

**1. Would you expect the following to work on your 64 bit VM?****(How about a 32bit machine?)**

```
01 int bad = (int) "Hello";
02 puts( (char*) bad);
```

**2. Which of the following calls will block?**

```
pthread_mutex_init
pthread_mutex_lock
pthread_mutex_unlock
pthread_mutex_destroy
```

**2b. You call to *pthread\_mutex\_X* (what is X?) blocks. When will it return i.e. when will it unblock?****2c. Why might pthread\_mutex\_X not block?****3. Where are the *critical sections* in the following two code examples?**

Fix any errors you notice.

Modify the code to be thread safe

```
01 link_t* head;
02
03 void list_prepend(int v) {
04     link_t* link = malloc( sizeof(link_t*));
05     link->value = v;
06     link->next = head;
07     head = link;
08 }
09
10 int list_remove_front() {
11     link_t* link = head;
12     int v = link->value;
13     head = link->next;
14     free(link);
15     return v;
16 }
```

**4. Meanwhile the code continued... (check for errors)**

```
01 size_t capacity = 64;
02 size_t size = 0;
03 char** data = malloc(capacity);
04 void push(char*value) {
05     if(size == capacity) {
06         capacity *= 2;
07         realloc(data,capacity);
08     }
09     data[size++] = value;
10 }
11 char* pop() {
12     char* result = data[--size];
13     return result;
14 }
```

**5. Lock Contention and likelihood of discovering race conditions**

A thread at a random time executes for 1ms code inside an unprotected critical section with 1s total running time. If there are now 2 threads that run for 1second each, estimate the probability of both threads in the critical section at the same time.

**6. Remember me? Notice any mistakes? What will happen exactly?**

```
01 pthread_t tid1,tid2;
02 pthread_mutex_t m;
03 void* myfunc2(void*param) {
04     int* counter = (int*) param;
05     for(int i=0; i < 1000000;i++) {
06         pthread_mutex_lock( &m );
07         (*counter) += 1;
08     }
09     return NULL;
10 }
11 int main() {
12     int count =0;
13     pthread_create(&tid1, 0, myfunc2,& count);
14     pthread_create(&tid2, 0, myfunc2,& count);
15     pthread_join(tid1,NULL);
16     pthread_join(tid2,NULL);
17     printf("%d\n", count );
18 }
```

## 7. Case study1: Critical Sections and functions that are not thread safe

```
01 static FILE* file;
02
03 void logerror(int errnum, char*mesg) {
04     char* error = strerror(errnum);
05     if(!file) {
06         file = fopen("errorlog.txt","a+");
07     }
08     fprintf(file,"%s:%s", mesg, error);
09     fflush(file)
10 }
```

## 8. Meet your next *Synchronization Primitive*: What is a *Counting Semaphore*?

## 9. Case study2: Parallelize *AngraveCoin* miner for fun and profit!

```
void search(long start, long end) {
    printf("Searching from 0x%x to 0x%x\n", start , end);
    for(long i = start; i < end; i++) {
        char message[100];
        sprintf(message,"AngraveCoin:%lx", i);

        unsigned char *hash; // 256 bit result ( = 32 bytes )

        hash = SHA256(message, strlen(message), NULL);

        int iscoin; // first three bytes must be zero
        iscoin = (hash[0]==0) && (hash[1]==0) && (hash[2]==0);

        if(iscoin)
            printf("%lx %02x %02x %02x '%s'\n",
                i, hash[0],hash[1],hash[2] , message);
    }
    printf("Finished %lx to %lx\n", start, end);
}

// I want to speed up search of 233 possible coins
long array[] = {0L, 1L <<25, 1L <<27, 1L <<33};
int main() {
    search(array[0], array[1]);
    search(array[1], array[2]);
    search(array[2], array[3]);
    return 0;
}
```