

Concurrent Programming

Practical 2: Dining Philosophers

It is recommended that you read the material from the section of the coursenotes on the Dining Philosophers before you attempt this practical. The code from the lectures is on the course website.

The aim of the practical is to investigate some variants of the Dining Philosophers, which aim to avoid deadlocks. You should implement two of the three variants below. **Optional:** implement all three.

Variant 1: a right-handed philosopher

In the standard version of the dining philosophers, all the philosophers are left-handed: they pick up their left fork first. Implement a variant where one of the philosophers is right-handed, i.e. she picks up her right fork first.

Variant 2: using a butler

Now consider a variant using an extra process, which represents a butler. The butler makes sure that no more than four philosophers are ever simultaneously seated.

Variant 3: using timeouts

Now consider a variant where, if a philosopher is unable to obtain her second fork, she puts down her first fork, and re-tries later.

Reporting

Your report should be in the form of a well-commented program, together with a brief discussion of any design considerations and of your results.

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