

Locks

Simple Spin Lock

Prove that the lock given below violates one or more of the necessary lock properties. Use sequential consistency.

```
volatile int lock = 0;

void lock() {
    while(lock != 0) { /* wait here*/ }
    lock = 1;
}

void unlock() { lock = 0; }
```

Give an alternative for a two thread lock. Prove (using sequential consistency) that it provides mutual exclusion and deadlock freedom.

Filter Lock

Prove that the filter lock (given below) provides mutual exclusion for n threads. Use sequential consistency.

```
volatile int level[n] = {0,0,...,0};
volatile int victim[n];

void lock() {
    for (int l=1; l<n; l++) {
        level[tid] = l;
        victim[l] = tid;
        while ((∃k != tid) (level[k] >= l && victim[l] == tid)) {}
    }
}

void unlock() { level[tid] = 0; }
```

Bakery Lock

Prove that the bakery lock (given below) provides mutual exclusion for n threads. Use sequential consistency.

```
volatile int flag[n] = {0, 0, ..., 0};
volatile int label[n] = {0, 0, ..., 0};
void lock() {
    flag[tid] = 1;
    label[tid] = max(label[0], ..., label[n-1]) + 1;
    while ((∃k != tid)(flag[k] && (label[k],k) << (label[tid],tid))) {}
}

public void unlock() { flag[tid] = 0; }
```

Note: $(a,b) \ll (c,d)$ behaves like $a < c$, unless $a=c$, in which case it becomes $b < d$.