15-410

"...What could possibly go wrong..."

Paradise Lost Feb. 10, 2006

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-1- L12b_Lost

Outline

When to use if () VS. while ()

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Consider the lowly worker thread

```
void
worker(void *ignored)
{
  workitem *work;
  while (work = find_work())
    perform(work);
  thr_exit((void *) 0);
}
```

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What's Wrong With This Picture?

```
workitem *
find_work(void)
{
  workitem *w;
  mutex_lock(&m);
  if (going_out_of_business)
    w = (workitem *) 0;
  else
    w = (workitem *) dequeue(q);
  mutex_unlock(&m);
  return (w);
}
```

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Better?

```
mutex_lock(&m);
if (going_out_of_business)
w = (workitem *) 0;
else {
    if (!(w = (workitem *) dequeue(q)))
        cond_wait(&new_work, &m);
    w = (workitem *) dequeue(queue);
}
mutex_unlock(&m);
return (w);
```

What We Hope For

find_work()	queue_work()
<pre>mutex_lock(&m);</pre>	
<pre>if (!dequeue())</pre>	
<pre>cond_wait(&new, &m);</pre>	
	<pre>mutex_lock(&m);</pre>
	enqueue()
	<pre>cond_signal(&new);</pre>
	<pre>mutex_unlock(&m);</pre>
w = dequeue();	
<pre>mutex_unlock(&m);</pre>	

What Went Wrong?

What went wrong?

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What Went Wrong?

What went wrong?

Nothing!

What Went Wrong?

What went wrong?

Nothing!

But what if there is *another* thread?

Not Exactly What We Hope For

find_work()	queue_work()	find_work()
lock(&m);		
if (!deq(.).)		
<pre>cwait(&new, &m);</pre>		
	<pre>lock(&m);</pre>	
	enqueue()	
	csignal(&new)	,
	unlock(&m);	
		lock(&m);
		if (!deq(.).)
		unlock(&m);
w = deq(.)		return(w);
return (0);		

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Have We Seen This Before?

What went wrong?

- Protected world state wasn't ready for us
- We went to sleep
- Somebody prepared the world for us to run
- We ran
 - We assumed nobody else had run
 - We assumed the world state was still ready for us

To "if()" Or Not To "if()"?

```
mutex_lock(&m);
if (going_out_of_business)
w = (workitem *) 0;
else {
   while (!(w = (workitem *) dequeue(q)))
        cond_wait(&new_work, &m);
}
mutex_unlock(&m);
return (w);
/* further restructuring left as exercise */
```

Summary

if vs. while

 If somebody can revoke your happiness, you'd better check