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# CS 343 COURSE NOTES

CONCURRENCY

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## Abstract

These notes are intended as a resource for myself; past, present, or future students of this course, and anyone interested in the material. The goal is to provide an end-to-end resource that covers all material discussed in the course displayed in an organized manner. These notes are my interpretation and transcription of the content covered in lectures. The instructor has not verified or confirmed the accuracy of these notes, and any discrepancies, misunderstandings, typos, etc. as these notes relate to course's content is not the responsibility of the instructor. If you spot any errors or would like to contribute, please contact me directly.

# 1 September 11, 2018

## 1.1 Advanced control flow

Everything herein pertains to control flow *within* routines:

- Use break guard clauses (early breaks)
- **Avoid** flag variables: instead using an infinite loop with break statements.

However, in some cases one may use flag variables if absolutely necessary (e.g. memoizing some status that occurs much later and would be hard to modify).

- Use nested control structures with multi-level breaks (with labels)

Rules for `gotos`:

- No backward breaks/`gotos`: use a loop's inherent looping capabilities
- No jumping into the middle of code

`tl;dr`: use `gotos` for *static* multi-level exit (to simulate labelled breaks/`continues`).

## 1.2 Dynamic allocation

Use stack allocation over dynamic allocation whenever possible: e.g. `int arr[size]` as opposed to `int *arr = new int[size]` and `delete [] arr` (although variable-length stack arrays are not part of the C++ standard, use it whenever possible).

However, heap allocation may be necessary if:

- memory needs to persist outside of the scope memory was initialized in
- unbounded input size (e.g. initializing values from `STDIN` into a `vector`)
- array of objects with variable initialization parameters
- when allocation would overflow a small stack

## 1.3 Control-flow between routines

For *dynamic* multi-level exit (call/return semantics between routines where exit points are not known at compile time) use a global label variable which is referred to inside subroutines with `gotos` for jumping between multiple function stack frames. Assigning label literals to the variable at various points in time can alter where the subroutines end up jumping to.

`jump_buf`, `setjmp`, `longjmp` initialize, set, and jump to a label variable, respectively, in C.

Traditional approaches to what we described include:

- Return codes. Disadvantage: mixes exception and normal results, and checking code or flag is optional.
- Status flags via global variable (e.g. `errno` in UNIX). Disadvantage: may be modified by other routines (mixed out).
- Fixup routines (or callbacks). Disadvantage: adds overhead with additional function calls.
- **return union**: returning union types (e.g. result or return code). Disadvantage: must check return type on every call (optional). Multiple values must be returned to higher-level calls (intermediate function frames need to *forward* nested return codes).

## 1.4 Static vs dynamic multi-level exit

Static multi-level exit occurs when exit points are known at compile time (e.g. with literal break labels that are in the code).

Dynamic multi-level exit occurs when there can be multiple outcomes depending on run-time conditions (i.e. invoking routines and exits between routines depending on the current execution stack, which is dynamic).

## 2 September 13, 2018

### 2.1 Exception handling

Complex control-flow *among routines* is called **exception handling** (it is more than just error handling).

While it may be simulated using simpler control structures (as described above), it is difficult in general and more messy.

Depending on the execution environment (e.g. object-oriented vs non-object-oriented where we may have **finally** destructors and inherited destructors; concurrent vs sequential where we may have multiple execution stacks), the exception handling mechanism (EHM) implemented by the language/compiler must be adapted accordingly.

### 2.2 Static vs dynamic call/return

Similar to static/dynamic multi-level exit static calls/returns can be statically inferred from the code itself whereas dynamic calls/returns depend on the current execution stack (i.e. what function frames are on the stack).

Normal routines (e.g. `foo()` method definition and a call to `foo()` with no virtual methods) is a **static** call with a **dynamic** return (dynamic because it returns to the block that invoked `foo()`, which depends on the stack).

return/handled	call/raise	
	static	dynamic
static	1) sequel	3) termination exception
dynamic	2) routine	4) routine pointer, virtual routine, resumption

**Figure 2.1:** Chart summarizing the classifications of each call-return static/dynamic pairs.

Summary of why these are static/dynamic calls/returns:

**Sequel** A named routine that can be invoked statically and statically returns to the *end* of block in which it was declared.

Disadvantage: the declaration and invocation must be statically compiled together, i.e. invocations cannot be compiled separately from the declaration.

Note that blocks (section of code enclosed in `{ }`) are pushed onto the stack (think of local variables declared in block being pushed onto/popped off stack), thus sequel's will need to *unwind* the stack when returning to the end of its declaring block.

**Termination** An exception is thrown and some arbitrary handler (which is a routine itself) handles it (dynamic call). Since control cannot be returned to the raise point (i.e. **termination**), it finishes executing the handler routine and **statically** returns to the line after the handler's definition.

**Virtual routine/resumption** Virtual routine is calling a function pointer (dynamic call) where the virtual routine returns to the invocation point (dynamic return, depends on current execution).

Resumption is a mechanism where something like an exception is raised and propagation occurs to the handler (dynamic call), then the handler returns back or resumes to the raise block (dynamic return).

## 3 September 18, 2018

### 3.1 `_Resume` vs `_Throw` in $\mu C++$

In  $uC++$ , when a `_Resume` is "thrown", it looks for a handler to `_CatchResume` and perform fix up (which subsequently returns to the resume LOC). If no `_CatchResumes` can be found up the stack, then by default (`defaultResume`) the exception is **thrown** via `_Throw`.

Notice that `_Throw` will cause all blocks between the raise block and the guarded block that catches the exception to unwind from the stack, whereas `_Resume` does not. This is why `_Throw` does not have an `_At` clause (otherwise it'll cause the coroutine targetted to unwind its stack, which is not good practice).

### 3.2 Multiple catch clauses

In most programming languages, multiple catch clauses will not be re-evaluated, even if the exception handler in the first catch clauses throws an exception that could be caught by subsequent catch clause handlers.

In  $\mu C++$ , this is different for `_CatchResume` followed by `catch`: since `_CatchResume` *does not* unwind the stack, thus the `catch` clause in the guarded block stack frame can still be observed.