



Races, locks, and semaphores

Lecture 2 of TDA383/DIT390 (Concurrent Programming)

Carlo A. Furia

Chalmers University of Technology – University of Gothenburg

SP3 2016/2017

Today's menu

Concurrent programs

Races

Synchronization problems

Locks

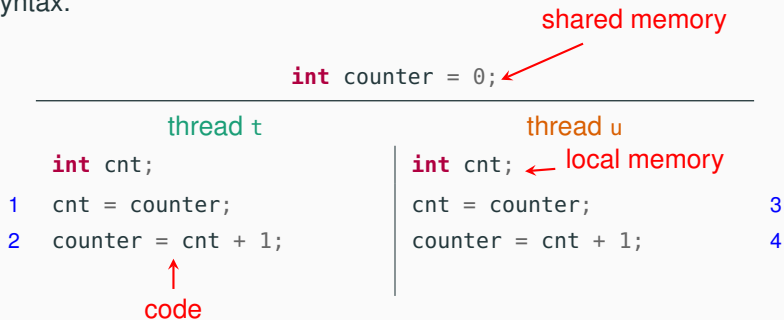
Semaphores

Synchronization with semaphores

Concurrent programs

Abstraction of concurrent programs

We use an **abstract notation** for multi-threaded applications, which is similar to the pseudo-code used in Ben-Ari's book but uses Java syntax.



Each line of code includes exactly one instruction that can be executed **atomically**.

Traces

A sequence of **states** gives an execution **trace** of the concurrent program. (The program counter `pc` points to the atomic instruction that will be executed next.)

#	t'S LOCAL	u'S LOCAL	SHARED
1	<code>pc_t: 1 cnt_t: ⊥</code>	<code>pc_u: 1 cnt_u: ⊥</code>	<code>counter: 0</code>
2	<code>pc_t: 2 cnt_t: 0</code>	<code>pc_u: 1 cnt_u: ⊥</code>	<code>counter: 0</code>
3	<code>pc_t: 2 cnt_t: 0</code>	<code>pc_u: 2 cnt_u: 0</code>	<code>counter: 0</code>
4	<code>pc_t: 2 cnt_t: 0</code>	<code>done</code>	<code>counter: 1</code>
5	<code>done</code>	<code>done</code>	<code>counter: 1</code>

int counter = 0;

	thread t	thread u	
	int cnt;	int cnt;	
1	cnt = counter;	cnt = counter;	3
2	counter = cnt + 1;	counter = cnt + 1;	4

Races

Race conditions

Concurrent programs are **nondeterministic**:

- executing multiple times the same concurrent program with the same inputs may lead to **different execution traces**
- this is a result of the nondeterministic **interleaving** of each thread's trace to determine the overall program trace
- in turn, the interleaving is a result of the **scheduler's** decisions

A **race condition** is a situation where the result of a concurrent program depends on the specific execution

The **concurrent counter** example has a race condition:

- in some executions the final value of counter is 2
- in some executions the final value of counter is 1

Race conditions can greatly **complicate debugging!**

Knock knock.

– “Race condition.”

– “Who’s there?”

Data races

Race conditions are typically due **lack of synchronization** between threads that **access shared** memory.

A **data race** occurs when two threads access a shared memory location and:

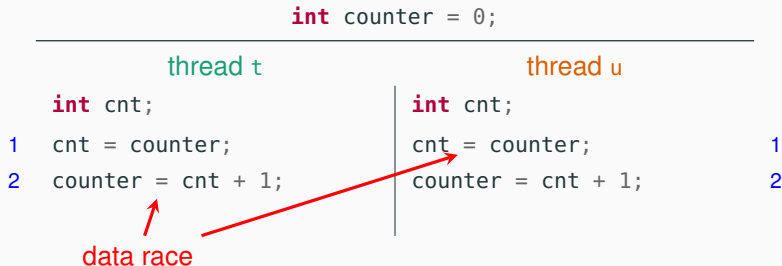
- at least one access is a **write**
- the **relative order** of the two accesses is not fixed

Data races

Race conditions are typically due **lack of synchronization** between threads that **access shared** memory.

A **data race** occurs when two threads access a shared memory location and:

- at least one access is a **write**
- the **relative order** of the two accesses is not fixed



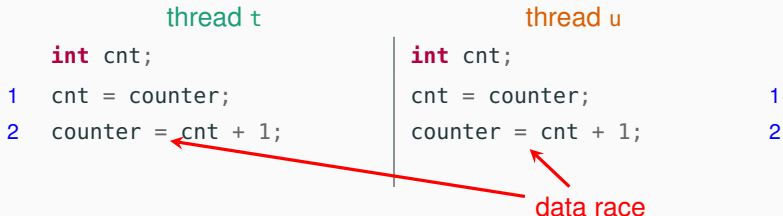
Data races

Race conditions are typically due **lack of synchronization** between threads that **access shared** memory.

A **data race** occurs when two threads access a shared memory location and:

- at least one access is a **write**
- the **relative order** of the two accesses is not fixed

```
int counter = 0;
```



Data races vs. race conditions

A **data race** occurs when two threads access a shared memory location and:

- at least one access is a **write**
- the **relative order** of the two accesses is not fixed

Not every race condition is a data race

- race conditions can occur even when there is no shared memory access
- for example in filesystems or network access

Not every data race is a race condition

- the data race may not affect the result
- for example if two threads write the same value to shared memory

Synchronization problems

Push out the races, bring in the speed

Concurrent programming introduces:

- + the **potential** for parallel execution (faster, better resource usage)
- the **risk** of race conditions (incorrect, unpredictable computations)

The main challenge of concurrent programming is thus **introducing** parallelism **without** introducing race conditions.

This requires to **restrict** the amount of nondeterminism by **synchronizing** processes/threads that access shared resources.

Synchronization

We will present several **synchronization problems** that often appear in concurrent programming, together with **solutions**.

My concurrent program will be so fast, there will be no time to check the answer!



– Scott West, circa 2010

Synchronization

We will present several **synchronization problems** that often appear in concurrent programming, together with **solutions**.

My concurrent program will be so fast, there will be no time to check the answer!



– Scott West, circa 2010

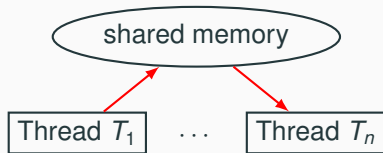
- **Correctness** (that is, avoiding race conditions) is **more important** than performance: an incorrect result that is computed very quickly is no good!
- However, we also want to retain **as much concurrency as possible**, otherwise we might as well stick with sequential programming

Shared memory vs. message passing **synchronization**

Shared memory

synchronization:

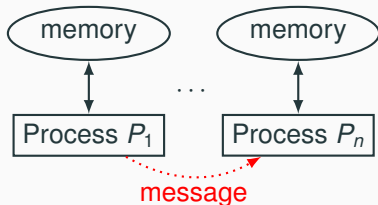
- synchronize by **writing to** and **reading from shared memory**
- natural choice in shared memory systems such as threads



Message passing

synchronization:

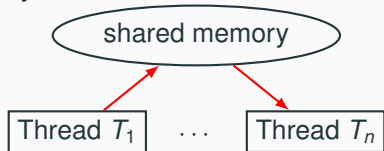
- synchronize by **exchanging messages**
- natural choice in distributed memory systems such as processes



Shared memory vs. message passing **synchronization**

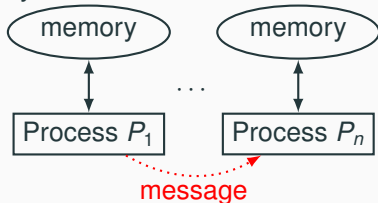
Shared memory

synchronization:



Message passing

synchronization:



The two synchronization models **overlap**:

- send a message by writing to and reading from shared memory (example: message board)
- share information by sending a message (example: order a billboard)

However, in the **first part** of the course we will focus on synchronization problems that arise in **shared memory** concurrency; in the **second part** we will switch to **message passing**.

The mutual exclusion problem

The **mutual exclusion** problem is a fundamental synchronization problem, which arises whenever multiple threads have access to a shared resource.

critical section: the part of a program that accesses the shared resource (for example, a shared variable)

mutual exclusion property: no more than one thread is in its critical section at any given time

The **mutual exclusion problem**: devise a protocol for accessing a shared resource that satisfies the mutual exclusion property

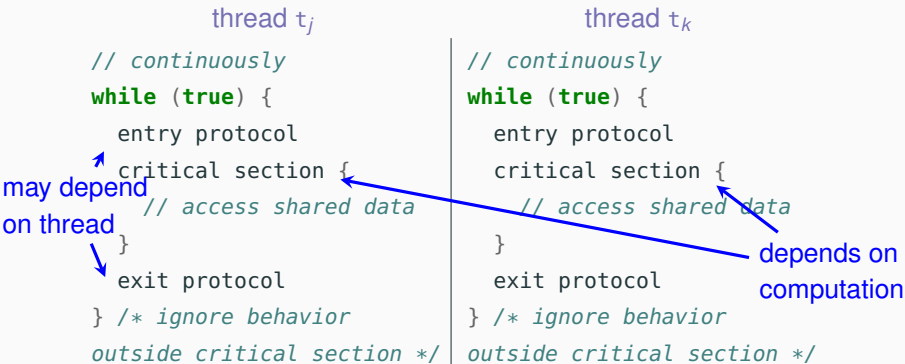
Simplifications to present solutions in a uniform way:

- the critical section is an arbitrary **block** of code
- threads **continuously** try to enter the critical section
- threads spend a **finite** amount of **time** in the critical section
- we **ignore** what the threads do **outside** their their critical sections

The mutual exclusion problem

The **mutual exclusion** problem: devise a protocol for accessing a shared resource that satisfies the mutual exclusion property

T shared;



Mutual exclusion problem example: concurrent counter

Updating a shared variable **consistently** is an **instance** of the mutual exclusion problem.

```
int counter = 0;
```

thread t

```
int cnt;
while (true) {
  entry protocol
  critical section {
    cnt = counter;
    counter = cnt + 1;
  }
  exit protocol
  return;
}
```

thread u

```
int cnt;
while (true) {
  entry protocol
  critical section {
    cnt = counter;
    counter = cnt + 1;
  }
  exit protocol
  return;
}
```

take turn incrementing counter

What's a **good solution** to the mutual exclusion problem?

A fully satisfactory solution is one that achieves three properties:

1. **Mutual exclusion**: at most one thread is in its critical section at any given time
2. **Freedom from deadlock**: if some threads tries to enter the critical section, some thread will eventually succeed
3. **Freedom from starvation**: every thread that tries to enter the critical section will eventually succeed

A good solution should also work for an **arbitrary number** of threads sharing the same memory.

(Note that freedom from starvation implies freedom from deadlock.)

Deadlocks

A mutual exclusion protocol provides **exclusive access** to shared resources to one thread at a time.

Threads that try to access the resource when it is not available will have to block and **wait**.

Mutually dependent waiting conditions may introduce a **deadlock**

A **deadlock** is the situation where a group of threads wait forever because each of them is waiting for resources that are held by another thread in the group (circular waiting)

Deadlock: example

A **deadlock** is the situation where a group of threads wait forever because each of them is waiting for resources that are held by another thread in the group (circular waiting)

A protocol that achieves mutual exclusion but introduces a deadlock:

entry protocol: wait until all other threads have executed their critical section



Via, resti servita Madama brillante
– E. Tommasi Ferroni, 2012

The dining philosophers

The **dining philosophers** is a classic synchronization problem introduced by Dijkstra. It illustrates the problem of deadlocks using a colorful metaphor (by Hoare).

- Five philosophers are sitting around a dinner table, with a fork in between each pair of adjacent philosophers
- Each philosopher alternates between thinking (**non-critical section**) and eating (**critical section**)
- In order **to eat**, a philosopher needs to pick up the **two forks** that lie at the philosopher's left and right sides
- Since the forks are **shared**, there is a **synchronization** problem between philosophers (**threads**)



Deadlocking philosophers

An **unsuccessful attempt** at solving the dining philosophers problem:

```
entry protocol ( $P_k$ ) {  
    left_fork.acquire(); // pick up left fork  
    right_fork.acquire(); // pick up right fork  
}  
critical section { eat(); }  
exit protocol ( $P_k$ ) {  
    left_fork.release(); // release left fork  
    right_fork.release(); // release right fork  
}
```



This protocol **deadlocks** if all philosophers get their left forks, and wait forever for their right forks to become available.

The Coffman conditions

Necessary conditions for a deadlock to occur:

1. **Mutual exclusion**: threads may have exclusive access to the shared resources
2. **Hold and wait**: a thread that may request one resource while holding another resource
3. **No preemption**: resources cannot forcibly be released from threads that hold them
4. **Circular wait**: two or more threads form a circular chain where each thread waits for a resource that the next thread in the chain is holding

Avoiding deadlocks requires to **break** one or more of these conditions.

Starving philosophers

A solution to the dining philosophers problem that **avoids deadlock** by breaking hold and wait (and thus circular wait): pick up both forks at once (**atomic** operation).

```
entry protocol ( $P_k$ ) {  
    forks.acquire(); // pick up left and right fork,  
                    // atomically  
}  
critical section { eat(); }  
exit protocol ( $P_k$ ) {  
    forks.release(); // release left and right fork,  
                   // atomically  
}
```



Starving philosophers

A solution to the dining philosophers problem that **avoids deadlock** by breaking hold and wait (and thus circular wait): pick up both forks at once (**atomic** operation).

```
entry protocol ( $P_k$ ) {  
    forks.acquire(); // pick up left and right fork,  
                    // atomically  
}  
critical section { eat(); }  
exit protocol ( $P_k$ ) {  
    forks.release(); // release left and right fork,  
                   // atomically  
}
```



This protocol avoids deadlocks, but it may introduce **starvation**: a philosopher may never get a chance to pick up the forks.

Starvation

No deadlocks means that the system makes **progress as a whole**.

However, some individual thread may still make no progress because it is treated **unfairly** in terms of access to shared resources.

Starvation is the situation where a thread is **perpetually denied** access to a resource it requests

Avoiding starvation requires some assumption on the **scheduler**.

Starvation is the situation where a thread is **perpetually denied** access to a resource it requests

Avoiding starvation requires some assumption on the **scheduler**, which has to “give a chance to every thread to execute”.

Weak fairness: if a thread **continuously requests** (that is, requests without interruptions) access to a resource, then access is granted infinitely often

Strong fairness: if a thread **requests** access to a resource **infinitely often**, then access is granted infinitely often

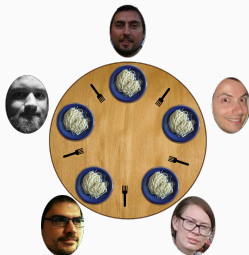
Applied to a scheduler:

- request = a thread is ready (**enabled**)
- fairness = every thread has a chance to execute

Breaking a circular wait

Another solution to the dining philosophers problem that **avoids deadlock** by avoiding a circular wait: pick up first the fork with the lowest id number. This avoids the circular wait because not every philosopher will pick up their left fork first.

```
entry protocol ( $P_k$ ) {  
  if (left_fork.id()  
    < right_fork.id()) {  
    left_fork.acquire();  
    right_fork.acquire();  
  } else {  
    right_fork.acquire();  
    left_fork.acquire();  
  }  
}  
critical section { eat(); }  
exit protocol ( $P_k$ ) { /* ... */ }
```



Ordering shared resources and forcing all threads to acquire the resources in order is a common

measure to avoid deadlocks.

Sequential philosophers

Another solution to the dining philosophers problem that **avoids deadlock** as well as **starvation**: a (fair) waiter decides which philosopher eats; the waiter gives permission to eat to one philosopher at a time.

```
entry protocol ( $P_k$ ) {  
    while (!waiter.can_eat(k)) {  
        // wait for permission to eat  
    }  
    left_fork.acquire();  
    right_fork.acquire();  
}  
critical section { eat(); }  
exit protocol ( $P_k$ ) { /* ... */ }
```

Having a centralized arbiter avoids deadlocks and starvation, but a waiter who only gives permission to one philosopher a time basically reduces the philosophers to following a sequential order without active concurrency.

Locks

Lock objects

A **lock** is a data structure with interface:

```
interface Lock {  
    void lock();    // acquire lock  
    void unlock(); // release lock  
}
```

- several threads share the same object **lock** of type `Lock`
- multiple threads calling `lock.lock()` results in exactly one thread t **acquiring** the lock:
 - t 's call `lock.lock()` returns: t is **holding** the lock
 - other threads **block** on the call `lock.lock()`, waiting for the lock to become available
- a thread t that is holding the lock calls `lock.unlock()` to **release** the lock:
 - t 's call `lock.unlock()` returns; the lock becomes **available**
 - another thread **waiting** for the lock may succeed in acquiring it

Locks are also called **mutexes** (they guarantee mutual exclusion).

Using locks

With lock objects the entry/exit protocols are trivial:

- **entry protocol**: call `lock.lock()`
- **exit protocol**: call `lock.unlock()`

```
int counter = 0;    Lock lock = new Lock();
```

thread t

```
int cnt;
1 lock.lock();
2   cnt = counter;
3   counter = cnt + 1;
4 lock.unlock();
```

thread u

```
int cnt;
lock.lock();           5
  cnt = counter;      6
  counter = cnt + 1;  7
lock.unlock();        8
```

The implementation of the `Lock` interface should guarantee mutual exclusion, deadlock freedom, and starvation freedom.

Using locks in Java

```
// package with lock-related classes
import java.util.concurrent.locks.*;

// shared with other synchronizing threads
Lock lock;

while (true) {
    lock.lock();          // entry protocol
    try {
        // critical section
        // mutual exclusion is guaranteed
        // by the lock protocol
    } finally { // lock released even if an exception
                // is thrown in the critical section
        lock.unlock();  // exit protocol
    }
}
```

Counter with mutual exclusion

```
public class LockedCounter extends CCounter
{
    @Override
    public void run() {
        lock.lock(); ← entry protocol
        try {
            // int cnt = counter;
            // counter = counter + 1;
            super.run();
        } finally {
            lock.unlock(); ← exit protocol
        }
    }
}
// shared by all threads working on this object
private Lock lock = new ReentrantLock();
}
```

critical
section



The main is as before, but instantiates an object of class LockedCounter.

- What is printed by running:
java ConcurrentCount?
- May the printed value change in different reruns?

Built-in locks in Java

Every object in Java has an **implicit** lock, which can be accessed using the keyword **synchronized**.

Whole method locking
(**synchronized methods**):

```
synchronized T m() {  
    // the critical section  
    // is the whole method  
    // body  
}
```

Every call to `m` **implicitly**:

1. acquires the lock
2. executes `m`
3. releases the lock

Block locking
(**synchronized block**):

```
synchronized(this) {  
    // the critical section  
    // is the block's content  
}
```

Every execution of the block **implicitly**:

1. acquires the lock
2. executes the block
3. releases the lock

Counter with mutual exclusion: with `synchronized`

```
public class SyncCounter
    extends CCounter
{
    @Override
    public synchronized
    void run() {
        // int cnt = counter;
        // counter = counter + 1;
        super.run();
    }
}
```

```
public class SyncBlockCounter
    extends CCounter
{
    @Override
    public void run() {
        synchronized(this) {
            // int cnt = counter;
            // counter = counter + 1;
            super.run();
        }
    }
}
```


Lock implementations in Java

The most common implementation of the `Lock` interface in Java is `class ReentrantLock`.

Mutual exclusion:

- `ReentrantLock` guarantees **mutual exclusion**

Starvation:

- `ReentrantLock` does **not** guarantee freedom from starvation by default
- however, calling the constructor with `new ReentrantLock(true)` “favors granting access to the **longest-waiting** thread”
- this still does not guarantee that thread **scheduling** is fair

Deadlocks:

- one thread will succeed in acquiring the lock
- however, deadlocks may occur in systems that use multiple locks (remember the dining philosophers)

Built-in lock implementations in Java

The built-in locks — used by **synchronized** methods and blocks — have the same behavior as the explicit locks of `java.util.concurrent.locks`.

Built-in locks, as well as all lock implementations in `java.util.concurrent.locks`, are re-entrant: a thread holding a lock can lock it again without causing a deadlock.

Semaphores

Semaphores

A (general/counting) **semaphore** is a data structure with interface:

```
interface Semaphore {  
    int count();    // current value of counter  
    void up();      // increment counter  
    void down();    // decrement counter  
}
```

Several threads share the same object **sem** of type Semaphore:

- initially `count` is set to a nonnegative value `C` (the **capacity**)
- a call to `sem.up()` atomically **increments** `count` by one
- a call to `sem.down()`: waits until `count` is positive, and then atomically **decrements** `count` by one

Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

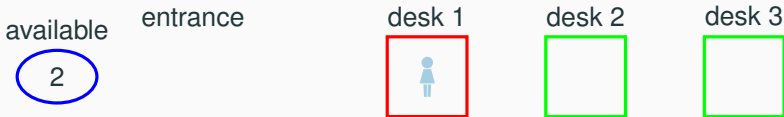
- the capacity c is the number of **initially available** resources
- `up` (also called `signal`) **releases** a resource, which becomes available
- `down` (also called `wait`) **acquires** a resource if it is available

Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

- the capacity c is the number of **initially available** resources
- up (also called `signal`) **releases** a resource, which becomes available
- down (also called `wait`) **acquires** a resource if it is available

Example: **hot desks**.

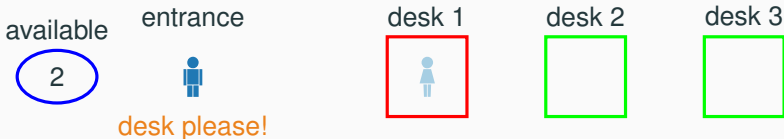


Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

- the capacity c is the number of **initially available** resources
- up (also called signal) **releases** a resource, which becomes available
- down (also called wait) **acquires** a resource if it is available

Example: **hot desks**.

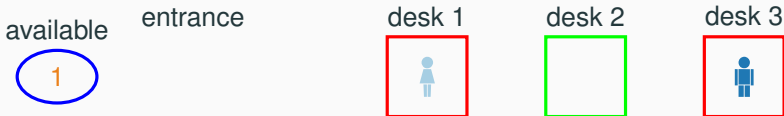


Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

- the capacity c is the number of **initially available** resources
- up (also called signal) **releases** a resource, which becomes available
- down (also called wait) **acquires** a resource if it is available

Example: **hot desks**.



Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

- the capacity c is the number of **initially available** resources
- up (also called signal) **releases** a resource, which becomes available
- down (also called wait) **acquires** a resource if it is available

Example: **hot desks**.

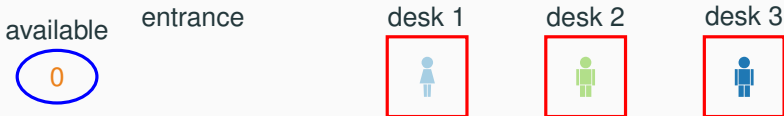


Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

- the capacity c is the number of **initially available** resources
- up (also called signal) **releases** a resource, which becomes available
- down (also called wait) **acquires** a resource if it is available

Example: **hot desks**.

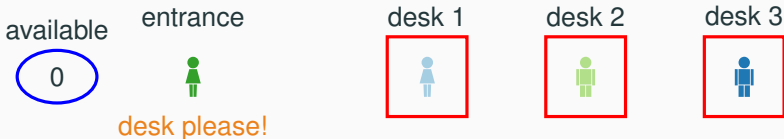


Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

- the capacity c is the number of **initially available** resources
- up (also called signal) **releases** a resource, which becomes available
- down (also called wait) **acquires** a resource if it is available

Example: **hot desks**.

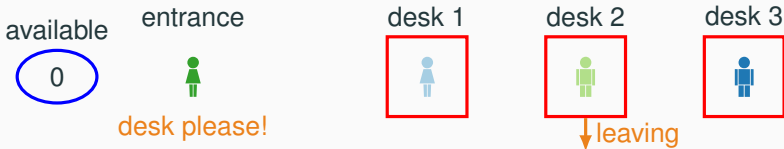


Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

- the capacity c is the number of **initially available** resources
- up (also called signal) **releases** a resource, which becomes available
- down (also called wait) **acquires** a resource if it is available

Example: **hot desks**.

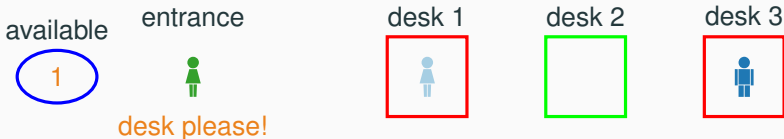


Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

- the capacity c is the number of **initially available** resources
- up (also called signal) **releases** a resource, which becomes available
- down (also called wait) **acquires** a resource if it is available

Example: **hot desks**.

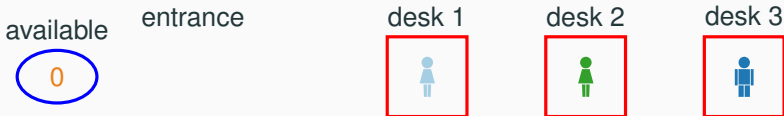


Semaphores for permissions

A semaphore is often used to **regulate access permits** to a finite number of resources:

- the capacity c is the number of **initially available** resources
- up (also called signal) **releases** a resource, which becomes available
- down (also called wait) **acquires** a resource if it is available

Example: **hot desks**.



Mutual exclusion for **two** processes with semaphores

With semaphores the entry/exit protocols are trivial:

- initialize semaphore to 1
- **entry protocol**: call `sem.down()`
- **exit protocol**: call `sem.up()`

```
Semaphore sem = new Semaphore(1);
```

thread t

```
int cnt;  
1 sem.down();  
2   cnt = counter;  
3   counter = cnt + 1;  
4 sem.up();
```

thread u

```
int cnt;  
sem.down(); 5  
   cnt = counter; 6  
   counter = cnt + 1; 7  
sem.up(); 8
```

The implementation of the Semaphore interface guarantees mutual exclusion, deadlock freedom, and starvation freedom.

Weak vs. strong semaphores

Every implementation of semaphores should guarantee the **atomicity** of the `up` and `down` operations, as well as **deadlock freedom** (for threads only sharing one semaphore: deadlocks may still occur if there are other synchronization constraints).

Fairness is optional:

weak semaphore: threads waiting to perform `down` are scheduled **nondeterministically**

strong semaphore: threads waiting to perform `down` are scheduled fairly in **FIFO** (First In First Out) order

Invariants

An object's **invariant** is a property that always holds between calls to the object's methods:

- the invariant holds initially (when the object is created)
- every method call starts in a state that satisfies the invariant
- every method call ends in a state that satisfies the invariant

For example: a bank account that cannot be overdrawn has an invariant `balance >= 0`

```
class BankAccount {  
    int balance = 0;  
    void deposit(int amount)  
        { if (amount > 0) balance += amount; }  
    void withdraw(int amount)  
        { if (amount > 0 && balance > amount) balance -= amount; }  
}
```

Invariants in pseudo-code

We occasionally annotate classes with invariants using the pseudo-code keyword `invariant`. Note that `invariant` is **not** a valid Java keyword—that is why we highlight it in a different color—but we will use it whenever it helps make more explicit the behavior of classes.

```
class BankAccount {  
    int balance = 0;  
    void deposit(int amount)  
        { if (amount > 0) balance += amount; }  
    void withdraw(int amount)  
        { if (amount > 0 && balance > amount) balance -= amount; }  
    invariant { balance >= 0; } // not valid Java code  
}
```

Invariants of semaphores

A **semaphore** object with capacity C satisfies the invariant:

```
interface Semaphore {  
    int count();  
    void up();  
    void down();  
}
```

```
invariant {  
    count() >= 0;  
    count() == C + #up - #down;  
}
```

↑ number of calls to up

← number of calls to down

Invariants **characterize** the behavior of an object, and are very useful for **proofs**.

Binary semaphores

A semaphore with capacity 1 and operated such that `count()` is always at most 1 is called a **binary semaphore**.

```
interface BinarySemaphore extends Semaphore {  
    invariant  
    { 0 <= count() <= 1;  
      count() == C + #up - #down; }  
}
```

Binary semaphores

A semaphore with capacity 1 and operated such that `count()` is always at most 1 is called a **binary semaphore**.

```
interface BinarySemaphore extends Semaphore {  
    invariant  
    { 0 <= count() <= 1;  
      count() == C + #up - #down; }  
}
```

Mutual exclusion uses a binary semaphore:

```
Semaphore sem = new Semaphore(1); // shared by all threads  
-----  
thread t  
  
sem.down();  
    // critical section  
sem.up();
```

If the semaphore is strong this guarantees **starvation freedom**.

Binary semaphores vs. locks

Binary semaphore are very similar to locks with one difference:

- in a lock, only the thread that decrements the counter to 0 can increment it back to 1
- in a semaphore, a thread may decrement the counter to 0 and then let another thread increment it to 1

Thus (binary) semaphores support **transferring of permissions**.

Using semaphores in Java

```
package java.util.concurrent;

public class Semaphore {

    Semaphore(int permits); // initialize with capacity permits
    Semaphore(int permits, boolean fair); // fair ⇔ fair semaphore
        // fair == true also called 'strong' semaphore
        // fair == false also called 'weak' semaphore

    void acquire(); // corresponds to down
    void release(); // corresponds to up
    int availablePermits(); // corresponds to count
}
```

Method `acquire` may throw an `InterruptedException`: catch or propagate.

Synchronization with semaphores

The k -exclusion problem

The k -exclusion problem: devise a protocol that allows up to k threads to be in their critical sections **at the same time**

- Mutual exclusion problem = 1-exclusion problem
- The “hot desks” are an instance of the k -exclusion problem

The k -exclusion problem

The k -exclusion problem: devise a protocol that allows up to k threads to be in their critical sections **at the same time**

- Mutual exclusion problem = 1-exclusion problem
- The “hot desks” are an instance of the k -exclusion problem

A **solution** to the k -exclusion problem using a semaphore of **capacity k** : a straightforward generalization of mutual exclusion.

```
Semaphore sem = new Semaphore(k); // shared by all threads
```

```
thread t
```

```
sem.down();
```

```
    // critical section
```

```
sem.up();
```

Barriers

A **barrier** is a form of synchronization where there is a point (the barrier) in a program's execution that all threads in a group have to reach before any of them is allowed to continue



Barriers

A **barrier** is a form of synchronization where there is a point (the barrier) in a program's execution that all threads in a group have to reach before any of them is allowed to continue



A **solution** to the barrier synchronization problem **for 2 threads** using binary semaphores.

```
Semaphore[] done = {new Semaphore(0), new Semaphore(0)};
```

t_0

```
// code before barrier  
done[ $t_0$ ].up(); // t done  
done[ $t_1$ ].down(); // wait u  
// code after barrier
```

t_1

```
// code before barrier  
done[ $t_1$ ].up(); // u done  
done[ $t_0$ ].down(); // wait t  
// code after barrier
```

Barriers

A **barrier** is a form of synchronization where there is a point (the barrier) in a program's execution that all threads in a group have to reach before any of them is allowed to continue



A **solution** to the barrier synchronization problem for 2 threads using binary semaphores. **capacity 0 forces up before first down**

```
Semaphore[] done = {new Semaphore(0), new Semaphore(0)};
```

t_0	t_1
<pre>// code before barrier done[t_0].up(); // t done done[t_1].down(); // wait u // code after barrier</pre>	<pre>// code before barrier done[t_1].up(); // u done done[t_0].down(); // wait t // code after barrier</pre>

up done unconditionally

down waits until the other thread has reached the barrier