

- Critical section problem

- software

- hardware solutions.

?

Uniprocessor Hardware

- Disable interrupts



Atomic

- Enable interrupts

Does not
work on
multiproc

- Missed interrupts

- crashes

- CS is global

- Need privileged mode

multi-processor hardware solution

- one atomic instruction

- Test & set (Intel has `xchg`)

→ Test&set variable ↖ in memory

one
instruction
(atomic)



Test&set x

$RO \leftarrow x$
 $x \leftarrow 1$

atomic

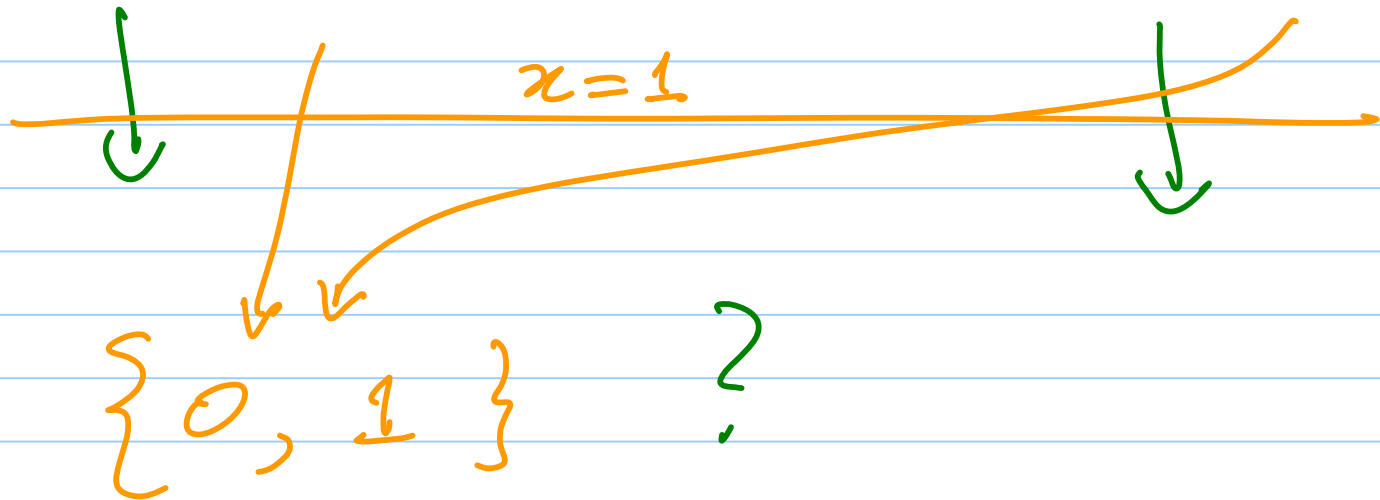
$x \leftarrow 0$

Core 1

↓
test & set x
print ro

Core 2

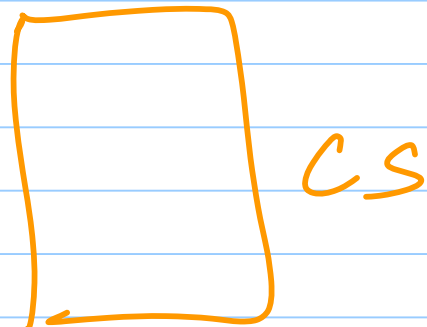
↓
test & set x
Print ro



$R0 = 1$

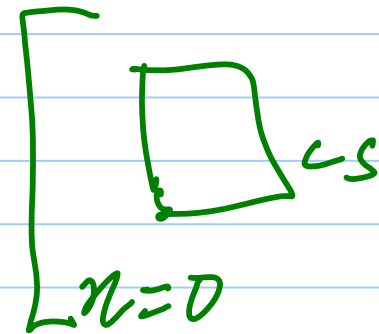
$x = 0$

— $\text{while } (R0 == 1) \{ \text{test \& set } x \}$



— $x = 0$

$\text{while } (R0 == 1) \text{ test \& set } x$



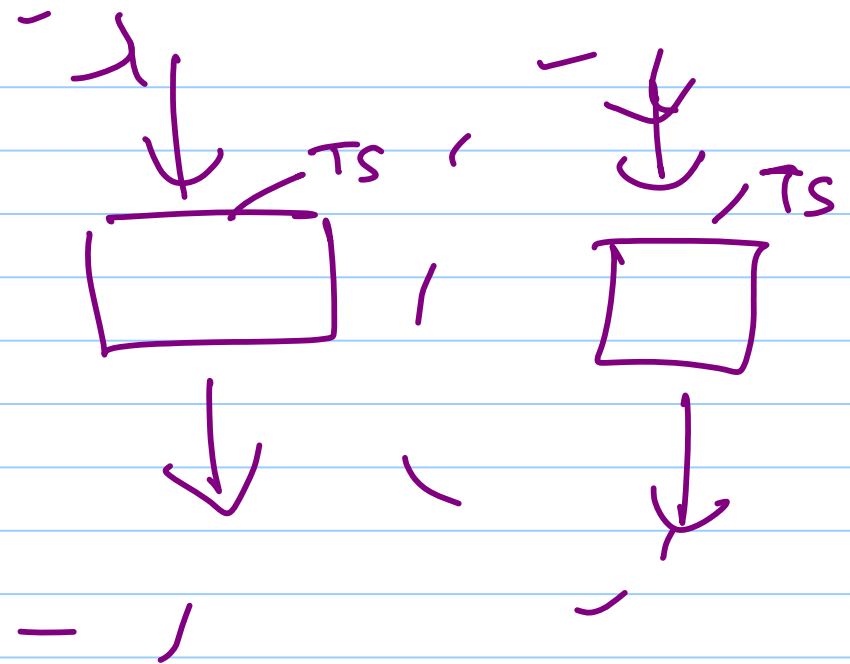
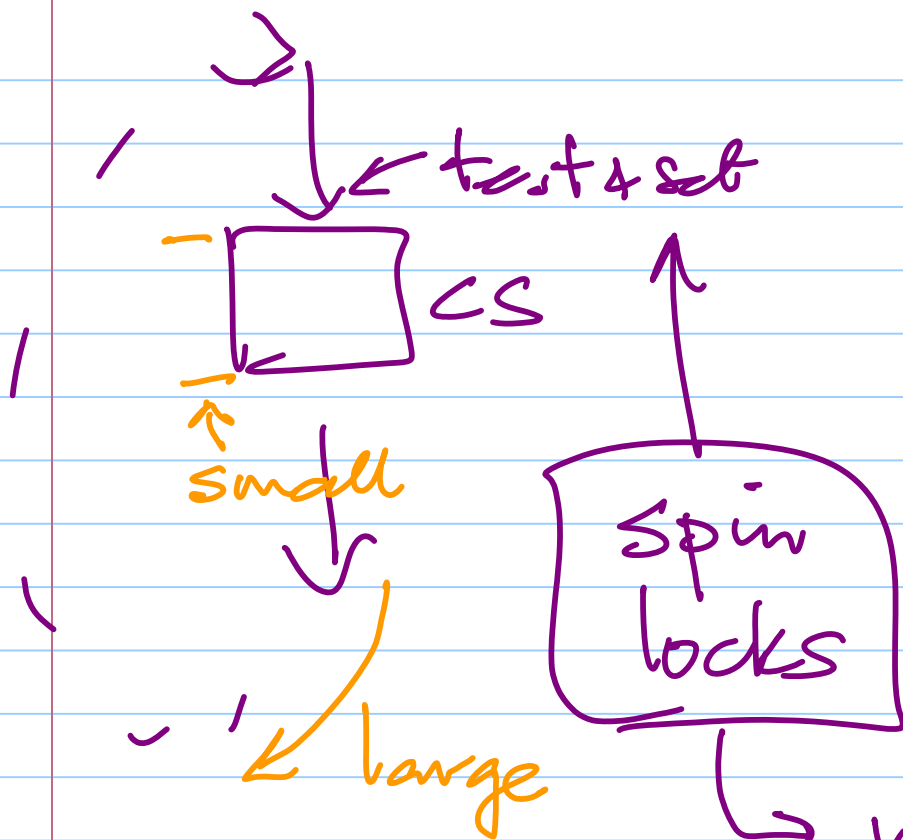
test&set $x \rightarrow$ $temp = x$
 $x = 1$
return ($temp$) private
atomic

while test&set(x);

Critical section

$x = 0$

✓ - mutex
✓ - progress
x - bounded wait



→ wastes time via busy wait

— Using test & set (spin lock)
on uniprocessors

↳ it works

↳ very wasteful

↳ not advised.

→ Semaphores

[Dijkstra, 1962 or 63]

→ value (integer)

→ data type

| | | |
|---|---------------|------------------------------------|
| Sem $S_1, S_2, S_3;$ init S_1, S_2, S_3 to 1 | \rightarrow | init P (wait) V (signal) |
|---|---------------|------------------------------------|

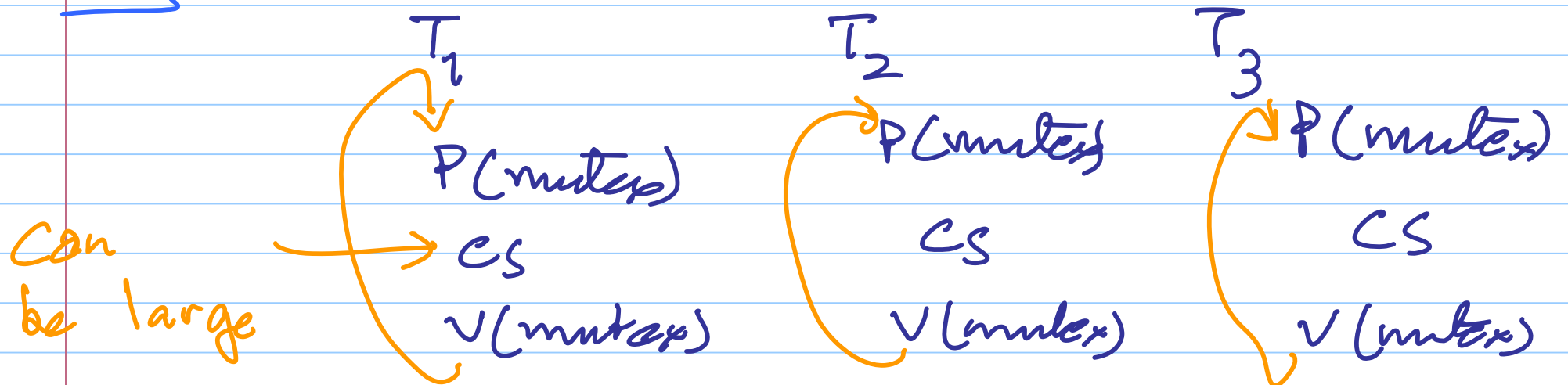
$P(S_1) \rightarrow \{ \text{while } (S_1 == 0);$
 $S_1--;$
 $\}$

$V(S_1) \rightarrow \{ S_1++ \}$

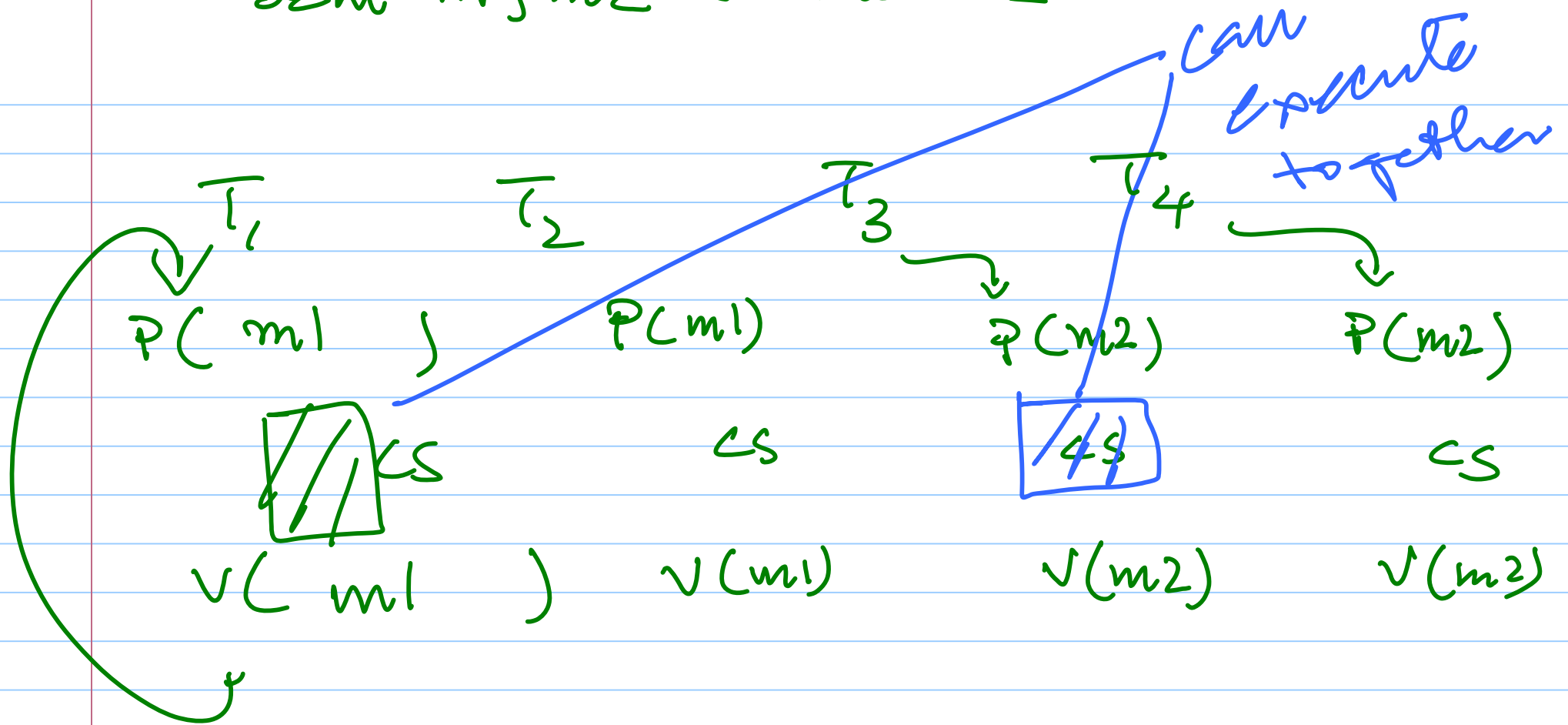
Semaphore usage - mutex

declare \rightarrow Sem mutex;

init \rightarrow initSem (mutex, 1)



Seq m1, m2 \leftarrow init to 1



T_1 $P(m_1)$  $V(m_1)$ T_2 $P(m_2)$  $V(m_2)$ T_3 $P(m_1)$ $P(m_2)$  $V(m_2)$ $V(m_1)$

T_1

① $P(m_1)$
 $P(m_2)$

T_2

② $P(m_2)$
 $P(m_1)$

if
↓

1 & 2

occur → deadlock will occur

$V(m_2)$

$V(m_1)$

$V(m_1)$

$V(m_2)$

Synchronization

T_1
computes
writes
into x
a result

other
stuff

A

A must
happen b4

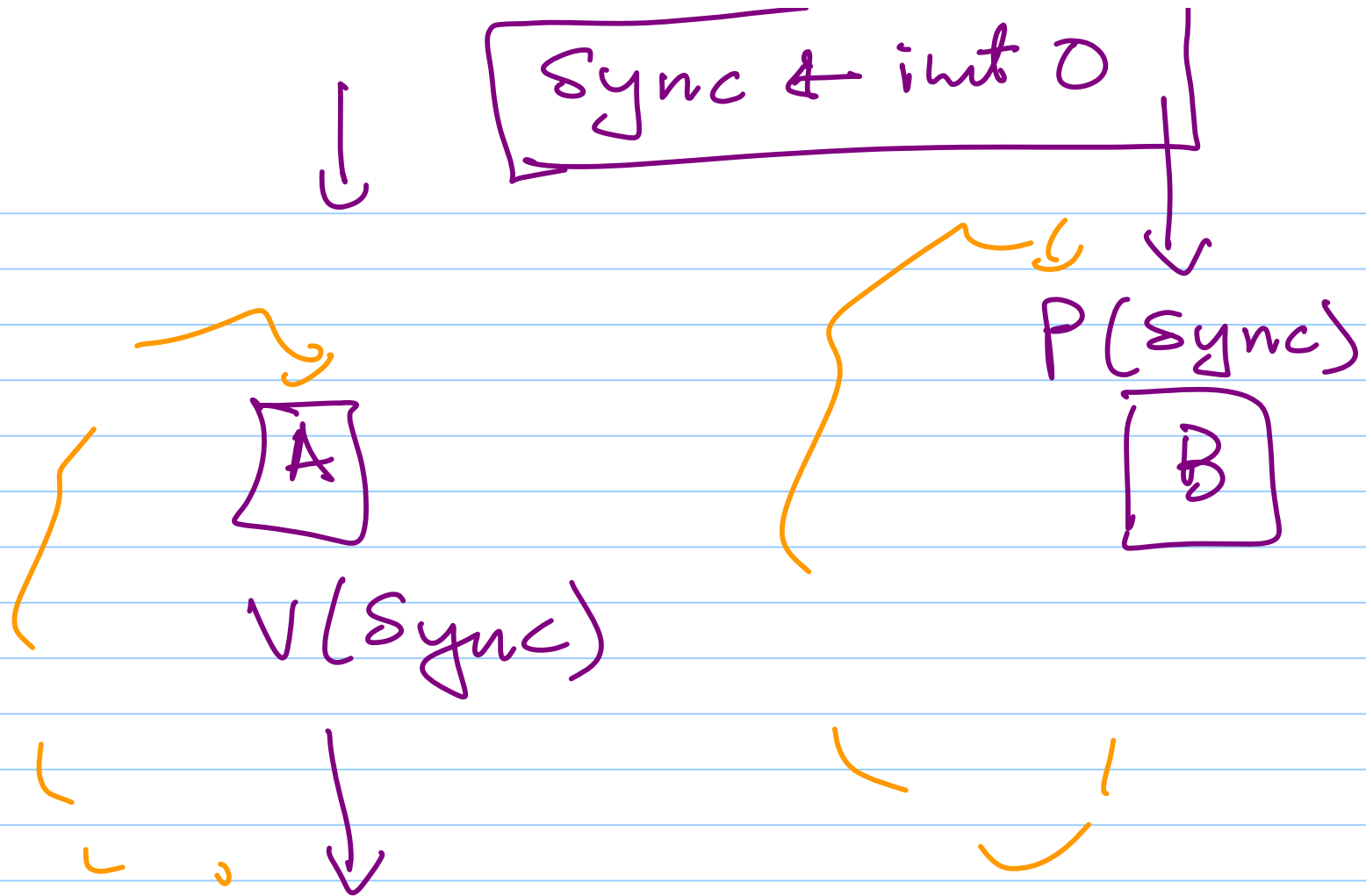
B

T_2
other stuff

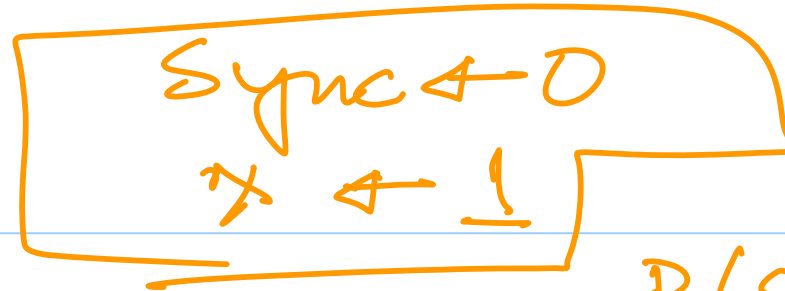
read x

use x for
some
computation

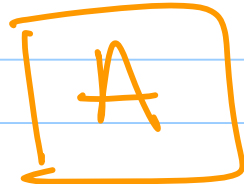
B



Alternate

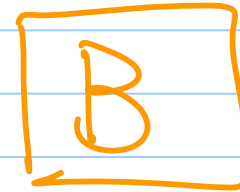


$P(x)$



$V(\text{Sync})$

$P(\text{Sync})$



$V(x)$