Due: February 27

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1. (20 points) For each of the histories below, state whether it is (a) sequentially consistent, (b) linearizable. Justify your answer. All variables are initially zero.

Concurrent History H1

```
P1
               [ read(x) returns
                                     1]
          \lceil write(x,1) \rceil
                                             ٦
P2
                                                  [ read(x) returns 2]
Р3
                 [write(x,2)
                                    ]
Concurrent History H2
P1
               [ read(x) returns
                                     1]
          [ write(x,1)
P2
                                                  [ read(x) returns 1]
                 [write(x,2)
Р3
                                    ]
Concurrent History H3
P1
               [ read(x) returns 1]
P2
          [ write(x,1) ]
                                                    [ read(x) returns 1]
                                                ٦
Р3
                             [write(x.2)]
```

2. (10 points) Consider the following concurrent program.

```
Initially a, b and c are 0.
P1: a:=1; print(b); print(c);
P2: b:=1; print(a); print(c);
P3: c:=1; print(a); print(b);
```

Which of the outputs are sequentially consistent. Justify your answer.

- (a) P1 outputs 11, P2 outputs 01 and P3 outputs 11.
- (b) P1 outputs 00, P2 outputs 11 and P3 outputs 01.
- 3. (70 points, programming) (a, 40 points) Implement Lock-based and Lock-Free unbounded queues of Integers. For the lock based implementation, use different locks for enq and deq operations. For the variable count use AtomicInteger. For the lock-free implementation, use Michael and Scott's algorithm as explained in the class. The deq operation should return null if the queue is empty.
 - (b, 30 points) Implement Lock-Free stack of Integer. You should provide push(Integer x) and Integer pop(). The pop operation should throw an exception called EmptyStack if the stack is empty.

For both the data structures use a list based implementation (rather than an array based implementation).