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## ✓ file& exceptional handling assignment

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Course name:-Data analytic

Assignment name:-file&exceptional handling assignment

Submission date:-not declare

Git link:-<https://github.com/Yash87015/YASH> (in git hub use assignment folder )

### 1. Discuss the scenarios where multithreading is preferable to multiprocessing and scenarios where multiprocessing is a better choice

Ans

1) Discuss the scienario where multithreding is preferble to multiprocessing

→ I/O-Bound Tasks:-Example: Network operations, file I/O, database queries. Reason:

Multithreading allows the program to continue executing other tasks while waiting for I/O operations to complete, making better use of CPU idle time.

→ Shared Memory:Example: Applications that require frequent access to shared data structures.

Reason: Threads share the same memory space, making it easier and faster to share data between them without the need for complex inter-process communication (IPC).

→ Lightweight Tasks:Example: GUI applications where responsiveness is crucial. Reason:

Threads are lighter than processes in terms of memory and resource usage, making them more suitable for tasks that require quick context switching.

→ Real-Time Systems:Example: Embedded systems, real-time data processing. Reason: Threads can provide more predictable and lower-latency responses compared to processes.

2) Discuss the scenario where multiprocessing is a better choice

→ CPU-Bound Tasks:-Example: Mathematical computations, data analysis, image processing.

Reason: Multiprocessing can take advantage of multiple CPU cores to perform true parallel execution, bypassing the Global Interpreter Lock (GIL) in Python.

→ Independent Tasks:Example: Batch processing, parallel simulations. Reason: Processes run independently with their own memory space, reducing the risk of race conditions and making it easier to manage complex tasks that do not need to share state.

→ Scalability:-Example: Web servers, distributed systems. Reason: Multiprocessing can scale better across multiple CPU cores and even across multiple machines, providing better performance for large-scale applications.

→ Fault Isolation:-Example: Critical systems where reliability is crucial. Reason: If one process crashes, it does not affect other processes, providing better fault isolation compared to threads within the same process.

**In summary:-** multithreading is preferable for I/O-bound tasks, shared memory scenarios, lightweight tasks, and real-time systems, while multiprocessing is better suited for CPU-bound tasks, independent tasks, scalable applications, and scenarios requiring fault isolation.

## ✓ 2. Describe what a process pool is and how it helps in managing multiple processes efficiently.

Ans

→ A "process pool" is a programming concept where a fixed number of worker processes are maintained and used to execute tasks in parallel, effectively distributing workload across multiple CPU cores to improve overall performance. It acts like a managed queue where tasks are submitted to the pool and assigned to available worker processes, allowing for efficient management of multiple processes without the overhead of constantly creating and destroying new ones.

**how it help in managing multiple processes effectly** → A process pool is a programming pattern that effectively manages a group of worker processes by automatically distributing tasks among them, allowing for parallel execution of multiple tasks across available CPU cores, significantly improving efficiency when dealing with large datasets or computationally intensive operations that can be divided into smaller, independent tasks.

→ Key points about process pools:

1. Automatic task distribution: The pool manages the creation and lifecycle of worker processes, assigning tasks to them as they become available without requiring explicit manual management.
2. Efficient utilization of CPU cores: By distributing tasks across multiple processes, a pool can leverage the power of multi-core processors, allowing simultaneous execution of tasks and faster overall processing.
3. Data-based parallelism: Process pools are particularly useful for data-parallel tasks where the same function needs to be applied to multiple data inputs, with each input being processed by a separate worker process.
4. Simplified code: Using a pool eliminates the need to manually create, manage, and synchronize individual processes, resulting in cleaner and more readable code.

Key benefits of using a process pool:

1. Improved performance: By utilizing multiple CPU cores, a process pool can significantly speed up applications with computationally intensive tasks.
2. Scalability: You can adjust the number of worker processes in the pool to match the available CPU cores and optimize performance based on your system.
3. Reduced complexity: Managing multiple processes becomes easier as the pool handles the task distribution and synchronization.

How process pools work:

1. Pool Creation: When a program starts, it creates a pool with a specified number of worker processes, usually based on the available CPU cores.
2. Task Submission: The main program submits tasks to the pool by calling a method like `apply_async` or `map`, which queues the tasks for processing.
3. Task Distribution: The pool automatically assigns tasks to available worker processes in a first-in-first-out (FIFO) manner.
4. Execution and Results: Each worker process executes its assigned task and returns the result back to the pool.
5. Result Collection: The main program retrieves the results of completed tasks from the pool as they become available.

Benefits of using a process pool:

1. Improved performance: By leveraging multiple CPU cores, process pools can significantly speed up computations for tasks that can be parallelized.
2. Scalability: The size of the pool can be adjusted to match the available hardware resources, allowing for efficient scaling based on workload demands.
3. Reduced complexity: Developers don't need to manage individual process creation, synchronization, and termination, making code cleaner and easier to maintain.
4. Example application: Image processing: A process pool can be used to parallelize the processing of multiple images, where each image is assigned to a separate worker process for faster image manipulation.
5. Data analysis: When analyzing large datasets, process pools can be used to distribute data processing tasks across multiple cores, significantly accelerating the analysis time.

What is the difference between pool and multiprocessing pool?

Pool is generally used for heterogeneous tasks, whereas multiprocessing is generally used for homogeneous tasks. The Pool is designed to execute heterogeneous tasks, that is tasks that do not resemble each other. For example, each task submitted to the process pool may be a different target function.

```
import multiprocessing
```

```
def worker(num):  
    """  
  
    Args:  
        num:using any number to multiply by 2  
  
    Returns:the number multiply by 2  
  
    """  
  
    return num * 2  
  
if __name__ == "__main__":  
  
    with multiprocessing.Pool(processes=4) as pool:  
  
        results = pool.map(worker, [1, 2, 3, 4]) # Apply 'worker' to each element in the  
  
        print(results)
```

→ [2, 4, 6, 8]

### 3. Explain what multiprocessing is and why it is used in Python programs.

Ans

1. what is multiprocessing?

→ multiprocessing is a programming and execution mode" that involves the concurrent execution of multiple processes. A process is an independent program that runs in its own memory space and has its own resources. In multiprocessing, multiple processes run concurrently, each with its own set of instructions and data. These processes can communicate with each other through inter-process communication (IPC) mechanisms.

In Python, multiprocessing is a technique that allows you to run multiple processes simultaneously, taking advantage of multiple cores on your CPU to improve the performance of your code.

**why it is used in Python programs** Multiprocessing in Python is used to improve the performance of your programs by leveraging multiple CPU cores. Here's why it's valuable:

1. Overcoming the GIL: Python's Global Interpreter Lock (GIL) prevents multiple threads from executing Python bytecode simultaneously. This limitation hinders the performance of multi-threaded Python programs, especially on CPU-bound tasks. Multiprocessing creates separate processes, each with its own Python interpreter and GIL. This allows you to execute code truly in parallel, taking full advantage of multiple cores.

2. Parallel Execution: Multiprocessing enables you to execute multiple tasks concurrently, which is ideal for tasks that can be divided into independent subtasks. This can significantly speed up tasks like:

```
Data processing and analysis  
  
Machine learning model training  
  
Image processing and manipulation  
  
Web scraping and crawling
```

3. Responsiveness: By offloading time-consuming tasks to separate processes, multiprocessing can help keep your main application responsive. For example, you can use it to perform background tasks while the user interface remains interactive.
4. Utilizing Modern Hardware: Most modern computers have multiple cores, and multiprocessing allows you to fully utilize this computing power. It's a way to ensure that your Python code scales well with the hardware available.

**use cases** Multiprocessing is ideal for CPU-bound tasks, such as Processing large datasets  
Performing complex calculations,Running multiple instances of a program

Module: Python's multiprocessing module provides the tools to create and manage processes.

4. Write a Python program using multithreading where one thread adds numbers to a list, and another thread removes numbers from the list. Implement a mechanism to avoid race conditions using threading.Lock.

Ans

→ Explanation: Shared List: We have a shared list numbers that both threads will access. Lock: We use a threading.Lock to ensure that only one thread can modify the list at a time, preventing race conditions.

Add Numbers: The add\_numbers function adds numbers to the list with a small delay to simulate work.

Remove Numbers: The remove\_numbers function removes numbers from the list with a small delay to simulate work.

Threads: We create two threads, one for adding numbers and one for removing numbers.

Start and Join: We start both threads and wait for them to complete using join.

```
import threading
import time

# Shared list
numbers = []

# Lock to prevent race conditions
lock = threading.Lock()

def add_numbers():
    for i in range(10):
        time.sleep(0.1)
        with lock:
            numbers.append(i)
            print(f"Added {i}, List: {numbers}")

def remove_numbers():
    for i in range(10):
        time.sleep(0.15)
        with lock:
            if numbers:
                removed = numbers.pop(0)
                print(f"Removed {removed}, List: {numbers}")

# Create threads
thread1 = threading.Thread(target=add_numbers)
thread2 = threading.Thread(target=remove_numbers)

# Start threads
thread1.start()
thread2.start()

# Wait for threads to complete
thread1.join()
thread2.join()

print("Final List:", numbers)
```

```
➞ Added 0, List: [0]
Removed 0, List: []
Added 1, List: [1]
Removed 1, List: []
Added 2, List: [2]
Added 3, List: [2, 3]
Removed 2, List: [3]
Added 4, List: [3, 4]
Removed 3, List: [4]
Added 5, List: [4, 5]
Added 6, List: [4, 5, 6]
Removed 4, List: [5, 6]
Added 7, List: [5, 6, 7]
Removed 5, List: [6, 7]
Added 8, List: [6, 7, 8]
Added 9, List: [6, 7, 8, 9]
Removed 6, List: [7, 8, 9]
Removed 7, List: [8, 9]
```

```
Removed 8, List: [9]
Removed 9, List: []
Final List: []
```

## 5. Describe the methods and tools available in Python for safely sharing data between threads and processes.

Ans

In Python, the most common methods for safely sharing data between threads and processes are through the threading module's Queue for thread-to-thread communication, and the multiprocessing module's Queue and Pipe for communication between separate processes, both of which utilize locking mechanisms to ensure data integrity in concurrent environments.

Key points about data sharing in Python:

**Threads share memory:** Since threads within the same process share the same memory space, accessing shared variables directly is possible, but requires explicit synchronization using locks to prevent race conditions.

**Locks:**

1. `threading.Lock` - A basic lock that ensures only one thread can access a shared resource at a time.
2. `threading.RLock` - A reentrant lock, allowing a thread to acquire the lock multiple times within its own execution.

**Queues:**

1. `queue.Queue` (from threading module) - A thread-safe FIFO queue for exchanging data between threads.
2. `multiprocessing.Queue` - A process-safe queue for exchanging data between different processes.

**Pipes:**

1. `multiprocessing.Pipe` - Creates a pair of connection objects that can be used for unidirectional communication between processes, acting like a pipe.

### How to use these tools

For threads:

→ Create a Queue object. Use `put()` method to add data to the queue from one thread. Use `get()` method to retrieve data from the queue in another thread. Acquire a lock before accessing shared variables to ensure thread safety.

For processes: Create a `multiprocessing.Queue`. Use `send()` and `recv()` methods on the connection objects from `multiprocessing.Pipe` to send and receive data between processes.

- Important considerations: Serialization: When sending data between processes using queues or pipes, make sure the data can be serialized (converted to a format that can be transmitted).
- Performance: While threads are generally faster for communication within a single process due to shared memory, inter-process communication using pipes or queues might be slower due to the need for kernel involvement.

Python has a number of tools and methods for sharing data between threads and processes, including:

**Queues:** Queues are thread and process safe, and any object put into a multiprocessing queue is serialized.

**Pipes:** Pipes have two connection objects, each with `send()` and `recv()` methods. Data in a pipe can become corrupted if two processes or threads try to read from or write to the same end of the pipe at the same time.

**Locks:** The threading module's `Lock` or `RLock` (recursive lock) can be used to ensure atomicity. Encapsulating non-atomic operations within a lock ensures that these operations are performed atomically, maintaining thread safety.

**Global values:** Global values can be used to return data from a Python thread.

**Mutable lists:** Mutable lists can be used to transfer data between Python threads. easy to exchange information between them. However, the best method depends on the use case. For example, the asynchronous paradigm scales better to high-concurrency workloads like web servers.

**explanation exemple 1 RLock (Recursive Lock):** The `threading.RLock` class allows a thread to acquire the same lock multiple times without causing a deadlock. Useful for functions that call themselves recursively.

**Condition:** The `threading.Condition` class provides a way to synchronize threads based on a condition.

**Queue:** The `queue.Queue` class provides a thread-safe way to pass data between threads.

**explanation exemple 2**

**Multiprocessing: Queues:** The `multiprocessing.Queue` class provides a process-safe way to pass data between processes. Similar to the `queue.Queue` class used in threading.

**Pipes:** The `multiprocessing.Pipe` class provides a way for two processes to communicate directly through a pipe.

**Shared Memory:** The `multiprocessing.sharedctypes` module allows you to create shared memory segments that can be accessed by multiple processes.

**Managers:** The `multiprocessing.Manager` class provides a way to create shared objects that can be accessed by multiple processes.



```
#example 1
import threading


counter = 0
lock = threading.Lock()

def increment():
    global counter
    for _ in range(10000):
        with lock:
            counter += 1

threads = []
for _ in range(5):
    thread = threading.Thread(target=increment)
    thread.start()
    threads.append(thread)

for thread in threads:
    thread.join()

print("Final counter value:", counter)
```


 Final counter value: 50000

```
#example 2
import multiprocessing

def square(numbers, q):
    for num in numbers:
        q.put(num * num)

if __name__ == "__main__":
    numbers = [1, 2, 3, 4, 5]
    q = multiprocessing.Queue()
    process = multiprocessing.Process(target=square, args=(numbers, q))
    process.start()
    process.join()

    while not q.empty():
        print(q.get())
```

 1  
4  
9  
16  
25

6. Discuss why it's crucial to handle exceptions in concurrent programs and the techniques available for doing so.

Ans

Exception handling is important in concurrent programs because it prevents abnormal program termination and provides a better user experience. Here are some reasons why exception handling is important:

1. Prevents program crashes Exception handling helps prevent a program from crashing due to invalid user input, code errors, or other issues.
2. Improves user experience Exception handling allows developers to anticipate and handle issues, which can improve the user experience.
3. Separates error handling code Exception handling separates error handling code from the rest of the program, making it more readable and maintainable.
4. Helps identify errors Exception handling can help identify the type of errors that occur in a program.
5. Enables continuous program execution Exception handling allows programs to run continuously without disruption.

Handling exceptions in concurrent programs is crucial because multiple threads or tasks execute independently, and if an exception occurs in one part of the program without proper handling, it can lead to inconsistent program states, deadlocks, data corruption, or unexpected termination of the entire program. Here's why it matters:

1. Program Stability: Unhandled exceptions in one thread can cause the thread to terminate, leading to partial completion of tasks or other threads being affected.
2. State Consistency: In concurrent programs, shared resources (like memory or files) may be in an inconsistent state if exceptions are not managed properly, causing other threads that rely on them to fail.
3. Deadlocks and Resource Leaks: Improper exception handling can lead to resources (locks, files, memory) not being released, which can cause deadlocks or resource exhaustion.
4. Data Integrity: Concurrent access to shared data requires careful coordination. If an exception disrupts synchronization mechanisms like locks, the shared data may become corrupted.
5. Debugging Complexity: Concurrent exceptions are often hard to track and debug because the program may continue to run partially or fail in non-deterministic ways.

Techniques for Handling Exceptions in Concurrent Programs:

1. Thread-level Exception Handling:

In many concurrent environments (like Java), exceptions thrown in a thread don't propagate to the parent thread. Therefore, each thread should have its own try-catch block to ensure that exceptions are handled locally, and the necessary clean-up operations (like releasing locks) are performed.

## 2. Thread Pools & Executors:

Frameworks like Java's `ExecutorService` or Python's `concurrent.futures` allow centralized management of threads. They often provide mechanisms to capture and handle exceptions in a structured way, such as using `Future` objects, which can throw exceptions when the results are retrieved.

## 3. Global Exception Handlers:

Some languages allow setting global exception handlers for unhandled exceptions (e.g., `Thread.setDefaultUncaughtExceptionHandler()` in Java). This can ensure exceptions are caught and logged, even if individual threads fail to handle them.

## 4. Exception Propagation Mechanisms:

Certain concurrency frameworks (like structured concurrency in Kotlin or `asyncio` in Python) allow propagating exceptions from child tasks to the parent, ensuring that failures in concurrent tasks are not silently ignored but handled or rethrown to the main thread.

## 5. Graceful Shutdown:

Using a coordinated approach to shutting down a concurrent program when an exception occurs, such as using signals or flags to notify other threads or tasks to stop gracefully and avoid data corruption.

## 6. Atomic Operations & Transactional Memory:

To maintain data consistency in case of exceptions, atomic operations (like `compareAndSwap`) or transactional memory can be used to ensure that operations are either fully completed or fully rolled back in case of failure, preventing half-completed operations.

## 7. Using Locks & Monitors Carefully:

Ensure that exceptions do not leave locks or semaphores in an inconsistent state. Tools like `finally` blocks can be used to release locks, regardless of whether an exception occurs.

By handling exceptions properly in concurrent programs, you can ensure robustness, maintainability, and data integrity across the application.

## 7. Create a program that uses a thread pool to calculate the

- ✓ factorial of numbers from 1 to 10 concurrently. Use `concurrent.futures.ThreadPoolExecutor` to manage the threads.

Ans

```
from concurrent.futures import ThreadPoolExecutor
import math
```

```
# Function to calculate factorial
def factorial(n):
    return math.factorial(n)

# List of numbers from 1 to 10
numbers = list(range(1, 11))

# Using ThreadPoolExecutor to manage threads
with ThreadPoolExecutor(max_workers=5) as executor:
    # Map the factorial function to the list of numbers
    results = list(executor.map(factorial, numbers))

# Print the results
for number, result in zip(numbers, results):
    print(f"Factorial of {number} is {result}")
```

```
➞
Factorial of 1 is 1
Factorial of 2 is 2
Factorial of 3 is 6
Factorial of 4 is 24
Factorial of 5 is 120
Factorial of 6 is 720
Factorial of 7 is 5040
Factorial of 8 is 40320
Factorial of 9 is 362880
Factorial of 10 is 3628800
```

8. Create a Python program that uses multiprocessing.Pool to compute the square of numbers from 1 to 10 in parallel. Measure the time taken to perform this computation using a pool of different sizes (e.g., 2, 4, 8 processes).

Ans

This script defines a function square that computes the square of a number. It then creates a list of numbers from 1 to 10 and iterates over different pool sizes (2, 4, and 8). For each pool size, it measures the time taken to compute the squares in parallel and prints the results.

```
import multiprocessing
import time

def square(n):
    return n * n

if __name__ == "__main__":
    numbers = list(range(1, 11))
    pool_sizes = [2, 4, 8]

    for pool_size in pool_sizes:
        start_time = time.time()
```

```
with multiprocessing.Pool(processes=pool_size) as pool:
    results = pool.map(square, numbers)
end_time = time.time()
print(f"Pool size: {pool_size}, Time taken: {end_time - start_time:.4f} seconds, R
```

↔ Pool size: 2, Time taken: 0.0290 seconds, Results: [1, 4, 9, 16, 25, 36, 49, 64, 81, 1  
Pool size: 4, Time taken: 0.0457 seconds, Results: [1, 4, 9, 16, 25, 36, 49, 64, 81, 1  
Pool size: 8, Time taken: 0.0743 seconds, Results: [1, 4, 9, 16, 25, 36, 49, 64, 81, 1

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