
- **Cannot reference goroutine object**  $\Rightarrow$  no direct communication.
- All threads terminate silently when program terminates.
- Threads synchronize/communicate via **channel** (CSP)
  - $\Rightarrow$  **paradigm shift from routine call.**
- Channel is a typed shared buffer with 0 to N elements.

```
ch1 := make( chan int, 100 )    // integer channel with buffer size 100
ch2 := make( chan string )      // string channel with buffer size 0
ch2 := make( chan chan string ) // channel of channel of strings
```

- Buffer size  $> 0 \Rightarrow$  up to N asynchronous calls; otherwise, synchronous call.
- Operator  **$\leftarrow$**  performs send/receive.
  - send: `ch1  $\leftarrow$  1`
  - receive: `s  $\leftarrow$  ch2`
- Channel can be constrained to only send or receive; otherwise bi-directional.
- More like futures and `_Select`, and asynchronous call.

```

package main
import "fmt"
func main() {

    type Msg struct{ i, j int }
    ch1 := make( chan int )
    ch2 := make( chan float32 )
    ch3 := make( chan Msg )
    hand := make( chan string )
    shake := make( chan string )
    gortn := func() {
        var i int; var f float32; var m Msg
        L: for {
            select { // wait for message
                case i = <- ch1: fmt.Println( i )
                case f = <- ch2: fmt.Println( f )
                case m = <- ch3: fmt.Println( m )

                case <- hand: break L // sentinel
            }
        }
        shake <- "SHAKE" // completion
    }

    go gortn() // start thread in gortn
    ch1 <- 0 // different messages
    ch2 <- 2.5
    ch3 <- Msg{1, 2}
    hand <- "HAND" // sentinel value
    <-shake // wait for completion
}
}

#include <iostream>
using namespace std;
_Task Gortn {
public:
    struct Msg { int i, j; };
    void mem1( int i ) { Gortn::i = i; }
    void mem2( float f ) { Gortn::f = f; }
    void mem3( Msg m ) { Gortn::m = m; }
private:
    int i; float f; Msg m;
    void main() {

        L: for ( ;; ) {

            _Accept( mem1 ) cout << i << endl;
            or _Accept( mem2 ) cout << f << endl;
            or _Accept( mem3 ) cout << "{" << m.i
                << " " << m.j << "}" << endl;
            or _Accept( ~Gortn ) break L;
        }
    };
int main() {
    Gortn gortn;
    gortn.mem1( 0 );
    gortn.mem2( 2.5 );
    gortn.mem3( (Gortn::Msg){ 1, 2 } );
} // wait for completion

```

- Locks

```

type Mutex // mutual exclusion lock
func (m *Mutex) Lock()
func (m *Mutex) Unlock()
type Cond // synchronization lock
func NewCond(l Locker) *Cond
func (c *Cond) Broadcast()
func (c *Cond) Signal()
func (c *Cond) Wait()
type Once // singleton-pattern
func (o *Once) Do(f func())

type RWMutex // readers/writer lock
func (rw *RWMutex) Lock()
func (rw *RWMutex) RLock()
func (rw *RWMutex) RLocker() Locker
func (rw *RWMutex) RUnlock()
func (rw *RWMutex) Unlock()

type WaitGroup // countdown lock
func (wg *WaitGroup) Add(delta int)
func (wg *WaitGroup) Done()
func (wg *WaitGroup) Wait()

```

- Atomic operations

```

func AddInt32(val *int32, delta int32) (new int32)
func AddInt64(val *int64, delta int64) (new int64)
func AddUint32(val *uint32, delta uint32) (new uint32)
func AddUint64(val *uint64, delta uint64) (new uint64)
func AddUintptr(val *uintptr, delta uintptr) (new uintptr)
func CompareAndSwapInt32(val *int32, old, new int32) (swapped bool)
func CompareAndSwapInt64(val *int64, old, new int64) (swapped bool)
func CompareAndSwapPointer(val *unsafe.Pointer, old, new unsafe.Pointer) (swapped bool)
func CompareAndSwapUint32(val *uint32, old, new uint32) (swapped bool)
func CompareAndSwapUint64(val *uint64, old, new uint64) (swapped bool)
func CompareAndSwapUintptr(val *uintptr, old, new uintptr) (swapped bool)
func LoadInt32(addr *int32) (val int32)
func LoadInt64(addr *int64) (val int64)
func LoadPointer(addr *unsafe.Pointer) (val unsafe.Pointer)
func LoadUint32(addr *uint32) (val uint32)
func LoadUint64(addr *uint64) (val uint64)
func LoadUintptr(addr *uintptr) (val uintptr)
func StoreInt32(addr *int32, val int32)
func StoreInt64(addr *int64, val int64)
func StorePointer(addr *unsafe.Pointer, val unsafe.Pointer)
func StoreUint32(addr *uint32, val uint32)
func StoreUint64(addr *uint64, val uint64)
func StoreUintptr(addr *uintptr, val uintptr)

```

### 11.4.5 C++11 Concurrency

- C++11 library can be sound as C++ now has strong memory-model (SC).
- compile: `g++ -std=c++11 -pthread ...`
- Thread creation: start/wait (fork/join) approach.

```

class thread {
public:
    template <class Fn, class... Args>
        explicit thread( Fn && fn, Args &&... args );
    void join(); // termination synchronization
    bool joinable() const; // true => joined, false otherwise
    void detach(); // independent lifetime
    id get_id() const; // thread id
};

```

- Passing multiple arguments uses C++11's variadic template feature to provide a type-safe call chain via thread constructor to the *callable* routine.
- Any entity that is *callable* (functor) may be started:

```

#include <thread>
void hello( const string & s ) {           // callable
    cout << "Hello " << s << endl;
}
class Hello {                             // functor
    int result;
public:
    void operator()( const string & s ) { // callable
        cout << "Hello " << s << endl;
    }
};

int main() {
    thread t1( hello, "Peter" );          // start thread in routine "hello"
    Hello h;                             // thread object
    thread t2( h, "Mary" );              // start thread in functor "h"
    // work concurrently
    t1.join();                           // termination synchronization
    // work concurrently
    t2.join();                           // termination synchronization
} // must join before closing block

```

- Thread starts implicitly at point of declaration.
- Instead of join, thread can run independently by detaching:

```
t1.detach();           // "t1" must terminate for program to end
```

- Beware dangling pointers to local variables:

```

{
    string s( "Fred" );           // local variable
    thread t( hello, s );
    t.detach();
} // "s" deallocated and "t" running with reference to "s"

```

- **It is an error to deallocate thread object before join or detach.**

- Locks

- mutex, recursive, timed, recursive-timed

```

class mutex {
public:
    void lock();           // acquire lock
    void unlock();        // release lock
    bool try_lock();      // nonblocking acquire
};

```

- condition

```

class condition_variable {
public:
    void notify_one();           // unblock one
    void notify_all();          // unblock all
    void wait( mutex &lock );   // atomically block & release lock
};

```

- Scheduling is no-priority nonblocking  $\Rightarrow$  barging  $\Rightarrow$  wait statements must be in while loops to recheck conditions.

```

#include <mutex>
class BoundedBuffer {           // simulate monitor
    // buffer declarations
    mutex mlock;                // monitor lock
    condition_variable empty, full;
    void insert( int elem ) {
        mlock.lock();
        while (count == Size ) empty.wait( mlock ); // release lock
        // add to buffer
        count += 1;
        full.notify_one();
        mlock.unlock();
    }

    int remove() {
        mlock.lock();
        while( count == 0 ) full.wait( mlock ); // release lock
        // remove from buffer
        count -= 1;
        empty.notify_one();
        mlock.unlock();
        return elem;
    }
};

```

- Futures

```

#include <future>
big_num pi( int decimal_places ) {...}
int main() {
    future<big_num> PI = async( pi, 1200 ); // PI to 1200 decimal places
    // work concurrently
    cout << "PI " << PI.get() << endl;    // block for answer
}

```

- Atomic types/operations

atomic\_flag, atomic\_bool, atomic\_char, atomic\_schar, atomic\_uchar, atomic\_short, atomic\_ushort, atomic\_int, atomic\_uint, atomic\_long, atomic\_ulong, atomic\_llong, atomic\_ullong, atomic\_wchar\_t, atomic\_address, atomic<T>

```

typedef struct atomic_itype {
    bool operator=(int-type) volatile;
    void store(int-type) volatile;
    int-type load() const volatile;
    int-type exchange(int-type) volatile;
    bool compare_exchange(int-type &old_value, int-type new_value) volatile;
    int-type fetch_add(int-type) volatile;
    int-type fetch_sub(int-type) volatile;
    int-type fetch_and(int-type) volatile;
    int-type fetch_or(int-type) volatile;
    int-type fetch_xor(int-type) volatile;

    int-type operator++() volatile;
    int-type operator++(int) volatile;
    int-type operator--() volatile;
    int-type operator--(int) volatile;
    int-type operator+=(int-type) volatile;
    int-type operator-=(int-type) volatile;
    int-type operator&=(int-type) volatile;
    int-type operator|=(int-type) volatile;
    int-type operator^=(int-type) volatile;
} atomic_itype;

```

## 11.5 Threads & Locks Library

### 11.5.1 java.util.concurrent

- Java library is sound because of memory-model and language is concurrent aware.
- Synchronizers : Semaphore (counting), CountdownLatch, CyclicBarrier, Exchanger, Condition, Lock, ReadWriteLock
- Use new locks to build a monitor with multiple condition variables.

```

class BoundedBuffer {                                // simulate monitor
    // buffer declarations
    final Lock mlock = new ReentrantLock();           // monitor lock
    final Condition empty = mlock.newCondition();
    final Condition full = mlock.newCondition();
    public void insert( Object elem ) throws InterruptedException {
        mlock.lock();
        try {
            while (count == Size ) empty.await(); // release lock
            // add to buffer
            count += 1;
            full.signal();
        } finally { mlock.unlock(); } // ensure monitor lock is unlocked
    }
}

```

```

public Object remove() throws InterruptedException {
    mlock.lock();
    try {
        while( count == 0 ) full.await(); // release lock
        // remove from buffer
        count -= 1;
        empty.signal();
        return elem;
    } finally { mlock.unlock(); } // ensure monitor lock is unlocked
}
}

```

- Condition is nested class within ReentrantLock ⇒ condition implicitly knows its associated (monitor) lock.
  - Scheduling is still no-priority nonblocking ⇒ barging ⇒ wait statements must be in while loops to recheck condition.
  - No connection with implicit condition variable of an object.
  - **Do not mix implicit and explicit condition variables.**
- Executor/Future : (actor like)
    - Executor is a server with one or more worker tasks (worker pool).
    - Future is closure with work for executor (Callable) and place for result.
    - Call to executor submit is asynchronous and returns a future.
    - Result is retrieved using get routine, which may block until result inserted by executor.

```

import java.util.ArrayList;
import java.util.List;
import java.util.concurrent.*;
public class Matrix {
    public static void main( String[] args )
        throws InterruptedException, ExecutionException {
        class Adder implements Callable<Integer> {
            int row[], cols; // communication
            public Integer call() {
                int subtotal = 0;
                for ( int c = 0; c < cols; c += 1 ) subtotal += row[c];
                return subtotal;
            }
            Adder( int [] r, int c ) { row = r; cols = c; }
        }
}

```

```

int rows = 10, cols = 10;
int matrix[][] = new int[rows][cols], total = 0;
// read matrix
ExecutorService executor = Executors.newFixedThreadPool( 4 );
List<Future<Integer>> subtotals = new ArrayList<Future<Integer>>();
for ( int r = 0; r < rows; r += 1 ) // send off work for executor
    subtotals.add( executor.submit( new Adder( matrix[r], cols ) ) );
for ( int r = 0; r < rows; r += 1 ) // wait for results
    total += subtotals.get( r ).get(); // retrieve result
System.out.println( total );
executor.shutdown();
}
}

```

- $\mu$ C++ also has fixed thread-pool executor (used with actors).

```

struct Adder { // routine, functor or lambda
    int * row, cols; // communication
    int operator() { // functor operator
        int subtotal = 0;
        for ( int c = 0; c < cols; c += 1 ) subtotal += row[c];
        return subtotal;
    }
    Adder( int row[ ], int cols ) : row( row ), cols( cols ) {}
};

int main() {
    const int rows = 10, cols = 10;
    int matrix[rows][cols], total = 0;
    // read matrix
    uExecutor executor( 4 ); // kernel threads
    Future_ISM<int> subtotals[rows];
    Adder * adders[rows];
    for ( int r = 0; r < rows; r += 1 ) { // send off work for executor
        adders[r] = new Adder( matrix[r], cols );
        subtotals[r] = executor.sendrecv( *adders[r] );
    }
    for ( int r = 0; r < rows; r += 1 ) { // wait for results
        total += subtotals[r]();
        delete adders[r];
    }
    cout << total << endl;
}

```

- Collections : `LinkedBlockingQueue`, `ArrayBlockingQueue`, `SynchronousQueue`, `PriorityBlockingQueue`, `DelayQueue`, `ConcurrentHashMap`, `ConcurrentSkipListMap`, `ConcurrentSkipListSet`, `CopyOnWriteArrayList`, `CopyOnWriteArraySet`.
  - Create threads that interact indirectly through atomic data structures, e.g., producer/-consumer interact via `LinkedBlockingQueue`.



- Atomic Types using compare-and-set (see Section 11.1.1, p. 179) (i.e., lock-free).

AtomicBoolean, AtomicInteger, AtomicIntegerArray, AtomicLong, AtomicLongArray, AtomicReference<V>, AtomicReferenceArray<E>

<b>int</b> v;		1
AtomicInteger i = <b>new</b> AtomicInteger();		2 2
i.set( 1 );		1 1
System.out.println( i.get() );		2 1
v = i.addAndGet( 1 ); // i += delta		1 2
System.out.println( i.get() + " " + v );		
v = i.decrementAndGet(); // -i		
System.out.println( i.get() + " " + v );		
v = i.getAndAdd( 1 ); // i =+ delta		
System.out.println( i.get() + " " + v );		
v = i.getAndDecrement(); // i-		
System.out.println( i.get() + " " + v );		

### 11.5.2 Pthreads

- Several libraries exist for C (pthreads) and C++ ( $\mu$ C++).
- C libraries built around routine abstraction and mutex/condition locks (“attribute” parameters not shown).

```

int pthread_create( pthread_t * new_thread_ID,
                    void * (*start_func)(void *), void * arg );
int pthread_join( pthread_t target_thread, void ** status );
pthread_t pthread_self( void );
int pthread_yield(void);

int pthread_mutex_init( pthread_mutex_t * mp );
int pthread_mutex_lock( pthread_mutex_t * mp );
int pthread_mutex_unlock( pthread_mutex_t * mp );
int pthread_mutex_destroy( pthread_mutex_t * mp );

int pthread_cond_init( pthread_cond_t * cp );
int pthread_cond_wait( pthread_cond_t * cp, pthread_mutex_t * mutex );
int pthread_cond_signal( pthread_cond_t * cp );
int pthread_cond_broadcast( pthread_cond_t * cp );
int pthread_cond_destroy( pthread_cond_t * cp );

```

- Thread starts in routine start\_func via pthread\_create.  
Initialization data is single **void** \* value.
- Termination synchronization is performed by calling pthread\_join.
- Return a result on thread termination by passing back a single **void** \* value from pthread\_join.

```

void * rtn( void * arg ) { ... }
int i = 3, r, rc;
pthread_t t;                // thread id
rc = pthread_create( &t, rtn, (void *)i ); // create and initialized task
if ( rc != 0 ) ...         // check for error
// concurrency
rc = pthread_join( t, &r ); // wait for thread termination and result
if ( rc != 0 ) ...         // check for error

```

- All C library approaches have type-unsafe communication with tasks.
- No external scheduling  $\Rightarrow$  complex direct-communication emulation.
- Internal scheduling is no-priority nonblocking  $\Rightarrow$  barging  $\Rightarrow$  wait statements must be in while loops to recheck conditions

```

typedef struct {                // simulate monitor
    // buffer declarations
    pthread_mutex_t mutex;      // mutual exclusion
    pthread_cond_t full, empty; // synchronization
} buffer;

// write your own constructor/destructor
void ctor( buffer * buf ) {     // constructor
    ...
    pthread_mutex_init( &buf->mutex );
    pthread_cond_init( &buf->full );
    pthread_cond_init( &buf->empty );
}

void dtor( buffer * buf ) {     // destructor
    pthread_mutex_lock( &buf->mutex ); // must be mutex
    ...
    pthread_cond_destroy( &buf->empty );
    pthread_cond_destroy( &buf->full );
    pthread_mutex_destroy( &buf->mutex );
}

void insert( buffer * buf, int elem ) {
    pthread_mutex_lock( &buf->mutex );
    while ( buf->count == Size )
        pthread_cond_wait( &buf->empty, &buf->mutex );
    // add to buffer
    buf->count += 1;
    pthread_cond_signal( &buf->full );
    pthread_mutex_unlock( &buf->mutex );
}

```

```

int remove( buffer * buf ) {
    pthread_mutex_lock( &buf->mutex );
    while ( buf->count == 0 )
        pthread_cond_wait( &buf->full, &buf->mutex );
    // remove from buffer
    buf->count -= 1;
    pthread_cond_signal( &buf->empty );
    pthread_mutex_unlock( &buf->mutex );
    return elem;
}

```

- Since there are no constructors/destructors in C, explicit calls are necessary to ctor/dtor before/after use.
- All locks must be initialized and finalized.
- Mutual exclusion must be explicitly defined where needed.
- Condition locks should only be accessed with mutual exclusion.
- `pthread_cond_wait` atomically blocks thread and releases mutex lock, which is necessary to close race condition on baton passing.

## 11.6 OpenMP

- Shared memory, implicit thread management (programmer hints), 1-to-1 threading model (kernel threads), some explicit locking.
- Communicate with compiler with `#pragma` directives.

```
#pragma omp ...
```

- fork/join model
  - fork: initial thread creates a team of parallel threads (including itself)
  - each thread executes the statements in the region construct
  - join: when team threads complete, synchronize and terminate, except initial thread which continues
- compile: `gcc -std=c99 -fopenmp openmp.c -lgomp`
- COBEGIN/COEND: each thread executes different section:

```

#include <omp.h>
... // declarations of p1, p2, p3
int main() {
    int i;
    #pragma omp parallel sections num_threads( 4 ) // fork "4" threads
    { // COBEGIN
        #pragma omp section
        { i = 1; } // BEGIN ... END
        #pragma omp section
        { p1( 5 ); }
        #pragma omp section
        { p2( 7 ); }
        #pragma omp section
        { p3( 9 ); }
    } // COEND (synchronize)
}

```

- **for** directive specifies each loop iteration is executed by a team of threads (COFOR)

```

int main() {
    const unsigned int rows = 10, cols = 10; // sequential
    int matrix[rows][cols], subtotals[rows], total = 0;
    // read matrix
    #pragma omp parallel for // fork "rows" threads
    for ( unsigned int r = 0; r < rows; r += 1 ) { // concurrent
        subtotals[r] = 0;
        for ( unsigned int c = 0; c < cols; c += 1 )
            subtotals[r] += matrix[r][c];
    }
    for ( unsigned int r = 0; r < rows; r += 1 ) // sequential
        total += subtotals[r];
    printf( "total:%d\n", total );
} // main

```

- In this case, sequential code directly converted to concurrent via #pragma.
- Variables outside section are shared; variables inside are thread private.
- Programmer responsible for sharing in vector/matrix manipulation.
- barrier

```

int main() {
    #pragma omp parallel num_threads( 4 ) // fork "4" threads
    {
        sleep( omp_get_thread_num() );
        printf( "%d\n", omp_get_thread_num() );
        #pragma omp barrier // wait for all block threads to arrive
        printf( "sync\n" );
    }
}

```

- Without omp section, all threads run same block (like omp parallel **for**).
- Barrier's trigger is the number of block threads.
- Threads sleeps for different times, but all print "sync" at same time.
- Also critical section and atomic directives.



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