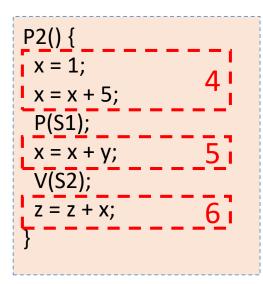
第三章 习题

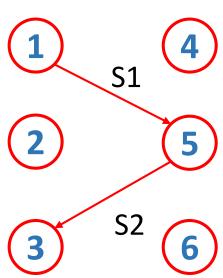
```
P1() {
  y = 1;
  y = y + 3;
  V(S1);
  z = y + 1;
  P(S2);
  y = z + y;
}

P2() {
  x = 1;
  x = x + 5;
  P(S1);
  x = x + y;
  V(S2);
  z = z + x;
}
```



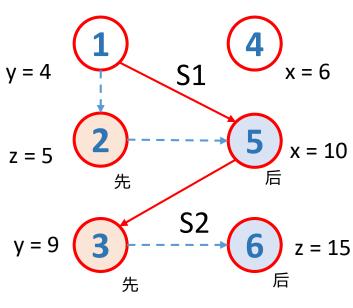
```
P1() {
  y = 1;
  y = y + 3;
  V(S1);
  z = y + 1;
  P(S2);
  y = z + y;
}
```





```
P1() {
  y = 1;
  y = y + 3;
  V(S1);
  z = y + 1;
  P(S2);
  y = z + y;
}
```

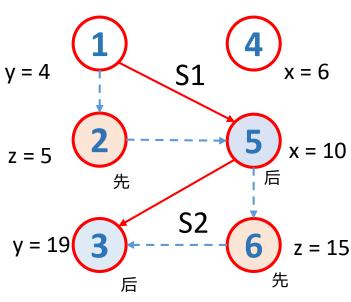
```
P2() {
    x = 1;
    x = x + 5;
    P(S1);
    x = x + y;
    V(S2);
    z = z + x;
    6
```



$$x = 10$$
; $y = 9$; $z = 15$

```
P1() {
  y = 1;
  y = y + 3;
  V(S1);
  z = y + 1;
  P(S2);
  y = z + y;
}
```

```
P2() {
    x = 1;
    x = x + 5;
    P(S1);
    x = x + y;
    V(S2);
    z = z + x;
    6
```

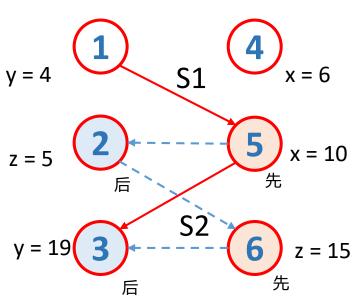


$$x = 10$$
; $y = 19$; $z = 15$



```
P1() {
y = 1;
y = y + 3;
 V(S1);
 P(S2);
```

```
x = x + 5;
 P(S1);
 x = x + y;
 V(S2);
 z = z + x;
```



$$x = 10$$
; $y = 19$; $z = 15$



```
y = 1;
y = y + 3;
 V(S1);
 P(S2);
```

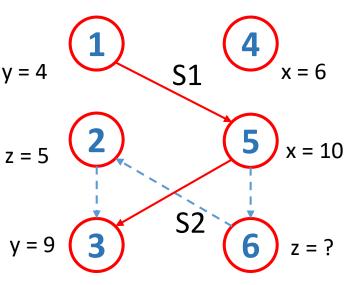
```
x = x + 5;
 P(S1);
 x = x + y;
 V(S2);
```

$$y = 4$$
 $S1$
 $x = 6$
 $z = 5$
 $x = 10$
 $y = 9$
 $x = 10$
 $x = 15$

$$x = 10$$
; $y = 9$; $z = 15$

```
P1() {
    y = 1;
    y = y + 3;
    V(S1);
    z = y + 1;
    P(S2);
    y = z + y;
}
```

```
P2() {
    x = 1;
    x = x + 5;
    P(S1);
    x = x + y;
    V(S2);
    z = z + x;
    6
```



$$x = 10$$
; $y = 9$; $z = 5$

• 有一个仓库可存放A 、B 两种零件, 最大库容量各为m 个。生产车间不断地取A 和B进行装配, 每次各取一个。 为避免零件锈蚀, 按先入库者先出库的原则。有两组供 应商分别不断地供应A 和B , 每次一个。为保证配套和 合理库存, 当某种零件比另一种零件超过n (n < m) 个时, 暂停对数量大的零件的进货, 集中补充数量少的 零件. 试用信号量与P 、V 操作正确地实现它们之间的 同步关系。

- A 零件数量 ≤ m , 设置信号量 empty1, full1;
- B 零件数量 ≤ m , 设置信号量 empty2, full2;
- A 零件数量 B 零件数量 ≤ n , 设置信号量sa;
- B 零件数量 A 零件数量 ≤ n , 设置信号量sb;
- 由于A、B零件存储在同一仓库,存取时只能取一,设互斥信号量mutex;
- 为遵循先入库者先出库的原则, A、B零件可以组织成两个循形队列, 并增加入库指针in1、in2和出库指针out1、out2来控制顺序。

```
process proA{
while (true){
  P(empty1);
  P(sa);
  P(mutex);
  buffer1[in1] = itemA;
  in1 = (in1++)%m;
  V(mutex);
  V(sb);
 V(full1);
```

```
process proB{
  while (true){
    P(empty2);
    P(sb);
    P(mutex);
    buffer2[in2] = itemB;
    in2 = (in2++)%m;
    V(mutex);
    V(sa);
    V(full2);
  }
}
```

```
semaphore empty1 = m, empty2 = m
semaphore full1 = 0, full2 = 0;
semaphore sa = sb = n;
semaphore mutex = 1;
int in1 = in2 = out1 = out2 = 0;
itemA[m] buffer1; itemB[m] buffer2;
```

```
process Consumer{
 while(true){
  P(full1);
  P(full2);
  P(mutex);
  itemA = buffer1[out1];
  itemB = buffer2[out2];
  out1 = (out1++)%m;
  out2 = (out2++)%m;
  V(mutex);
  V(empty1);
  V(empty2);
```

• 举例说明不能解决互斥问题

```
bool blocked[2];
enum{0,1} turn;
blocked[0] = bolcked[1] = false;
turn = 1
```

```
id = 0
                                                                                       id = 1
      blocked[id] = true;
                                     //blcked[0] = true
1
      while (turn != id) {
                                    //turn = 1
2
3
         while (blocked[1-id]);
                                    //blocked[1] = false
                                                                                                    //blocked[1] = true
4
                                                             blocked[id] = true;
                                                             while (turn != id) {
                                                                                                   //turn = 1
5
6
7
8
         turn = id;
9
      }
10
                                                             /* Critical Section*/
      /* Critical Section*/
11
12
```