

ReadWrite Lock

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based on the slides of Tiger Wang

Review Previous Example

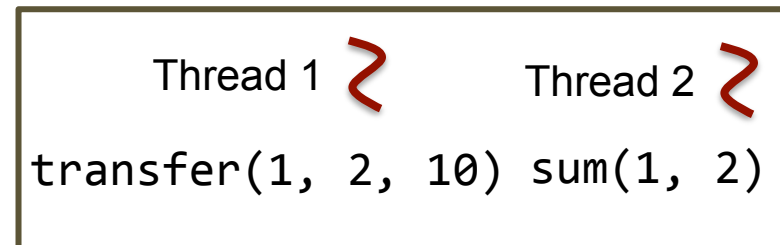
```
account *accounts[10];
pthread_mutex_t mus[10];

void transfer(int x, int y, int amount)
{
    pthread_mutex_lock(&mus[x]);
    pthread_mutex_lock(&mus[y]);
    accounts[x]->val -= amount;
    accounts[y]->val += amount;
    pthread_mutex_unlock(&mus[x]);
    pthread_mutex_unlock(&mus[y]);
}

int sum(int x, int y)
{
    pthread_mutex_lock(&mus[x]);
    pthread_mutex_lock(&mus[y]);
    int xv = accounts[x]->val;
    int yv = accounts[y]->val;
    pthread_mutex_unlock(&mus[x]);
    pthread_mutex_unlock(&mus[y]);
    return xv + yv;
}
```

```
typedef struct {
    char *name;
    int val;
} account;
```

No thread is able to observe the middle state of the transfer.



Review Previous Example

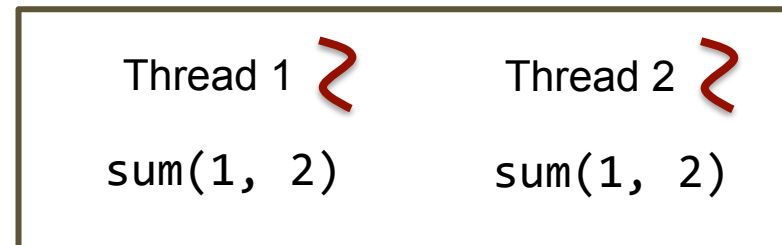
```
account *accounts[10];
pthread_mutex_t mus[10];

void transfer(int x, int y, int amount)
{
    pthread_mutex_lock(&mus[x]);
    pthread_mutex_lock(&mus[y]);
    accounts[x]->val -= amount;
    accounts[y]->val += amount;
    pthread_mutex_unlock(&mus[x]);
    pthread_mutex_unlock(&mus[y]);
}

int sum(int x, int y)
{
    pthread_mutex_lock(&mus[x]);
    pthread_mutex_lock(&mus[y]);
    int xv = accounts[x]->val;
    int yv = accounts[y]->val;
    pthread_mutex_unlock(&mus[x]);
    pthread_mutex_unlock(&mus[y]);
    return xv + yv;
}
```

```
typedef struct {
    char *name;
    int val;
} account;
```

No thread is able to observe the middle state of the transfer.



Review Previous Example


Thread 1 

sum(1, 2)

```
pthread_mutex_lock(&mus[1]);  
pthread_mutex_lock(&mus[2]);  
int xv = accounts[1]->val;  
int yv = accounts[2]->val;  
pthread_mutex_unlock(&mus[1]);  
pthread_mutex_unlock(&mus[2]);
```

Thread 2 

sum(1, 2)

```
pthread_mutex_lock(&mus[1]);  
|  
 wait for thread 2 to release mus[1]  
|  
pthread_mutex_lock(&mus[2]);  
int xv = accounts[1]->val;  
int yv = accounts[2]->val;  
pthread_mutex_unlock(&mus[1]);  
pthread_mutex_unlock(&mus[2]);
```

Review Previous Example

Thread 1 

sum(1, 2)

```
pthread_mutex_lock(&mus[1]);  
pthread_mutex_lock(&mus[2]);  
int xv = accounts[1]->val;  
int yv = accounts[2]->val;  
pthread_mutex_unlock(&mus[1]);  
pthread_mutex_unlock(&mus[2]);
```

Thread 2 

sum(1, 2)

```
pthread_mutex_lock(&mus[1]);
```



wait for thread 2 to release mus[1]

```
pthread_mutex_lock(&mus[2]);
```

```
int xv = accounts[1]->val;
```

```
int yv = accounts[2]->val;
```

```
pthread_mutex_unlock(&mus[1]);
```

```
pthread_mutex_unlock(&mus[2]);
```

Is it necessary ?

Review Previous Example

Thread 1 

sum(1, 2)

```
pthread_mutex_lock(&mus[1]);  
pthread_mutex_lock(&mus[2]);  
int xv = accounts[1]->val;  
int yv = accounts[2]->val;  
pthread_mutex_unlock(&mus[1]);  
pthread_mutex_unlock(&mus[2]);
```

Thread 2 

sum(1, 2)

```
pthread_mutex_lock(&mus[1]);  
pthread_mutex_lock(&mus[2]);  
int xv = accounts[1]->val;  
int yv = accounts[2]->val;  
pthread_mutex_unlock(&mus[1]);  
pthread_mutex_unlock(&mus[2]);
```

Is it necessary ?

NO! If all operations are read-only, there is no need to use lock.

But there's a mixture of write and read-only operations...

ReadWrite Lock

Conflicting operations

- Two operations are conflicting, if they access the same resource (memory), and at least one is write.

Only synchronize conflicting operations

- ReadWrite Lock

ReadWrite Lock

- RWLock allows >1 readers to hold lock simultaneously
 - Allow concurrent accesses for read-only operations
- RWLock only allows 1 writer to hold the lock
 - Ensure write operations have exclusive access

pthread API

Type

- pthread_rwlock_t

Apply a read lock to ask for read permit

- int pthread_rwlock_rdlock(pthread_rwlock_t *rwlock)

Apply a write lock to ask for write permit

- int pthread_rwlock_wrlock(pthread_rwlock_t *rwlock)

Release lock

- int pthread_rwlock_unlock(pthread_rwlock_t *rwlock)

Review Previous Example

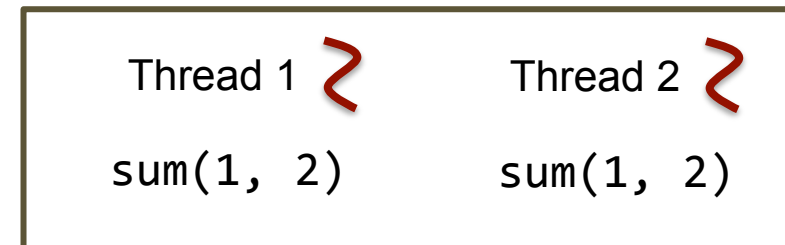
```
account *accounts[10];
pthread_rwlock_t rwm[10];


void transfer(int x, int y, int amount)
{
    pthread_rwlock_wrlock(&rwm[x]);
    pthread_rwlock_wrlock(&rwm[y]);
    accounts[x]->val -= amount;
    accounts[y]->val += amount;
    pthread_rwlock_unlock(&rwm[x]);
    pthread_rwlock_unlock(&rwm[y]);
}

int sum(int x, int y)
{
    pthread_rwlock_rdlock(&rwm[x]);
    pthread_rwlock_rdlock(&rwm[y]);
    int xv = accounts[x]->val;
    int yv = accounts[y]->val;
    pthread_rwlock_unlock(&rwm[x]);
    pthread_rwlock_unlock(&rwm[y]);
    return xv + yv;
}
```

```
typedef struct {
    char *name;
    int val;
} account;
```

No thread is able to observe the middle state of the transfer.




Thread 1 

sum(1, 2)

`rdlock(&rwm[1]);`


`rdlock(&rwm[2]);`

Thread 2 

sum(1, 2)

Thread 3 

transfer(1, 2)

Thread 1 


sum(1, 2)

`rdlock(&rwm[1]);`

`rdlock(&rwm[2]);`

`xv = accounts[1]->val`


`yv = accounts[2]->val`

Thread 2 

sum(1, 2)

Thread 3 

transfer(1, 2)

Thread 1 

sum(1, 2)

`rdlock(&rwm[1]);`

`rdlock(&rwm[2]);`

`xv = accounts[1]->val`


`yv = accounts[2]->val`

Thread 2 


sum(1, 2)

`rdlock(&rwm[1]);`

`rdlock(&rwm[2]);`

Thread 3 

transfer(1, 2)

Thread 1 


sum(1, 2)

`rdlock(&rwm[1]);`

`rdlock(&rwm[2]);`

`xv = accounts[1]->val`


`yv = accounts[2]->val`

Thread 2 

sum(1, 2)


`rdlock(&rwm[1]);`

`rdlock(&rwm[2]);`

Thread 3 

transfer(1, 2)

`rwlock(&rwm[1]);`

Thread 1 

sum(1, 2)

`rdlock(&rwm[1]);`


`rdlock(&rwm[2]);`

`xv = accounts[1]->val`

`yv = accounts[2]->val`

`unlock(&rwm[1]);`

`unlock(&rwm[2]);`

Thread 2 


sum(1, 2)

`rdlock(&rwm[1]);`

`rdlock(&rwm[2]);`

`xv = counts[1]->val`


`yv = accounts[2]->val`

Thread 3 

transfer(1, 2)

`rwlock(&rwm[1]);`

 *wait and block*

Thread 1 

sum(1, 2)

`rdlock(&rwm[1]);`


`rdlock(&rwm[2]);`

`xv = accounts[1]->val`

`yv = accounts[2]->val`

`unlock(&rwm[1]);`

`unlock(&rwm[2]);`

Thread 2 

sum(1, 2)

`rdlock(&rwm[1]);`

`rdlock(&rwm[2]);`

`xv = counts[1]->val`

`yv = accounts[2]->val`

`unlock(&rwm[1]);`

`unlock(&rwm[2]);`

Thread 3 

transfer(1, 2)


`rwlock(&rwm[1]);`



 *wait and block*



`rwlock(&rwm[2]);`

Thread 1 

sum(1, 2)

rdlock(&rwm[1]);

rdlock(&rwm[2]);

xv = accounts[1]->val

yv = accounts[2]->val


unlock(&rwm[1]);

unlock(&rwm[2]);

sum(1, 2)

rdlock(&rwm[1]);

 wait and block

Thread 2 

sum(1, 2)

rdlock(&rwm[1]);

rdlock(&rwm[2]);

xv = counts[1]->val

yv = accounts[2]->val


unlock(&rwm[1]);

unlock(&rwm[2]);

sum(1, 2)

rdlock(&rwm[1]);

 wait and block

Thread 3 

transfer(1, 2)


rwlock(&rwm[1]);

 wait and block

rwlock(&rwm[2]);

counts[1]->val -= 10

accounts[2]->val += 10

Thread 1 

sum(1, 2)

rdlock(&rwm[1]);

rdlock(&rwm[2]);

xv = accounts[1]->val

yv = accounts[2]->val

unlock(&rwm[1]);


unlock(&rwm[2]);

sum(1, 2)

rdlock(&rwm[1]);

 wait and block

rdlock(&rwm[2]);

Thread 2 

sum(1, 2)

rdlock(&rwm[1]);

rdlock(&rwm[2]);

xv = counts[1]->val

yv = accounts[2]->val

unlock(&rwm[1]);


unlock(&rwm[2]);

sum(1, 2)

rdlock(&rwm[1]);

 wait and block

rdlock(&rwm[2]);

Thread 3 

transfer(1, 2)

rwlock(&rwm[1]);

 wait and block


rwlock(&rwm[2]);

counts[1]->val -= 10

accounts[2]->val += 10

unlock(&rwm[1]);

unlock(&rwm[2]);

Thread 1 

sum(1, 2)


```
rdlock(&rwm[1]);  
rdlock(&rwm[2]);  
xv = accounts[1]->val  
yv = accounts[2]->val  
unlock(&rwm[1]);  
unlock(&rwm[2]);
```

sum(1, 2)

```
rdlock(&rwm[1]);
```

 wait and block

```
rdlock(&rwm[2]);  
xv = accounts[1]->val  
yv = accounts[2]->val  
unlock(&rwm[1]);  
unlock(&rwm[2]);
```

Thread 2 

sum(1, 2)

```
rdlock(&rwm[1]);  
rdlock(&rwm[2]);  
xv = counts[1]->val  
yv = accounts[2]->val  
unlock(&rwm[1]);  
unlock(&rwm[2]);
```

sum(1, 2)

```
rdlock(&rwm[1]);
```

 wait and block

```
rdlock(&rwm[2]);  
xv = accounts[1]->val  
yv = accounts[2]->val  
unlock(&rwm[1]);  
unlock(&rwm[2]);
```

Thread 3 

transfer(1, 2)

```
rwlock(&rwm[1]);
```

 wait and block

```
rwlock(&rwm[2]);  
counts[1]->val -= 10  
accounts[2]->val += 10
```

```
unlock(&rwm[1]);  
unlock(&rwm[2]);
```

Question

Can you implement your own RW lock with mutex and condition variable?

To make it simple, we have four interfaces:

```
write_lock(rwlock_t *)/ write_unlock(rwlock_t *)  
read_lock(rwlock_t *)/ read_unlock(rwlock_t *)
```

Implementation I

```
typedef struct {  
    pthread_mutex_t mutex;  
    pthread_cond_t cond;  
    int readers; // number of readers holding the lock  
    int writer;  // number of writers holding the lock  
} rwlock_t;
```

```
typedef struct {  
    pthread_mutex_t mutex;  
    pthread_cond_t cond;  
    int readers;  
    int writer;  
} rwlock_t;
```

1st Implementation

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writers != 0) {
```


1st Implementation

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;
-----
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                        &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```



```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;
```

1st Implementation

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->readers > 0)
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;
```

1st Implementation

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
          || rwl->readers > 0) {
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;
```

1st Implementation

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
          || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
}
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;
```

1st Implementation

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
          || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->writer++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;
```

1st Implementation

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void read_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->readers--;
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
          || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->writer++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;
```

1st Implementation

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                        &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void read_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->readers--;
    if(reader == 0)
        pthread_cond_broadcast(&rwl->cond);
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
        || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
                        &rwl->mutex);
    }
    rwl->writer++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

1st Implementation

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;

-----

void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}

void read_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->readers--;
    if(reader == 0)
        pthread_cond_broadcast(&rwl->cond);
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
          || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->writer++;
    pthread_mutex_unlock(&rwl->mutex);
}

void write_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->writer--;
    pthread_cond_broadcast(&rwl->cond);
    pthread_mutex_unlock(&rwl->mutex);
}
```

Example Read/Write Counter

```
int global;  
rwlock_t rwlock;
```

Multiple threads invoke get and update functions concurrently.


```
int get() {  
    read_lock(&rwlock);  
    int v = global;  
    read_unlock(&rwlock);  
    return v;  
}
```

```
void update() {  
    write_lock(&rwlock);  
    global++;  
    write_unlock(&rwlock);  
}
```




```
rwlock < readers: 0, writer: 0 >
```

rwlock < readers: 1, writer: 0 >


Thread 1 

get()

read_lock(&rwlock);

Thread 2 


get()

Thread 3 

update()


```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    reader++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

rwlock < readers: 2, writer: 0 >

Thread 1 


get()

read_lock(&rwlock);

Thread 2 

get()


read_lock(&rwlock);

Thread 3 

update()

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writers != 0) {  
        pthread_cond_wait(&rwl->cond,  
                          &rwl->mutex);  
    }  
    reader++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


rwlock < readers: 2, writer: 0 >

Thread 1 

get()


read_lock(&rwlock);

int v = global;

Thread 2 

get()


read_lock(&rwlock);

Thread 3 

update()

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    reader++;
    pthread_mutex_unlock(&rwl->mutex);
}
```


rwlock < readers: 2, writer: 0 >

Thread 1 

get()

read_lock(&rwlock);

int v = global;

Thread 2 

get()

read_lock(&rwlock);

int v = global;

Thread 3 

update()


write_lock(&rwlock);

 **wait and block**

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    reader++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
          || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    writer++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

rwlock < readers: 1, writer: 0 >


Thread 1 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

```
read_unlock(&rwlock);
```

Thread 2 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

Thread 3 

update()

```
write_lock(&rwlock);
```


 wait and block

 wait and block

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    reader--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 0, writer: 0 >


Thread 1 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

```
read_unlock(&rwlock);
```

Thread 2 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

```
read_unlock(&rwlock);
```

Thread 3 

update()

```
write_lock(&rwlock);
```


 **wait and block**

 **wait and block**

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    reader--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 0, writer: 1 >


Thread 1 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

```
read_unlock(&rwlock);
```

Thread 2 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

```
read_unlock(&rwlock);
```

Thread 3 

update()

```
write_lock(&rwlock);
```


 wait and block

 wait and block

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    reader--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


rwlock < readers: 0, writer: 1 >

Thread 1 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```



Thread 2 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```

Thread 3 


update()

```
write_lock(&rwlock);  
 wait and block  
 wait and block  
global++;
```

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    reader--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 0, writer: 1 >

Thread 1 


get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```



Thread 2 


get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```


Thread 3 

update()

```
write_lock(&rwlock);  
 wait and block  
 wait and block  
global++;
```

Thread 4 


get()

```
read_lock(&rwlock);  
 wait and block
```

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writers != 0) {  
        pthread_cond_wait(&rwl->cond,  
                          &rwl->mutex);  
    }  
    reader++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
          || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                          &rwl->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 0, writer: 0 >

Thread 1 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```



Thread 2 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```


Thread 3 

update()

```
write_lock(&rwlock);  
 wait and block  
 wait and block  
global++;  
write_unlock(&rwlock);
```

Thread 4 


get()

```
read_lock(&rwlock);  
 wait and block
```

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writers != 0) {  
        pthread_cond_wait(&rwl->cond,  
                           &rwl->mutex);  
    }  
    reader++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


```
void write_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    writer--;  
    pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 1, writer: 0 >

Thread 1 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```



Thread 2 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```


Thread 3 

update()

```
write_lock(&rwlock);  
 wait and block  
 wait and block  
global++;  
write_unlock(&rwlock);
```

Thread 4 


get()

```
read_lock(&rwlock);  
 wait and block  
int v = global;
```

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rw1->mutex);  
    while(rwl->writers != 0) {  
        pthread_cond_wait(&rw1->cond,  
                          &rw1->mutex);  
    }  
    reader++;  
    pthread_mutex_unlock(&rw1->mutex);  
}
```


```
void write_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rw1->mutex);  
    writer--;  
    pthread_cond_broadcast(&rw1->cond);  
    pthread_mutex_unlock(&rw1->mutex);  
}
```

rwlock < readers: 0, writer: 0 >

Thread 1 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```



Thread 2 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```


Thread 3 

update()

```
write_lock(&rwlock);  
 wait and block  
 wait and block  
global++;  
write_unlock(&rwlock);
```

Thread 4 

get()

```
read_lock(&rwlock);  
 wait and block  
int v = global;  
read_unlock(&rwlock);
```

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writers != 0) {  
        pthread_cond_wait(&rwl->cond,  
                          &rwl->mutex);  
    }  
    reader++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
void write_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    writer--;  
    pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;
```

1st Implementation

Can readers starve writers?

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    rwl->reader++;
    pthread_mutex_unlock(&rwl->mutex);
}
```


```
void read_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    reader--;
    if(reader == 0)
        pthread_cond_broadcast(&rwl->cond);
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
          || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    writer++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    writer--;
    pthread_cond_broadcast(&rwl->cond);
    pthread_mutex_unlock(&rwl->mutex);
}
```


```
rwlock < readers: 0, writer: 0 >
```

rwlock < readers: 1, writer: 0 >


Thread 1 

get()

read_lock(&rwlock);

Thread 2 


get()

Thread 3 

update()


```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    reader++;
    pthread_mutex_unlock(&rwl->mutex);
}
```


rwlock < readers: 2, writer: 0 >

Thread 1 

get()

read_lock(&rwlock);

Thread 2 

get()


read_lock(&rwlock);

Thread 3 

update()

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writers != 0) {  
        pthread_cond_wait(&rwl->cond,  
                          &rwl->mutex);  
    }  
    reader++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


rwlock < readers: 2, writer: 0 >

Thread 1 

get()


read_lock(&rwlock);

int v = global;

Thread 2 

get()


read_lock(&rwlock);

Thread 3 

update()

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writers != 0) {  
        pthread_cond_wait(&rwl->cond,  
                          &rwl->mutex);  
    }  
    reader++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


rwlock < readers: 2, writer: 0 >

Thread 1 

get()

read_lock(&rwlock);

int v = global;

Thread 2 

get()

read_lock(&rwlock);

int v = global;

Thread 3 

update()


write_lock(&rwlock);

 **wait and block**

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writers != 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    reader++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
          || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
                          &rwl->mutex);
    }
    writer++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

rwlock < readers: 1, writer: 0 >


Thread 1 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```


```
read_unlock(&rwlock);
```

Thread 2 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

Thread 3 

update()

```
write_lock(&rwlock);
```


 **wait and block**

 **wait and block**

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rw1->mutex);  
    reader--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rw1->cond);  
    pthread_mutex_unlock(&rw1->mutex);  
}
```


```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rw1->mutex);  
    while(rw1->writer != 0  
        || rw1->readers > 0) {  
        pthread_cond_wait(&rw1->cond,  
                        &rw1->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rw1->mutex);  
}
```

rwlock < readers: 2, writer: 0 >

Thread 1 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```



Thread 2 

get()

```
read_lock(&rwlock);  
int v = global;
```

Thread 3 

update()

```
write_lock(&rwlock);  
 wait and block  
 wait and block
```

Thread 4 


get()

```
read_lock(&rwlock);
```

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writers != 0) {  
        pthread_cond_wait(&rwl->cond,  
                          &rwl->mutex);  
    }  
    reader++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
          || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                          &rwl->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 1, writer: 0 >


Thread 1 

get()

read_lock(&rwlock);

int v = global;

read_unlock(&rwlock);

Thread 2 

get()

read_lock(&rwlock);

int v = global;

read_unlock(&rwlock);

Thread 3 


update()

write_lock(&rwlock);

 wait and block

 wait and block

 wait and block

Thread 4 


get()

read_lock(&rwlock);

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    reader--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 1, writer: 0 >

Thread 1 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```





Thread 2 


get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```

Thread 3 

update()

```
write_lock(&rwlock);  
 wait and block  
 wait and block  
 wait and block  
 wait and block
```

Thread 4 


get()

```
read_lock(&rwlock);  
  
int v = global;
```

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    reader--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 0, writer: 1 >

Thread 1 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```





Thread 2 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```

Thread 3 

update()

```
write_lock(&rwlock);  
 wait and block  
 wait and block  
 wait and block  
 wait and block
```

Thread 4 


get()

```
read_lock(&rwlock);  
  
int v = global;  
read_unlock(&rwlock);
```

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rw1->mutex);  
    reader--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rw1->cond);  
    pthread_mutex_unlock(&rw1->mutex);  
}
```


```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rw1->mutex);  
    while(rw1->writer != 0  
        || rw1->readers > 0) {  
        pthread_cond_wait(&rw1->cond,  
                        &rw1->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rw1->mutex);  
}
```


rwlock < readers: 0, writer: 1 >

Thread 1 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```





Thread 2 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```

Thread 3 

update()

```
write_lock(&rwlock);  
 wait and block  
 wait and block  
 wait and block  
 wait and block  
global++;  
write_unlock(&rwlock);
```

Thread 4 

get()

```
read_lock(&rwlock);  
int v = global;  
read_unlock(&rwlock);
```

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    reader--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    writer++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
} rwlock_t;
```

1st Implementation

Yes, readers can starve writers

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    while(rw1->writers != 0) {
        pthread_cond_wait(&rw1->cond,
                        &rw1->mutex);
    }
    reader++;
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
void read_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    reader--;
    if(reader == 0)
        pthread_cond_broadcast(&rw1->cond);
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    while(rw1->writer != 0
        || rw1->readers > 0) {
        pthread_cond_wait(&rw1->cond,
                        &rw1->mutex);
    }
    writer++;
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
void write_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    writer--;
    pthread_cond_broadcast(&rw1->cond);
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
    int w_waiters;
} rwlock_t;
```

2nd Implementation

Favor writer over reader.

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
        || rwl->w_waiters != 0 ) {
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
    int w_waiters;
} rwlock_t;
```

2nd Implementation

Favor writer over reader.

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    while(rwl->writer != 0
        || rwl->w_waiters != 0 ) {
        pthread_cond_wait(&rw1->cond,
            &rw1->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
    int w_waiters;
} rwlock_t;
```

2nd Implementation

Favor writer over reader.

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    while(rwl->writer != 0
        || rwl->w_waiters != 0 ) {
        pthread_cond_wait(&rw1->cond,
            &rw1->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    rwl->w_waiters++;
}
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
    int w_waiters;
} rwlock_t;
```

2nd Implementation

Favor writer over reader.

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    while(rw1->writer != 0
        || rw1->w_waiters != 0 ) {
        pthread_cond_wait(&rw1->cond,
            &rw1->mutex);
    }
    rw1->readers++;
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    rw1->w_waiters++;
    while(rw1->writer != 0
        || rw1->readers > 0) {
        pthread_cond_wait(&rw1->cond,
            &rw1->mutex);
    }
}
```

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
    int w_waiters;
} rwlock_t;
```

2nd Implementation

Favor writer over reader.

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    while(rwl->writer != 0
        || rwl->w_waiters != 0 ) {
        pthread_cond_wait(&rw1->cond,
            &rw1->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    rwl->w_waiters++;
    while(rwl->writer != 0
        || rwl->readers > 0) {
        pthread_cond_wait(&rw1->cond,
            &rw1->mutex);
    }
    rwl->writer++;
    rwl->w_waiters--;
    pthread_mutex_unlock(&rw1->mutex);
}
```

2nd Implementation

Favor writer over reader.

```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
    int w_waiters;
} rwlock_t;

-----

void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
        || rwl->w_waiters != 0 ) {
        pthread_cond_wait(&rwl->cond,
            &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}

void read_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->readers--;
    if(reader == 0)
        pthread_cond_broadcast(&rwl->cond);
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->w_waiters++;
    while(rwl->writer != 0
        || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
            &rwl->mutex);
    }
    rwl->writer++;
    rwl->w_waiters--;
    pthread_mutex_unlock(&rwl->mutex);
}
```



```
typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
    int w_waiters;
} rwlock_t;
```

2nd Implementation

Favor writer over reader.

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    while(rw1->writer != 0
        || rw1->w_waiters != 0 ) {
        pthread_cond_wait(&rw1->cond,
            &rw1->mutex);
    }
    rw1->readers++;
    pthread_mutex_unlock(&rw1->mutex);
}


void read_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    rw1->readers--;
    if(reader == 0)
        pthread_cond_broadcast(&rw1->cond);
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    rw1->w_waiters++;
    while(rw1->writer != 0
        || rw1->readers > 0) {
        pthread_cond_wait(&rw1->cond,
            &rw1->mutex);
    }
    rw1->writer++;
    rw1->w_waiters--;
    pthread_mutex_unlock(&rw1->mutex);
}


void write_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rw1->mutex);
    rw1->writer--;
    pthread_cond_broadcast(&rw1->cond);
    pthread_mutex_unlock(&rw1->mutex);
}
```

```
rwlock < readers: 0, writer: 0, w_waiters: 0 >
```


rwlock < readers: 1, writer: 0, w_waiters: 0 >

Thread 1 

get()

Thread 2 

get()


Thread 3 

update()

read_lock(&rwlock);


```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
        || rwl->w_waiters != 0 ) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    rwl->readers++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 2, writer: 0, w_waiters: 0 >

Thread 1 


get()

read_lock(&rwlock);

Thread 2 

get()


read_lock(&rwlock);

Thread 3 

update()

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
          || rwl->w_waiters != 0 ) {  
        pthread_cond_wait(&rwl->cond,  
                          &rwl->mutex);  
    }  
    rwl->readers++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


rwlock < readers: 2, writer: 0, w_waiters: 0 >

Thread 1 

get()

read_lock(&rwlock);

int v = global;

Thread 2 

get()


read_lock(&rwlock);

Thread 3 

update()

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
        || rwl->w_waiters != 0 ) {
        pthread_cond_wait(&rwl->cond,
            &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```


rwlock < readers: 2, writer: 0, w_waiters: 1 >

Thread 1 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

Thread 2 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

Thread 3 

update()


```
write_lock(&rwlock);
```

 **wait and block**

```
void read_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    while(rwl->writer != 0  
        || rwl->w_waiters != 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    rwl->readers++;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    rwl->w_waiters++;  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    rwl->writer++;  
    rwl->w_waiters--;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
rwlock < readers: 1, writer: 0, w_waiters: 1 >
```


Thread 1 

```
get()
```

```
read_lock(&rwlock);
```

```
int v = global;
```


```
read_unlock(&rwlock);
```

Thread 2 

```
get()
```

```
read_lock(&rwlock);
```

```
int v = global;
```

Thread 3 

```
update()
```

```
write_lock(&rwlock);
```


 **wait and block**

 **wait and block**

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    rwl->readers--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```


```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    rwl->w_waiters++;  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    rwl->writer++;  
    rwl->w_waiters--;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 1, writer: 0, w_waiters: 1 >

Thread 1 


get()

```
read_lock(&rwlock);
int v = global;
read_unlock(&rwlock);
```



Thread 2 


get()

```
read_lock(&rwlock);
int v = global;
```

Thread 3 

update()

```
write_lock(&rwlock);
 wait and block
 wait and block
```

Thread 4 


get()

```
read_lock(&rwlock);
```

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
        || rwl->w_waiters != 0 ) {
        pthread_cond_wait(&rwl->cond,
            &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->w_waiters++;
    while(rwl->writer != 0
        || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
            &rwl->mutex);
    }
    rwl->writer++;
    rwl->w_waiters--;
    pthread_mutex_unlock(&rwl->mutex);
}
```


rwlock < readers: 0, writer: 0, w_waiters: 1 >


Thread 1 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

```
read_unlock(&rwlock);
```

Thread 2 

get()

```
read_lock(&rwlock);
```

```
int v = global;
```

```
read_unlock(&rwlock);
```

Thread 3 


update()

```
write_lock(&rwlock);
```

 wait and block

 wait and block

 wait and block

Thread 4 

get()


```
read_lock(&rwlock);
```

 wait and block

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    rwl->readers--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rwl->cond);  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

```
void write_lock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rwl->mutex);  
    rwl->w_waiters++;  
    while(rwl->writer != 0  
        || rwl->readers > 0) {  
        pthread_cond_wait(&rwl->cond,  
                        &rwl->mutex);  
    }  
    rwl->writer++;  
    rwl->w_waiters--;  
    pthread_mutex_unlock(&rwl->mutex);  
}
```

rwlock < readers: 0, writer: 0, w_waiters: 0 >


Thread 1 

get()

read_lock(&rwlock);

int v = global;

read_unlock(&rwlock);


Thread 2 

get()

read_lock(&rwlock);

int v = global;

read_unlock(&rwlock);

Thread 3 

update()

write_lock(&rwlock);


 wait and block

 wait and block

 wait and block

global++;

write_unlock(&rwlock);

Thread 4 

get()

read_lock(&rwlock);

 wait and block


 wait and block

 wait and block

```
void read_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rw1->mutex);  
    rw1->readers--;  
    if(reader == 0)  
        pthread_cond_broadcast(&rw1->cond);  
    pthread_mutex_unlock(&rw1->mutex);  
}
```

```
void write_unlock(rwlock_t* rwl) {  
    pthread_mutex_lock(&rw1->mutex);  
    rw1->writer--;  
    pthread_cond_broadcast(&rw1->cond);  
    pthread_mutex_unlock(&rw1->mutex);  
}
```

rwlock < readers: 1, writer: 0, w_waiters: 0 >


Thread 1 

get()

read_lock(&rwlock);

int v = global;

read_unlock(&rwlock);


Thread 2 

get()

read_lock(&rwlock);

int v = global;

read_unlock(&rwlock);

Thread 3 

update()

write_lock(&rwlock);


 wait and block

 wait and block

 wait and block

global++;

write_unlock(&rwlock);

Thread 4 

get()

read_lock(&rwlock);

 wait and block

 wait and block

 wait and block

int v = global;

```
void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
        || rwl->w_waiters != 0 ) {
        pthread_cond_wait(&rwl->cond,
            &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}
```

```
void write_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->writer--;
    pthread_cond_broadcast(&rwl->cond);
    pthread_mutex_unlock(&rwl->mutex);
}
```

```

typedef struct {
    pthread_mutex_t mutex;
    pthread_cond_t cond;
    int readers;
    int writer;
    int w_waiters;
} rwlock_t;

```

2nd Implementation

Favor writer over reader.

Blocked writers always preempt blocked readers

```

void read_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    while(rwl->writer != 0
        || rwl->w_waiters != 0 ) {
        pthread_cond_wait(&rwl->cond,
            &rwl->mutex);
    }
    rwl->readers++;
    pthread_mutex_unlock(&rwl->mutex);
}

void read_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->readers--;
    if(rwl->readers == 0)
        pthread_cond_broadcast(&rwl->cond);
    pthread_mutex_unlock(&rwl->mutex);
}

```

```

void write_lock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->w_waiters++;
    while(rwl->writer != 0
        || rwl->readers > 0) {
        pthread_cond_wait(&rwl->cond,
            &rwl->mutex);
    }
    rwl->writer++;
    rwl->w_waiters--;
    pthread_mutex_unlock(&rwl->mutex);
}

void write_unlock(rwlock_t* rwl) {
    pthread_mutex_lock(&rwl->mutex);
    rwl->writer--;
    pthread_cond_broadcast(&rwl->cond);
    pthread_mutex_unlock(&rwl->mutex);
}

```

Advanced Topics

Randomly wakeup either all readers or one writer

- Use separate condition variable

Locks are dealt out in the order they are requested

- Create one conditional variable for each waiter, and signal all readers or a single writer, both at the head of the queue