



Arhitecturi Paralele Pthread + Primitive sincronizare

Lect. Dr. Ing. Cristian Chilipirea – cristian.chilipirea@mta.ro





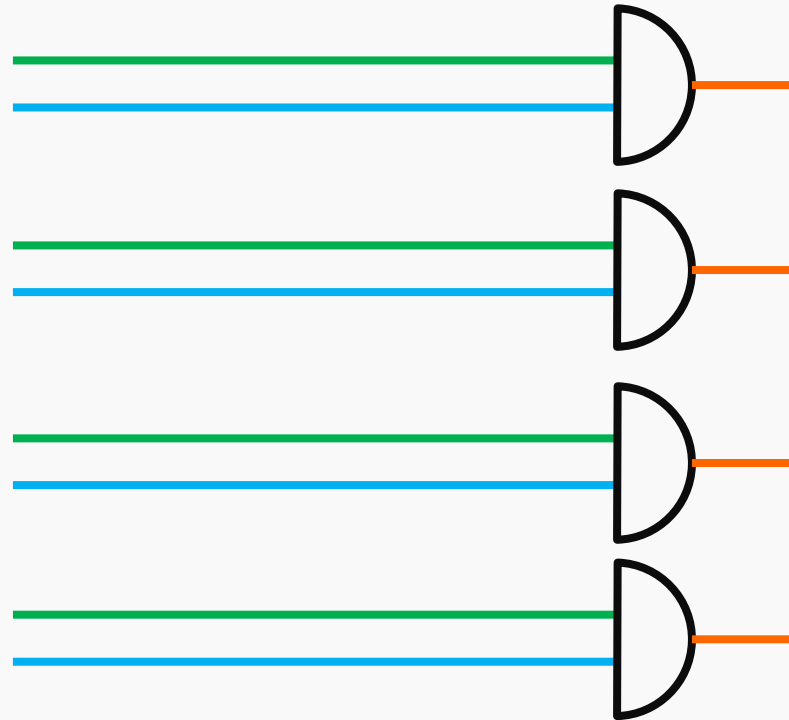
Tipuri de paralelism

- La nivel de bit (Bit level)
- La nivel de instrucțiune (Instruction level)
- La nivel de task (Task parallelism)



Tipuri de paralelism

- Bit level
 - $C = A \& B$
- Instruction level
- Task parallelism





Tipuri de paralelism

- Bit level

- Instruction level

$$\mathbf{C[]} = \mathbf{A[]} + \mathbf{B[]}$$

- Task parallelism

9	6	9
---	---	---

+

4	2	7
---	---	---

Adunarea a doi vectori



Tipuri de paralelism

- Bit level
- Instruction level
- Task parallelism
 - **Multi-Tasking (pot comunica și procesele)**
 - **Multi-Threading**

load Z		A = B + C
store H	.	store A
H=H*100	.	G[1] = G[2] + G[3]
H++	.	store G[1]
store H		G[4] = G[5] + G[6]



Tipuri de paralelism

- Bit level
- Instruction level
- Task parallelism
 - **Multi-Tasking (pot comunica și procesele)**
 - **Multi-Threading**

Cum pot comunica două procese?





Notății pseudocod

co S1 || S2 || ... || Sn **oc**

Ex.1:

x=0; y=0;

co x=x+1 || y=y+1 **oc**

z=x+y;



Notății pseudocod

co [cuantificator] {Sj}

Ex. 2:

```
    co [j=1 to n] {a[j]=0;  
b[j]=0; }
```



POSIX threads



POSIX threads

```
pthread_t thread;
```

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

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

```
{
```

```
}
```

```
pthread_join(thread, NULL);
```



Compilare pthread

```
gcc -o executabil cod.c -lpthread -lrt
```

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

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



Pthread

```
pthread_t thread;
```

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

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

```
{
```

```
}
```

Acest element reprezintă thread-ul.
Este un thread handle

```
pthread_join(thread, NULL);
```



Pthread

```
pthread_t thread;
```

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

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

```
{
```

Prin acest parametru am putea să facem
recomandări sistemului de operare.

```
}
```

Ex: să folosească anumite core-uri.

```
pthread_join(thread, NULL);
```



Pthread

```
pthread_t thread;
```

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

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

```
{
```

Când se crează thread-ul va porni de la funcția dată ca parametru.

```
}
```

```
pthread_join(thread, NULL);
```




Pthread

```
pthread_t thread;
```

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

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

```
{
```

Aşa trimitem date thread-ului

```
}
```

```
pthread_join(thread, NULL);
```



Pthread

```
pthread_t thread;
```

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

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

```
{
```

Astfel se pot extrage date din
thread

```
}
```

```
pthread_join(thread, NULL);
```





Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```



Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P]; ←
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```



Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) { ←
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```



Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```




Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

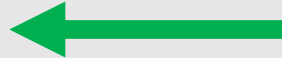
```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

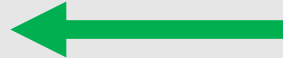





Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

Câte thread-uri avem în execuție?

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

Câte thread-uri avem în execuție?

3

main

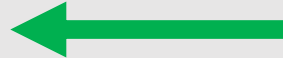
threadFunction
threadFunction



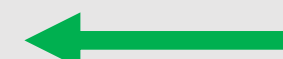
Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

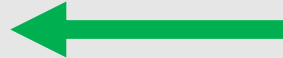
```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



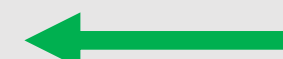

Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

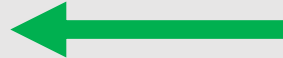





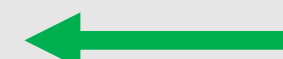
Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

Thread-ul main
așteaptă ca thread-ul
cu handler-ul tid[i] să
termine execuția

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

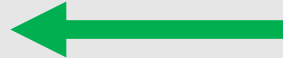
```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



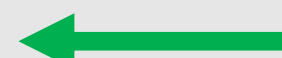
Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

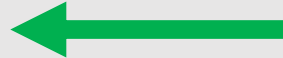





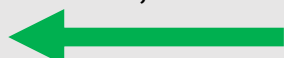
Pthread

```
int main(int argc, char **argv)
{
    int i, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```



```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

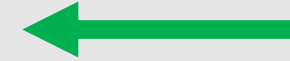




Pthread

```
int main(int argc, char **argv)
{
    int l, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

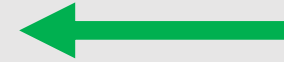




Pthread

```
int main(int argc, char **argv)
{
    int I, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```

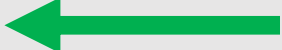




Pthread

```
int main(int argc, char **argv)
{
    int I, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```

```
void* threadFunction(void *arg)
{
    a=a+1;
    return NULL;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int I, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int I, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int I, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int I, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL); ←
    }
    return 0;
}
```



Pthread

```
int main(int argc, char **argv)
{
    int I, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int I, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
}
```





Pthread

```
int main(int argc, char **argv)
{
    int I, P=2;
    pthread_t tid[P];
    for(i = 0; i < P; i++) {
        pthread_create(&(tid[i]), NULL, threadFunction, NULL);
    }
    for(i = 0; i < P; i++) {
        pthread_join(tid[i], NULL);
    }
    return 0;
} ←
```





Race condition

Thread 1

$a = a + 2$

Thread 2

$a = a + 2$

Care este valoarea lui a ?



Race condition

$a = 0$

Thread 1

$a = a + 2$

Thread 2

$a = a + 2$

Care este valoare lui a ?



Race condition

$a = 0$

Thread 1

$a = a + 2$

Thread 2

$a = a + 2$

Care este valoare lui a ?

4



Race condition

$a = 0$

Thread 1

$a = a + 2$

Thread 2

$a = a + 2$

Care este valoarea lui a ?

4 **ȘI** 2





Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax =

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax =



Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 0

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax =



Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 0

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 0



Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 2

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 0



Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 2

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 2



Race condition

a = 2

Thread 1

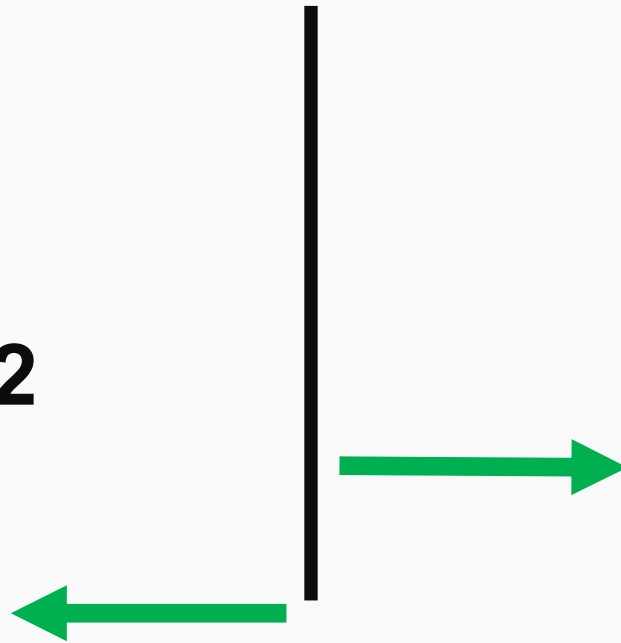
```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

Thread 2

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2





Race condition

a = 2

Thread 1

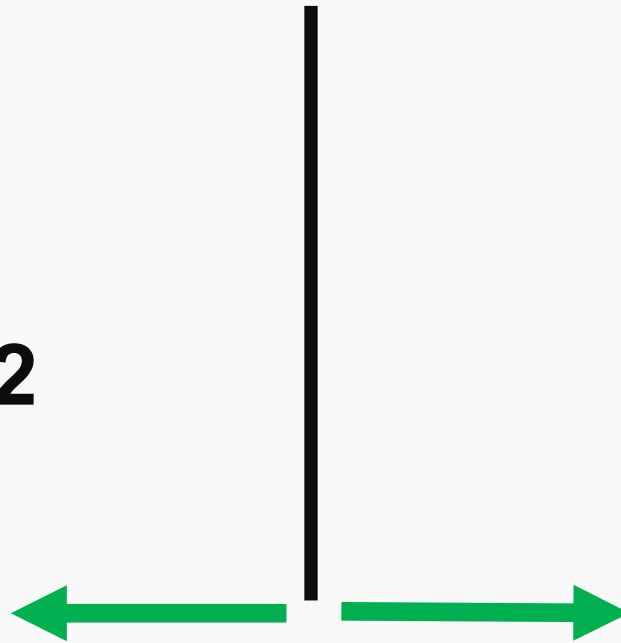
```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

Thread 2

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2







Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax =

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax =



Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 0

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax =



Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 2

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax =



Race condition

a = 2

Thread 1

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

Thread 2

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax =



Race condition

a = 2

Thread 1

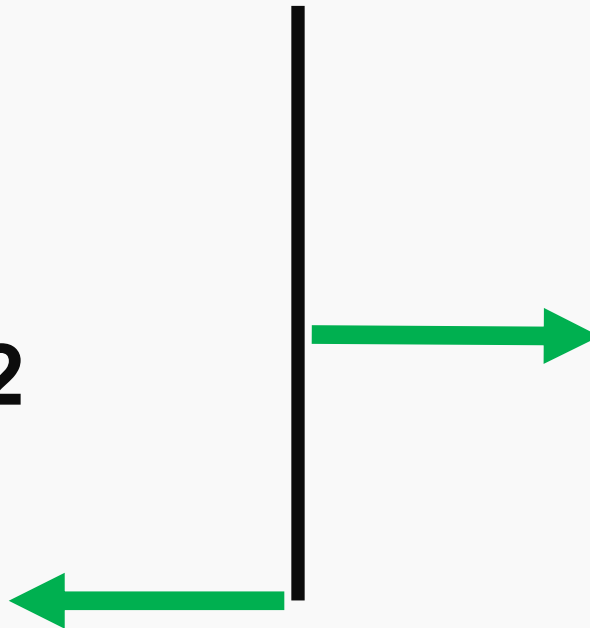
```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

Thread 2

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2





Race condition

a = 2

Thread 1

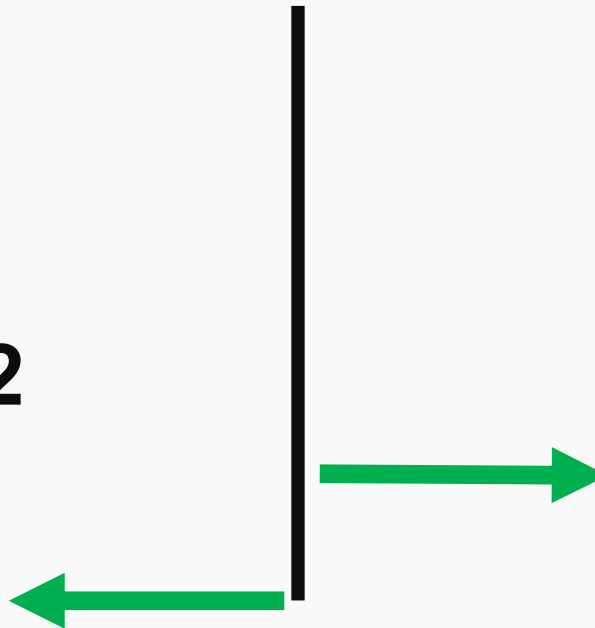
```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

Thread 2

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 4





Race condition

a = 4

Thread 1

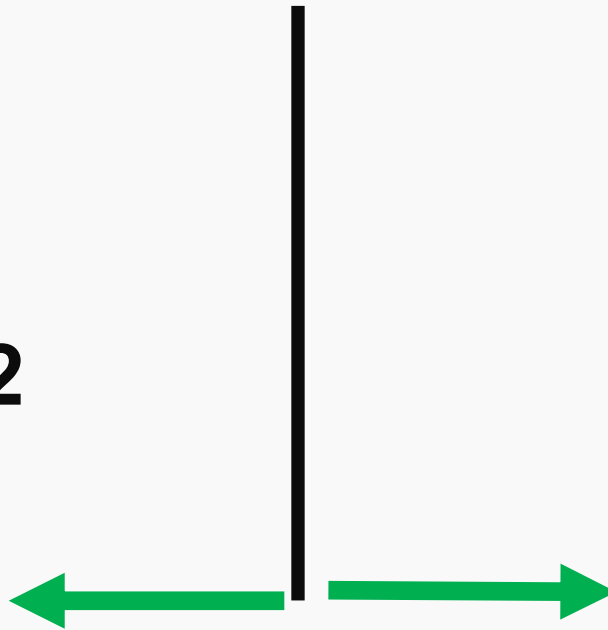
```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

Thread 2

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 4







Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax =

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax =



Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 0

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 0



Race condition

a = 0

Thread 1

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 2

Thread 2

load(**a**, **eax**)

eax = **eax** + 2

write(**a**, **eax**)

eax = 2



Race condition

a = 2

Thread 1

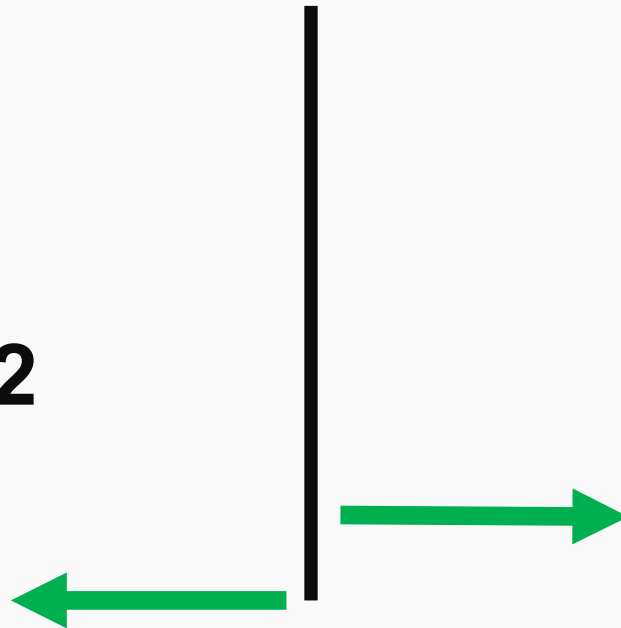
```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

Thread 2

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2





Race condition

a = 2

Thread 1

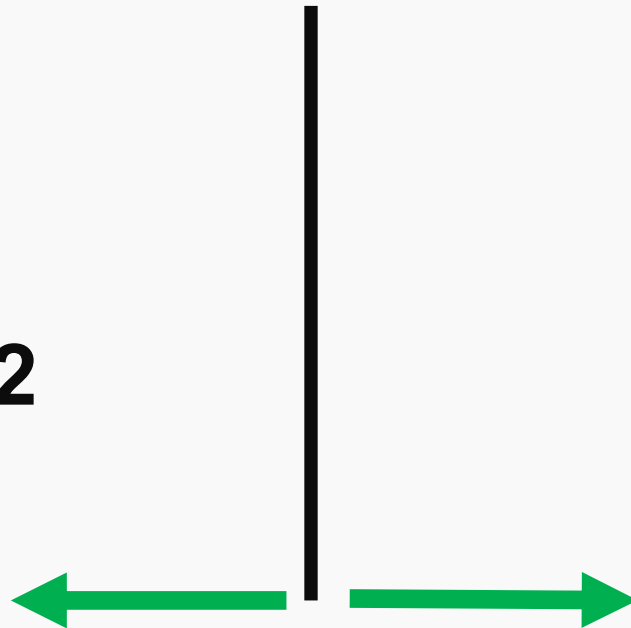
```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

Thread 2

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2





Race condition

a = 2

Thread 1

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

Thread 2

```
load(a, eax)  
eax = eax + 2  
write(a, eax)
```

eax = 2

CREW





Primitive de sincronizare Synchronization primitives

- Atomics

Atomice

- Semaphore



Semafoare

- **Binary semaphore (Mutex)**
- **Critical section**

- Barrier



Barriere



Atomics

- Fie variabile de 64 biți pe un procesor 64 biți $C = A + B$

load(A, eax)

load(B, ebx)

eax = eax + ebx

write(C, eax)



Atomics

- Fie variabile de 64 biți pe un procesor 32 biți $C = A + B$

load(**A**[0], eax)

load(**B**[0], ebx)

eax = eax + ebx

write(**C**[0], eax)

load(**A**[1], eax)

load(**B**[1], ebx)

eax = eax + ebx

write(**C**[1], eax)



Atomics

- Fie variabile de 64 biți pe un procesor 32 biți $C = A + B$

load(**A**[0], eax)

load(**B**[0], ebx)

eax = eax + ebx

write(**C**[0], eax)

load(**A**[1], eax)

load(**B**[1], ebx)

eax = eax + ebx

write(**C**[1], eax)



Putem avea doar
jumătate de **C**
modificat



Atomics

- Fie variabile de 64 biți pe un procesor 32 biți $C = A + B$

load(**A**[0], eax)

load(**B**[0], ebx)

eax = eax + ebx

write(**C**[0], eax) ←

load(**A**[1], eax)

load(**B**[1], ebx)

eax = eax + ebx

write(**C**[1], eax) ←

Atomicitatea asigură
că **C** va fi vizibil doar
complet modificat, sau
complet nemodificat.



Excludere mutuală

Mutual exclusion - mutex



Mutual exclusion - Dekker's solution

EWD35 - 1

EWD35.htm

About the sequentiality of process descriptions.

Over de sequentialiteit van procesbeschrijvingen.

Het is niet ongebruikelijk, wanneer een spreker zijn inleiding houdt, om te zeggen: "Ik wil graag een inleiding geven, omdat ik mij hier mogelijk richt tot een groep mensen die minder vertrouwd is met de problematiek, die ik wil aanspreken, die ik zal moeten gebruiken, wilde ik in dit geval ter inleiding houden, nl. een om de achtergrond van de problematiek te geven, een tweede, om U een gevoel te geven voor de aard van de problemen die wij tegen het lijf zullen lopen."



Theodorus (Dirk) J. Dekker



Mutual exclusion – Dijkstra's Solution

Solution of a Problem in Concurrent Programming Control

E. W. DIJKSTRA

Technological University, Eindhoven, The Netherlands

A number of mainly independent sequential-cyclic processes with restricted means of communication with each other can be made in such a way that at any moment one and only one of them is engaged in the "critical section" of its cycle.

Introduction

Given in this paper is a solution to a problem for which, to the knowledge of the author, has been an open question since at least 1962, irrespective of the solvability. The paper consists of three parts: the problem, the solution, and the proof. Although the setting of the problem might seem somewhat academic at first, the author trusts that anyone familiar with the logical problems that arise in

computer can only request one one-way message at a time. And only this way this problem is f

The Solution

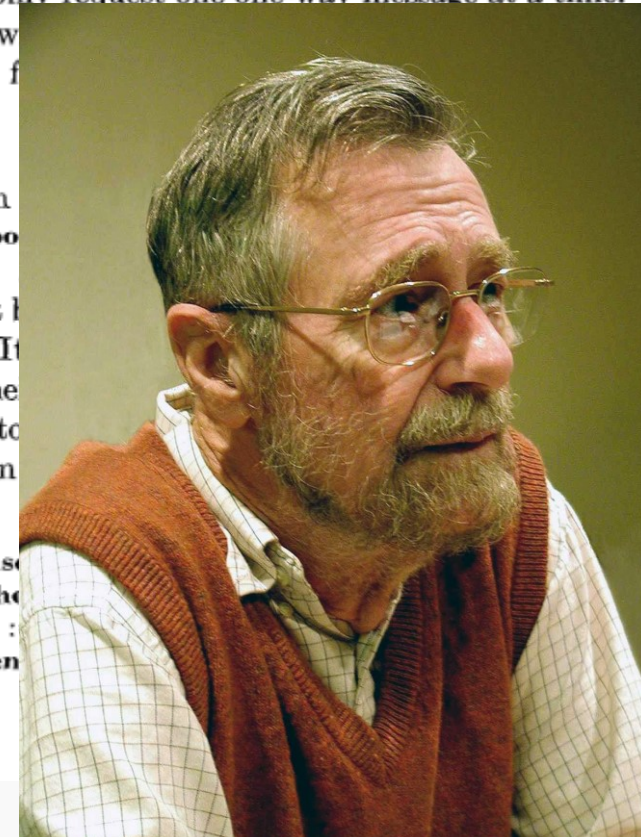
The common

"Boo

The integer will only be set by the others. It well outside the mentioned set to

The program

```
"integer j;  
Li0: b[i] := false  
Li1: if k ≠ i the  
Li2: begin c[i] :  
Li3: if b[k] then  
      go to Li1  
      end  
      else
```





Dekker's Solution

```
wants_to_enter[0] = true
while wants_to_enter[1] {
    if turn != 0 {
        wants_to_enter[0] = false
        while turn != 0 { // busy wait }
        wants_to_enter[0] = true
    }
}
// critical section ...
turn = 1
wants_to_enter[0] = false
```



Dijkstra's Solution

```
b[i] = false
while(sw[i]) {
    sw[i] = false
    if (k!=i) {
        c[i] = true
        if(b[k])
            k = i
        sw[i] = true
    } else {
        c[i] = false
        for(j=0;j<N;j++)
            if(j!=i && !c[j])
                sw[i] = true
    }
}
//critical
b[i] = true
c[i] = true
```

lock() - P

unlock() - V



Peterson's Solution

```
flag[0] = true;  
turn = 1;  
while (flag[1] && turn == 1) { // busy wait }  
// critical section ...  
flag[0] = false;
```



Hardware assisted Solution

```
while (test_and_set(lock));  
// critical section  
lock = 0;
```




Race condition - solution

a = 0

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0

Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0



Race condition - solution ?

a = 0

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0

Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2



Race condition - solution **OK**

a = 0

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0

Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2



Race condition - solution ?

$a = 2$

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

$eax = 0$

Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

$eax = 2$



Race condition - solution **OK**

a = 2

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0

Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2



Race condition - solution ?

a = 0

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2

Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0



Race condition - solution **OK**

a = 0

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2

Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0



Race condition - solution ?

a = 2

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2

Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0



Race condition - solution **OK**

a = 2

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2

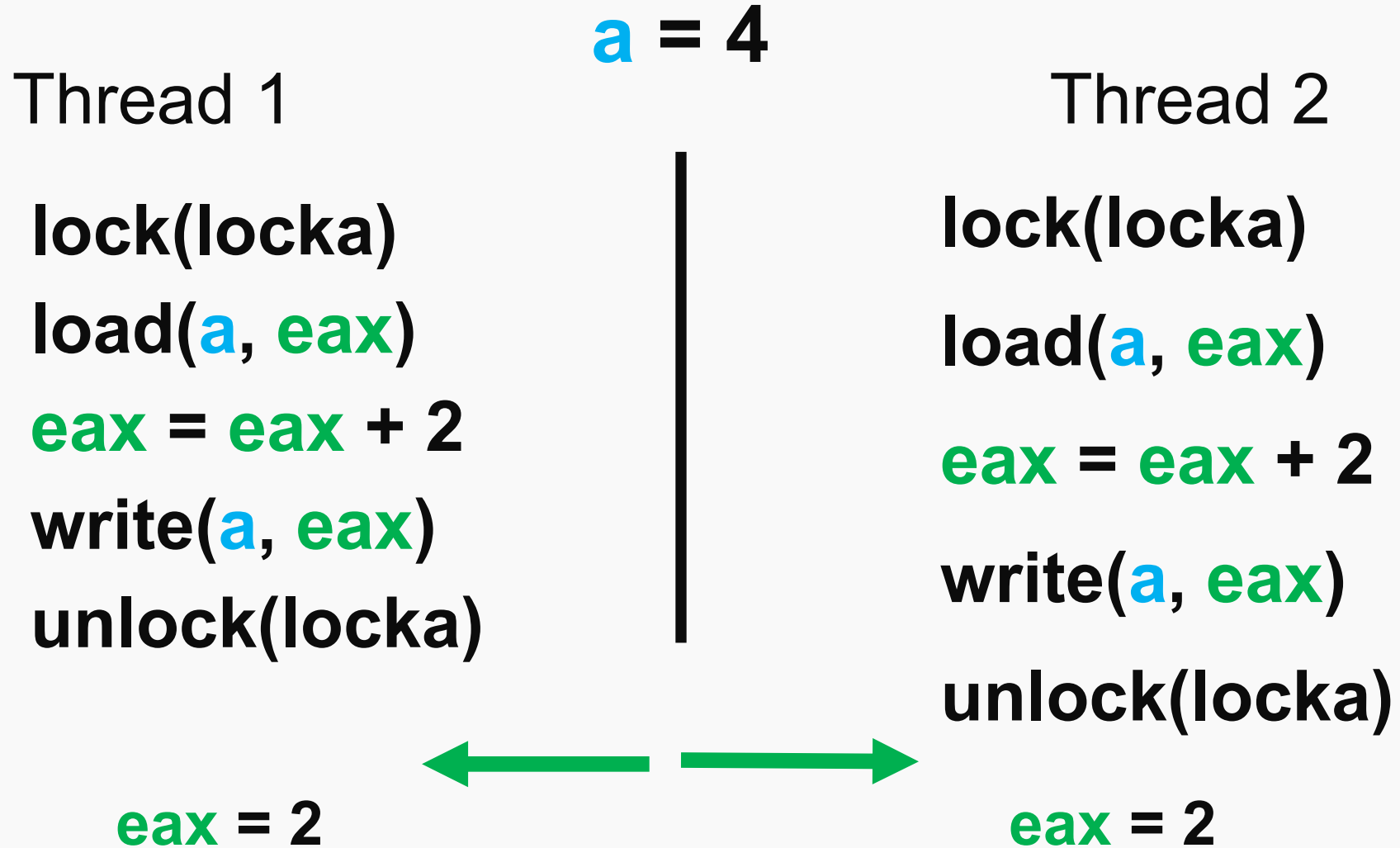
Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0



Race condition - solution ?





Race condition - solution **OK**

a = 4

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2

Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2





Race condition - solution ?

a = 0

Thread 1

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 0

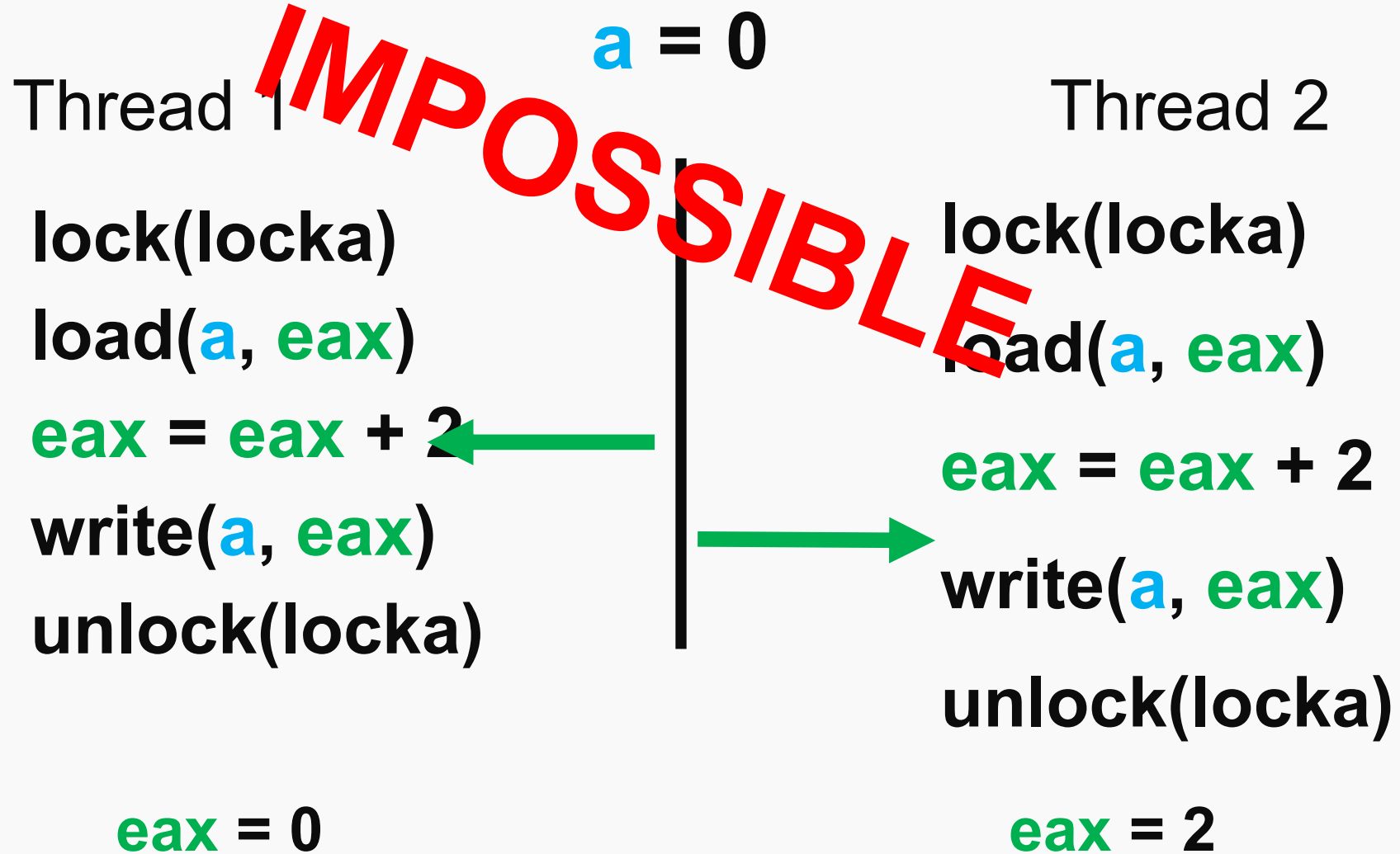
Thread 2

```
lock(locka)
load(a, eax)
eax = eax + 2
write(a, eax)
unlock(locka)
```

eax = 2



Race condition - solution





Mutex Pthread

ÎN MAIN

Înainte de a porni thread-urile

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



Mutex Pthread

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

Poate fi folosit să anunțe că
acest mutex e împărțit mai
multor procese



Mutex Pthread

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

```
load(a, eax)
```

```
eax = eax + 2
```

```
write(a, eax)
```

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




Mutex Pthread

ÎN MAIN

După ce au terminat thread-urile

```
pthread_mutex_destroy(&mutex);
```





Semaphore

ÎN MAIN

Înainte de a porni thread-urile

```
gcc -o executabil cod.c -lpthread -lrt
```

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

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

```
sem_t semaphore;
```

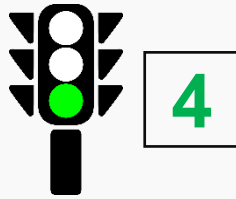
```
int semaphore_value= 4;
```

```
sem_init(& semaphore, 0, semaphore_value);
```

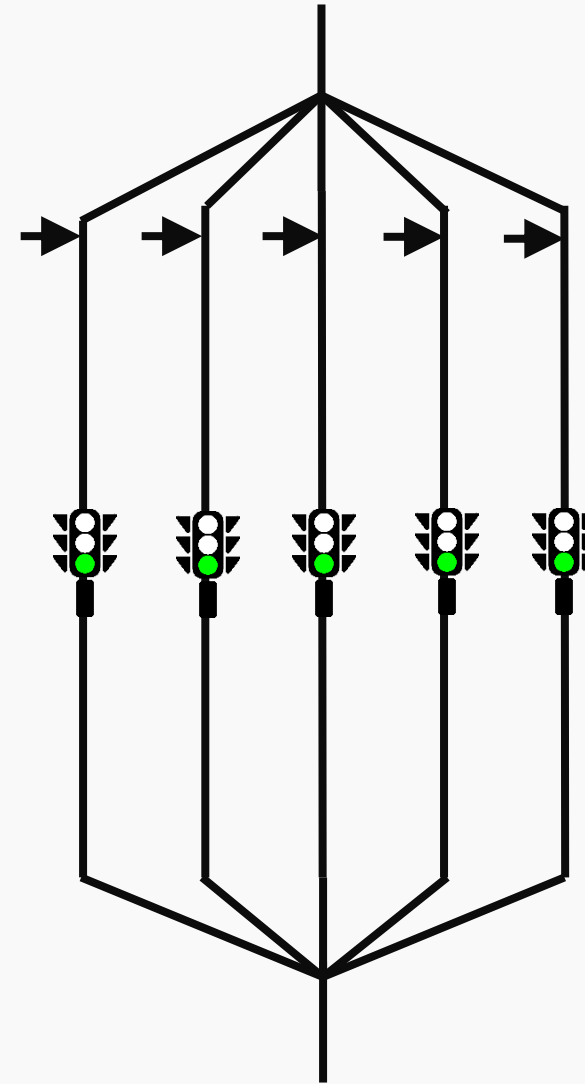


Semaphore

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



P() sau Proberen
- Dijkstra



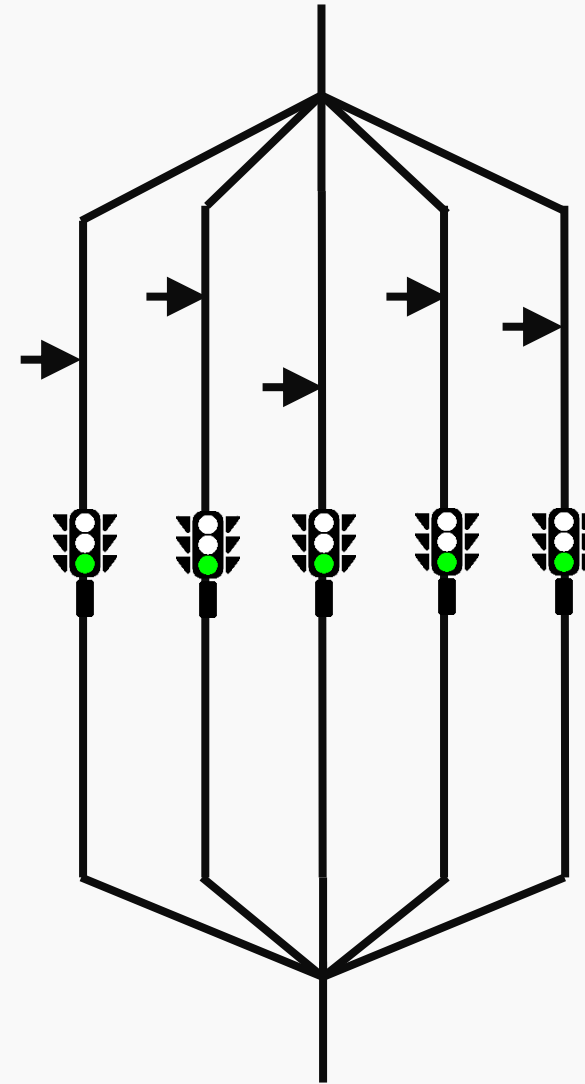


Semaphore

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



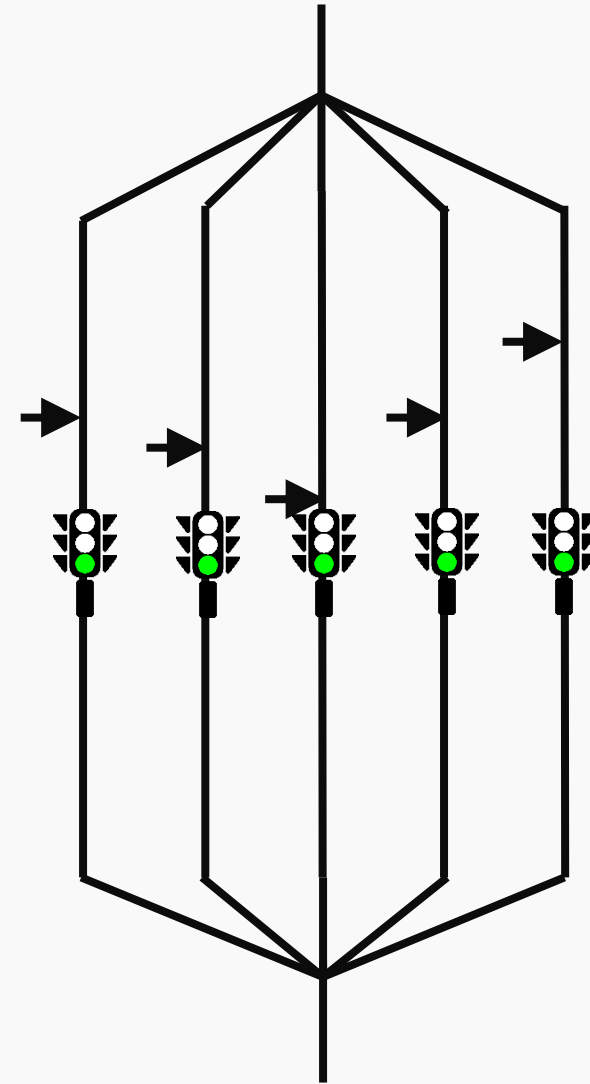
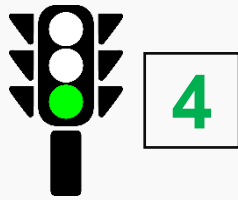
4





Semaphore

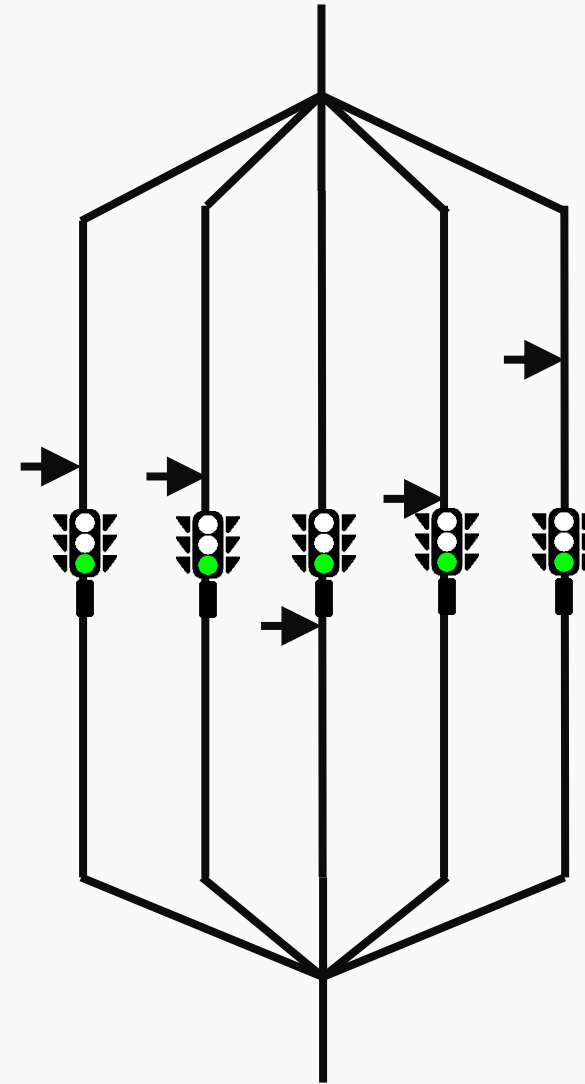
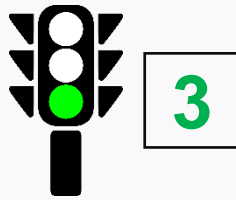
```
sem_wait(&semaphore);
```





Semaphore

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

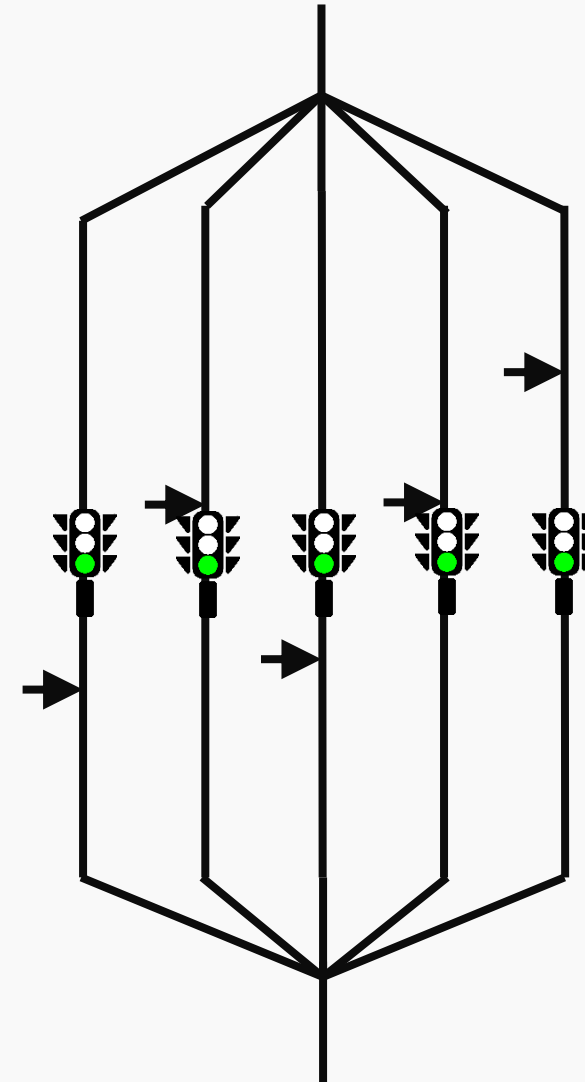
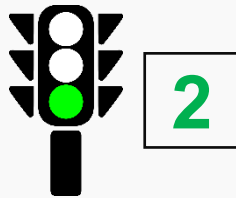




Semaphore

Nu contează că două thread-uri au ajuns simultan la semafor, acesta este protejat, la fel ca un mutex.

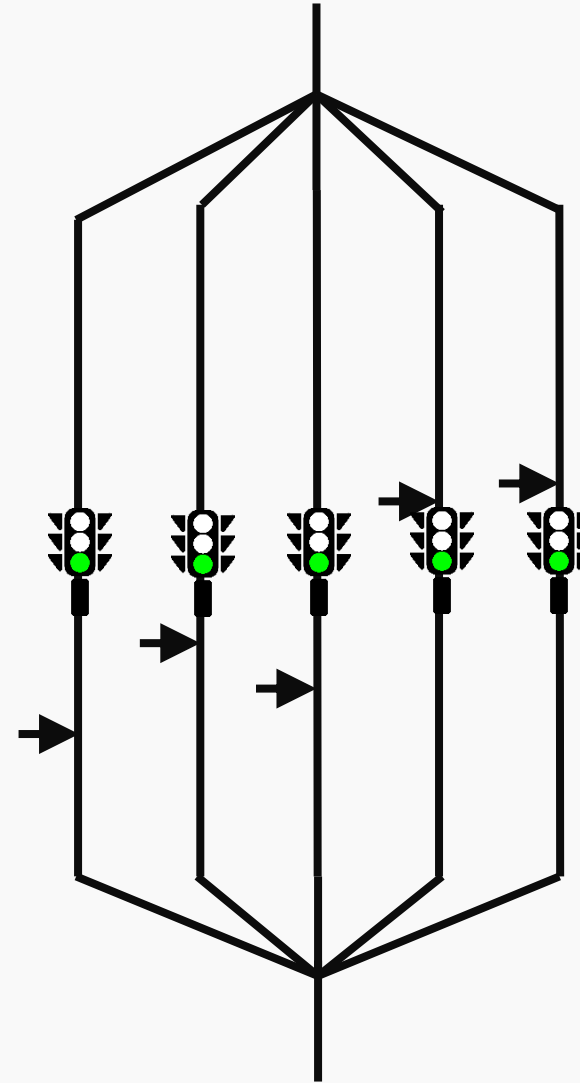
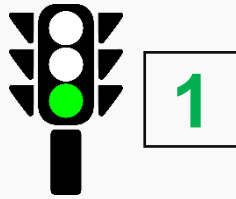
```
sem_wait(&semaphore);
```





Semaphore

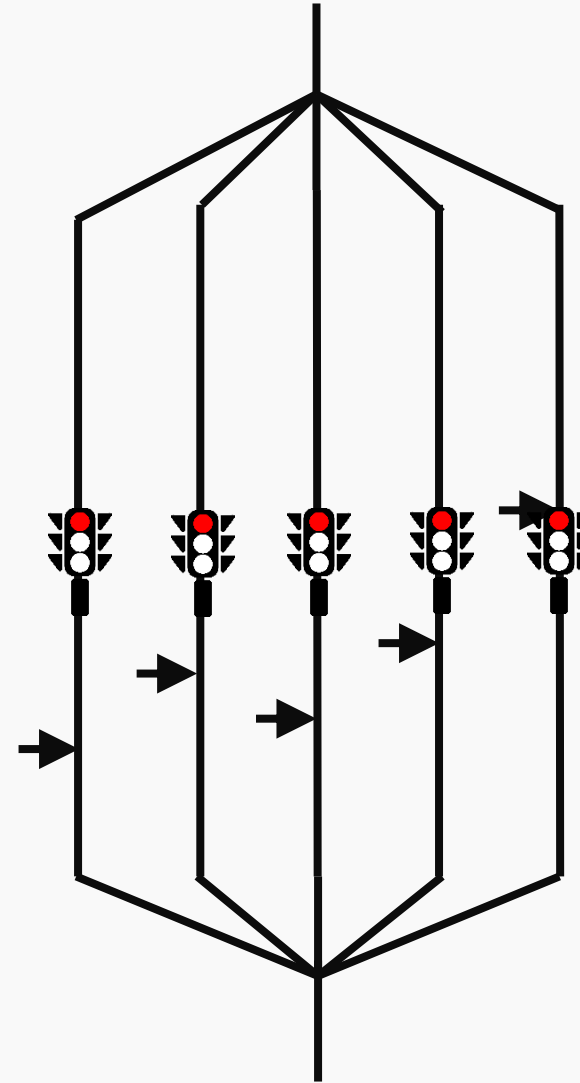
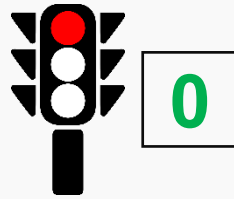
```
sem_wait(&semaphore);
```





Semaphore

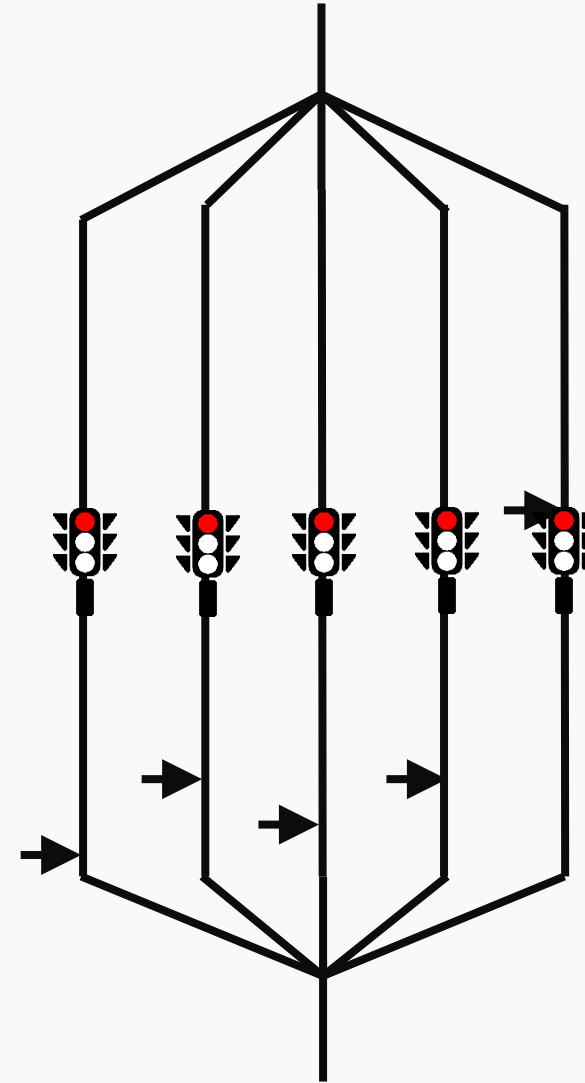
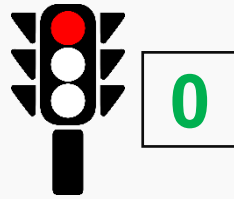
```
sem_wait(&semaphore);
```





Semaphore

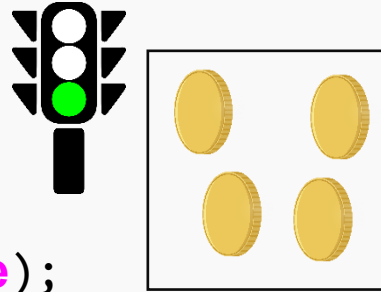
```
sem_wait(&semaphore);
```



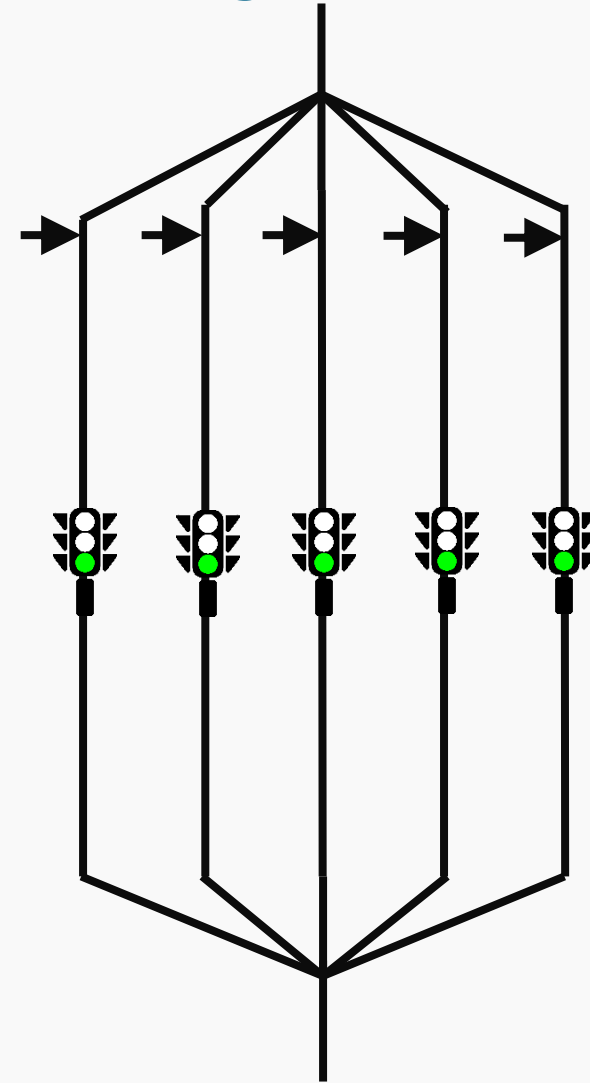


Semaphore – A different way of thinking

Un semafor are un set de token-uri.



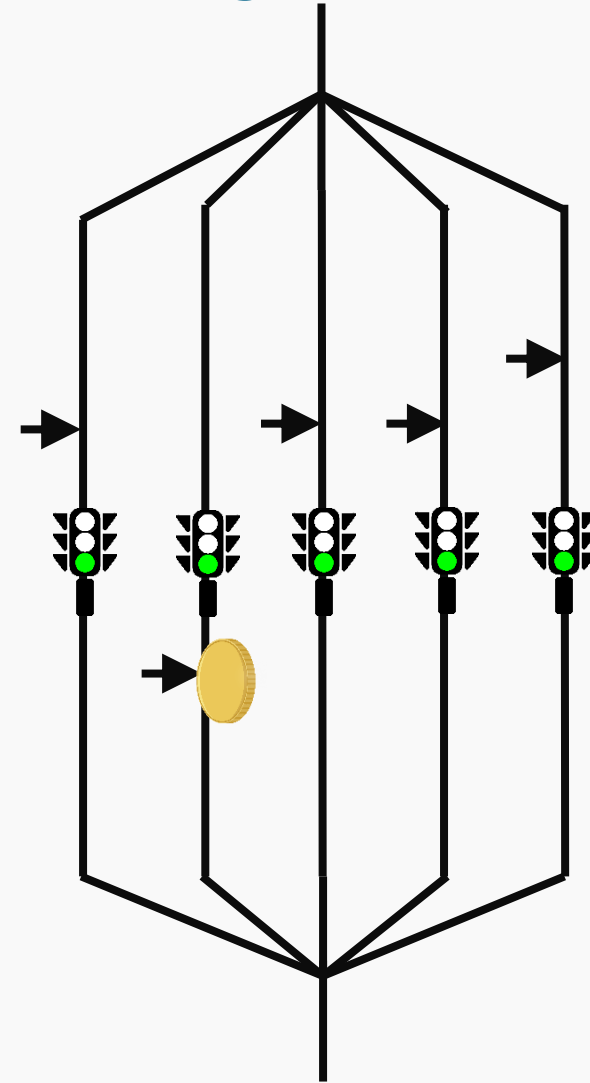
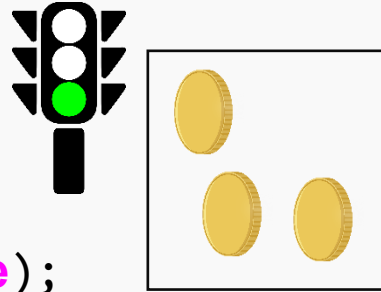
```
sem_wait(&semaphore);
```





Semaphore – A different way of thinking

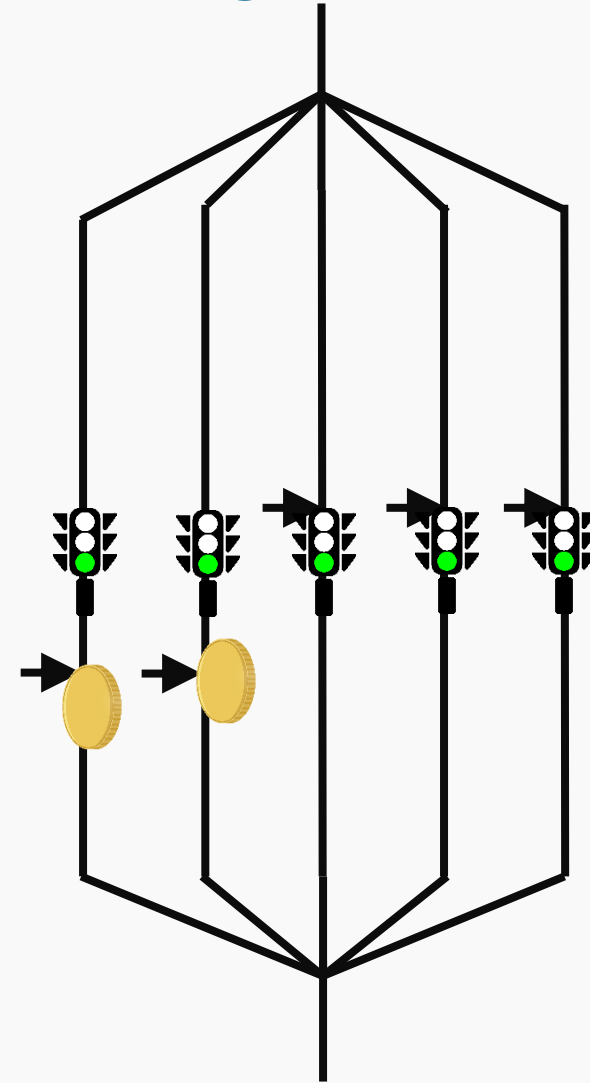
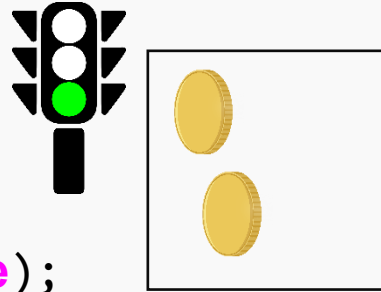
```
sem_wait(&semaphore);
```





Semaphore – A different way of thinking

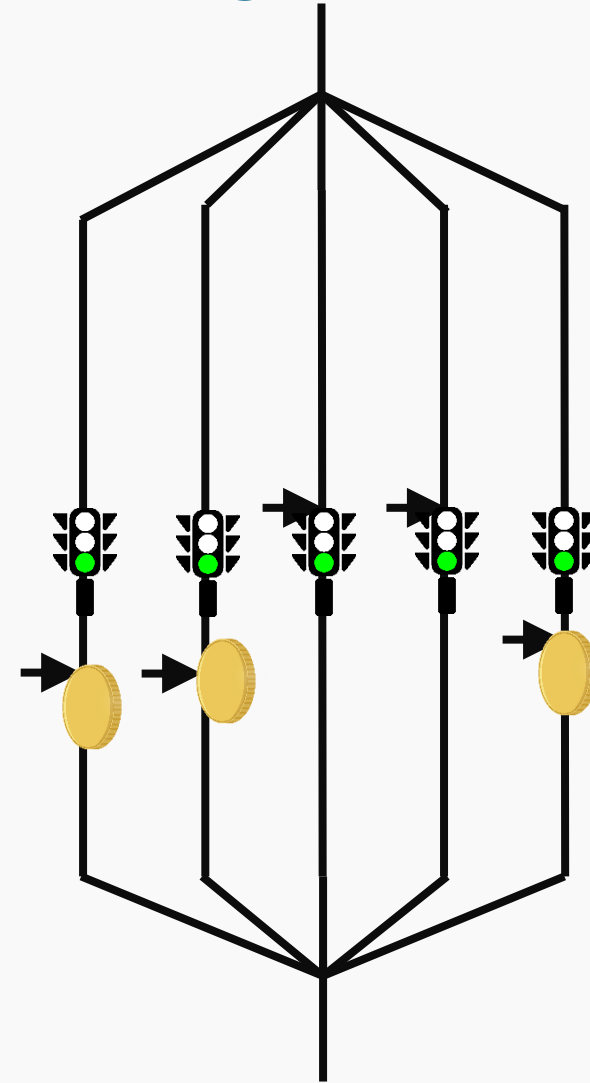
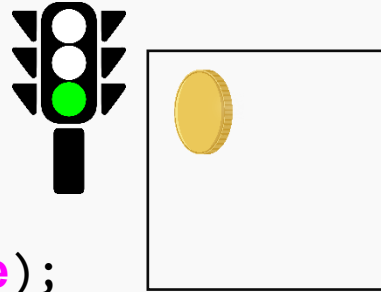
```
sem_wait(&semaphore);
```





Semaphore – A different way of thinking

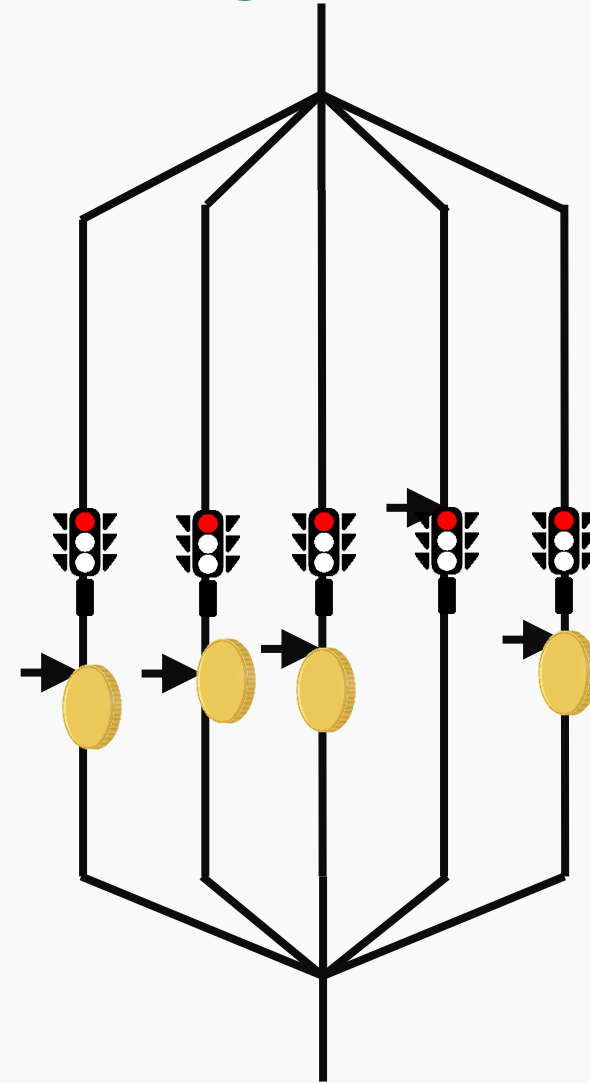
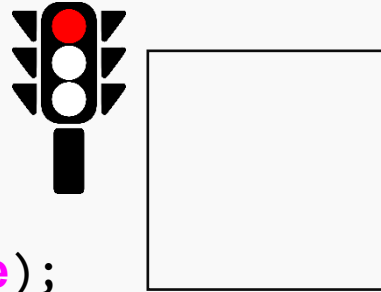
```
sem_wait(&semaphore);
```





Semaphore – A different way of thinking

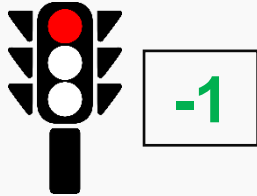
```
sem_wait(&semaphore);
```





Semaphore – Signaling

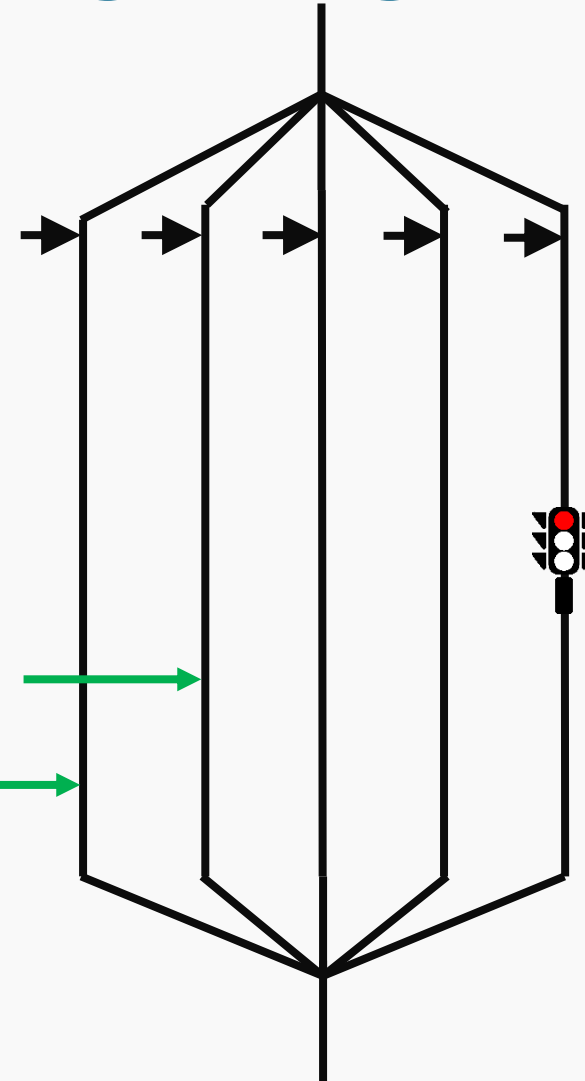
`sem_wait(&semaphore);`



`sem_post(&semaphore);`

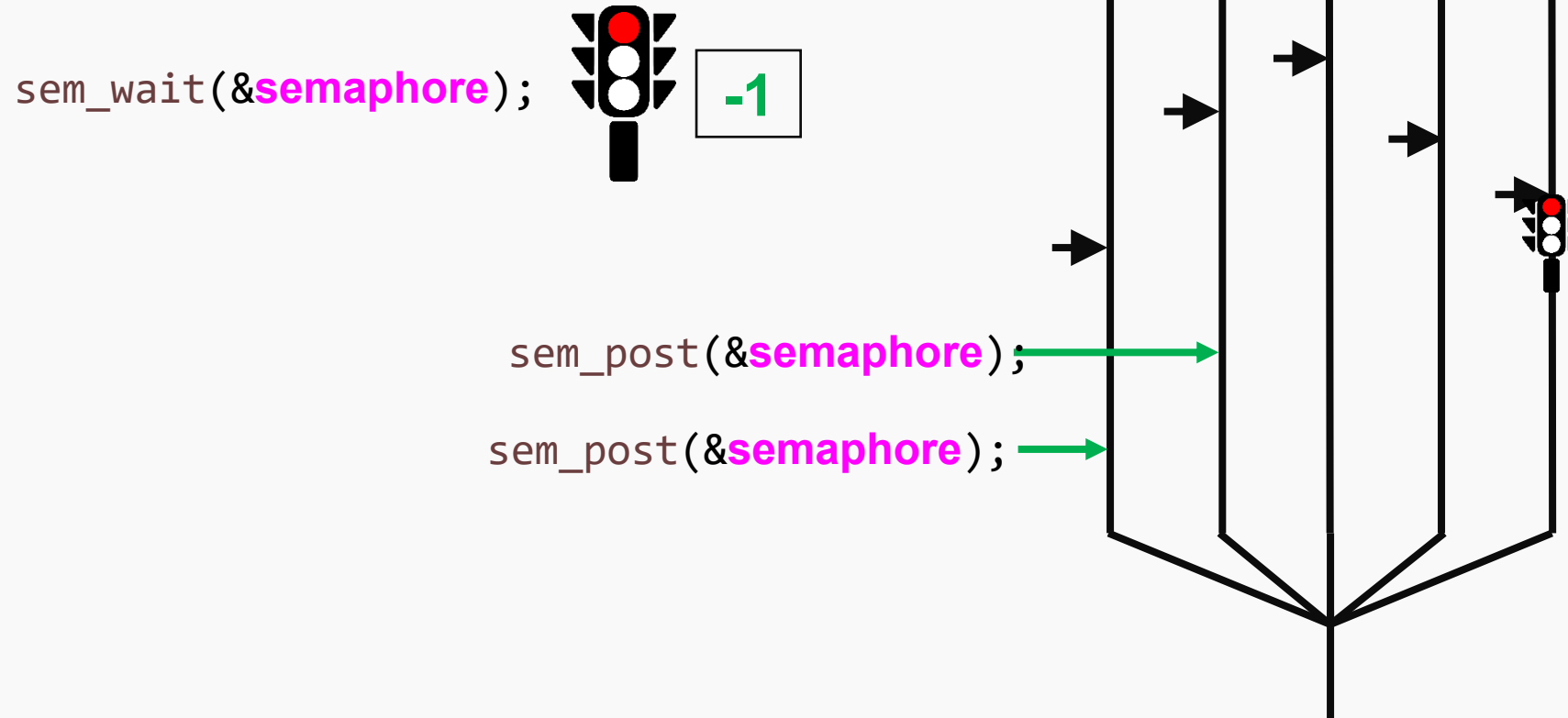
`sem_post(&semaphore);`

V() sau Verogen
- Dijkstra



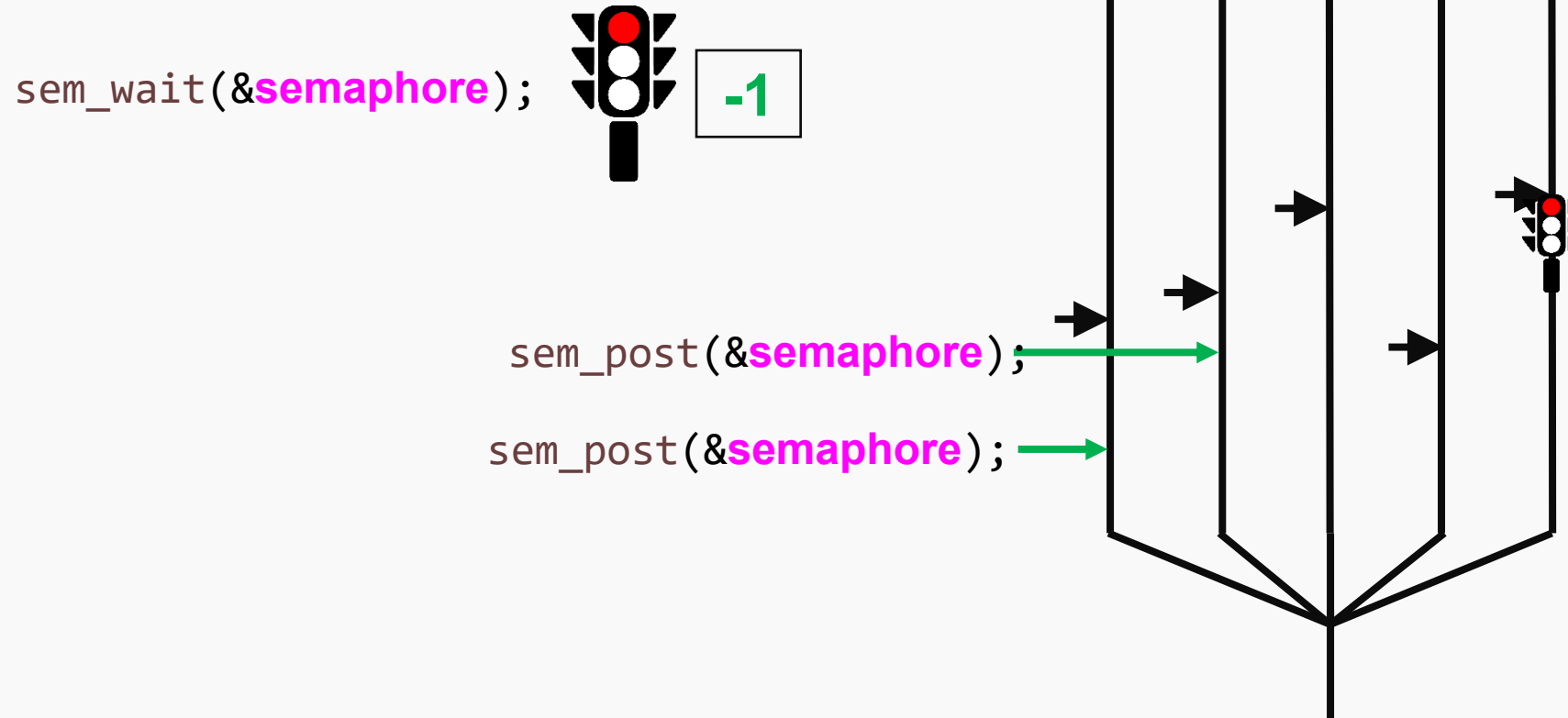


Semaphore – Signaling



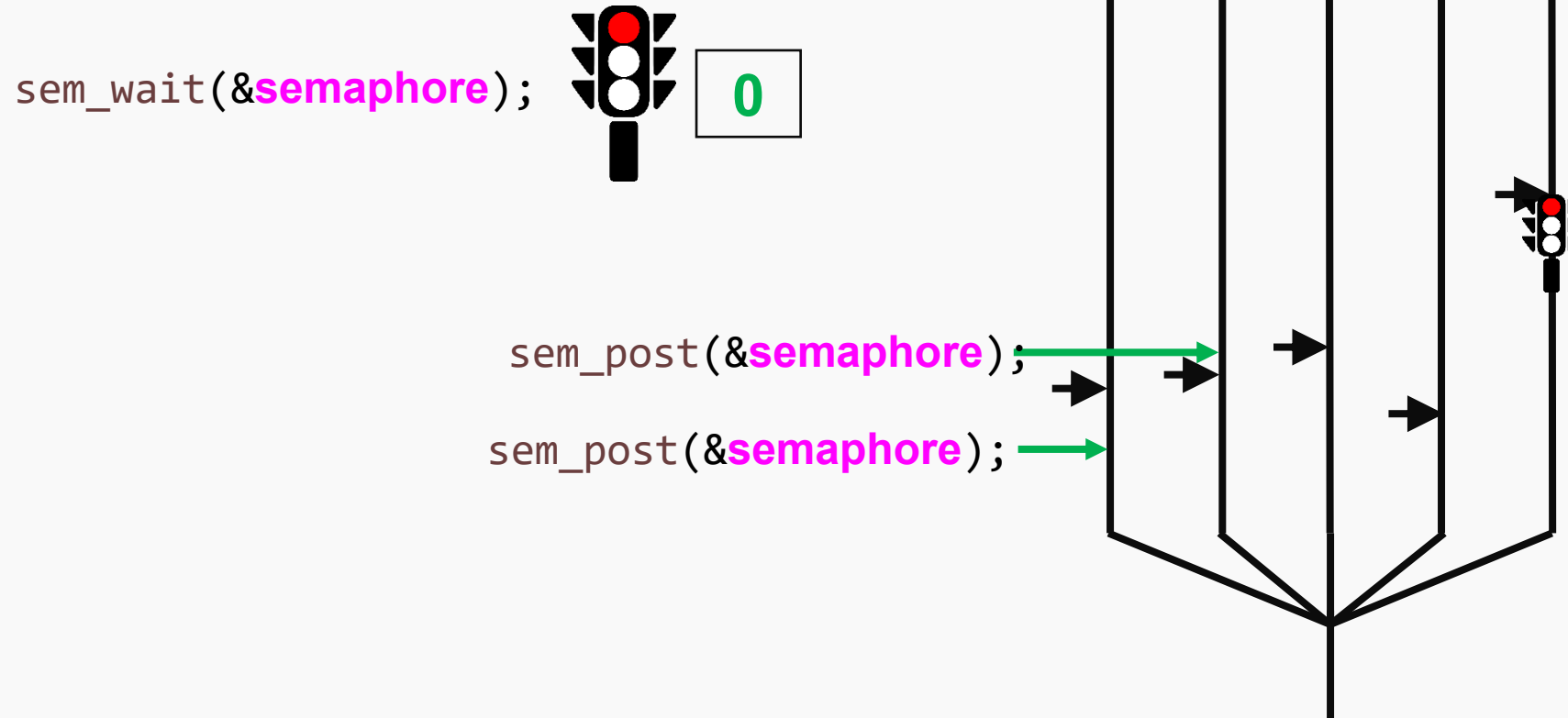


Semaphore – Signaling



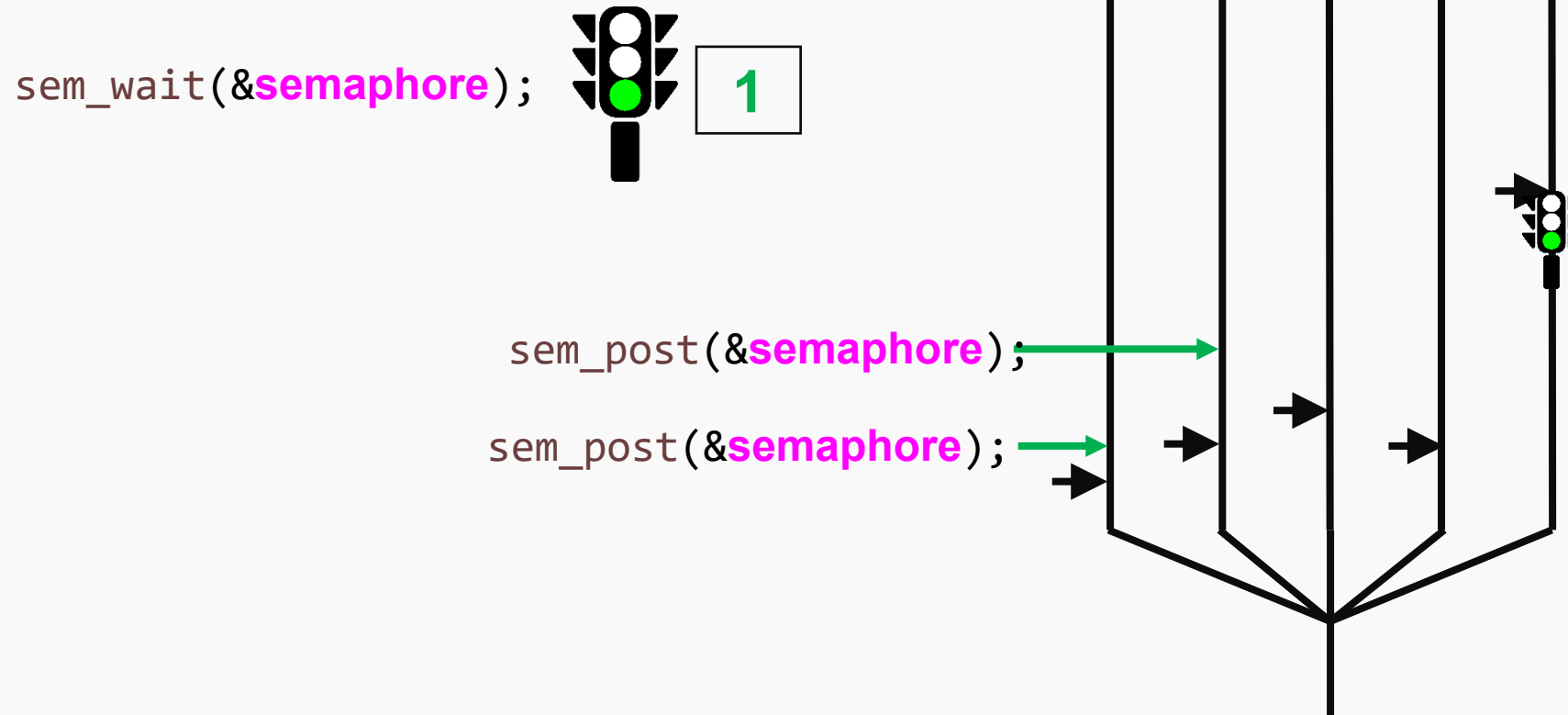


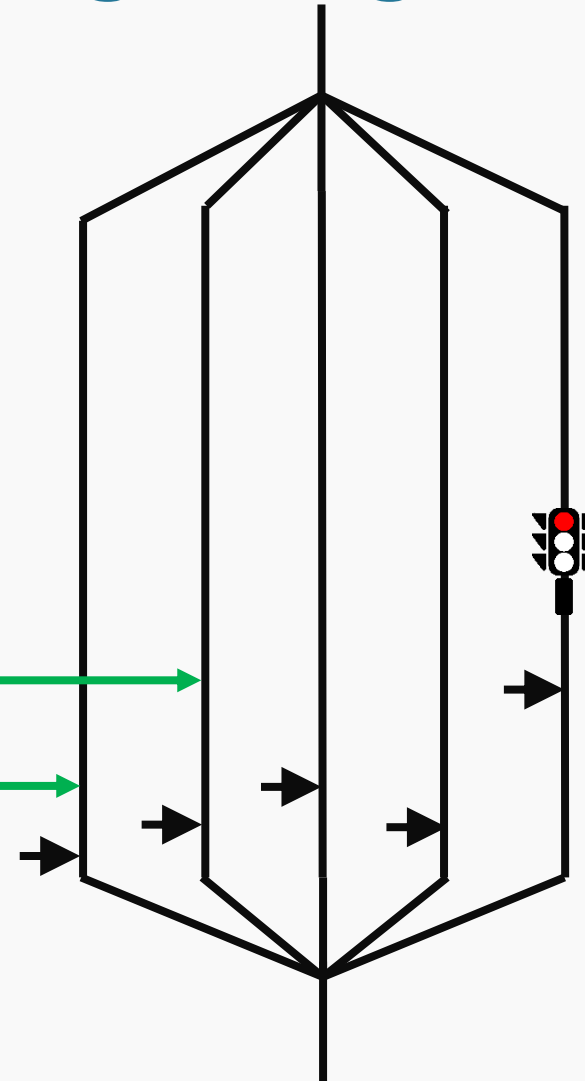

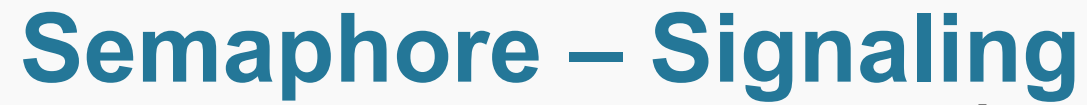
Semaphore – Signaling





Semaphore – Signaling







Semaphore

ÎN MAIN

După ce au terminat thread-urile

```
sem_destroy(& semaphore);
```



Barrier





Barrier

ÎN MAIN

Înainte de a porni thread-urile

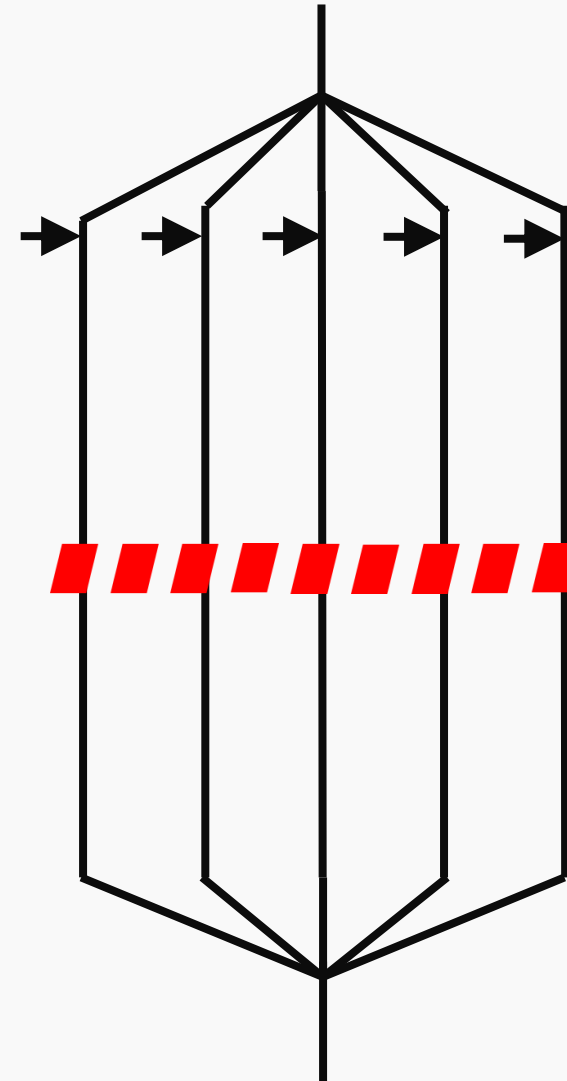
```
pthread_barrier_t barrier;  
int num_threads = 5;  
pthread_barrier_init(&barrier, NULL, num_threads);
```



Barrier

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

5



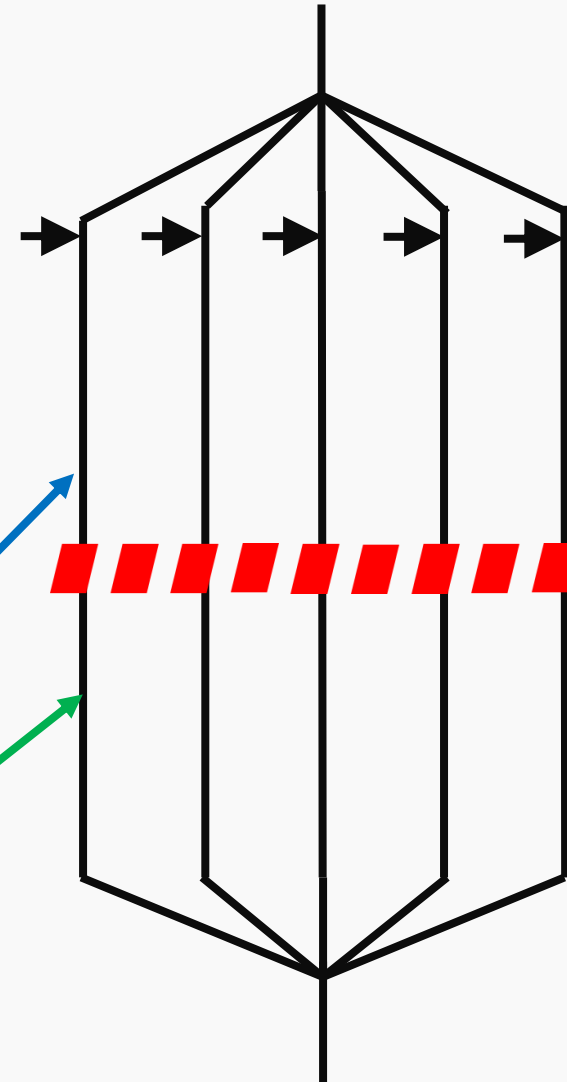


Barrier

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

5

Pentru toate thread-urile,
Tot codul de **aici**
este executat înainte de orice
bucata de cod de **aici**

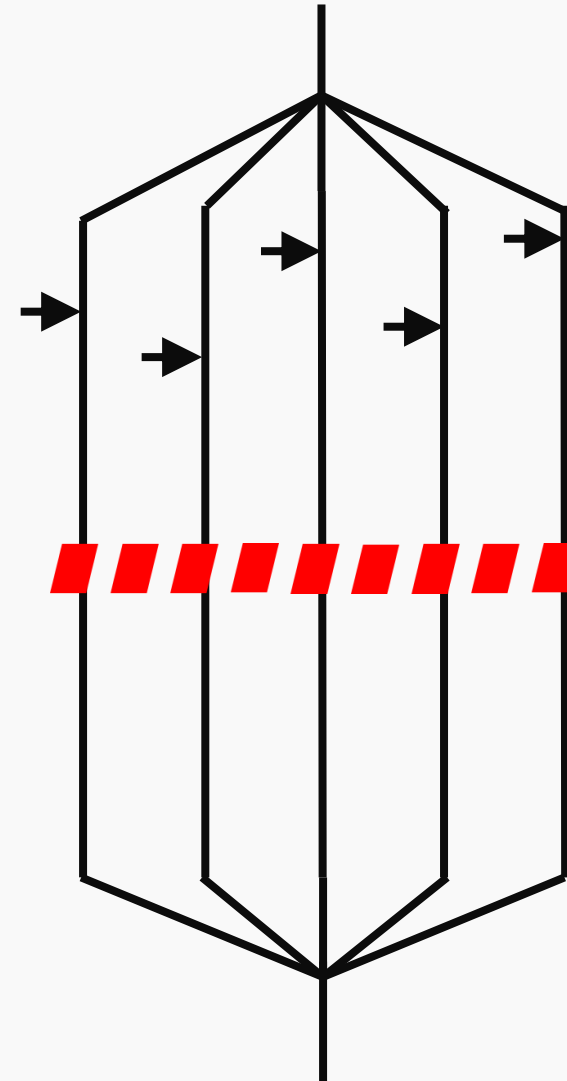




Barrier

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

5

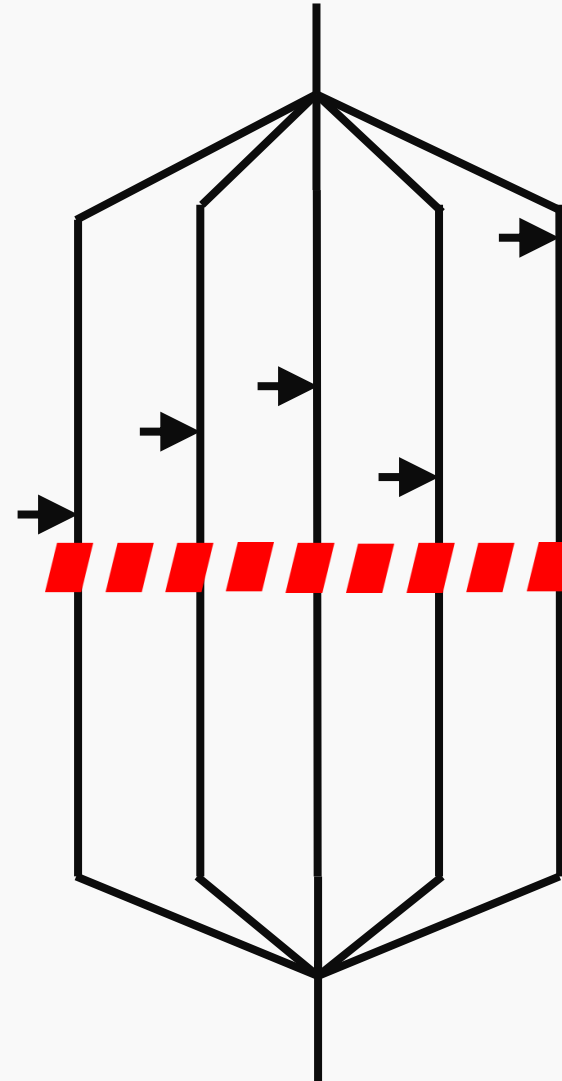




Barrier

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

5

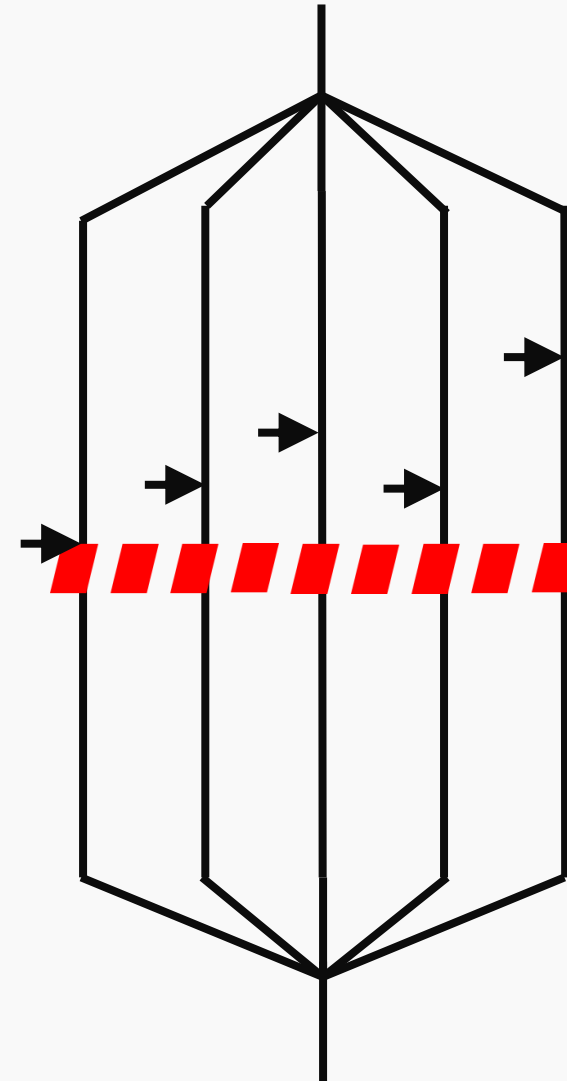




Barrier

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

5

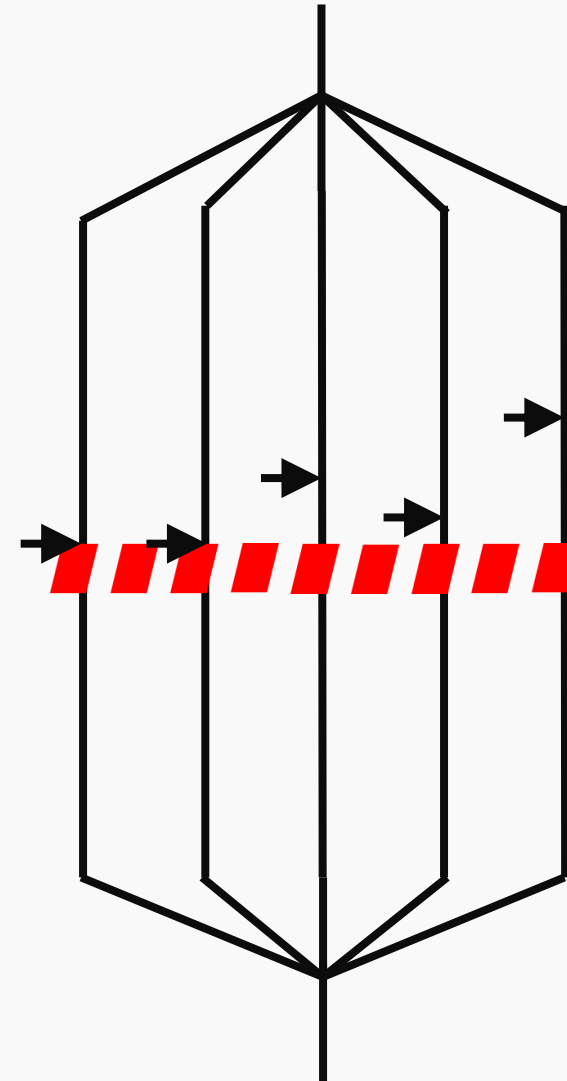




Barrier

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

3

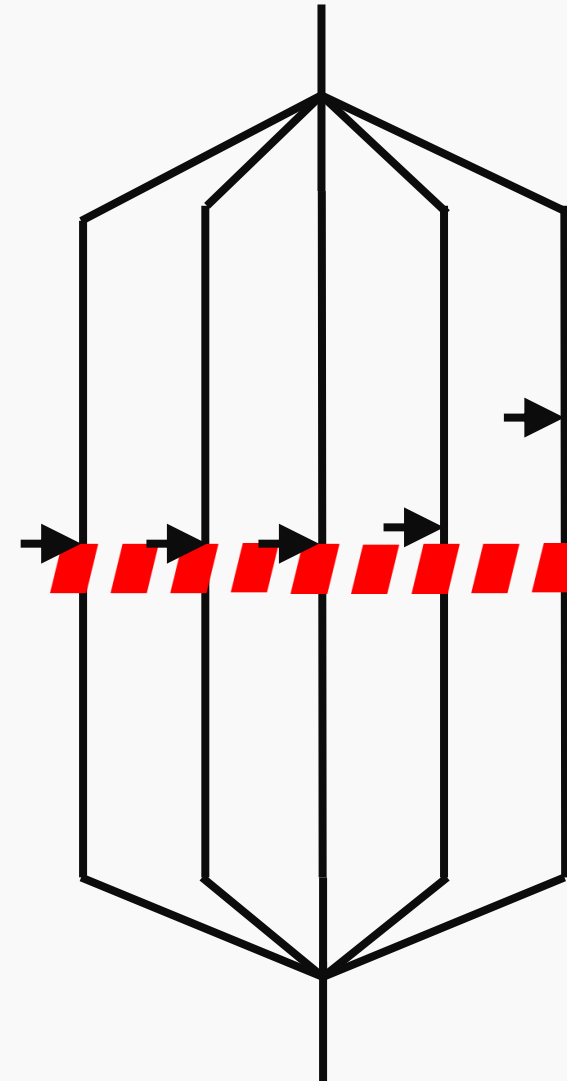




Barrier

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

2

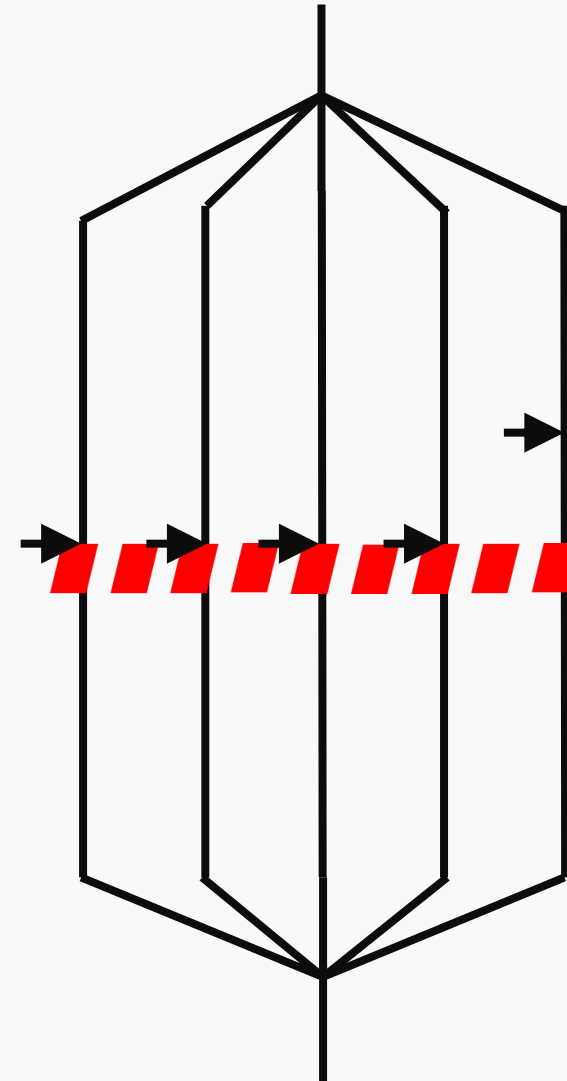




Barrier

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

1

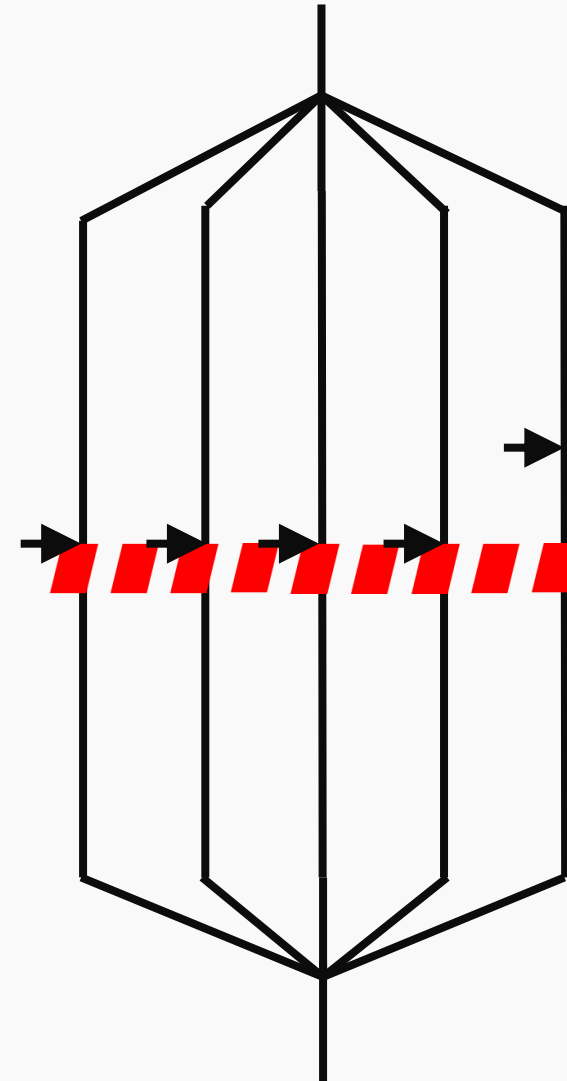




Barrier

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

1

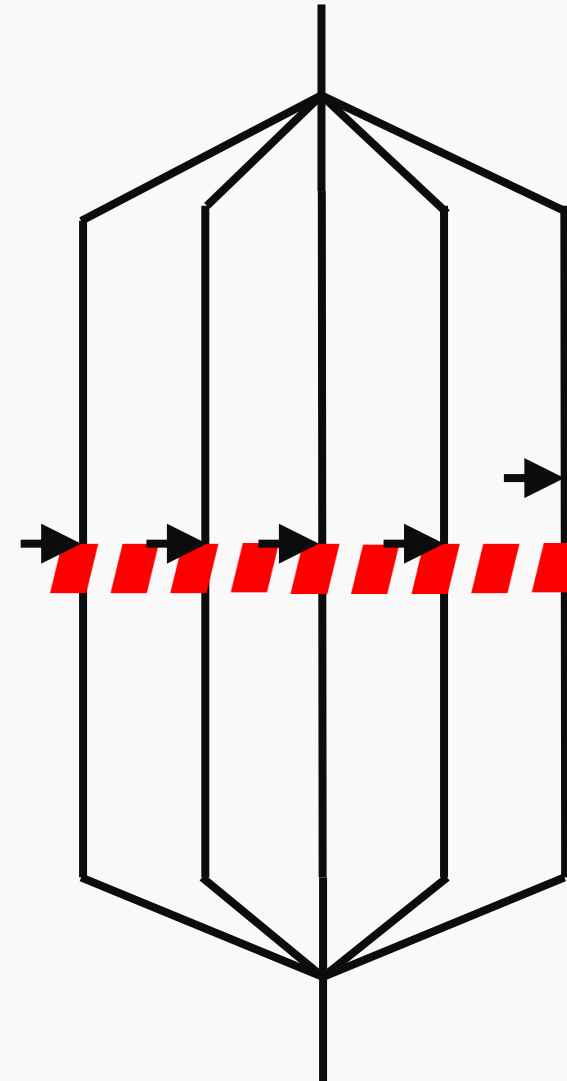




Barrier

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

1

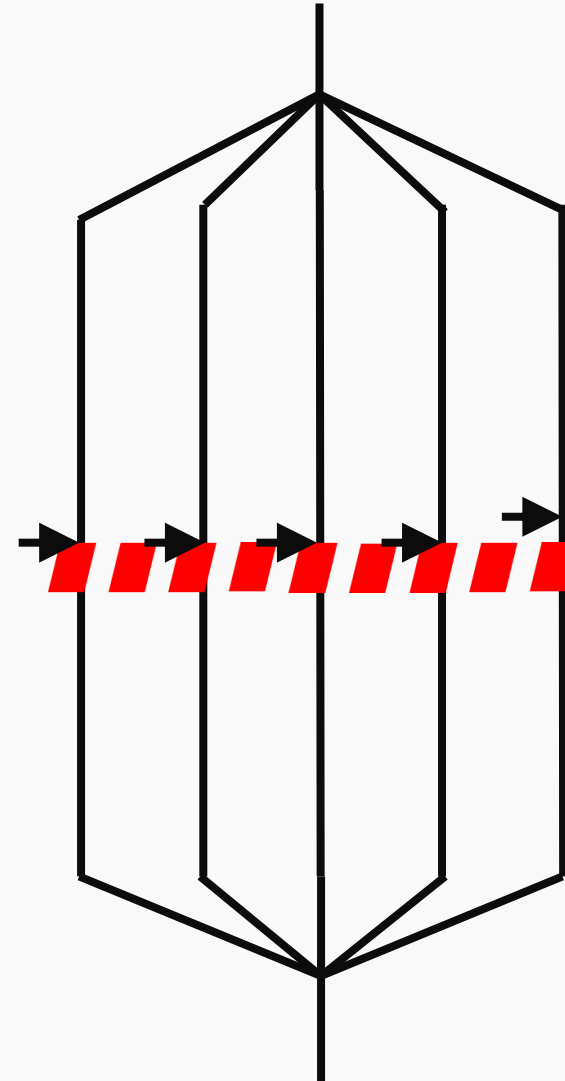




Barrier

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

1

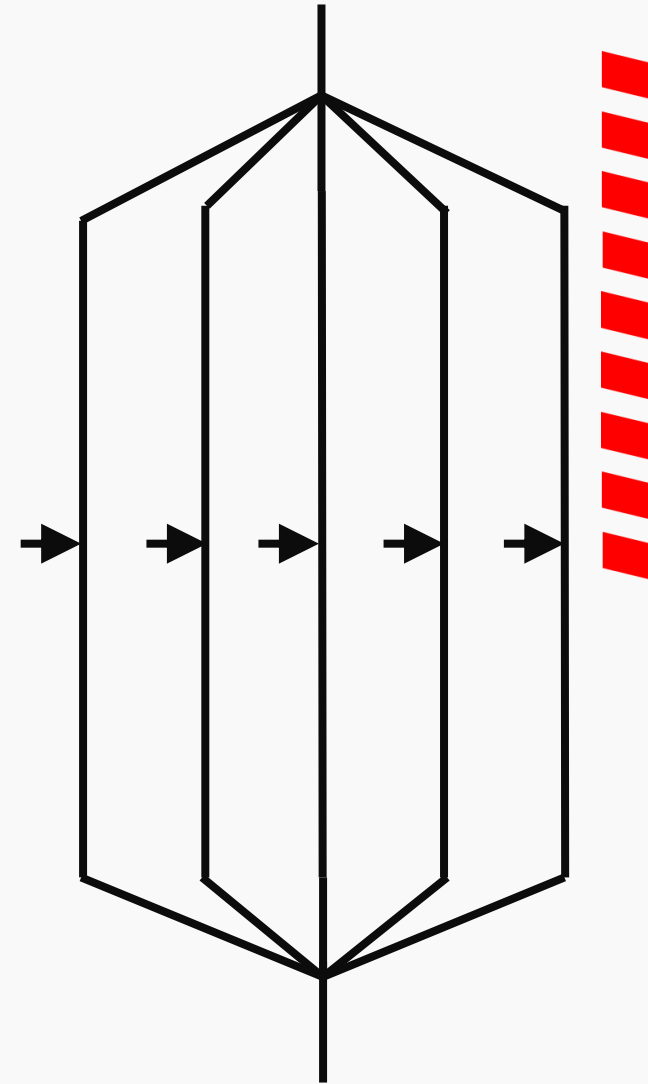




Barrier

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

0

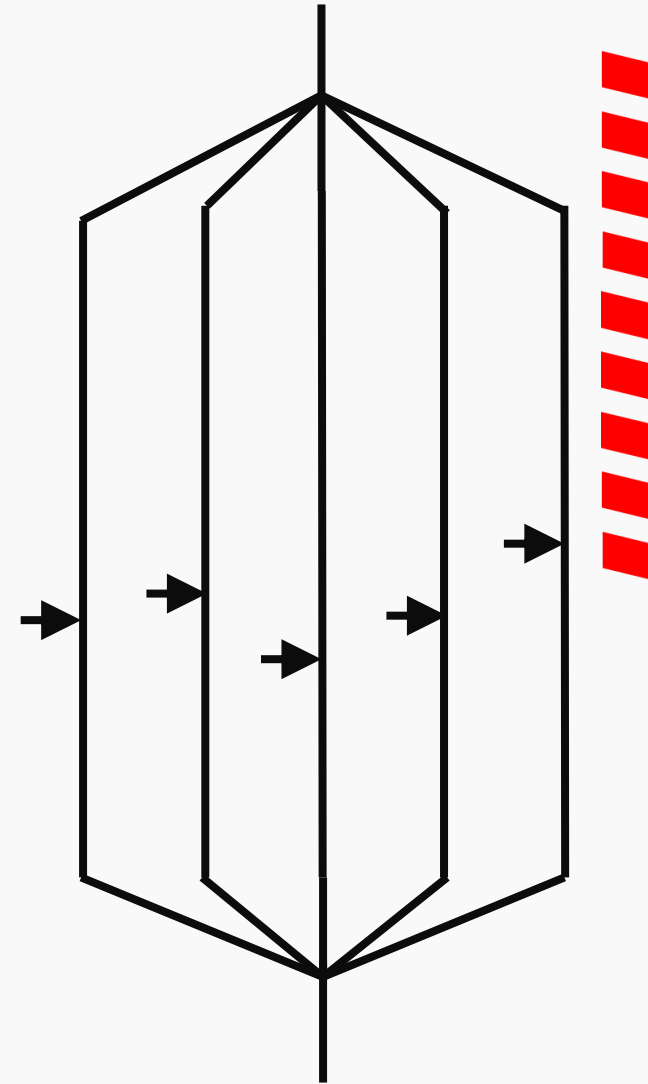




Barrier

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

0





Barrier

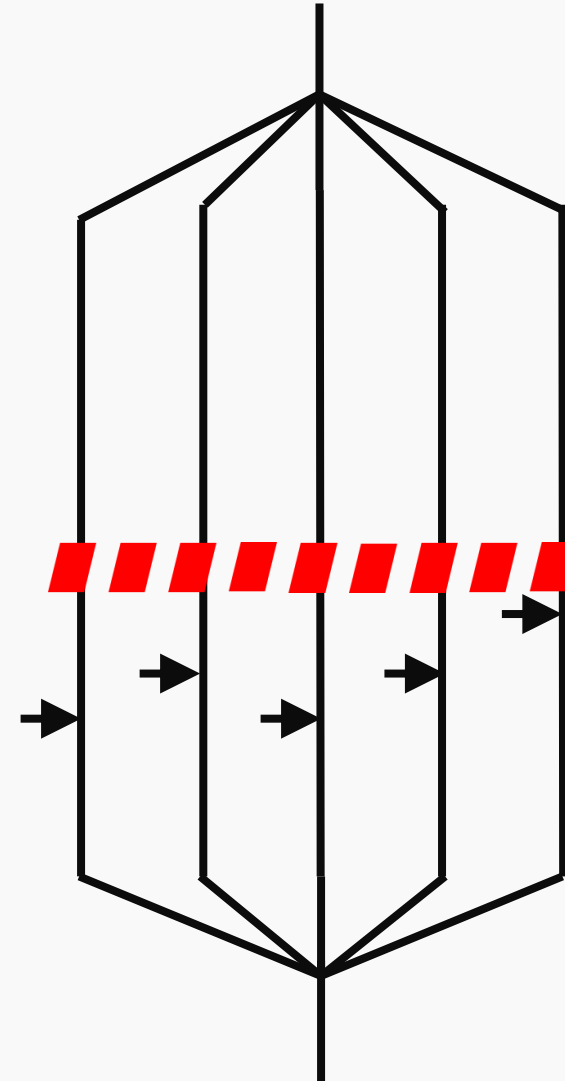
Cum știe o barieră când să se reseteze?

O soluție ar fi:
Reusable Barrier in
[The Little Book of Semaphores](#)
[By Allen B. Downey](#)



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

5





Barrier

ÎN MAIN

După ce au terminat thread-urile

```
pthread_barrier_destroy(&barrier);
```






Unele probleme nu pot fi paralelizate

Calculating the hash of a hash of a hash ...
of a string.

Deep First Search

Huffman decoding

Outer loops of most simulations

P complete problems



Paralelizare prin împărțirea problemei

Sunt o serie de probleme care sunt extrem de ușor paralelizabile.

Embarrassingly parallel



Embarrassingly parallel problems

Multiplicare unui vector cu un scalar

9	6	9	4	2	7	6	5	6	1
---	---	---	---	---	---	---	---	---	---

* 3

27	18	27	12	6	21	18	15	18	3
----	----	----	----	---	----	----	----	----	---



Embarrassingly parallel problems

Toate calculele pot fi efectuate în același timp

9	6	9	4	2	7	6	5	6	1
---	---	---	---	---	---	---	---	---	---

* 3

27	18	27	12	6	21	18	15	18	3
----	----	----	----	---	----	----	----	----	---



Embarrassingly parallel problems

Câte elemente sunt?





Embarrassingly parallel problems

Câte elemente sunt?





Embarrassingly parallel problems

Câte elemente sunt? **N**





Embarrassingly parallel problems

Dar câte elemente de procesare?





Embarrassingly parallel problems

Dar câte elemente de procesare? **P**





Embarrassingly parallel problems

Dar câte thread-uri?





Embarrassingly parallel problems

Dar câte thread-uri? **P**



În majoritatea cazurilor obținem performanță maximă când numărul de thread-uri este egal cu numărul de elemente de procesare, sau core-uri.



Embarrassingly parallel problems

Cum este P față de N?





Embarrassingly parallel problems

$$P \ll N$$





Embarrassingly parallel problems

Caz concret: $P = 2$

Cum împărțim?





Embarrassingly parallel problems

Caz concret: $P = 2$

Cum împărțim?



Thread 1

Thread 2



Embarrassingly parallel problems

Caz concret: $P = 2$

Cum împărțim?



Thread 1

Thread 2



Embarrassingly parallel problems

Caz concret: $P = 2$

Cum împărțim?



Thread 1

Thread 2



Embarrassingly parallel problems

Caz concret: $P = 2$

Cum împărțim? Putem și random



Thread 1

Thread 2



Embarrassingly parallel problems

Caz concret: $P = 2$

Cum împărțim?

9	6	9	4	2	7	6	5	6	...	1
---	---	---	---	---	---	---	---	---	-----	---

Thread 1

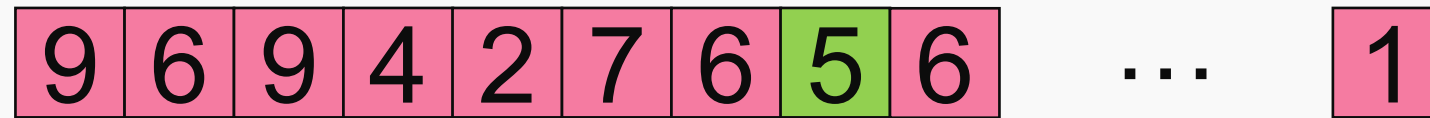
Thread 2



Embarrassingly parallel problems

Caz concret: $P = 2$

Cum împărțim?



Este utilă?

Thread 1

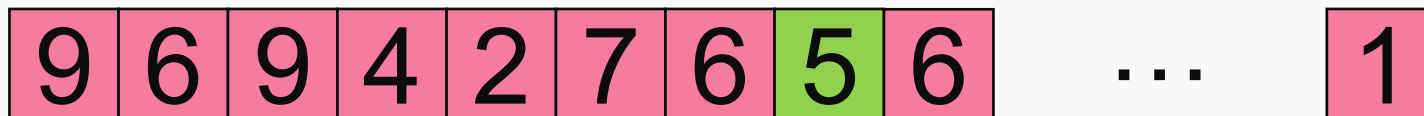
Thread 2



Embarrassingly parallel problems

Caz concret: $P = 2$

Cum împărțim?



Ce ne dorim?

Thread 1

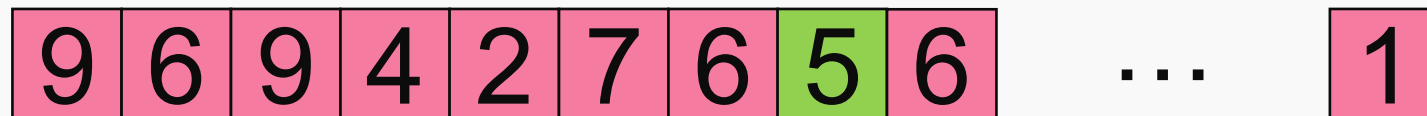
Thread 2



Embarrassingly parallel problems

Caz concret: $P = 2$

Cum împărțim?



Ce ne dorim?

Thread 1

Thread 2

Aproximativ același număr elemente



Embarrassingly parallel problems

Aproximativ N/P elemente

9 6 9 4 2 7 6 5 6 ... 1

Thread 1

Thread 2



Embarrassingly parallel problems

Aproximativ N/P elemente



Dacă N nu se divide perfect la P ?

Thread 1

Thread 2



Embarrassingly parallel problems

Aproximativ N/P elemente

Dacă N nu se divide perfect la P?

1

6

4 2 7

9 6 9

Thread 1

8

4 9 2

5 6 3

Thread 2



Embarrassingly parallel problems

floor(N/P) elemente floor(15/2) = 7

1

6		
4	2	7
9	6	9

Thread 1

8		
4	9	2
5	6	3

Thread 2



Embarrassingly parallel problems

$\text{ceil}(N/P)$ elements $\text{ceil}(15/2) = 8$

6	5	
4	2	7
9	6	9

Thread 1

8	1	
4	9	2
6	3	

Thread 2



Embarrassingly parallel problems

$$A = \text{floor}(N/P)$$





Embarrassingly parallel problems

$$A = \text{ceil}(N/P)$$





Embarrassingly parallel problems

Formule elegante:

Tid este identificator de thread, are valori de la 0 la **P**

$\text{start} = \text{Tid} * \text{ceil}(\text{N}/\text{P})$

$\text{end} = \min(\text{N}, (\text{Tid}+1) * \text{ceil}(\text{N}/\text{P}))$





Embarrassingly parallel problems

Formule elegante:

Tid este identificator de thread, are valori de la 0 la **P**

$$\text{start} = \text{Tid} * \text{ceil}(\text{N}/\text{P})$$

$$\text{end} = \min(\text{N}, (\text{Tid}+1) * \text{ceil}(\text{N}/\text{P}))$$



Funcționează și:

$$\text{start} = \text{round}(\text{Tid} * \text{N}/\text{P})$$

$$\text{end} = \text{round}((\text{Tid}+1) * \text{N}/\text{P})$$

De ce?