

# Concurrent Programming

## Exercise Booklet 6: Monitors

1. Implement a monitor **Counter** that allows safe concurrent increments and decrements.
2. Define a monitor Semaphore that implements the semaphore operations (**acquire** and **release**). Does your solution guarantee freedom from starvation?
3. Implement the following:
  - a) A buffer of integer numbers whose size is fixed at creation time.
  - b) A class producer that adds consecutive natural numbers to a buffer which is given to it at creation time.
  - c) A consumer class that prints on the screen the values that it obtains from a buffer which is given to it at the time of its creation.
  - d) A program that creates a buffer of size 2 and activates a consumer and producer, concurrently.
4. We wish to implement a **three-way sequencer** using monitors in order to coordinate  $N$  threads. A three-way sequencer provides the following operations **first**, **second**, **third**. The idea is that each of the threads can invoke any of these operations. The sequencer will alternate cyclically the execution of **first**, then **second**, and finally **third**.
5. We wish to implement a *barrier* using monitors in order to coordinate  $N$  threads. A barrier provides a unique operation called **wait**. The idea is that each of the  $N$  threads invokes the operation **wait** and its effect is that the thread will block, and cannot continue, until all remaining threads invoke the **wait** operation. For example, if **myBarrier** is a barrier for coordinating 3 threads, the following use of **myBarrier** in each thread
 

```

thread T1: { print('a'); myBarrier.wait(); print(1); }
thread T2: { print('b'); myBarrier.wait(); print(2); }
thread T3: { print('c'); myBarrier.wait(); print(3); }

```

 guarantees that the letters will be displayed before the numbers. Supply an implementation for the barrier monitor.
6. In a smart energy grid connected users can either behave as consumers or producers of energy (though not both at the same time). In order to record the changes we wish to implement a system using a monitor. For example, the following code fragment shows a user that behaves as a consumer for an hour and then as a producer for two hours:

```

grid.startConsuming();
sleep(1h);
grid.stopConsuming();
grid.startProducing();
sleep(2h);
grid.stopProducing();

```

Address the following scenarios using monitors:

- a) Users can always behave as producers, but can only behave as consumers if there is an equal or greater number of producers. Moreover, you must guarantee that a producer cannot stop producing if, in doing so, it leaves some consumer without a supply.
- b) Modify your solution so that users cannot behave as producers if the grid has more than  $N$  idle producers, in other words, que el cambio a productor genere una espera mientras haya al menos  $N$  productores más que consumidores.

- c) Extend the previous solution so that the exit of producers is given priority over the entry of new consumers.
7. In a local pizzeria two types of pizzas are produced: small and large. The cook places the pizzas on a counter so that the clients can help themselves and then pay at the register. Unfortunately, clients behave the following way: they always choose a large pizza, however, if there is no large pizza, they reluctantly accept two small pizzas. Clients are not polite and hence do not wait in a queue (they all compete for the pizzas). Provide a solution in which each client is modeled as a thread. Use monitors as a mechanism for synchronization.
8. The organizing committee of a conference has a conference room for talks. People interested in attending a talk enter the room and wait until the talk starts. Talks start when the speaker has arrived in the room. Participants are respectful and do not leave the room until the talk has finished. Neither do they enter when the speaker has already begun. The room has capacity for 50 participants, excluding the speaker.

Provide a solution using monitors that takes the following scenarios into account:

- a) There is only one room and the same talk is given over and over again. The speaker rests 5 minutes between talks. If, at the moment in which the talk starts, the room is empty (disregarding for the speaker), the speaker rests five minutes waiting for the assistants to arrive. When the room is full, new assistants must wait until the next talk starts, after the speakers rest.
- b) The same as above except that three talks take place in the room, one after the other. The speakers must wait until there are at least 40 people in the room.