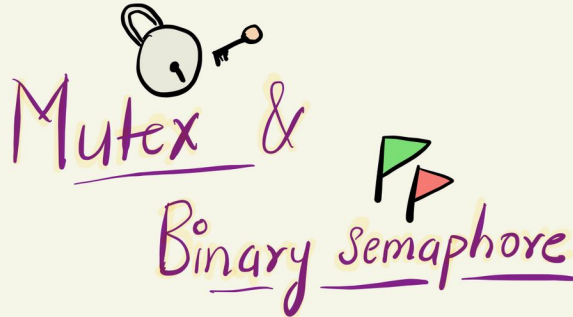


Mutex Vs Binary Semaphore

Jul 5, 2021 • 4 min read



Before we even begin, let us be on the same page with some terms and conventions to be used in the rest of the explanation.

1. **A** > **B** > **C** in terms of execution priority!
2. **Added** means the process was added to the queue.
3. **Exit** would mean the process terminated.
4. **A** and **C** share a resource.
5. In our case, **C** acquires the resource first and **A** waits for **C** to release it!
6. A **dark circle** represents a shared resource being acquired.
7. The **Hollow circle** represents wanting to acquire the resource.
8. The scheduler is called every time a Process is added.

binary semaphore

Look at what happens when **A** is added (@ t=7) and **B** is executing. In the case of a **semaphore** being used between **A** and **C** - there is **priority inversion**!

A is a higher priority than **B**, but **B** gets to execute because **B** is a higher priority than **C**, and note that **C** has the resource that **A** depends on! Hence, **A** cannot be run anyway!

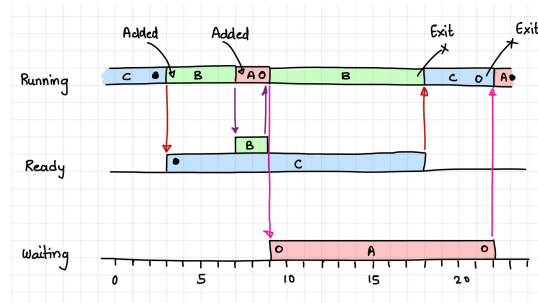


figure #1: Semaphore being used between A and C to access a shared resource.

Priority inversion is when a lower priority process is scheduled over a higher priority process.

Note how **B** gets to run while **A** is waiting! This is bad and the consequences can be really bad if we are talking about a real-time operating system.

How do we avoid a higher priority process not getting scheduled because the resource it needs is acquired and held by a much lower priority process?

One way is to increase the priority of the process that has the resource!

mutex

If a **mutex** is used. Note that the scheduler is aware of the dependency of **A** on **C** and **C** gets scheduled! Priority inversion is minimized.

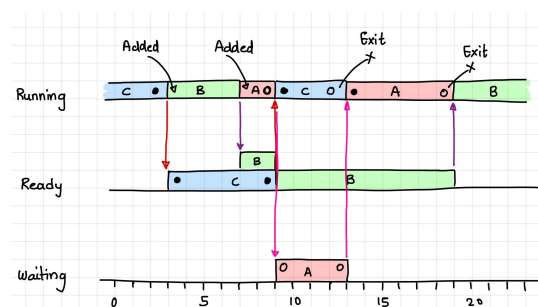


figure #2: Mutex is being used between A and C to access a shared resource.

A **mutex** will inherit the process priority and the scheduler can figure out if a higher priority process is blocked on a resource acquired and held by a lower priority process. Note in the figure above, as soon as **A** tries to acquire the resource held by **C** (@ t=9), the scheduler lets **C** run and then immediately schedules **A** after **C** has released the resource (@ t=13).

Notice the difference in the wait time compared to figure #1 where a semaphore is used.

mechanism: the key difference

There are many differences between **semaphore** and **mutex**, but the absolute major one is -

mutex has a notion of inheritance of the priority of the process which minimizes priority inversion while semaphore doesn't have that!

Note:

Be aware that the mutex being able to inherit the priority of a process is usually a configurable parameter. One needs to specifically program it to behave in ways I described.

What really happened on Mars? -- Authoritative Account

Authoritative Account

The mars rover would reset itself over and over. Turned out there was priority inversion resultant of the priority inheritance parameter in the mutex left un-configured.

On the usage

A **mutex** is usually considered for cases where the access to a critical section/memory is to be synchronized.

A and B both need to work on the same memory region. If A has the mutex on that shared memory, B waits. If B has the mutex A waits!

A **semaphore** is to be used for signalling purposes only.

Process A cannot proceed until B has completed an action. A waits for a signal from B. A and B use a semaphore.

An embedded systems example for this can be - A wants to turn on an LED only when B signals that a button was pressed. A can then wait on a semaphore that B can give when B detects a button press.

References

Hands-On RTOS with Microcontrollers | Packt

Build a strong foundation in designing

 Packt • Brian Amos



Refer to "4. Task Signaling and Communication Mechanisms"

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