

Another Approach: Read-Write Locks

- Each object has a lock that can be held in one of two modes
 - **Read mode**: multiple transactions allowed in
 - **Write mode**: exclusive lock
- Before first reading O, transaction T calls `read_lock(O)`
 - T allowed in only if *all* transactions inside lock for O all entered via read mode
 - Not allowed if *any* transaction inside lock for O entered via write mode