

- Σχήμα 5.2a

P0

```
while (turn != 0) /**/;
/**/;
```

critical section

```
turn = 1;
```

P1

```
while (turn != 1)
```

critical section

```
turn = 0;
```

- Shared variable *turn* indicates who is allowed to enter next, can enter if *turn = me*
- On exit, point variable to other process
- Deadlock if other process never enters

- Σχήμα 5.2b

P0

```
while ( flag[1] ) /**/;
/**/;
```

```
flag[0] = true;
```

critical section

```
flag[0] = false;
```

P1

```
while ( flag[0] )
```

```
flag[1] = true;
```

critical section

```
flag[1] = false;
```

- Σχήμα 5.2c

P0

```
flag[0] = true;
while ( flag[1] ) /**/;
critical section
flag[0] = false;
```

P1

```
flag[1] = true;
while ( flag[0] ) /**/;
critical section
flag[1] = false;
```

- Σχήμα 5.2d

P0

```
flag[0] = true;
while ( flag[1] )
{
    flag[0] = false;
    delay
    flag[0] = false;
}
critical section
flag[0] = false;
```

P1

```
flag[1] = true;
while ( flag[0] )
{
    flag[1] = false;
    delay
    flag[1] = false;
}
critical section
flag[1] = false;
```

- Αλγόριθμος Peterson (Σχήμα 5.3b)

P0

```
flag[0] = true;
```

```
turn = 1;
```

```
while ( flag[1] &&  
       turn == 1 ) /**/;
```

critical section

```
flag[0] = false;
```

P1

```
flag[1] = true;
```

```
turn = 0;
```

```
while ( flag[0] &&  
       turn == 0 ) /**/;
```

critical section

```
flag[1] = false;
```

- Παραγωγός (Σχήμα 5.13)

```
do forever
```

```
    produce item
```

```
    wait(s)
```

```
    append to queue
```

```
    n++
```

```
    if n = 1 then signal(delay)
```

```
    signal(s)
```

- Καταναλωτής

```
wait(delay)
```

```
do forever
```

```
    wait(s)
```

```
    remove from queue
```

```
    n--
```

```
    m = n
```

```
    signal(s)
```

```
    if m = 0 then wait(delay)
```

Σχήμα 5.20

```
program barbershop2;
var
  max_capacity: semaphore (:=20);
  sofa: semaphore (:=4);
  barber_chair, coord: semaphore (:=3);
  mutex1, mutex2: semaphore (:=1);
  cust_ready, leave_b_chair, payment, receipt: semaphore (:=0)
  finished: array [1..50] of semaphore (:=0);
  count: integer;

procedure customer;
var custnr: integer;
begin
  wait (max_capacity );
  enter shop;
  wait( mutex1 );
  count := count + 1;
  custnr := count;
  signal( mutex1 );
  wait( sofa );
  sit on sofa;
  wait( barber_chair );
  get up from sofa;
  signal( sofa );
  sit in barber chair;
  wait( mutex2 );
  enqueue1( custnr );
  signal( cust_ready );
  signal( mutex2 );
  wait( finished[custnr] );
  leave barber chair;
  signal( leave_b_chair );
  pay;
  signal( payment );
  wait( receipt );
  exit shop;
  signal( max_capacity );
end;

procedure barber;
var b_cust: integer;
begin
  repeat
    wait( cust_ready );
    wait( mutex2 );
    dequeue1( b_cust );
    signal( mutex2 );
    wait( coord );
    cut hair;
    signal( coord );
    signal( finished[b_cust] );
    wait( leave_b_chair );
    signal( barber_chair );
  forever
end;

procedure cashier;
begin
  repeat
    wait( payment );
    wait( coord );
    accept payment;
    signal( coord );
    signal( receipt );
  forever
end;
```

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Σχήμα 5.28

- Semaphores: x , $wsem = 1$
- Reader
 - wait(x);
 - readcount++;
 - if (readcount == 1) wait($wsem$);
 - signal(x);
 - Reader C.S.
 - wait(x);
 - readcount--;
 - if (readcount==0) signal($wsem$);
 - signal(x);
- Writer
 - wait($wsem$);
 - Writer C.S.
 - signal($swim$);

Σχήμα 5.29

- **Reader**

```
wait(z); wait(rsem); wait(x);  
readcount++;  
if ( readcount == 1 ) wait(wsem);  
signal(x); signal(rsem); signal(z);  
Reader C.S.  
wait(x);  
readcount--;  
if ( readcount==0 ) signal(wsem);  
signal(x);
```

- **Writer**

```
wait(y);  
writecount++;  
if ( writecount == 1 ) wait(rsem);  
signal(y);  
wait(wsem);  
Writer C.S.  
signal(wsem);  
wait(y);  
writecount--;  
if ( writecount == 0 ) signal(rsem);  
signal(y);
```

Λύση με μηνύματα

Controller

```
do forever
  if ( count > 0 )
    if ( !empty( finished ) )
      receive( finished, msg );
      count++;
    else if ( !empty( writerequest ) )
      receive( writerequest, msg );
      writer_id = msg.id
      count -= 100;
    else if ( !empty( readrequest ) )
      receive( readrequest, msg );
      count--;
      send( msg.id, "OK" );
  if ( count == 0 )
    send( writer_id, "OK" );
    receive( finished, msg );
    count = 100;
  while ( count < 0 )
    receive( finished, msg );
    count++;
```

Reader(i)

```
rmsg = i;
send( readrequest, rmsg );
receive( mbox[i], rmsg );
reader C.S.
rmsg = i;
send( finished, rmsg );
```

Writer(j)

```
rmsg = j;
send( writerequest, rmsg );
receive( mbox[j], rmsg );
writer C.S.
rmsg = j;
send( finished, rmsg );
```


Εναλλακτική Λύση

- Reader

```
wait(mutex);  
if ( writewait > 0 ) { readwait++; signal(mutex);  
    wait(readsleep); }  
else { readcount++; signal(mutex); }
```

Reader C.S.

```
wait(mutex);  
readcount--;  
if ( readcount==0 && writewait > 0 )  
    { writewait--; signal(writesleep); }  
else signal(mutex);
```

- Writer

```
wait(mutex);  
if ( readcount > 0 )  
    { writewait++; signal(mutex); wait(writesleep); }
```

Writer C.S.

```
if ( readwait > 0 )  
    while ( readwait > 0 )  
        { readwait--; readcount++; signal(readsleep); }  
    signal(mutex);  
else if ( writewait > 0 ) { writewait--; signal(writesleep); }  
else signal(mutex);
```