

Welcome back³ to CS439!

Quiz everyone say WHEEEEEEE!

```
while (true) {  
    check_feedback();  
}
```

How was the quiz?

- A. easy
 - B. mostly fine
 - C. mostly fine, but not enough time
 - D. too hard, but finished mostly in time
 - E. too hard and not enough time
 - F. too hard regardless of time
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Stress

- 439H is **not an easy class**
 - Lots of new material
 - Unfamiliar programming environments
 - Fast, often relentless pace
- Struggling in this course is normal
 - There will be times you won't know the answer or solution
 - This is expected - we want everyone to succeed, but the only way we can help is if you ask for it
- If you find yourself overwhelmed or spending more time on this class than you think you should be, **please reach out** to Dr. Gheith or the TAs
 - We can help out as far as the class goes
 - We can provide other resources if we are not able to help

[Mental health resources available at UT](#)

P3

```
check_feedback([ ]
  (auto feedback) {
    ASSERT(
      feedback.max() != 'A'
    );
  }
}
```

How is p3 going?

- A. that's a thing?
 - B. Cloned the project.
 - C. Looked through the starter code.
 - D. Started planning/writing code
 - E. Done with at least one part of the project
 - F. Done with the whole project but still failing a couple test cases
 - G. p3 speedrun glitchless
 - H. passing t0
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Why so many synchronization primitives?

- Imagine that we want to implement the core synchronization part as few times as possible
 - i.e. scheduling callbacks properly, queueing callbacks for later, etc.
- What fundamental primitives could we use to achieve this?
- Given synchronization primitive x, could you use it to easily implement y?

Semaphores!

- What is a semaphore?



Semaphores!

- What is a semaphore?
 - An example of a **universal synchronization primitive**
 - All the things you made in p2 can be done in terms of this!
 - (this is p3)
 - Contains a single counter representing how many people can use the semaphore before being forced to wait
 - Initialization: the counter is set to some integer value
 - `down(work)`:
 - When the counter is greater than 0, decrement the counter and schedule `work`
 - Does not schedule `work` or do anything else until the counter is positive
 - `up()`:
 - Increments the counter

How can we use a semaphore?

Let's build a simple lock:

```
Semaphore sem{1};  
lock(Work work) {  
    sem.down(work);  
}  
unlock() {  
    sem.up();  
}
```

How can we use a semaphore?

How can I change this lock to allow 2 people to run at once?

```
Semaphore sem{1};  
lock(Work work) {  
    sem.down(work);  
}  
unlock() {  
    sem.up();  
}
```

How can we use a semaphore?

How can I change this lock to allow 2 people to run at once?

```
Semaphore sem{2};  
lock(Work work) {  
    sem.down(work);  
}  
unlock() {  
    sem.up();  
}
```

A note on throughput

Which one of these locks is better?

```
Semaphore sem{1};  
lock(Work work) {  
    sem.down(work);  
}  
unlock() {  
    sem.up();  
}
```

```
Atomic<bool> taken{false};  
lock() {  
    while (taken.exchange(true)) {}  
}  
unlock() {  
    taken.store(false);  
}
```

A note on throughput

Which one of these locks is better?

- A **spinlock** (right), well, *spins*/burns CPU cycles while waiting for the lock to be available
 - Useful if we expect the critical section to be really short - the overhead of switching to another task (and back later) might be higher than simply waiting for a bit
- A **blocking lock*** (left) will **block*** the task from running until the critical section is ready for it
 - Useful for longer critical sections where burning milliseconds of CPU time is just a waste

*p2/p3 doesn't have blocking in the traditional sense where a thread's execution is suspended and fully context switched out of. Instead we just don't let the task associated with the critical section run.

Bonus: Monitors

- Monitors are **mutexes** (locks) + **condition variables**
- Condition variables support two main operations:
 - `wait`: Waits for the condition variable to be `signalled`
 - `signal/notify`: Schedules any tasks that are `waiting`
- Is this as powerful as a semaphore?

Questions?



credit to Meyer Zinn for the meme