

Objectives

- To demonstrate the creation of threads using the POSIX threads library.
- To perform thread creation by dynamic memory allocation.
- To show synchronization among the threads using Binary Semaphore.

Pre-Lab Theory:

Thread Creation:

`#include <pthread.h>`

synopsis:

`int pthread_create(pthread_t *tid, pthread_attr_t * attr, doprocess, void* arg)`

Description:

tid : Thread id

attr_t: thread attribute object

doprocess: Thread routine

arg : The argument to be passed to the thread routine

return: negative value if thread not created.

Thread Routine:

Synopsis:

`void* doprocess(void * arg)`

Threads Joining:

Synopsis:

`int pthread_join(pthread_t * tid, void* status)`

Description:

The main thread (process) will send a join call to the specific thread ID

Thread Id:

`pthread_t pthread_self()`

Description: *The thread can call this function to display its thread id.*

Threads Synchronization:

Thread synchronization is defined as a mechanism that ensures that two or more concurrent processes or threads do not simultaneously execute some particular program segment known as a critical section.

Binary Semaphore:

Binary semaphores are synchronization mechanisms that have integer values that range from 0 (zero) to 1 (one). As a result, this type of semaphore gives a single point of access to a key portion. It signifies that only one thread will have simultaneous access to the critical section.

Mutex:

A mutex is a locking mechanism used to synchronize access to a resource. Only one thread can acquire the mutex. It means there is ownership associated with a mutex, and only the owner can release the lock (mutex).

```
pthread_mutex_t  mutex = PTHREAD_MUTEX_INITIALIZER;  
int pthread_mutex_lock(pthread_mutex_t * mutex);  
int pthread_mutex_unlock(pthread_mutex_t * mutex);
```

In-Lab Tasks:

Task 1: Create a thread with default attributes and the thread will display its thread id.

steps:

1. Define a `doprocess()` function above the `main()` function that will use `pthread_self()` function to print the thread id.
2. Call the `pthread_create()` function in `main()` to create a thread.
3. Call the `pthread_join()` function to send a join call to the newly created thread.

Output:

Task 2: Create 5 threads with default attributes and each thread will display its thread ID.

Steps:

1. Declare an array of `pthread_t` `tid[5]`
2. Use the same `doprocess()` function in Task1
3. call `pthread_create()` function in the for loop
4. call `pthread_join()` to send a join call to the newly created threads

Output:

LAB # 5 Threads and Threads Synchronization

Task 3: Create ***n*** threads based on input entered by the user and allocate dynamic memory for ***n*** threads using `calloc()` function

```
pthread_t * tid;
```

```
tid = (pthread_t* )calloc(n,sizeof(pthread_t))
```

Steps:

1. prompt user in `main()` to enter the number of threads
2. In the `main()` function do the dynamic memory allocation for thread ids
3. Same steps as in the task 2

Code:

Output:

LAB # 5 Threads and Threads Synchronization

Task 4: Display the thread sequence number as well before the thread id in task 3 by passing loop variable *i* to the thread routine(*doprocess*).

Steps:

In *doprocess()* do the necessary changes to typecast the argument

int i;

*i = *((int*)(arg))*

Modified *doprocess()* function:

write *pthread_create()* call below:

Output:

Highlight the problem in the output with the reason

Task 5: Correct the problem in Task 4 by taking a global integer array for sequence numbers.

Task 5(a) Static allocation for integer sequence array for 5 threads and initialize it from 1 to 5

Steps:

1. Declaration and initialization of integer sequence array
2. Pass the sequence number of thread from the integer sequence array with the index of for loop variable *i* to the *doprocess()* function.

integer array declaration and initialization code

Modified pthread_create() call

Output:

Highlight the problem (if any) in the output

Threads Synchronization:

Task 6: *Introduce a global integer counter variable initialized to zero value. Each thread will increment the counter variable and print it with its thread id.*

Steps:

Introduce a delay using a for loop with 1 billion iterations in the doprocess() function

for(int i=0;i<1000000000;i++);

Modified code of doprocess()

Output:

*Highlight the problem in the output and **Identify the critical section***

Task 7: *Modify the program in Task 6 to declare and initialize a global mutex(Binary Semaphore) variable to synchronize the thread for critical section in Task 6*

Steps:

use mutex lock and unlock functions to protect the critical section and write output.

Modified doprocess() function

Output: