

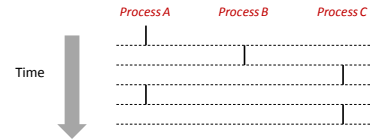
Lecture 25

Concurrent Programming

CPSC 275
Introduction to Computer Systems

Concurrent Processes

- Two processes *run concurrently* if their flows overlap in time
- Otherwise, they are *sequential*
- Examples (running on single core):



Concurrent Programming is Hard!

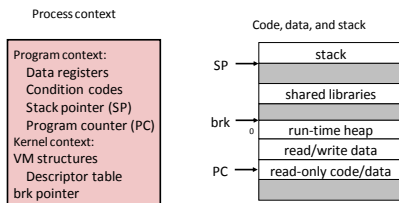
- The human mind tends to be sequential
- The notion of time is often misleading
- Thinking about all possible sequences of events in a computer system is error prone and frequently impossible

Concurrent Programming is Hard!

- Classical problem classes of concurrent programs:
 - Races**: outcome depends on arbitrary scheduling decisions elsewhere in the system
 - Deadlock**: improper resource allocation prevents forward progress
 - Starvation / Fairness**: external events and/or system scheduling decisions can prevent sub-task progress
- Many aspects of concurrent programming are beyond the scope of 275

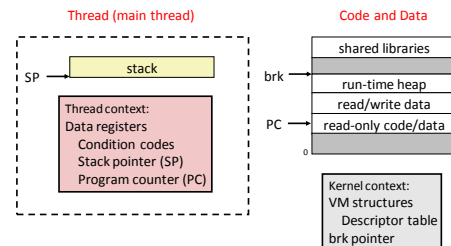
Traditional View of a Process

- Process = process context + code, data, and stack



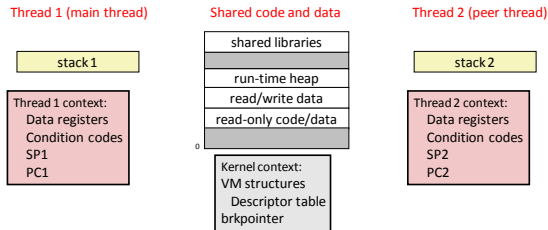
Alternate View of a Process

- Process = thread + code, data, and kernel context

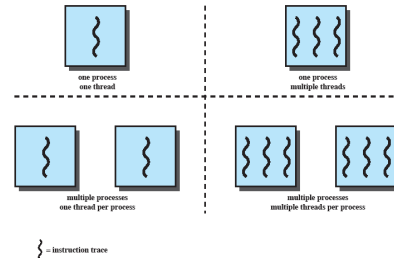


A Process With Multiple Threads

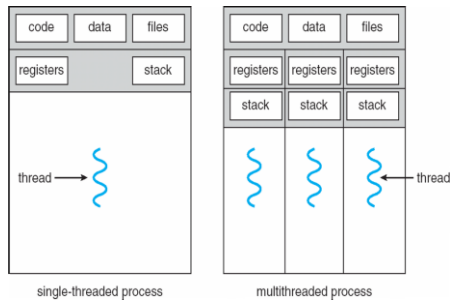
- Multiple threads can be associated with a process
 - Each thread has its own logical control flow
 - Each thread shares the same code, data, and kernel context
 - Each thread has its own thread id (TID)



Processes and Threads

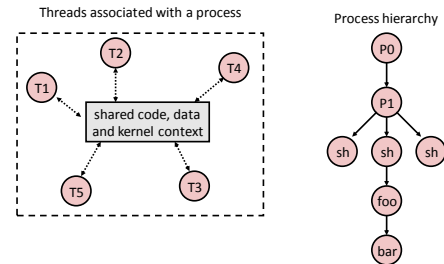


Threads



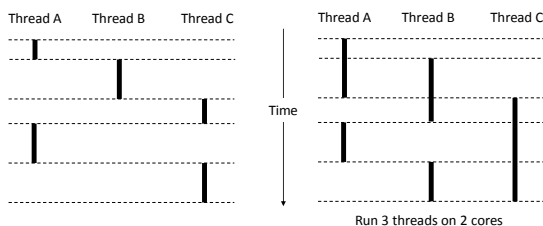
Logical View of Threads

- Threads associated with process form a pool of peers
 - Unlike processes which form a tree hierarchy



Thread Execution

- Single Core Processor**
 - Simulate concurrency by time slicing
- Multi-Core Processor**
 - Can have true concurrency



POSIX® Threads

- Also known as *Pthreads*.
- A standard for Unix-like operating systems.
- A library that can be linked with C programs.
- Specifies an application programming interface (API) for multi-threaded programming.

Posix Threads (Pthreads) Interface

- *Pthreads*: Standard interface for ~60 functions that manipulate threads from C programs
 - Creating and reaping threads
 - `pthread_create()`
 - `pthread_join()`
 - Determining your thread ID
 - `pthread_self()`
 - Terminating threads
 - `pthread_cancel()`
 - `pthread_exit()`
 - `exit()` [terminates all threads]
 - Synchronizing access to shared variables
 - `pthread_mutex_init`
 - `pthread_mutex_[un]lock`
 - `pthread_cond_init`
 - `pthread_cond_[timed]wait`

A Simple Example

Compile with:

```
$ gcc -o pth_hello pth_hello.c -lpthread
```

link in the Pthreads library



Run with:

```
$ ./pth_hello <#threads>
```

Starting the Threads

For each thread, call

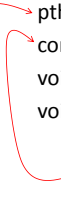

```
int pthread_create(  
    pthread_t *thread_p,      /* thread handler */  
    const pthread_attr_t *attr_p, /* thread attributes */  
    void * (*start_routine)(void *), /* thread function */  
    void * arg_p); /* arguments for thread function */
```

A closer look (1)

```
int pthread_create(  
    pthread_t *thread_p,  
    const pthread_attr_t *attr_p,  
    void * (*start_routine)(void *),  
    void * arg_p);
```

We won't be using, so we just pass NULL.

Allocate before calling.

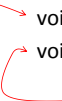



A closer look (2)

```
int pthread_create(  
    pthread_t * thread_p,  
    const pthread_attr_t *attr_p,  
    void * (*start_routine)(void *),  
    void * arg_p);
```

Pointer to the argument that should be passed to the function `start_routine`.

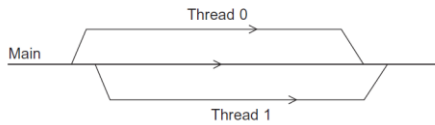
The function (task) that the thread is to run.



Function started by pthread_create

- Prototype:
`void *thread_function(void *args_p);`
- `void *` can be cast to any pointer type in C.
- So `args_p` can point to a list containing one or more values needed by `thread_function`.

Running the Threads



Main thread forks and joins two threads.

Stopping the Threads

- We call the function `pthread_join` once for each thread.
- A single call to `pthread_join` will wait for the thread associated with the `pthread_t` object to complete.

Examples of Concurrent Programs

- Basic timing example
- Matrix multiplication