

# Classic Concurrency Problems

# Mutual Exclusion

**How do we stop more than one thread accessing a variable at the same time?**

**e.g. `int count=0`**

We want (or more) threads to use this variable but make sure only one can assign it a new value at a time

**Show how this can be achieved using a semaphore**

Do it now!

# Multiplex

## **Generalise mutual exclusion solution to allow a maximum of $N$ threads access a critical section**

Critical section is a block of code that we need to restrict concurrent access to

# Barrier

**Rendezvous only works for two threads**

**A barrier works for N threads**

When first  $N-1$  threads arrive at barrier they are blocked

When the  $N$ th thread arrives they all continue

# Barrier Hints

**We will need to keep track of the number of threads who have reached the barrier**

This counter will be shared by all threads