

Concurrent Programming

Homework 4

Assigned: 04/08/2014; Due: 04/22/2014, before class.

Homework submissions: by email to the TA (gowtham.ramkumar@colorado.edu).

Problem 1

A savings account object holds a nonnegative balance, and provides `deposit(k)` and `withdraw(k)` methods, where `deposit(k)` adds `k` to the balance, and `withdraw(k)` subtracts `k`, if the balance is at least `k`, and otherwise blocks until the balance becomes `k` or greater. `getbalance()` gives the current balance.

1. Implement this savings account using locks and conditions (use any of the Readers-Writers lock from chapter 8). Test by using the 3 functions.
2. Now suppose there are two kinds of withdrawals: ordinary and preferred. Devise an implementation that ensures that no ordinary withdrawal occurs if there is a preferred withdrawal waiting to occur.
3. Now let us add a `transfer()` method that transfers a sum from one account to another:

```
1    void transfer(int k, Account reserve) {
2        lock.lock();
3        try {
4            reserve.withdraw(k);
5            deposit(k);
6        } finally lock.unlock();
7    }
```

We are given a set of 10 accounts, whose balances are unknown. At 1:00, each of `n` threads tries to transfer \$100 from another account into its own account. At 2:00, a Boss thread deposits \$1000 to each account. Is every transfer method called at 1:00 certain to return?

Problem 2

Consider the following conditions: An enqueueer waiting on a full-queue or a dequeueer waiting on an empty queue sleep indefinitely, unless woken up by another thread. A thread must send a signal **ONLY** when it adds an element to an empty queue or removes an element from a full-queue.

1. Implement a bounded partial queue by using a signaling mechanism (your own scheme) that signals to only one waiting dequeueer or enqueueer, and ensure that the lost-wake-up problem does not happen.
2. Implement the same using a signaling mechanism that signals to all waiting dequeueers.
3. Do a performance comparison using timing analysis. Which works faster?