Common Concurrency Problems (When Good Threads go Bad)

CMPU 334 – Operating Systems
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Common Concurrency Problems

• We’ve briefly talked about deadlock
  • Lots of early research focused on this
  • We’ll dive in a bit more deeply today

• What other concurrency problems exist?
  • Look at some example concurrency problems found in real code bases
What Types Of Bugs Exist?

• Focus on four major open-source applications
  • MySQL, Apache, Mozilla, OpenOffice

<table>
<thead>
<tr>
<th>Application</th>
<th>What it does</th>
<th>Non-Deadlock</th>
<th>Deadlock</th>
</tr>
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<tbody>
<tr>
<td>MySQL</td>
<td>Database Server</td>
<td>14</td>
<td>9</td>
</tr>
<tr>
<td>Apache</td>
<td>Web Server</td>
<td>13</td>
<td>4</td>
</tr>
<tr>
<td>Mozilla</td>
<td>Web Browser</td>
<td>41</td>
<td>16</td>
</tr>
<tr>
<td>Open Office</td>
<td>Office Suite</td>
<td>6</td>
<td>2</td>
</tr>
<tr>
<td><strong>Total</strong></td>
<td><strong>Total</strong></td>
<td><strong>74</strong></td>
<td><strong>31</strong></td>
</tr>
</tbody>
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Bugs In Modern Applications

• Non-deadlock bugs make up a majority of concurrency bugs
• Two major types of non deadlock bugs
  • Atomicity violation
  • Order violation
Atomicity-Violation Bugs

• The desired **serializability** among multiple memory accesses is **violated**
  • Simple Example found in MySQL:
    • Two different threads access the field `proc_info` in the struct `thd`

```
1  Thread1::
2    if(thd->proc_info){
3        ...
4        fputs(thd->proc_info , ...);
5        ...
6    }
7
8  Thread2::
9    thd->proc_info = NULL;
```
Atomicity-Violation Bugs (Cont.)

**Solution:** Simply add locks around the shared-variable references

```c
1  pthread_mutex_t lock = PTHREAD_MUTEX_INITIALIZER;
2
3  Thread1::
4  pthread_mutex_lock(&lock);
5  if(thd->proc_info){
6    ...  
7    fputs(thd->proc_info, ...);
8    ...
9  }
10  pthread_mutex_unlock(&lock);
11
12  Thread2::
13  pthread_mutex_lock(&lock);
14  thd->proc_info = NULL;
15  pthread_mutex_unlock(&lock);
```
Order-Violation Bugs

• The desired order between two memory accesses is flipped
  • I.e., A should always be executed before B, but the order is not enforced during execution
  • Example:
    • The code in Thread2 seems to assume that the variable mThread has already been initialized (and is not NULL)

```c
Thread1::
void init(){
    mThread = PR_CreateThread(mMain, ...);
}

Thread2::
void mMain(...){
    mState = mThread->State
}
```
• **Solution:** enforce ordering using **condition variables**

```c
1   pthread_mutex_t mtLock = PTHREAD_MUTEX_INITIALIZER;
2   pthread_cond_t mtCond = PTHREAD_COND_INITIALIZER;
3   int mtInit = 0;

4   Thread 1::
5     void init(){
6         ...
7         mThread = PR_CreateThread(mMain,...);
8     
9         // signal that the thread has been created.
10        pthread_mutex_lock(&mtLock);
11        mtInit = 1;
12        pthread_cond_signal(&mtCond);
13        pthread_mutex_unlock(&mtLock);
14         ...
15    }
16
17   Thread2::
18     void mMain(...){
19         // wait for the thread to be initialized ...
20        pthread_mutex_lock(&mtLock);
21        while(mtInit == 0)
22           pthread_cond_wait(&mtCond, &mtLock);
23        pthread_mutex_unlock(&mtLock);
24         mState = mThread->State;
25         ...
26     }
```
Deadlock Bugs

• The presence of a **cycle** in a resource-allocation graph
  • Thread1 is holding a lock L1 and waiting for another one, L2.
  • Thread2 that holds lock L2 is waiting for L1 to be release.

```
Thread 1:
lock(L1);
lock(L2);

Thread 2:
lock(L2);
lock(L1);
```
Why Do Deadlocks Occur?

• Reason 1:
  • In large code bases, complex dependencies arise between components

• Reason 2:
  • Due to the nature of encapsulation
    • Hide details of implementations and make software easier to build in a modular way
    • Such modularity does not mesh well with locking
Why Do Deadlocks Occur? (Cont.)

• **Example**: Java Vector class and the method `AddAll()`

```java
1  Vector v1,v2;
2  v1.AddAll(v2);
```

• **Locks** for both the vector being added to (`v1`) and the parameter (`v2`) need to be acquired
  
  • The routine acquires said locks in some arbitrary order (`v1` then `v2`)
  
  • If some other thread calls `v2.AddAll(v1)` at nearly the same time → We have the potential for deadlock
Conditional for Deadlock

• **Four conditions** need to hold for a deadlock to occur

<table>
<thead>
<tr>
<th>Condition</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mutual Exclusion</td>
<td>Threads claim exclusive control of resources that they require</td>
</tr>
<tr>
<td>Hold-and-wait</td>
<td>Threads hold resources allocated to them while waiting for additional resources</td>
</tr>
<tr>
<td>No preemption</td>
<td>Resources cannot be forcibly removed from threads that are holding them</td>
</tr>
<tr>
<td>Circular wait</td>
<td>There exists a circular chain of threads such that each thread holds one more resources that are being requested by the next thread in the chain</td>
</tr>
</tbody>
</table>

• If any of these four conditions are not met, **deadlock cannot occur**
Deadlock vs. Starvation

• Deadlock: A circular waiting for resources
• Starvation: A thread never makes progress because other threads are using resources it needs
• Starvation != Deadlock
  • Deadlock can be seen as a special case of starvation
Methods for Handling Deadlocks

• Ensure that the system will never enter a deadlock state:
  • Deadlock prevention – deadlock is not possible in the system
  • Deadlock avoidance – prevent a particular instance of deadlock from happening

• Allow the system to enter a deadlock state and then recover

• Ignore the problem and pretend that deadlocks never occur in the system
  • Used by most operating systems, including UNIX
Deadlock Prevention

• Restrain the ways requests can be made to make at least one of the four deadlock conditions does not hold

• **Mutual Exclusion** – not required for sharable resources (e.g., read-only files); must hold for non-sharable resources

• **Hold and Wait** – must guarantee that whenever a process requests a resource, it does not hold any other resources
  
  • Require process to request and be allocated all its resources before it begins execution, or allow process to request resources only when the process has none allocated to it.
  
  • Low resource utilization; starvation possible
Deadlock Prevention (Cont.)

• **No Preemption** –
  - If a process that is holding some resources requests another resource that cannot be immediately allocated to it, then all resources currently being held are released
  - Preempted resources are added to the list of resources for which the process is waiting
  - Process will be restarted only when it can regain its old resources, as well as the new ones that it is requesting

• **Circular Wait** – impose a total ordering of all resource types, and require that each process requests resources in an increasing order of enumeration
Deadlock Avoidance

• Requires that the system has some additional *a priori* information available
• Simplest and most useful model requires that each process declare the *maximum number* of resources of each type that it may need
• The deadlock-avoidance algorithm dynamically examines the resource-allocation state to ensure that there can never be a circular-wait condition
• Resource-allocation *state* is defined by the number of available and allocated resources, and the maximum demands of the processes
Safe State

• When a process requests an available resource, system must decide if immediate allocation leaves the system in a safe state

• System is in **safe state** if there exists a **safe sequence** \(<P_1, P_2, \ldots, P_n>\) of ALL the processes in the systems such that for each \(P_i\), the resources that \(P_i\) can still request can be satisfied by currently available resources + resources held by all the \(P_j\), with \(j < i\)

• That is:
  - If \(P_i\) resource needs are not immediately available, then \(P_i\) can wait until all \(P_j\) have finished
  - When \(P_j\) is finished, \(P_i\) can obtain needed resources, execute, return allocated resources, and terminate
  - When \(P_i\) terminates, \(P_{i+1}\) can obtain its needed resources, and so on
Basic Facts

• If a system is in safe state $\implies$ no deadlocks
• If a system is in unsafe state $\implies$ possibility of deadlock
• Avoidance $\implies$ ensure that a system will never enter an unsafe state.
Avoidance Algorithms

- Single instance of a resource type
  - Use a resource-allocation graph
  - Check for cycles

- Multiple instances of a resource type
  - Use the banker’s algorithm
Resource-Allocation Graph

- We have a set of vertices V and a set of edges E
- V is partitioned into two types:
  - \( P = \{P_1, P_2, \ldots, P_n\} \), the set consisting of all the processes in the system
  - \( R = \{R_1, R_2, \ldots, R_m\} \), the set consisting of all resource types in the system
- request edge – directed edge \( P_i \rightarrow R_j \)
- assignment edge – directed edge \( R_j \rightarrow P_i \)
Resource-Allocation Graph (Cont.)

- Process

- Resource Type with 4 instances

- $P_i$ requests instance of $R_j$

- $P_i$ is holding an instance of $R_j$
Example of a Resource Allocation Graph
Resource Allocation Graph With A Deadlock
Graph With A Cycle But No Deadlock
Basic Facts

• If graph contains no cycles $\Rightarrow$ no deadlock
• If graph contains a cycle $\Rightarrow$
  • if only one instance per resource type, then deadlock
  • if several instances per resource type, possibility of deadlock
Avoidance Algorithms

• Single instance of a resource type
  • Use a resource-allocation graph
  • Check for cycles

• Multiple instances of a resource type
  • Use the banker’s algorithm
Banker’s Algorithm

• Have multiple instances of resources

• Each process must \textit{a priori} claim maximum resource use (not to exceed total resources in the system)

• When a process requests a resource it may have to wait

• When a process gets all its resources it must return them in a finite amount of time
Example of Banker’s Algorithm

- 5 processes $P_0$ through $P_4$;
  - 3 resource types:
    - $A$ (10 instances), $B$ (5 instances), and $C$ (7 instances)
- Snapshot at time $T_0$:

<table>
<thead>
<tr>
<th></th>
<th>Allocation</th>
<th>Max</th>
<th>Need</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>A  B  C</td>
<td>A  B  C</td>
<td>A  B  C</td>
</tr>
<tr>
<td>P_0</td>
<td>0  1  0</td>
<td>7  5  3</td>
<td>7  4  3</td>
</tr>
<tr>
<td>P_1</td>
<td>2  0  0</td>
<td>3  2  2</td>
<td>1  2  2</td>
</tr>
<tr>
<td>P_2</td>
<td>3  0  2</td>
<td>9  0  2</td>
<td>6  0  0</td>
</tr>
<tr>
<td>P_3</td>
<td>2  1  1</td>
<td>2  2  2</td>
<td>0  1  1</td>
</tr>
<tr>
<td>P_4</td>
<td>0  0  2</td>
<td>4  3  3</td>
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Available

<table>
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<td>3  3  2</td>
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• Is this system safe?
  • Yes if there is an ordering of processes that allows all processes to get the resources they need

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<td>0 1 0</td>
<td>7 5 3</td>
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<td>2 2 2</td>
</tr>
<tr>
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<td>0 0 2</td>
<td>4 3 3</td>
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Available:
A B C
3 3 2
Data Structures for the Banker’s Algorithm

- Let $n =$ number of processes, and $m =$ number of resources
- **Available** – Resources currently available in the system
  - Vector of length $m$
  - If Available $[j] = k$, there are $k$ instances of resource type $R_j$ available
- **Max** – Maximum resources processes may request in the system
  - $n \times m$ matrix
  - If $Max[i,j] = k$, then process $P_i$ may request at most $k$ instances of resource type $R_j$
- **Allocation** – Resources allocated to processes
  - $n \times m$ matrix
  - If Allocation$[i,j] = k$ then $P_i$ is currently allocated $k$ instances of $R_j$
- **Need** – Resources currently needed by processes
  - $n \times m$ matrix
  - If Need$[i,j] = k$, then $P_i$ may need $k$ more instances of $R_j$ to complete its task
  - Need $[i,j] = Max[i,j] – Allocation [i,j]
1. Let \textbf{Work} and \textbf{Finish} be vectors of length \(m\) and \(n\), respectively. Initialize:

\[
\text{Work} = \text{Available} \\
\text{Finish}[i] = \text{false} \text{ for } i = 0, 1, \ldots, n-1
\]

2. Find an \(i\) such that both:
   
   (a) \(\text{Finish}[i] = \text{false}\)
   
   (b) \(\text{Need}_i \leq \text{Work}\)

   If no such \(i\) exists, go to step 4

3. \(\text{Work} = \text{Work} + \text{Allocation}_i\)
   
   \(\text{Finish}[i] = \text{true}\)

   go to step 2

4. If \(\text{Finish}[i] == \text{true}\) for all \(i\), then the system is in a safe state
Example: $P_1$ Request (1,0,2)

- Check that Request $\leq$ Available (that is, (1,0,2) $\leq$ (3,3,2) $\Rightarrow$ true)

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- If we grant the request, is the system still in a safe state?
  - Executing safety algorithm shows that sequence $<P_1, P_3, P_4, P_0, P_2>$ satisfies safety requirement

- Can request for (3,3,0) by $P_4$ now be granted?
  - No, the request is more than what is available

- Can request for (0,2,0) by $P_0$ now be granted?
  - No, if that request was granted, no process would be able to finish
Resource-Request Algorithm for Process $P_i$

$Request_i = \text{request vector for process } P_i$

If $Request_i[j] = k$ then process $P_i$ wants $k$ instances of resource type $R_j$

1. If $Request_i \leq Need_i$ go to step 2. Otherwise, raise error condition, since process has exceeded its maximum claim

2. If $Request_i \leq Available$, go to step 3. Otherwise $P_i$ must wait, since resources are not available

3. Pretend to allocate requested resources to $P_i$ by modifying the state as follows:
   
   $\begin{align*}
   Available & = Available - Request_i; \\
   Allocation_i & = Allocation_i + Request_i; \\
   Need_i & = Need_i - Request_i;
   \end{align*}$

   - If safe $\Rightarrow$ the resources are allocated to $P_i$
   - If unsafe $\Rightarrow$ $P_i$ must wait, and the old resource-allocation state is restored
Deadlock Detection

• Allow system to enter deadlock state
• Detect that deadlock has occurred
  • Detection algorithm
• Recover from deadlock
  • Recovery scheme
Maintain **wait-for** graph
- Nodes are processes
- $P_i \rightarrow P_j$ if $P_i$ is waiting for $P_j$

Periodically invoke an algorithm that searches for a cycle in the graph
- If there is a cycle, deadlock exists

An algorithm to detect a cycle in a graph requires an order of $n^2$ operations, where $n$ is the number of vertices in the graph
Resource-Allocation Graph and Wait-for Graph

Resource-Allocation Graph

Corresponding wait-for graph
Recovery from Deadlock: Process Termination

• Abort all deadlocked processes

• Abort one process at a time until the deadlock cycle is eliminated

• In which order should we choose to abort?
  • Priority of the process
  • How long process has computed, and how much longer to completion
  • Resources the process has used
  • Resources process needs to complete
  • How many processes will need to be terminated
  • Is process interactive or batch?
Recovery from Deadlock: Resource Preemption

- **Selecting a victim** – minimize cost

- **Rollback** – return to some safe state, restart process for that state

- **Starvation** – same process may always be picked as victim, include number of rollbacks in cost factor
Summary

• Non-deadlock bugs are common
  • Atomicity violations
  • Order violations
  • Often easy to fix (once discovered)

• Deadlock
  • Why it occurs
  • What can be done about it
    • Can schedule to avoid deadlock (Banker’s Algorithm)
      • Assumes we know maximum resources used a priori
    • Most practical: develop a lock acquisition order which will prevent deadlock from occurring