

Announcements

- Program #2
 - On the web

Atomic Hardware

- Atomic Instructions

- A single machine instruction
- Executes without being stopped in the middle

- Synchronization Instructions

- Ret = Test-and-set(m)
 - Ret gets the one bit value a memory location m
 - M is set to 1
- Atomic-swap(a,b)
 - Temp <- a; a <- b; b <- temp;
 - a,b can be 1 bit, 8 bits, 16 bits, 32 bits, etc.
 - Often a is a register and b is a memory location
 - Emulate test-and-set with:
 - Reg = 1
 - Atomic-swap(reg, memAddress)

Implementing Semaphores

- declaration

```
type semaphore = record
  value: integer = 1;
  L: FIFO list of process;
end;
```

- P(S):

```
S.value = S.value - 1
if S.value < 0 then {
  add this process to S.L
  block;
};
```

*Can be neg, if so, indicates
how many waiting*

- V(S):

```
S.value = S.value + 1
if S.value <= 0 then {
  remove process P from S.L
  wakeup(P);
}
```

Bounded waiting!!

Readers/Writers Problem

- Data area shared by processors
- Some processes read data, others write data
 - Any number of readers may simultaneously read the data
 - Only one writer at a time may write
 - If a writer is writing to the file, no reader may read it
- Two of the possible approaches
 - readers have priority or writers have priority

Readers have Priority

```
Semaphore wsem = 1, x = 1;
reader()
{
  repeat
    P(x);
    readcount = readcount + 1;
    if readcount = 1 then P (wsem);
    V(x);
    READUNIT;
    P(x);
    readcount = readcount - 1;
    if readcount = 0 V(wsem);
    V(x);
  forever
};

writer()
{
  repeat
    P(wsem);
    WRITEUNIT;
    V(wsem)
  forever
}
```

Comments on Reader Priority

- semaphores $x, wsem$ are initialized to 1
- note that readers have priority - a writer can gain access to the data only if there are no readers (i.e. when readcount is zero, $signal(wsem)$ executes)
- possibility of starvation - writers may never gain access to data

Writers Have Priority

reader

```
repeat
  P(z);
  P(rsem);
  P(x);
  readcount++;
  if (readcount == 1) then
    P(wsem);

  V(x);
  V(rsem);
V(z);
readunit;
P(x);
  readcount- -;
  if readcount == 0 then
    V (wsem)

V(x)
forever
```

writer

```
repeat
  P(y);
  writecount++;
  if writecount == 1 then
    P(rsem);

  V(y);
  P(wsem);
writeunit
  V(wsem);
  P(y);
  writecount--;
  if (writecount == 0) then
    V(rsem);

  V(y);
forever;
```

Notes on readers/writers with writers getting priority

Semaphores $x, y, z, wsem, rsem$ are initialized to 1

```
P(z);  
  P(rsem);  
  P(x);  
    readcount++;  
    if (readcount==1) then  
      P(wsem);  
  V(x);  
  V(rsem);  
V(z);
```



readers queue up on semaphore z ; this way only a single reader queues on $rsem$. When a writer signals $rsem$, only a single reader is allowed through