

Randomized Dining Philosophers

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Outline



- 1 Introduction
- 2 Randomized Algorithm
- 3 Conclusion

Introduction



Safety property-mutual exclusion

- Semaphore
- Monitor and condition
- Message passing...

Deadlock free-make progress

When some philosophers are hungry, then there will be at least philosopher to eat from then on.

Problem of These Models



More information than necessary

- Semaphore needs to know not only your neighbor, but your neighbor's neighbor;
- Monitor needs to know all processes;
- Message monitor needs to know the number of philosophers, and synchronization

Behavior differently

- Philosophers need to pick up forks in different order
- Id is needed for each philosopher

What We really Want



- Safety property
- Deadlock free

What We really Want



- Safety property
- Deadlock free
- Liveness property: starvation free
- Truly distributed: no central memory or central process
- Symmetric: identical, no id

Randomized Dining Philosophers Algorithm



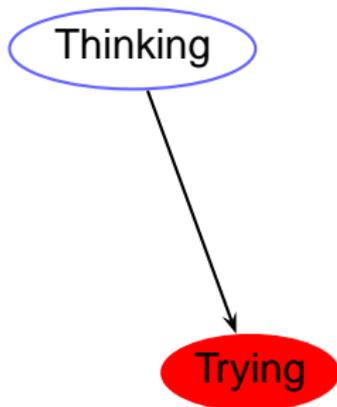
- Proposed by Daniel Lehmann & Michael O. Rabin
- Use probabilistic algorithm to randomly choose which fork to pick up first
- Wait for first fork
- Then for second, if can't, give up the first one and retry

Control Flow

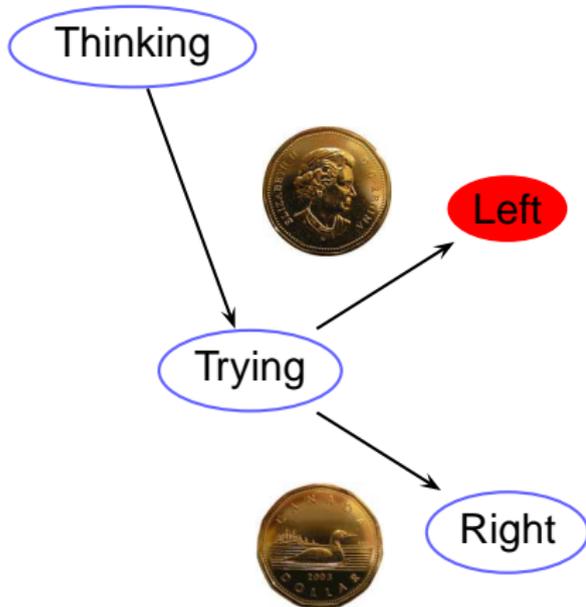


Thinking

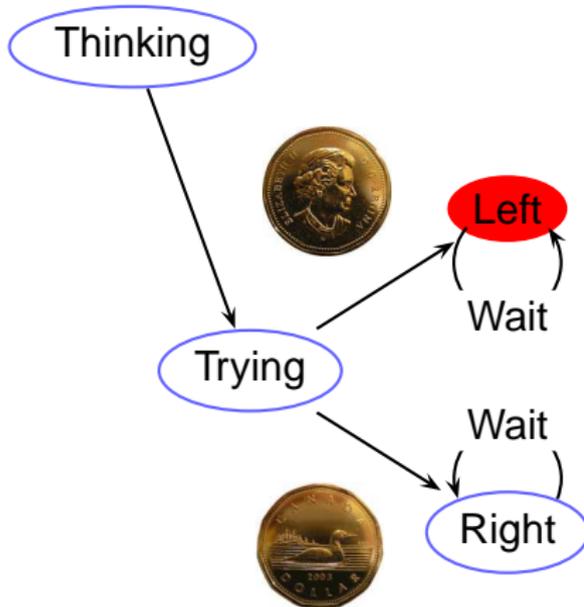
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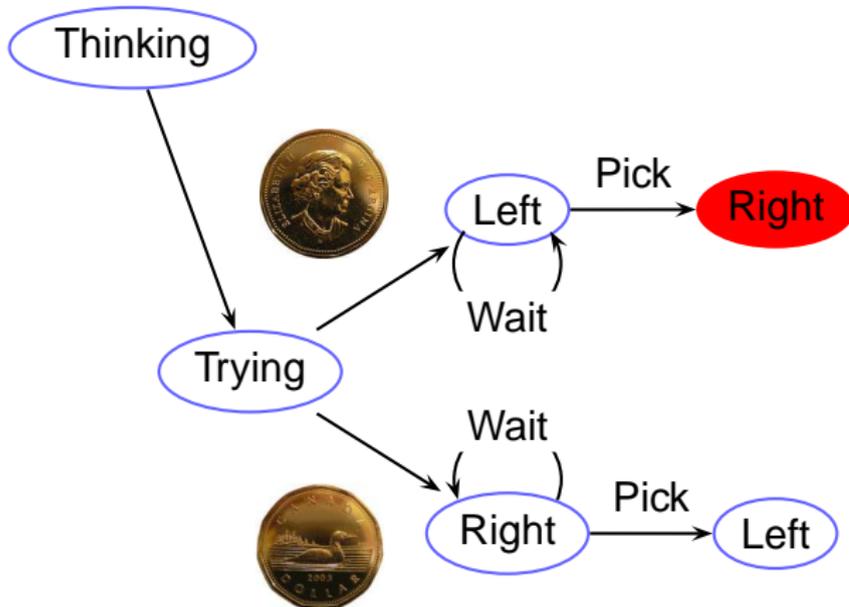
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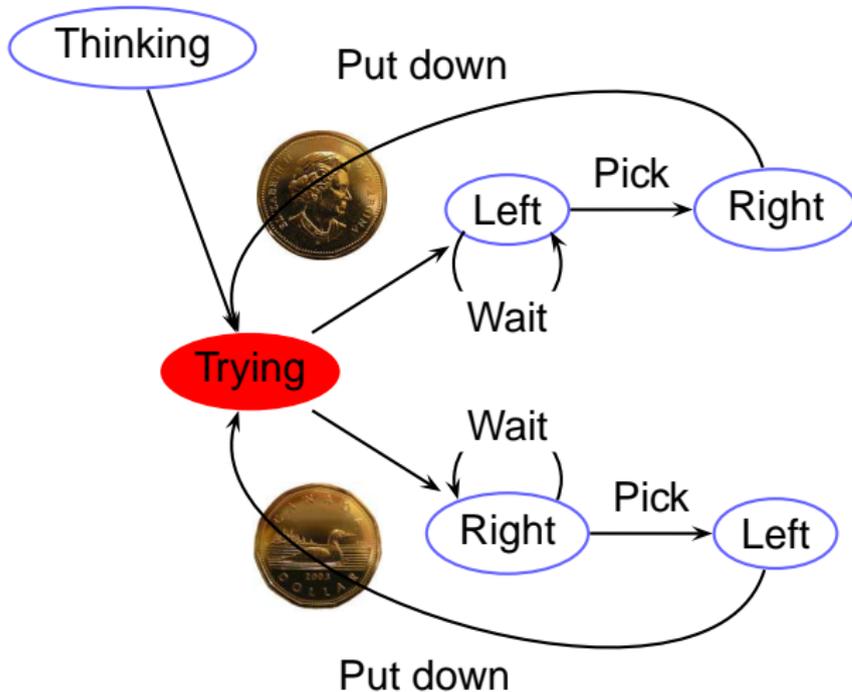
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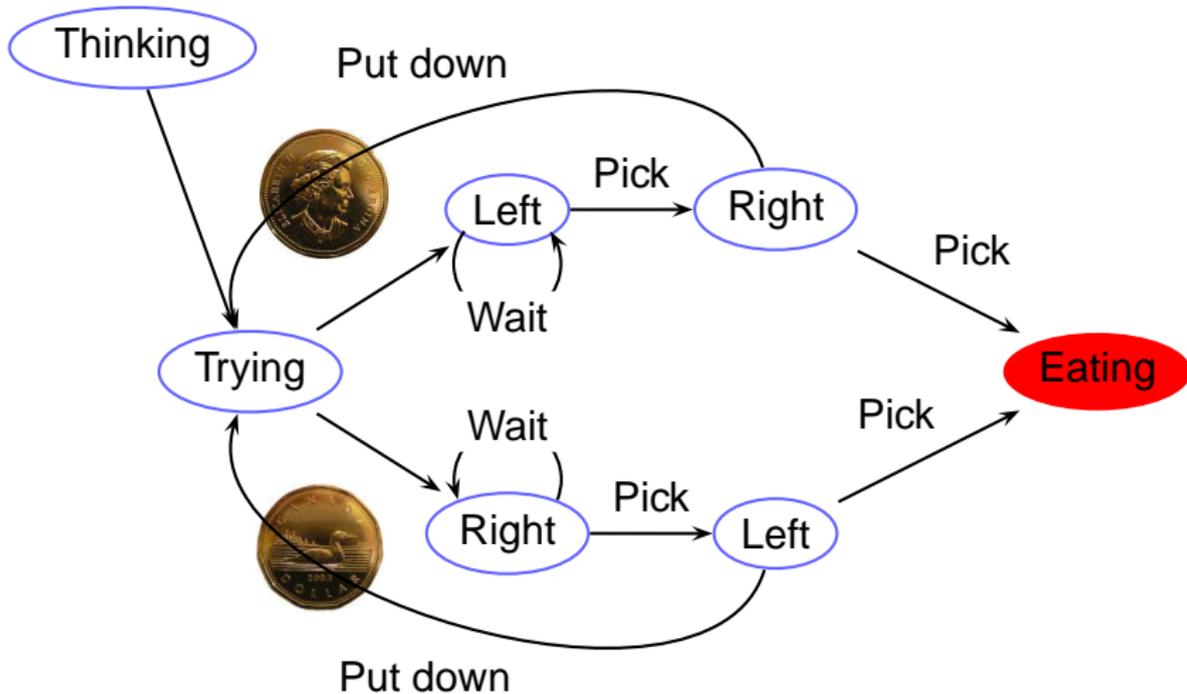
Control Flow



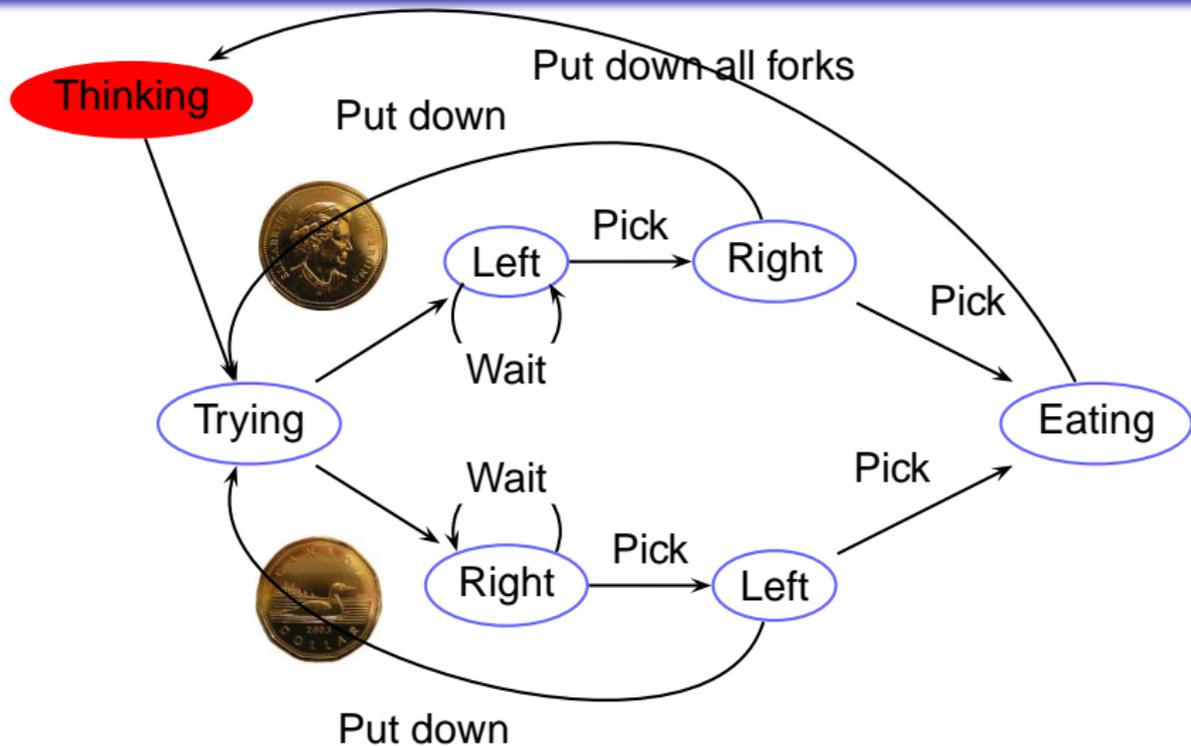
Control Flow



Control Flow



Control Flow



Improvement



- How about liveness property?

Improvement



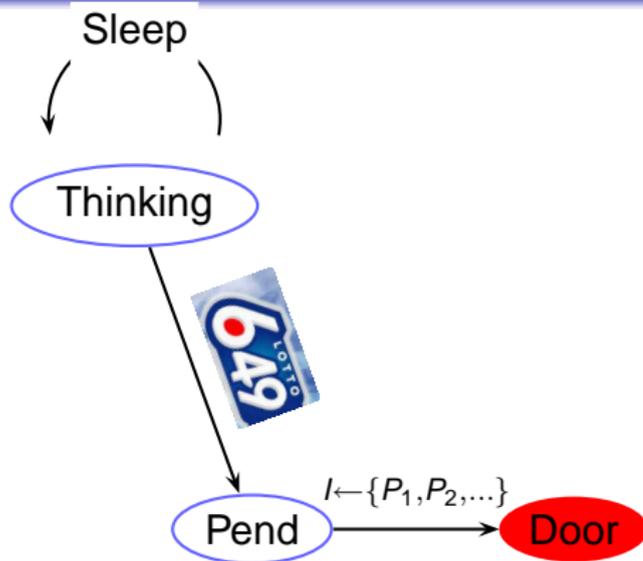
- How about liveness property?
- Add one more variable to indicate if the neighbor ate or not when pick the first fork
- Alternatively, use “Doorway Concept” and message passing between the philosopher and neighbor

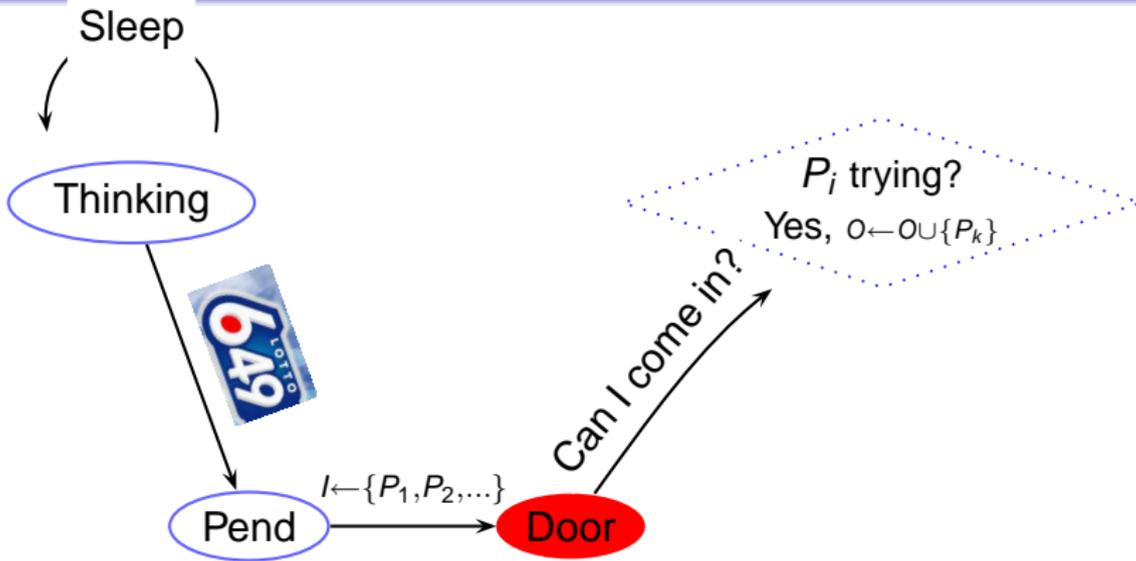
Control Flow-Message Passing: P_k

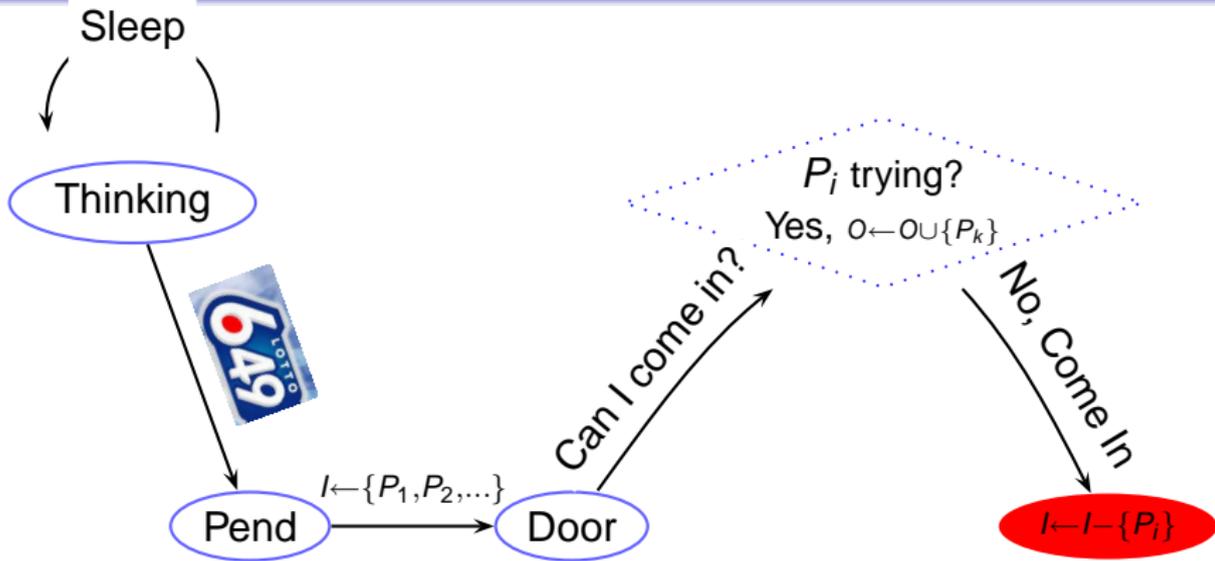


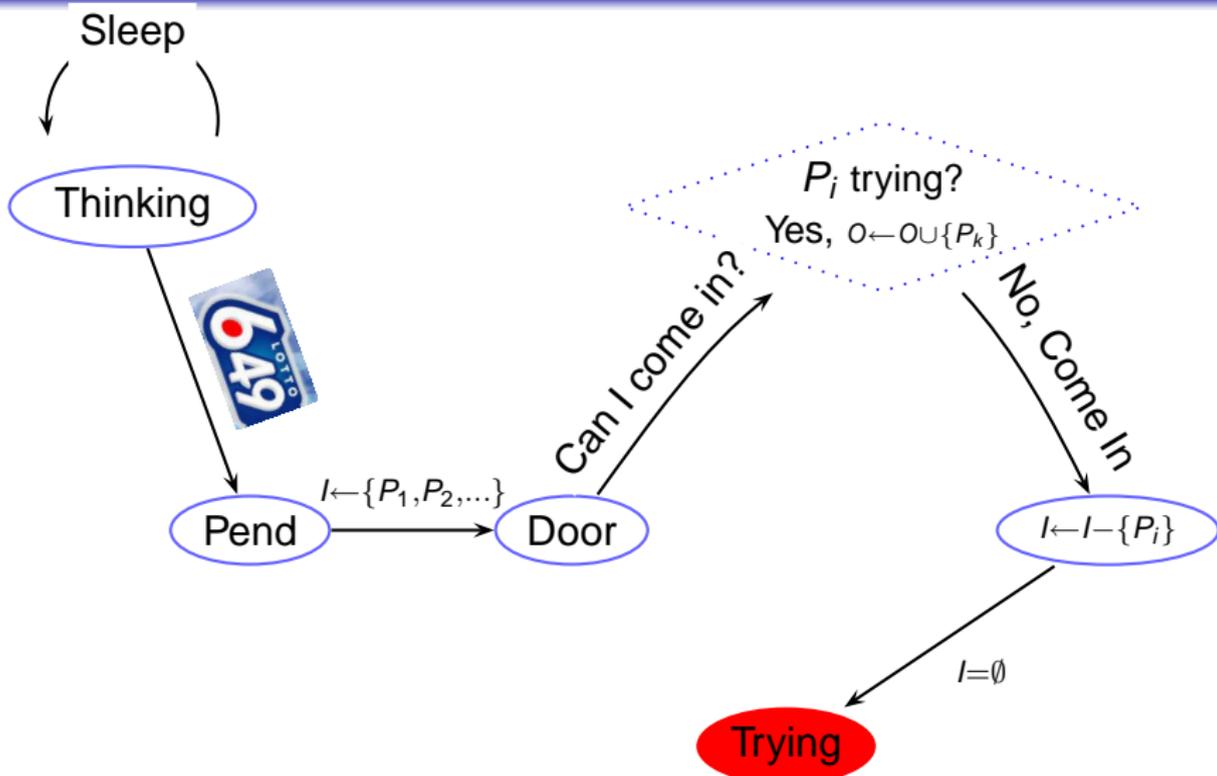
Thinking

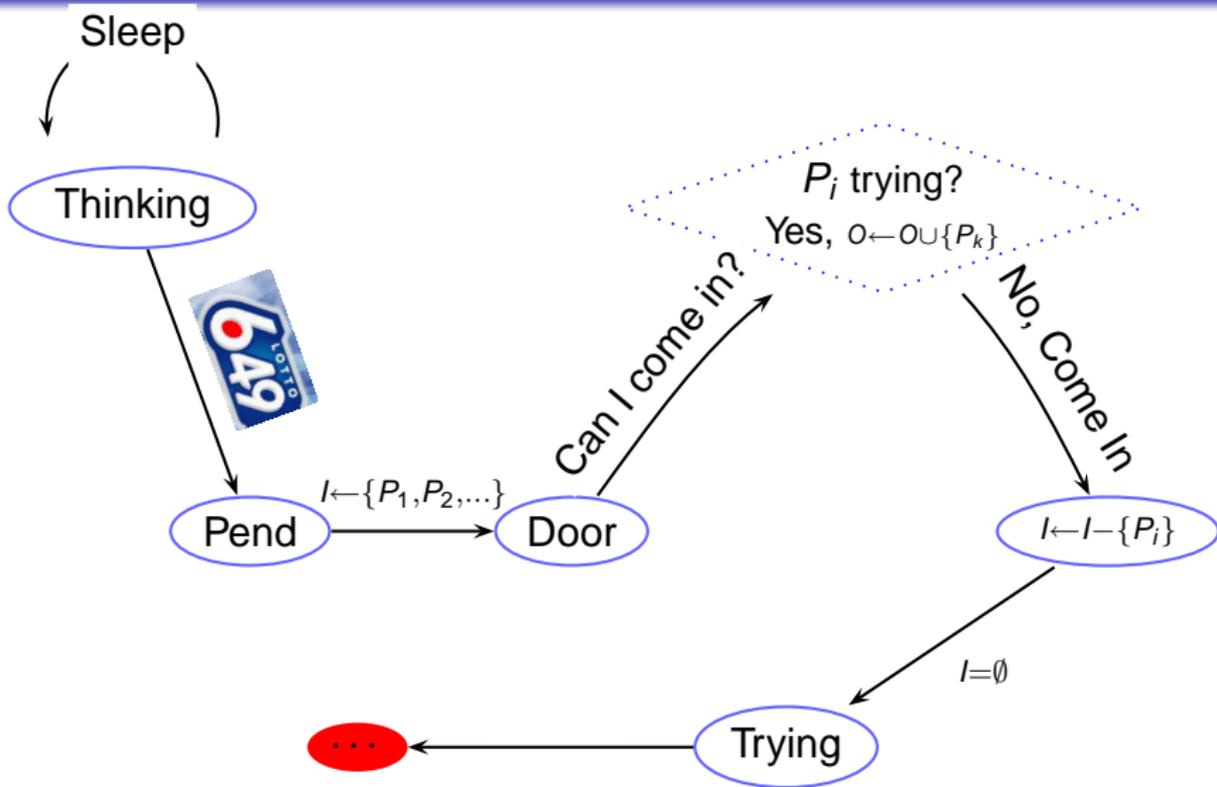
Control Flow-Message Passing: P_k 

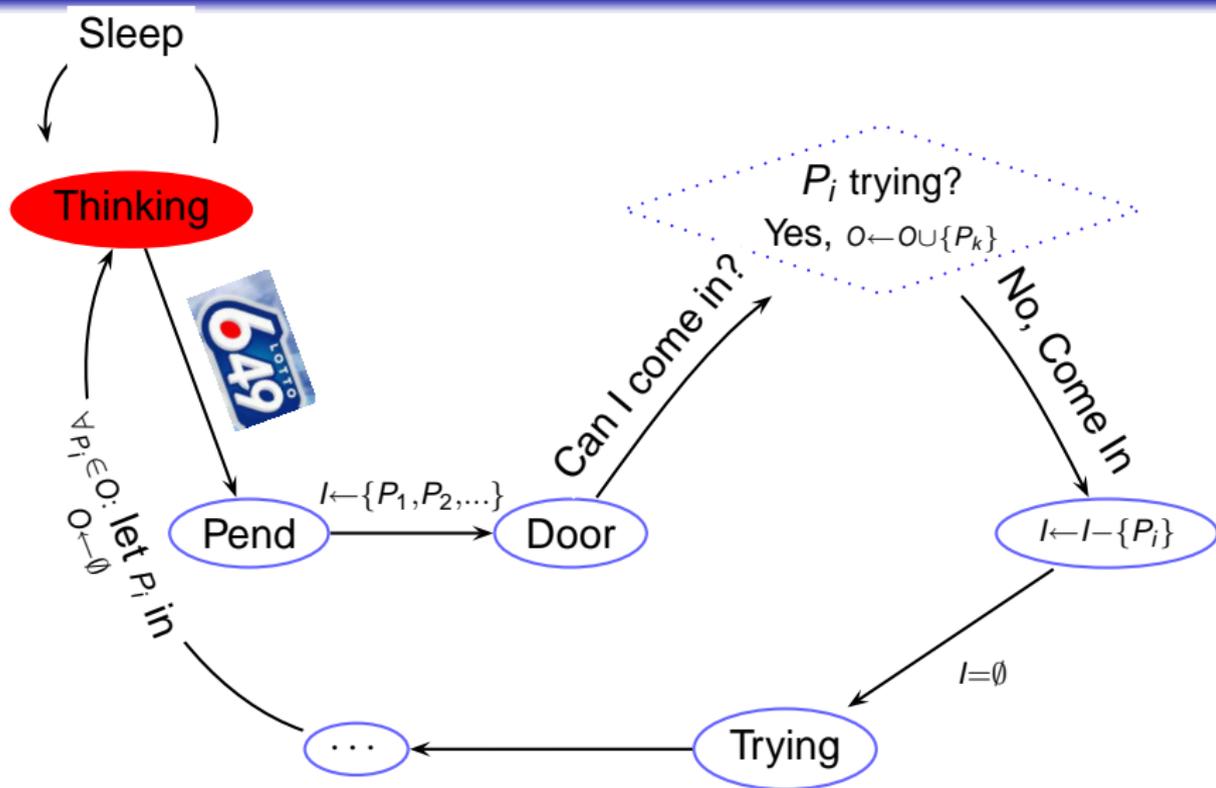
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Result



- The authors claim with probability 1, this algorithm is deadlock free
- By carefully examining, Nancy Lynch proves after some philosophers feel hungry and try to grab forks, there is at least one philosopher who eats within time $13c$ and probability $\frac{1}{8}$.
- For the message passing algorithm the probability, that the philosopher keeps trying more than time c , is at most $1/e^c$

Extension



- Scheduling TDMA in wireless sensor networks
- Drinking philosophers