Monitors

CS377 - Parallel Programming

Marc L. Smith

Monitors

Monitor structure:

```
monitor name {
    declarations of permanent (static) variables
    initialization code -- executes first
    procedures (methods)
}
```

Program structure:

- monitor1 ... monitorM
- process1 ... processN

- processes interact indirectly by using the same monitor
- processes call monitor procedures
- at most one call active in a monitor at a time -- by definition
- explicit signaling using condition variables
- monitor invariant: predicate about local
 state that is true when no call is active

Condition Variables

cond cv; # queue of delayed processes; initially empty

wait(cv); # block on cv's queue AND release monitor lock

signal(cv); # awaken one process on cv's queue, if there is one

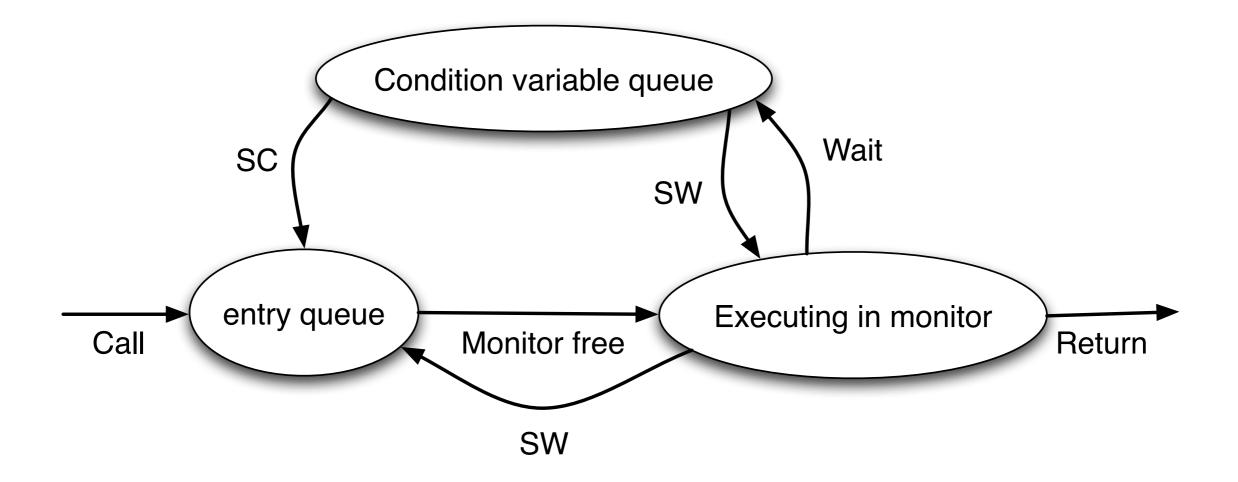
questions about signal: which one to awaken? default is oldest (FIFO queue) who executes next? the signaled process? or the signaler?

signaling disciplines: signal and continue (SC) -- signaler goes next; used in Java, Unix, Pthreads signal and wait (SW) -- signaled process goes next; used in Hoare's paper

SW is preemptive; SC is not

state diagram for synchronization in monitors: see next slide!

State diagram for synchronization in monitors *



* MPD text, Figure 5.1, p. 209

We can implement semaphores using a monitor...

Let's look at two examples

Semaphore Example I

```
monitor Semaphore {
   int s = 0;  ## s >= 0
                                         Works for both
  cond pos; # signaled when s > 0
                                            SC and SW
  procedure Psem() {
     while (s == 0) wait(pos);
     s = s - 1;
                                               How?
   }
  procedure Vsem() {
                                         Not FIFO for SC
     s = s+1;
     signal(pos);
   }
}
                                               Why?
```

Semaphore Example 2

```
monitor FIFOsemaphore {
   int s = 0;  ## s >= 0
   cond pos; # signaled when s > 0
   procedure Psem() {
     if (s == 0)
                                        Uses passing the
        wait(pos);
                                            condition
     else
        s = s - 1;
   }
                                         FIFO for both
   procedure Vsem() {
     if (empty(pos))
                                          SC and SW
        s = s+1;
     else
        signal(pos);
}
```