Abstract

In computer science, mutual exclusion (MUTEX) refers to a way of making sure that if one process is using shared modifiable data or resources then the other processes will be excluded from doing the same thing at the same time. A number of mutual exclusion algorithms are available in the literature, with different performance metrics and with different techniques. The Selection for a “good” mutual exclusion algorithm is a key point. These mutual exclusion algorithms can be broadly classified into token and non-token based algorithm. This paper surveys the algorithms which have been reported in the literature for Mutual exclusion in distributed systems and their comparison.

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