Discussion 5: Concurrency

Concurrency

1. CS10 has decided to open a pizzeria! To make a pizza, the following tasks must be completed:

Task	Time		
Make the dough	25 minutes		
Make the sauce	25 minutes		
Prepare the toppings	10 minutes		
Assemble the pizza	10 minutes		
Bake the pizza	50 minutes		

a. Which of these tasks must be completed in serial?

Assemble pizza, bake the pizza

b. Which of these tasks can be completed in parallel?

Make the dough, make the sauce, prepare toppings

c. Based on Amdahl's Law, how fast can we make a single pizza?

1 hour and 25 minutes in real life (theoretically 1 hour)

d. How many employees would the pizzeria need to make a pizza this fast?

3 (theoretically infinity)

2. Assume we click the green flag to run the code below, then wait 60 seconds. What are all the possible values of magic after 60 seconds have elapsed?

when elicked	when I receive Magic Show			
set magic to X	wait pick random 1 to 5 secs			
broadcast Magic Show	repeat until magic = A or magic = B			
broatcast Magic Show	broadcast Magic Show -			
	set magic to C			
when I receive Magic Show	when I receive Magic Show			
wait pick random 1 to 5 secs	wait pick random (1) to (5) secs			
repeat until magic = B or magic = C	repeat until magic = A or magic = C			
broadcast Magic Show -	broadcast Magic Show -			
set magic - to A	set magic - to B			

Possible values of magic: X. The code gets caught in a deadlock.

3. Which of the following could be the value of my_name after the green flag is clicked?

clicked			when	clicked		
pick random	1 to 3	secs	wait	pick random 🚺) to (3)	secs
name 🗸 to 🛛	Dan		set my	name 🔻 to Garci	a	
pick random	1 to 3	secs	wait	pick random 🚹) to (3)	secs
name 🗸 to 🤇	join (my nam		set my	name 🗸 to join	(my nai	me Bear 🕩
Garcia	Dan Bear	Garcia Oski	Dan BearOski	Garcia Dan	Oski	Dan OskiBear
	pick random name ▼ to [pick random name ▼ to (name to Dan name to Dan bick random 1 to 3 name to join my nam	pick random 1 to 3 secs name to Dan pick random 1 to 3 secs name to join my name Oski 1	bick random 1 to 3 secs name to Dan bick random 1 to 3 secs wait name to join my name Oski +>	pick random 1 to 3 secs wait pick random 1 name to Dan set my name to Garci pick random 1 to 3 secs wait pick random 1 name to join my name Oski + set my name to join	bick random 1 to 3 secs name to Dan bick random 1 to 3 secs bick random 1 to 3 secs name to join my name Oski () set my name to join my name Oski ()

Challenge

1. List all possible values of grade after the green flag is clicked.

	when clicked set Grade to 10 broadcast Apply Final Grading
when I receive Apply Final Grading Apply EPA Get Grade - 5	when I receive Apply Final Grading set Grade to Get Grade × Get Grade

Here are the definitions of the blocks used in the above scripts:



Possible values of grade: 225, 150, 105, 195