Concurrency: Threads
CSE 333 Winter 2020

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- Exercise 17 released today, due Monday (3/9)
  - Concurrency via pthreads

- hw4 due Thursday (3/12)
  - Submissions accepted until Sunday (3/15)

- Final is Wednesday (3/18), 12:30 – 2:20 pm, ARC 147
  - Review Session: Sunday (3/15), 4 – 6:30 pm, TBD
  - Two double-sided, handwritten sheets of notes allowed
  - Topic list and past finals on Exams page on website

- Please fill out the course evaluations for lecture and your section!
Creating and Terminating Threads

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

  - Creates a new thread, whose identifier is place in *thread, with attributes *attr (NULL means default attributes)
  - Returns 0 on success and an error number on error (can check against error constants)
  - The new thread runs `start_routine(arg)`

- **void pthread_exit(void* retval);**
  - Equivalent of `exit(retval);` for a thread instead of a process
  - The thread will automatically exit once it returns from `start_routine()`
What To Do After Forking Threads?

- **int pthread_join(pthread_t thread, void**\*\* retval);**
  - Waits for the thread specified by `thread` to terminate
  - The thread equivalent of `waitpid()`
  - The exit status of the terminated thread is placed in `**retval`

- **int pthread_detach(pthread_t thread);**
  - Mark thread specified by `thread` as detached – it will clean up its resources as soon as it terminates
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

- See `searchserver_threads/` for code if curious
Multithreaded Server

client

connect

accept()
Multithreaded Server

- Client
- Server

- `pthread_create()`
- `pthread_detach()`
Multithreaded Server

client

server

accept()
Multithreaded Server

client

server

client

pthread_create()
Multithreaded Server

client

client

client

client

client

client

server

shared data structures
Thread Examples

- See `cthread.c`
  - How do you properly handle memory management?
    - Who allocates and deallocates memory?
    - How long do you want memory to stick around?

- See `pthread.cc`
  - More instructions per thread = higher likelihood of interleaving

- See `searchserver_threads/searchserver.cc`
  - 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
Why 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
Data Races

- Two memory accesses form a data race if different threads access the same location, and at least one is a write, and they occur one after another
  - Means that the result of a program can vary depending on chance (which thread ran first?)
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:

```java
if (!milk) {
    buy milk
}
```
Data Race Example

- Idea: leave a note!
  - Does this fix the problem?
  - Vote at http://PollEv.com/justinh

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

One possible scenario:

If (!note) {
  if (!milk) {
    leave note
    buy milk
    remove note
  }
}
Threads and Data Races

- Data races might interfere in painful, non-obvious ways, depending on the specifics of the data structure.

- **Example**: two threads try to read from and write to the same shared memory location.
  - Could get “correct” answer
  - Could accidentally read old value
  - One thread’s work could get “lost”

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

- Another term for a lock is a **mutex** ("mutual exclusion")
  - `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

- `int pthread_mutex_destroy(pthread_mutex_t* mutex);`
  - "Uninitializes" a mutex – clean up when done
pthread Mutex Examples

- See `total.cc`
  - Data race between threads

- See `total_locking.cc`
  - Adding a mutex fixes our data race

- How does this compare to sequential code?
  - Likely *slower* – only 1 thread can increment at a time, but have to deal with checking the lock and switching between threads
  - One possible fix: each thread increments a local variable and then adds its value (once!) to the shared variable at the end
Your Turn! (pthread mutex)

- Rewrite `thread_main` from `total_locking.cc`:
  - It need to be passed an `int*` with the `address` of `sum_total` and an `int` with the number of times to loop (in that order)
  - Increment a local sum variable `NUM` times, then add it to `sum_total`
  - Handle synchronization properly!
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 if local conventions allow, but pthreads will be around for a long, long time
  - Use pthreads in current exercise