

| | Mutual Exclusion | Progress | Bounded Waiting | # of Competing Progresses | Busy Waiting |
|----------------------------|------------------|----------|-----------------|---------------------------|--------------|
| Software Algorithms | | | | | |
| Lock Variables | Y | Y | N | 2 | Y |
| Taking Turns | Y | N | Y | 2 | Y |
| Peterson's Algorithm | Y | Y | Y | 2 | Y |
| Bakery Algorithm | Y | Y | Y | n | Y |
| Mutex Lock | Y | Y | N/Y | n | Y/N |
| Semaphore | Y | Y | N/Y | n | Y/N |
| Monitor | Y | Y | N/Y | n | Y/N |

Notes: (1).Y = Yes, N = No. (2).Y/N or N/Y meaning: Illustrate by an example: By the original definition of Mutex lock, it should be a **Non**-Bounded waiting algorithm(which should be N), but we can add-in more features to implement it as a bounded waiting algorithm(which should be Y). That's how the **N/Y** in the bounded waiting cell of mutex lock comes out.