CS241 #17. Producer Consumer, Semaphores, Condition Variables. Barriers & Reader Writer Problem

1. Producer Consumer & Counting Semaphores (review)

Assume buffer is an array of length 16. Better names for s1?s2?

```
01 void add(value) {
02    sem_wait(&sem_s1)
03    buffer[ (in++) & 15 ] = value;
04    sem_post(&sem_s2);
05 }
06    remove() {
07         sem_wait(&sem_s2);
08         result = buffer[ (out++) & 15 ];
09         sem_post(&sem_s1);
10         return result;
11 }
```

- Q. What are 'sem s1' and sem s2? When do they block?
- Q. What should be their initial values?
- Q. What if sem_s1 was only initialized to 7? Would the producer consumer still work? to 32?
- Q. What is missing from the above code? When would it matter?
- Q. Could you implement a producer consumer queue using condition variables instead?
- 2. Fix the following multithread code to be thread safe, and use condition variables to avoid busy waiting

```
01 #define N (8)
02 pthread cond t cvs[N+1];
03 pthread_mutex t locks[N+1];
04 int data[N+1];
05 int quit;
06 void init() {
   for(int i =0; i < N;i++) {
       pthread cond init(cvs + i, NULL);
       pthread mutex init(locks + i, NULL);
     }
12 }
13 // Wait until data[i] > 1, then subtract 2 and increment data[i+1]
14 void runner(void*arg) { // N threads each thread gets a value 0 to N-1
   int i = (int) i;
    while(!quit) {
        while (data[i] < 2)
           sleep for a bit
        }
        data[i] -= 2;
        data[i+1] ++;
      }
23 }
25 int modify(int index, int amount) {
     data[index] += amount;
     return resources;
```

3.Counting Semaphore	Quick Review I. choose {will always	ays / may / will never}:		
sem_post	block	sem_wait	block.	

10 threads call <code>sem_wait</code> . 3 threads immediately continue, the other 7 are blocked. Then <code>sem_post</code> is called twice (2). How many additional threads will continue?
4. Three classic / well known synchronization problems:
Barrier
Producer Consumer
Reader-Writer Problem
5. pthread barriers
<pre>pthread_barrier_init(&barrier,); pthread_barrier_destroy(&barrier)</pre>
<pre>pthread_barrier_wait(&barrier) Return values?</pre>
0 PTHREAD_BARRIER_SERIAL_THREAD
6. Use a CV to implement a single-use barrier until all 8 threads have reached the barrier.
7. Doct locture challenge:
7. Post-lecture challenge: i) Can you make a barrier using only counting semaphores?

3. Counting Semaphore Quick Review II

ii) Can you make a barrier using only mutex locks?