

**NAME**

**sx**, **sx\_init**, **sx\_init\_flags**, **sx\_destroy**, **sx\_slock**, **sx\_xlock**, **sx\_slock\_sig**, **sx\_xlock\_sig**, **sx\_try\_slock**, **sx\_try\_xlock**, **sx\_sunlock**, **sx\_xunlock**, **sx\_unlock**, **sx\_try\_upgrade**, **sx\_downgrade**, **sx\_sleep**, **sx\_xholder**, **sx\_xlocked**, **sx\_assert**, **SX\_SYSINIT**, **SX\_SYSINIT\_FLAGS** - kernel shared/exclusive lock

**SYNOPSIS**

```
#include <sys/param.h>
```

```
#include <sys/lock.h>
```

```
#include <sys/sx.h>
```

*void*

```
sx_init(struct sx *sx, const char *description);
```

*void*

```
sx_init_flags(struct sx *sx, const char *description, int opts);
```

*void*

```
sx_destroy(struct sx *sx);
```

*void*

```
sx_slock(struct sx *sx);
```

*void*

```
sx_xlock(struct sx *sx);
```

*int*

```
sx_slock_sig(struct sx *sx);
```

*int*

```
sx_xlock_sig(struct sx *sx);
```

*int*

```
sx_try_slock(struct sx *sx);
```

*int*

```
sx_try_xlock(struct sx *sx);
```

*void*

```
sx_sunlock(struct sx *sx);
```

*void*

**sx\_xunlock**(*struct sx \*sx*);

*void*

**sx\_unlock**(*struct sx \*sx*);

*int*

**sx\_try\_upgrade**(*struct sx \*sx*);

*void*

**sx\_downgrade**(*struct sx \*sx*);

*int*

**sx\_sleep**(*void \*chan, struct sx \*sx, int priority, const char \*wmesg, int timo*);

*struct thread \**

**sx\_xholder**(*struct sx \*sx*);

*int*

**sx\_xlocked**(*const struct sx \*sx*);

**options INVARIANTS**

**options INVARIANT\_SUPPORT**

*void*

**sx\_assert**(*const struct sx \*sx, int what*);

**#include <sys/kernel.h>**

**SX\_SYSINIT**(*name, struct sx \*sx, const char \*desc*);

**SX\_SYSINIT\_FLAGS**(*name, struct sx \*sx, const char \*desc, int flags*);

## DESCRIPTION

Shared/exclusive locks are used to protect data that are read far more often than they are written.

Shared/exclusive locks do not implement priority propagation like mutexes and reader/writer locks to prevent priority inversions, so shared/exclusive locks should be used prudently.

Shared/exclusive locks are created with either **sx\_init**() or **sx\_init\_flags**() where *sx* is a pointer to space for a *struct sx*, and *description* is a pointer to a null-terminated character string that describes the shared/exclusive lock. The *opts* argument to **sx\_init\_flags**() specifies a set of optional flags to alter the

behavior of *sx*. It contains one or more of the following flags:

- SX\_DUPOK**        Witness should not log messages about duplicate locks being acquired.
- SX\_NOWITNESS**    Instruct witness(4) to ignore this lock.
- SX\_NOPROFILE**    Do not profile this lock.
- SX\_RECURSE**      Allow threads to recursively acquire exclusive locks for *sx*.
- SX\_QUIET**        Do not log any operations for this lock via ktr(4).
- SX\_NEW**          If the kernel has been compiled with **options INVARIANTS**, **sx\_init()** will assert that the *sx* has not been initialized multiple times without intervening calls to **sx\_destroy()** unless this option is specified.

Shared/exclusive locks are destroyed with **sx\_destroy()**. The lock *sx* must not be locked by any thread when it is destroyed.

Threads acquire and release a shared lock by calling **sx\_lock()**, **sx\_lock\_sig()** or **sx\_try\_lock()** and **sx\_sunlock()** or **sx\_unlock()**. Threads acquire and release an exclusive lock by calling **sx\_xlock()**, **sx\_xlock\_sig()** or **sx\_try\_xlock()** and **sx\_xunlock()** or **sx\_unlock()**. A thread can attempt to upgrade a currently held shared lock to an exclusive lock by calling **sx\_try\_upgrade()**. A thread that has an exclusive lock can downgrade it to a shared lock by calling **sx\_downgrade()**.

**sx\_try\_lock()** and **sx\_try\_xlock()** will return 0 if the shared/exclusive lock cannot be acquired immediately; otherwise the shared/exclusive lock will be acquired and a non-zero value will be returned.

**sx\_try\_upgrade()** will return 0 if the shared lock cannot be upgraded to an exclusive lock immediately; otherwise the exclusive lock will be acquired and a non-zero value will be returned.

**sx\_lock\_sig()** and **sx\_xlock\_sig()** do the same as their normal versions but performing an interruptible sleep. They return a non-zero value if the sleep has been interrupted by a signal or an interrupt, otherwise 0.

A thread can atomically release a shared/exclusive lock while waiting for an event by calling **sx\_sleep()**. For more details on the parameters to this function, see sleep(9).

When compiled with **options INVARIANTS** and **options INVARIANT\_SUPPORT**, the **sx\_assert()** function tests *sx* for the assertions specified in *what*, and panics if they are not met. One of the

following assertions must be specified:

**SA\_LOCKED** Assert that the current thread has either a shared or an exclusive lock on the *sx* lock pointed to by the first argument.

**SA\_SLOCKED** Assert that the current thread has a shared lock on the *sx* lock pointed to by the first argument.

**SA\_XLOCKED** Assert that the current thread has an exclusive lock on the *sx* lock pointed to by the first argument.

**SA\_UNLOCKED** Assert that the current thread has no lock on the *sx* lock pointed to by the first argument.

In addition, one of the following optional assertions may be included with either an **SA\_LOCKED**, **SA\_SLOCKED**, or **SA\_XLOCKED** assertion:

**SA\_RECURSED** Assert that the current thread has a recursed lock on *sx*.

**SA\_NOTRECURSED** Assert that the current thread does not have a recursed lock on *sx*.

**sx\_xholder()** will return a pointer to the thread which currently holds an exclusive lock on *sx*. If no thread holds an exclusive lock on *sx*, then **NULL** is returned instead.

**sx\_xlocked()** will return non-zero if the current thread holds the exclusive lock; otherwise, it will return zero.

For ease of programming, **sx\_unlock()** is provided as a macro frontend to the respective functions, **sx\_sunlock()** and **sx\_xunlock()**. Algorithms that are aware of what state the lock is in should use either of the two specific functions for a minor performance benefit.

The **SX\_SYSINIT()** macro is used to generate a call to the **sx\_sysinit()** routine at system startup in order to initialize a given *sx* lock. The parameters are the same as **sx\_init()** but with an additional argument, *name*, that is used in generating unique variable names for the related structures associated with the lock and the sysinit routine. The **SX\_SYSINIT\_FLAGS()** macro can similarly be used to initialize a given *sx* lock using **sx\_init\_flags()**.

A thread may not hold both a shared lock and an exclusive lock on the same lock simultaneously; attempting to do so will result in deadlock.

**CONTEXT**

A thread may hold a shared or exclusive lock on an **sx** lock while sleeping. As a result, an **sx** lock may not be acquired while holding a mutex. Otherwise, if one thread slept while holding an **sx** lock while another thread blocked on the same **sx** lock after acquiring a mutex, then the second thread would effectively end up sleeping while holding a mutex, which is not allowed.

**SEE ALSO**

lock(9), locking(9), mutex(9), panic(9), rwlock(9), sema(9)

**BUGS**

A kernel without WITNESS cannot assert whether the current thread does or does not hold a shared lock. SA\_LOCKED and SA\_SLOCKED can only assert that *any* thread holds a shared lock. They cannot ensure that the current thread holds a shared lock. Further, SA\_UNLOCKED can only assert that the current thread does not hold an exclusive lock.