

CS241 – 11 Memory Allocators & Discussion

Problem: After a while, many *mallocs* and *frees* can cause fragmentation of free space (inefficient use of memory resource; harder to find appropriate space for next malloc).

Different algorithms attempt to solve this using different heuristics.

Case study: SLAB allocator for kernel objects

Case study: Buddy allocator

Terminology: External Fragmentation: When the available space is not contiguous. Depends on pattern of allocations and frees. vs

Internal Fragmentation: 'Hidden unused space' inside each allocation

(standard example: round up each allocation request to 2^n => unused space *inside* each block)

pThreads

Today:

`pthread_create`

`pthread_join`

`pthread_exit`

1 My program calls `pthread_create` twice. How many stacks does my process have?

2 What is the difference between a process and a thread?

3 What does `pthread_cancel` do?

and are there alternatives?

4 What is the difference between `exit()` and `pthread_exit()`?

5 Why would you call `pthread_exit` in your main method?

6 Give four ways that a thread can be terminated

7 What is the purpose of `pthread_join`?

8 What happens if you don't call `pthread_join`?

9 `start` is a temporary variable, so is the following code valid?

```
int start_threads() {  
    int start = 42;  
    pthread_create(&tid, 0, myfunc, &start);  
}
```

How could it be made valid?

10 What's wrong with the following code? How can we fix it?

```
void* myfunc(void*ptr) {  
  
}  
  
int main() {  
    // Each thread gets a different value of i to process  
    pthread_t tid;  
    for(int i =0; i < 10; i++) {  
        pthread_create(&tid, 0, myfunc, &i);  
    }  
    ...  
}
```

11 Why are some functions e.g. `asctime`, `getenv`, `strtok`, `strerror` not thread-safe?

```
char* to_message(int num) {  
    char static result [256];  
    if(num < 1000) sprintf(result, "%d : blah blah" , num);  
    else strcpy(result, "Unknown");  
    return result;  
}
```

12. What are condition variables, semaphores, mutexes?

13. Advantages of threads over forking processes?

14. Can you fork a process with multiple threads?

15. Examples of why you might fork processes