CSC369 Week 3 Notes

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1 Synchronization

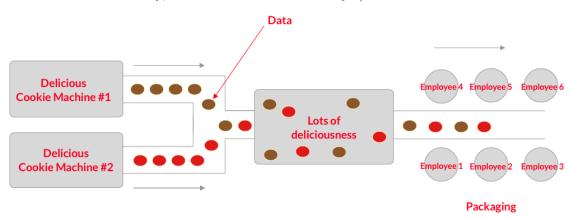
- Producer and Consumer Problem
 - Is also known as **bound-and-buffer** problem
 - Achieves synchronization
 - Has two types of processes

1. Producer

- * Produces data
- * Puts data into buffer

2. Consumer

- * Consumes data
- * Removes data from buffer, one piece at a time
- It's like kimchi factory, or delicious cookie factory:)





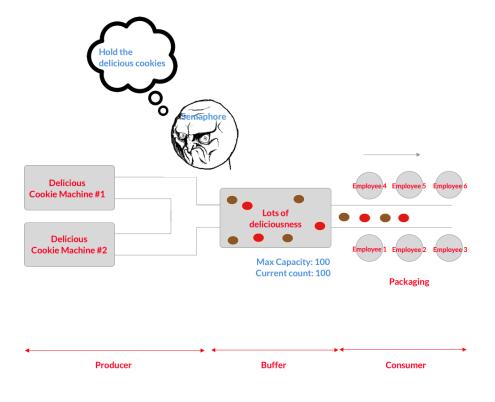
• Semaphore

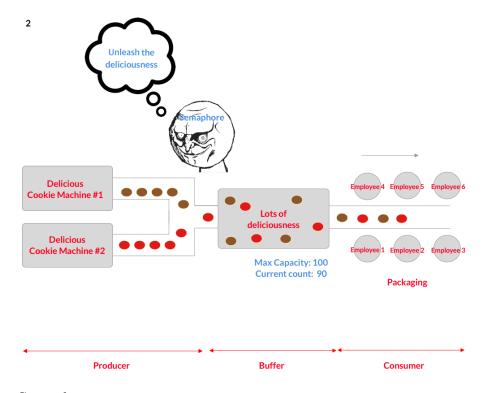
- Developed by Dijkstra in 1962.
- is a signal
 - * Uses a non-negative integer variable that is shared between threads [Note: Need to come back later]
 - * Has two "atomic" operations
 - 1. Wait (Also called P, or decrement)
 - 2. **Signal** (Also called V, or increment)
- Is easy to understand
- Is difficult to use
 - * One tiny mistake and everything comes to a halt

• Types of Semaphores

1. Counting Semaphore

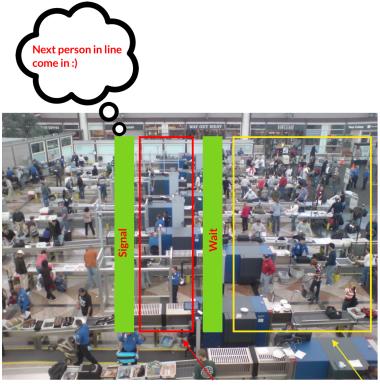
- count = $N \Rightarrow$ Max number of resources
- count \uparrow when resource added
- count \downarrow when resource used
- $count = 0 \Rightarrow \text{No resources available} \Rightarrow \text{Wait until } count > 0$





2. Binary Semaphore

- count = 1 \Rightarrow Unlocked / Available
 - * A thread can go in
- $count = 0 \Rightarrow Locked / Unavailable <math>\Rightarrow$ Wait until count > 0
 - * Other threads must wait
- It's like the security at airport, or the portable bathroom from week 1 notes



Critical Section

Threads (waiting)

- Using Binary Semaphores
- Atomicity of wait() and signal()
- Read-write problem
- Reader's operation
- Writer's operation
- Reader's and Writer's Operation
- Notes on Readers/Writers
- Monitors
 - Is solution to semaphore
 - * Is easier to implement
 - * Creates less bugs
 - Still not a good solution
 - * Usable only in few programming languages
 - · C not supported
 - · Java supported
 - * Is designed for single or multiple CPUS with access to a common memory

- * Not designed for the age of internet
 - \cdot Fails with distributed system with each having private memory connected via internet
 - · Can't exchange information between machines