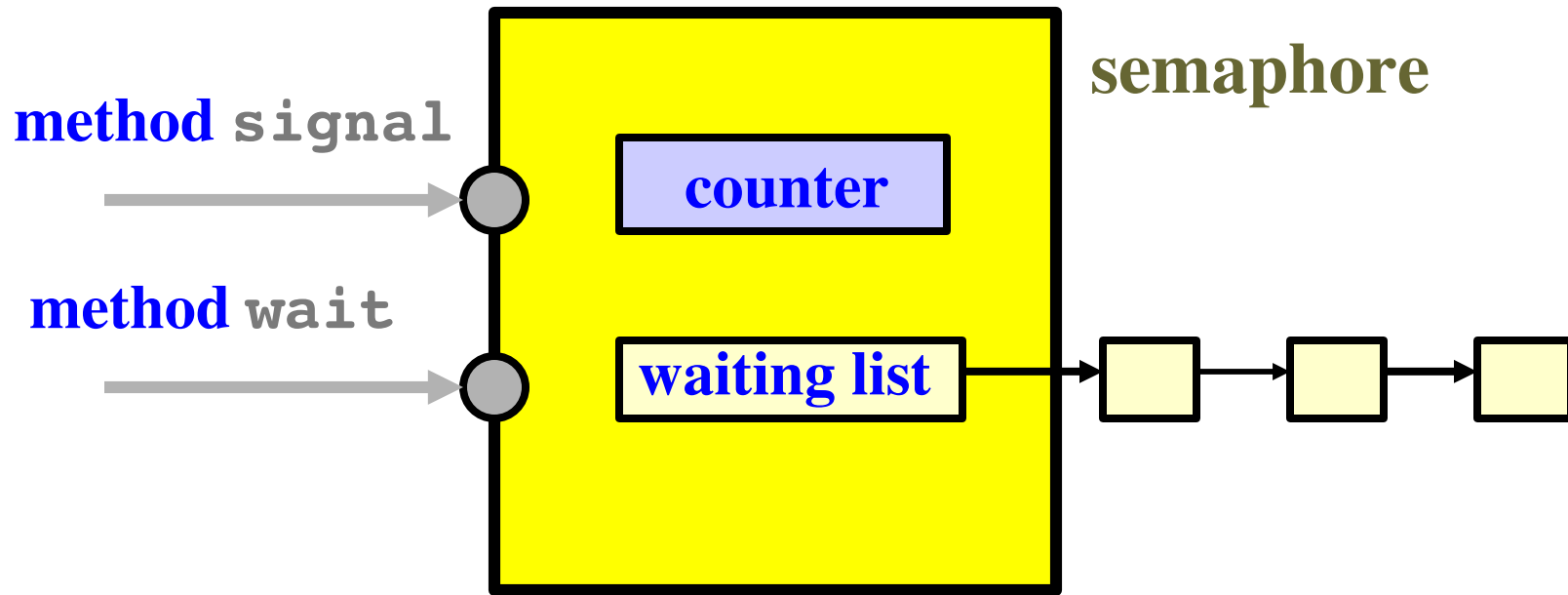


# Semaphores

- A *semaphore* is an object that consists of a **counter**, a **waiting list** of processes and two **methods** (e.g., functions): **signal** and **wait**.



# Semaphore Method: wait

```
void wait(sem S)
{
    S.count--;
    if (S.count < 0) {
        add the caller to the waiting list;
        block();
    }
}
```

- ❑ After decreasing the counter by 1, if the counter value becomes negative, then
  - ❖ add the caller to the waiting list, and then
  - ❖ block itself.

# Semaphore Method: signal

```
void signal(sem S)
{
    S.count++;
    if (S.count <= 0) {
        remove a process P from the waiting list;
        resume(P);
    }
}
```

- After increasing the counter by 1, if the new counter value is not positive, then
  - ❖ remove a process **P** from the waiting list,
  - ❖ resume the execution of process **P**, and return

# Three Typical Uses of Semaphores

□ There are three typical uses of semaphores:

❖ **mutual exclusion:**

Mutex (*i.e.*, *Mutual Exclusion*) locks

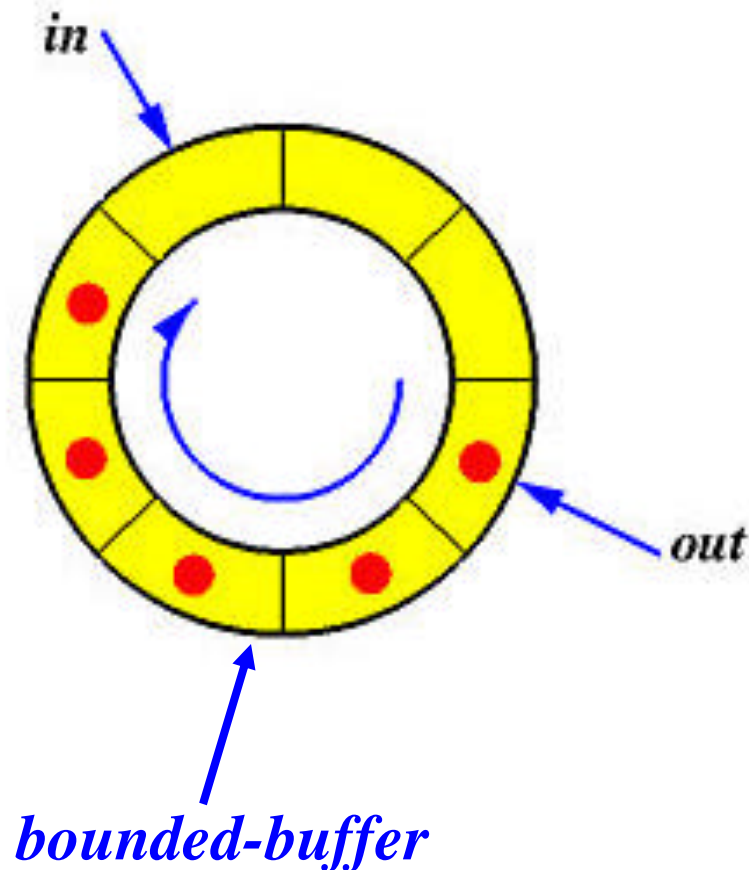
❖ **count-down lock:**

Keep in mind that semaphores have a counter.

❖ **notification:**

Indicate an event has occurred.

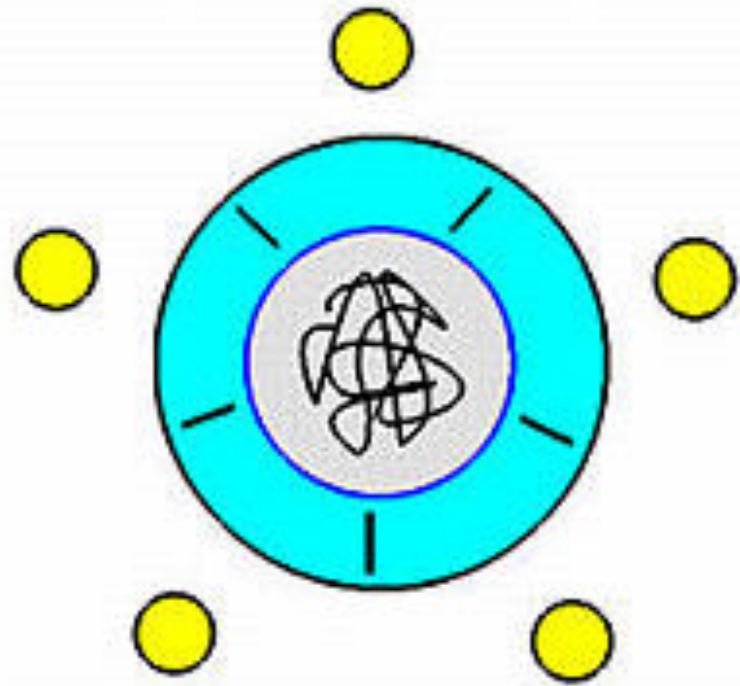
# The Producer/Consumer Problem



- Suppose we have a **circular buffer** of  $n$  slots.
- Pointers ***in*** (*resp.*, ***out***) points to the first **empty** (*resp.*, **filled**) slot.
- **Producer** processes keep adding info into the buffer
- **Consumer** processes keep retrieving info from the buffer.

# Lock Example: Dining Philosophers

- Five philosophers are in a **thinking** - **eating** cycle.
- When a philosopher gets hungry, he sits down, picks up *two nearest* chopsticks, and eats.
- A philosopher can eat only if he has *both* chopsticks.
- After eating, he puts down both chopsticks and thinks.
- This cycle continues.



# The Readers/Writers Problem

- Two groups of processes, **readers** and **writers**, are accessing a shared resource by the following rules:
  - ❖ Readers can **read simultaneously**.
  - ❖ **Only one** writer can write at any time.
  - ❖ When a writer is writing, no reader can read.
  - ❖ If there is any reader reading, all **incoming writers must wait**. Thus, readers have higher priority.