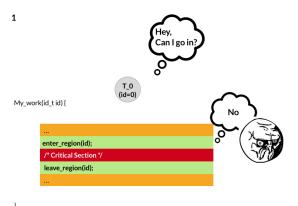
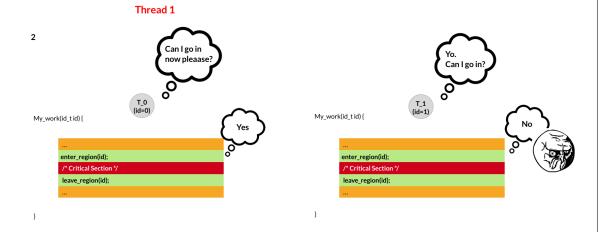
$\underline{\text{Vocabularies}}$

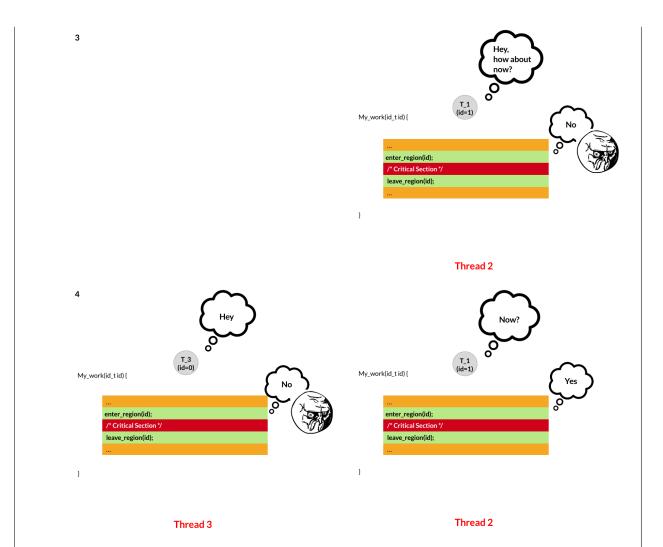
• Peterson's Algorithm

 is a concurrent programming algorithm for mutual exclusion that allows two or more processes to share a single-use resource without conflict, using only shared memory for communication





Thread 1 Thread 2



- Lamport's Bakery Algorithm
- Synchronization
- Disable Interrupts
- Spin Lock
 - $-\,$ Is a loop that keeps a thread from going beyond the loop till a certain condition is met
 - while(cantGoOn) {};
- Priority Inversion

 Is a problem a low priority process acquiring a resource that a high priority process needs, and then being preempted by a medium priority process, so the high priority process is blocked on the resource while the medium priority one finishes

Example

Mars Pathfinder Rover

• Sleep Lock

 Is a type of thread where locking condition is achieved by putting thread to sleep (into "blocked" state) while waiting to acquire a lock lock

```
wait_event(queue, condition)
wake_up(wait_queue_head_t *queue);
```

• Condition variables

— Is an explicit queue that threads can put themselves on when some state of execution (i.e., some condition) is not as desired (by waiting on the condition); some other thread, when it changes said state, can then wake one (or more) of those waiting threads and thus allow them to continue (by signaling on the condition)

• Semaphores

 Is a variable or abstract data type used to control access to a common resource by multiple processes in a concurrent system such as a multitasking operating system.

```
wait_event(queue, condition)
wake_up(wait_queue_head_t *queue);
```

• Signal

 Is a function that unblock <u>one</u> threads currently blocked on the specified condition variable

• Broadcast

 $-\,$ Is a function that unblock all threads currently blocked on the specified condition variable

1.