Operating System (OS) CS232

Concurrency: Event based Concurrency

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Outlines

- What is event-based concurrency?
- Why event-based concurrency?
- How to select events?
- Pros and cons of select and poll calls
- Summary

Event-based Concurrency

- Key Issues in Concurrency using Threads
 - Managing concurrency correctly in multi-threaded applications can be challenging
 - In a multi-threaded application, the developer has little or no control over what is scheduled at a given moment in time
- Key Idea
 - Can we do concurrency without threads?
 - Yes through the event loop

Event loop

- Key Idea
 - simply wait for something (i.e., an "event") to occur
 - when it does, you check what type of event it is and do the small amount of work it requires

```
while (1) {
    events = getEvents();
    for (e in events)
        processEvent(e);
}
```

How to select events?

- Two approaches through two system calls
 - select()
 - poll()

Pros and Cons of select and poll

- No locks required
 - Only one event is being handled at a time
 - There is no need to acquire or release locks
 - The event-based server cannot be interrupted by another thread because it is decidedly single threaded.
- Blocking Systems Calls hamper performance
 - Solution asynchronous I/O
- State management has to be manual
 - All function parameters and local variables making the functions state have to be manually managed.

Summary

- We gave an introduction to a different style of concurrency based on events.
- Event-based servers give control of scheduling to the application itself
 - but do so at some cost in complexity and difficulty of integration with other aspects of modern systems.
- No single approach has emerged as best
 - both threads and events are likely to persist as two different approaches to the same concurrency problem for many years to come