IF2230 Threads

Threads

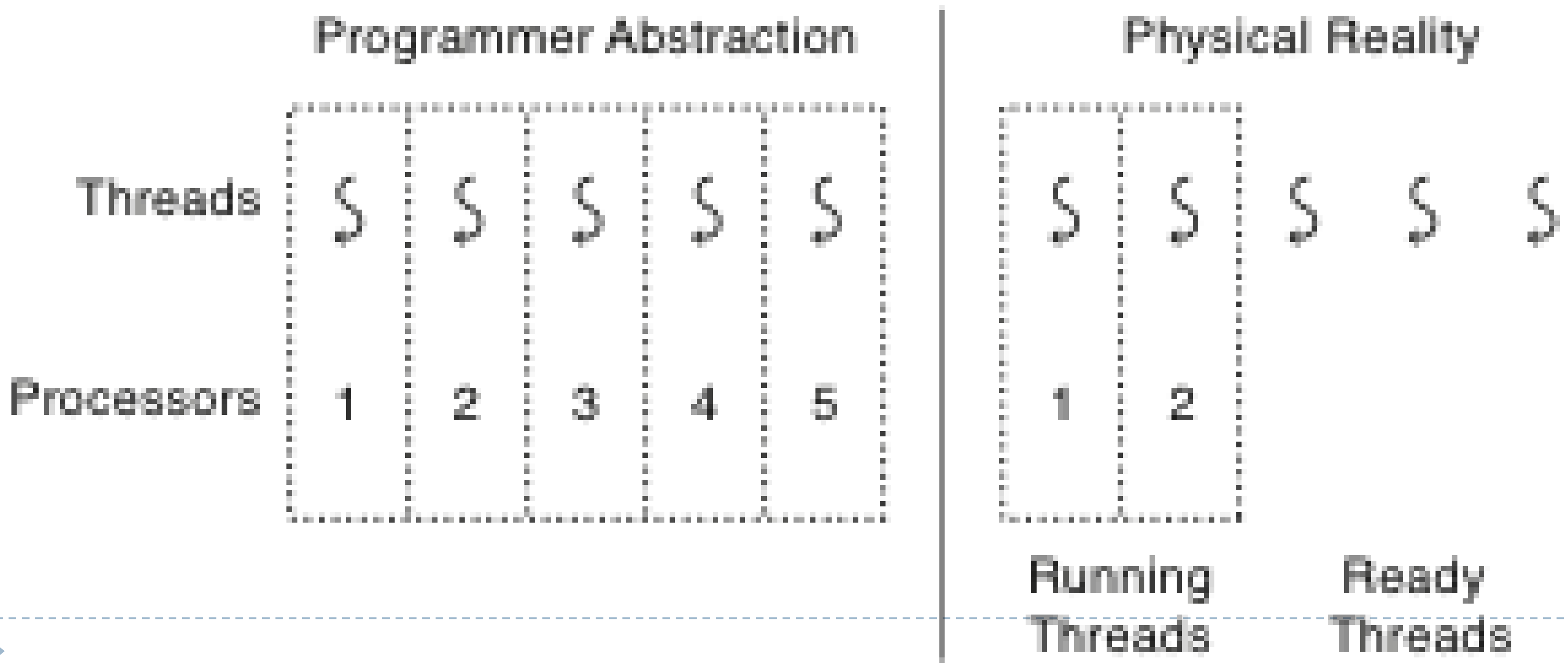
- Overview
- Multicore Programming
- Multithreading Models
- Thread Libraries
- Threading Issues
- Examples

Definisi

- Thread: sekuens eksekusi tunggal yang merepresentasikan task yang dapat dijadwalkan tersendiri
  - sekuens eksekusi tunggal: model pemrograman yang sederhana
  - dapat dijadwalkan tersendiri: OS dapat menjalankan atau men-suspend sebuah thread kapan saja
- Proteksi (akses memori, resources)
  - 1 atau beberapa thread dapat menshare domain proteksi yang sama

Abstraksi Thread

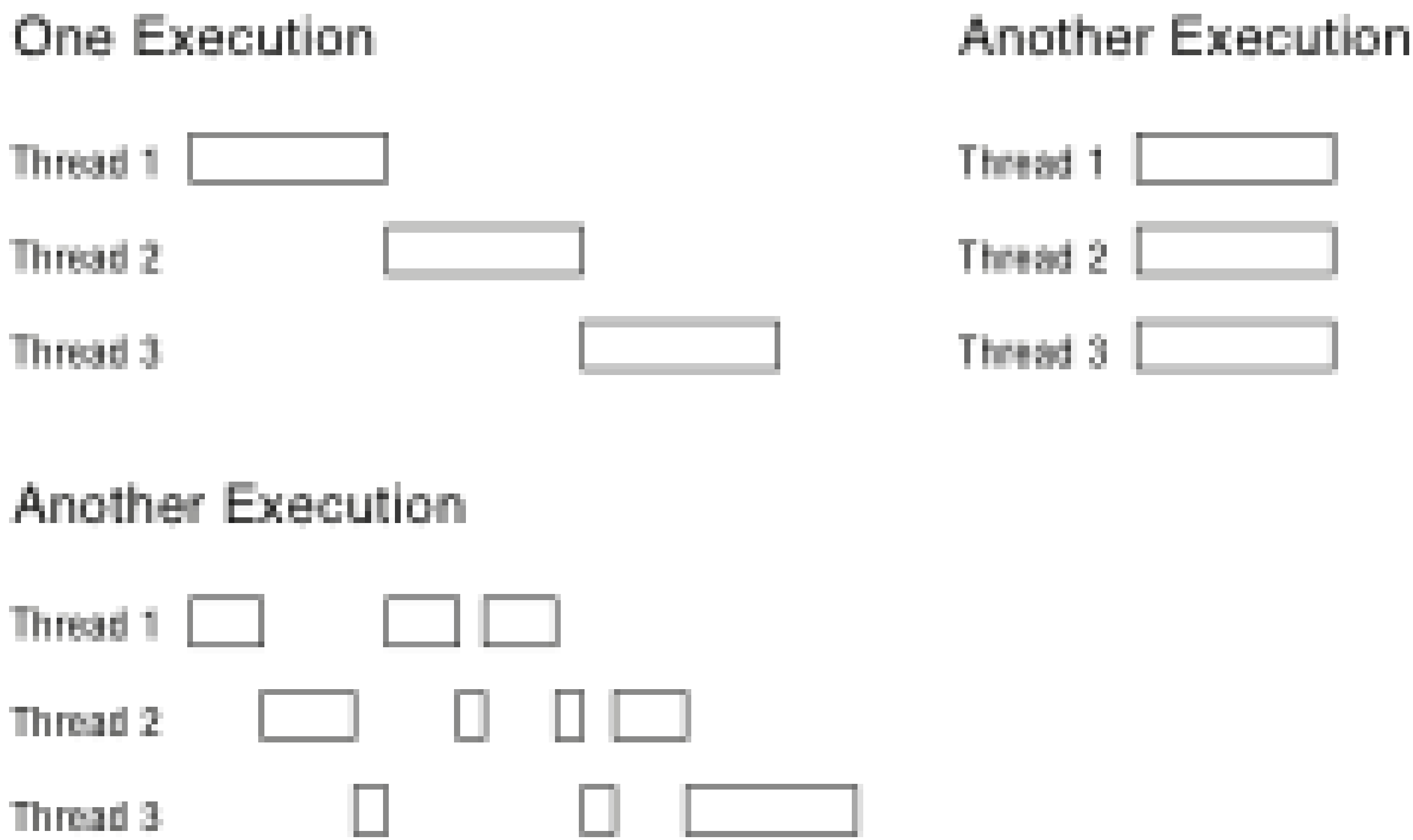
- Jumlah prosesor yang tak terbatas
- Threads dapat berjalan dengan kecepatan yang bervariasi
  - Program harus dirancang agar dapat bekerja dengan berbagai kemungkinan penjadwalan



Programmer vs. Processor View

Programmer's View	Possible Execution #1	Possible Execution #2	Possible Execution #3
.	.	.	.
.	.	.	.
.	.	.	.
x = x + 1;	x = x + 1;	x = x + 1;	x = x + 1;
y = y + x;	y = y + x;	....	y = y + x;
z = x + 5y;	z = x + 5y;	Thread is suspended.	....
.	.	Other thread(s) run.	Thread is suspended.
.	.	Thread is resumed.	Other thread(s) run.
.	.	....	Thread is resumed.
		y = y + x;	....
		z = x + 5y;	z = x + 5y;

Possible Executions



Thread Operations

- thread_create(thread, func, args)
  - Create a new thread to run func(args)
- thread_yield()
  - Relinquish processor voluntarily
- thread_join(thread)
  - In parent, wait for forked thread to exit, then return
- thread_exit
  - Quit thread and clean up, wake up joiner if any

Example: threadHello

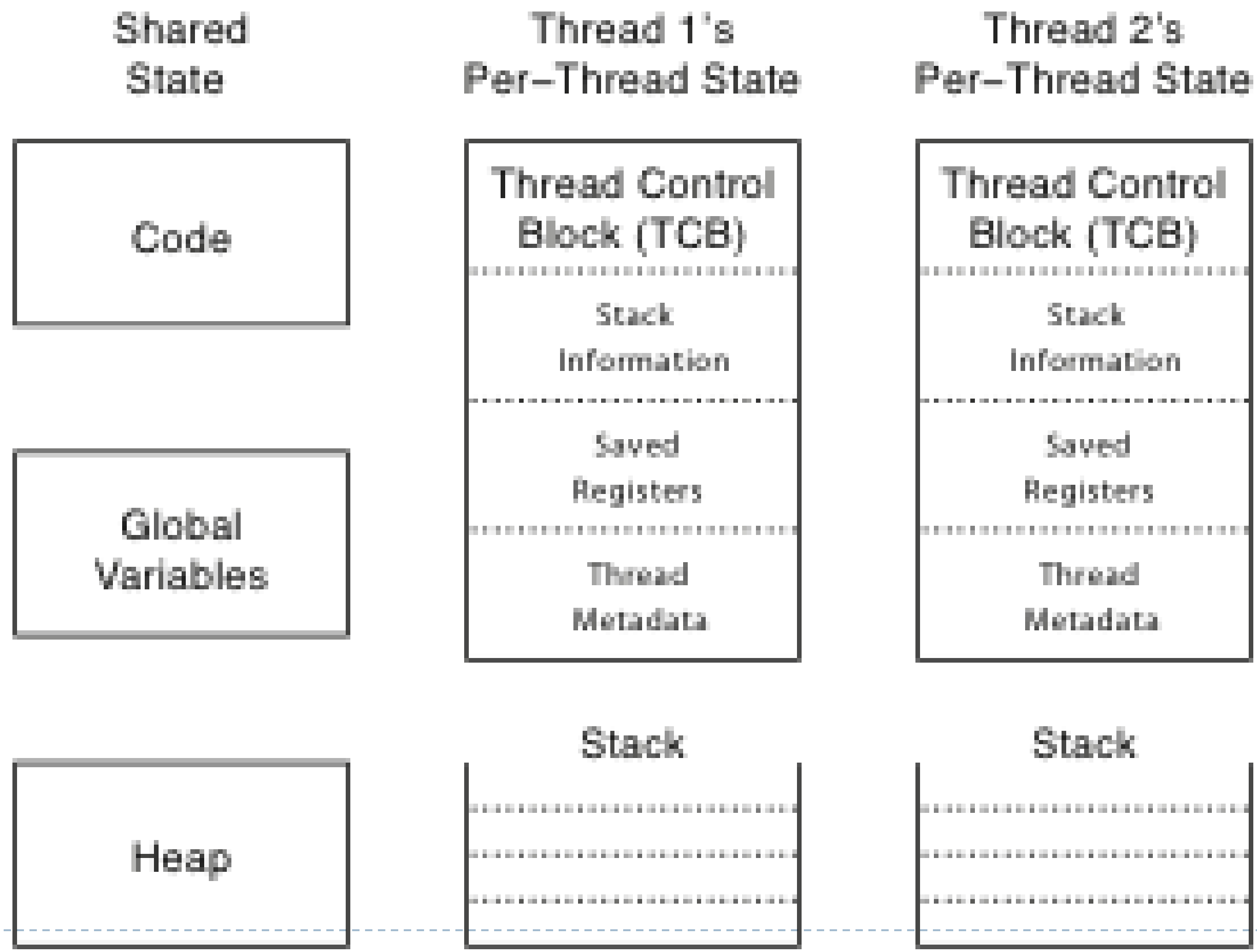
```
#define NTHREADS 10
thread_t threads[NTHREADS];
main() {
    for (i = 0; i < NTHREADS; i++)  thread_create(&threads[i], &go, i);
    for (i = 0; i < NTHREADS; i++) {
        exitValue = thread_join(threads[i]);
        printf("Thread %d returned with %ld\n", i, exitValue);
    }
    printf("Main thread done.\n");
}
void go (int n) {
    printf("Hello from thread %d\n", n);
    thread_exit(100 + n);
    // REACHED?
}
```

threadHello: Example Output

- Why must "thread returned" print in order?
- What is maximum # of threads running when thread 5 prints hello?
- Minimum?

```
bash-3.2$ ./threadHello
Hello from thread 0
Hello from thread 1
Thread 0 returned 100
Hello from thread 3
Hello from thread 4
Thread 1 returned 101
Hello from thread 5
Hello from thread 2
Hello from thread 6
Hello from thread 8
Hello from thread 7
Hello from thread 9
Thread 2 returned 102
Thread 3 returned 103
Thread 4 returned 104
Thread 5 returned 105
Thread 6 returned 106
Thread 7 returned 107
Thread 8 returned 108
Thread 9 returned 109
Main thread done.
```

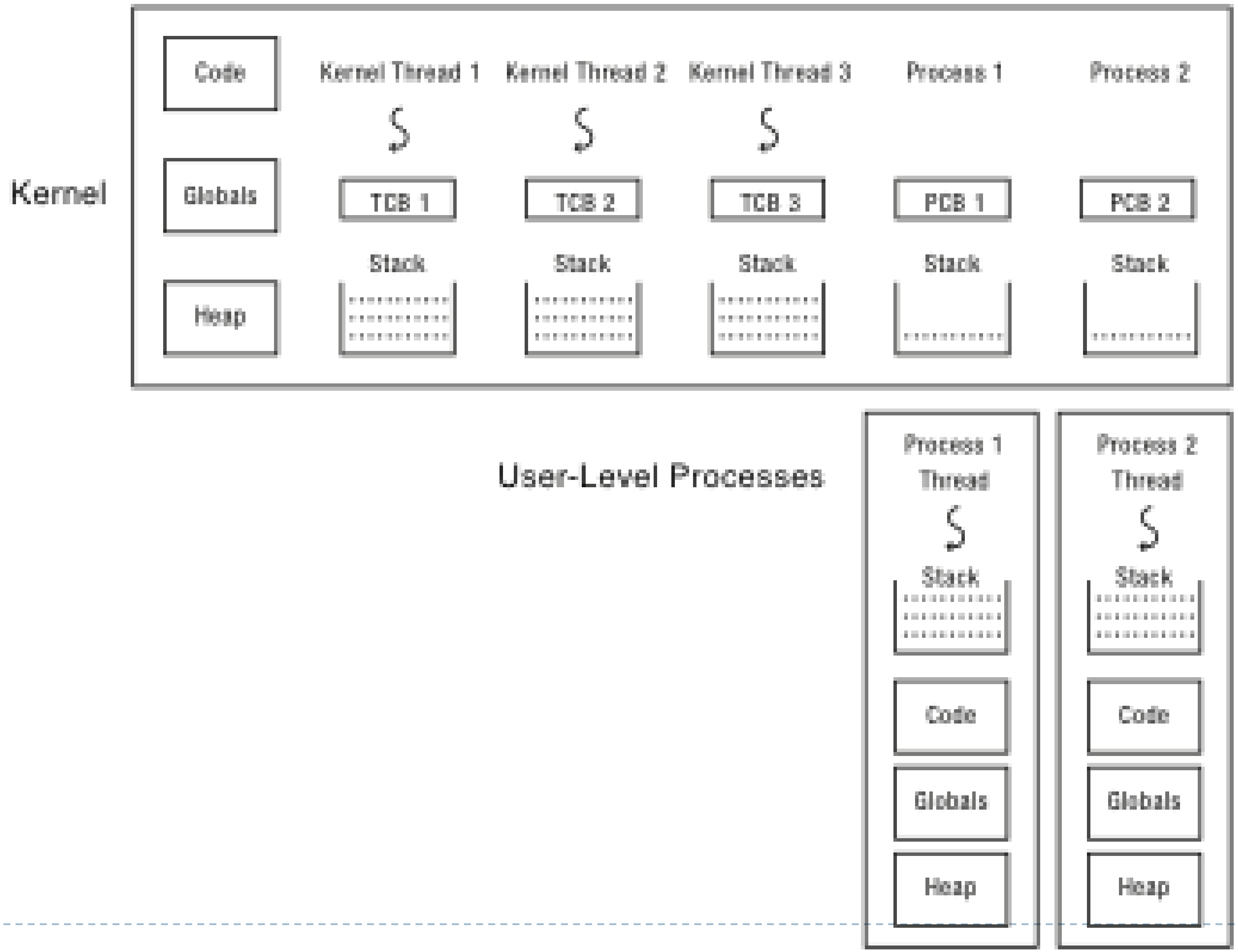
Thread Data Structures



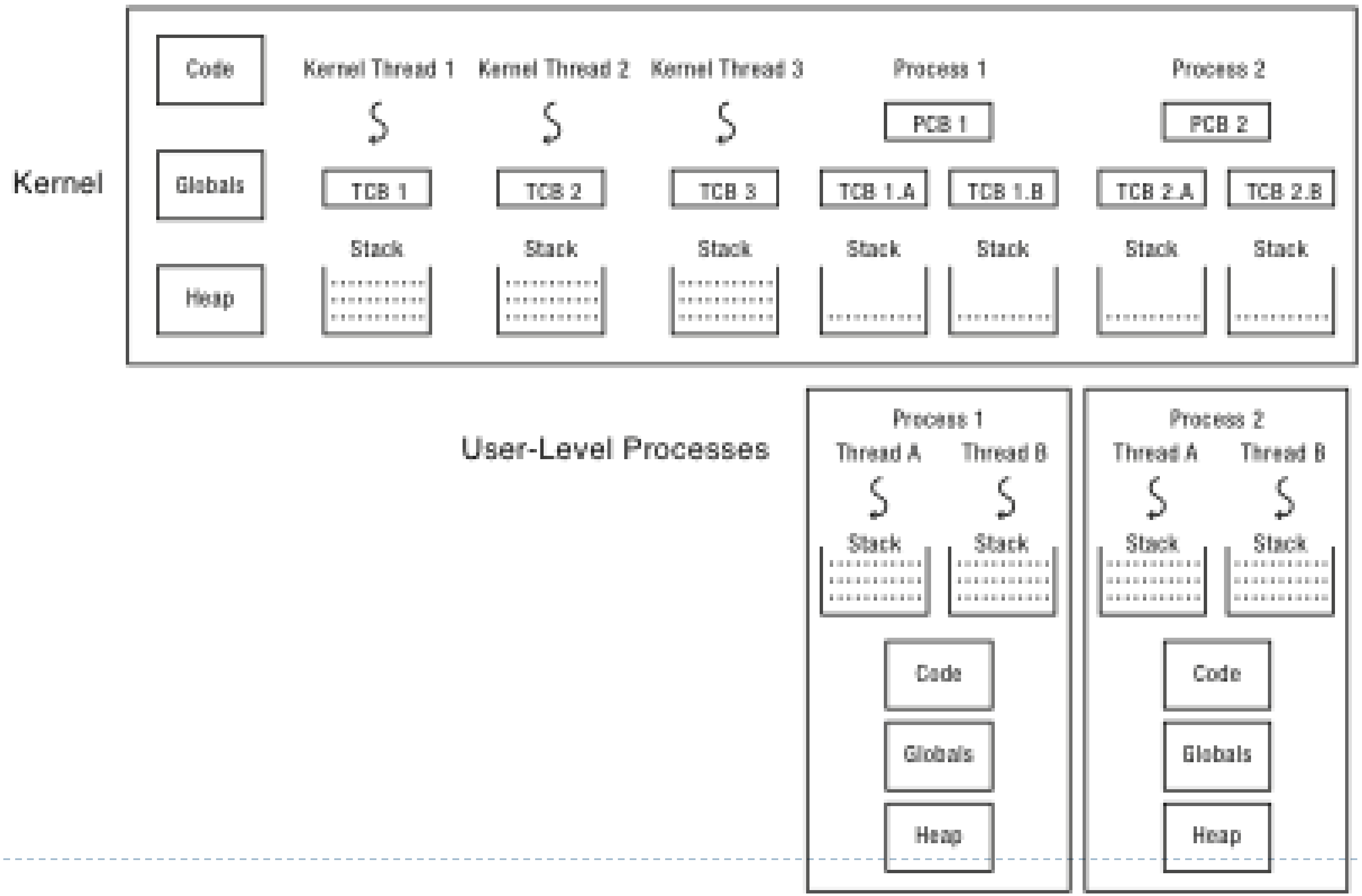
Implementing Threads: Roadmap

- Kernel threads
  - Thread abstraction only available to kernel
  - To the kernel, a kernel thread and a single threaded user process look quite similar
- Multithreaded processes using kernel threads (Linux, MacOS)
  - Kernel thread operations available via syscall
- User-level threads
  - Thread operations without system calls

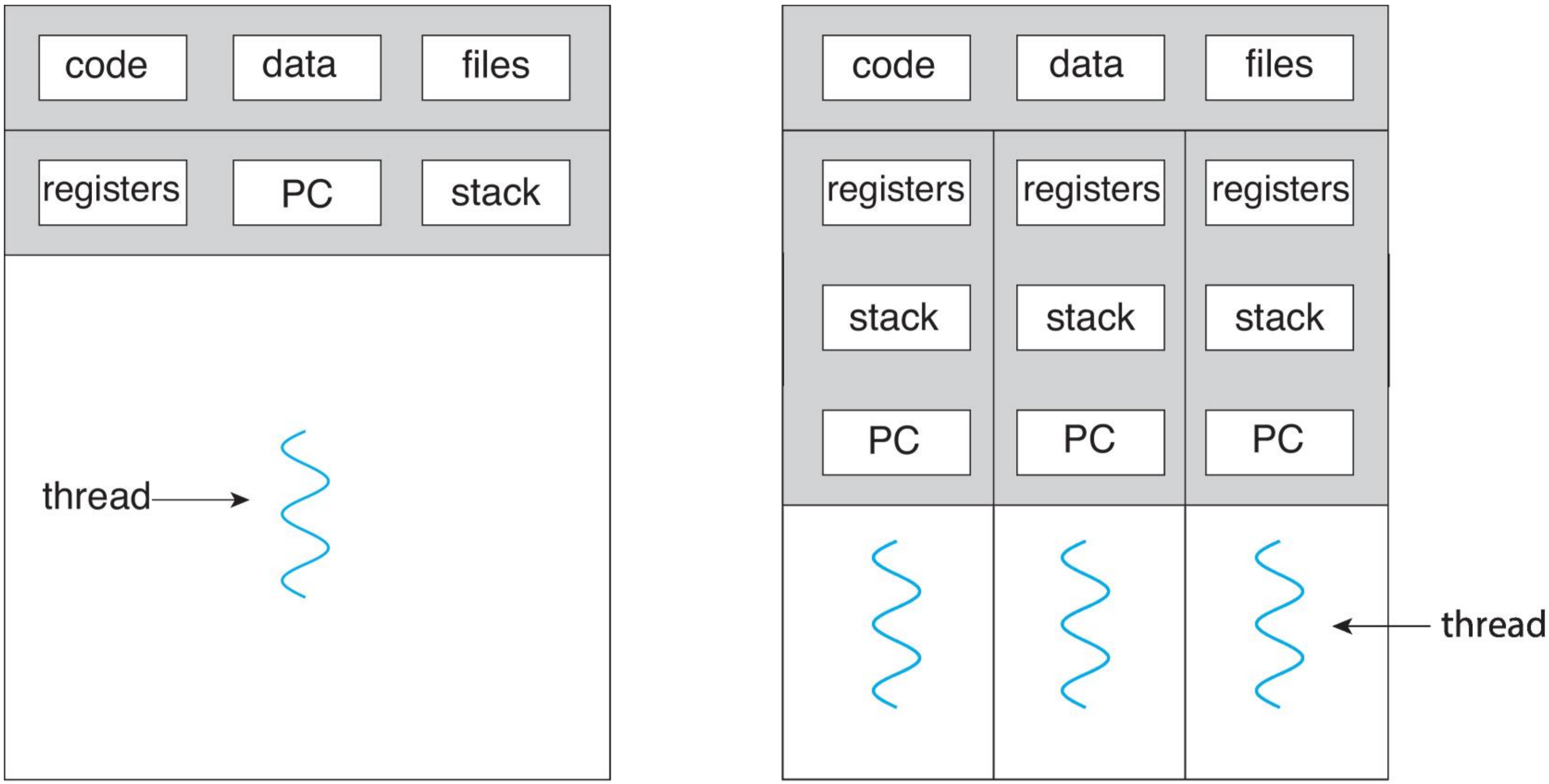
Multithreaded OS Kernel



Multithreaded User Processes (Take 1)



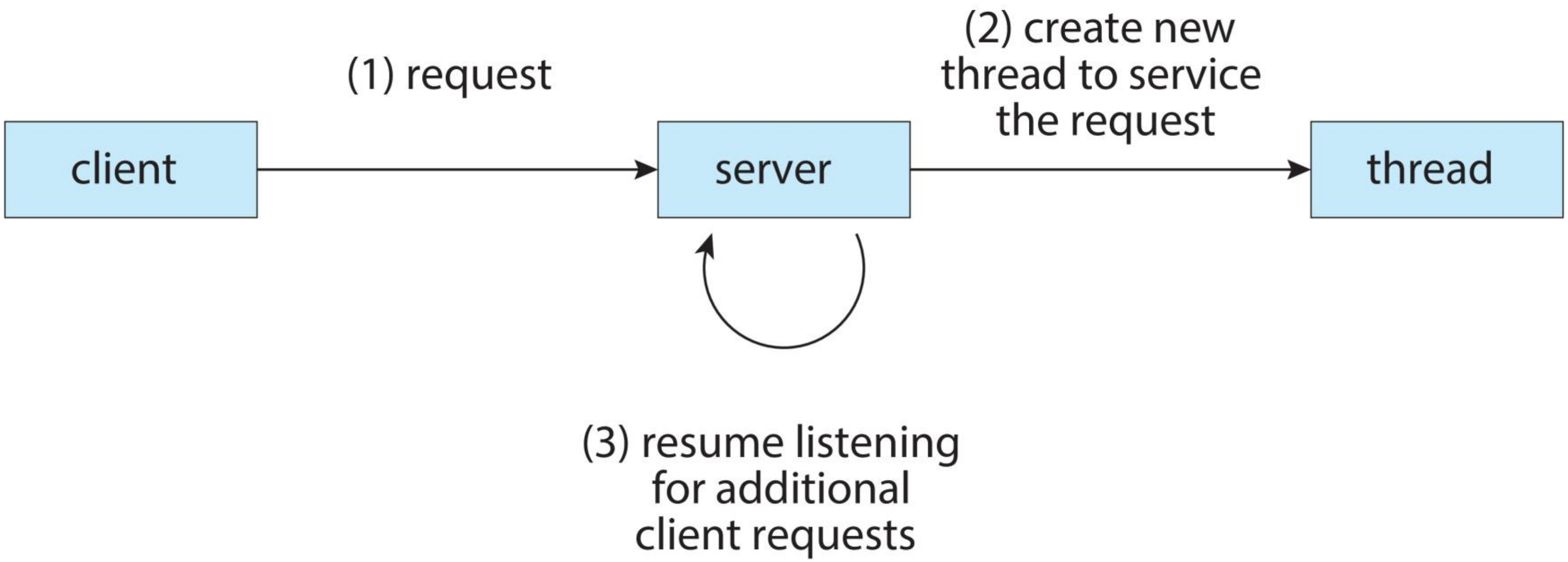
Single and Multithreaded Processes



single-threaded process

multithreaded process

Multithreaded Server Architecture



Benefits

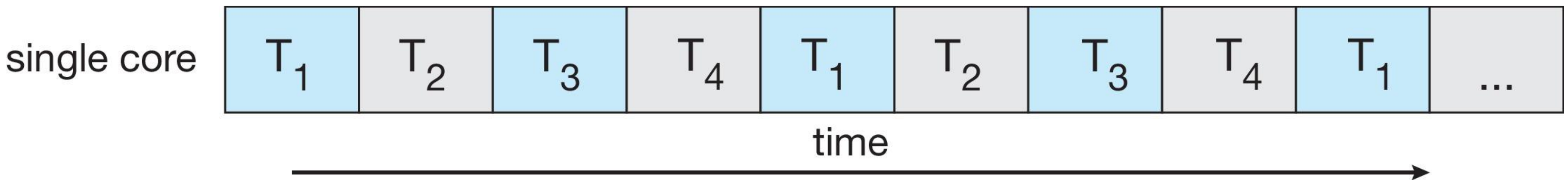
- Servers
  - Multiple connections handled simultaneously
- Parallel programs
  - To achieve better performance
- Programs with user interfaces
  - To achieve user responsiveness while doing computation
- Network and disk bound programs
  - To hide network/disk latency

Multicore Programming

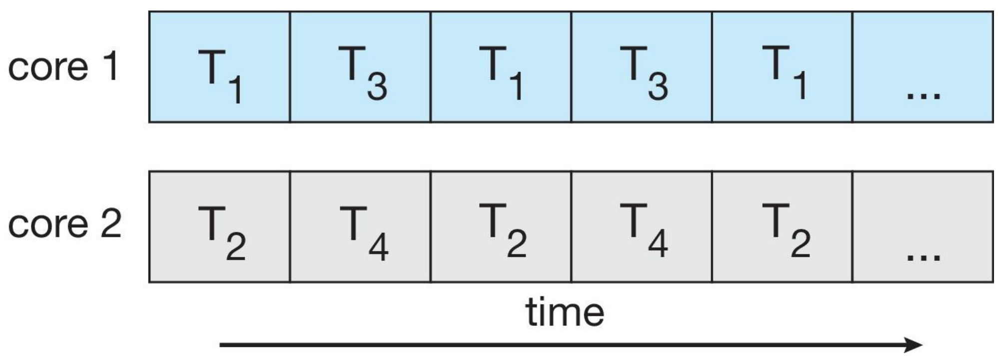
- **Multicore** or **multiprocessor** systems puts pressure on programmers, challenges include:
  - **Dividing activities**
  - **Balance**
  - **Data splitting**
  - **Data dependency**
  - **Testing and debugging**
- ***Parallelism*** implies a system can perform more than one task simultaneously
- ***Concurrency*** supports more than one task making progress
  - Single processor / core, scheduler providing concurrency

Concurrency vs. Parallelism

- **Concurrent execution on single-core system:**



- **Parallelism on a multi-core system:**



User Threads

- Thread management done by user-level threads library

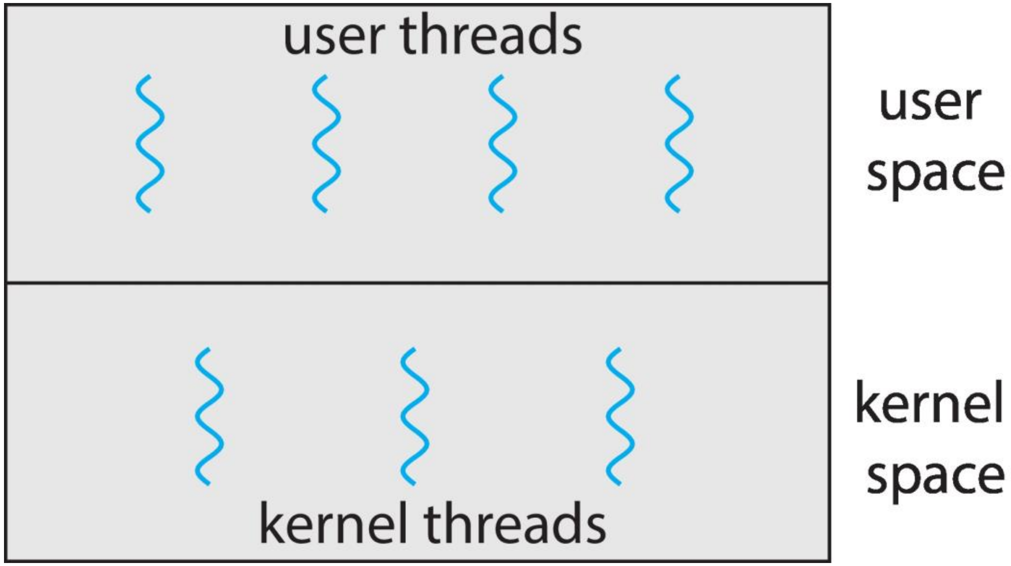
- Three primary thread libraries:
  - POSIX Pthreads
  - Win32 threads
  - Java threads

Kernel Threads

- Supported by the Kernel

- Examples
  - Windows XP/2000
  - Solaris
  - Linux
  - Tru64 UNIX
  - Mac OS X

User and Kernel Threads

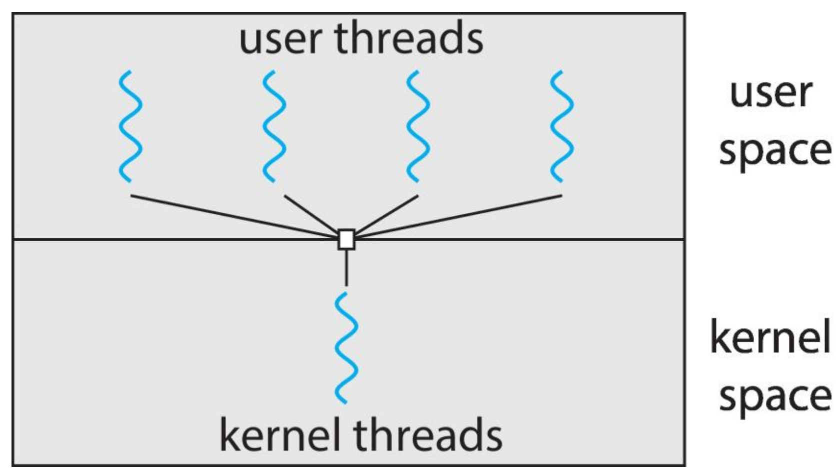


Multithreading Models

- Many-to-One
- One-to-One
- Many-to-Many

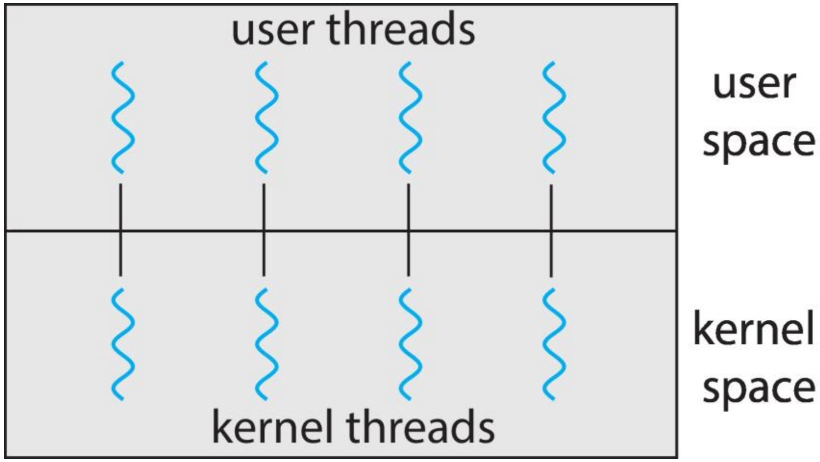
Many-to-One

- Many user-level threads mapped to single kernel thread
- One thread blocking causes all to block
- Multiple thread may not run in parallel on multicore system
- Examples:
  - Solaris Green Threads
  - GNU Portable Threads



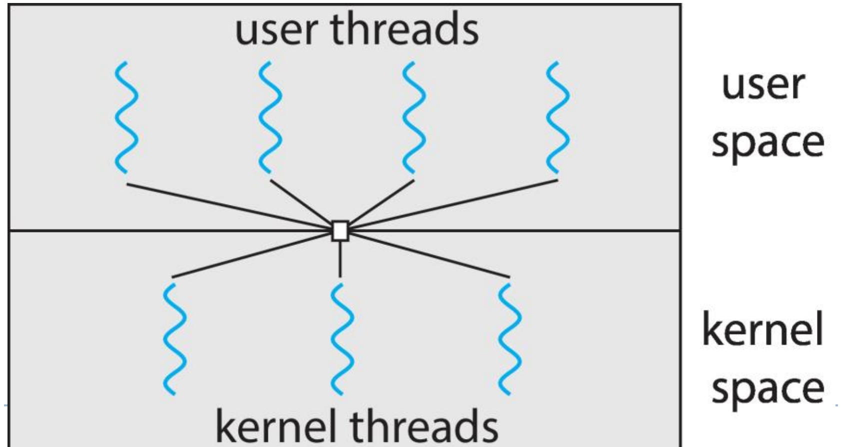
One-to-One

- Each user-level thread maps to kernel thread
- Creating a user-level thread creates a kernel thread
- More concurrency than many-to-one
- Examples
  - Windows NT/XP/2000
  - Linux
  - Solaris 9 and later



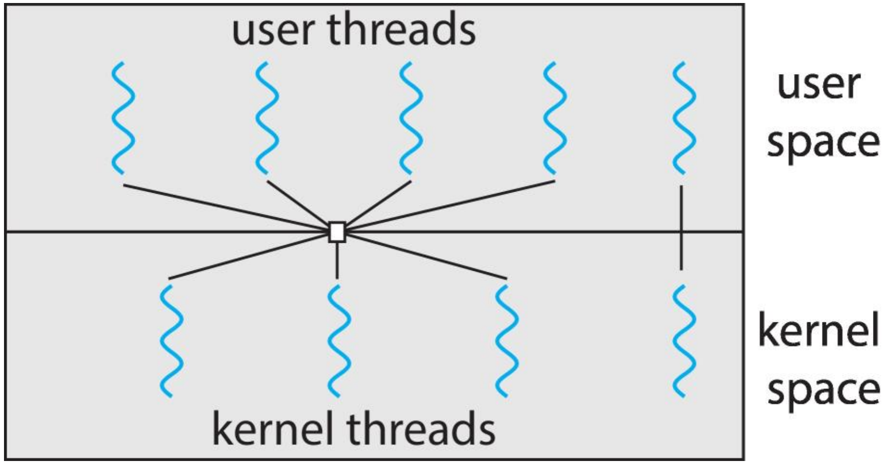
Many-to-Many Model

- Allows many user level threads to be mapped to many kernel threads
- Allows the operating system to create a sufficient number of kernel threads
- Solaris prior to version 9
- Windows NT/2000 with the *ThreadFiber* package



Two-level Model

- Similar to M:M, except that it allows a user thread to be **bound** to kernel thread
- Examples
  - IRIX
  - HP-UX
  - Tru64 UNIX
  - Solaris 8 and earlier



Thread Libraries

- **Thread library** provides programmer with API for creating and managing threads
- Two primary ways of implementing
  - Library entirely in user space
  - Kernel-level library supported by the OS

Pthreads

- May be provided either as user-level or kernel-level
- A POSIX standard (IEEE 1003.1c) API for thread creation and synchronization
- ***Specification***, not ***implementation***
- API specifies behavior of the thread library, implementation is up to development of the library
- Common in UNIX operating systems (Linux & Mac OS X)

Pthreads Example

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

#include <stdlib.h>

int sum; /* this data is shared by the thread(s) */
void *runner(void *param); /* threads call this function */

int main(int argc, char *argv[])
{
  pthread_t tid; /* the thread identifier */
  pthread_attr_t attr; /* set of thread attributes */

  /* set the default attributes of the thread */
  pthread_attr_init(&attr);
  /* create the thread */
  pthread_create(&tid, &attr, runner, argv[1]);
  /* wait for the thread to exit */
  pthread_join(tid,NULL);

  printf("sum = %d\n",sum);
}
```

Pthreads Example (Cont.)

```
/* The thread will execute in this function */
void *runner(void *param)
{
   int i, upper = atoi(param);
   sum = 0;

   for (i = 1; i <= upper; i++)
      sum += i;

   pthread_exit(0);
}
```

Pthreads Code for Joining 10 Threads

```
#define NUM_THREADS 10

/* an array of threads to be joined upon */
pthread_t workers[NUM_THREADS];

for (int i = 0; i < NUM_THREADS; i++)
   pthread_join(workers[i], NULL);
```

Windows Multithreaded C Program

```
#include <windows.h>
#include <stdio.h>
DWORD Sum; /* data is shared by the thread(s) */

/* The thread will execute in this function */
DWORD WINAPI Summation(LPVOID Param)
{
   DWORD Upper = *(DWORD*)Param;
   for (DWORD i = 1; i <= Upper; i++)
      Sum += i;
   return 0;
}
```

Windows Multithreaded C Program (Cont.)

```
int main(int argc, char *argv[])
{
  DWORD ThreadId;
  HANDLE ThreadHandle;
  int Param;

  Param = atoi(argv[1]);
  /* create the thread */
  ThreadHandle = CreateThread(
    NULL, /* default security attributes */
    0, /* default stack size */
    Summation, /* thread function */
    &Param, /* parameter to thread function */
    0, /* default creation flags */
    &ThreadId); /* returns the thread identifier */

   /* now wait for the thread to finish */
  WaitForSingleObject(ThreadHandle,INFINITE);

  /* close the thread handle */
  CloseHandle(ThreadHandle);

  printf("sum = %d\n",Sum);
}
```

Java Threads

- Java threads are managed by the JVM
- Typically implemented using the threads model provided by underlying OS
- Java threads may be created by:
  - Extending Thread class
  - Implementing the Runnable interface

```
public interface Runnable
{
    public abstract void run();
}
```

  - Standard practice is to implement Runnable interface

Java Threads

Implementing Runnable interface:

```
class Task implements Runnable
{
   public void run() {
      System.out.println("I am a thread.");
   }
}
```

Creating a thread:

```
Thread worker = new Thread(new Task());
worker.start();
```

Waiting on a thread:

```
try {
   worker.join();
}
catch (InterruptedException ie) { }
```

Java Executor Framework

- Rather than explicitly creating threads, Java also allows thread creation around the Executor interface:

```
public interface Executor
{
   void execute(Runnable command);
}
```

- The Executor is used as follows:

```
Executor service = new Executor;
service.execute(new Task());
```

Java Executor Framework

```
import java.util.concurrent.*;

class Summation implements Callable<Integer>
{
   private int upper;
   public Summation(int upper) {
      this.upper = upper;
   }

   /* The thread will execute in this method */
   public Integer call() {
      int sum = 0;
      for (int i = 1; i <= upper; i++)
         sum += i;

      return new Integer(sum);
   }
}
```

Java Executor Framework (Cont.)

```
public class Driver
{
 public static void main(String[] args) {
   int upper = Integer.parseInt(args[0]);

   ExecutorService pool = Executors.newSingleThreadExecutor();
   Future<Integer> result = pool.submit(new Summation(upper));

   try {
      System.out.println("sum = " + result.get());
   } catch (InterruptedException | ExecutionException ie) { }
  }
}
```

Threading Issues

- Semantics of **fork()** and **exec()** system calls
- Thread cancellation
- Signal handling
- Thread pools
- Thread specific data
- Scheduler activations

Semantics of fork() and exec()

- Does **fork()** duplicate only the calling thread or all threads?
  - Some UNIXes have two versions of fork
- **`exec()`** usually works as normal – replace the running process including all threads

Thread Cancellation

- Terminating a thread before it has finished
- Thread to be canceled is **target thread**
- Three general approaches:
  - **Asynchronous cancellation** terminates the target thread immediately
  - **Deferred cancellation** allows the target thread to periodically check if it should be cancelled
  - Not cancellable

Thread Cancellation (Cont.)

- Invoking thread cancellation requests cancellation, but actual cancellation depends on thread state

Mode	State	Type
Off	Disabled	–
Deferred	Enabled	Deferred
Asynchronous	Enabled	Asynchronous

- If thread has cancellation disabled, cancellation remains pending until thread enables it
- Default type is deferred
  - Cancellation only occurs when thread reaches **cancellation point**
    - i.e., `pthread_testcancel()`
    - Then **cleanup handler** is invoked
- On Linux systems, thread cancellation is handled through signals

Signal Handling

- Signals are used in UNIX systems to notify a process that a particular event has occurred
- A **signal handler** is used to process signals
  1. Signal is generated by particular event
  2. Signal is delivered to a process
  3. Signal is handled
- Options:
  - Deliver the signal to the thread to which the signal applies
  - Deliver the signal to every thread in the process
  - Deliver the signal to certain threads in the process
  - Assign a specific thread to receive all signals for the process

Thread Pools

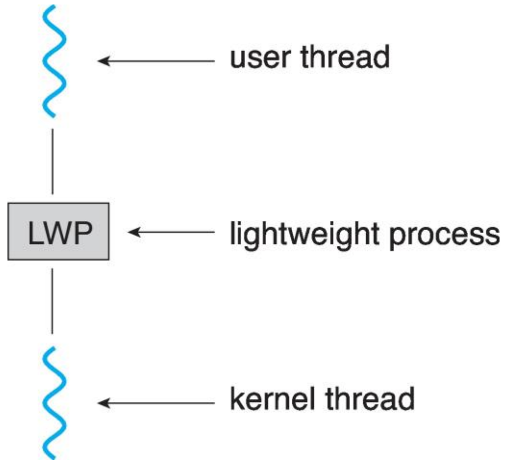
- Create a number of threads in a pool where they await work
- Advantages:
  - Usually slightly faster to service a request with an existing thread than create a new thread
  - Allows the number of threads in the application(s) to be bound to the size of the pool

Thread Local Storage

- Thread Local Storage (TLS) allows each thread to have its own copy of data
- Useful when you do not have control over the thread creation process (i.e., when using a thread pool)
- Different from local variables
  - Local variables visible only during single function invocation
  - TLS visible across function invocations
- Similar to `static` data
  - TLS is unique to each thread

Scheduler Activations

- Both M:M and Two-level models require communication to maintain the appropriate number of kernel threads allocated to the application
- Typically use an intermediate data structure between user and kernel threads – **lightweight process** (**LWP**)
  - Appears to be a virtual processor on which process can schedule user thread to run
  - Each LWP attached to kernel thread
  - How many LWPs to create?
- Scheduler activations provide **upcalls** - a communication mechanism from the kernel to the **upcall handler** in the thread library
- This communication allows an application to maintain the correct number kernel threads



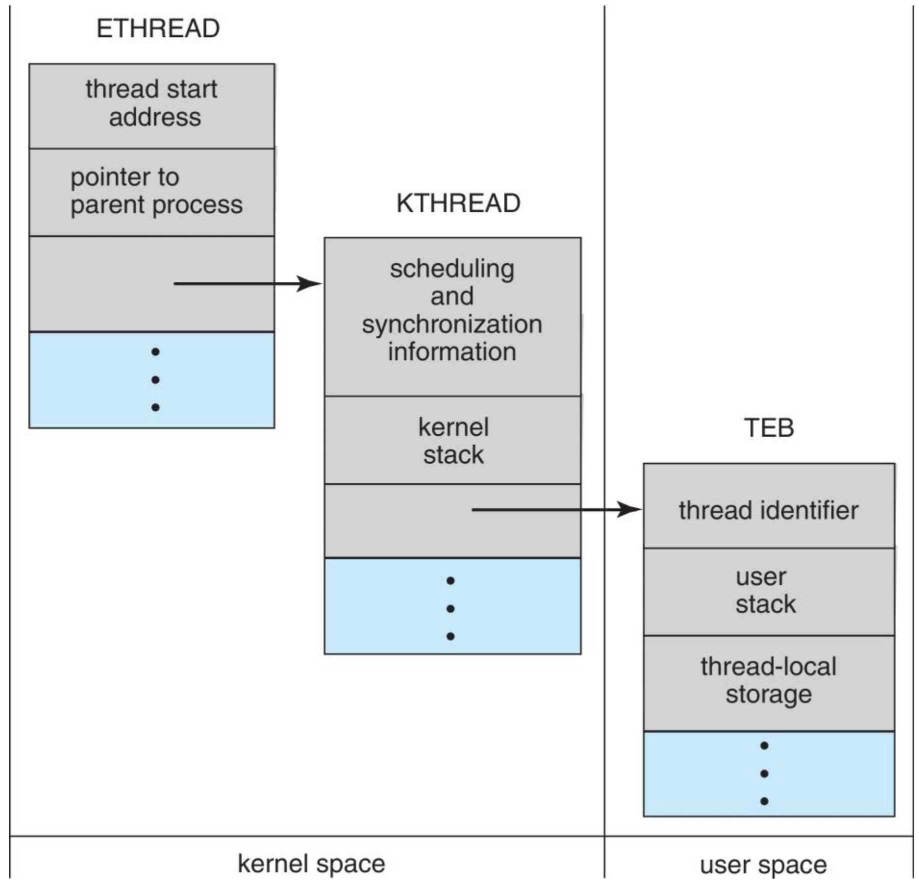
Windows Threads

- Windows API – primary API for Windows applications
- Implements the one-to-one mapping, kernel-level
- Each thread contains
  - A thread id
  - Register set representing state of processor
  - Separate user and kernel stacks for when thread runs in user mode or kernel mode
  - Private data storage area used by run-time libraries and dynamic link libraries (DLLs)
- The register set, stacks, and private storage area are known as the **`context`** of the thread

Windows Threads (Cont.)

- The primary data structures of a thread include:
  - ETHREAD (executive thread block) – includes pointer to process to which thread belongs and to KTHREAD, in kernel space
  - KTHREAD (kernel thread block) – scheduling and synchronization info, kernel-mode stack, pointer to TEB, in kernel space
  - TEB (thread environment block) – thread id, user-mode stack, thread-local storage, in user space

Windows Threads Data Structures



Linux Threads

- Linux refers to them as ***tasks*** rather than ***threads***
- Thread creation is done through **`clone()`** system call
- **`clone()`** allows a child task to share the address space of the parent task (process)
  - Flags control behavior

flag	meaning
`CLONE_FS`	File-system information is shared.
`CLONE_VM`	The same memory space is shared.
`CLONE_SIGHAND`	Signal handlers are shared.
`CLONE_FILES`	The set of open files is shared.

- **`struct task_struct`** points to process data structures (shared or unique)