

1-4, everything in class/notes

disable/enable timer, reset interrupt

two privileged instructions

can have CPU forever / does it interrupt all CPUs

|            |            |            |
|------------|------------|------------|
| disable(); | P1:        | P2:        |
| enable();  | while(1){  | while(1){  |
|            | disable(); | disable(); |
|            | x++;       | x--;       |
|            | enable();  | enable();  |
|            | }          |            |

test-and-set (bool &lock) {

bool initial = lock;

lock = true;

return initial;

}

P1:

..... lock = false;

while(1){

.....

while (test-and-set(&lock));

busy  
waiting  
checking

{ entry section }

x++;

{ critical section }

lock = false;

{ exit section }

```

        .....
        { remainder section }
    }

```

P2:

.....

while(1){

```

    .....
    while (test-and-set(lock));

```

← busy waiting checking

{ entry section }

x--;                      { critical section }

lock = false;            { exit section }

.....                      { remainder section }

}

(1) mutually exclusive

(2) deadlock free

(3) starvation free

(4) low coupling/dependence

Can't assume P1 or P2 is faster

software solution

pass 3 / fail 1

try 1:

int turn = 1;

cobegin P1, P2    ← run in parallel

P1:

P2:

.....

.....

|                 |           |                 |
|-----------------|-----------|-----------------|
| while(1){       |           | while(1){       |
| while(turn==2); | entry     | while(turn==1); |
| x++;            | critical  | x++;            |
| turn=2;         | exit      | turn=1;         |
| } .....         | remainder | } .....         |
| }               |           | }               |

try 2:

int c1=0, c2=0;

P1:

.....

while(1){

a { c1=1;

b while(c2);

entry

x++;

critical

c1=0;

exit

.....

}

P2:

.....

while(1){

c c2=1;

d while(c1);

x--;

c2=0;

.....

}

a → c → b → d deadlock

Correct/peterson? solution

int c1=0, c2=0, will\_wait;

P1:

.....

while(1){

c1=1;

P2:

.....

while(1){

c2=1;

|                               |          |                               |
|-------------------------------|----------|-------------------------------|
| will_wait = 1;                | entry    | will_wait = 2;                |
| while (C2 && will_wait == 1); |          | while (C1 && will_wait == 2); |
| X++;                          | critical | X--;                          |
| C1 = 0;                       | exit     | C2 = 0;                       |
| .....                         |          | .....                         |
| }                             |          | }                             |

Semaphore

integer

(4)

queue

wait;

P

(-3)

signal: S