

Operating Systems

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Chapter 2 Processes and Threads

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2.3 Dining Philosophers Problem

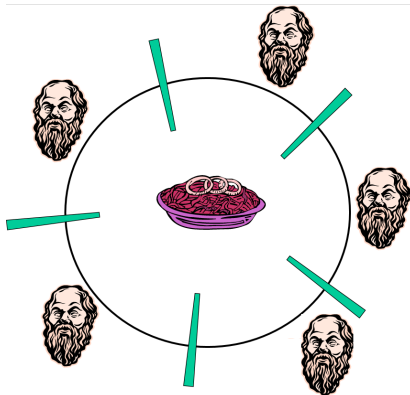
Dining Philosophers

- ▶ Classic Synchronization Problem
- ▶ Philosopher
 - ▶ eat, think, sleep
 - ▶ eat, think, sleep
 - ▶
- ▶ Philosopher = Process
- ▶ Eating needs two resources (chopsticks)



2.3 Dining Philosophers Problem

Dining Philosophers



Problem

Each philosopher needs two chopsticks to eat.



2.3 Dining Philosophers Problem

First pass at a solution

One Mutex for each chopstick

Philosopher i:

```
while (1):  
    Think();  
    lock(Left_Chopstick);  
    lock(Right_Chopstick);  
    Eat();  
    unlock(Left_Chopstick);  
    unlock(Right_Chopstick);
```

2.3 Dining Philosophers Problem



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2.3 Dining Philosophers Problem

One possible solution

Use a mutex for the whole dinner-table

Philosopher i:

```
lock(table);  
Eat();  
Unlock(table);
```

Problem?

Performance problem



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Another solution

Philosopher i:

```
Think();
unsuccessful = 1;
while (unsuccessful):
    lock(left_chopstick);
    if(try_lock(right_chopstick)) /*returns immediately if
                                   unable to grab the lock */
        unsuccessful = 0;
    else
        unlock(left_chopstick);

Eat();

unlock(left_chopstick);
unlock(right_chopstick);
```

Problems?

Starvation if unfavorable scheduling!



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In practice

- ▶ Starvation will probably not occur
- ▶ We can ensure this by adding randomization to the system:
 - ▶ Add a random delay before retrying.
 - ▶ Unlikely that our random delays will be in sync too many times.



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Solution with random delays

```
Philosopher i:
    Think();
    unsuccessful = 1;
    while (unsuccessful):
        wait(random());
        lock(left_chopstick);
        if(try_lock(right_chopstick))
            unsuccessful = 0;
        else
            unlock(left_chopstick);

    Eat();

    unlock(left_chopstick);
    unlock(right_chopstick);
```



2.3 Dining Philosophers Problem

Another solution

Suppose we have two philosophers

Philosopher 1:

```
lock(left_chopstick);  
lock(right_chopstick);
```

Philosopher 2:

```
lock(right_chopstick);  
lock(left_chopstick);
```

Does this work?

Does it work for 3 philosophers? 4? 5? ...



2.3 Dining Philosophers Problem

Yet another solution

- ▶ Do not try to take forks one after another
- ▶ Don't have each fork protected by a different mutex
- ▶ Try to grab both forks at the same time

Text has details