Assignment 1 Ideas

1. Producer-consumer: super easy with channels and buffered channels in Go
2. Reader-writer: could try assigning priority to writer threads to prevent starvation or using method discussed in book and compare
3. Dining Philosophers: try with monitor and with some other implementation?
4. Cigarette Smokers: solve with a mutex for each resource?
5. Dining Savages:
6. Barbershop Problem: sounds similar to CSC 360 with queues and sleeping, but I also think this could be done with message passing, FIFO also sounds like an interesting challenge, as does Hilzer’s barbershop
7. The Santa Claus Problem
8. Building H20
9. Search-insert-delete\*
10. Sushi bar
11. Unisex bathrooms

Current favourites: Producer-consumer, Dining Philosophers, Dining Savages, Barbershop, Unisex bathrooms

6th problem

* Restaurant simulation?
* Concurrent access handling?
* Thread safe data structure?