

Recitation 9

Semaphores

Semaphore Usage

- Counting Semaphore:
 - Integer values range over an unrestricted domain
- Binary Semaphore:
 - Integer value ranges between 0 and 1
 - Same as a **mutex lock**

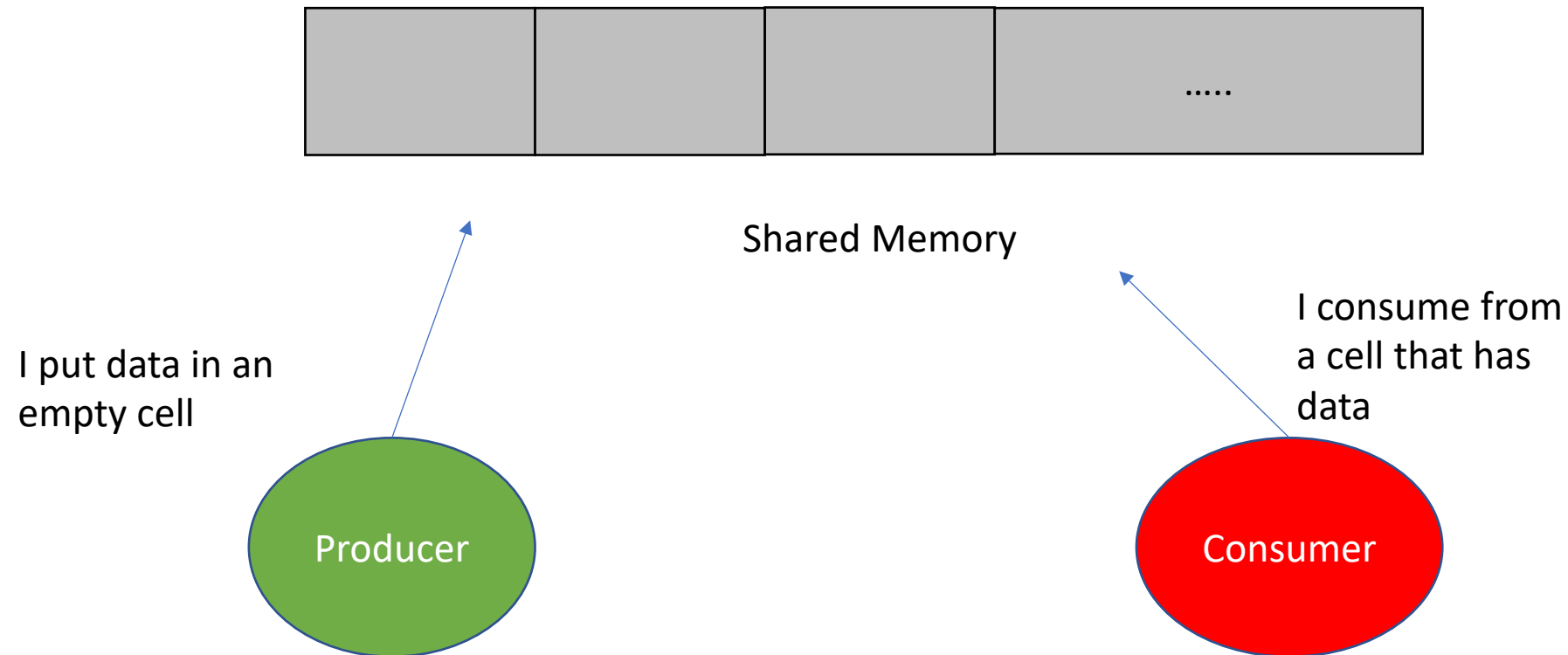
Counting Semaphore

```
class Semaphore {  
    int value;  
    ProcessList pl;  
  
    void down () {  
        value -= 1;  
        if (value < 0) {  
            // add this process to pl  
            pl.enqueue(currentProcess);  
            Sleep();  
        }  
    }  
}
```

```
void up () {  
    Process P;  
    value += 1;  
    if (value <= 0) {  
        // remove a process P from  
        pl  
        P = pl.dequeue();  
        Wakeup(P);  
    }  
}
```

The classic Producer-Consumer Problem

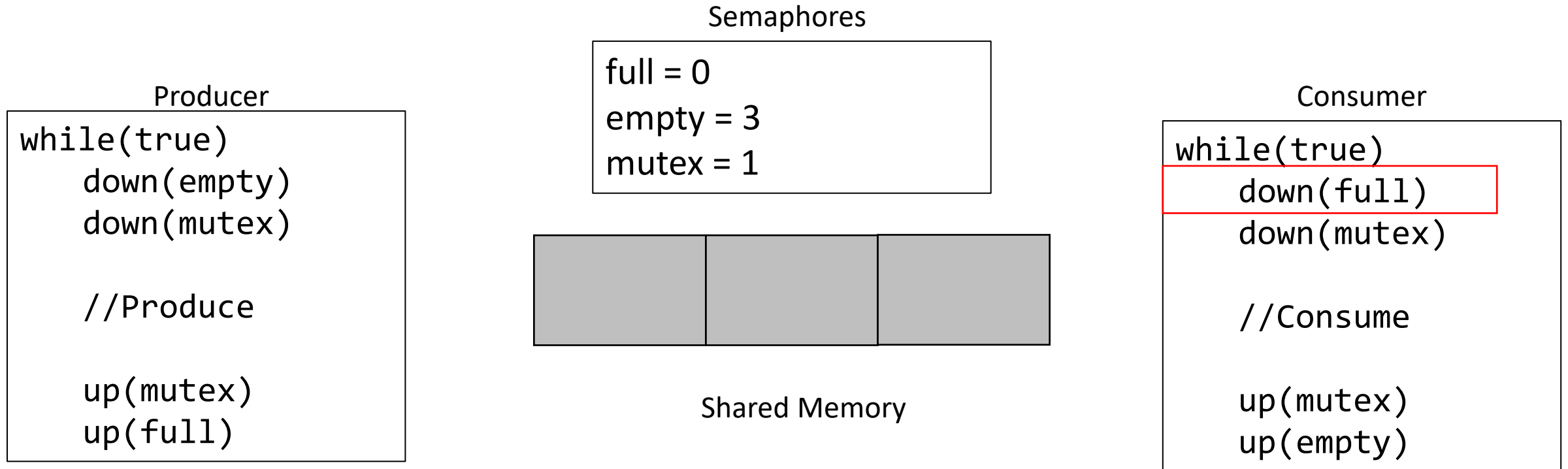
Producer and consumer are two processes running in parallel



Producer-Consumer Problem - Example

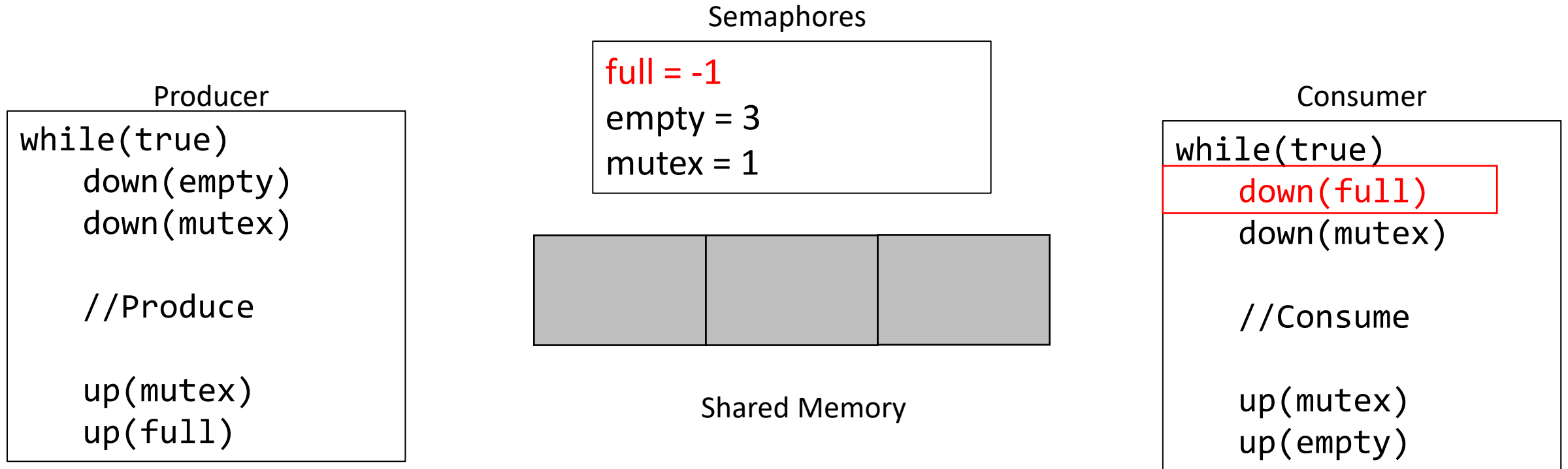
- Please NOTE that the **order of execution** of the producer and consumer processes may differ from what is shown in the example over the next few slides
 - This is because when two processes are running in parallel, you do not really know the order in which they get executed.

Producer-Consumer Problem - Example



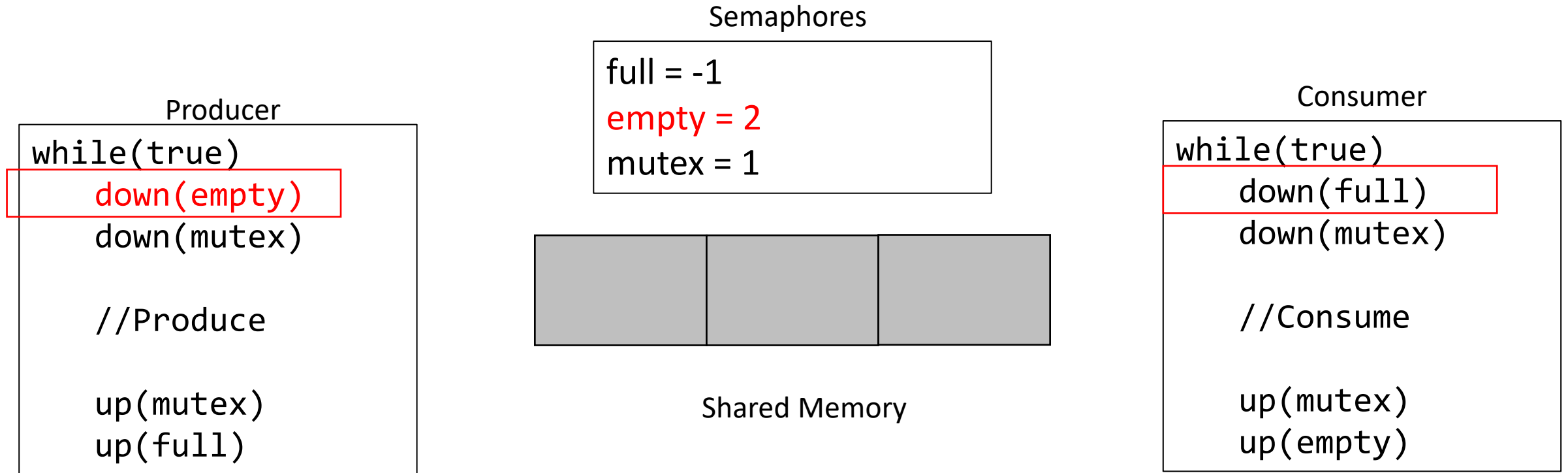
Here, even if the consumer wants to consume first, it will have to wait because `full = 0`. So, `down(full)` will add consumer to list of waiting processes.

Producer-Consumer Problem - Example

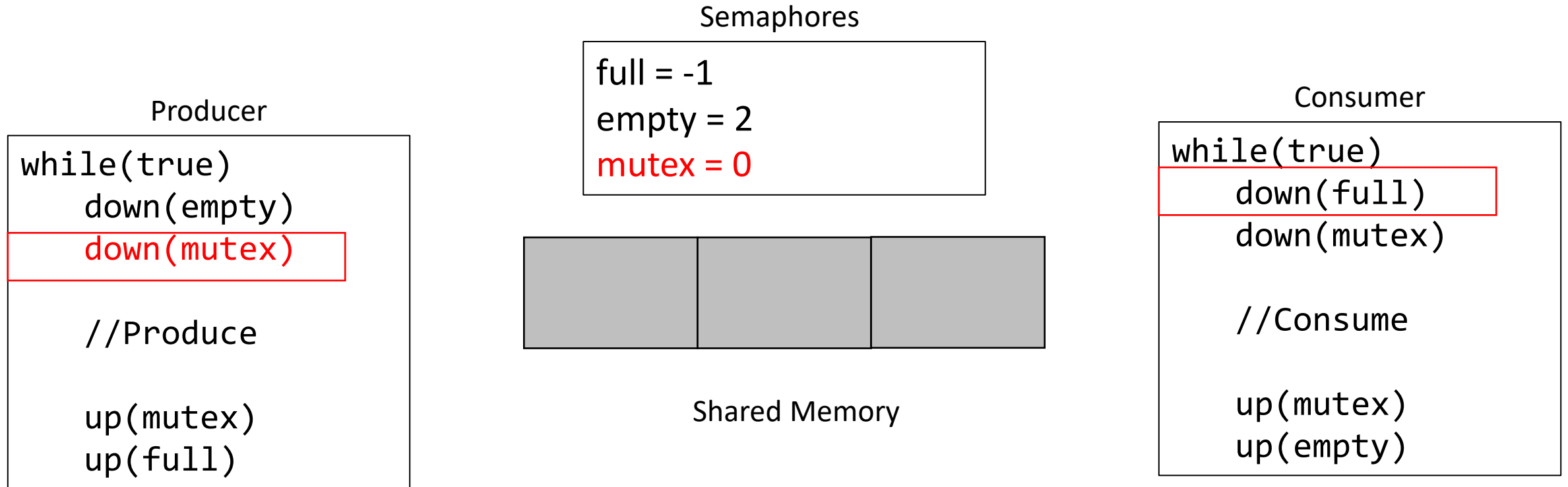


Consumer **ENQUEUED** in the list of waiting processes and then put to **sleep**.

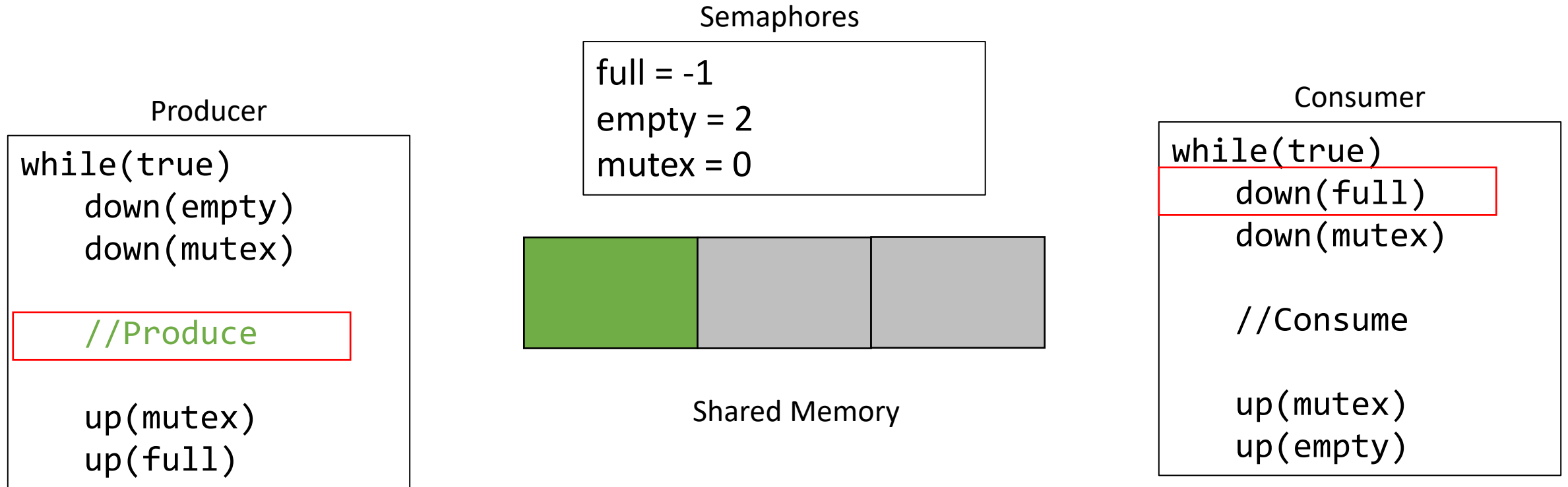
Producer-Consumer Problem - Example



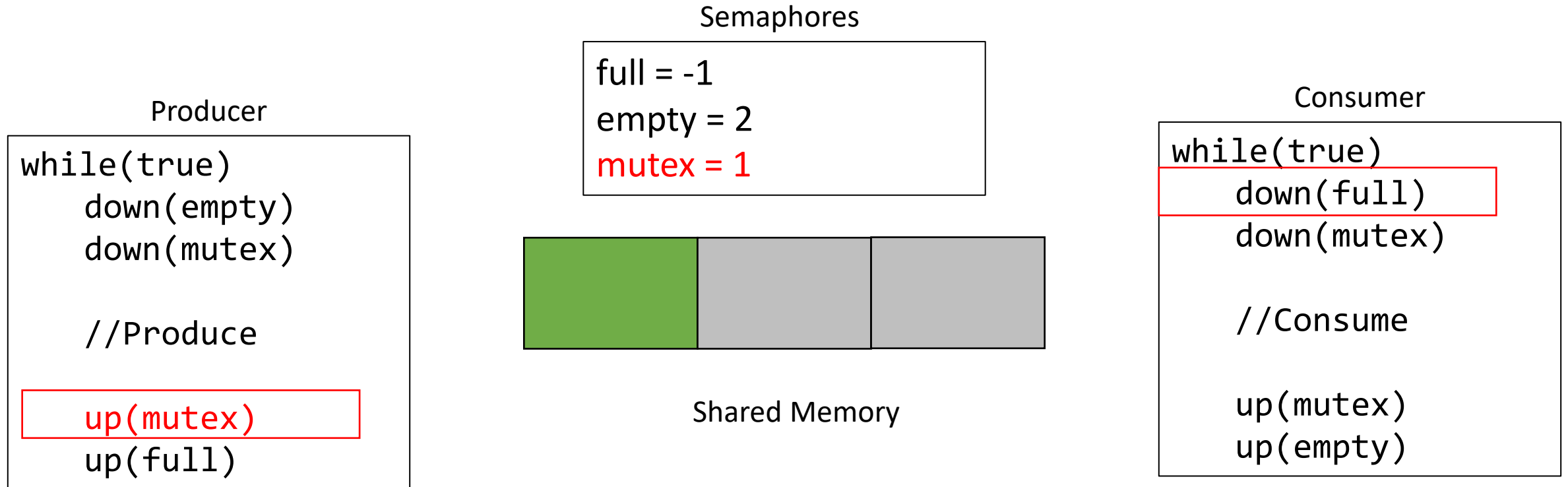
Producer-Consumer Problem - Example



Producer-Consumer Problem - Example



Producer-Consumer Problem - Example



Producer-Consumer Problem - Example

Producer

```
while (true)
  down(empty)
  down(mutex)

  //Produce

  up(mutex)
  up(full)
```

Semaphores

```
full = 0
empty = 2
mutex = 1
```



Shared Memory

Consumer

```
while(true)
  down(full)
  down(mutex)

  //Consume

  up(mutex)
  up(empty)
```

Consumer **DEQUEUED** from list of waiting processes
and then **wakes up**

Producer-Consumer Problem - Example

Producer

```
while (true)
  down(empty)
  down(mutex)

  //Produce

  up(mutex)
  up(full)
```

Semaphores

```
full = 0
empty = 1
mutex = 0
```



Shared Memory

Consumer

```
while(true)
  down(full)
  down(mutex)

  //Consume

  up(mutex)
  up(empty)
```

Now suppose Consumer executes down (mutex)
before Producer

Producer-Consumer Problem - Example

Producer

```
while (true)
  down(empty)
  down(mutex)
```

//Produce

```
up(mutex)
up(full)
```

Semaphores

```
full = 0
empty = 1
mutex = -1
```



Shared Memory

Consumer

```
while(true)
  down(full)
  down(mutex)
```

```
//Consume
```

```
up(mutex)
up(empty)
```

Now **Producer** waits for the mutex. Gets added to the **list of waiting processes** and put to **sleep**

Producer-Consumer Problem - Example

Producer

```
while (true)
  down(empty)
  down(mutex)
```

//Produce

```
up(mutex)
up(full)
```

Semaphores

```
full = 0
empty = 1
mutex = 0
```



Shared Memory

Consumer

```
while(true)
  down(full)
  down(mutex)
```

//Consume

```
up(mutex)
up(empty)
```

Producer **DEQUEUED** from the list of waiting processes and then **wakes up**

Producer-Consumer Problem - Example

Producer

```
while (true)
  down(empty)
  down(mutex)
```

```
//Produce
```

```
up(mutex)
up(full)
```

Semaphores

```
full = 0
empty = 2
mutex = 0
```



Shared Memory

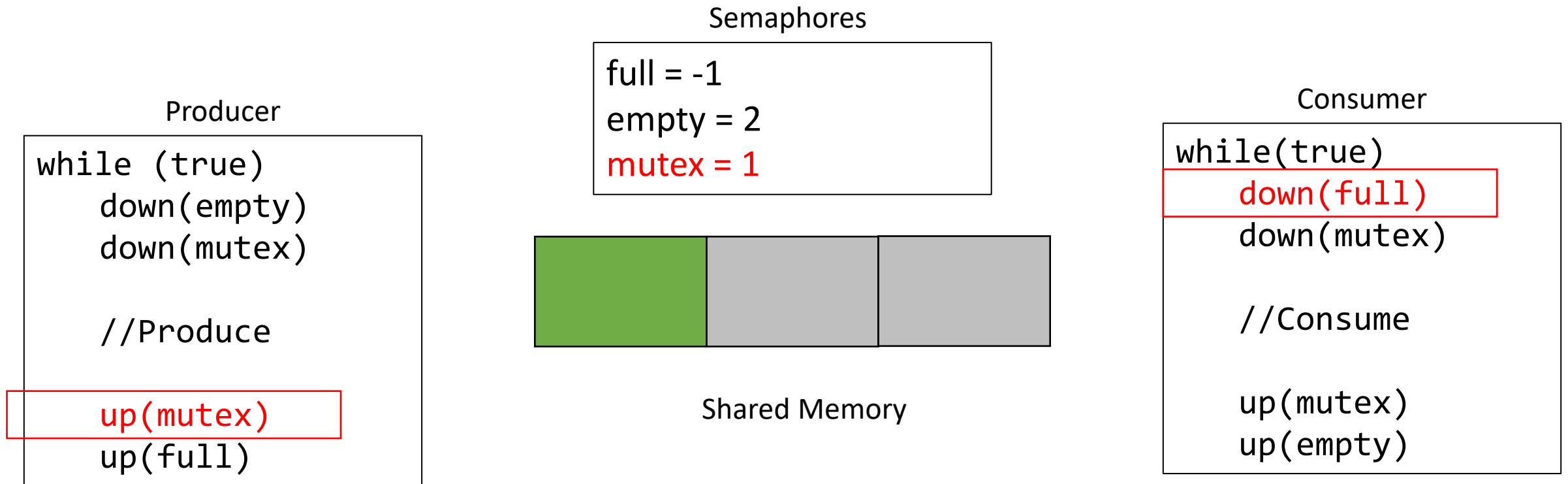
Consumer

```
while(true)
  down(full)
  down(mutex)
```

```
//Consume
```

```
up(mutex)
up(empty)
```


Producer-Consumer Problem - Example



Consumer ENQUEUEUD to the list of waiting processes (for semaphore full) and then put to sleep.

And this goes on ...

Producer-Consumer Problem - Example

- Please NOTE that the **order of execution** of the producer and consumer processes may differ from what is shown in the example over the previous few slides
 - This is because when two processes are running in parallel, you do not really know the order in which they get executed.

For Project 3

- Use `sem_wait()` and `sem_post()`
- You are using a binary semaphore (between 0 and 1)
- Store the semaphore in shared space so that the same copy of it can be accessed by all the child processes
 - Use `mmap`
 - If you do not allocate semaphore in the shared space, then every new child process will have its own copy of semaphore
 - This will not ensure mutually exclusive access to critical region