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handout07.txt

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```

1 CS 202, Spring 2023
2 Handout 7 (Class 10)
3
4 Therac-25
5
6 1. Software problem #1 (our best guess)
7
8     A. Three threads:
9
10        --Hand: sets the collimator/turntable position
11
12        --Treat: sets a bunch of other parameters. Part of its job takes
13        eight seconds, during which time it's ignoring everything else.
14
15        --Vtkbp (keyboard handler): invoked when user types. It parses
16        the input, and writes to a two-byte shared variable, "MEOS" (mode/energy
17        offset)
18        --"Treat" reads top byte, sets current and energy
19        --"Hand" reads bottom byte, sets the collimator/turntable position
20
21     B. Pseudocode:
22
23     Vtkbp (gets and parses keyboard input):
24
25         data_completion_flag = 0
26
27         while (1) {
28             wait_for_keyboard_activity();
29             /* there was some keyboard activity; let's check it */
30             if (cursor_in_bottom_right) {
31                 parse_the_input();
32                 set the MEOS variable
33                 set data_completion_flag = 1;
34                 signal hand thread
35                 signal treat thread
36             } else {
37                 /* operator still typing */
38                 data_completion_flag = 0;
39             }
40             yield();
41         }
42
43
44     Hand (sets the turntable position):
45
46         while (1) {
47             wait until signalled
48             read bottom byte of MEOS variable
49             /* next line executes quickly */
50             set turntable position
51             yield();
52         }
53
54     Treat (sets a bunch of parameters and delivers treatment):
55
56     dataent() { /* this is a subroutine that was called */
57
58         while (1) {
59             wait until signalled
60             read top byte of MEOS variable
61             set_energy_and_current();
62             set_bending_magnets(); /* this takes eight seconds */
63             if (data_completion_flag == 1)
64                 break;
65         }
66         /*
67         * now we leave the subroutine and progress to a state in
68         * which the machine will accept a "beam on" command
69         */
70         return;
71     }
72

```

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73 2. Software problem #2 (simplified)
74
75 [Simplifying here and condensing to one thread of control; in
76 reality, the functions below are spread over two different threads,
77 but that is not actually the problem, despite what the paper
78 sometimes says. The problem appears to be given by the following
79 simplified description.]
80
81     class3 = 0;
82
83     while (1) {
84
85         if (in field light position) {
86             increment class3;
87         }
88
89         check whether operator pressed "set"
90
91         if (operator pressed set) {
92             if (class3 != 0) {
93                 move turntable out of field light position;
94             }
95             break;
96         }
97     }
98
99     What's the issue here? (Hint: class3 is only one byte.)
100

```