

锁与原子操作CAS的底层实现

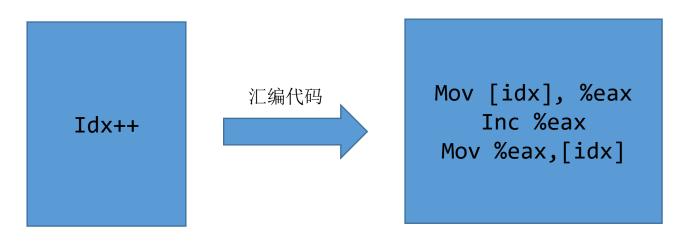






Global int idx; //全局定义

idx++; //多线程



线程 1	线程2
Mov [idx], %eax	
Inc %eax	
Mov %eax, [idx]	
	Mov [idx], %eax
	Inc %eax
	Mov %eax, [idx]



线程1	线程2
Mov [idx], %eax	
	Mov [idx], %eax
	Inc %eax
	Mov %eax, [idx]
Inc %eax	
Mov %eax, [idx]	

线程1	线程2
Mov [idx], %eax	
Inc %eax	
	Mov [idx], %eax
	Inc %eax
	Mov %eax, [idx]
Mov %eax, [idx]	

该如何处理?

```
Global int idx; //全局定义
```

```
lock (mtx);
idx ++; //多线程
unlock (mtx)
```

会出现线程挂起,线程切换



原子操作

```
00004: unsigned long cmpxchg(void *addr, unsigned long _old, unsigned long _new) {
00005:
           int *a = addr;
00006:
00007:
          if (*a == _old) {
00008:
              *a = _new;
00009:
00010:
00011:
           return _old;
00012: }
00019: unsigned long CMPXChg(void *addr, unsigned long _old, unsigned long _new) {
00020:
00021:
          unsigned long prev;
00022:
          volatile unsigned int *_ptr = (volatile unsigned int *)addr;
00023:
00024:
           __asm__ volatile (
00025:
               "lock; cmpxchg %1, %2"
00026:
              : "=a" (prev)
00027:
              : "r" (_new), "m" (*_ptr), "0" (_old)
00028:
              : "memory"
00029:
          );
00030:
00031:
           return prev;
00032: }
```

00033:

原子操作

C语言中嵌入汇编

```
00019: unsigned long CMPXChg(void *addr, unsigned long _old, unsigned long _new) {
                                               00020:
                                              00021:
                                                        unsigned long prev;
__asm__ volatile (
                                              00022:
                                                        volatile unsigned int *_ptr = (volatile unsigned int *)addr;
                                               00023:
Assembler template
                                               00024:
                                                        __asm__ volatile (
                                              00025:
                                                            "lock; cmpxchg %1, %2"
: output operands
                                                            : "=a" (prev)
: "r" (_new), "m" (*_ptr), "0" (_old)
                                              00026:
                                              00027:
: input operands
                                              00028:
                                                            : "memory"
                                              00029:
: clobbered registers list
                                              00030:
                                              00031:
                                                        return prev;
                                               00032: }
                                               00033:
```

"lock; cmpxchg %1 %2" 是操作指令 %1 是冒号以后按照0,1,2的顺序。 cmpxchg _new, *_ptr 0(_old): 是存储在eax上面的。







Lock(mtx_one)

Lock(mtx_two)

线程1

Lock(mtx_two)
Lock(mtx_one)

Lock(mtx_two)

Lock(mtx_one)

线程2

Lock(mtx_one)
Lock(mtx_two)



一切只为渴望更优秀的你!

非常感谢您的观看!