

Sample Solution for Homework 2

Problem 1 AMP, p.41, Exercise 11: Flaky Lock (12 Points)

- The protocol satisfies mutual exclusion. For a proof by contradiction, suppose it did not. By inspecting the protocol code, we conclude that the following happens-before relationships must hold:

$$\text{write}_A(\text{turn} = A) \rightarrow \text{write}_A(\text{turn} = B) \rightarrow CS_A$$

and

$$\text{write}_B(\text{turn} = B) \rightarrow \text{write}_A(\text{turn} = A) \rightarrow CS_B$$

Assume without loss of generality that thread A was the last thread to write to `turn` before entering the critical section. Then

$$\text{write}_B(\text{turn} = B) \rightarrow \text{write}_A(\text{turn} = A)$$

which contradicts the fact that A completed its outer waiting loop.

- As we show below, the algorithm is not deadlock-free. Hence, it is also not starvation-free.
- The following sequence of events leads to a deadlock:

$$\text{write}_A(\text{turn} = A) \rightarrow \text{read}_A(\text{busy} = \text{false}) \rightarrow \text{write}_B(\text{turn} = B)$$

Problem 2 AMP, p.41, Exercise 14: ℓ -Exclusion (13 Points)

We can turn the filter algorithm into an algorithm that solves the ℓ -exclusion problem by reducing the number of levels by $\ell - 1$ (assuming $n > \ell$).

```
class LFilter implements Lock {
    int[] level;
    int[] victim;

    public LFilter(int n, int l) {
        level = new int[max(n-l+1,0)];
        victim = new int[max(n-l+1,0)];
        for (int i = 0; i < n-l+1; i++) {
            level[i] = 0;
        }
    }

    public void lock() {
        int me = ThreadID.get();
        for (int i = 1; i < n-l+1; i++) { // attempt level i
            level[me] = i;
            victim[i] = me;
            // spin while conflicts exist
            int above = l+1;
            while (above > l && victim[i] == me) {
                above = 0;
                for (int k = 0; k < n; k++) {
                    if (level[k] >= i) above++;
                }
            }
        }
    }

    public void unlock() {
        int me = ThreadID.get();
        level[me] = 0;
    }
}
```