

mutex

int  $\square$  %

pthread\_lock(&m):  $0 \rightarrow 1$   
 wait  $\rightarrow 1$

WA  $\downarrow$   
 $t_s$   $\square$   $\square$   $\square$   $\square$   $\square$

pthread\_unlock  
 $1 \rightarrow 0$   
 $0 \rightarrow 1$

WA  $\square$   $t_1$   $t_2$   $t_3$   $t_4$   
 $\uparrow$   $\uparrow$   $\uparrow$   $\uparrow$

rwlock

pthread\_rwlock  $\rightarrow$  rlock  
 $\rightarrow$  wlock

pthread\_rwlock\_unlock  
 rlock  $\rightarrow$  rlock

wlock  
 block  $\rightarrow$  rlock  $\rightarrow$  wlock

wlock  
 rlock  $\rightarrow$  block

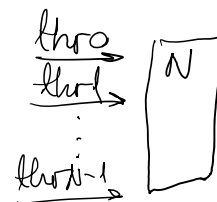
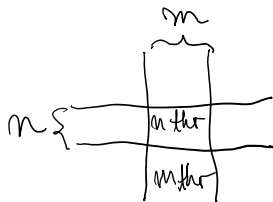
sem\_t count  $\square$  sem\_init(&sem\_t; int, count)

sem\_wait  $\rightarrow$  unlocked  
 $+1$

sem\_post  $-1$ 

pthread\_barrier\_t

pthread\_barrier\_init(&amp;b, count);



int main()

{  
 pthread t & rN, tb rN;

```

pthread_t lr[N], tb[M];
sem_t s1, s2;
sem_init(&s1, 0, N);
sem_init(&s2, 0, M);
pthread_mutex_t m;
pthread_mutex_init(&m, NULL);
pthread_mutex_lock(&t);
sem_getval(&s2, 0);
int i = 0;
for (i = 0; i < N; i++) {
    int *x = (int *) malloc(sizeof(int));
    *x = i;
    if (pthread_create(&lr[i], NULL, left_to_right, x) < 0) {
        perror("Unable to create car.");
        exit(1);
    }
}
for (i = 0; i < M; i++) {
    int *x = (int *) malloc(sizeof(int));
    *x = i;
    if (pthread_create(&tb[i], NULL, top_to_bottom, x) < 0) {
        perror("Unable to create car.");
        exit(2);
    }
}
for (i = 0; i < N; i++) {
    pthread_join(lr[i], NULL);
}

```

```

    pthread_join(lr[i], NULL);
}
for(i=0; i<M; i++) {
    pthread_join(tb[i], NULL);
}
pthread_mutex_destroy(&t);
sem_destroy(&s1);
sem_destroy(&s2);
return 0;
}

```

```

void left-to-right(void *a)
{
    int id = *(int *)a;
    printf("Car %d from left to right started.\n", id);
    if (pthread_mutex_trylock(&t)) {
        sem_wait(&s2);
        printf("Car %d passed.\n", id);
        sem_post(&s2);
        printf("Car %d done.\n", id);
        free(a);
    }
    return NULL;
}
}

```

```

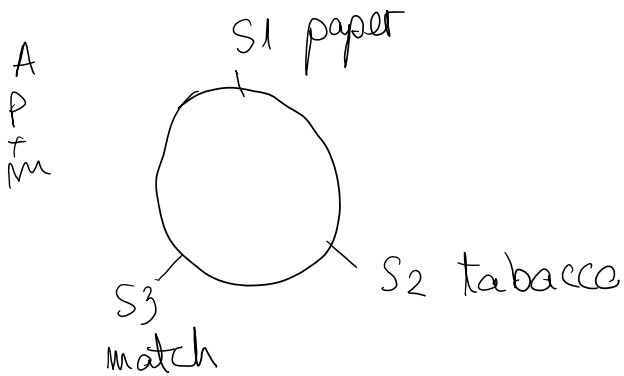
void top-to-bottom(void *a) {
    int id = *(int *)a;

```

```

    printf("Car %d from top to bottom started.\n");
    if(pthread_mutex_trylock(&t) != 0) {
        sem_wait(&s1);
        printf("Car %d passed.\n", id);
        sem_post(&s1);
        printf("Car %d done.\n", id);
        free(a);
        return NULL;
    }
}

```



```

int main()
{
    pthread_t s1[100], s2[100], s3[100], ag[100],

```