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COURSE NAME : 19CST201 – OPERATING SYSTEMS

II YEAR/ IV SEMESTER

UNIT – II PROCESS SCHEDULING AND SYNCHRONIZATION

Topic: Classical problems of Synchronization

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Classical Problems of Synchronization

- Classical problems used to test newly-proposed synchronization schemes
  - Bounded-Buffer Problem
  - Readers and Writers Problem
  - Dining-Philosophers Problem

Bounded-Buffer Problem

- ***n*** buffers, each can hold one item
- Semaphore **`mutex`** initialized to the value 1
- Semaphore **`full`** initialized to the value 0
- Semaphore **`empty`** initialized to the value n

Bounded-Buffer Problem

- The structure of the producer process

```
do {
        ...
/* produce an item in
   next_produced */
        ...
      wait(empty);
      wait(mutex);
        ...
       /* add next produced to
   the buffer */
        ...
      signal(mutex);
      signal(full);
  } while (true);
```

- The structure of the consumer process

```
Do {
      wait(full);
      wait(mutex);
        ...
      /* remove an item from
buffer to next_consumed */
        ...
      signal(mutex);
      signal(empty);
        ...
      /* consume the item in
next consumed */
        ...
   } while (true);
```

Readers-Writers Problem

- A data set is shared among a number of concurrent processes
  - Readers – only read the data set; they do ***not*** perform any updates
  - Writers – can both read and write
- Problem – allow multiple readers to read at the same time
  - Only one single writer can access the shared data at the same time
- Several variations of how readers and writers are considered – all involve some form of priorities
- Shared Data
  - Data set
  - Semaphore **`rw_mutex`** initialized to 1
  - Semaphore **`mutex`** initialized to 1
  - Integer **`read_count`** initialized to 0

Readers-Writers Problem

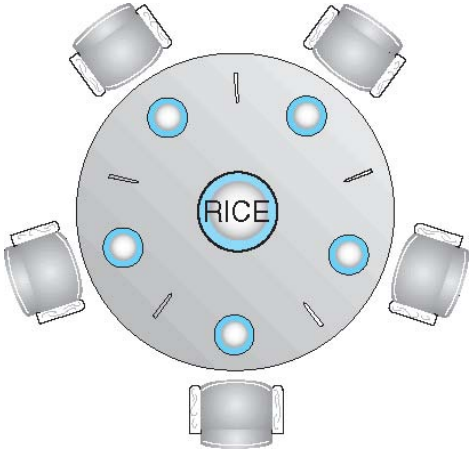
- The structure of a writer process

```
do {

wait(rw_mutex);
        ...
/* writing is performed */
        ...
signal(rw_mutex);

} while (true);
```

- The structure of a reader process

```
do {
        wait(mutex);
        read_count++;
        if (read_count == 1)
        wait(rw_mutex);
    signal(mutex);
        ...

 /* reading is performed */
        ...
    wait(mutex);
        read count--;
        if (read_count == 0)
    signal(rw_mutex);
    signal(mutex);
} while (true);
```

Dining-Philosophers Problem



- Philosophers spend their lives alternating thinking and eating
- Don’t interact with their neighbors, occasionally try to pick up 2 chopsticks (one at a time) to eat from bowl
  - Need both to eat, then release both when done
- In the case of 5 philosophers
  - Shared data
    - Bowl of rice (data set)
    - Semaphore chopstick [5] initialized to 1

Dining-Philosophers Problem

- The structure of Philosopher *i*:

```
do {
    wait (chopstick[i] );
     wait (chopStick[ (i + 1) % 5] );

                //  eat

     signal (chopstick[i] );
     signal (chopstick[ (i + 1) % 5] );

                 //  think

} while (TRUE);
```

- What is the problem with this algorithm?

Dining-Philosophers Problem - Solution

- Deadlock handling
  - Allow at most 4 philosophers to be sitting simultaneously at the table.
  - Allow a philosopher to pick up the forks only if both are available (picking must be done in a critical section.
  - Use an asymmetric solution -- an odd-numbered philosopher picks up first the left chopstick and then the right chopstick. Even-numbered philosopher picks up first the right chopstick and then the left chopstick.

REFERENCES

TEXT BOOKS:

T1 Silberschatz, Galvin, and Gagne, “Operating System Concepts”, Ninth Edition, Wiley India Pvt Ltd, 2009.)

T2. Andrew S. Tanenbaum, “Modern Operating Systems”, Fourth Edition, Pearson Education, 2010

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R1 Gary Nutt, “Operating Systems”, Third Edition, Pearson Education, 2004.

R2 Harvey M. Deitel, “Operating Systems”, Third Edition, Pearson Education, 2004.

R3 Abraham Silberschatz, Peter Baer Galvin and Greg Gagne, “Operating System Concepts”, 9th Edition, John Wiley and Sons Inc., 2012.

R4. William Stallings, “Operating Systems – Internals and Design Principles”, 7th Edition, Prentice Hall, 2011