CS 241 | #18 Barriers. Deadlock. The Reader-Writer Problem

Challenge 1: "Make a barrier using only one mutex lock() and unlock() call!"

"Impossible! Line 2 is a Critical Section, if a thread has locked the mutex..."

But here is an awful solution. (Why is this a 'poor' solution?)

```
01  void barrier() {

02    count ++

03    while( count != N) ?
04

05  }
```

2. When is disabling interrupts a solution to the Critical Section Problem?

```
pthread_mutex_lock    => { disable interrupts on the CPU }
pthread_mutex_unlock  => {enable interrupts on the CPU }
```

Are there other limitations to this approach?

3. Challenge II: Create a barrier using each of the following lines once. All 5 threads must call barrier before they all continue.

```
int remain =5;  earlier... sem_init(&s,0,___?)
void barrier() { ... Rearrange the following!
   sem_wait(&s);
   sem_post(&s);
   remain --;
   pthread_mutex_lock(&m);
   pthread_mutex_unlock(&m);
   if(remain)
}
```

4. Is there a Race condition?

`pleaseStop = 1` `p_cond_broadcast(&cv)`	`while(!pleaseStop)` `  p_cond_wait(&cv,&m)`

5. Challenge III. What is the largest value printed by the following?

```
int fireworks=0;
pthread_cond_t cv = P_COND_INITIALIZER;
pthread_mutex_t m = P_MUTEX_INITIALIZER;
pthread_t tids[5];
int main(argc,argv) {
 for(int i=0;i<5;i++)  pthread_create( tids+i , NULL, firework, NULL);
 fireworks = 1;
 p_cond_signal(&cv);
 _____; // wait for all threads to finish
 return 0;
}
void* firework(void*param) {
 p_mutex_lock(&m);
 while(fireworks ==0)  {p_cond_wait(&cv, &m); }
 p_cond_broadcast(&cv);
 fireworks ++;
 printf("Oooh ahh %d\n", fireworks);
 fireworks --;
 p_mutex_unlock(&m);
 return NULL;
}
```

6. Deadlock: " _____ "

Use two mutex locks and two threads to create an example of deadlock

Thread1:	Thread 2:

Use three counting semaphores and three threads to deadlock 3 threads

thread #1:	thread #2:	thread #3:

Must deadlock involve threads? What about single-threaded processes?

7. The Reader Writer problem

A common problem in many different system applications

read_database(table, query) {...}	update_row(table, id, value) {...}

cache_lookup(id) {...}	cache_modify(id, value) {...}

8. ReaderWriter locks are useful primitives & included in the pthread library!

```
01  pthread_rwlock_t lock;

02  p_rwlock_init
03  p_rwlock_wrlock
04  p_rwlock_rdlock
05  p_rwlock_unlock
```

```
01  cache_lookup(id) {
02      p...rdlock(...)
03      read from resource
04      p...unlock(...)
05      return result
06  }
```

CS241: synch. skills and the ability to *build* these! Along the way, also learn to reason about, develop and fix multi-threaded code

9. ~~ Welcome to the *Reader Writer* Game Show! ~~

Contestant #1

```
p_mutex_t *readlock,*writelock
readlock=malloc(sizeof p_mutex_t)
writelock=malloc(sizeof p_mutex_t)
p_m_init(readlock,NULL)
P_m_init(writelock,NULL)

read() {
lock(readlock)
// do read
unlock(readlock)
}
```

```
write() {
lock(writelock)
lock(readlock)
// do writing
unlock(readlock)
unlock(writelock)
}
```

Is #1 a Solution? Problems?

Contestant #2

```
bool reading=0, writing=0
```

```
read() {
  while(writing) {}

  reading = true
   // do reading here
  reading = false
}
```

```
write() {
  while(reading||writing)
{}
  writing = true
  // do writing here
  writing = false
}
```

Is #2 a Solution? Problems?

Contestant #3

```
read(){
 lock(&m)
 while (writing)
    cond_wait(cv,m)

 reading++

/* Read here! */

 reading--
 cond_signal(cv)
 unlock(&m)
```

```
write(){
 lock(&m)
 while (reading||writing)
    cond_wait(cv,m)

 writing++

/* Write here! */

 writing--;
 cond_signal(cv)
 unlock(&m)
```

Is #3 a Solution? Problems?