Introduction

Using protection inadvertently presents some challenges, namely when to use, how to use and what might go run if used without care. These, rather abstract, notation are the topics for this lecture.

Content and reflection

Themes

- Deadlock
 - Definition[4][1]
 - Dining philosophers problem[5]
 Read chandra/misra only as inspirational
- General
 - Thread Models[3, chap. 4]
 Other kinds of thread models(!)
 - Thread Safety[3, chap. 5]
 - Rules for Multithreaded Programming[3, chap. 6]
- Priority Inversion[6]

Note: Read for understanding bounded and unbounded from a basic point of view. The article is quite extensive and the required knowledge is what is presented in the slides.

• Buffer case - Producer/Consumer[7][2]
Implemented using semaphores

Questions

- Pitfalls
 - Initialising semaphores how and with what number
 - What to lock and when to lock
 - Locking / unlocking missing one spells what?
- Deadlock
 - Which conditions need to be present for a deadlock to occur
 - What is the problem behind the *Dining philosophers problem*
 - Which rule can you do something about, and what could you do to solve this particular problem.
- Priority inversion
 - What actually makes this problem
 - What are the two different strategies to solve the problem
 - In what way do they solve the problem and what is the consequence of which when doing so.



Material

Slides

- [1] S. Hansen, Thread synchronization ii, Slides see course repos.
- [2] —, Thread synchronization i, Slides see course repos.

Local repository

[3] P. C. Chapin, *Pthread tutorial*, Tutorial, See https://redmine-server.ase.au.dk/courses/projects/i3isu/repository, 2008.

Online

- [4] E. al. (). Deadlock, [Online]. Available: https://en.wikipedia.org/wiki/Deadlock.
- [5] —, (). Dining philosophers problem, [Online]. Available: https://en.wikipedia.org/wiki/Dining_philosophers_problem.
- [6] B. R. Kyle Renwick. (). How to use priority inheritance, [Online]. Available: http://www.embedded.com/design/configurable-systems/4024970/How-to-use-priority-inheritance.
- [7] E. al. (). Producer-consumer problem. Wikipedia Article, [Online]. Available: https://en.wikipedia.org/wiki/Producer%2dconsumer_problem.

