Subject: Re: Thoughts about alternative approach to multithreading
Posted by mirek on Fri, 03 Jul 2009 16:49:56 GMT

Mindtraveller wrote on Fri, 03 July 2009 04:23luzr wrote on Tue, 30 June 2009 00:15Well, I have some experiences now (did project based on queues, now planning to rewrite it to plain old locking) and I have something to say about the topic (IMO!):

Synchronization objects are simple to manage as compared to often complex race condition relations in queued systems.
What do mean exactly, could you please give a pair of examples why you switched back from queueing model? This is very important topic IMO.

I personally found them very comfortable and stable comparing to a tonns of mutexes.

I would like to, but right now I seem to be unable to describe it right. The problem was that it was user driven application and there are problems basically with "queue lag".

Maybe that the heart of problem is (was) the fact that it worked in "post" mode (not "execute") - messages (callbacks) being posted and not waiting for completition. Too often I ended with wrong events in the queue...

BTW, without posting, your method is equivalent to one mutex per instance and locking for any method call...

Mirek