

# Lamport's Bakery Algorithm

Devised as a solution to the  $n$ -process mutual exclusion problem.

## Analogy

- Bakery with a numbering machine.
- Each customer gets a unique number.
- Global counter displays the customer being served currently.
- After baker is done, next number is displayed; served customer leaves.

Numbering scheme always generates numbers in increasing order. (i.e.: 1, 2, 2, 3, 3, 4, 4, 4, ...)

If process  $P_i$  &  $P_j$  receive the same number,  
if  $i < j$ ,  $P_i$  is served first.

else,  
 $P_j$  is served first.

## Assumptions:

- 1) Processes numbered 0 to  $N-1$
- 2) num is an integer array of size  $N$ .
- 3) entry is a boolean array of size  $N$ .
- 4) pair : (number, ID)
- 5)  $(a, b) < (c, d) \equiv$

$(a < c)$  or  $(a == c) \ \&\& \ (b < d)$

(priority to lower number, break tie with pid)

## Algorithm :

### lock(i)

```
entry[i] = true
num[i] = 1 + max(num[0], ..., num[N-1])
entry[i] = false.
```

```
for (j = 1 ; j < N ; j++) { if (j == i) continue.
```

```
// Wait until thread j receives its  
// number.
```

```
while (entry[j]) { //do nothing }
```

```
//wait for all threads w/ smaller  
//numbers or same number (but higher  
//priority) to finish their execution.
```

```
while (num[i] != 0 &&  
      (num[j], j) < (num[i], i))  
{ //do nothing }
```

```
}
```

### unlock(i)

```
num[i] = 0
```

### Thread(i)

```
while (true) {
```

```
    lock(i)
```

```
    /* critical section */
```

```
    unlock(i)
```

```
    /* non critical section */
```

```
}
```

The algorithm guarantees:

- 1) Mutual exclusion
- 2) Bounded waiting
- 3) Progress

Space complexity :  $O(2n)$  - cannot improve beyond  $O(n)$ .  
 Time complexity :  $O(n)$  - can be improved to  $O(1)$  with fast mutual exclusion.

Example :

	$P_1$	$P_2$	$P_3$	$P_4$	$P_5$
1	$n_0 = 0$	$n_1 = 0$	$n_2 = 0$	$n_3 = 0$	$n_4 = 0$
2		$n_1 = 1$			
3	$n_0 = 2$				
4			$n_2 = 3$		
5				$n_3 = 3$	
6					$n_4 = 4$
7		exec CS			
8		$n_1 = 0$			
9	exec CS				
10	$n_0 = 0$				
11			exec CS		
12			$n_2 = 0$		
13			tie is resolved by pid.	exec CS	
14				$n_3 = 0$	
15					exec CS
16					$n_4 = 0$

$n_i : \text{num}[i]$