Concurrent Systems

Nebenläufige Systeme

VIII. Monitor

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Agenda

Outline

Subject Matter

- discussion on **abstract concepts** as to “a shared variable and the set of meaningful operations on it” [7, p. 121]:

  monitor
  - a *language notation*, initially denoted by **critical region** [6, 7]
  - associates a set of procedures with a shared variable

Subject Matter

- discussion on **abstract concepts** as to “a shared variable and the set of meaningful operations on it” [7, p. 121]:

  monitor
  - a *language notation*, initially denoted by **critical region** [6, 7]
  - associates a set of procedures with a shared variable
  - enables a compiler to:
    - i check that only these procedures are carried out on that variable
    - ii ensure that the respective operations exclude each other in time

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- a *language notation*, initially denoted by **critical region** [6, 7]
- associates a set of procedures with a shared variable

condition
- one or more special variables that do "not have any stored value accessible to the program" [12, p. 550]
- used to indicate and control a particular wait mode
  - for the respective process inside the monitor

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  - used to indicate and control a particular wait mode

- in functional terms, get to know “monitor” as fundamental means of synchronisation independent of linguistic features
  - explanation of various styles: Hansen, Hoare, Concurrent Pascal, Mesa
  - according to this, schematic representation of implementation variants

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  - a *language notation*, initially denoted by **critical region** [6, 7]
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  condition
  - one or more special variables that do “not have any stored value accessible to the program” [12, p. 550]
  - used to indicate and control a particular wait mode

- in functional terms, get to know “monitor” as fundamental means of synchronisation independent of linguistic features

- demonstrate basic functions of a fictitious (language) run-time system

Motivation

- for all advantages, semaphores are to be approached with caution:
  - too low level, programmers must keep track of all calls to P and V
  - although different, used for both uni- and multilateral synchronisation

Motivation

- for all advantages, semaphores are to be approached with caution

- out of it, various design and languages concepts originated:
  - secretary ▪ idea for structuring control of sharing [5, p. 135–136]
  - critical region ▪ **mutual exclusive** use of a shared variable [6]
  - event variable ▪ a shared variable associated with an **event queue** [6]
  - path expressions ▪ synchronisation rules within type definitions [2]

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secretary
- idea for structuring control of sharing [5, p. 135–136]

critical region
- **mutual exclusive** use of a shared variable [6]

event variable
- a shared variable associated with an **event queue** [6]

path expressions
- synchronisation rules within type definitions [2]

monitor
- **class-like** synchronised data type [7, 12, 14]
- inspired by SIMULA 67 [4, 3]
- first implemented in Concurrent Pascal [9]
- comes in a characteristic of many kinds [1, 10]

Motivation

- for all advantages, semaphores are to be approached with caution
- out of it, various design and languages concepts originated
- yet, the subject matter is beyond programming-language constructs
  - it is fundamental for system programming and system-level operation

Hint (Monitor [7, p. 121])

The purpose of a monitor is to control the scheduling of resources among individual processes according to a certain policy.

Outline

Class Concept Expanded by Coordination

- key aspect is to facilitate solely indirect access to shared variables by means of **monitor procedures**

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  - by definition, these procedures have to execute by **mutual exclusion**
    - on behalf of the calling process, the procedure prologue applies for exclusive occupation of the monitor $\leadsto$ *lockout* simultaneous processes
    - on behalf of the occupying process, at return the procedure epilogue releases the monitor again $\leadsto$ *proceed* locked processes, if any

Class Concept Expanded by Coordination

- key aspect is to facilitate solely indirect access to shared variables by means of **monitor procedures**
  - by definition, these procedures have to execute by **mutual exclusion**
  - usually, a compiler is in charge of ejecting the procedure pro- and epilogue
    - only infinite loops or hardware failures may prevent epilogue execution
    - only constructs beyond the **frame of reference** may force abnormality[1]

[1] Thinking of a multi-language system.

Class Concept Expanded by Coordination

- key aspect is to facilitate solely indirect access to shared variables by means of **monitor procedures**
  - by definition, these procedures have to execute by **mutual exclusion**
  - usually, a compiler is in charge of ejecting the procedure pro- and epilogue
  - in logical respect, deadlocks due to programmed absence of unblocking of critical sections are impossible

Class Concept Expanded by Coordination

- key aspect is to facilitate solely indirect access to shared variables by means of **monitor procedures**

- accordingly, instructions for synchronisation are cross-cutting concern of the monitor and no longer of the whole non-sequential program
  - particularly, instructions to protect critical sections are not made explicit
  - given that foreign-language synchronisation primitives cannot be used[1]

Intentional Process Delay

- multilateral (blocking) synchronisation is implicit basis of a monitor, but **unilateral synchronisation** needs to be made explicit

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Hansen
- proposed to attach a shared variable to an *event* [6, p. 577]
- with *cause* and *await* as intrinsic functions for event signalling

Intentional Process Delay

- multilateral (blocking) synchronisation is implicit basis of a monitor, but **unilateral synchronisation** needs to be made explicit

Hoare
- proposed a non-attached *condition variable* [12, p. 550]
- with *wait* and *signal* as intrinsic functions for condition handling

Intentional Process Delay

- multilateral (blocking) synchronisation is implicit basis of a monitor, but **unilateral synchronisation** needs to be made explicit

- in operating-system terms, per variable an **event queue** of processes waiting by reason of a certain condition
  - sticking point is how the event queue is being acted upon

Intentional Process Delay

- multilateral (blocking) synchronisation is implicit basis of a monitor, but **unilateral synchronisation** needs to be made explicit

- in operating-system terms, per variable an **event queue** of processes waiting by reason of a certain condition

Hansen
- all processes can be transferred to the monitor waitlist (*cause*)
- suggests that the former take priority over the latter [7, p. 118]

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Hansen
- all processes can be transferred to the monitor waitlist (*cause*)
- suggests that the former take priority over the latter [7, p. 118]
- remodels his idea to a *single-process waitlist* [8, 9]: all ≡ one

Intentional Process Delay

- multilateral (blocking) synchronisation is implicit basis of a monitor, but **unilateral synchronisation** needs to be made explicit

- in operating-system terms, per variable an **event queue** of processes waiting by reason of a certain condition

Hoare
- exactly one out of the waiting processes is selected (*signal*)
- decrees that the chosen one is immediately resumed [12, p. 550]

Intentional Process Delay

- multilateral (blocking) synchronisation is implicit basis of a monitor, but **unilateral synchronisation** needs to be made explicit

- in operating-system terms, per variable an **event queue** of processes waiting by reason of a certain condition

Hansen
- all processes can be transferred to the monitor waitlist (*cause*)

Hoare
- exactly one out of the waiting processes is selected (*signal*)
- but signalling is non-effective (void) if no process would be waiting on it

Intentional Process Delay

- multilateral (blocking) synchronisation is implicit basis of a monitor, but **unilateral synchronisation** needs to be made explicit
- in operating-system terms, per variable an **event queue** of processes waiting by reason of a certain condition

  Hansen
  - all processes can be transferred to the monitor waitlist (*cause*)

  Hoare
  - exactly one out of the waiting processes is selected (*signal*)
- in this spirit, the **signalling convention** makes the wide difference and affects structuring of monitor-based non-sequential programs [13]

Signalling Conventions

cf. [13]

- explicit signal operation assumed

Signalling Conventions

cf. [13]

- explicit signal operation assumed, **signal-and-ϕ**, with ϕ indicating the behaviour of the signalling process as follows:

  wait
  - join monitor **entrance queue** and leave the monitor
  - resume all signalled processes (one at a time)
  - re-enter the monitor, compete against all processes

Signalling Conventions

- explicit signal operation assumed, **signal-and-ϕ**, with ϕ indicating the behaviour of the signalling process as follows:

urgent wait
- join **preferential queue** and leave the monitor
- resume one signalled process (first come, first served)
- re-enter the monitor, enjoy priority over entrant processes

- explicit signal operation assumed, **signal-and-ϕ**, with ϕ indicating the behaviour of the signalling process as follows:

  return ▪ leave the monitor and resume the single signalled process

Signalling Conventions

cf. [13]

- explicit signal operation assumed, **signal-and-ϕ**, with ϕ indicating the behaviour of the signalling process as follows:

continue
- carry on holding the monitor, keep inside the procedure
- resume all signalled processes (one at a time) at return

Signalling Conventions

- in case of absence of a signal primitive, signalling may still happen:

  automatic
  - leave the monitor and re-evaluate waiting conditions
  - if so, resume no longer waiting processes (one at a time)

Signalling Conventions

cf. [13]

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- a main issue is the **control transfer** between signaller and signallee

Signalling Conventions

cf. [13]

- explicit signal operation assumed, **signal-and-**ϕ

- a main issue is the **control transfer** between signaller and signallee

Waiting inside a monitor

Without leaving the monitor, another process is unable to signal.

Atomicity of Control Transfer

- consequence for the **ownership structure** of monitor and signaller:
  - change — signal and wait, urgent wait, or return
  - keep — signal and continue or automatic signalling

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- consequence for the **ownership structure** of monitor and signaller:
  - change
    - signal and wait, urgent wait, or return
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- with an **indivisible change** in ownership a signallee has guarantee on the still effective invalidation of its waiting condition:
  - wait
    - only for one out of possibly many signalled processes
    - if applicable, the order of process resumption is undefined
    - a resumed signallee may change the condition for the others
    - makes re-evaluation of the waiting condition necessary

    ↪ **`while`** `(!condition)`, wait: tolerant to false signalisation

Atomicity of Control Transfer

- consequence for the **ownership structure** of monitor and signaller:
  - change
    - signal and wait, urgent wait, or return
  - keep
    - signal and continue or automatic signalling
- with an **indivisible change** in ownership a signallee has guarantee on the still effective invalidation of its waiting condition:

urgent wait
- exactly for the single signalled process
- by definition, the process to be resumed is predetermined
- no other process can re-establish the waiting condition
- makes re-evaluation of the waiting condition unnecessary

↪ `if (!condition)`, wait: intolerant to false signalisation

Atomicity of Control Transfer

- consequence for the **ownership structure** of monitor and signaller:
  - change: signal and wait, urgent wait, or return
  - keep: signal and continue or automatic signalling
- with an **indivisible change** in ownership a signallee has guarantee on the still effective invalidation of its waiting condition:
  - wait: only for one out of possibly many signalled processes
  - urgent wait: exactly for the single signalled process
  - return: *ditto*

Atomicity of Control Transfer

- consequence for the **ownership structure** of monitor and signaller:
  - change ▪ signal and wait, urgent wait, or return
  - keep ▪ signal and continue or automatic signalling
- keeping ownership by the signaller means fewer context switches and, thus, less background noise but higher (signal) allocation latency

Outline

Fundamental Data Types I

- abstraction for **mutual exclusion** of monitor-procedure executions:

```
typedef struct monitor {
    semaphore_t mutex;  /* initial {1} */
#ifdef __FAME_MONITOR_SIGNAL_RETURN__
    bool elide;         /* leave monitor locked */
#endif
#ifdef __FAME_MONITOR_SIGNAL_URGENT_WAIT__
    lineup_t prime;     /* urgent waiting signallers */
#endif
} monitor_t;
```

  - mandatory feature is a *binary semaphore*
  - further attributes as optional feature, depending on **signalling semantics**

Fundamental Data Types I

- data type used for keeping track of **waiting processes**:

```
typedef struct lineup {
    int count;              /* number of waiting processes */
    semaphore_t event;  /* wait-for event: initial {0} */
} lineup_t;
```

Fundamental Data Types II

- abstraction for **condition synchronisation** of interacting processes:

```
typedef struct condition {
    monitor_t *guard;   /* surrounding monitor */
    lineup_t queue;     /* event awaiting list */
#ifdef __FAME_MONITOR_SIGNAL_WAIT__
    lineup_t prime;     /* urgent waiting signallers */
#endif
} condition_t;
```

- mandatory features are:
  - a suitable ink to the surrounding monitor object
  - a queue for processes expecting cancellation of their waiting condition
- further attributes as optional feature, depending on **signalling semantics**

- a condition variable is usually required for each waiting condition
  - their definition is part of the non-sequential program
  - as well as the typically problem-specific formulation of this condition

Monitor Procedures

```
extern void occupy(monitor_t*);      /* enter monitor */
extern void vacate(monitor_t*);      /* leave monitor */

extern void comply(condition_t*);    /* wait on signal */
extern void cancel(condition_t*);    /* signal condition */
```

- consider these operations an additional **run-time system** element for a compiler of a "concurrent C-like" programming language

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```

- consider these operations an additional **run-time system** element for a compiler of a "concurrent C-like" programming language
  - calls to `occupy` and `vacate` will be automatically generated as part of the pro- and epilogue of the respective monitor procedure
  - similarly, calls to `comply` and `cancel` will be generated for the corresponding applications of condition variables
  - in addition, instances of type `monitor` and `condition` are automatically ejected, too, by the code generation process of such a compiler

Monitor Procedures

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- consider these operations an additional **run-time system** element for a compiler of a “concurrent C-like” programming language

- further improvements [12, p. 551] are imaginable to also better reflect the different signalling semantics

Consolidating Example I

- a bounded buffer is controlled by a **pair** of condition variables:

```
#include "monitor.h"

#define BUF_SIZE 80

typedef struct buffer {
    condition_t space;        /* control of reusables */
    condition_t data;         /* control of consumables */
    char store[BUF_SIZE];     /* reusable resource */
    unsigned in, out;         /* store housekeeping */
    unsigned count;           /* wait/signal condition */
} buffer_t;
```

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    unsigned count;           /* wait/signal condition */
} buffer_t;
```

- instantiation of the necessary monitor and condition variables:

```c
static monitor_t storehouse = {1};  /* monitor is free */
static buffer_t buffer = {          /* actual buffer */
    {&storehouse}, {&storehouse}    /* link to monitor */
};
```

Consolidating Example II

- handmade monitor procedure to put one item into the buffer:

```
1  void put(char item) {
2      occupy(&storehouse);     /* procedure prologue */
3      {
4          while (buffer.count == BUF_SIZE)
5              comply(&buffer.space);  /* await event */
6
7          buffer.store[buffer.in] = item;
8          buffer.in = (buffer.in + 1) % BUF_SIZE;
9          buffer.count += 1;
10
11         cancel(&buffer.data);       /* cause event */
12     }
13     vacate(&storehouse);     /* procedure epilogue */
14 }
```

- 2–3: monitor **entrance**, usually to be generated by a compiler
- 4–11: **body** of monitor procedure, to be programmed by a human
- 12–13: monitor **exit**, usually to be generated by a compiler

Consolidating Example III

- handmade monitor procedure to get one item out of the buffer:

```
char get() {
    char item;

    occupy(&storehouse);    /* procedure prologue */
    {
        while (buffer.count == 0) comply(&buffer.data);

        item = buffer.store[buffer.out];
        buffer.out = (buffer.out + 1) % BUF_SIZE;
        buffer.count -= 1;

        cancel(&buffer.space);
    }
    vacate(&storehouse);    /* procedure epilogue */

    return item;
}
```

- monitor entrance and exit and body of monitor procedure as before

Signalling Semantics

- as has been foreshadowed by a **configuration option** (cf. p. 12):

signal and continue	Mesa-style [14]
signal and return	Hansen-style as to Concurrent Pascal [8, 9]
signal and wait	Hansen-style as originally proposed [7]
signal and urgent wait	Hoare-style [12]

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  - some reflect **improvements** as proposed by Hoare [12, p. 551, 1.–4.]
    - starting point was the strict approach of *signal and urgent wait* monitor
    - here, the discussion is in the order as to increasing complexity/overhead

Signalling Semantics

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- as indicated by the data type (cf. p. 12), the designs presented next are typical for an approach using **semaphores**
  - note that signalling is non-effective if no process is waiting on it (cf. p. 8)
  - this requires caution when using semaphores, as *V* leaves a signal trace
    - *V* always has an effect: at least it increases the semaphore value

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- as indicated by the data type (cf. p. 12), the designs presented next are typical for an approach using **semaphores**

- lightweight and efficient monitor operation benefits from **cross-layer optimisation** in constructive means
  - from language- to system-level run-time system to operating system

Signal and Continue

```
void occupy(monitor_t *this) { P(&this->mutex); }

void vacate(monitor_t *this) { V(&this->mutex); }

void comply(condition_t *this) {
    this->queue.count++;           /* sign-in process */
    vacate(this->guard);           /* release monitor */
    P(&this->queue.event);         /* delay process */
    occupy(this->guard);           /* re-acquire monitor */
    this->queue.count--;           /* sign-out process */
}

void cancel(condition_t *this) {
    if (this->queue.count > 0)     /* any registered? */
        V(&this->queue.event);     /* continue one */
}
```

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}

void cancel(condition_t *this) {
    if (this->queue.count > 0)        /* any registered? */
        V(&this->queue.event);        /* continue one */
}
```

- as `comply` needs to release the monitor before delaying the process, a potential **race condition** must be prevented
  - still within the monitor, accounting for registered processes

Signal and Return

```
void occupy(monitor_t *this) { P(&this->mutex); }

void vacate(monitor_t *this) {
    if (this->elide) this->elide = false;
    else V(&this->mutex);
}

void comply(condition_t *this) {
    this->queue.count++;          /* sign-in process */
    vacate(this->guard);          /* release monitor */
    P(&this->queue.event);        /* delay process */
    this->queue.count--;          /* sign-out process */
}

void cancel(condition_t *this) {
    if (this->queue.count > 0) {/* any registered? */
        this->elide = true;       /* leave locked */
        V(&this->queue.event);    /* continue complier */
    }
}
```

Signal and Wait

```
void occupy(monitor_t *this) { P(&this->mutex); }

void vacate(monitor_t *this) { V(&this->mutex); }

void comply(condition_t *this) {
    this->queue.count++;          /* sign-in process */
    vacate(this->guard);          /* release monitor */
    P(&this->queue.event);        /* delay process */
    this->queue.count--;          /* sign-out process */
    V(&this->prime.event);        /* urgent continue */
}

void cancel(condition_t *this) {
    if (this->queue.count > 0) {/* any registered? */
        V(&this->queue.event);  /* continue one */
        P(&this->prime.event);  /* urgent delay */
        occupy(this->guard);    /* re-acquire monitor */
    }
}
```

Signal and Urgent Wait I

```
void occupy(monitor_t *this) { P(&this->mutex); }

void vacate(monitor_t *this) {
    if (this->prime.count > 0)  /* urgent waiting? */
        V(&this->prime.event);  /* yes, continue that */
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        V(&this->mutex);        /* no, release monitor */
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}
```

- in contrast to the solutions discussed before, **exit** from the monitor needs to check two waitlists for pending processes
  - i the re-entrance waitlist (`prime`), but only in case of urgent processes
  - ii the entrance waitlist (`mutex`), else

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}
```

- in contrast to the solutions discussed before, **exit** from the monitor needs to check two waitlists for pending processes
- by definition, urgent processes interrupted own operation in favour of processes pending for event handling
  - urgent processes caused events, recently, and want be resumed, expressly

Signal and Urgent Wait I

```
void occupy(monitor_t *this) { P(&this->mutex); }

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```

- in contrast to the solutions discussed before, **exit** from the monitor needs to check two waitlists for pending processes

- by definition, urgent processes interrupted own operation in favour of processes pending for event handling

- indicator of urgent waiting processes is a counter by means of which the number of process blockings is registered

Signal and Urgent Wait II

```
void comply(condition_t *this) {
    this->queue.count++;          /* sign-in process */
    vacate(this->guard);          /* release monitor */
    P(&this->queue.event);        /* deleay process */
    this->queue.count--;          /* sign-out process */
}

void cancel(condition_t *this) {
    if (this->queue.count > 0) {      /* any registered? */
        this->guard->prime.count++; /* sign-in urgent */
        V(&this->queue.event);      /* continue queued */
        P(&this->guard->prime.event);  /* urgent wait */
        this->guard->prime.count--; /* sign-out urgent */
    }
}
```

Signal and Urgent Wait II


```
void comply(condition_t *this) {
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    }
}
```

- as the case may be, `comply` makes the current process urgent waiting
  - a **preferential queue** (Ger. *Vorzugswarteschlange*) is used to this end

Signal and Urgent Wait II


```c
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        V(&this->queue.event);          /* continue queued */
        P(&this->guard->prime.event);     /* urgent wait */
        this->guard->prime.count--;     /* sign-out urgent */
    }
}
```

- as the case may be, `comply` makes the current process urgent waiting
  - a **preferential queue** (Ger. *Vorzugswarteschlange*) is used to this end
- urgent waiting processes proceed with monitor locked (cf. p. 22)

Outline

Résumé

Résumé

- in linguistic terms, a monitor is a **language notation** for a critical region and one or more associated shared variables
  - a shared class [7, p. 226–232], inspired by SIMULA 67 [3]
  - linked with event queues [6] or condition variables [12], resp.
  - differentiated by several signalling semantics and conventions [13]

Résumé

- in linguistic terms, a monitor is a **language notation** for a critical region and one or more associated shared variables

- in operating-system terms, a monitor is a means of **control** of the **scheduling** of resources among interacting processes
  - mutual-exclusive use of non-preemptable reusable resources
  - coordinated use of consumable resources according to a causal chain

Résumé

- in linguistic terms, a monitor is a **language notation** for a critical region and one or more associated shared variables

- in operating-system terms, a monitor is a means of **control** of the **scheduling** of resources among interacting processes

- in system-pogramming terms, a monitor can be readily implemented by a **binary semaphore** and **event queues**
  - note that a **mutex** is to be rejected for the *signal and wait* variants

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- in operating-system terms, a monitor is a means of **control** of the **scheduling** of resources among interacting processes

- in system-pogramming terms, a monitor can be readily implemented by a **binary semaphore** and **event queues**

Hansen

In practice, monitors would, of course, be implemented by uninterruptible operations in assembly language. [11, p. 31]

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Monitor Entry/Exit Revisited

- handmade monitor procedures are prone to absence of unblocking the monitor before return: `proceed` is missing or will never be executed
  - object constructors/destructors find a remedy [16, p. 220, Sec. 6.1.4]

```
class atomic {
    static monitor_t sluice;
public:
     atomic() { occupy(&sluice); };
    ~atomic() { vacate(&sluice); };
};
```

  - exit from the scope of an `atomic` instance implicitly performs `proceed`:

```
int64_t inc64(int64_t *i) {
    atomic inc; return *i + 1;
}
```

- a technique that is also known as the **scoped locking** pattern [15]

Fundamental Data Types

- abstractions for **mutual exclusion** of monitor-procedure executions and for **condition synchronisation** of interacting processes
  - both remain syntactically identical, but not semantically
  - in the given example they are reused (cf. p. 12)
    - here, however, without forced long jumps to "signal and return"
    - a certain programming convention is adopted instead (cf. p. 36)
  - the main change is the list of waiting processes...

Fundamental Data Types

- data type used for keeping track of **waiting processes**:

```
typedef struct lineup {
    int count;          /* number of waiting processes */
    event_t event;      /* wait-for event */
} lineup_t;
```

Event Queue

- a classic monitor implementation on **event queue** basis is considered:

```
typedef struct event { } event_t;;

extern void catch(event_t*);     /* expect event */
extern int  coast();             /* wait for event */
extern int  await(event_t*);     /* catch & coast */
extern int  cause(event_t*);     /* signal event */
```

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```

catch
- makes the process unsusceptible against **lost wakeup**:
  - i non-effective in case of cooperative scheduling, otherwise
  - ii inhibits preemption or dispatching (SMP), resp., or
  - iii notifies event sensibility to potential signallers (cause)
- ensures that a process in running state is detectable by cause

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- if the process was not yet detected by cause, blocks on the event
- otherwise, clears the catch state and keeps the process running

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await
- blocks the process on the specified event (signalled by cause)

cause
- unblocks processes (tentatively) waiting on the specified event

- based on this abstraction, **waitlist operations** can be composed next

Waitlist Operations I


```
inline void brace(lineup_t *this) {
    this->count++;              /* one more delaying */
    catch(&this->event);        /* ready to block/continue */
}

inline void shift(lineup_t *this) {
    coast();                    /* conditionally block */
    this->count--;              /* one less delaying */
}

inline void defer(lineup_t *this) {
    this->count++;              /* one more delaying */
    await(&this->event);        /* unconditionally block */
    this->count--;              /* one less delaying */
}

inline int level(lineup_t *this) {
    return this->count;         /* number delayed procs. */
}
```

Waitlist Operations II


```
inline int avail(lineup_t *this) {
    if (this->count > 0)                  /* any delayed? */
        cause(&this->event);              /* yes, unblock */
    return this->count;
}

inline int evoke(lineup_t *this) {
    int count = this->count;              /* save state */
    if (count > 0)                        /* any delayed? */
        admit(elect(&this->event));       /* yes, seize CPU */
    return count;
}
```

Waitlist Operations II

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}
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- note that evoke forces a process switch within a still locked monitor
  - as the case may be, the resuming process then unlocks the monitor
  - consequently, the monitor should not be protected by a **mutex** object

Waitlist Operations II


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inline int avail(lineup_t *this) {
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    return this->count;
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}
```

- note that `evoke` forces a process switch within a still locked monitor
  - as the case may be, the resuming process then unlocks the monitor
  - consequently, the monitor should not be protected by a **mutex** object
- thereto, a cut-through to basic **process management** is appropriate:

`elect`
- selects the next process, if any, from the specified waitlist

`admit`
- books the current process (signaller) "ready to run" <u>and</u>
- makes the elected process (signallee) available to the processor

Signal and Continue

```
void occupy(monitor_t *this) { P(&this->mutex); }

void vacate(monitor_t *this) { V(&this->mutex); }

void comply(condition_t *this) {
    brace(&this->queue);        /* prepare to release */
    vacate(this->guard);        /* release monitor */
    shift(&this->queue);        /* release processor */
}

void cancel(condition_t *this) {
    avail(&this->queue);        /* try signal process */
}
```

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}

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    avail(&this->queue);           /* try signal process */
}
```

- as `comply` needs to release the monitor before releasing the processor, a potential **race condition** must be prevented
  - `brace` notifies upcoming blocking of the current process to the system
  - this is to assure the current process of progress guarantee as soon as the monitor was released and another process is enabled to signal

Signal and Return

```
void occupy(monitor_t *this) { P(&this->mutex); }

void vacate(monitor_t *this) { V(&this->mutex); }

void comply(condition_t *this) {
    brace(&this->queue);          /* prepare to release */
    vacate(this->guard);          /* release monitor */
    shift(&this->queue);          /* release processor */
}

void cancel(condition_t *this) {
    if (!avail(&this->queue))     /* no watcher waiting? */
        vacate(this->guard);      /* release monitor */
}
```

Signal and Return

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```

- calling `cancel` must be the **final action** within a monitor procedure
  - similar to the *continue* statement of Concurrent Pascal [9, p. 205]

Signal and Return

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}
```

- calling `cancel` must be the **final action** within a monitor procedure
  - similar to the *continue* statement of Concurrent Pascal [9, p. 205]
- otherwise, the signaller could proceed inside an unlocked monitor if no signallee was detected

Signal and Wait

```
void occupy(monitor_t *this) { P(&this->mutex); }

void vacate(monitor_t *this) { V(&this->mutex); }

void comply(condition_t *this) {
    brace(&this->queue);          /* prepare to release */
    vacate(this->guard);          /* release monitor */
    shift(&this->queue);          /* release processor */
}

void cancel(condition_t *this) {
    if (evoke(&this->queue))      /* signallee done! */
        occupy(this->guard);      /* re-enter monitor */
}
```

Signal and Wait


```
1  void occupy(monitor_t *this) { P(&this->mutex); }
2
3  void vacate(monitor_t *this) { V(&this->mutex); }
4
5  void comply(condition_t *this) {
6      brace(&this->queue);         /* prepare to release */
7      vacate(this->guard);         /* release monitor */
8      shift(&this->queue);         /* release processor */
9  }
10
11 void cancel(condition_t *this) {
12     if (evoke(&this->queue))     /* signallee done! */
13         occupy(this->guard);     /* re-enter monitor */
14 }
```

- as the case may be, the signaller blocks on a condition variable:
  - 12 in case of a pending signallee, the signaller interrupts execution
    - a process switch inside the locked monitor takes place (cf. p. 34)
    - in the further course, another process unlocks/releases the monitor
  - 13 accordingly, the signaller must make sure to **relock** the monitor

Signal and Urgent Wait I

```
void occupy(monitor_t *this) { P(&this->mutex); }

void vacate(monitor_t *this) {
    if (!avail(&this->prime))   /* no urgent waiting */
        V(&this->mutex);        /* release monitor */
}
```

Signal and Urgent Wait I

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void vacate(monitor_t *this) {
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```

- in contrast to the solutions discussed before, **exit** from the monitor needs to check two waitlists for pending processes:
  - i the re-entrance waitlist (`prime`), but only in case of urgent processes
  - ii the entrance waitlist (`mutex`), else

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  - i the re-entrance waitlist (`prime`), but only in case of urgent processes
  - ii the entrance waitlist (`mutex`), else
- by definition, urgent processes interrupted own operation in favour of processes pending for `event` handling
  - urgent processes caused events, recently, and want be resumed, expressly

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  - i the re-entrance waitlist (`prime`), but only in case of urgent processes
  - ii the entrance waitlist (`mutex`), else
- by definition, urgent processes interrupted own operation in favour of processes pending for event handling
  - urgent processes caused events, recently, and want be resumed, expressly
- indicator of urgent waiting processes is a counter by means of which the number of process blockings is registered

Signal and Urgent Wait II


```
void comply(condition_t *this) {
    brace(&this->queue);          /* prepare to release */
    vacate(this->guard);          /* release monitor */
    shift(&this->queue);          /* release processor */
}

void cancel(condition_t *this) {
    if (avail(&this->queue))      /* watcher waiting? */
        defer(&this->guard->prime); /* urgent wait */
}
```

Signal and Urgent Wait II


```
1  void comply(condition_t *this) {
2      brace(&this->queue);            /* prepare to release */
3      vacate(this->guard);            /* release monitor */
4      shift(&this->queue);            /* release processor */
5  }
6
7  void cancel(condition_t *this) {
8      if (avail(&this->queue))        /* watcher waiting? */
9          defer(&this->guard->prime); /* urgent wait */
10 }
```

- as the case may be, `cancel` makes the current process urgent waiting
  - a **preferential queue** (Ger. *Vorzugswarteschlange*) is used to this end
  - `defer` results in a process switch from line 9 to line 4, back and forth
    - from `cancel` to `shift`, out of `comply`, and back to `cancel` at monitor exit

Signal and Urgent Wait II

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1  void comply(condition_t *this) {
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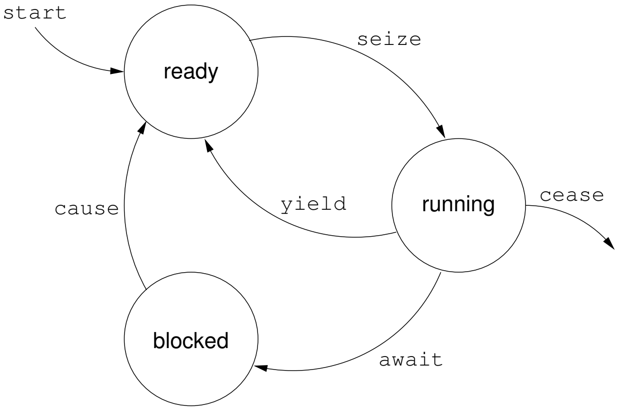
  - a **preferential queue** (Ger. *Vorzugswarteschlange*) is used to this end
  - `defer` results in a process switch from line 9 to line 4, back and forth
    - from `cancel` to `shift`, out of `comply`, and back to `cancel` at monitor exit
- urgent waiting processes proceed with monitor locked (cf. p. 38)
  - when the monitor owner returns or blocks, an urgent process resumes
  - as a consequence, the monitor should not be protected by a **mutex**

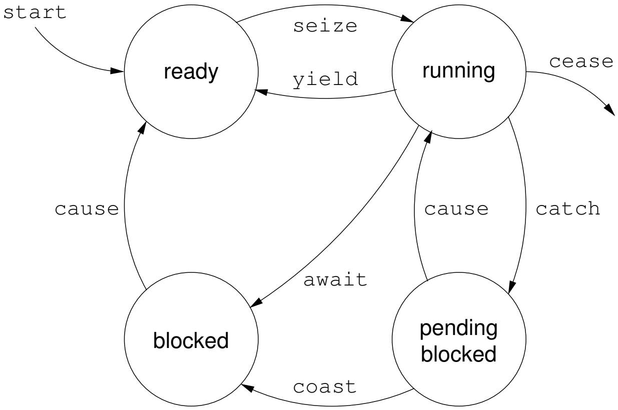
Process States and State Transitions

cf. [17, p. 27]



- ready ↔ running — wait (←), scheduler (↔)
  running → blocked — urgent wait
  blocked → ready — all, iff *effective signalling* (i.e., waiting signallee)

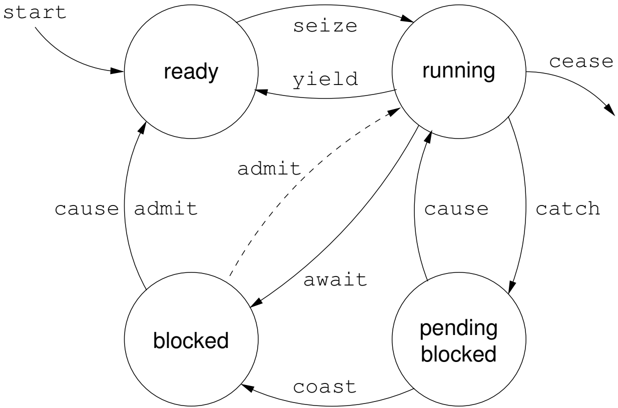
Process States and State Transitions cf. [17, p. 27]



- ready $\leftrightarrow$ running
  - wait ($\leftarrow$), scheduler ($\leftrightarrow$)
- running $\rightarrow$ blocked
  - urgent wait
- blocked $\rightarrow$ ready
  - all, iff *effective signalling* (i.e., waiting signallee)
- running $\leftrightarrow$ pending
  - all ($\rightarrow$), signallee released monitor ($\leftarrow$)
- pending $\rightarrow$ blocked
  - all, no overlap of signaller and signallee

Process States and State Transitions

cf. [17, p. 27]



- ready ↔ running
  - wait (←), scheduler (↔)
- running ↔ blocked
  - urgent wait (→), wait (←, iff *full preemptive*)
- blocked → ready
  - all, iff *effective signalling* (i.e., waiting signallee)
- running ↔ pending
  - all (→), signallee released monitor (←)
- pending → blocked
  - all, no overlap of signaller and signallee