



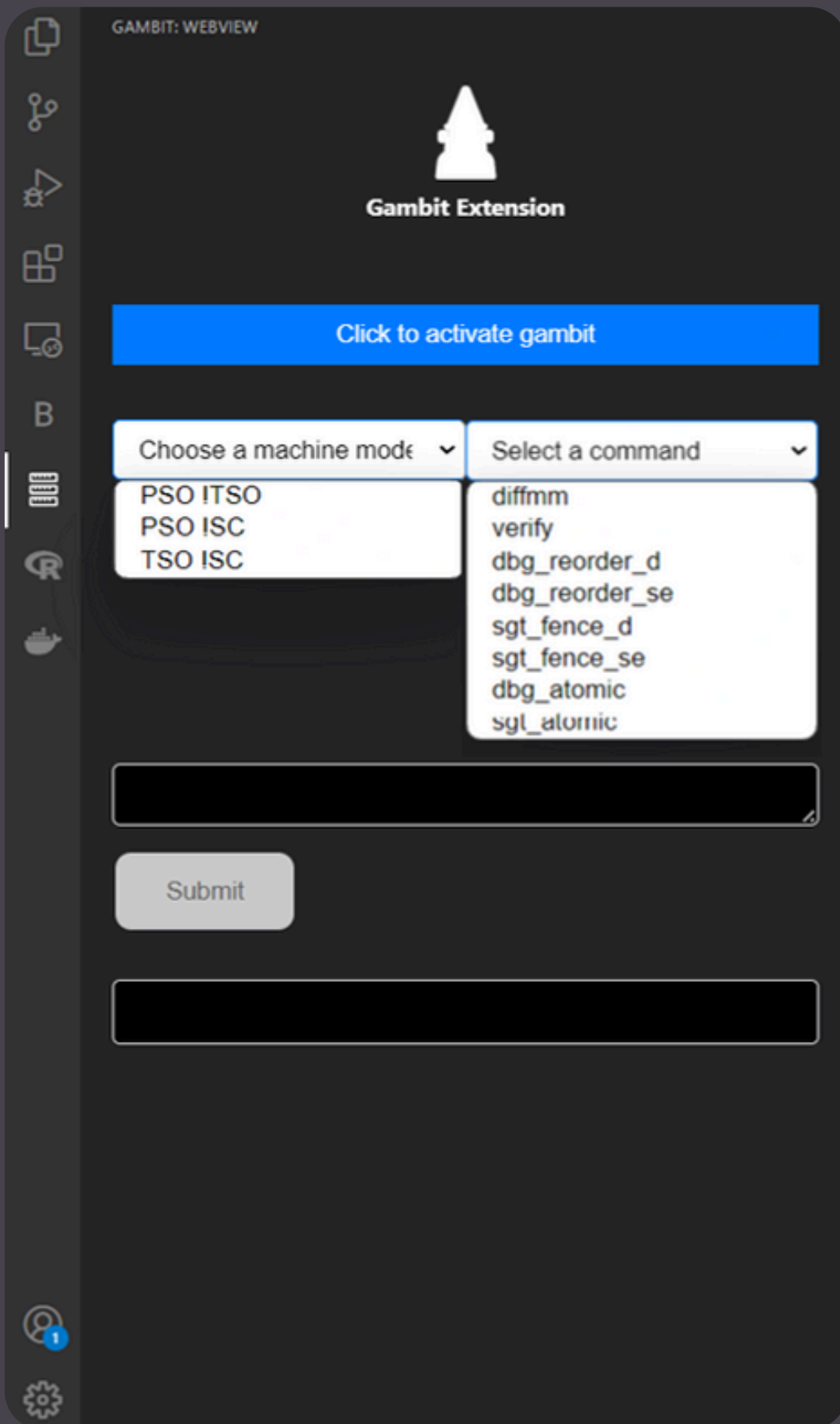
GAMBIT Extension for VSCode



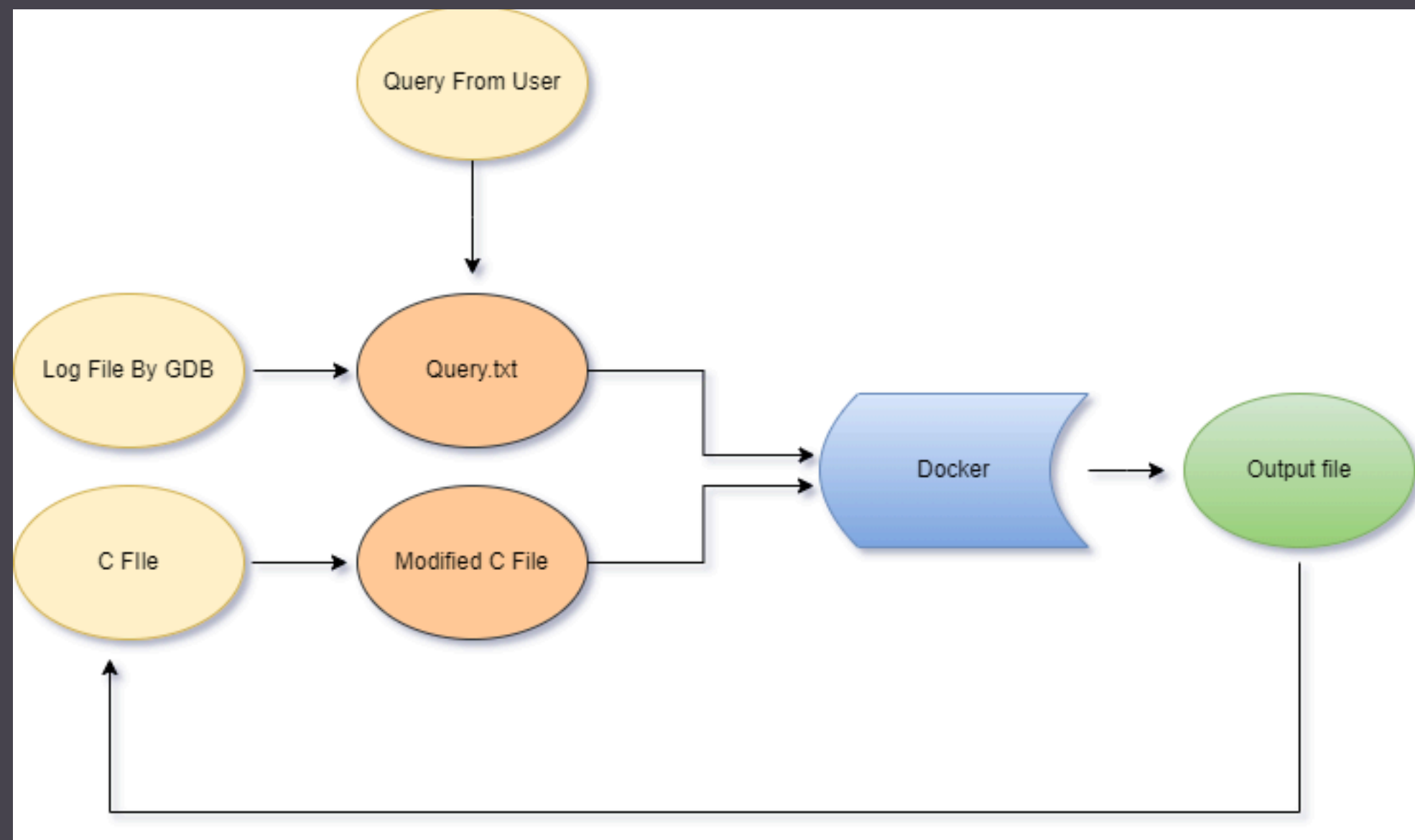
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Introduction

- Debugging concurrent programs imposes certain new problems due to different memory models and interleaving among threads.
- This project offers a comprehensive set of tools for interactive debuggging of concurrent programs in VSCode.



Architecture



Example

Consider the C code shown alongside.

Will the assert statement at line no. 18 be violated?

For the first interleaving the assert statement will not be violated.

```
6  int x = 0 , y = 0;
7
8  // Thread 1
9  void *thr1(){
10     x = 1;
11     y = 1;
12 }
13
14 // Thread 2
15 void *thr2(){
16     int a = x ;
17     int b = y ;
18     assert (a==b) ;
19 }
```

```
//Global
int x = 0 , y = 0;
```

```
void *thr2(){
    int a = x ; // L3
    int b = y ; // L4
    assert (a==b) ;
}
```

```
void *thr1(){
    int x = 1 ; // L1
    int y = 1 ; // L2
}
```



Contd.

However if the scheduler uses this interleaving the assert statement will fail. So how will we debug the code? Let's dive in and use the extension to solve the problem 😊

```
//Global  
int x = 0 , y = 0;
```

```
void *thr1(){  
    int x = 1 ; // L1  
  
    int y = 1 ; // L2  
}
```

```
void *thr2(){  
    int a = x ; // L3  
    int b = y ; // L4  
    assert (a==b) ;  
}
```





DEMONSTRATION



Thank You

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