CSE 333 – SECTION 8

Threads
HW4

• How’s HW4 going? Any Questions?
Threads

• Sequential execution of a program.
• Contained within a process.
• Multiple threads can exist within the same process.
  • Every process starts with one thread of execution, can spawn more.
• Threads in a single process share one address space
  • Instructions (code)
  • Static (global) data
  • Dynamic (heap) data
  • Environment variables, open files, sockets, etc.
POSIX threads (Pthreads)

• The POSIX standard provides APIs for creating and manipulating threads.
• Part of the standard C/C++ libraries, declared in pthread.h
Core pthread functions

- `pthread_create(thread, attr, start_routine, arg)`
- `pthread_exit(status)`
- `pthread_join(thread, status)`
- `pthread_cancel(thread)`


```c
#include <pthread.h>

int pthread_create( pthread_t *thread,
                    const pthread_attr_t *attr,
                    void *(*)(void *),
                    void *arg );
```

- `pthread_create` creates a new thread and calls `start_routine` with `arg` as its parameter.
- `pthread_create` arguments:
  - `thread`: A unique identifier for the new thread.
  - `attr`: An attribute object that may be used to set thread attributes. Use NULL for the default values.
  - `start_routine`: The C routine that the thread will execute once it is created.
  - `arg`: A single argument that may be passed to `start_routine`. It must be passed by reference as a pointer cast of type void. NULL may be used if no argument is to be passed.

- Compile and link with `–pthread`. 
Terminating Threads

- There are several ways in which a thread may be terminated:
  - The thread returns normally from its starting routine; Its work is done.
  - The thread makes a call to the `pthread_exit` subroutine - whether its work is done or not.
  - The thread is canceled by another thread via the `pthread_cancel` routine.
  - The entire process is terminated due to making a call to either the `exec()` or `exit()`.
  - If `main()` finishes first, without calling `pthread_exit` explicitly itself.
**pthread_exit**

```c
void pthread_exit(void *retval);
```

- Allows the user to terminate a thread and to specify an optional termination status parameter, `retval`.
- In subroutines that execute to completion normally, you can often dispense with calling `pthread_exit()`.
- **Calling pthread_exit() from main():**
  - If `main()` finishes before the threads it spawned, and does not call `pthread_exit()` explicitly, all the threads it created will terminate.
  - To allow other threads to continue execution, the main thread should terminate by calling `pthread_exit()` rather than `exit()`.
pthread_join

int pthread_join(pthread_t thread, void **retval);

- Synchronization between threads.
- `pthread_join` blocks the calling thread until the specified thread terminates and then the calling thread joins the terminated thread.
- Only threads that are created as joinable can be joined; a thread created as detached can never be joined. (Refer `pthread_create`)
- The target thread's termination return status can be obtained if it was specified in the target thread's call to `pthread_exit()`.

Demo: `pthreads.cc`
mutex

- pthread_mutex_init(mutex, attr)
- pthread_mutex_lock(mutex)
- pthread_mutex_unlock(mutex)
- pthread_mutex_destroy(mutex)

Demo: total_locking.cc
Boost library

- Used in the homework to help facilitate dealing with strings. Some uses include:
  - Trimming
  - Regex (Pattern matching)
  - Splitting
  - Replacing
- Sample Code:
  Demo: `boostexample.cc`
C++ threads

• Not used for the exercise, but is a simpler thread library for C++:
  • #include <thread>
  • Still compile with –pthread

Demo: threads.cc
Section exercise (not to be turned in)

• Create a program that spawns two or three different threads, each of which prints a numeric sequence. Examples:
  • First $n$ odd numbers
  • First $n$ factorials
  • First $n$ primes
• Use pthread.cc for ideas, but the structure might not be the same.
• Can you do something in the threads (maybe sleep()) so that different runs of the program don’t always produce the same output?