

Multithreading in C++

Bereczki Norbert Cristian

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1 Methods

std::shared_future

The class template `std::shared_future` provides a mechanism to access the result of asynchronous operations, similar to `std::future`, except that multiple threads are allowed to wait for the same shared state. Unlike `std::future`, which is only moveable (so only one instance can refer to any particular asynchronous result), `std::shared_future` is copyable and multiple shared future objects may refer to the same shared state. Access to the same shared state from multiple threads is safe if each thread does it through its own copy of a `shared_future` object.

std::async

The template function `async` runs the function `f` asynchronously (potentially in a separate thread which may be part of a thread pool) and returns a `std::future` that will eventually hold the result of that function call.

std::mutex (helps lock the pool queue)

The `mutex` class is a synchronization primitive that can be used to protect shared data from being simultaneously accessed by multiple threads. `mutex` offers exclusive, non-recursive ownership semantics: A calling thread owns a `mutex` from the time that it successfully calls either `lock` or `try_lock` until it calls `unlock`. When a thread owns a `mutex`, all other threads will block (for calls to `lock`) or receive a false return value (for `try_lock`) if they attempt to claim ownership of the `mutex`. A calling thread must not own the `mutex` prior to calling `lock` or `try_lock`.

std::conditional_variable

The `condition_variable` class is a synchronization primitive that can be used to block a thread, or multiple threads at the same time, until another thread both modifies a shared variable (the condition), and notifies the `condition_variable`.

2 Benthchmarking

Async and future

```
1.  
500 500 500  
one thread -> 2152685310  
5 workers -> 2142205059
```

```
2.  
500 500 500
```

one thread -> 2153788178
5 workers -> 2171480399

3.
100 100 100
one thread -> 14910051
5 workerds -> 18689751

ThreadPool

1.
500 500 500
one thread -> 2134286972
5 workers -> 1166736539

2.
500 500 500
one thread -> 2141809657
5 workerds -> 1174480346

3.
100 100 100
one thread -> 14717043
5 workers -> 8827785