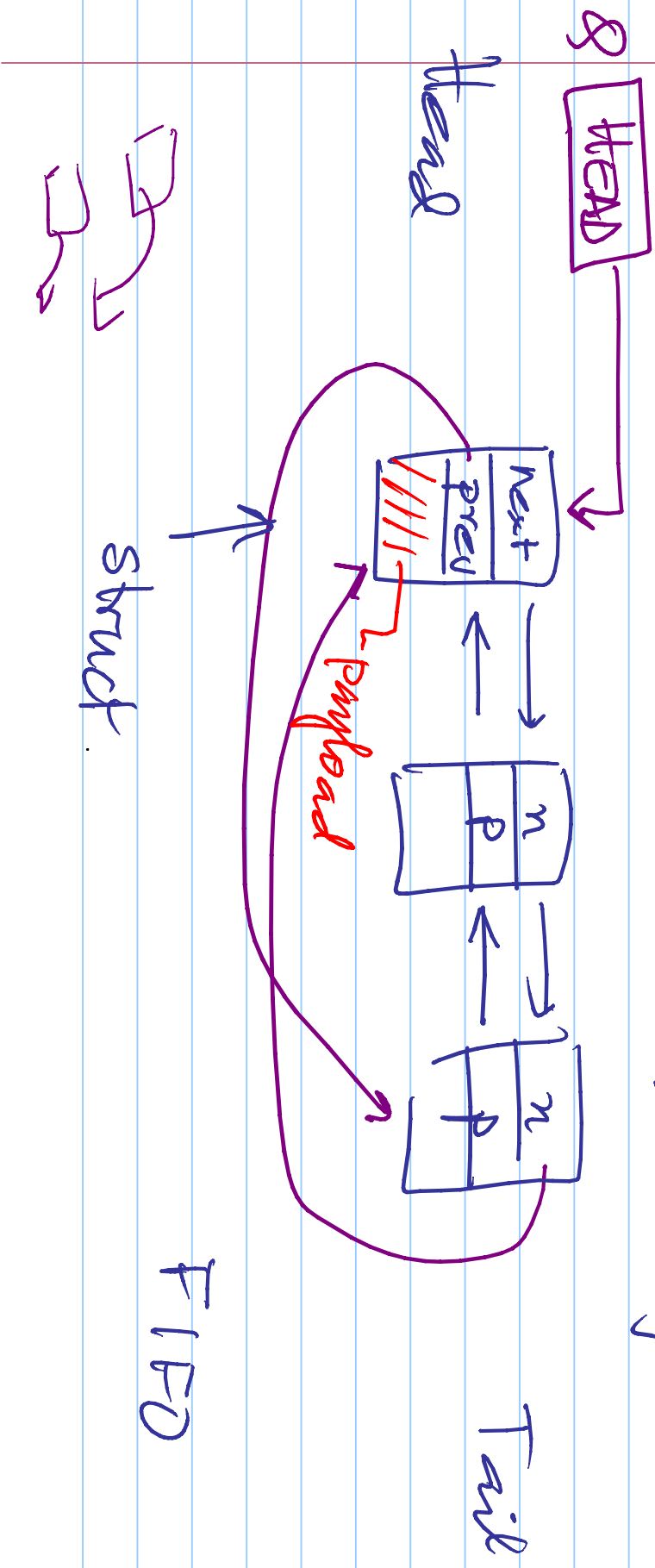
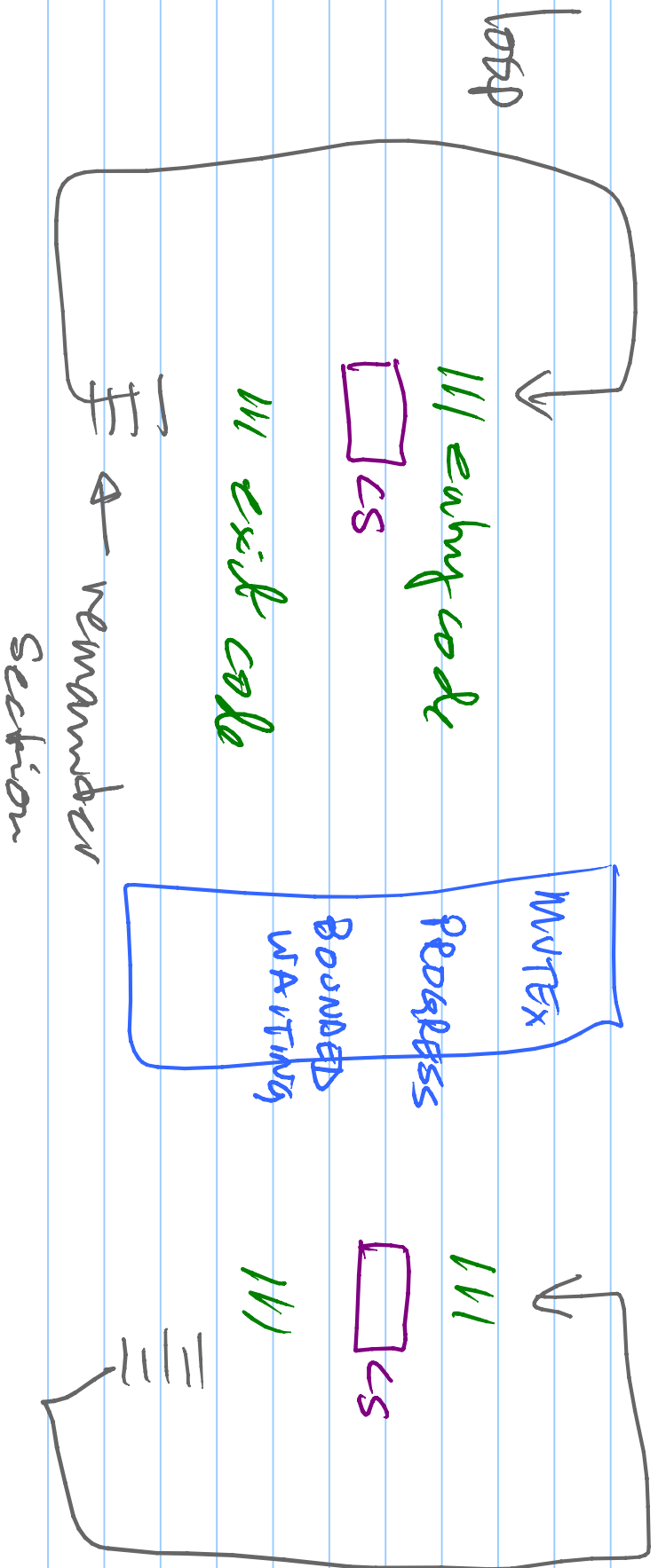


Queues — Doubly linked, circular,
no header/dummy



Critical Section Problem

- 2 processes, software, Peterson



Process[i]

flag[i] = true;

turn = j;

while (flag[j] && turn = j)

<no-op>;

empty

Critical Section

flag[i] = false

→ *exit*

flag → false, false

Process[j]

flag[j] = true;

turn = i;

while (flag[i] && turn = i)

<no-op>;

Critical Section

flag[j] = false

more than 2 processes ...

↳ Lamport Bakery

Algorithm

Bakery Algorithm → taking tickets at a Bakery
~~choosing[i] = true;~~

~~num[i] = max(num[0], num[1]...num[n-1])+1;~~ Entry scheme
~~choosing[i] = false;~~ for process i

for (j = 0; j < n; j++) {

while choosing[j] < no-op;

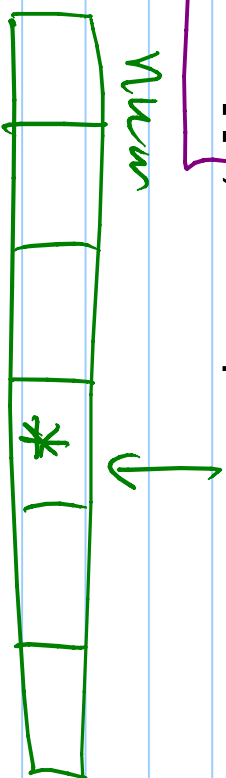
while (num[j] <= 0 and (num[j], j) < (num[i], i) < no-op;

};

Critical Section

num[i] = 0;

$(num[j], j) < (num[i], i)$
N entries



Peterson — 2 proc

lampost — 1 proc

busy waiting

+ compiler

Hardware Solutions

works for single processor CPE

↳ Disable all Interrupts

CS

Enable Interrupts

Disabling Interrupts

- ① only works for kernel code
(priv instruction)
- ② the CS must be VERY SMALL
- ③ Does not work for multicores

Atomic Instructions

- test & set
 - compare & swap
 - exchange
- need to teach
- INTEL SYSTEM

[TEST & SET (mem address)]

TEST r

r ← 1 // set r to 1

return prev value of r

LOAD



$f_{\text{set}}(x) \rightarrow \{$
 $\quad \text{temp} = x$
 $\quad x = 1$
 $\quad \text{return } (f_{\text{temp}}) \}$

ATOMICALLY

lock = 0

while (test & set (lock));

CS

lock = 0

while (test & set (lock));

CS

lock = 0;