IMPLEMENTAREA CONCURENTEI IN LIMBAJE DE PROGRAMARE

Software Transactional Memory

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[Simon Peyton Jones, Beautiful Concurrency]

[PCPH, Cap. 10] S.Marlow

atomically

Haskell

- Exemplu: o tranzactie bancara(I)

```haskell
type Account = MVar Int
```

```haskell
deposit :: Account -> Int -> IO() -- depunere
deposit acc amount  = do
            x <- takeMVar acc
            putMVar acc (x + amount)
```

```haskell
withdraw  :: Account -> Int -> IO() -- retragere
withdraw  acc amount  = do
            x <- takeMVar acc
            putMVar acc (x - amount)
```

```haskell
showBalance  ::  Account -> String -> IO()  -- sold
showBalance  acc str = do
            x <- takeMVar acc
            putMVar acc x
            putStrLn ("Contul " ++ str ++ ": " ++ (show x))
```

➢ Exemplu: o tranzactie bancara (I)

```
transfer :: Account -> Account -> Int -> IO()
transfer from to amount = do
             withdraw from amount

             deposit to amount
```

data race

un alt thread ar putea observa o stare in care banii nu se gasesc in nici un cont

```
import Control.Concurrent
import Control.Monad

type Account = MVar Int)


main = do

     aMVar <- newMVar 1000
     bMVar <- newMVar 1000
     forkIO(transfer aMVar bMVar 300)
     forkIO (transfer bMVar aMVar 500)

     showBalance aMVar "a"
     showBalance bMVar "b"
```

- Exemplu: o tranzactie bancara (I)

```
transfer :: Account -> Account -> Int -> IO()
transfer from to amount = do
            withdraw from amount
      --    threadDelay (5^6)
            deposit to amount
```

```
transfer :: Account -> Account -> Int -> IO()
transfer from to amount = do
            withdraw from amount
        --  threadDelay (5^6)
            deposit to amount
```

compunerea unor operatii corecte se poate poate avea ca rezultat o operatie eronata

```
main = do
    aMVar <- newMVar 1000
    bMVar <- newMVar 1000
    forkIO(transfer aMVar bMVar 300)
    forkIO (transfer bMVar aMVar 500)

    showBalance aMVar "a"
    showBalance bMVar "b"
```

```
Prelude> :l mybank.hs
[1 of 1] Compiling Main
Ok, modules loaded: Main.
*Main> main
Contul a: 700
Contul b: 500
```

```
*Main> main
Contul a: 1000
Contul b: 800
```

Exemplu: o tranzactie bancara (II)

```
type Account = MVar Int
```

```
deposit :: Account -> Int -> IO() -- depunere
deposit acc amount  = do
            x <- takeMVar acc
            putMVar acc (x + amount)
```

```
withdraw  :: Account -> Int -> IO() -- retragere
withdraw  acc amount  = do
            x <- takeMVar acc
            putMVar acc (x - amount)
```

```
transfer :: Account -> Account -> Int -> IO()
transfer from to amount = do
            x <- takeMVar from
            y <- takeMVar to
        --   threadDelay (5^6)
            putMVar from (x - amount)
            putMVar to (y + amount)
```

se pierde compozitionalitatea

```
Prelude> :l mybank1.hs
[1 of 1] Compiling Main
Ok, modules loaded: Main.
*Main> main
Contul a: 700
Contul b: 800
```

problema nu e rezolvata

"Threads are bad"
S. Peyton Jones, Beautiful Concurrency

➢Ideea: tranzactiile in baze de date

A **transaction** is a sequence of operations performed as a single logical unit of work. A logical unit of work must exhibit four properties, called the atomicity, consistency, isolation, and durability (**ACID**) properties, to qualify as a transaction.

Atomicity - A transaction must be an atomic unit of work; either all of its data modifications are performed, or none of them is performed.

Consistency - When completed, a transaction must leave all data in a consistent state.

Isolation - Modifications made by concurrent transactions must be isolated from the modifications made by any other concurrent transactions.

Durability - After a transaction has completed, its effects are permanently in place in the system. The modifications persist even in the event of a system failure.

https://technet.microsoft.com/en-us/library/ms190612%28v=sql.105%29.aspx

➢Atomicitate

- Modalități de sincronizare de nivel scăzut: variabile atomice
  - Atomicitate fără sincronizare. mult mai rapide decât cu locks
  - Java: **AtomicInteger, AtomicBoolean, …**
    get(), set(), incrementAndGet(), addAndGet(int d), compareAndSet(int old, int new)
  - Haskell: **IORef a**
    newIORef, readIORef, writeIORef, atomicModifyIORef, atomicWriteIORef
  - Metodele sunt implementate folosind instrucțiuni hardware compare-and-swap

- Modalitati de sincronizare de nivel inalt: Software Transactional Memory (STM)
  - sincronizare fara lacate
  - blocuri de instructiuni executate atomic

Java: doua thread-uri care incrementeaza acelasi contor

```
public class Interference  implements Runnable {
 static Integer counter = 0;

       public void run () {
           for (int i = 0; i < 5; i++) {
               performTask();
           }}

private void performTask () {
       int temp = counter;
       counter++;
       System.out.println(Thread.currentThread()
                              .getName() + " - before: "+temp+" after:" +
counter);}
public static void main (String[] args) {.. }}

 public static void main (String[] args) {
       Thread thread1 = new Thread(new Interference());
       Thread thread2 = new Thread(new Interference());
       thread1.start(); thread2.start();
       thread1.join(); thread2.join();  }
```

```
Thread-1 - before: 1 after:2
Thread-0 - before: 0 after:1
Thread-1 - before: 2 after:3
Thread-0 - before: 3 after:4
Thread-1 - before: 4 after:5
Thread-0 - before: 5 after:6
Thread-1 - before: 6 after:7
Thread-0 - before: 7 after:8
Thread-1 - before: 8 after:9
Thread-0 - before: 9 after:10
```

```
Thread-0 - before: 0 after:2
Thread-1 - before: 1 after:2
Thread-0 - before: 2 after:3
Thread-0 - before: 4 after:5
Thread-1 - before: 3 after:4
Thread-0 - before: 5 after:6
Thread-1 - before: 6 after:7
Thread-0 - before: 7 after:8
Thread-1 - before: 8 after:9
Thread-1 - before: 9 after:10
```

data race

➢ Java: metode sincronizate

doua thread-uri care incrementeaza acelasi contor

```
public class Interference  implements Runnable {
 static Integer counter = 0;

        public void run () {
            for (int i = 0; i < 5; i++) {
                performTask();
            }}

private synchronized void performTask () {
        int temp = counter;
        counter++;
        System.out.println(Thread.currentThread()
                          .getName() + " - before: "+temp+" after:" + counter);}
public static void main (String[] args) {.. }}
```

➢ Java: **variabile atomice**

doua thread-uri care incrementeaza acelasi contor

public class AtomicInteger
extends Number

Metode:
get(), set(),
incrementAndGet()
addAndGet(int d)
compareAndSet(int old, int new)

sunt implementate folosind instructiuni compare-and-swap, care sunt mai rapide

```
import java.util.concurrent.atomic.AtomicInteger;
public class Atomic implements Runnable {
 static AtomicInteger counter = new AtomicInteger(0);

     public void run () {
        for (int i = 0; i < 5; i++) {
           performTask();
        }
     }
```

```
public static void main (String[] args) throws InterruptedException  {

      Thread thread1 = new Thread(new Atomic());
      Thread thread2 = new Thread(new Atomic());

      thread1.start(); thread2.start();
      thread1.join(); thread2.join();
      System.out.println("Final value="+counter.get());
   }
}
```

https://www.callicoder.com/java-locks-and-atomic-variables-tutorial/

➢ Java: **variabile atomice**

doua thread-uri care incrementeaza acelasi contor

```
import java.util.concurrent.atomic.AtomicInteger;

public class Atomic implements Runnable {
 static AtomicInteger counter = new AtomicInteger(0);

        public void run () {
            for (int i = 0; i < 5; i++) {
                performTask();
            }}

 private  void performTask () {
        int temp = counter.get();
        counter.incrementAndGet();
        System.out.println(Thread.currentThread()
                               .getName() + " - before: "+temp+" after:" + counter.get());
   }
```

public class AtomicInteger
extends Number

Metode:
get(), set(),
incrementAndGet()
addAndGet(int d)
compareAndSet(int old, int new)

➢ Haskell: **variabile atomice**

doua thread-uri care incrementeaza acelasi contor

```
import Control.Concurrent
import Control.Monad
import Data.IORef (newIORef, readIORef, atomicModifyIORef')

data Async a = Async (MVar a)
async :: IO a -> IO (Async a)
wait :: Async a -> IO a

add m  =  replicateM_ 1000 $ atomicModifyIORef' m (\x -> (x+1,()))

main = do
         m <- newIORef 0
         a1<-async (add m )
         a2<-async (add m )
         r1 <- wait a1
         r2 <- wait a2
         x  <- readIORef m
         print x
```

```
data IORef a
newIORef :: a -> IO (IORef a)
readIORef :: IORef a -> IO a
```

```
atomicModifyIORef' :: IORef a -> (a -> (a, b)) -> IO b
```

➢ Haskell: **variabile atomice**

doua thread-uri care incrementeaza acelasi contor

```
data IORef a
newIORef :: a -> IO (IORef a)
readIORef :: IORef a -> IO a
atomicModifyIORef' :: IORef a -> (a -> (a, b)) -> IO b
```

```
main = do
  st <- newIORef ""
  a1 <-async $ replicateM 5 $ atomicModifyIORef' st (\s -> s ++ "A")
  a2 <- async $ replicateM 5 $ atomicModifyIORef' st (\s -> s ++ "B")
  a3 <- async $ replicateM 5$ atomicModifyIORef' st (\s -> s ++ "C")
  r1 <- wait a1
  r2 <- wait a2
  r3 <- wait a3
  x <- readIORef st
  print x
```

```
*Main> main
"AAAAABBBBBCCCCC"
*Main> main
"AAAAABBBCCCCCBB"
*Main> main
"AAAAABBBBBCCCCC"
*Main> main
"AAAAABBBBCCCCCB"
*Main> main
"AAAAABBBBCCCCCB"
```

➢ Tranzactii bancare

```
transfer :: Account -> Account -> Int -> IO()
transfer from to amount = atomically  $ do
                            withdraw from amount
                            deposit to amount
```

atomically
"takes an action as its argument, and performs it atomically. More precisely, it makes two guarantees:

Atomicity: the effects of atomically act become visible to another thread all at once. This ensures that no other thread can see a state in which money has been deposited in to but not yet withdrawn from from.

Isolation: during a call atomically act, the action act is completely unaffected by other threads. It is as if act takes a snapshot of the state of the world when it begins running, and then executes against that snapshot."

Simon Peyton Jones, Beautiful Concurrency

```
Prelude> :m Control.Concurrent.STM
Prelude Control.Concurrent.STM> :t atomically
atomically :: STM a -> IO a
```

Monada STM
este asemanatoare monadei IO

type Account = **TVar** Int

TVar
variabile tranzactionale

```
deposit :: Account -> Int -> STM ()
deposit acc amount  = do
          x <- readTVar acc
          writeTVar acc (x + amount)
```

deposit
actiune STM

```
withdraw  :: Account -> Int -> STM ()
withdraw  acc amount  = do
          x <- readTVar acc
          writeTVar acc (x - amount)
```

withdraw
actiune STM

```
transfer :: Account -> Account -> Int -> IO()
transfer from to amount = atomically  $ do
                           withdraw from amount
                           deposit to amount
```

```
Prelude> :m Control.Concurrent.STM
Prelude Control.Concurrent.STM> :t atomically
atomically :: STM a -> IO a
```

atomically :: STM a -> IO a
executa atomic o actiune STM

➢ Monada STM

```
data STM a

instance Monad STM
atomically :: STM a -> IO a

data TVar a
newTVar   :: a -> STM (TVar a)
readTVar  :: TVar a -> STM a
writeTVar :: TVar a -> a -> STM ()
```

Operatiile de baza ale monadei STM sunt scrierea si citirea variabilelor tranzactionale.

Variabilele tranzactionale sunt mutabile.
O variabila TVar **nu** poate fi goala.

Scrierea si citirea variabilelor tranzactionale se face **fara blocare**.

Actiunile STM au loc **atomic**.

O **tranzactie** este o actiune STM care este executata in monada IO folosind atomically

➢ Variabile mutabile: IORef, TVar, MVar

```haskell
import Data.IORef
-- variabile mutabile in monada IO

newIORef :: a -> IO (IORef a)
readIORef :: IORef a -> IO a
writeIORef :: IORef a -> a -> IO ()
```

```haskell
add :: IORef Int -> Int ->  IO()
add rref  n = do
            val <- readIORef rref
            writeIORef rref

main = do
        rref <- newIORef 0
        add rref 10
        val <- readIORef rref
        print val
```

```haskell
import Control.Concurrent.STM.TVar
-- variabile tranzactionale
-- variabile mutabile in monada STM

newTVar :: a -> STM (TVar a)
readTVar :: TVar a -> STM a
writeTVar :: TVar a -> a -> STM ()
```

```haskell
import Control.Concurrent.MVar
-- variabile de sincronizare
-- variabile mutabile in monada IO

newEmptyMVar :: IO (MVar a)
newMVar :: a -> IO (MVar a)
takeMVar :: MVar a -> IO a       -- blocheaza thread-ul
putMVar :: MVar a -> a -> IO () -- blocheaza thread-ul
```

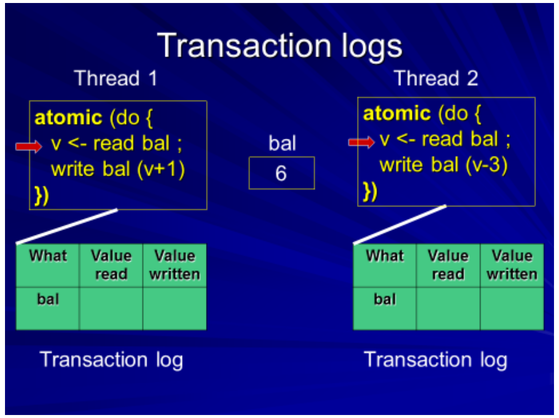
➢ Implementarea STM

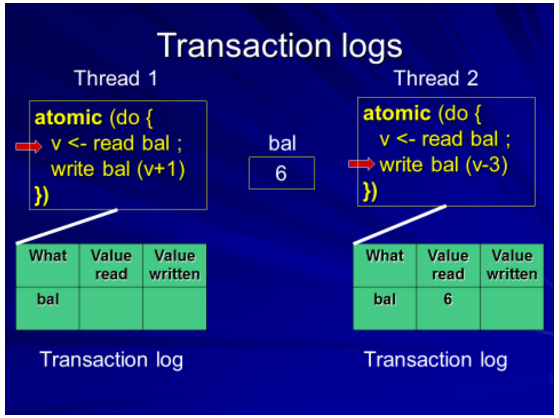
"One particularly attractive implementation is well established in the database world, namely optimistic execution. When (atomically act) is performed, a thread-local transaction log is allocated, initially empty. Then the action act is performed, without taking any locks at all. While performing act, each call to writeTVar writes the address of the TVar and its new value into the log; it does not write to the TVar itself. Each call to readTVar first searches the log (in case the TVar was written by an earlier call to writeTVar); if no such record is found, the value is read from the TVar itself, and the TVar and value read are recorded in the log. In the meantime, other threads might be running their own atomic blocks, reading and writing TVars like crazy.

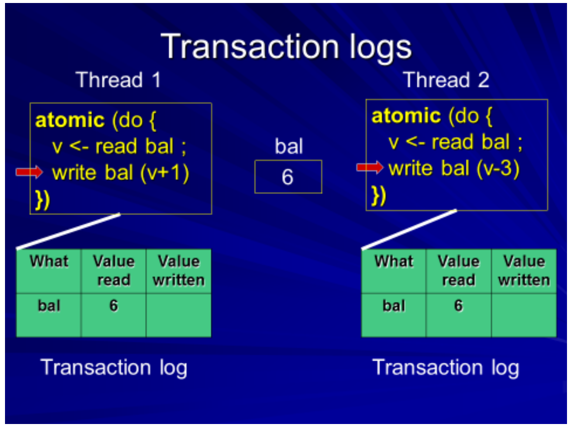
When the action act is finished, the implementation first validates the log and, if validation is successful, commits the log. The validation step examines each readTVar recorded in the log, and checks that the value in the log matches the value currently in the real TVar. If so, validation succeeds, and the commit step takes all the writes recorded in the log and writes them into the real TVars.

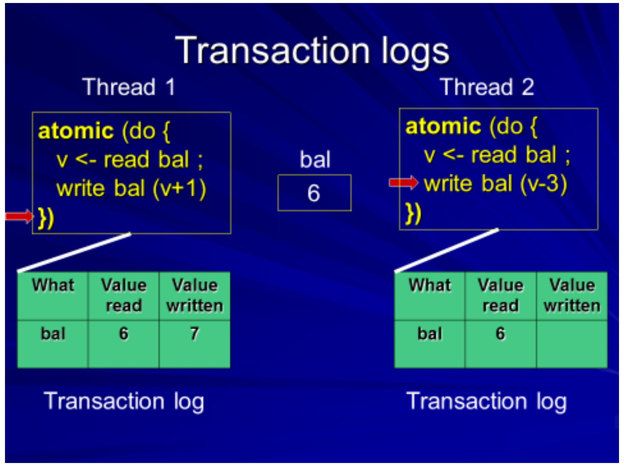
What if validation fails? Then the transaction has had an inconsistent view of memory. So we abort the transaction, re-initialise the log, and run act all over again"

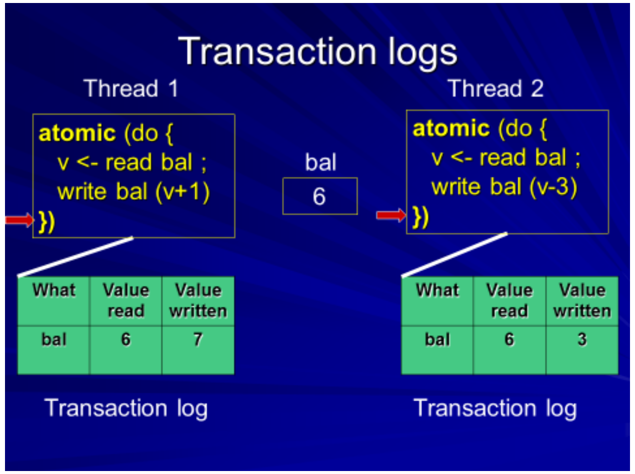
Simon Peyton Jones, Beautiful Concurrency

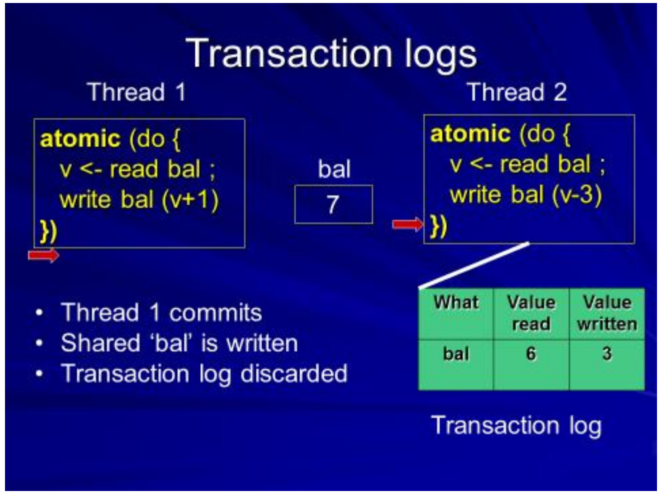


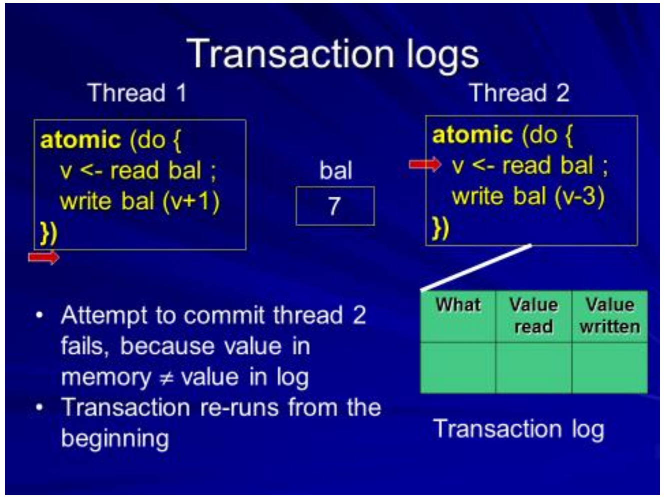












Microsoft
oint 97-2003 Prese

click pe prezentare

T. Harris, M. Herlihy, S. Marlow, S. Peyton Jones, Concurrency unlocked

mybankstm.hs

```haskell
import Control.Concurrent
import Control.Monad
import Control.Concurrent.STM

type Account = TVar Int

deposit :: Account -> Int -> STM ()
deposit acc amount  = do
            x <- readTVar acc
            writeTVar acc (x + amount)

withdraw  :: Account -> Int -> STM ()
withdraw  acc amount  = do
            x <- readTVar acc
            writeTVar acc (x - amount)

showBalance :: Account -> String -> IO()
showBalance acc str =  do
                 x <- atomically $ readTVar acc
                 putStrLn ("Contul " ++ str ++ ": " ++ (show x))
```

```haskell
transfer :: Account -> Account -> Int -> IO()
transfer from to amount = atomically  $ do
                 withdraw from amount
                 deposit to amount
```

compozitionalitate

```haskell
main = do
     (a,b) <- atomically $ do
               a <- newTVar 1000
               b <- newTVar 1000
               return (a,b)
     forkIO(transfer a b 300)
     forkIO (transfer b a 500)
     showBalance a  "a"
     showBalance b  "b"
```

```
Prelude> :l mybankstm.hs
[1 of 1] Compiling Main
Ok, modules loaded: Main.
*Main> main
Contul a: 1200
Contul b: 800
```

➢ Blocare (blocking)

"Suppose that a thread should *block* if it attempts to overdraw an account (i.e. withdraw more than the current balance). Situations like this are common in concurrent programs: for example, a thread should block if it reads from an empty buffer, or when it waits for an event. We achieve this in STM by adding the single function retry, whose type is

```haskell
retry :: STM a
```

The semantics of retry are simple: if a retry action is performed, the current transaction is abandoned and retried at some later time."

```haskell
limitedWithdraw :: Account -> Int -> STM ()
limitedWithdraw acc amount = do
   bal <- readTVar acc
   if amount > 0 && amount > bal
   then retry
   else writeTVar acc (bal - amount)
```

Simon Peyton Jones, Beautiful Concurrency

```haskell
check :: Bool -> STM ()
check True  = return ()
check False = retry
```

sau

```haskell
limitedWithdraw :: Account -> Int -> STM ()
limitedWithdraw acc amount = do
      bal <- readTVar acc
      check (amount <= 0 || amount <= bal)
      writeTVar acc (bal - amount)
```

➢ Alegerea (choice)

"Suppose you want to withdraw money from account A if it has enough money, but if not then withdraw it from account B? For that, we need the ability to choose an alternative action if the first one retries.
To support choice, STM Haskell has one further primitive action, called orElse, whose type is

```
Prelude Control.Concurrent.STM> :t orElse
orElse :: STM a -> STM a -> STM a
```

Its semantics are as follows: **the action (orElse a1 a2) first performs a1;**
if a1 retries (i.e. calls retry), it tries a2 instead;
if a2 also retries, the whole action retries. "

```
limitedWithdraw :: Account -> Int -> STM ()
limitedWithdraw acc amount = do
   bal.<- readTVar acc
   if amount > 0 && amount > bal
   then retry
   else writeTVar acc (bal - amount)
```

Simon Peyton Jones, Beautiful Concurrency

```
limitedWithdraw2 :: Account -> Account -> Int -> STM ()
limitedWithdraw2 acc1 acc2 amt
  = orElse (limitedWithdraw acc1 amt) (limitedWithdraw acc2 amt)
```

Exercitiu: Modificati mybankstm.hs adaugand retry si orElse

➢ The Dining Philosophers

http://rosettacode.org/wiki/Dining_philosophers
http://www.tobiasmuehlbauer.com/2011/07/24/stm-haskell-dining-philosophers-problem/
http://www-ps.informatik.uni-kiel.de/~fhu/projects/stm.pdf

"In ancient times, a wealthy philanthropist endowed a College to accommodate five eminent philosophers. Each philosopher had a room in which he could engage in his professional activity of thinking; there was also a common dining room, furnished with a circular table, surrounded by five chairs, each labelled by the name of the philosopher who was to sit in it. The names of the philosophers were PHIL0, PHIL1, PHIL2, PHIL3, PHIL4, and they were disposed in this order anticlockwise around the table. To the left of each philosopher there was laid a golden fork, and in the center stood a large bowl of spaghetti, which was constantly replenished.

A philosopher was expected to spend most of his time thinking; but when he felt hungry, he went to the dining room, sat down in his own chair, picked up his own fork on his left, and plunged it into the spaghetti. But such is the tangled nature of spaghetti that a second fork is required to carry it to the mouth. The philosopher therefore had also to pick up the fork on his right. When we was finished he would put down both his forks, get up from his chair, and continue thinking. Of course, a fork can be used by only one philosopher at a time. If the other philosopher wants it, he just has to wait until the fork is available again."

C.A.R. Hoare, Communicating Sequential Processes, 2004
(formulate initial de E. Dijkstra

- Dining Philosophers

Fiecare filozof executa
la infinit urmatorul ciclu

asteapta sa manance

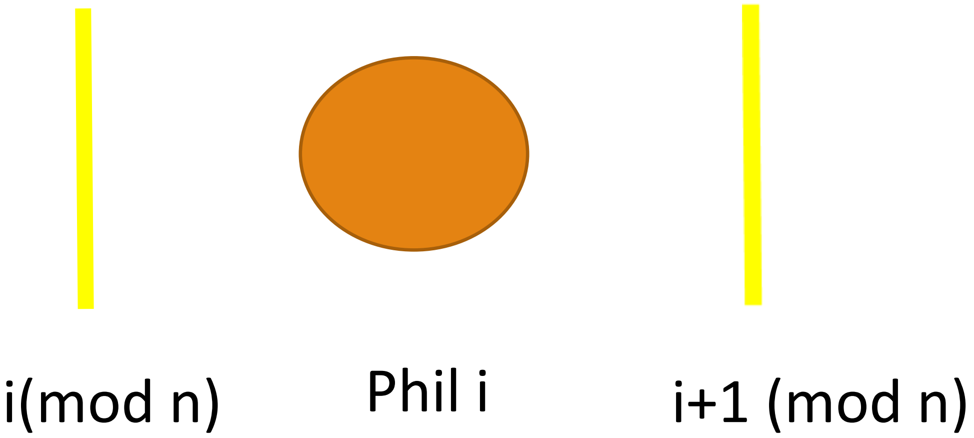
ia furculita stanga
Ia furculita dreapta

mananca

elibereaza furculita stanga
elibereaza furculita dreapta

mediteaza

n = numarul de filozofi



- Probleme

Excludere mutuala - doi filozofi diferiti nu pot folosi aceeasi furculita simultan

Coada circulara – filozofii se asteapta unul pe celalat

Deadlock

Fiecare filozof are o furculita si asteapta ca ceilalti vecini sa elibereze o furculita

Starvation

Un filozof nu mananca niciodata
(ex: unul din vecini nu elibereaza furculita)

Fiecare filozof executa
la infinit urmatorul ciclu

-- asteapta sa manance

ia furculita stanga
Ia furculita dreapta

mananca

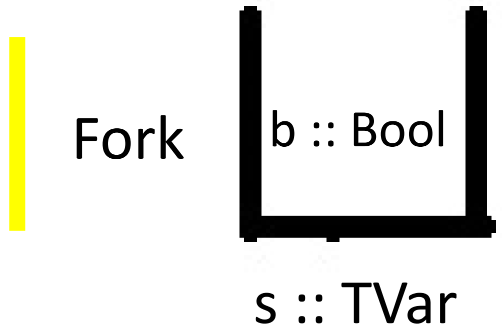
elibereaza furculita stanga
elibereaza furculita dreapta

mediteaza

actiuni atomice - elimina deadlock

durata finita – elimina starvation

- Dining Philosophers – varianta 1
  dinnersrc1.hs




```
type Fork = TVar Bool            -- True  daca furculita este libera

takeFork :: Fork -> STM ()
takeFork s = do
                 b <- readTVar s
                 if b then writeTVar s False
                      else retry   -- asteapta pana se elibereaza furculita

releaseFork ::  Fork -> STM ()
releaseFork fork = writeTVar fork True
```

Un filozof

asteapta sa manance

ia furculita stanga
Ia furculita dreapta

mananca

elibereaza furculita stanga
elibereaza furculita dreapta

mediteaza

```
import System.Random
type Name = String

runPhilosopher :: (Name, (Fork, Fork)) -> IO ()
runPhilosopher (name, (left, right)) = forever $ do
    putStrLn (name ++ " is hungry.")
    atomically $ do
        takeFork left
        takeFork right
    putStrLn (name ++ " got two forks  and is now eating.")
    delay <- randomRIO (1,10)
    threadDelay (delay * 1000000)
    putStrLn (name ++ " is done eating. Going back to thinking.")
    atomically $ do
        releaseFork left
        releaseFork right
    delay <- randomRIO (1, 10)
    threadDelay (delay * 1000000)
```

```haskell
philosophers :: [String]
philosophers = ["Aristotle", "Kant", "Spinoza", "Marx", "Russel"]


main = do
        forks <- atomically $ do
                          sticks <- mapM (const (newTVar True)) [1..5]
                          return sticks

     let forkPairs  = zip forks ((tail  forks) ++ [head forks])
         philosophersWithForks = zip philosophers forkPairs

     putStrLn "Running the philosophers. Press enter to quit."

     mapM_ (forkIO . runPhilosopher) philosophersWithForks

     getLine
```

```
Prelude> :t const
const :: a -> b -> a
Prelude> map (const True) [1..5]
[True,True,True,True,True]
```

```
Prelude> :l dinnersrc1.hs
[1 of 1] Compiling Philosophers     ( dinnersrc1
Ok, modules loaded: Philosophers.
*Philosophers> main
Loading package stm-2.4.2 ... linking ... done.
Running the philosophers. Press enter to quit.
Kant is hungry.
Kant got two forks  and is now eating.
Spinoza is hungry.
Marx is hungry.
Marx got two forks  and is now eating.
Russel is hungry.
Aristotle is hungry.
Marx is done eating. Going back to thinking.
Russel got two forks  and is now eating.
Marx is hungry.
Russel is done eating. Going back to thinking.
Marx got two forks  and is now eating.
Kant is done eating. Going back to thinking.
Aristotle got two forks  and is now eating.
Kant is hungry.
Russel is hungry.
```

➢ Implementarea MVar folosind TVar

o data de tip MVar are doua stari:

- goala - nu contine nici o valoare (blocheaza operatia takeMVar; permite operatia putMVar)
- plina - contine o valoare (permite operatia takeMVar; blocheaza operatia putMVar)

```
data   TMVar a = TMVar (TVar (Maybe a))

-- Nothing indica faptul ca variabila e goala
```

```
newEmptyTMVar :: STM (TMVar a)
newEmptyTMVar = do
          t <- newTVar Nothing
          return (TMVar t)
```

Composable Memory Transactions
T. Harris, S. Marlow, S.P. Jones, M. Herlihy
PPoPP ' 05
PCPH, Cap.10, Blocking

➢ TMVar – implementarea MVar folosind TVar

```
takeTMVar :: TMVar a -> STM a
takeTMVar (TMVar t) = do
        m <- readTVar t
        case m of
               Nothing -> retry -- blocare
               Just a -> do
                  writeTVar t Nothing
                  return a
```

```
putTMVar :: TMVar a -> a -> STM ()
putTMVar (TMVar t) = do
        m <- readTVar t
        case m of
              Just _ -> retry    -- blocare
              Nothing  -> do
                       writeTVar t  (Just a)
                        return ()
```

Composable Memory Transactions
T. Harris, S. Marlow, S.P. Jones, M. Herlihy
PPoPP ' 05
PCPH, Cap.10, Blocking

➢ MVar vs TMVar

```
takeBothMVar :: MVar a -> MVar b -> IO (a,b)
takeBothMVar tv tw  = do
                       v < - takeMVar tv
                       w <- takeMVar tw
                       return (v,w)
```

putMVar tv x

```
takeBothTMVar :: TMVar a -> TMVar b -> IO (a,b)
takeBothTMVar tv tw  =  atomically $ do
                          v < - takeTMVar tv
                          w <- takeTMVar tw
                         return (v,w)
```

```
Prelude Control.Concurrent.STM> :t takeTMVar
takeTMVar :: TMVar a -> STM a
```

➢ Dining Philosophers - varianta2
dinnersrc3.hs

```
type Fork = TMVar Int

newFork :: Int -> STM Fork
newFork i = newTMVar i


takeFork :: Fork -> STM Int
takeFork fork = takeTMVar fork

releaseFork :: Int -> Fork -> STM ()
releaseFork i fork = putTMVar fork i
```

```
import System.Random
type Name = String

runPhilosopher :: (Name, (Fork, Fork)) -> IO ()
runPhilosopher (name, (left, right)) = forever $ do
    putStrLn (name ++ " is hungry.")
    (leftv, rightv)<- atomically $ do
                        leftv <- takeFork left
                        rightv <-takeFork right
                        return (leftv,rightv)
    putStrLn (name ++ " got forks"++ (show leftv)++","++
                            (show rightv)++  " and is now eating.")
    delay <- randomRIO (1,10)
    threadDelay (delay * 1000000)
    putStrLn (name ++ " is done eating. Going back to thinking.")
    atomically $ do
            releaseFork leftv left
            releaseFork rightv right
    delay <- randomRIO (1, 10)
    threadDelay (delay * 1000000)
```

https://www.haskell.org/hoogle/

- Async - comunicare asincrona (folosind MVar)

  Se creaza un thread separat pentru fiecare actiune si se asteapta rezultatul

```
m1 <- newEmptyMVar
forkIO $ do
                 r  <- getURL "http://www.fmi.ro "
                 putMVar m1  r
r1 <- takeMVar m
```

```
a <- async (getURL "http://www.fmi.ro " )
r <- wait a
```

```
data Async a = Async (MVar a)

async :: IO a -> IO (Async a)
async action = do
   var <- newEmptyMVar
   forkIO (do r <- action; putMVar var r)
   return (Async var)

wait :: Async a -> IO a
wait (Async var) = readMVar var
```

➢ Async - comunicare asincrona (folosind MVar)

geturl3.hs ©2012, Simon Marlow

```
import Control.Concurrent
import Text.Printf
import qualified Data.ByteString as B
import GetURL  --  parconc-examples
import TimeIt    --   parconc-examples

timeDownload :: String -> IO ()
timeDownload url = do
        (page, time) <- timeit $ getURL url
        printf " %s (%d bytes, %.2fs)\n" url (B.length page) time
```

```
data Async a = Async (MVar a)

async :: IO a -> IO (Async a)
async action = do
    var <- newEmptyMVar
    forkIO (do r <- action; putMVar var r)
    return (Async var)

wait :: Async a -> IO a
wait (Async var) = readMVar var
```

```
main =  do
          as <- mapM (async . timeDownload) sites     -- sites =["url1","url2",...]
          mapM_ wait as
```

asteapta ca toate actiunile asincrone sa se termine, monitorizand fiecare actiune in parte; un alt thread ar putea interveni inainte ca toate actiunile sa se termine

➢ Async cu TMVar

```
data Async a = Async (TMVar a)

async :: IO a -> IO (Async a)
async action = do
                 var <- atomically $ do
                                        var <- newEmptyTMVar
                                        return var
                 forkIO (do r <- action; (atomically. putTMVar var)  r)
                 return (Async var)

waitSTM :: Async a -> STM a
waitSTM (Async var) = readTMVar var
```

➢ Async cu TMVar

```
data Async a = Async (TMVar a)

async :: IO a -> IO (Async a)
async action = do
      var <- atomically $ do
               var <- newEmptyTMVar
               return var
   forkIO (do r <- action; (atomically. putTMVar var)  r)
   return (Async var)

waitSTM :: Async a -> STM a
waitSTM (Async var) = readTMVar var
```

```
waitAll :: [Async a] -> IO ()
waitAll asyncs = atomically $ mapM_ waitSTM asyncs
```

monitorizeaza terminarea actiunilor global, intoarce dupa terminarea tuturor actiunilor din lista

➢ waitAll

```
putStrLn "Running the philosophers."
as0 <- async $ runPhilosopher 2  (philosophersWithForks !! 0)    --Aristotel
as1 <- async $ runPhilosopher 1  (philosophersWithForks !! 1)    -- Kant
as2 <- async $ runPhilosopher 3  (philosophersWithForks !! 2)    -- Spinoza
waitAll [as0,as1,as2]
putStrLn "WAIT RETURNED"
getLine
```

```
runPhilosopher :: Int -> (Name, (Fork, Fork)) -> IO ()
runPhilosopher n (name, (left, right)) = if (n==0) then return ()
                                         else  do
                                           putStrLn (name ++ " is hungry.")
                                               ....
                                           runPhilosopher (n-1) (name, (left, right))
```

```
Kant is leaving.
Aristotle got two forks  and is now eating.
Aristotle is leaving.
Spinoza got two forks  and is now eating.
Spinoza is done eating. Going back to thinking.
Spinoza is hungry.
Spinoza got two forks  and is now eating.
Spinoza is leaving.
WAIT RETURNED
```

➢ Dining Philosophers – varianta in care astept ca fiecare sa manance de n ori

dinnersrc4.hs

```
runPhilosopher n (name, (left, right)) =   …….

main = do
        forks <- atomically $ do
                        sticks <- mapM (const (newTVar True)) [1..5]
                        return sticks

        let forkPairs  = zip forks ((tail  forks) ++ [head forks])
            philosophersWithForks = zip philosophers forkPairs
            n = 2
        putStrLn "Running the philosophers. "
        as <- mapM (async . (runPhilosopher n)) philosophersWithForks
        waitAll as
        getLine
```

```
Aristotle is done eating. Going back to thinking.
Kant got two forks  and is now eating.
Aristotle is hungry.
Kant is done eating. Going back to thinking.
Aristotle got two forks  and is now eating.
Marx is done eating. Going back to thinking.
Spinoza got two forks  and is now eating.
Kant is hungry.
Spinoza is done eating. Going back to thinking.
Spinoza is hungry.
Spinoza got two forks  and is now eating.
Aristotle is leaving.
Russel got two forks  and is now eating.
Russel is done eating. Going back to thinking.
Marx is hungry.
Spinoza is leaving.
Kant got two forks  and is now eating.
Marx got two forks  and is now eating.
Marx is leaving.
Russel is hungry.
Russel got two forks  and is now eating.
Russel is leaving.
Kant is leaving.
```

➢ Dining Philosophers – varianta in care astept ca fiecare sa manance de n ori

```
runPhilosopher :: Int ->  (Name, (Fork, Fork)) -> IO ()
runPhilosopher n (name, (left, right)) =  if n == 0
                                           then return ()
                                           else do
                                                 putStrLn (name ++ " is hungry.")
                                                 atomically $ do
                                                    takeFork left
                                                    takeFork right
                                                putStrLn (name ++ " got two forks  and is now eating.")
                                                delay <- randomRIO (1,10)
                                               threadDelay (delay * 1000000)
                                               if (n> 1) then   putStrLn (name ++ " is done eating. Going back to thinking.")
                                                        else   putStrLn (name ++ " is leaving.")
                                                atomically $ do
                                                           releaseFork left
                                                           releaseFork right
                                                delay <- randomRIO (1, 10)
                                                threadDelay (delay * 1000000)
                                                runPhilosopher (n-1) (name, (left, right))
```

➢ Monada Either a b

```
Prelude>  let nat x = if (x>=0) then Left x else Right "negativ"
Prelude> :t nat
nat :: (Ord a, Num a) => a -> Either a [Char]
Prelude> :t Left
Left :: a -> Either a b
Prelude> :t Right
Right :: b -> Either a b
```

```
Prelude> :t fmap
fmap :: Functor f => (a -> b) -> f a -> f b
```

```
waitEither :: Async a -> Async b -> IO (Either a b)
waitEither x y = atomically $
               fmap Left (waitSTM x)
                   `orElse`
               fmap Right (waitSTM y)
```

http://chimera.labs.oreilly.com/books/1230000000929/ch10.html#sec_stm-async

➢ Async cu TMVar

```
data Async a = Async (TMVar a)

async :: IO a -> IO (Async a)
async action = do
      var <- atomically $ do
               var <- newEmptyTMVar
               return var
   forkIO (do r <- action; (atomically. putTMVar var)  r)
   return (Async var)

waitSTM :: Async a -> STM a
waitSTM (Async var) = readTMVar var
```

```
waitAny :: [Async a] -> IO a
waitAny asyncs = atomically $ foldr orElse retry $ map waitSTM asyncs
```

intoarce cand una din actiuni se termina

waitAny

```
putStrLn "Running the philosophers."
as0 <- async $ runPhilosopher 3  (philosophersWithForks !! 0)  -- Aristotel
as1 <- async $ runPhilosopher 1  (philosophersWithForks !! 1)  -- Kant
as2 <- async $ runPhilosopher 3  (philosophersWithForks !! 2)  -- Spinoza
waitAny [as0,as1,as2]
putStrLn "WAIT RETURNED"
getLine
```

```
Kant is leaving.
Aristotle got two forks  and is now eating.
WAIT RETURNED
Aristotle is done eating. Going back to thinking.
Spinoza got two forks  and is now eating.
Spinoza is done eating. Going back to thinking.
Spinoza is hungry.
Spinoza got two forks  and is now eating.
Spinoza is leaving.
Aristotle is hungry.
Aristotle got two forks  and is now eating.
Aristotle is leaving.

""
```

Programul continua pana se efectueaza getLine