

Reader-Writers problem

- The resource is a file shared by multiple reader and writer processes
- The synchronization constraints are:
 - readers should be able to concurrently access the file
 - only one writer at a time can access the file
 - readers and writers exclude each others
- Variants:
 - reader's priority: arriving readers have priority over waiting writers
 - writer's priority: writers have priority over waiting readers

Simple Readers-Writers solution

- The following scheme is very simple but
- ... does not allow concurrent reader access

Procedure reader

P(mutex)
<read file>
V(mutex)

Procedure writer

P(mutex)
<write file>
V(mutex)

Readers-Writers solution with concurrent reader access

Procedure reader

```
P(reader_mutex)
if readers = 0 then
  readers = readers + 1
  P(writer_mutex)
else
  readers = readers + 1
V(reader_mutex)
```

<read file>

```
P(reader_mutex)
readers = readers - 1
if readers == 0 then V(writer_mutex)
V(reader_mutex)
```

Procedure writer

```
P(writer_mutex)
<write file>
V(writer_mutex)
```

This solution is **NOT ALWAYS** with reader's priority. WHY?

Readers-Writers with reader's priority

Procedure reader

```
P(reader_mutex)
if readers = 0 then
    readers = readers + 1
    P(writer_mutex)
else
    readers = readers + 1
V(reader_mutex)

<read file>

P(reader_mutex)
readers = readers - 1
if readers == 0 then V(writer_mutex)
V(reader_mutex)
```

Procedure writer

```
P(sr_mutex)
P(writer_mutex)

<write file>

V(writer_mutex)
V(sr_mutex)
```

Readers-Writers with reader's priority

Procedure reader

```
P(reader_mutex)
if readers = 0 then
    P(writer_mutex)
readers = readers + 1
V(reader_mutex)
```

<read file>

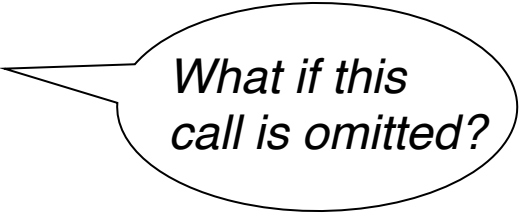
```
P(reader_mutex)
readers = readers - 1
if readers = 0 then V(writer_mutex)
V(reader_mutex)
```

Procedure writer

```
P(sr_mutex)
P(writer_mutex)
```

<write file>

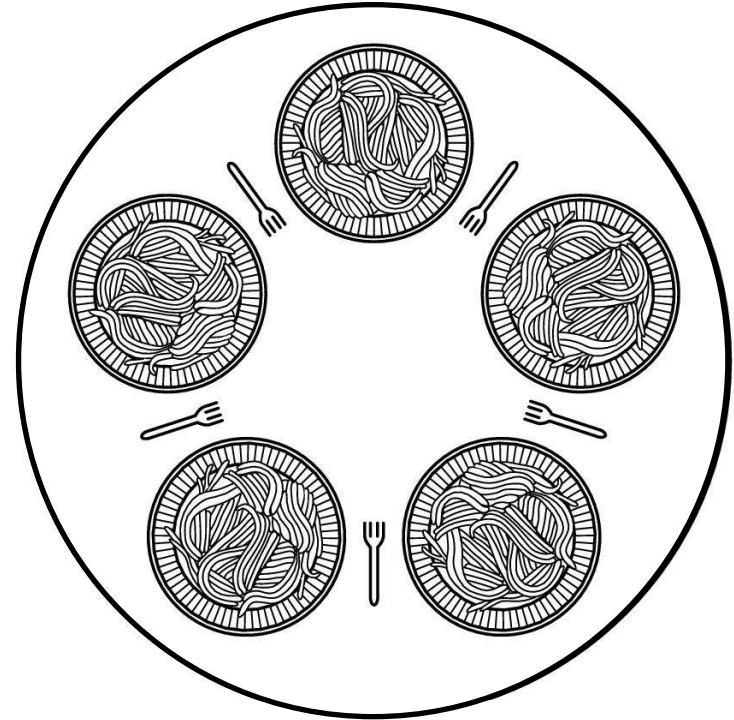
```
V(writer_mutex)
V(sr_mutex)
```



What if this call is omitted?

Dining Philosophers Problem

- Philosophers eat/think
- Eating needs 2 forks
- Pick one fork at a time
- Possible deadlock?
- How to prevent deadlock?



Does it solve the Dining Philosophers Problem?

```
#define N 5                                /* number of philosophers */

void philosopher(int i)                    /* i: philosopher number, from 0 to 4 */
{
    while (TRUE) {
        think( );                          /* philosopher is thinking */
        take_fork(i);                       /* take left fork */
        take_fork((i+1) % N);               /* take right fork; % is modulo operator */
        eat();                               /* yum-yum, spaghetti */
        put_fork(i);                         /* put left fork back on the table */
        put_fork((i+1) % N);                /* put right fork back on the table */
    }
}
```

NOT a solution to the dining philosophers problem

Dining Philosophers Solution

```
#define N          5          /* number of philosophers */
#define LEFT      (i+N-1)%N  /* number of i's left neighbor */
#define RIGHT     (i+1)%N    /* number of i's right neighbor */
#define THINKING  0          /* philosopher is thinking */
#define HUNGRY    1          /* philosopher is trying to get forks */
#define EATING    2          /* philosopher is eating */
typedef int semaphore;      /* semaphores are a special kind of int */
int state[N];              /* array to keep track of everyone's state */
semaphore mutex = 1;      /* mutual exclusion for critical regions */
semaphore s[N];           /* one semaphore per philosopher */

void philosopher(int i)    /* i: philosopher number, from 0 to N-1 */
{
    while (TRUE) {        /* repeat forever */
        think();          /* philosopher is thinking */
        take_forks(i);    /* acquire two forks or block */
        eat();            /* yum-yum, spaghetti */
        put_forks(i);     /* put both forks back on table */
    }
}
```

How to implement `take_forks()` and `put_forks()`?

Dining Philosophers Solution

```
void take_forks(int i)                                /* i: philosopher number, from 0 to N-1 */
{
    down(&mutex);                                     /* enter critical region */
    state[i] = HUNGRY;                                /* record fact that philosopher i is hungry */
    test(i);                                          /* try to acquire 2 forks */
    up(&mutex);                                       /* exit critical region */
    down(&s[i]);                                       /* block if forks were not acquired */
}

void put_forks(i)                                     /* i: philosopher number, from 0 to N-1 */
{
    down(&mutex);                                     /* enter critical region */
    state[i] = THINKING;                              /* philosopher has finished eating */
    test(LEFT);                                       /* see if left neighbor can now eat */
    test(RIGHT);                                      /* see if right neighbor can now eat */
    up(&mutex);                                       /* exit critical region */
}

void test(i)                                          /* i: philosopher number, from 0 to N-1 */
{
    if (state[i] == HUNGRY && state[LEFT] != EATING && state[RIGHT] != EATING) {
        state[i] = EATING;
        up(&s[i]);
    }
}
```

Dining Philosophers Solution

```
void take_forks(int i)                                /* i: philosopher number, from 0 to N-1 */
{
    down(&mutex);                                     /* enter critical region */
    state[i] = HUNGRY;                                /* record fact that philosopher i is hungry */
    test(i);                                           /* try to acquire 2 forks */
    up(&mutex);                                         /* exit critical region */
    down(&s[i]);                                       /* block if forks were not acquired */
}

void put_forks(i)                                    /* i: philosopher number, from 0 to N-1 */
{
    down(&mutex);                                     /* enter critical region */
    state[i] = THINKING;                              /* philosopher has finished eating */
    test(LEFT);                                       /* see if left neighbor can now eat */
    test(RIGHT);                                     /* see if right neighbor can now eat */
    up(&mutex);                                         /* exit critical region */
}

void test(i)                                          /* i: philosopher number, from 0 to N-1 */
{
    if (state[i] == HUNGRY && state[LEFT] != EATING && state[RIGHT] != EATING) {
        state[i] = EATING;
        up(&s[i]);
    }
}
```

Dining Philosophers Solution

```
void take_forks(int i)                                /* i: philosopher number, from 0 to N-1 */
{
    down(&mutex);                                     /* enter critical region */
    state[i] = HUNGRY;                               /* record fact that philosopher i is hungry */
    test(i);                                         /* try to acquire 2 forks */
    up(&mutex);                                       /* exit critical region */
    down(&s[i]);                                     /* block if forks were not acquired */
}

void put_forks(i)                                    /* i: philosopher number, from 0 to N-1 */
{
    down(&mutex);                                     /* enter critical region */
    state[i] = THINKING;                             /* philosopher has finished eating */
    test(LEFT);                                     /* see if left neighbor can now eat */
    test(RIGHT);                                    /* see if right neighbor can now eat */
    up(&mutex);                                       /* exit critical region */
}

void test(i)                                         /* i: philosopher number, from 0 to N-1 */
{
    if (state[i] == HUNGRY && state[LEFT] != EATING && state[RIGHT] != EATING) {
        state[i] = EATING;
        up(&s[i]);
    }
}
```

Dining Philosophers Solution

```
void take_forks(int i)                                /* i: philosopher number, from 0 to N-1 */
{
    down(&mutex);                                     /* enter critical region */
    state[i] = HUNGRY;                                /* record fact that philosopher i is hungry */
    test(i);                                          /* try to acquire 2 forks */
    up(&mutex);                                       /* exit critical region */
    down(&s[i]);                                      /* block if forks were not acquired */
}

void put_forks(i)                                    /* i: philosopher number, from 0 to N-1 */
{
    down(&mutex);                                     /* enter critical region */
    state[i] = THINKING;                             /* philosopher has finished eating */
    test(LEFT);                                       /* see if left neighbor can now eat */
    test(RIGHT);                                      /* see if right neighbor can now eat */
    up(&mutex);                                       /* exit critical region */
}

void test(i)                                         /* i: philosopher number, from 0 to N-1 */
{
    if (state[i] == HUNGRY && state[LEFT] != EATING && state[RIGHT] != EATING) {
        state[i] = EATING;
        up(&s[i]);
    }
}
```