

## Eventvariables: an implementation with semaphores

### 0. Specification

An eventvariable is an integer variable  $x$  (say) on which only two operations are defined, which I shall call  $\text{await}\cdot x$  and  $\text{cause}\cdot x$ . The effect of these operations can be specified operationally — which is adequate for my purpose — as follows; here,  $h$  is an auxiliary variable of the process in which  $\text{await}\cdot x$  occurs:

$\text{await}\cdot x$ :  $\langle h := x \rangle ; \langle [h < x] \rangle$

$\text{cause}\cdot x$ :  $\langle x := x + 1 \rangle$

legenda: A statement enclosed by  $\langle \dots \rangle$  must be implemented as an atomic action. For boolean expression  $B$  the statement  $[B]$  ("wait until  $B$ ") can be executed only if  $B$  is true, i.e. the process executing  $[B]$  is blocked as long as  $B$  is false; otherwise, the net effect of  $[B]$  is a skip.

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It is not so surprising that  $\text{await}\cdot x$  consists of 2 atomic statements: the effect of  $\text{cause}\cdot x$  is different for processes that have initiated  $\text{await}\cdot x$  and for processes that have not yet initiated  $\text{await}\cdot x$ .

Every process has its own local auxiliary variable  $h$ ; when necessary I shall use  $h_p$  for the auxiliary variable for process  $p$ . In what follows dummy  $p$  ranges over all processes.

The initial value of  $x$  is irrelevant, and so are the initial values of the  $h$ 's. It is, therefore, safe to assume that, initially,  $h_p < x$  for all  $p$ . By virtue of the above specification we now have that

$$Q: (\forall p :: h_p < x)$$

is an invariant of the system. We even have, for all  $p$ :

$$h_p < x \vee \text{"process } p \text{ is blocked in } \text{await } x \text{"}$$

## 1. Implementation

All we have to do is to implement the guard  $[h < x]$ . Such a guard may be safely omitted if it has  $h < x$  as a precondition. So, we are heading for a program of the following shape:

$$\text{await } x: \langle h := x \rangle ; \text{---?---} \{ h < x \}$$

We use the (standard) technique of the split binary semaphore. It is not necessary to introduce a component semaphore for every individual condition  $h < x$ : first, we have  $(\forall p :: h_p < x) \Rightarrow h_q < x$ , for every  $q$ , and, second, we have that  $\text{cause } x$  establishes  $(\forall p :: h_p < x)$  because of the invariance of  $Q$ .

So, we introduce a semaphore  $s$  with an associated integer variable  $b$ , with the following invariant:

$$s = 0 \vee ((\forall p :: h_p < x) \wedge b > 0).$$

Initially we set  $s=0 \wedge b=0$ , which satisfies the invariant.

Moreover, according to the rules of the trade, we introduce a semaphore  $m$  (the "neutral" component), initially  $m=1$ , with accompanying invariant:

$$m=0 \vee (\exists p :: h_p = x) \vee b=0 .$$

$m$  and  $s$  now constitute a split binary semaphore:  $0 \leq m+s \leq 1$  will be invariant as well.

From the theory of semaphores I recall that, for every invariant of the shape  $s=0 \vee B$ , we may use that  $B$  is a valid postassertion of every  $P.s$  operation — i.e. we may write  $P.s \{B\}$  — provided that we prove that  $B$  is a valid preassertion of every  $V.s$  operation — i.e. we must show that we may write  $\{B\} V.s$  —. Using this we now can construct programs for `await.x` and `cause.x` as follows, entirely according to the rules of the trade:

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await.x:  P.m
          ; h := x
          ; { h = x }
          ; b := b + 1
          ; { (∃ p :: h_p = x) }
          ; V.m
          ; P.s
          ; { (∀ p :: h_p < x) ∧ b > 0 }
          ; { hence, also: h < x }
          ; b := b - 1
          ; if b > 0 → V.s  [] b = 0 → V.m fi

```

$\text{cause}.x \quad P.m$   
 $;$   $x := x + 1$   
 $;$   $\{ (\forall p :: h_p < x) \}$   
 $\text{if } b > 0 \rightarrow V.s \quad \square \quad b = 0 \rightarrow V.m \text{ fi}$

In these programs both  $x$  and the variables  $h$  can now be considered as auxiliary variables and they can be eliminated. Doing so and omitting the annotation as well we obtain:

$\text{await}.x: \quad P.m ; b := b + 1 ; V.m$   
 $;$   $P.s ; b := b - 1 ; \text{if } b > 0 \rightarrow V.s \quad \square \quad b = 0 \rightarrow V.m \text{ fi}$

$\text{cause}.x: \quad P.m ; \text{if } b > 0 \rightarrow V.s \quad \square \quad b = 0 \rightarrow V.m \text{ fi}$

Thus, every eventvariable can be implemented by means of two (binary) semaphores and one integer variable. So much for a nice application of the technique of the split binary semaphore.

apology: My writing hand is not in good shape today, nor is my handwriting.

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Eindhoven, 17 november 1994  
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