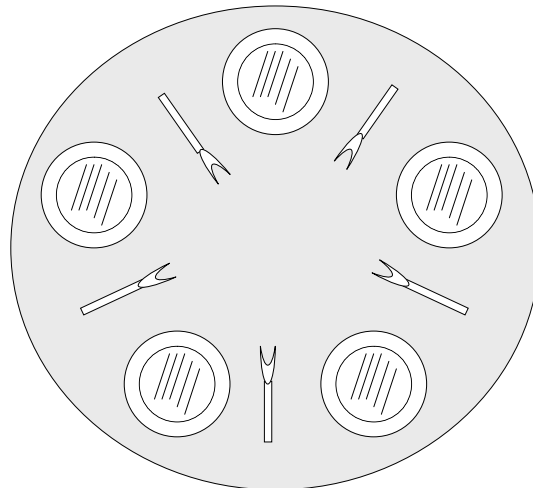


# Classical IPC and Synchronization Problems

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## Dining Philosophers Problem

- 5 philosophers want to eat dinner (spaghetti)
- There are 5 plates and 5 forks on the table
- Each philosopher needs to use two forks to eat.
- When it want to read, he need to pickup left and right forks one at a time in any order.



## Dining Philosophers Problem

- **Problem:** Write a program for each philosopher that simulates the situation and never get stuck?
  - A philosopher is either thinking or eating.
  - Before it eats, it has to acquire two forks.

## Initial attempt for solution

```
#define N 5

void philosopher (int i)
{
    while (TRUE) {
        think();          /* just think - not eat */
        take_fork(i);     /* take left fork */
        take_fork(i + 1 % N); /* take right fork */
        eat();            /* eat the spaghetti */
        put_fork(i);
        put_fork(i + 1 % N);
    }
}
```

- What if all five philosophers take their left fork at the same time?
- This solution does not work!

## Improvement

```
#define N 5
semaphore mutex;

void philosopher (int i)
{
    while (TRUE) {
        think();          /* just think – not eat */
        down (mutex);
        take_fork(i);     /* take left fork */
        take_fork(i + 1 % N); /* take right fork */
        eat();            /* eat the spaghetti */
        put_fork(i);
        put_fork(i + 1 % N);
        up (mutex);
    }
}
```

- Use semaphore.
- Problem: only one philosopher can eat, although it is possible two of them to eat simultaneously.

## Solution

```
#define N 5
#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
#define HUNGRY 1
#define EATING 2

typedef int semaphore;
int state[N]; /* state of each philosopher */
semaphore mutex = 1; /* mutual exclusion for critical regions */
semaphore s[N]; /* one semaphore per philosopher */
```

```

void philosopher (int i)    /* i is between 0 and N-1 */
{
    while (TRUE) {
        think(i);
        take_forks(i); /* acquire two forks or block */
        eat();
        put_forks(i); /* put both forks on the table */
    }
}

void take_forks (int i)
{
    down(&mutex);          /* enter critical region */
    state[i] = HUNGRY;    /* express interest to eat */
    test(i);              /* try to acquire two forks */
    up(&mutex);
    down(&s[i]);          /* block if forks were not acquired */
}

```

```

void put_forks (i)
{
    down(&mutex);
    state[i] = THINKING;
    test[LEFT];
    test[RIGHT];
    up(&mutex);
}

void test (i)
{
    if (state[i] == HUNGRY &&
        state[LEFT] != EATING &&
        state[RIGHT] != EATING)
    {
        state[i] = EATING;
        up(&s[i]);
    }
}

```

