

CS241    Lawrence Angrave L16 — Condition Variables II.  
Implementing a barrier. Producer Consumer

1. Condition Variable pop-quiz

Which call do you implement inside a loop?

What is spurious wake up?

Why do you need a mutex too?

How do you wake up one or all blocked threads?

2. Fix the following multithread code. remove should never allow the account to go negative.

```
pthread_mutex_t m;  
pthread_cond_t cv;  
  
int money = 100;  
  
void init() {  
    money = 100;  
  
}  
  
void add(int amount) {  
  
    money += amount;  
  
}  
  
int remove(int amount)  
  
    money -= amount;  
    return money;  
}
```

3. Three classic / well known synchronization problems:

Barrier

Producer Consumer

Reader-Writer Problem

4. Use a CV to implement a simple version of a *counting semaphore*

Note a real semaphore might implement a queue of waiting threads to ensure fairness (and avoid *starvation*).

sem_init(sem_t *s, int shared, int value) {       }	typedef struct sem_t {       } sem_t;
sem_post(sem_t*s) {       }	sem_wait(sem_t*s) {       }

5. Use a CV to implement a *barrier* Do not continue to calc #2 until all 16 threads have reached the barrier.

```
pthread_mutex_t m;

?_____
double data[256][8192] ;
int main() {
    pthread_mutex(&m, NULL);

    ?_____
    pthread_t ids[N];
    for(int i=0;i<N;i++) pthread_create( ?_____ , NULL , calc, (void*) i );
    // Wait for all threads to finish
    for(int i=0;i<N;i++) ?_____

    /* print out result*/
}

?_____ calc( ?_____ ) {
    /* Divide matrix work up into blocks of 16 columns.

    int x,y, start = 16 * ?_____
    int end = start + 16;
    for(x = start; x<end;x++) for(y=0; y <8192;y++) /* do calc #1 */
    // Wait here until all threads have finished calc #1.

    for(x = start; x<end;x++) for(y=0; y <8192;y++) /* do calc #2 */

    return ?_____
}
```