

Outline

- Review
- Multithreaded programming
 - Concepts
- Pthread
 - API
 - Mutex
 - Condition variables

6.087 Lecture 12 – January 27, 2010

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Review: malloc()

- Mapping memory: `mmap()` , `munmap()` . Useful for demand paging.
- Resizing heap: `sbrk()`
- Designing `malloc()`
 - implicit linked list, explicit linked list
 - best fit, first fit, next fit
- Problems:
 - fragmentation
 - memory leaks
 - valgrind -tool=memcheck, checks for memory leaks.

Garbage collection

- C does not have any garbage collectors
- Implementations available
- Types:
 - Mark and sweep garbage collector (depth first search)
 - Cheney's algorithm (breadth first search)
 - Copying garbage collector

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Preliminaries: Parallel computing

- Parallelism: Multiple computations are done simultaneously.
 - Instruction level (pipelining)
 - Data parallelism (SIMD)
 - Task parallelism (embarrassingly parallel)
- Concurrency: Multiple computations that **may** be done in parallel.
- Concurrency vs. Parallelism

Process vs. Threads

- Process: An instance of a program that is being executed in its **own** address space. In POSIX systems, each process maintains its own heap, stack, registers, file descriptors etc.

Communication:

- Shared memory
 - Network
 - Pipes, Queues
- Thread: A light weight process that shares its address space with others. In POSIX systems, each thread maintains the bare essentials: registers, stack, signals.

Communication:

- shared address space.

Multithreaded concurrency

Serial execution:

- All our programs so far has had a single thread of execution: main thread.
- Program exits when the main thread exits.

Multithreaded:

- Program is organized as multiple and concurrent threads of execution.
- The main thread *spawns* multiple threads.
- The thread **may** communicate with one another.
- Advantages:
 - Improves performance
 - Improves responsiveness
 - Improves utilization
 - less overhead compared to multiple processes

Multithreaded programming

Even in C, multithread programming may be accomplished in several ways

- Pthreads: POSIX C library.
- OpenMP
- Intel threading building blocks
- Cilk (from CSAIL!)
- Grand central dispatch
- CUDA (GPU)
- OpenCL (GPU/CPU)

Not all code can be made parallel

```
float params[10];  
for(int i=0;i<10;i++)  
    do_something(params[i]);
```

parallelizable

```
float params[10];  
float prev=0;  
for(int i=0;i<10;i++)  
{  
    prev=complicated(params[i],prev);  
}
```

not parallelizable

Not all multi-threaded code is safe

```
int balance=500;
void deposit(int sum){
    int currbalance=balance; /* read balance */
    ...
    currbalance+=sum;
    balance=currbalance; /* write balance */
}

void withdraw(int sum){
    int currbalance=balance; /* read balance */
    if (currbalance>0)
        currbalance-=sum;
    balance=currbalance; /* write balance */
}

..
deposit(100); /* thread 1 */
..
withdraw(50); /* thread 2 */
..
withdraw(100); /* thread 3 */
...
```

- minimize use of global/static memory
- Scenario: T1(read),T2(read,write),T1(write) ,balance=600
- Scenario: T2(read),T1(read,write),T2(write) ,balance=450

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Pthread

API:

- Thread management: creating, joining, attributes

★ [pthread_

- Mutexes: create, destroy mutexes

★ [pthread_mutex_

- Condition variables: create, destroy, wait, signal

★ [pthread_cond_


- Synchronization: read/write locks and barriers

★ [pthread_rwlock_, pthread_barrier_

API:

- `#include <pthread.h>`
- `gcc -Wall -O0 -o <output> file.c -pthread` (no `-l` prefix)

Creating threads



```
int pthread_create(pthread_t * thread,  
                  const pthread_attr_t * attr,  
                  void *(*start_routine)(void*), void * arg);
```

- creates a new thread with the attributes specified by `attr`.
- Default attributes are used if `attr` is `NULL`.
- On success, stores the thread it into `thread`
- calls function `start_routine(arg)` on a separate thread of execution.
- returns zero on success, non-zero on error.



```
void pthread_exit(void *value_ptr);
```

- called implicitly when thread function exits.
- analogous to `exit()`.

Example

```
#include <pthread.h>
#include <stdio.h>
#define NUM_THREADS      5

void *PrintHello(void *threadid)
{
    long tid;
    tid = (long)threadid;
    printf("Hello World! It's me, thread #%ld!\n", tid);
    pthread_exit(NULL);
}

int main (int argc, char *argv[])
{
    pthread_t threads[NUM_THREADS];
    int rc;
    long t;
    for(t=0; t<NUM_THREADS; t++){
        printf("In main: creating thread %ld\n", t);
        rc = pthread_create(&threads[t], NULL, PrintHello, (void *)t);
        if (rc){
            printf("ERROR; return code from pthread_create() is %d\n", rc);
            exit(-1);
        }
    }
    pthread_exit(NULL);
}
```

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code: <https://computing.llnl.gov/tutorials/pthreads/>



Output

```
In main: creating thread 0
In main: creating thread 1
Hello World! It's me, thread #0!
Hello World! It's me, thread #1!
In main: creating thread 2
In main: creating thread 3
Hello World! It's me, thread #2!
Hello World! It's me, thread #3!
In main: creating thread 4
Hello World! It's me, thread #4!
```

```
In main: creating thread 0
Hello World! It's me, thread #0!
In main: creating thread 1
Hello World! It's me, thread #1!
In main: creating thread 2
Hello World! It's me, thread #2!
In main: creating thread 3
Hello World! It's me, thread #3!
In main: creating thread 4
Hello World! It's me, thread #4!
```


Synchronization: joining

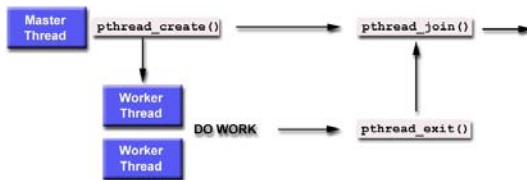


Figure: <https://computing.llnl.gov/tutorials/pthreads>

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`int pthread_join(pthread_t thread, void **value_ptr);`

- `pthread_join()` blocks the calling thread until the specified thread terminates.
- If `value_ptr` is not null, it will contain the return status of the called thread

Other ways to synchronize: mutex, condition variables

Example

```
#define NELEMENTS 5000
#define BLK_SIZE 1000
#define NTHREADS (NELEMENTS/BLK_SIZE)
```

```
int main (int argc, char *argv[])
```

```
{
    pthread_t thread[NUM_THREADS];
    pthread_attr_t attr;
    int rc; long t; void *status;
```

```
/* Initialize and set thread detached attribute */
```

```
pthread_attr_init(&attr);
pthread_attr_setdetachstate(&attr, PTHREAD_CREATE_JOINABLE);
```

I think it is now a RT
thread

```
for(t=0; t<NUM_THREADS; t++) {
    printf("Main: creating thread %ld\n", t);
    rc = pthread_create(&thread[t], &attr, work, (void *) (t*BLK_SIZE));
    if (rc) {
        printf("ERROR; return code from pthread_create() is %d\n", rc); exit(-1);
    }
}
```

```
/* Free attribute and wait for the other threads */
```

```
pthread_attr_destroy(&attr);
for(t=0; t<NUM_THREADS; t++) {
    rc = pthread_join(thread[t], &status);
    if (rc) {
        printf("ERROR; return code from pthread_join() is %d\n", rc); exit(-1);
    }
}
```

```
printf("Main: program completed. Exiting.\n");
```

Mutex

- Mutex (mutual exclusion) acts as a "lock" protecting access to the shared resource.
- Only one thread can "own" the mutex at a time. Threads must take turns to lock the mutex.

```
int pthread_mutex_destroy(pthread_mutex_t *mutex);  
int pthread_mutex_init(pthread_mutex_t * mutex,  
    const pthread_mutexattr_t * attr);  
pthread_mutex_t mutex = PTHREAD_MUTEX_INITIALIZER;
```

- pthread_mutex_init() initializes a mutex. If attributes are NULL, default attributes are used.
- The macro PTHREAD_MUTEX_INITIALIZER can be used to initialize static mutexes.
- pthread_mutex_destroy() destroys the mutex.
- Both function return return 0 on success, non zero on error.

Mutex

```
int pthread_mutex_lock(pthread_mutex_t *mutex);  
int pthread_mutex_trylock(pthread_mutex_t *mutex);  
int pthread_mutex_unlock(pthread_mutex_t *mutex);
```

- pthread_mutex_lock() locks the given mutex. If the mutex is locked, the function is blocked until it becomes available.
- pthread_mutex_trylock() is the non-blocking version. If the mutex is currently locked the call will return immediately.
- pthread_mutex_unlock() unlocks the mutex.

Example revisited

```
int balance=500;
void deposit(int sum){
    int currbalance=balance; /*read balance*/
    ...
    currbalance+=sum;
    balance=currbalance; /*write balance*/
}

void withdraw(int sum){
    int currbalance=balance; /*read balance*/
    if (currbalance>0)
        currbalance-=sum;
    balance=currbalance; /*write balance*/
}

..
deposit(100); /*thread 1*/
..
withdraw(50); /*thread 2*/
..
withdraw(100); /*thread 3*/
...
```

- Scenario: T1(read),T2(read,write),T1(write),balance=600
- Scenario: T2(read),T1(read,write),T2(write),balance=450

Using mutex

```
int balance=500;
pthread_mutex_t mutexbalance=PTHREAD_MUTEX_INITIALIZER;

void deposit(int sum){
    pthread_mutex_lock(&mutexbalance);
    {
        int currbalance=balance; /* read balance */
        ...
        currbalance+=sum;
        balance=currbalance; /* write balance */
    }
    pthread_mutex_unlock(&mutexbalance);
}

void withdraw(int sum){
    pthread_mutex_lock(&mutexbalance);
    {
        int currbalance=balance; /* read balance */
        if (currbalance>0)
            currbalance-=sum;
        balance=currbalance; /* write balance */
    }
    pthread_mutex_unlock(&mutexbalance);
}

.. deposit(100); /* thread 1 */
.. withdraw(50); /* thread 2 */
.. withdraw(100); /* thread 3 */
```

- Scenario: T1(read,write),T2(read,write),balance=550
- Scenario: T2(read),T1(read,write),T2(write),balance=550

Condition variables

Sometimes locking or unlocking is based on a run-time condition (examples?). Without condition variables, program would have to poll the variable/condition continuously.

Consumer:

- (a) lock mutex on global item variable
- (b) wait for (item>0) signal from producer (mutex unlocked automatically).
- (c) wake up when signalled (mutex locked again automatically), unlock mutex and proceed.

Producer:

- (1) produce something
- (2) Lock global item variable, update item
- (3) signal waiting (threads)
- (4) unlock mutex

Condition variables

```
int pthread_cond_destroy(pthread_cond_t *cond);  
int pthread_cond_init(pthread_cond_t * cond, const pthread_condattr_t * attr);  
pthread_cond_t cond = PTHREAD_COND_INITIALIZER;
```

- `pthread_cond_init()` initialized the condition variable. If `attr` is `NULL`, default attributes are used.
- `pthread_cond_destroy()` will destroy (uninitialize) the condition variable.
- destroying a condition variable upon which other threads are currently blocked results in undefined behavior.
- macro `PTHREAD_COND_INITIALIZER` can be used to initialize condition variables. No error checks are performed.
- Both functions return 0 on success and non-zero otherwise.

Condition variables

```
int pthread_cond_destroy(pthread_cond_t *cond);  
int pthread_cond_init(pthread_cond_t * cond, const pthread_condattr_t * attr);  
pthread_cond_t cond = PTHREAD_COND_INITIALIZER;
```

- `pthread_cond_init()` initialized the condition variable. If `attr` is `NULL`, default attributes are used.
- `pthread_cond_destroy()` will destroy (uninitialize) the condition variable.
- destroying a condition variable upon which other threads are currently blocked results in undefined behavior.
- macro `PTHREAD_COND_INITIALIZER` can be used to initialize condition variables. No error checks are performed.
- Both functions return 0 on success and non-zero otherwise.

Condition variables

`int pthread_cond_wait(pthread_cond_t *cond, pthread_mutex_t *mutex);`

- blocks on a condition variable.
- must be called with the mutex already locked otherwise behavior undefined.
- automatically releases mutex
- upon successful return, the mutex will be automatically locked again.

`int pthread_cond_broadcast(pthread_cond_t *cond);`

`int pthread_cond_signal(pthread_cond_t *cond);`

- unblocks threads waiting on a condition variable.
- `pthread_cond_broadcast()` unlocks **all** threads that are waiting.
- `pthread_cond_signal()` unlocks **one of** the threads that are waiting.
- both return 0 on success, non zero otherwise.

Example

```
#include <pthread.h>
pthread_cond_t  cond_rcv=PTHREAD_COND_INITIALIZER;
pthread_cond_t  cond_snd=PTHREAD_COND_INITIALIZER;
pthread_mutex_t cond_mutex=PTHREAD_MUTEX_INITIALIZER;
pthread_mutex_t count_mutex=PTHREAD_MUTEX_INITIALIZER;
```

```
int full=0;
int count=0;
```

```
void* produce(void*)
{
    while(1)
    {
        pthread_mutex_lock(&cond_mutex);
        while( full)
        {
            pthread_cond_wait(&cond_rcv,
                              &cond_mutex);
        }
        pthread_mutex_unlock(&cond_mutex);
        pthread_mutex_lock(&count_mutex);
        count++; full=1;
        printf("produced(%d):%d\n",
              pthread_self(), count);
        pthread_cond_broadcast(&cond_snd);
        pthread_mutex_unlock(&count_mutex);
        if (count >= 10) break;
    }
}
```

```
void* consume(void*)
{
    while(1)
    {
        pthread_mutex_lock(&cond_mutex);
        while( !full)
        {
            pthread_cond_wait(&cond_snd,
                              &cond_mutex);
        }
        pthread_mutex_unlock(&cond_mutex);
        pthread_mutex_lock(&count_mutex);
        full=0;
        printf("consumed(%ld):%d\n",
              pthread_self(), count);
        pthread_cond_broadcast(&cond_rcv);
        pthread_mutex_unlock(&count_mutex);
        if (count >= 10) break;
    }
}
```

Example

```
int main()
{
    pthread_t cons_thread, prod_thread;
    pthread_create(&prod_thread, NULL, produce, NULL);
    pthread_create(&cons_thread, NULL, consume, NULL);

    pthread_join(cons_thread, NULL);
    pthread_join(prod_thread, NULL);
    return 0;
}
```

Output:

```
produced(3077516144):1
consumed(3069123440):1
produced(3077516144):2
consumed(3069123440):2
produced(3077516144):3
consumed(3069123440):3
produced(3077516144):4
consumed(3069123440):4
produced(3077516144):5
consumed(3069123440):5
produced(3077516144):6
consumed(3069123440):6
produced(3077516144):7
consumed(3069123440):7
```

Summary

- Parallel programming concepts
- Multithreaded programming
- Pthreads
- Synchronization
- Mutex
- Condition variables

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