

Computer Systems B COMS20012

Introduction to Operating Systems and Security



```
spinlock

void getTheMoney(account_t account, int amount) {
    int money = get_balance(account);
    money = money + amount;
    put_balance(account, money);
    return;
}
```

```
spinlock
int pay; //shared variable for test and set

void getTheMoney(account_t account, int amount) {
    test_and_set(&pay, 1);
    int money = get_balance(account);
    money = money + amount;
    put_balance(account, money);
    test_and_set(&pay, 0);
    return;
}
```



Does this work?





Does this work?

NO! How do we tell if another thread as already set pay?



```
int pay; //shared variable for test and set

void getTheMoney(account_t account, int amount) {
    test_and_set(&pay, 1);
    int money = get_balance(account);
```

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}

return;

money = money + amount; put_balance(account, money);

test_and_set(&pay, 0);

spinlock

spinlock

```
int pay; //shared variable for test and set

void getTheMoney(account_t account, int amount) {
        while (test_and_set(&pay, 1) == 1) {
            ; // test again!
        }
        int money = get_balance(account);
        money = money + amount;
        put_balance(account, money);
        test_and_set(&pay, 0);
        return;
}
```

Busy wait!

- We are trying again, and again, and again
- Ok on multicore
 - Some other thread running on another core will change the value
- Terrible on single core
 - The value will never change!
 - Preventing progress!

Passive lock

- Active lock
 - Busy wait
- Passive lock
 - Sleep
 - ... and try again when it wakes up
 - Let another thread make progress when it sleeps
- Why would you ever use an active lock?

Passive lock

- Switching between threads is not free
 - Context Switch
 - More in future videos
- When the critical section is short
 - It is more expensive to switch context
- When the critical section is long
 - It is more expensive to busy wait

