CS241 Lecture 12 Lawrence Angrave Working With pThreads

1. What does this code print? Will it always print the same output?

void\* myfunc(void\*ptr) {

printf("My thread id is %d and I’m starting at %d\n");

return NULL;

}

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);

}

...

2. What does this code print? Will it always print the same output?

int counter;

void\*myfunc(void\*param) {

int i=0; // stack variable - so local to each thread.

for(; i < 1000000;i++)

counter ++;

return NULL;

}

int main() {

pthread\_create(&tid1, 0, myfunc, NULL);

pthread\_create(&tid2, 0, myfunc, NULL);

pthread\_join(tid1,NULL);

pthread\_join(tid2,NULL);

printf("%d\n", counter );

}

3 Use heap memory to pass starting information to each thread. Create two threads. Each thread will do half the work. The first thread will process 0..numitems/2 in the array. The second thread will process the remaining items. Any gotchas?

typedef struct work\_ {

?

?

} work\_t;

int start\_threads(int \* data, size\_t numitems) {

size\_t half = numitems/2;

pthread\_create(&tid1, 0, imagecalc,?);

}

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

11b How would you ‘fix’ this function to be “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?

12b Can you call malloc from two threads?

13. Advantages of threads over forking processes?

14. Can you fork a process with multiple threads?

15. Examples of why you might fork processes

16 If there’s time.... Intro to pthread\_mutex