Design of Parallel and High-Performance Computing

Fall 2013

Lecture: Locks and Lock-Free

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Administrivia

- **Intermediate (very short) presentation: Thursday 11/27 during recitation**
  - Should have first results and a real plan!
  - Time to get very quick feedback
  - Focus on:

    What tools/programming language/parallelization scheme do you use?

    Which architecture? (we only offer access to Xeon Phi, you may use different)

    How to verify correctness of the parallelization?

    How to argue about performance (bounds, what to compare to?)

    (Somewhat) realistic use-cases and input sets?

    What are the key concepts employed?

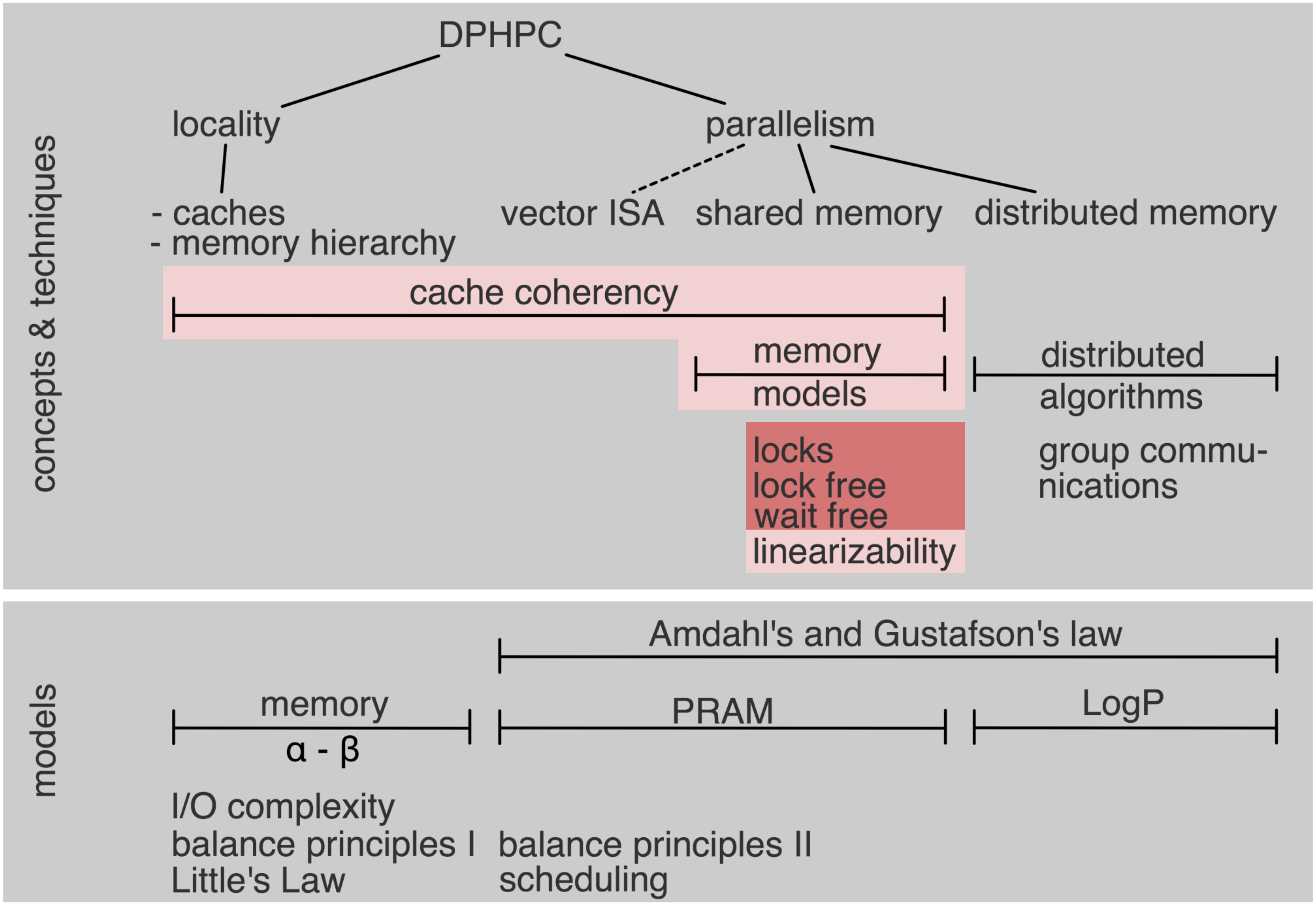
    What are the main obstacles?
- **Final project presentation: Monday 12/15 during last lecture**
  - Report will be due in January!

    Still, starting to write early is very helpful --- write – rewrite – rewrite …

Review of last lecture

- **Language memory models**
  - History
  - Java/C++ overview
- **Locks**
  - Two-thread
  - Peterson
  - Many different locks, strengths and weaknesses
  - Lock options and parameters
- **Formal proof methods**
  - Correctness (mutual exclusion as condition)
  - Progress

DPHPC Overview



Goals of this lecture

- **N-thread locks!**
  - Hardware operations for concurrency control
- **More on locks (using advanced operations)**
  - Spin locks
  - Various optimized locks
- **Even more on locks (issues and extended concepts)**
  - Deadlocks, priority inversion, competitive spinning, semaphores
- **Case studies**
  - Barrier, reasoning about semantics
- **Locks in practice: a set structure**

Peterson in Practice … on x86

- **Implement and run our little counter on x86**
- **100000 iterations**
  - $1.6 \cdot 10^{-6}$% errors
  - What is the problem?

```
volatile int flag[2];
volatile int victim;

void lock() {
  int j = 1 - tid;
  flag[tid] = 1;      // I'm interested
  victim = tid;       // other goes first
  while (flag[j] && victim == tid) {}; // wait
}

void unlock() {
  flag[tid] = 0;  // I'm not interested
}
```

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- **Implement and run our little counter on x86**
- **100000 iterations**
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  - What is the problem?

    No sequential consistency for W(v) and R(flag[j])

```
volatile int flag[2];
volatile int victim;

void lock() {
  int j = 1 - tid;
  flag[tid] = 1;      // I'm interested
  victim = tid;       // other goes first
  asm ("mfence");
  while (flag[j] && victim == tid) {}; // wait
}

void unlock() {
  flag[tid] = 0;  // I'm not interested
}
```

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- **100000 iterations**
  - $1.6 \cdot 10^{-6}$% errors
  - What is the problem?

    No sequential consistency for W(v) and R(flag[j])
  - Still $1.3 \cdot 10^{-6}$%

    Why?

```
volatile int flag[2];
volatile int victim;

void lock() {
  int j = 1 - tid;
  flag[tid] = 1;      // I'm interested
  victim = tid;       // other goes first
  asm ("mfence");
  while (flag[j] && victim == tid) {}; // wait
}

void unlock() {
  flag[tid] = 0;  // I'm not interested
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Peterson in Practice … on x86

- Implement and run our little counter on x86
- 100000 iterations
  - $1.6 \cdot 10^{-6}$% errors
  - What is the problem?

    No sequential consistency for W(v) and R(flag[j])
  - Still $1.3 \cdot 10^{-6}$%

    Why?

    Reads may slip into CR!

```
volatile int flag[2];
volatile int victim;

void lock() {
  int j = 1 - tid;
  flag[tid] = 1;     // I'm interested
  victim = tid;      // other goes first
  asm ("mfence");
  while (flag[j] && victim == tid) {}; // wait
}

void unlock() {
  asm ("mfence");
  flag[tid] = 0;  // I'm not interested
}
```

Correct Peterson Lock on x86

- **Unoptimized (naïve sprinkling of mfences)**
- **Performance:**
  - No mfence

    375ns
  - mfence in lock

    379ns
  - mfence in unlock

    404ns
  - Two mfence

    427ns (+14%)

```
volatile int flag[2];
volatile int victim;

void lock() {
  int j = 1 - tid;
  flag[tid] = 1;      // I’m interested
  victim = tid;      // other goes first
  asm (“mfence”);
  while (flag[j] && victim == tid) {}; // wait
}

void unlock() {
  asm (“mfence”);
  flag[tid] = 0;  // I’m not interested
}
```

Locking for N threads

- **Simple generalization of Peterson's lock, assume n levels l = 0…n-1**
  - Is it correct?

```
volatile int level[n] = {0,0,…,0}; // indicates highest level a thread tries to enter
volatile int victim[n]; // the victim thread, excluded from next level
void lock() {
  for (int i = 1; i < n; i++) { //attempt level i
    level[tid] = i;
    victim[i] = tid;
    // spin while conflicts exist
    while ((∃k != tid) (level[k] >= i && victim[i] == tid )) {};
  }
}

void unlock() {
  level[tid] = 0;
}
```

Filter Lock - Correctness

- **Lemma: For 0<j<n-1, there are at most n-j threads at level j!**
- **Intuition:**
  - Recursive proof (induction on j)
  - By contradiction, assume n-j+1 threads at level j-1 and j
  - Assume last thread to write victim
  - Any other thread writes level before victim
  - Last thread will stop at spin due to other thread’s write
- **j=n-1 is critical region**

Locking for N threads

- **Simple generalization of Peterson's lock, assume n levels l = 0…n-1**
  - Is it starvation-free?

```
volatile int level[n] = {0,0,…,0}; // indicates highest level a thread tries to enter
volatile int victim[n]; // the victim thread, excluded from next level
void lock() {
  for (int i = 1; i < n; i++) { //attempt level i
    level[tid] = i;
    victim[i] = tid;
    // spin while conflicts exist
    while ((∃k != tid) (level[k] >= i && victim[i] == tid )) {};
  }
}

void unlock() {
  level[tid] = 0;
}
```

Filter Lock Starvation Freedom

- **Intuition:**
  - Inductive argument over j (levels)
  - Base-case: level n-1 has one thread (not stuck)
  - Level j: assume thread is stuck

    Eventually, higher levels will drain (induction)

    Last entering thread is victim, it will wait

    Thus, only one thread can be stuck at each level

    Victim can only have one value → older threads will advance!

Filter Lock

- **What are the disadvantages of this lock?**

```
volatile int level[n] = {0,0,…,0}; // indicates highest level a thread tries to enter
volatile int victim[n]; // the victim thread, excluded from next level
void lock() {
  for (int i = 1; i < n; i++) { // attempt level i
    level[tid] = i;
    victim[i] = tid;
    // spin while conflicts exist
    while ((∃k != tid) (level[k] >= i && victim[i] == tid )) {};
  }
}

void unlock() {
  level[tid] = 0;
}
```

Lock Fairness

- **Starvation freedom provides no guarantee on how long a thread waits or if it is “passed”!**
- **To reason about fairness, we define two sections of each lock algorithm:**
  - Doorway D (bounded # of steps)
  - Waiting W (unbounded # of steps)

```
void lock() {
  int j = 1 - tid;
  flag[tid] = true; // I’m interested
  victim = tid;     // other goes first
  while (flag[j] && victim == tid) {};
}
```

- **FIFO locks:**
  - If T_A finishes its doorway before T_B the $CR_A \rightarrow CR_B$
  - Implies fairness

Lamport's Bakery Algorithm (1974)

- Is a FIFO lock (and thus fair)
- Each thread takes number in doorway and threads enter in the order of their number!

```
volatile int flag[n] = {0,0,…,0};
volatile int label[n] = {0,0,….,0};

void lock() {
  flag[tid] = 1; // request
  label[tid] = max(label[0], ...,label[n-1]) + 1; // take ticket
  while ((∃k != tid)(flag[k] && (label[k],k) <* (label[tid],tid))) {};
}
public void unlock() {
  flag[tid] = 0;
}
```

Lamport's Bakery Algorithm

- **Advantages:**
  - Elegant and correct solution
  - Starvation free, even FIFO fairness

- **Not used in practice!**
  - Why?
  - Needs to read/write N memory locations for synchronizing N threads
  - Can we do better?

    Using only atomic registers/memory

A Lower Bound to Memory Complexity

- **Theorem 5.1 in [1]:** ***"If S is a [atomic] read/write system with at least two processes and S solves mutual exclusion with global progress [deadlock-freedom], then S must have at least as many variables as processes"***

- **So we're doomed! Optimal locks are available and they're fundamentally non-scalable. Or not?**

[1] J. E. Burns and N. A. Lynch. Bounds on shared memory for mutual exclusion. Information and Computation, 107(2):171–184, December 1993

Hardware Support?

- **Hardware atomic operations:**
  - Test&Set

    Write const to memory while returning the old value
  - Atomic swap

    Atomically exchange memory and register
  - Fetch&Op

    Get value and apply operation to memory location
  - Compare&Swap

    Compare two values and swap memory with register if equal
  - Load-linked/Store-Conditional LL/SC

    Loads value from memory, allows operations, commits only if no other updates committed $\rightarrow$ mini-TM
  - Intel TSX (transactional synchronization extensions)

    Hardware-TM (roll your own atomic operations)

Relative Power of Synchronization

- **Design-Problem I: Multi-core Processor**
  - Which atomic operations are useful?
- **Design-Problem II: Complex Application**
  - What atomic should I use?
- **Concept of "consensus number" C if a primitive can be used to solve the "consensus problem" in a finite number of steps (even if a threads stop)**
  - atomic registers have C=1 (thus locks have C=1!)
  - TAS, Swap, Fetch&Op have C=2
  - CAS, LL/SC, TM have C=∞

Test-and-Set Locks

- **Test-and-Set semantics**
  - Memoize old value
  - Set fixed value TASval (true)
  - Return old value
- **After execution:**
  - Post-condition is a fixed (constant) value!

```
bool test_and_set (bool *flag) {
  bool old = *flag;
  *flag = true;
  return old;
} // all atomic!
```

Test-and-Set Locks

- Assume TASval indicates "locked"
- Write something else to indicate "unlocked"
- TAS until return value is != TASval

- When will the lock be granted?
- Does this work well in practice?

```
volatile int lock = 0;

void lock() {
  while (TestAndSet(&lock) == 1);
}

void unlock() {
  lock = 0;
}
```

Contention

- **On x86, the XCHG instruction is used to implement TAS**
  - For experts: x86 LOCK is superfluous!
- **Cacheline is read and written**
  - Ends up in exclusive state, invalidates other copies
  - Cacheline is “thrown” around uselessly
  - High load on memory subsystem

    x86 bus lock is essentially a full memory barrier ☹

```
movl    $1, %eax
xchg    %eax, (%ebx)
```

Test-and-Test-and-Set (TATAS) Locks

- **Spinning in TAS is not a good idea**
- **Spin on cache line in shared state**
  - All threads at the same time, no cache coherency/memory traffic
- **Danger!**
  - Efficient but use with great care!
  - Generalizations are dangerous

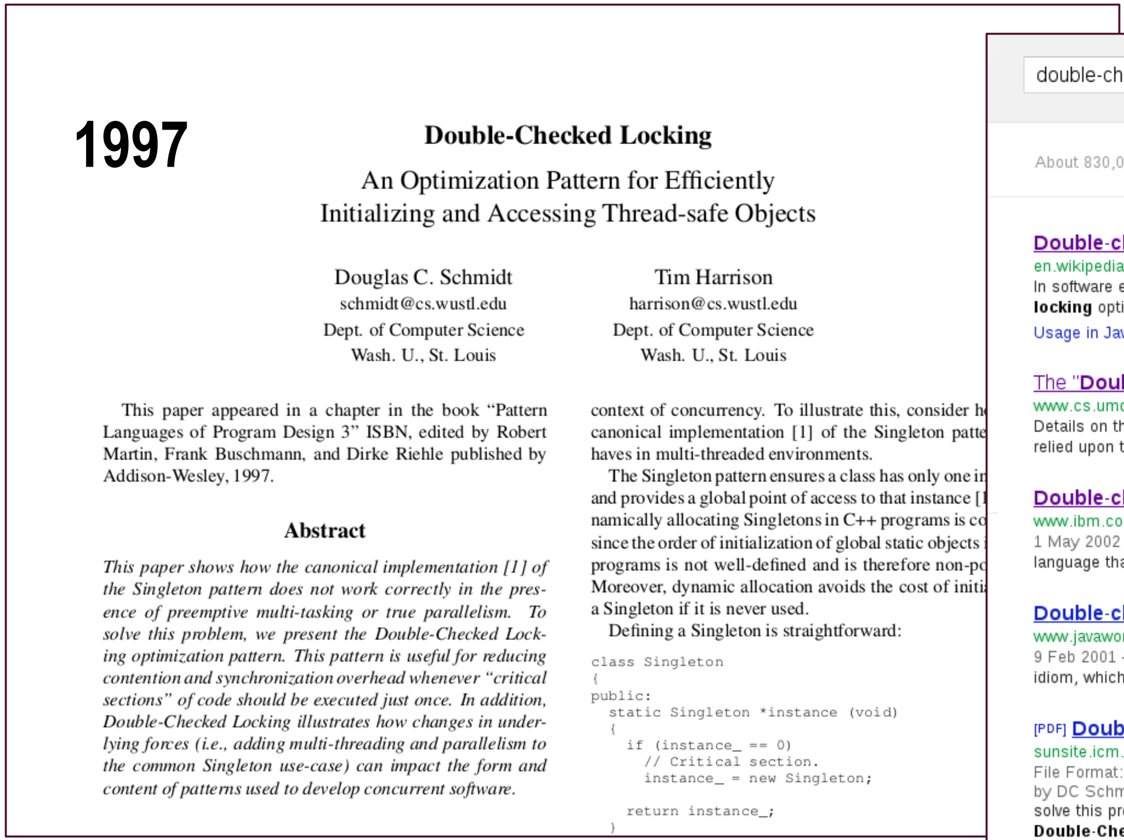
```
volatile int lock = 0;

void lock() {
  do {
    while (lock == 1);
  } while (TestAndSet(&lock) == 1);
}

void unlock() {
  lock = 0;
}
```

Warning: Even Experts get it wrong!

- Example: Double-Checked Locking



1997

Double-Checked Locking

An Optimization Pattern for Efficiently Initializing and Accessing Thread-safe Objects

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This paper appeared in a chapter in the book "Pattern Languages of Program Design 3" ISBN, edited by Robert Martin, Frank Buschmann, and Dirke Riehle published by Addison-Wesley, 1997.

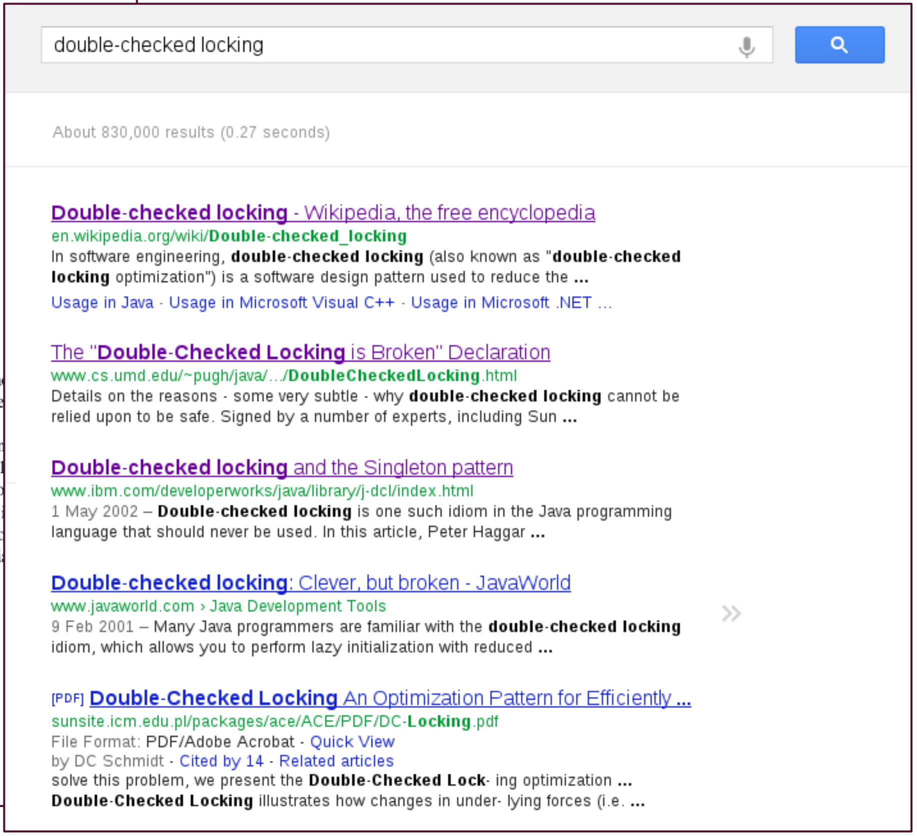
Abstract

This paper shows how the canonical implementation [1] of the Singleton pattern does not work correctly in the presence of preemptive multi-tasking or true parallelism. To solve this problem, we present the Double-Checked Locking optimization pattern. This pattern is useful for reducing contention and synchronization overhead whenever "critical sections" of code should be executed just once. In addition, Double-Checked Locking illustrates how changes in underlying forces (i.e., adding multi-threading and parallelism to the common Singleton use-case) can impact the form and content of patterns used to develop concurrent software.

context of concurrency. To illustrate this, consider h
canonical implementation [1] of the Singleton patte
haves in multi-threaded environments.
The Singleton pattern ensures a class has only one in
and provides a global point of access to that instance [
namically allocating Singletons in C++ programs is co
since the order of initialization of global static objects
programs is not well-defined and is therefore non-po
Moreover, dynamic allocation avoids the cost of initi
a Singleton if it is never used.
Defining a Singleton is straightforward:

```
class Singleton
{
public:
  static Singleton *instance (void)
  {
    if (instance_ == 0)
      // Critical section.
      instance_ = new Singleton;

    return instance_;
  }
```



double-checked locking

About 830,000 results (0.27 seconds)

Double-checked locking - Wikipedia, the free encyclopedia
en.wikipedia.org/wiki/**Double-checked_locking**
In software engineering, **double-checked locking** (also known as "**double-checked locking** optimization") is a software design pattern used to reduce the **...**
Usage in Java - Usage in Microsoft Visual C++ - Usage in Microsoft .NET ...

The "**Double-Checked Locking** is Broken" Declaration
www.cs.umd.edu/~pugh/java/.../**DoubleCheckedLocking**.html
Details on the reasons - some very subtle - why **double-checked locking** cannot be relied upon to be safe. Signed by a number of experts, including Sun **...**

Double-checked locking and the Singleton pattern
www.ibm.com/developerworks/java/library/j-dcl/index.html
1 May 2002 – **Double-checked locking** is one such idiom in the Java programming language that should never be used. In this article, Peter Haggar **...**

Double-checked locking: Clever, but broken - JavaWorld
www.javaworld.com › Java Development Tools
9 Feb 2001 – Many Java programmers are familiar with the **double-checked locking** idiom, which allows you to perform lazy initialization with reduced **...**

[PDF] **Double-Checked Locking** An Optimization Pattern for Efficiently ...
sunsite.icm.edu.pl/packages/ace/ACE/PDF/DC-**Locking**.pdf
File Format: PDF/Adobe Acrobat - Quick View
by DC Schmidt - Cited by 14 - Related articles
solve this problem, we present the **Double-Checked Lock**- ing optimization **...**
Double-Checked Locking illustrates how changes in under- lying forces (i.e. **...**

Problem: Memory ordering leads to race-conditions!

Contention?

- **Do TATAS locks still have contention?**
- **When lock is released, k threads fight for cache line ownership**
  - One gets the lock, all get the CL exclusively (serially!)
  - What would be a good solution? (think "collision avoidance")

```
volatile int lock = 0;

void lock() {
  do {
    while (lock == 1);
  } while (TestAndSet(&lock) == 1);
}

void unlock() {
  lock = 0;
}
```

TAS Lock with Exponential Backoff

- **Exponential backoff eliminates contention statistically**
  - Locks granted in unpredictable order
  - Starvation possible but unlikely

    How can we make it even less likely?

```
volatile int lock = 0;

void lock() {
  while (TestAndSet(&lock) == 1) {
     wait(time);
     time *= 2; // double waiting time
  }
}

void unlock() {
  lock = 0;
}
```

Similar to: T. Anderson: “The performance of spin lock alternatives for shared-memory multiprocessors”, TPDS, Vol. 1 Issue 1, Jan 1990

TAS Lock with Exponential Backoff

- **Exponential backoff eliminates contention statistically**
  - Locks granted in unpredictable order
  - Starvation possible but unlikely

    Maximum waiting time makes it less likely

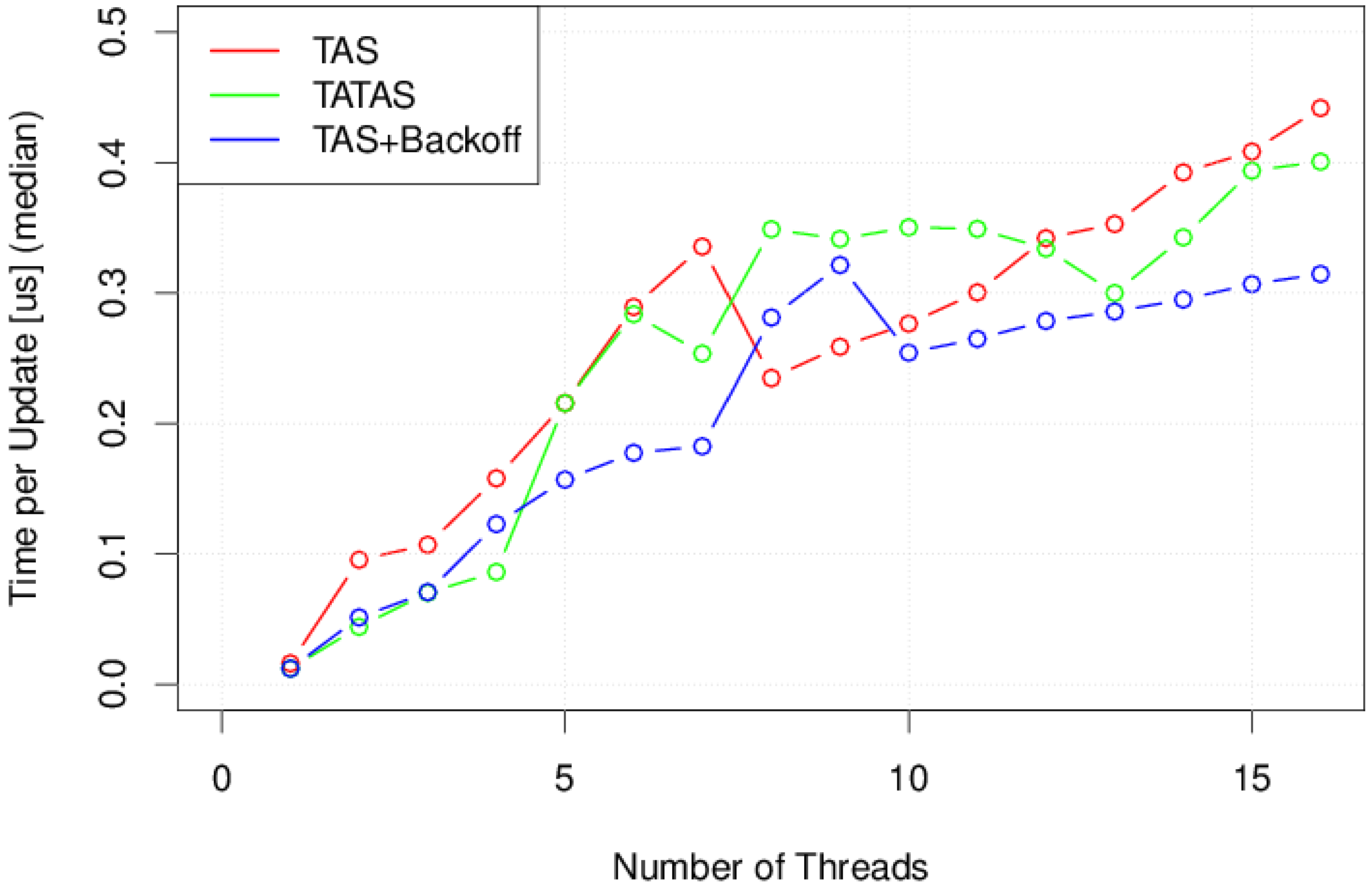
```
volatile int lock = 0;
const int maxtime=1000;

void lock() {
  while (TestAndSet(&lock) == 1) {
     wait(time);
     time = min(time * 2, maxtime);
  }
}

void unlock() {
  lock = 0;
}
```

Similar to: T. Anderson: “The performance of spin lock alternatives for shared-memory multiprocessors”, TPDS, Vol. 1 Issue 1, Jan 1990

Comparison of TAS Locks



Improvements?

- **Are TAS locks perfect?**
  - What are the two biggest issues?
  - Cache coherency traffic (contending on same location with expensive atomics)

    -- or --
  - Critical section underutilization (waiting for backoff times will delay entry to CR)
- **What would be a fix for that?**
  - How is this solved at airports and shops (often at least)?
- **Queue locks -- Threads enqueue**
  - Learn from predecessor if it's their turn
  - Each threads spins at a different location
  - FIFO fairness

Array Queue Lock

- **Array to implement queue**
  - Tail-pointer shows next free queue position
  - Each thread spins on own location

    CL padding!
  - index[] array can be put in TLS
- **So are we done now?**
  - What's wrong?
  - Synchronizing M objects requires Θ(NM) storage
  - What do we do now?

```
volatile int array[n] = {1,0,…,0};
volatile int index[n] = {0,0,…,0};
volatile int tail = 0;

void lock() {
  index[tid] = GetAndInc(tail) % n;
  while (!array[index[tid]]); // wait to receive lock
}

void unlock() {
  array[index[tid]] = 0; // I release my lock
  array[(index[tid] + 1) % n] = 1; // next one
}
```

CLH Lock (1993)

- **List-based (same queue principle)**
- **Discovered twice by Craig, Landin, Hagersten 1993/94**
- **2N+3M words**
  - N threads, M locks
- **Requires thread-local qnode pointer**
  - Can be hidden!

```
typedef struct qnode {
  struct qnode *prev;
  int succ_blocked;
} qnode;

qnode *lck = new qnode; // node owned by lock

void lock(qnode *lck, qnode *qn) {
  qn->succ_blocked = 1;
  qn->prev = FetchAndSet(lck, qn);
  while (qn->prev->succ_blocked);
}

void unlock(qnode **qn) {
  qnode *pred = (*qn)->prev;
  (*qn)->succ_blocked = 0;
  *qn = pred;
}
```

CLH Lock (1993)

- **Qnode objects represent thread state!**
  - succ_blocked == 1 if waiting or acquired lock
  - succ_blocked == 0 if released lock
- **List is implicit!**
  - One node per thread
  - Spin location changes

    NUMA issues (cacheless)
- **Can we do better?**

```
typedef struct qnode {
  struct qnode *prev;
  int succ_blocked;
} qnode;

qnode *lck = new qnode; // node owned by lock

void lock(qnode *lck, qnode *qn) {
  qn->succ_blocked = 1;
  qn->prev = FetchAndSet(lck, qn);
  while (qn->prev->succ_blocked);
}

void unlock(qnode **qn) {
  qnode *pred = (*qn)->prev;
  (*qn)->succ_blocked = 0;
  *qn = pred;
}
```

MCS Lock (1991)

- **Make queue explicit**
  - Acquire lock by appending to queue
  - Spin on own node until locked is reset
- **Similar advantages as CLH but**
  - Only 2N + M words
  - Spinning position is fixed!

    Benefits cache-less NUMA
- **What are the issues?**
  - Releasing lock spins
  - More atomics!

```
typedef struct qnode {
  struct qnode *next;
  int succ_blocked;
} qnode;

qnode *lck = NULL;

void lock(qnode *lck, qnode *qn) {
  qn->next = NULL;
  qnode *pred = FetchAndSet(lck, qn);
  if(pred != NULL) {
    qn->locked = 1;
    pred->next = qn;
    while(qn->locked);
} }

void unlock(qnode * lck, qnode *qn) {
  if(qn->next == NULL) { // if we're the last waiter
    if(CAS(lck, qn, NULL)) return;
    while(qn->next == NULL); // wait for pred arrival
  }
  qn->next->locked = 0; // free next waiter
  qn->next = NULL;
}
```

Lessons Learned!

- **Key Lesson:**
  - Reducing memory (coherency) traffic is most important!
  - Not always straight-forward (need to reason about CL states)

- **MCS: 2006 Dijkstra Prize in distributed computing**
  - “*an outstanding paper on the principles of distributed computing, whose significance and impact on the theory and/or practice of distributed computing has been evident for at least a decade*”
  - “*probably the most influential practical mutual exclusion algorithm ever*”
  - “*vastly superior to all previous mutual exclusion algorithms*”
  - fast, fair, scalable → widely used, always compared against!

Time to Declare Victory?

- **Down to memory complexity of 2N+M**
  - Probably close to optimal
- **Only local spinning**
  - Several variants with low expected contention
- **But: we assumed sequential consistency ☹**
  - Reality causes trouble sometimes
  - Sprinkling memory fences may harm performance
  - Open research on minimally-synching algorithms!

    Come and talk to me if you're interested

More Practical Optimizations

- **Let's step back to "data race"**
  - (recap) two operations A and B on the same memory cause a data race if one of them is a write ("conflicting access") and neither A→B nor B→A
  - So we put conflicting accesses into a CR and lock it!

    This also guarantees memory consistency in C++/Java!

- **Let's say you implement a web-based encyclopedia**
  - Consider the "average two accesses" – do they conflict?

Reader-Writer Locks

- **Allows multiple concurrent reads**
  - Multiple reader locks concurrently in CR
  - Guarantees mutual exclusion between writer and writer locks and reader and writer locks
- **Syntax:**
  - read_(un)lock()
  - write_(un)lock()

A Simple RW Lock

- **Seems efficient!?**
  - Is it? What's wrong?
  - Polling CAS!

- **Is it fair?**
  - Readers are preferred!
  - Can always delay writers (again and again and again)

```
const W = 1;
const R = 2;
volatile int lock=0; // LSB is writer flag!

void read_lock(lock_t lock) {
  AtomicAdd(lock, R);
  while(lock & W);
}

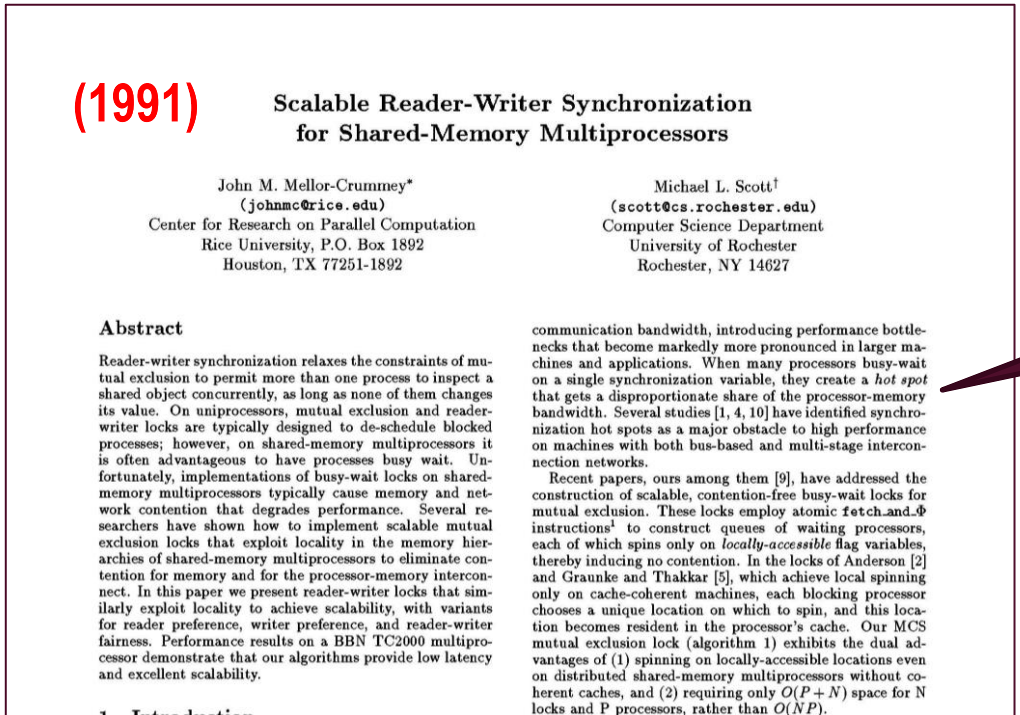
void write_lock(lock_t lock) {
  while(!CAS(lock, 0, W));
}

void read_unlock(lock_t lock) {
  AtomicAdd(lock, -R);
}

void write_unlock(lock_t lock) {
  AtomicAdd(lock, -W);
}
```

Fixing those Issues?

- **Polling issue:**
  - Combine with MCS lock idea of queue polling
- **Fairness:**
  - Count readers and writers



(1991)

Scalable Reader-Writer Synchronization for Shared-Memory Multiprocessors

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Abstract

Reader-writer synchronization relaxes the constraints of mutual exclusion to permit more than one process to inspect a shared object concurrently, as long as none of them changes its value. On uniprocessors, mutual exclusion and reader-writer locks are typically designed to de-schedule blocked processes; however, on shared-memory multiprocessors it is often advantageous to have processes busy wait. Unfortunately, implementations of busy-wait locks on shared-memory multiprocessors typically cause memory and network contention that degrades performance. Several researchers have shown how to implement scalable mutual exclusion locks that exploit locality in the memory hierarchies of shared-memory multiprocessors to eliminate contention for memory and for the processor-memory interconnect. In this paper we present reader-writer locks that similarly exploit locality to achieve scalability, with variants for reader preference, writer preference, and reader-writer fairness. Performance results on a BBN TC2000 multiprocessor demonstrate that our algorithms provide low latency and excellent scalability.

communication bandwidth, introducing performance bottlenecks that become markedly more pronounced in larger machines and applications. When many processors busy-wait on a single synchronization variable, they create a *hot spot* that gets a disproportionate share of the processor-memory bandwidth. Several studies [1, 4, 10] have identified synchronization hot spots as a major obstacle to high performance on machines with both bus-based and multi-stage interconnection networks.

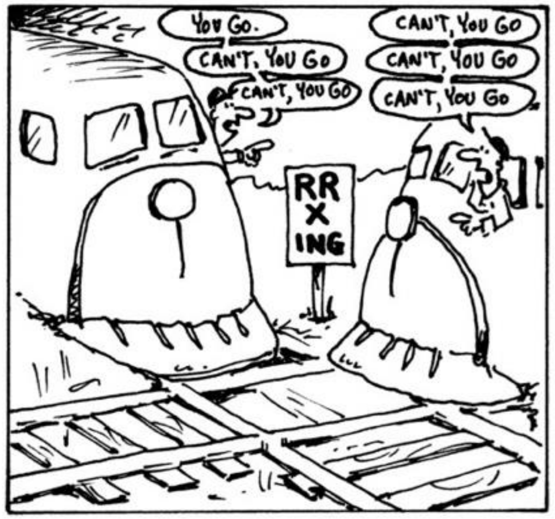
Recent papers, ours among them [9], have addressed the construction of scalable, contention-free busy-wait locks for mutual exclusion. These locks employ atomic `fetch_and_Φ` instructions[1] to construct queues of waiting processors, each of which spins only on *locally-accessible* flag variables, thereby inducing no contention. In the locks of Anderson [2] and Graunke and Thakkar [5], which achieve local spinning only on cache-coherent machines, each blocking processor chooses a unique location on which to spin, and this location becomes resident in the processor's cache. Our MCS mutual exclusion lock (algorithm 1) exhibits the dual advantages of (1) spinning on locally-accessible locations even on distributed shared-memory multiprocessors without coherent caches, and (2) requiring only $O(P+N)$ space for N locks and P processors, rather than $O(NP)$.

The final algorithm (Alg. 4) has a flaw that was corrected in 2003!

Deadlocks

- **Kansas state legislature:** ***"When two trains approach each other at a crossing, both shall come to a full stop and neither shall start up again until the other has gone."***

[according to Botkin, Harlow "A Treasury of Railroad Folklore" (pp. 381)]



What are necessary conditions for deadlock?

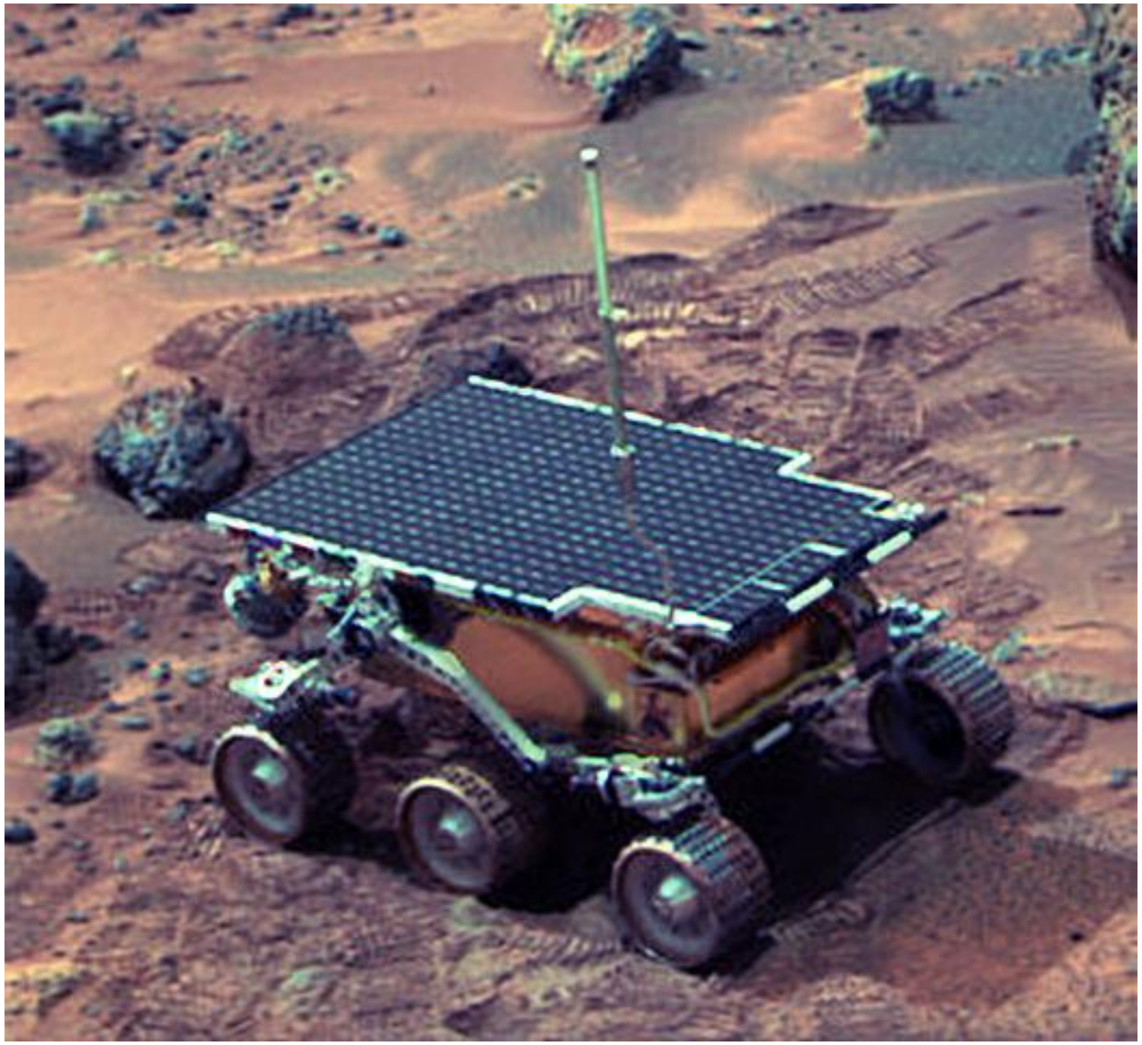
Deadlocks

- **Necessary conditions:**
  - Mutual Exclusion
  - Hold one resource, request another
  - No preemption
  - Circular wait in dependency graph
- **One condition missing will prevent deadlocks!**
  - →Different avoidance strategies (which?)

Issues with Spinlocks

- **Spin-locking is very wasteful**
  - The spinning thread occupies resources
  - Potentially the PE where the waiting thread wants to run → requires context switch!
- **Context switches due to**
  - Expiration of time-slices (forced)
  - Yielding the CPU

What is this?



Why is the 1997 Mars Rover in our lecture?

- **It landed, received program, and worked … until it spuriously rebooted!**
  - → watchdog
- **Scenario (vxWorks RT OS):**
  - Single CPU
  - Two threads A,B sharing common bus, using locks
  - (independent) thread C wrote data to flash
  - Priority: A→C→B (A highest, B lowest)
  - Thread C would run into a lifelock (infinite loop)
  - Thread B was preempted by C while holding lock
  - Thread A got stuck at lock ☹

[http://research.microsoft.com/en-us/um/people/mbj/Mars_Pathfinder/Authoritative_Account.html]

Priority Inversion

- **If busy-waiting thread has higher priority than thread holding lock ⇒ no progress!**
- **Can be fixed with the help of the OS**
  - E.g., mutex priority inheritance (temporarily boost priority of task in CR to highest priority among waiting tasks)

Condition Variables

- **Allow threads to yield CPU and leave the OS run queue**
  - Other threads can get them back on the queue!
- **cond_wait(cond, lock) – yield and go to sleep**
- **cond_signal(cond) – wake up sleeping threads**
- **Wait and signal are OS calls**
  - Often expensive, which one is more expensive?

    Wait, because it has to perform a full context switch

Condition Variable Semantics

- **Hoare-style:**
  - Signaler passes lock to waiter, signaler suspended
  - Waiter runs immediately
  - Waiter passes lock back to signaler if it leaves critical section or if it waits again
- **Mesa-style (most used):**
  - Signaler keeps lock
  - Waiter simply put on run queue
  - Needs to acquire lock, may wait again