

Solución al problema de inanición del túnel Kiyotaki;

Monitor

north_cars = 0

south_cars = 0

north_waiting = 0

south_waiting = 0

~~that~~ direction = NONE # dirección del túnel.

north_entry = Condition

south_entry = Condition

north_queue = Condition

south_queue = Condition

Invariante,

north_waiting > 0 \rightarrow t-direction = NORTH \vee t-direction = NONE

north_cars > 0 \rightarrow south_cars = 0 \wedge (t-direction = SOUTH \vee t-direction = NONE)

south_waiting > 0 \rightarrow direction = SOUTH \vee t-direction = NONE

south_cars > 0 \rightarrow north_cars = 0 \wedge (t-direction = NORTH \vee t-direction = NONE)

def wants_enter(direction):

if direction == SOUTH:

north_queue.wait(t-direction == NORTH \vee t-direction == NONE)

north_waiting += 1

north_entry.wait(south_cars == 0 \wedge (t-direction == SOUTH \vee t-direction == NONE))

north_cars += 1

north_waiting -= 1

t-direction = SOUTH

south_queue.notify_all()

else:

south_queue.wait(t-direction == SOUTH \vee t-direction == NONE)

south_waiting += 1

south_entry.wait(north_cars == 0 \wedge (t-direction == NORTH \vee t-direction == NONE))

south_cars += 1

south_waiting -= 1

t-direction = NORTH

north_queue.notify_all()

def leaves_tunnel(direction):

if direction == SOUTH:

north_cars -= 1

if north_cars == 0:

if north_waiting == 0:

t.direction = NORTH

north_queue.notify_all()

south_entry.notify_all()

No hay más coches esperando
se cambia la dirección

~~if~~

if south_waiting == 0:

t.direction = NONE

~~if~~ north_entry.notify_all()

south_queue.notify_all()

No hay coches en el otro
lado esperando, se pone
la dirección general (NONE)
y se avisa a:
1º: coches en el norte (de nuevo)
2º: coches ~~esperando~~ en espera
en el otro lado

else:

south_cars -= 1

if south_cars == 0:

if south_waiting == 0:

t.direction = SOUTH

south_queue.notify_all()

north_entry.notify_all()

* if ~~north~~ south_waiting == 0:

t.direction = NONE

south_entry.notify_all()

~~north~~ north_queue.notify_all()