Concurrency: Threads
CSE 333 Autumn 2018

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Administrivia

- Last exercise due Monday
  - Concurrency using pthreads

- hw4 due Thursday night next week
  - <panic>If you haven’t started yet</panic>
  - Usual late days (max 2) available if you have any left

- Please fill out course evals while they are available

- Final exam Wed. 12/12, 2:30-4:20
  - Some review next Thur. in sections; review Q&A Tue. 12/11, 4:30
  - Old Topic list (will update shortly) and old finals on Exams page
    - Summer final exams are 1 hour; regular quarters are usual 2 hours
Some Common hw4 Bugs

- Your server works, but is really, really slow
  - Check the 2nd argument to the QueryProcessor constructor

- Funny things happen after the first request
  - Make sure you’re not destroying the HTTPConnection object too early (*e.g.* falling out of scope in a while loop)

- Server crashes on a blank request
  - Make sure that you handle the case that `read()` (or `WrappedRead()` ) returns 0
Previously...

- We implemented a search server but it was sequential
  - Processes requests one at a time regardless of client delays
  - Terrible performance, resource utilization

- Servers should be concurrent
  - Different ways to process multiple queries simultaneously:
    - Issue multiple I/O requests simultaneously
    - Overlap the I/O of one request with computation of another
    - Utilize multiple CPUs or cores
    - Mix and match as desired
Outline (next two lectures)

- We’ll look at different searchserver implementations
  - Sequential
  - Concurrent via dispatching threads – `pthread_create()`
  - Concurrent via forking processes – `fork()`
  - Concurrent via non-blocking, event-driven I/O – `select()`
    - We won’t get to this 😞

Sequential

- Pseudocode:

```c
listen_fd = Listen(port);

while (1) {
    client_fd = accept(listen_fd);
    buf = read(client_fd);
    resp = ProcessQuery(buf);
    write(client_fd, resp);
    close(client_fd);
}
```

- See `searchserver_server_sequential/`
Whither Sequential?

- **Advantages:**
  - Super(?) simple to build/write

- **Disadvantages:**
  - Incredibly poor performance
    - One slow client will cause *all* others to block
    - Poor utilization of resources (CPU, network, disk)
Threads

 Threads are like lightweight processes

- They execute concurrently like processes
  - Multiple threads can run simultaneously on multiple CPUs/cores
- Unlike processes, threads cohabitate the same address space
  - Threads within a process see the same heap and globals and can communicate with each other through variables and memory
    - But, they can interfere with each other – need synchronization for shared resources
  - Each thread has its own stack
Threads and Address Spaces

- Before creating a thread
  - One thread of execution running in the address space
    - One PC, stack, SP
  - That main thread invokes a function to create a new thread
    - Typically `pthread_create()`
Threads and Address Spaces

- After creating a thread
  - Two threads of execution running in the address space
    - Original thread (parent) and new thread (child)
    - New stack created for child thread
    - Child thread has its own PC, SP
  - Both threads share the other segments (code, heap, globals)
    - They can cooperatively modify shared data
pthreads Threads

- \texttt{int pthread\_create(}
  \texttt{    pthread\_t* thread,}
  \texttt{const pthread\_attr\_t* attr,}
  \texttt{void* (*start\_routine)(void*),}
  \texttt{void* arg);}

- \texttt{int pthread\_detach(pthread\_t thread);}  
- \texttt{int pthread\_join(pthread\_t thread,}
  \texttt{    void** retval);}  

- \texttt{See thread\_example.cc}
Concurrent Server with Threads

- A single *process* handles all of the connections, but a parent *thread* dispatches (creates) a new thread to handle each connection
  - The child thread handles the new connection and then exits when the connection terminates
Multithreaded Server

client

connect

server

accept ()
Multithreaded Server

client

server

pthread_create()
Multithreaded Server

client

server

accept()
Multithreaded Server

client

client

server

pthread_create()
Multithreaded Server
Concurrent Server via Threads

- See `searchserver_threads`/

Notes:

- When calling `pthread_create()`, `start_routine` points to a function that takes only one argument (a `void*`)
  - To pass complex arguments into the thread, create a struct to bundle the necessary data
- How do you properly handle memory management?
  - Who allocates and deallocates memory?
  - How long do you want memory to stick around?
Whither Concurrent Threads?

- **Advantages:**
  - Almost as simple to code as sequential
    - In fact, most of the code is identical! (but a bit more complicated to dispatch a thread)
  - Concurrent execution with good CPU and network utilization
    - Some overhead, but less than processes
  - Shared-memory communication is possible

- **Disadvantages:**
  - Synchronization is complicated
  - Shared fate within a process
    - One “rogue” thread can hurt you badly
Threads and Data Races

- What happens if two threads try to mutate the same data structure?
  - They might interfere in painful, non-obvious ways, depending on the specifics of the data structure

- **Example**: two threads try to push an item onto the head of the linked list at the same time
  - Could get “correct” answer
  - Could get different ordering of items
  - Could break the data structure!
Data Race Example

- If your fridge has no milk, then go out and buy some more

- What could go wrong?

- If you live alone:

- If you live with a roommate:
Data Race Example

- Idea: leave a note!
  - Does this fix the problem?

A. Yes, problem fixed
B. No, could end up with no milk
C. No, could still buy multiple milk
D. We’re lost...

```java
if (!note) {
    if (!milk) {
        leave note
        buy milk
        remove note
    }
}
```
Synchronization

- **Synchronization** is the act of preventing two (or more) concurrently running threads from interfering with each other when operating on shared data
  - Need some mechanism to coordinate the threads
    - “Let me go first, then you can go”
  - Many different coordination mechanisms have been invented (see CSE 451)

- Goals of synchronization:
  - **Liveness** – ability to execute in a timely manner (informally, “something good happens!”)
  - **Safety** – avoid unintended interactions with shared data structures (informally, “nothing bad happens”)

Lock Synchronization

- Use a “Lock” to grant access to a critical section so that only one thread can operate there at a time
  - Executed in an uninterruptible (i.e. atomic) manner

- Lock Acquire
  - Wait until the lock is free, then take it

- Lock Release
  - Release the lock
  - If other threads are waiting, wake exactly one up to pass lock to

Pseudocode:

```java
// non-critical code
lock.acquire(); // critical section loop/idle if locked
lock.release(); // non-critical code
```
Milk Example – What is the Critical Section?

- What if we use a lock on the refrigerator?
  - Probably overkill – what if roommate wanted to get eggs?

- For performance reasons, only put what is necessary in the critical section
  - Only lock the milk
  - But lock all steps that must run uninterrupted (i.e., must run as an atomic unit)

```java
fridge.lock();
if (!milk) {
    buy milk
}
fridge.unlock();
```

```java
milk_lock.lock();
if (!milk) {
    buy milk
}
milk_lock.unlock();
```
pthreads and Locks

- Another term for a lock is a **mutex** (“mutual exclusion”)
  - **pthreads** (#include <pthread.h>) defines datatype `pthread_mutex_t`

- `int pthread_mutex_init(pthread_mutex_t* mutex, const pthread_mutexattr_t* attr);`
  - Initializes a mutex with specified attributes

- `int pthread_mutex_lock(pthread_mutex_t* mutex);`
  - Acquire the lock – blocks if already locked

- `int pthread_mutex_unlock(pthread_mutex_t* mutex);`
  - Releases the lock
C++11 Threads

- C++11 added threads and concurrency to its libraries
  - `<thread>` – thread objects
  - `<mutex>` – locks to handle critical sections
  - `<condition_variable>` – used to block objects until notified to resume
  - `<atomic>` – indivisible, atomic operations
  - `<future>` – asynchronous access to data
  - These might be built on top of `<pthread.h>`, but also might not be

- Definitely use in C++11 code, but pthreads will be around for a long, long time
  - Use pthreads in current exercise