

LEC-16: Critical Section Problem and How to address it



1. Process synchronization techniques play a key role in maintaining the consistency of shared data
2. **Critical Section (C.S)**
 - a. The critical section refers to the segment of code where processes/threads access shared resources, such as common variables and files, and perform write operations on them. Since processes/threads execute concurrently, any process can be interrupted mid-execution.

3. Major Thread scheduling issue

a. Race Condition

- i. A race condition occurs when two or more threads can access shared data and they try to change it at the same time. Because the thread scheduling algorithm can swap between threads at any time, you don't know the order in which the threads will attempt to access the shared data. Therefore, the result of the change in data is dependent on the thread scheduling algorithm, i.e., both threads are "racing" to access/change the data.

mutual
exclusion,

progress:-critic
al thread mei
jo jana chhe
chle jaye,,, kisi
ko roke na

4. Solution to Race Condition

- a. **Atomic operations**: Make Critical code section an atomic operation, i.e., Executed in one CPU cycle.
- b. **Mutual Exclusion** using locks.
- c. **Semaphores**

bounded
waiting:- aisa
na ho 4 thread
hai 3 ko mauka

5. Can we use a simple flag variable to solve the problem of race condition?

- a. No. progress vali confition not fulfill.. isliye abh peterson's solution nikala

mile critical
thread mei
jane ke liye aur

6. Peterson's solution can be used to avoid race condition but holds good for only 2 process/threads.

1 ko na mile,,,
indefinite

7. Mutex/Locks

- a. Locks can be used to implement mutual exclusion and avoid race condition by allowing only one thread/process to access critical section.

waiting time
nhi hona
chahiye

b. Disadvantages:

- i. **Contention**: one thread has acquired the lock, other threads will be busy waiting, what if thread that had acquired the lock dies, then all other threads will be in infinite waiting.

ii. Deadlocks

iii. Debugging

iv. Starvation of high priority threads.

low priority ne critical thread acquire kr rkhi hai to high priority tbh tk acquire nhi kr
skti jbh tk low vaali na nikle