

# **Condition Variables**

and thread cancellation

# Condition Variables

Condition variables provide yet another way for threads to synchronize.

While mutexes implement synchronization by controlling **thread access to data**, condition variables allow threads to synchronize **based upon the actual value of data**.

# Condition Variables

Without condition variables, the programmer would need to have threads continually polling (possibly in a critical section), to check if the condition is met. This can be very resource consuming since the thread would be continuously busy in this activity. A condition variable is a way to achieve the same goal without polling.

A condition variable is always used in conjunction with a mutex lock.

# Condition Variables

## Thread A

- Do work up to the point where a certain condition must occur (such as "count" must reach a specified value)
- Lock associated mutex and check value of a global variable
- Call **pthread\_cond\_wait()** to perform a blocking wait for signal from Thread-B. Note that a call to **pthread\_cond\_wait()** automatically and atomically unlocks the associated mutex variable so that it can be used by Thread-B.
- When signalled, wake up. Mutex is automatically and atomically locked.
- Explicitly unlock mutex
- Continue

## Thread B

- Do work
- Lock associated mutex
- Change the value of the global variable that Thread-A is waiting upon.
- Check value of the global Thread-A wait variable. If it fulfills the desired condition, signal Thread-A.
- Unlock mutex.
- Continue

# Condition Variables

Condition variables must be declared with type **pthread\_cond\_t**, and must be initialized before they can be used. There are two ways to initialize a condition variable:

1. Statically, when it is declared. For example:  
**pthread\_cond\_t myconvar = PTHREAD\_COND\_INITIALIZER;**
2. Dynamically, with the **pthread\_cond\_init()** routine.

# Waiting and Signaling on Condition Variables

`pthread_cond_wait()` blocks the calling thread until the specified *condition* is signalled.

This routine should be called while *mutex* is locked, and it will automatically release the mutex while it waits.

After signal is received and thread is awakened, *mutex* will be automatically locked for use by the thread.

The programmer is then responsible for unlocking *mutex* when the thread is finished with it.

# Example

`condition_var.c`

# Example

Condition Variables and Prime numbers

`find_prime_number_seq_0.c`



## Exercise 4c

Create parallel version of program for finding prime number under certain position. Use at least **two threads**.

**template: find\_prime\_number\_seq\_4.c**

# Exercise 4d

Create a program that starts N threads. Each thread does some job - gets and increments current value from global counter and processes it (just “sleep” for now). Create separate thread that monitors how fast worker threads do the job. Use a **condition variable** for monitoring thread synchronization.

Template: pthread\_control\_1.c

# Thread cancellation

```
#include <pthread.h>
```

```
int pthread_cancel (pthread_t thread);
```

0 - if successful, otherwise the parameter **thread** is incorrect

# Cancellation policy

The cancellation state of the thread (enabled by default)

```
#include <pthread.h>
```

```
int pthread_setcancelstate (int state, int *oldstate);
```

state: **PTHREAD\_CANCEL\_ENABLE** или  
**PTHREAD\_CANCEL\_DISABLE**

# Type of cancelation

- Asynchronous:

At any time

- Deferred:

Only at certain moments

# Change the type of cancellation

```
#include <pthread.h>
```

```
int pthread_setcanceltype (int type, int *oldtype);
```

type: **PTHREAD\_CANCEL\_ASYNCHRONOUS** или  
**PTHREAD\_CANCEL\_DEFERRED**

# Check point for deferred thread cancellation

```
#include <pthread.h>
```

```
void pthread_testcancel(void);
```

## **Release resources before completion**

`pthread_cleanup_push( void *func, void *arg)`

Run when:

- Thread cancel
- Exit via `pthread_exit`
- `pthread_cleanup_pop`



# Example

Delayed thread stop

pthread2.c

# Exercise 4e

Add ability to change the current number of working threads. User can add or remove some number of threads in real-time.

## **Question:**

- Check the calculation speed based on the threads number

**Template: pthread\_control\_2.c**

## **Exercise 4f**

Change program from abstract calculation task (“sleep”) to prime number calculation task.

**Template: pthread\_control\_2.c (last version)**