Ruby - Bug #4480

Thread-local variables issue: Thread#[] returns nil when called first time

03/08/2011 02:26 AM - dre3k (Andrei Kulakov)

Status:	Closed	
Priority:	Normal	
Assignee:	nahi (Hiroshi Nakamura)	
Target version:	1.9.3	
ruby -v:	-	Backport:
Description		
=begin In ruby 1.9.2p180 t = Thread.new do Thread.current[:var] Thread.stop end	= "var"	
p t[:var] #=> nil p t[:var] #=> "var"		
In ruby 1.8.7 p t[:var] #=> "var" p t[:var] #=> "var" =end		

Associated revisions

Revision 4a42dda4 - 06/27/2011 08:09 PM - Hiroshi Nakamura

• thread.c (rb_thread_local_aref): RDoc fix. Thread#[] example had a race. See #4480.

git-svn-id: svn+ssh://ci.ruby-lang.org/ruby/trunk@32260 b2dd03c8-39d4-4d8f-98ff-823fe69b080e

History

#1 - 03/12/2011 05:42 PM - robertgleeson (Robert Gleeson)

=begin Hi Andrei,

I don't think this is a bug. You should call Thread#join before you call Kernel.p. Your thread may or may not not have been run by the time you call Kernel.p, and you may get inconsistent results such as t[:var] being nil sometimes, and being "var" at other times.

Thanks, Rob =end

#2 - 03/12/2011 06:48 PM - dre3k (Andrei Kulakov)

=begin Hi Robert,

Thanks a lot. You are totally right about Thread#join.

But what the solution in my particular case, how do I get thread-local variable when Thread.stop called within a thread. t = Thread.new do Thread.current[:var] = "var" Thread.stop end

t.join

p t[:var] p t[:var] yiedls threads.rb:6:in join': deadlock detected (fatal) from threads.rb:6:in ' and it's supposed to be like that.

Apologies if it's a stupid question. =end

#3 - 03/12/2011 08:26 PM - dre3k (Andrei Kulakov)

- File thread_rdoc_fix.patch added

=begin

I also wanted to say this is rdoc's example of Thread#[] the one that tricked me.

Right now this is: a = Thread.new { Thread.current["name"] = "A"; Thread.stop } b = Thread.new { Thread.current[:name] = "B"; Thread.stop } c = Thread.new { Thread.current["name"] = "C"; Thread.stop } Thread.list.each {|x| puts "#{x.inspect}: #{x[:name]}" } produces: #<Thread:0x401b3b3c sleep>: C #<Thread:0x401b3bc8 sleep>: B #<Thread:0x401b3c68 sleep>: A #<Thread:0x401bdf4c run>:

But on some slower machine it will produce different results.

Maybe it's better to change this example to something like following:

a = Thread.new { Thread.current["name"] = "A" } b = Thread.new { Thread.current[:name] = "B" } c = Thread.new { Thread.current["name"] = "C" } Thread.list.each do |thr|

thr.join unless thr == Thread.main puts "#{thr.inspect}: #{thr[:name]}" end produces: #<Thread:0x88bf918 run>: #<Thread:0x88b22cc dead>: A #<Thread:0x88b2290 dead>: B #<Thread:0x88b2254 dead>: C

Or some other more consistent example than current. =end

#4 - 06/26/2011 06:24 PM - naruse (Yui NARUSE)

- Status changed from Open to Assigned

- Assignee set to nahi (Hiroshi Nakamura)

#5 - 06/26/2011 08:23 PM - ko1 (Koichi Sasada)

- ruby -v changed from ruby 1.9.2p180 (2011-02-18 revision 30909) [i686-linux] to -

(2011/06/26 18:24), Yui NARUSE wrote:

```
In ruby 1.9.2p180
t = Thread.new do
Thread.current[:var] = "var"
Thread.stop
end
p t[:var] #=> nil
p t[:var] #=> "var"
In ruby 1.8.7
p t[:var] #=> "var"
p t[:var] #=> "var"
```

It seems intentional. When the first access, the Thread.current[:var] is not initialized (not reached the initialization code).

// SASADA Koichi at atdot dot net

#6 - 06/27/2011 04:23 PM - nahi (Hiroshi Nakamura)

On Sun, Jun 26, 2011 at 20:12, SASADA Koichi ko1@atdot.net wrote:

It seems intentional. Â When the first access, the Thread.current[:var] is not initialized (not reached the initialization code).

You're right. I took this ticcket since it would be a RDoc issue.

#7 - 06/28/2011 05:14 AM - nahi (Hiroshi Nakamura)

- Category set to doc
- Target version changed from 1.9.2 to 1.9.3

Updated RDoc at r32260 based on Andrei's patch. I just wanted to remove Thread.main thing to concentrate Thread#[] behavior. Thanks!

#8 - 06/28/2011 05:14 AM - nahi (Hiroshi Nakamura)

- Status changed from Assigned to Closed

Files

thread_rdoc_fix.patch

1.14 KB

03/12/2011

dre3k (Andrei Kulakov)