ETEC3702 – Concurrency
Midterm Study Guide

Topics

You are responsible for **everything** covered in class through Tuesday, 25 February 2020.

Some of the major (but not necessarily all) topics included will be:

- Introduction to Concurrency
  - Definition
  - Concurrent Versus Sequential
  - Formal notation
    - "For all"
    - "There exists"
    - "It is true that"
    - "Concurrent with" (||)
    - "Precedes" (→)
    - Formal definition of sequential
    - Formal definition of concurrent
  - Non-deterministic execution
- Dangers of Concurrency
  - Effective orderings – how to compute
  - Problematic orderings
  - Safety Property Violations
    - Concurrent update problem (turnstiles problem, bank account problem)
    - Critical Sections
    - Mutual Exclusion
    - Software Solutions
    - Dekker's Algorithm
    - Peterson's Algorithm
  - Liveness Properties Violations
    - Deadlock
    - Livelock
    - Starvation

- ❒ Difficulty in Testing

❍ Motivation for Concurrent Solutions

- ❒ Organization
  - Natural Solutions
  - Relax over-specification
  - Multiple separate tasks
- ❒ Speed-up
  - Moore's Law and the Historic Trend of CPU Clock Speeds
  - Multiple Core CPUs
  - Distributed Computing / "Cloud" Computing
  - Specialty Parallel Processors / GPU Computing
  - Computing Speedup to compare sequential versus concurrent solutions.
  - Computing Maximum speedup of a program with sequential and parallelizable parts.
- ❒ Unavoidable / Inherent
  - Network / Communication Systems
  - Database Systems
  - Distributed Systems
  - Event-driven Systems
  - Physical Systems.

❍ Synchronization mechanisms

- ❒ Locks
  - acquire( )
  - release ( )
  - with lock syntax.
  - Optional arguments (blocking, timeout)
  - The "Monitor" object design pattern concept.
- ❒ Rlocks
  - motivation for / versus normal locks.
  - acquire( )
  - release( )
  - with rlock syntax
  - Optional arguments (blocking, timeout)
- ❒ Semaphores

- As a data-type
- Set of values
- Set of permissible operations
    - Definition of P( ) or acquire( )
    - Definition of V( ) or release( )
- Types of Semaphores
    - Binary
    - Counting
- In Python
    - Semaphore objects
    - BoundedSemaphore objects

❒ Conditional Sections

- Producer / Consumer design patterns.
- The need for conditional synchronization
- Condition objects
    - acquire( )
    - release( )
    - wait( )
    - notify( )
    - notify_all( )
    - Use to implement a “Monitor” design pattern

❒ Events

- Concept and function
- As a synchronization mechanism
- As a communication mechanism
- Event objects
    - set( )
    - clear( )
    - is_set( )
    - wait( )

❒ Barriers

- Concept and function
- Uses
- Barrier objects
    - wait( )

- abort( )
- reset( )
- broken
- parties
- n_waiting

❍ Communication Mechanisms
  ❒ Global variables
  ❒ Events
  ❒ Queues
    - Queue(), LifoQueue( ), PriorityQueue( )
    - Optional args: maxsize
    - put( )
    - get( )
    - empty( )
    - full( )
    - task_done( )
    - join( )
❍ Multiprocessing
  ❒ Differences from threading
  ❒ Advantages over threading
  ❒ Disadvantages related to threading
  ❒ Potential for speedup
  ❒ Need for the __name__==”__main__” check
  ❒ cpu_count( )
  ❒ Inter-process communication using queues.
  ❒ Using queues with processes to “return” values.
  ❒ Support for other synchronization and communication mechanisms
    - Lock
    - Rlock
    - Condition
    - Semaphore / BoundedSemaphore
    - BarriersEvent
    - Queue

Reminders/Advice:

- The entire exam will be open-notes.
- You cannot use the internet or any other electronics for the duration of the written portion of the exam. There may be a programming portion of the exam. You can use a computer for that portion, but you may not communicate with others during that portion. (no discord, no stack-exchange, no reddit, no facebook chat, no email, no communicating whatsoever.)
- You should complete and understand all of the assigned labs.
- You may have to write ad submit code. Come prepared to do that.
- Open notes, but don't assume open-book == no preparation/study.