

1 1. Example to illustrate interleavings: say that thread A executes f()
 2 and thread B executes g(). (Here, we are using the term "thread"
 3 abstractly. This example applies to any of the approaches that fall
 4 under the word "thread".)

5
 6 a. [this is pseudocode]
 7
 8 int x;
 9
 10 int main(int argc, char** argv) {
 11
 12 tid tid1 = thread_create(f, NULL);
 13 tid tid2 = thread_create(g, NULL);
 14
 15 thread_join(tid1);
 16 thread_join(tid2);
 17
 18 printf("%d\n", x);
 19
 20 }
 21
 22 void f() {
 23 x = 1;
 24 thread_exit();
 25 }
 26
 27 void g() {
 28 x = 2;
 29 thread_exit();
 30 }
 31

32 What are possible values of x after A has executed f() and B has
 33 executed g()? In other words, what are possible outputs of the
 34 program above?
 35

36
 37 b. Same question as above, but f() and g() are now defined as
 38 follows

39
 40 int y = 12;
 41
 42 f() { x = y + 1; }
 43 g() { y = y * 2; }
 44

45 What are the possible values of x?
 46

47 c. Same question as above, but f() and g() are now defined as
 48 follows:

49
 50 int x = 0;
 51
 52 f() { x = x + 1; }
 53 g() { x = x + 2; }
 54

55 What are the possible values of x?
 56
 57

58
 59
 60 2. Linked list example
 61
 62 struct List_elem {
 63 int data;
 64 struct List_elem* next;
 65 };
 66
 67 List_elem* head = 0;
 68
 69 insert(int data) {
 70 List_elem* l = new List_elem;
 71 l->data = data;
 72 l->next = head;
 73 head = l;
 74 }
 75
 76 What happens if two threads execute insert() at once and we get the
 77 following interleaving?
 78
 79 thread 1: l->next = head
 80 thread 2: l->next = head
 81 thread 2: head = l;
 82 thread 1: head = l;
 83
 84
 85

```

86
87 3. Producer/consumer example:
88
89  /*
90   "buffer" stores BUFFER_SIZE items
91   "count" is number of used slots. a variable that lives in memory
92   "out" is next empty buffer slot to fill (if any)
93   "in" is oldest filled slot to consume (if any)
94  */
95
96 void producer (void *ignored) {
97
98     for (;;) {
99         /* next line produces an item and puts it in nextProduced */
100        nextProduced = means_of_production();
101        while (count == BUFFER_SIZE)
102            ; // do nothing
103        buffer [in] = nextProduced;
104        in = (in + 1) % BUFFER_SIZE;
105        count++;
106    }
107 }
108
109 void consumer (void *ignored) {
110     for (;;) {
111         while (count == 0)
112             ; // do nothing
113         nextConsumed = buffer[out];
114         out = (out + 1) % BUFFER_SIZE;
115         count--;
116         /* next line abstractly consumes the item */
117         consume_item(nextConsumed);
118     }
119 }
120
121 /*
122 what count++ probably compiles to:
123 reg1 <-- count # load
124 reg1 <-- reg1 + 1 # increment register
125 count <-- reg1 # store
126
127 what count-- could compile to:
128 reg2 <-- count # load
129 reg2 <-- reg2 - 1 # decrement register
130 count <-- reg2 # store
131 */
132
133 What happens if we get the following interleaving?
134
135 reg1 <-- count
136 reg1 <-- reg1 + 1
137 reg2 <-- count
138 reg2 <-- reg2 - 1
139 count <-- reg1
140 count <-- reg2
141

```

```

142
143 4. Some other examples. What is the point of these?
144
145 [From S.V. Adve and K. Gharachorloo, IEEE Computer, December 1996,
146 66-76. http://sadve.cs.illinois.edu/Publications/computer96.pdf]
147
148 a. Can both "critical sections" run?
149
150     int flag1 = 0, flag2 = 0;
151
152     int main () {
153         tid id = thread_create (p1, NULL);
154         p2 (); thread_join (id);
155     }
156
157     void p1 (void *ignored) {
158         flag1 = 1;
159         if (!flag2) {
160             critical_section_1 ();
161         }
162     }
163
164     void p2 (void *ignored) {
165         flag2 = 1;
166         if (!flag1) {
167             critical_section_2 ();
168         }
169     }
170
171 b. Can use() be called with value 0, if p2 and p1 run concurrently?
172
173     int data = 0, ready = 0;
174
175     void p1 () {
176         data = 2000;
177         ready = 1;
178     }
179
180     int p2 () {
181         while (!ready) {}
182         use(data);
183     }
184
185 c. Can use() be called with value 0?
186
187     int a = 0, b = 0;
188
189     void p1 (void *ignored) { a = 1; }
190
191     void p2 (void *ignored) {
192         if (a == 1)
193             b = 1;
194     }
195
196     void p3 (void *ignored) {
197         if (b == 1)
198             use (a);
199     }

```