Homework #4: Whack-a-Mole and Race Conditions

Issued: Tuesday, October 10 Due: Thursday, October 26

Purpose

This assignment asks you to learn about and practice single-process multi-thread (MT) programming, including the design and implementation of MT-safe functions and data structures.

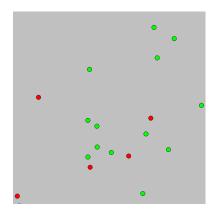
Rudimentary Code

We begin with a single-threaded program, which simulates the old arcade game, graphically, but not interactively:

pub/hw4

It repeats this sad sequence: A green circle ("mole") appears on the grid ("lawn"), turns red (is "whacked"), and soon disappears.

Eventually, your program will display something like this:



The main module is simple:

```
#include <stdio.h>
    #include <stdlib.h>
    #include <unistd.h>
    #include <time.h>
    #include "lawn.h"
    #include "mole.h"
    static Mole produce(Lawn 1) { return mole_new(1,0,0); }
    static void consume(Mole m) { mole_whack(m); }
    int main() {
      srandom(time(0));
10
      const int n=10;
11
      Lawn lawn=lawn_new(0,0);
12
      for (int i=1; i<=n; i++)
13
        consume(produce(lawn));
14
      lawn_free(lawn);
15
16
```

How to Proceed

1. Begin by getting the provided, single-threaded, program to build and execute. If you are not using an onyx node, you might need to install some software (e.g., the FLTK graphics development library).

Although you still need to link against the FLTK library, you can get textual output (to stdout), rather than graphical output (to an X11 window), via an environment variable. For example:

```
$ DISPLAY= ./wam
```

- 2. Modify the program to use your queue, from the earlier homework assignment. You should only need to change main.c. Functions produce and consume should only communicate through a queue.
- 3. Modify the program to use a separate thread for each produce and consume call. Design and implement a new module for the thread code. Provide a function to call another function (e.g., produce or consume) n times, in n new threads (q.v., pthread_create). Pass an argument to each thread/function, providing the data it needs to access. The argument can be a pointer to a structure containing multiple values. Provide another function to wait for the n threads, called earlier, to finish (q.v., pthread_join).

MT programming is described in Chapters 29 and 30 of our textbook. My produce function, in main.c, looks like this:

```
static void *produce(void *a) {
   void **arg=a;
   Deq q=(Deq)arg[0];
   Lawn l=(Lawn)arg[1];
   deq_tail_put(q,mole_new(1,0,0));
   return 0;
}
```

At this point, your program should crash: Your MT code is accessing your MT-unsafe queue.

4. Design and implement an MT-safe "wrapper" module, around your queue module. For this assignment, one lock per queue is good enough. Your queue module need not change. This is also described in Chapters 29 and 30 of our textbook.

To increase the entertainment value of your simulation, allow an argument to mtq_new to set a maximum capacity, with zero meaning unbounded. I used a capacity of four. This will cause produce congestion.

5. Modify the program to use your MT-safe wrapper, rather than your queue module. You should only need to change main.c, referring to types and functions from the MT-safe wrapper, rather than the MT-unsafe original.

Now, my produce function looks like this:

```
static void *produce(void *a) {
   void **arg=a;
   Mtq q=(Mtq)arg[0];
   Lawn l=(Lawn)arg[1];
   mtq_tail_put(q,mole_new(1,0,0));
   return 0;
}
```

Requirements

- 1. Use valgrind to show that your module has no memory leaks. A set of "suppressions" prevent the fltk library from cluttering your valgrind output. See the vg script.
- 2. Provide good documentation and error messages.
- 3. Your submission will be evaluated on onyx.

Submission

Homework is due at 11:59PM, Mountain Time, on the day it is due. Late work is not accepted. To submit your solution to an assignment, login to a lab computer, change to the directory containing the files you want to submit, and execute:

```
submit jbuffenb class assignment
```

For example:

```
submit jbuffenb cs101 hw1
```

The submit program has a nice man page.

When you submit a program, include: the source code, sample input data, and its corresponding results.

Scores are posted in our pub/scores directory, as they become available. You will receive a code, by email, indicating your row in the score sheet. You are encouraged to check your scores to ensure they are recorded properly. If you feel that a grading mistake has been made, contact me as soon as possible.