

```
pthread_barrier_t barrier;
pthread_barrier_init(&barrier, NULL, num_threads);
```

```
pthread_mutex_t mutex;
pthread_mutex_init(&mutex, NULL);
```

```
sem_t semaphore;
sem_init(&semaphore, NULL, initial_value);
```

```
pthread_t thread;
pthread_create(&thread, NULL, threadFunction, arg);
```

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

Compiling:
gcc code.c -pthread

```
void * threadFunction(void* arg)
{
```

code 1

```
pthread_barrier_wait(&barrier);
```

code 2

```
pthread_mutex_lock(&mutex);
```

code 3

```
pthread_mutex_unlock(&mutex);
```

```
sem_wait(&semaphore);
sem_post(&semaphore);
```

```
}
```

code 1

code 1

code 1

code 1

code 2

code 2

code 2

code 2

code 3

code 3

code 3

code 3

Any **code 2** must
execute **after** all
code 1

CRITICAL SECTION
When **code 3**
starts execution it
must end before it
can start on a
different thread

wait: until
semaphore > 0
semaphore--;
post:
semaphore++;

Number of cores:
cat /proc/cpuinfo

```
pthread_join(thread, NULL);
pthread_barrier_destroy(&barrier);
pthread_mutex_destroy(&mutex);
sem_destroy(&semaphore);
```