



# Datastructures and Algorithms

Concurrent Programming, Exam Information

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# Overview

Learning Objectives  
Concurrent Programming  
In-Class Code-Example  
Information about Exam



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 Material

 Webpage

 Mail

# 1. Follow-up

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# Follow-up from last session

## Loose Threads (`.join()`, `.detach()`)

- Always `.join()` your threads (unless you *really* know what you're doing!)
- If you don't, the `main` thread will end, and any other thread *might* still be running and will get killed by the machine (somewhen, somehow)
- If you *want* your non-`main` threads to keep running, simply `.detach()` them from within the `main` thread

## Assigning Threads

- The `t = std::thread(hello, ++id)` line from slide 18 is in fact correct
- The way it works is that it actually implements a “move” (i.e. technically not a copy or a pure assignment)
- Move semantics are not relevant for the exam, so no worries!

## 2. Feedback regarding **code** expert

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# General things regarding **code expert**

## **Amazing Mazes II**

- The grading is non-deterministic (i.e. the same code might somehow yield different grading)
- As long as you submit one that passes you're very likely going to get the points. If not, please reach out to me via e-mail and describe the problem briefly

### 3. Learning Objectives

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# Objectives

- ☐ Understand and explain common concurrency bug terminology
- ☐ Implement basic countermeasures for concurrency issues and avoid deadlocks
- ☐ Identify deadlock-prone code
- ☐ Understand and use Condition Variables
- ☐ Know what to expect on the exam and how to prepare



## 4. Summary

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# Getting on the same page

- What did you cover in the lecture?

## 5. Concurrent Programming

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# Terminology

## **Race Condition**

Occurs, if the observable behavior of a program depends on the sequence of events in the computer system that cannot be (directly) controlled (such as thread scheduling).

## **Bad Interleavings**

Particular interleaving that leads to undesired results.

## **Data Race**

Concurrent R/W or W/W access to shared memory by multiple threads, which is a bug.

# Counter Problem

```
std::vector<std::thread> tv(10);  
int counter = 0;  
  
for (auto& t : tv)  
    t = std::thread([&] {  
        for (int i = 0; i < 100000; ++i) { counter++; } // data race  
    });  
  
for (auto& t : tv)  
    t.join();  
  
std::cout << "counter = " << counter << '\n';
```

# Counter Solution 1

```
std::vector<std::thread> tv(10);
std::mutex lock;
int counter = 0;

for (auto& t : tv)
    t = std::thread([&] {
        for (int i = 0; i < 100000; ++i) {
            mutex.lock(); counter++; mutex.unlock(); // synchronized
        }
    });

for (auto& t : tv)
    t.join();

std::cout << "counter = " << counter << '\n';
```

## Counter Solution 2

Note: Atomic datatypes will be introduced briefly in week 14.

```
std::vector<std::thread> tv(10);  
std::atomic<int> counter = 0; // atomic integer  
  
for (auto& t : tv)  
    t = std::thread([&] {  
        for (int i = 0; i < 100000; ++i) { counter++; } // atomic increment  
    });  
  
for (auto& t : tv)  
    t.join();  
  
std::cout << "counter = " << counter << '\n';
```

## Quiz: What's wrong with this code?

```
void exchangeSecret(Person& a, Person& b) {  
    a.getMutex()->lock();  
    b.getMutex()->lock();  
  
    Secret s = a.getSecret();  
    b.setSecret(s);  
  
    a.getMutex()->unlock();  
    b.getMutex()->unlock()  
}
```



# Deadlock

Thread 1:

```
exchangeSecret(p1, p2);
```

Thread 2:

```
exchangeSecret(p2, p1);
```

How to resolve?

# Possible Solution

```
void exchangeSecret(Person& a, Person& b) {  
    // order  
    std::mutex* first; std::mutex* second;  
    if (a.name < b.name)  
        first = a.getMutex(); second = b.getMutex();  
    else  
        first = b.getMutex(); second = a.getMutex();  
  
    first->lock(); second->lock(); // lock  
  
    Secret s = a.getSecret();  
    b.setSecret(s);  
  
    first->unlock(); second->unlock(); // unlock  
}
```

# Deadlocks and Races

- Not easy to spot
- Hard to debug
- Might happen only very rarely
- Testing is usually not good enough
- Reasoning about code is required

Lesson learned: Need to be *very* careful when programming with locks!

# Quiz

```
void print(char c); // output c
std::mutex m1, m2;
char value;

void B() {
    m1.lock(); m2.lock();
    print(value++);
    m2.unlock(); m1.unlock();
}

void A() {
    m2.lock(); m1.lock();
    print(value++);
    m1.unlock(); m2.unlock();
}
```

```
int main() {
    value = 'A';
    print(value++);
    std::thread t1(A);
    std::thread t2(B);
    t1.join();
    t2.join();
}
```

**Possible output(s)?**

# Condition Variables

Condition variables allow a thread to wait efficiently on a specific condition. Once the condition has changed (or could have been changed), the changing thread notifies the waiting one(s).

# Condition Variables

```
class Buffer { // Recall Buffer class from the lecture
...
public:
    void put(int x) {
        guard g(m);
        buf.push(x);
        cond.notify_one();
    }
    int get() {
        guard g(m);
        cond.wait(g, [&]{return !buf.empty();});
        int x = buf.front(); buf.pop();
        return x;
    }
};
```

# Condition Variables

```
class Buffer {  
    ...  
public:  
    void put(int x) {  
        guard g(m);  
        cond.notify_one();  
        buf.push(x);  
    }  
    int get() {  
        guard g(m);  
        cond.wait(g, [&]{return !buf.empty();});  
        int x = buf.front(); buf.pop();  
        return x;  
    }  
};
```

Is this correct as well?

## 6. In-Class Code-Example

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The Bridge → [CodeExpert](#)





## 7. Information about Exam

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Exam on 19.8.2025, 13:30h

# Relevant for the exam

Material for the exam comprises

- Course content (lectures, lecture notes)
- Exercises content (exercise sheets, recitation hours)

Written exam (150 min). Examination aids: four A4 pages. No constraints regarding content and layout (text, images, single/double page, margins, font size, etc.).

The exam will be hybrid (on paper and at the computer).



# Old Exams (Exam Collection)

First solve, then check the solution!



[https://lec.inf.ethz.ch/past\\_exams/](https://lec.inf.ethz.ch/past_exams/)

# Structure

*Roughly* like this

Question	1	2	3	4	5	6	7	Total
Points	25	16	14	17	16	16	16	120
Score								

- around 4 Theory tasks (around 52 points):
  - [1] short tasks
  - [2] asymptotics and recurrence equations
  - [3, 4] 2 bigger tasks
- [5, 6, 7] 3 CodeExpert tasks (around 50 points)

## 8. Outro

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# General Questions?

See you at the exam!

**Good luck with your exams!**