

what is a lock? — memory object all or nothing!

atomic instructions

design 0 getlock (lock & l) { ?

```
// A while (l->locked == 1) {};  
// B l->locked = 1;  
}
```

multiple 'i' statements — non atomic

single 'i' statement — non atomic

single h/w instruction — may not always!

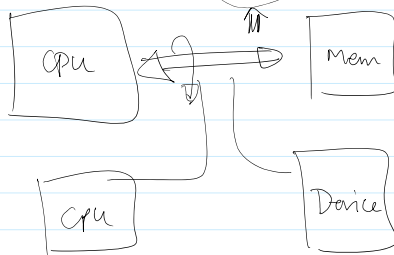
line #mem/ing

x86. lock; prefix
which ensures atomicity.

lock; inc #mem.
atomic

— ~~disabling~~ locking memory bus access till completion of instruction.

read — modify — update



spinlock? — spin till lock obtained.

~ TSL — test-and-set (lock)

→ TSL #dest, #src ~
atomic (h/w instruction).
#olddest = dest
#dest = #src
return #dest ~ return to set
old ZF / SRC != #olddest

```
getlock: mov R0, 1    ← mov value 1 to reg. R0  
TSL LOCK, R0      ← LOCK is current state of lock  
CMP R0, 0  
jne getlock      LOCK → 0 // free  
ret              LOCK → 1 // locked
```

```
release: lock mov LOCK, 0  
RET
```

Q does usage of register ~~R0~~ R0 bother you?

② x86 xchg dest, src — copies src on dest.
returns old dest.

```
getlock;  
xchg LOCK, 1  
jnz getlock  
ret
```

check in x86 impn. of spinlock.

release; mov LOCK, 0

lock; xchg #dest, #src

lock; xchg #dest, #src

cmpxchg — atomic & similar to exchange
uses a implicit register.

⊢	cmpxchg #dest, #src		L:	mov eax, 0
atomic	if <u>eax</u> == src dest			mov ecx, 1
	dest = src			cmpxchg lock, ecx
	ZF = 1			jnz L
else				ret
	eax = dest			
	ZF = 0			

③ acquire-spinlock | spin on CPU & consume it
release-spinlock | till lock obtained.

④ non-spinning lock!

getlock: ~~lock~~ TSL LOCK, 1
 jnz getlock

getlock: TSL LOCK, 1
 jz hooray // get lock
 CALL YIELD // yield the CPU
 ⇒ jmp getlock
hooray: