Lab2说明文档

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Lab2说明文档
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partA锁

lock

```
public void lock() {
    Thread current = Thread.currentThread();
    int num = addThread(current);//将当前线程添加进序列
    id = -1;//添加线程结束

if (tryAcquire( arg: 1)!=-1 && num!=1){//尝试获取第一个线程的锁,若获取到了则其它线程循环等待锁
    if (acquireQueue(num)){
        System.out.println("the thread "+queue.get(num-1)+" is interrupted");
    }
}
```

将每个线程依次添加进队列

```
private int addThread(Thread thread){
    //id=-1时说明当前没有线程添加进队列, 否则id=当前添加的线程id
    while (id != Thread.currentThread().getId()){
        while (id >= 0){
            Thread.yield();
        }
        id = Thread.currentThread().getId();
    }
    queue.add(thread);
    queueNum++;
    return queueNum;
}
```

```
private int tryAcquire(int arg){
    if (arg != turn){
        return -1;
    }
    if (state == 0){//锁还没被获取到
        state = arg;
        return 1;
    }else if (state == arg){//锁就是被当前进程占用的,可以重入
        return 0;
    }
    return -1;
}
```

循环等待锁

```
private boolean acquireQueue(int arg){
   boolean interrupted = false;
   //若轮到当前线程获取锁并获取到了锁则跳出循环
   while (!(arg == turn && tryAcquire(arg)!=-1)){
        Thread.yield();
        if (Thread.currentThread().isInterrupted()){
            interrupted = true;
        }
   }
   return interrupted;
}
```

unlock

```
public void unLock() {
    Thread current = Thread.currentThread();
    if (state != 0 && current == queue.get(state-1)){
        state = 0;
        turn++;
    }
}
```

partB哲学家吃饭问题

解决办法

改变其中一位哲学家的拿筷子的顺序,这样就不会形成循环等待,也就解决了发生死锁的情况

```
for (int i = 0; i < philosophers.length; i++) {
   Object left = forks[(i+1)%philosophers.length];
   Object right = forks[i];
   if (i == philosophers.length - 1){
      philosophers[i] = new Philosopher(id: i+1, right, left);
   }else {
      philosophers[i] = new Philosopher(id: i+1, left, right);
   }
}</pre>
```

Philosopher

```
public void run() {
    try {
        //noinspection InfiniteLoopStatement
        while(true){
            doAction("Philosopher " + id + " " + System.nanoTime() + ": Thinking");
            ((Fork) leftFork).pick_up_fork(id);
            ((Fork) rightFork).pick_up_fork(id);
            doAction("Philosopher " + id + " " + System.nanoTime() + " : Eating");
            ((Fork) leftFork).put_down_fork(id);
            ((Fork) rightFork).put_down_fork(id);
        }
    } catch(InterruptedException e){
        Thread.currentThread().interrupt();
    }
}
```

Fork

```
void pick_up_fork(int id){
    lock.lock();
    while (using){
        Thread.yield();
    }
    using = true;
    System.out.println(Thread.currentThread().getName() + "
}

void put_down_fork(int id){
    using = false;
    System.out.println(Thread.currentThread().getName() + "
    lock.unLock();
}
```

输出

