Races and locks

How many data races does the following two-thread program have?

thread t thread u int cnt; **int** cnt; cnt = counter; 1 cnt = counter; 1 cnt = cnt + 1;2 counter = cnt + 1;2 System.out.println(cnt); 3

- 1. One
- 2. Two
- 3. None
- 4. It depends on the run

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- 1. One
- 2. Two
- 3. None
- 4. It depends on the run

Lift Counter = 0;		
thread t	thread u	
<pre>int cnt;</pre>	int cnt;	
<pre>cnt = counter; counter = cnt + 1;</pre>	<pre>cnt = counter; cnt = cnt + 1; System.out.println(cnt);</pre>	1 2 3

- 1. It always prints 0
- 2. It always prints 1
- 3. It sometimes prints 0 and sometimes prints 1
- 4. It sometimes prints 1 and sometimes prints 2

Lift Counter = 0;		
thread t	thread u	
<pre>int cnt;</pre>	int cnt;	
<pre>cnt = counter; counter = cnt + 1;</pre>	<pre>cnt = counter; cnt = cnt + 1; System.out.println(cnt);</pre>	1 2 3

- 1. It always prints 0
- 2. It always prints 1
- 3. It sometimes prints 0 and sometimes prints 1
- 4. It sometimes prints 1 and sometimes prints 2

What are the possible values of counter upon termination?

	thread t	thread u	
	<pre>int cnt;</pre>	<pre>int cnt;</pre>	
1	<pre>for(i=0;i<10000;++i){</pre>	<pre>for(i=0;i<10000;++i){</pre>	1
2	<pre>cnt = counter;</pre>	<pre>cnt = counter;</pre>	2
3	<pre>counter = cnt + 1;</pre>	<pre>counter = cnt + 1;</pre>	3
4	}	}	4

- 1. It always prints 10000
- 2. It always prints 20000
- 3. It prints some value between 10000 and 20000
- 4. It prints some value between 2 and 20000

What are the possible values of counter upon termination?

	thread t	thread u	
	<pre>int cnt;</pre>	<pre>int cnt;</pre>	
1	<pre>for(i=0;i<10000;++i){</pre>	<pre>for(i=0;i<10000;++i){</pre>	1
2	<pre>cnt = counter;</pre>	<pre>cnt = counter;</pre>	2
3	<pre>counter = cnt + 1;</pre>	<pre>counter = cnt + 1;</pre>	3
4	}	}	4

- 1. It always prints 10000
- 2. It always prints 20000
- 3. It prints some value between 10000 and 20000
- 4. It prints some value between 2 and 20000

	Lock one = new Lock(); Lock two = new Lock();		
	thread t	thread u	
1	<pre>one.lock();</pre>	one.lock();	1
2	<pre>two.lock();</pre>	<pre>two.lock();</pre>	2
3	<pre>System.out.prinln("t");</pre>	<pre>System.out.prinln("u");</pre>	3
4	<pre>two.unlock();</pre>	<pre>two.unlock();</pre>	4
5	<pre>one.unlock();</pre>	one.unlock();	5

- 1. It prints "t" followed by "u".
- 2. It prints "u" followed by "t".
- 3. Either of the answers above.
- 4. Either of the answers above or it does not print anything.

	Lock one = new Lock(); Lock two = new Lock();		
	thread t	thread u	
1	<pre>one.lock();</pre>	one.lock();	1
2	<pre>two.lock();</pre>	<pre>two.lock();</pre>	2
3	<pre>System.out.prinln("t");</pre>	<pre>System.out.prinln("u");</pre>	3
4	<pre>two.unlock();</pre>	<pre>two.unlock();</pre>	4
5	<pre>one.unlock();</pre>	<pre>one.unlock();</pre>	5

- 1. It prints "t" followed by "u".
- 2. It prints "u" followed by "t".
- 3. Either of the answers above.
- 4. Either of the answers above or it does not print anything.

Lock one = new Lock();	Lock two = new Lock();
thread t	thread u
<pre>one.lock();</pre>	<pre>two.lock();</pre>
<pre>two.lock();</pre>	<pre>one.lock();</pre>
<pre>System.out.prinln("t");</pre>	<pre>System.out.prinln("u");</pre>
<pre>two.unlock();</pre>	<pre>two.unlock();</pre>
<pre>one.unlock();</pre>	<pre>one.unlock();</pre>

1. It prints "t" followed by "u".

1

2

3

4 5

- 2. It prints "u" followed by "t".
- 3. Either of the answers above.
- 4. Either of the answers above or it does not print anything.

1

2

3

5

<pre>Lock one = new Lock();</pre>	<pre>Lock two = new Lock();</pre>
thread t	thread u
<pre>one.lock();</pre>	<pre>two.lock();</pre>
<pre>two.lock();</pre>	<pre>one.lock();</pre>
<pre>System.out.prinln("t");</pre>	<pre>System.out.prinln("u");</pre>
<pre>two.unlock();</pre>	<pre>two.unlock();</pre>
<pre>one.unlock();</pre>	<pre>one.unlock();</pre>

1. It prints "t" followed by "u".

1

2

3

4 5

- 2. It prints "u" followed by "t".
- 3. Either of the answers above.
- 4. Either of the answers above or it does not print anything.

1

2

3

5