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6CS005 High Performance Computing Week 3 Workshop

Revision on Multithreading

Tasks – Multithreading

You will need to refer to the Week 3 lecture slides in order to complete these tasks.

1. Write a multithreaded C program to print out all the prime numbers between 1 to 10000. Use exactly 3 threads.

Code:

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

void *threadOne(void *p)
{
    for (int i = 2; i < 3000; i++)
    {
        int isPrime = 1;
        for (int j = 2; j * j <= i; j++)
        {
            if (i % j == 0)
            {
                isPrime = 0; // not a prime
                break;
            }
        }

        if (isPrime)
        {
            printf("Thread one: %d\n", i);
        }
    }
}

void *threadTwo(void *p)
{
    for (int i = 3000; i < 6000; i++)
    {
        int isPrime = 1;
        for (int j = 2; j * j <= i; j++)
        {
            if (i % j == 0)
            {
                isPrime = 0;
                break;
            }
        }
    }
}
```

```

void *threadThree(void *p)
{
    for (int i = 6000; i <= 10000; i++)
    {
        int isPrime = 1;
        for (int j = 2; j * j <= i; j++)
        {
            if (i % j == 0)
            {
                isPrime = 0;
                break;
            }
        }
        if (isPrime)
        {
            printf("Thread three: %d\n", i);
        }
    }
}

void main()
{
    pthread_t thread1, thread2, thread3;

    pthread_create(&thread1, NULL, threadOne, NULL);
    pthread_create(&thread2, NULL, threadTwo, NULL);
    pthread_create(&thread3, NULL, threadThree, NULL);

    pthread_join(thread1, NULL);
    pthread_join(thread2, NULL);
    pthread_join(thread3, NULL);
}

```

Output:

```
Thread three: 9767
Thread three: 9769
Thread three: 9781
Thread three: 9787
Thread three: 9791
Thread three: 9803
Thread three: 9811
Thread three: 9817
Thread three: 9829
Thread three: 9833
Thread three: 9839
Thread three: 9851
Thread three: 9857
Thread three: 9859
Thread three: 9871
Thread three: 9883
Thread three: 9887
Thread three: 9901
Thread three: 9907
Thread three: 9923
Thread three: 9929
Thread three: 9931
Thread three: 9941
Thread three: 9949
Thread three: 9967
Thread three: 9973
```

2. Convert this program to prompt the user for a number and then to create the number of threads the user has specified to find the prime numbers.

Code:

```

✓ #include <stdio.h>
    #include <pthread.h>

✓ typedef struct
    {
        int start;
        int end;
        int id;
    } ThreadData;

✓ void *isPrime(void *arg)
    {
        ThreadData *data = (ThreadData *)arg;

        int start = data->start;
        int end = data->end;
        int id = data->id;

✓     for (int i = start; i <= end; i++)
        {
            int isPrime = 1;

✓             for (int j = 2; j * j <= i; j++)
                {
✓                     if (i % j == 0)
                        {
                            isPrime = 0;
                            break;
                        }
                }

✓             if (isPrime)
                {
                    printf("Thread %d: %d\n", id, i);
                }
        }
    }

```

```
void main()
{
    int n;

    printf("Enter the number of threads: ");
    scanf("%d", &n);

    pthread_t threads[n];
    ThreadData data[n];

    int start = 2;
    int range = 10000 / n;

    for (int i = 0; i < n; i++)
    {
        data[i].start = start;
        data[i].end = (i == n - 1) ? 10000 : start + range - 1;
        data[i].id = i + 1;

        pthread_create(&threads[i], NULL, isPrime, &data[i]);

        start += range;
    }

    for (int i = 0; i < n; i++)
    {
        pthread_join(threads[i], NULL);
    }
}
```

Output:

```
Thread 3: 7237
Thread 3: 7243
Thread 3: 7247
Thread 3: 7253
Thread 3: 7283
Thread 3: 7297
Thread 3: 7307
Thread 3: 7309
Thread 3: 7321
Thread 3: 7331
Thread 3: 7333
Thread 3: 7349
Thread 3: 7351
Thread 3: 7369
Thread 3: 7393
Thread 3: 7411
Thread 3: 7417
Thread 3: 7433
Thread 3: 7451
Thread 3: 7457
Thread 3: 7459
Thread 3: 7477
Thread 3: 7481
Thread 3: 7487
Thread 3: 7489
Thread 3: 7499
```

3. Convert the program in (2) so that each thread returns the number of prime numbers that it has found using `pthread_exit()` and for main program to print out the number of prime number that each thread has found.

Code:

```

#include <stdio.h>
#include <pthread.h>

typedef struct
{
    int start;
    int end;
    int id;
} ThreadData;

void *isPrime(void *arg)
{
    ThreadData *data = (ThreadData *)arg;
    long count = 0; // number of primes found

    for (int i = data->start; i <= data->end; i++)
    {
        if (i < 2)
            continue; // skip 0 and 1

        int isPrime = 1;
        for (int j = 2; j * j <= i; j++)
        {
            if (i % j == 0)
            {
                isPrime = 0;
                break;
            }
        }

        if (isPrime)
        {
            printf("Thread %d: %d\n", data->id, i);
            count++;
        }
    }

    pthread_exit((void *)count);
}

```



```

int n;
printf("Enter the number of threads: ");
scanf("%d", &n);

if (n <= 0)
{
    printf("Invalid number of threads.\n");
    return 1;
}

pthread_t threads[n];
ThreadData data[n];

int start = 2;
int range = 10000 / n;

for (int i = 0; i < n; i++)
{
    data[i].start = start;
    data[i].end = (i == n - 1) ? 10000 : start + range - 1;
    data[i].id = i + 1;

    pthread_create(&threads[i], NULL, isPrime, &data[i]);
    start += range;
}

void *retval;

for (int i = 0; i < n; i++)
{
    pthread_join(threads[i], &retval);
    long count = (long)retval; // long because void pointer is also 8 byte
    printf("Thread %d found %ld prime numbers\n", i + 1, count);
}

return 0;

```

Output:

```
Thread 1: 9769
Thread 1: 9781
Thread 1: 9787
Thread 1: 9791
Thread 1: 9803
Thread 1: 9811
Thread 1: 9817
Thread 1: 9829
Thread 1: 9833
Thread 1: 9839
Thread 1: 9851
Thread 1: 9857
Thread 1: 9859
Thread 1: 9871
Thread 1: 9883
Thread 1: 9887
Thread 1: 9901
Thread 1: 9907
Thread 1: 9923
Thread 1: 9929
Thread 1: 9931
Thread 1: 9941
Thread 1: 9949
Thread 1: 9967
Thread 1: 9973
Thread 1 found 1229 prime numbers
```

4. Convert the program in (3) to use `pthread_cancel()` to cancel all threads as soon as the 5th prime number has been found.

Code:

```

}

int main()
{
    int n;

    printf("Enter the number of threads: ");
    scanf("%d", &n);

    threads = malloc(n * sizeof(pthread_t));
    if (!threads)
        return 1;

    ThreadData data[n];

    int start = 2;
    int range = 10000 / n;

    for (int i = 0; i < n; i++)
    {
        data[i].start = start;
        data[i].end = (i == n - 1) ? 10000 : start + range - 1;
        data[i].id = i;

        pthread_create(&threads[i], NULL, isPrime, &data[i]);
        start += range;
    }

    for (int i = 0; i < n; i++)
        pthread_join(threads[i], NULL);

    printf("Total primes found (stopped at 5th prime): %d\n", totalPrimes);

    free(threads);
    return 0;
}

```

```

#include <stdio.h>
#include <pthread.h>

typedef struct
{
    int start;
    int end;
    int id;
} ThreadData;

pthread_t *threads; // Array of threads
int totalPrimes = 0; // Shared counter
pthread_mutex_t lock = PTHREAD_MUTEX_INITIALIZER; // Mutex to protect totalPrimes

void *isPrime(void *arg)
{
    ThreadData *data = (ThreadData *)arg;

    for (int i = data->start; i <= data->end; i++)
    {
        if (i < 2)
            continue;

        int prime = 1;
        for (int j = 2; j * j <= i; j++)
        {
            if (i % j == 0)
            {
                prime = 0;
                break;
            }
        }

        if (prime)
        {
            printf("Thread %d found prime: %d\n", data->id, i);

```

Output:

4.6.31.3. note: include <stdlib.h> of

Enter the number of threads: 3

Thread 0 found prime: 2

Thread 1 found prime: 3343

Thread 0 found prime: 3

Thread 0 found prime: 5

Thread 0 found prime: 7

Thread 2 found prime: 6673

Thread 1 found prime: 3347