

Datenstrukturen und Algorithmen

Exercise 14 - Discussion Exercise 13

FS 2021

Program of today

1. Feedback of last exercise

Exercise 13.2: Race conditions

- Make functions of `Item` class thread safe.
- Simple approach: Get lock at beginning of function, release at the end.

Ratings

```
class Item {  
private:  
    int rating_sum = 0;  
    int rating_count = 0;  
    std::recursive_mutex mtx; // re-entrant lock for out_rating  
public:  
    Item() {};  
  
/* Returns average rating. 0 if no rating occurred */  
double get_rating() {  
    // minimal requirement: do not forget the lock  
    std::lock_guard<std::recursive_mutex> lock(mtx);  
    if(rating_count == 0) return 0.0; // some forgot this  
    return (double)rating_sum / rating_count;  
}
```

Ratings

```
void add_rating(int stars){  
    assert(1 <= stars && stars <= 5);  
    std::lock_guard<std::recursive_mutex> lock(mtx);  
    // some put the computation of the rating here,  
    // which is quite clever  
    rating_sum += stars;  
    rating_count++;  
}
```

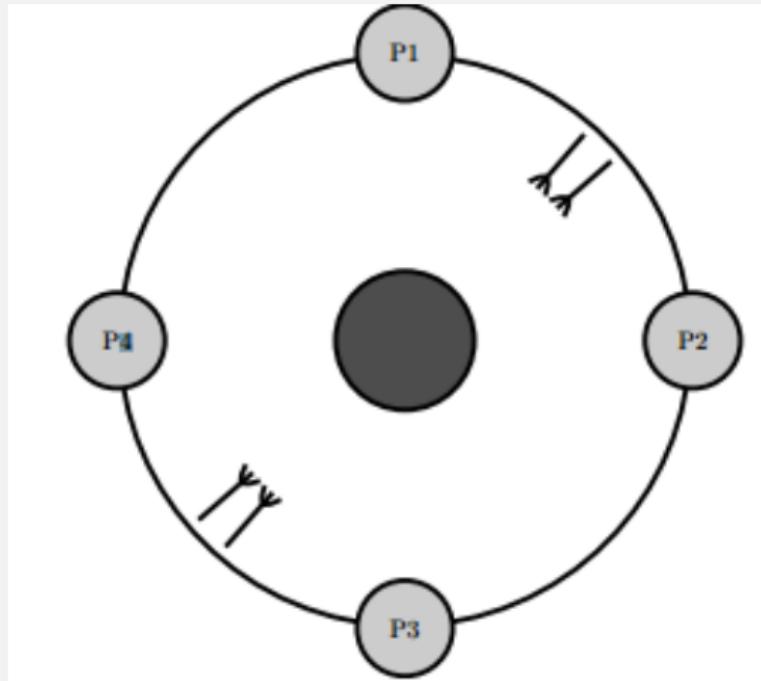
Ratings

```
// when you do not protect this, you might run into two kind of problems:  
// 1.) Inconsistent result  
//      when call to add_rating between rating_count and get_rating  
// 2.) scrambled output when threads call out_rating in parallel  
void out_rating(){  
    std::lock_guard<std::recursive_mutex> lock(mtx); // required!  
    std::cout << "ratings:" << rating_count << ", ";  
    std::cout << "score:" << get_rating() << "\n";  
}  
};
```

13.3. Dining Philosophers

- To avoid deadlocks, break cyclic dependency. As discussed last time.
- Max/Min numbers of philosophers eating concurrently?
- It's possible that only one philosopher eats.

Bundle forks! Then always two can eat.



13.4. Bridge

Ensure that at most three cars or one truck is on the bridge
Use condition variable and a counter

Bridge

```
class Bridge {  
public:  
    std::mutex mtx;  
    std::condition_variable cv;  
  
    int car_count = 0;  
  
    void check_bridge(){  
        if(car_count > 3){  
            std::cout << "Bridge collapsed!" << std::endl;  
            exit(0);  
        }  
    }  
}
```

Bridge

```
void enter_car(){
    std::unique_lock<std::mutex> lock(mtx);
    cv.wait(lock, [&]{return car_count < 3;});
    car_count++;
    check_bridge();
}

void leave_car(){
    std::lock_guard<std::mutex> lock(mtx);
    car_count--;
    cv.notify_all();
}
```

Bridge

```
void enter_truck(){
    std::unique_lock<std::mutex> lock(mtx);
    cv.wait(lock, [&]{return car_count == 0;});
    car_count += 3;
    check_bridge();
}

void leave_truck(){
    std::lock_guard<std::mutex> lock(mtx);
    car_count -= 3;
    cv.notify_all();
}
};
```

Problem with this Approach?

What happens if there are cars and trucks waiting at the bridge?

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Solution?

Problem with this Approach?

What happens if there are cars and trucks waiting at the bridge?

The trucks do not make progress because cars.

Solution? **Prohibit convoys:** Admit cars only if there is no truck waiting and less than 3 cars (and no truck) on the bridge or there are no cars on the bridge.

The fairness is reduced to the fairness of scheduling by the runtime system.

Fairness

```
class Bridge {
    std::mutex mtx;
    std::condition_variable cv;

    int car_count = 0; // count car equivalence
    int trucks_waiting = 0; // count trucks waiting
public:
```

Fairness

```
void enter_car(){
    std::unique_lock<std::mutex> lock(mtx);
    cv.wait(lock, [&]{
        return (car_count < 3)
            && (trucks_waiting == 0 || car_count == 0);}
    );
    car_count++;
    check_bridge();
}

void leave_car(){
    std::lock_guard<std::mutex> lock(mtx);
    car_count--;
    cv.notify_all();
}
```

Fairness

```
void enter_truck(){
    std::unique_lock<std::mutex> lock(mtx);
    trucks_waiting++;
    cv.wait(lock, [&]{return car_count = 0;});
    trucks_waiting--;
    car_count += 3;
    check_bridge();
}

void leave_truck(){
    std::lock_guard<std::mutex> lock(mtx);
    car_count -= 3;
    cv.notify_all();
}
};
```