

Homework 2

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Question 2

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Question 1

Rename.java (portion)

```
public Result rename() {  
  
    boolean search = true;  
    int down = 0, right = 0, id = -1;  
  
    while (search) {  
  
        Splitter splitter = null;  
  
        try {  
            splitter = m_splitters[down][right];  
        } catch (Exception e) {  
            return null;  
        }  
    }  
}
```

```

    if (splitter == null) {
        return null;
    }

    Direction direction = splitter.getDirection(Thread.currentThread()
        .getId());

    switch (direction) {
        case DOWN: {
            down++;
            break;
        }
        case RIGHT: {
            right++;
            break;
        }
        case STOP: {
            id = getId(down, right, m_range); // Use the function below to
            calculate id from the returned Result
            search = false;

            break;
        }
    }
}

return new Result(down, right, id);
}

public static int getId(int down, int right, int range) {

    int y = down * (down + 1) / 2 + 1;
    int x = 0;

    // Arithmetic series
    if (right > 0) {
        int dx = down + 1;
        int ex = dx + right;
        int sx = dx * (dx + 1) / 2;
        x = ex * (ex + 1) / 2 - sx;
    }

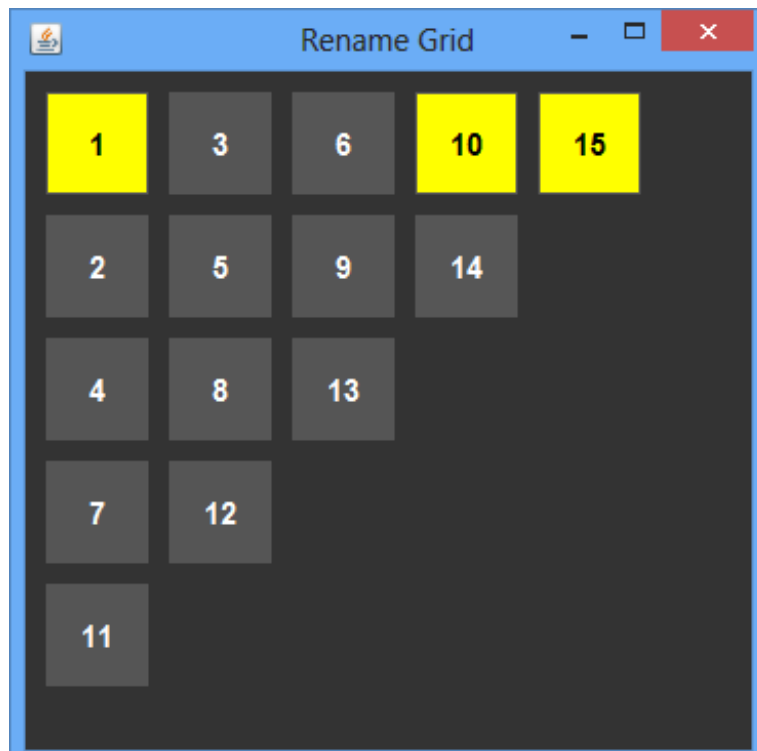
    // Based on grid position not the previous id
    return x + y;
}

```

Splitter.java (portion)

```
public Direction getDirection(long pid) {  
  
    m_pid.set(pid);  
  
    if (m_stopped.get()) {  
        return Direction.RIGHT;  
    } else {  
        m_stopped.set(true);  
        if (m_pid.get() == pid) {  
            return Direction.STOP;  
        } else {  
            return Direction.DOWN;  
        }  
    }  
}  
  
public void release() {  
    m_stopped.set(false);  
}
```

Visual



Question 2

If a read occurs concurrently with a write and an unexpected value can be read via a different thread, the Bakery algorithm would fail. Consider the case of two threads A and B. An example of this is as follows:

Thread A	Thread B	
Enter CS	Waiting in while-loop	label[A] = 1; label[B] = 2;
Exits CS	OS halts	label[A] = 0; label[B] = 2;
Lock called	...	label[A] = 1; label[B] = 2;
Write label[A] = 3	Reads wrong label. Enters CS.	label[A] = 55; (Thread B reads Thread A wrong)
Enters CS	In CS	label[A] = 3; label[B] = 2;

Question 3

Graph

