# Introspection Lab Session #2

#### 2020/11/23

Computer Systems and Platforms Lab

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### **Outline**

Runtime interposition example

Implementation of functions

Organizing a Linked list





wrapping start\_routine

```
void* routine_wrapper(void *arg)
  // get thread ID and insert into list
  tid t tid = gettid();
  ThreadData *td = insert_thread_orderly(tid);
  init list resrc(&td->resource list head, &td->resource list tail);
 // call original thread start routine
           = pts->start routine(pts->arg);
  // remove thread from list
  remove_thread(tid);
 // and return the original thread's result
  return rtn;
int pthread_create(pthread_t *thread, __const pthread_attr_t *attr,
                   void *(*start routine)(void *), void *arg)
  PthreadStart *pst = malloc(sizeof(PthreadStart));
  return pthread_create_orig(thread, attr routine_wrapper,
                                                            pst);
```





wrapping start\_routine

```
void* routine wrapper(void *arg)
 // get thread ID and insert into list
  tid t tid = gettid();
  ThreadData *td = insert_thread_orderly(tid);
  init list resrc(&td->resource list head, &td->resource list tail);
 // call original thread start routine
  void *rtn = pts->start routine(pts->arg);
  // remove thread from list
  remove_thread(tid);
 // and return the original thread's result
  return rtn;
int pthread_create(pthread_t *thread, __const pthread_attr_t *attr,
                   void *(*start routine)(void *), void *arg)
  PthreadStart *pst = malloc(sizeof(PthreadStart));
  return pthread_create_orig(thread, attr, routine_wrapper, pst)
```





wrapping start\_routine

```
void* routine wrapper(void *arg)
 // get thread ID and insert into list
 tid t tid = gettid();
                                                    Thread list is shared
  ThreadData *td = insert thread orderly(tid);
  init_list_resrc(&td->resource_list_head, &td->resource_list_tail);
 // call original thread start routine
 void *rtn = pts->start routine(pts->arg);
 // remove thread from list
  remove_thread(tid);
 // and return the original thread's result
  return rtn;
int pthread_create(pthread_t *thread, __const pthread attr t *attr,
                  void *(*start routine)(void *), void *arg)
 PthreadStart *pst = malloc(sizeof(PthreadStart));
 return pthread create orig(thread, attr, routine wrapper, pst);
```





Investigating Circular Wait Condition

```
tid_t contain_cycle(tid_t tid, pthread_mutex_t *mutex)

while (...) {
    // we arrived back at ourselves. Stop & return TID
    if (tid == mutex->__data.__owner) neturn mutex->__data.__owner;
    ...
}

// no cycle detected
return 0;
}
```





```
int pthread mutex lock(pthread mutex t *mutex)
 tid t tid = gettid();
                                                      Thread list is shared
  if(contain_cycle(tid, mutex)
   print dealock info(tid, mutex);
   // builtin return address(0) obtains the return address of the current
   print line info( builtin return address(0));
   return EDEADLK:
 curr td->req mutex = mutex;
 int rtn = pthread mutex lock orig(mutex);
 curr td->req mutex = NULL;
 ResourceData *rd = insert resrc last(&curr td->resource list tail);
  . . .
```





```
int pthread mutex lock(pthread mutex t *mutex)
 tid t tid = gettid();
 if(contain cycle(tid, mutex)) {
   print dealock info(tid, mutex);
        builtin return address(0) obtains the return address of the current frame
   print line info( builtin return address(0));
   return EDEADLK;
 curr td->req mutex = mutex;
 int rtn = pthread mutex lock orig(mutex);
 curr td->req mutex = NULL;
 ResourceData *rd = insert resrc last(&curr td->resource list tail);
```





```
int pthread mutex lock(pthread mutex t *mutex)
 tid t tid = gettid();
 if(contain cycle(tid, mutex)) {
   print dealock info(tid, mutex);
   // builtin return address(0) obtains the return address of the current frame
   print line info( builtin return address(0));
   return EDEADLK;
  curr td->req mutex = mutex;
 int rtn = pthread_mutex_lock_orig(mutex);
 curr td->req mutex = NULL;
 ResourceData *rd = insert resrc last(&curr td->resource list tail);
```





```
int pthread mutex lock(pthread mutex t *mutex)
 tid t tid = gettid();
                                                     Thread list is shared
 if(contain cycle(tid, mutex)) {
   print dealock info(tid, mutex);
   // builtin return address(0) obtains the return address of the current
   print line info( builtin return address(0));
   return EDEADLK;
  curr td->req mutex = mutex;
 int rtn = pthread mutex lock orig(mutex);
  curr_td->req_mutex = NULL;
 ResourceData *rd = insert resrc last(&curr td->resource list tail);
```

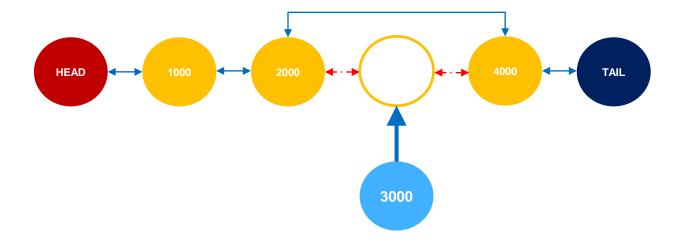




```
int pthread mutex lock(pthread mutex t *mutex)
 tid t tid = gettid();
                                                    Thread list is shared
 if(contain cycle(tid, mutex)) {
   print dealock info(tid, mutex);
   // builtin return address(0) obtains the return address of the current
   print line info( builtin return address(0));
   return EDEADLK;
 curr td->reg mutex = mutex;
 int rtn = pthread mutex lock orig(mutex);
                                                         Resource list is shared?
 curr td->req mutex = NULL;
 ResourceData *rd = insert resrc last(&curr td->resource list tail);
```



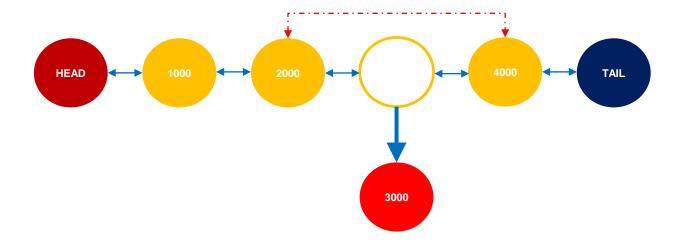
ThreadData\* insert\_thread\_orderly(tid\_t tid)







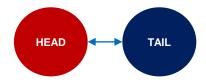
void remove\_thread(tid\_t tid)







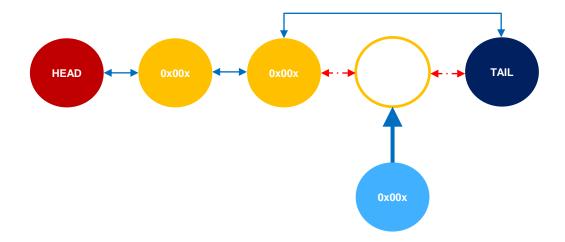
void init\_list\_resrc(Node \*head, Node \*tail)







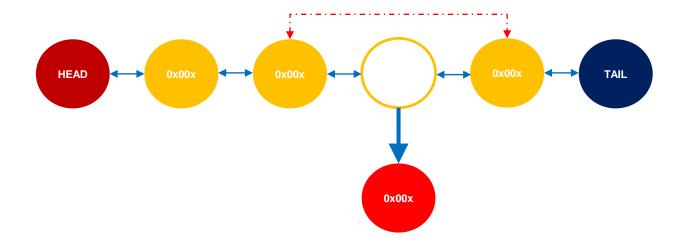
ResourceData\* insert\_resrc\_last(Node \*tail)







void remove\_resrc(Node \*head, pthread\_mutex\_t \*mutex)







void remove\_thread(tid\_t tid)

