About how long did Exercise 10 take you?

A. [0, 2) hours
B. [2, 4) hours
C. [4, 6) hours
D. [6, 8) hours
E. 8+ Hours
F. I didn’t submit / I prefer not to say
Introduction to Concurrency
CSE 333 Winter 2023

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Relevant Course Information

❖ Homework 4 due 1 week from tomorrow (3/9)
  ▪ Partner form due end of tomorrow
  ▪ You can still use two late days (until Sunday, 3/12)

❖ Exercise 11 due Friday
  ▪ Consumer-producer concurrency
  ▪ Due Wednesday 3/8 @ 11 am

❖ Final Exam (Monday, 3/13 – Wednesday, 3/15)
  ▪ Same policies as the midterm
  ▪ ex8-ex12, hw3-hw4, overall course questions
Some Common HW4 Bugs

❖ Your server works, but is really, really slow
  ▪ Check the 2\textsuperscript{nd} argument to the \texttt{QueryProcessor} constructor

❖ Funny things happen after the first request
  ▪ Make sure you’re not destroying the \texttt{HTTPConnection} object too early (\textit{e.g.}, falling out of scope in a while loop)

❖ Server crashes on a blank request
  ▪ Make sure that you handle the case that \texttt{read()} (or \texttt{WrappedRead()}) returns 0
Lecture Outline

❖ From Query Processing to a Search Server
❖ Concurrency and Concurrency Methods
Building a Web Search Engine

- We have:
  - Some indexes
    - A map from `<word>` to `<list of documents containing the word>`
    - This is probably *sharded* over multiple files
  - A query processor
    - Accepts a query composed of multiple words
    - Looks up each word in the index
    - Merges the result from each word into an overall result set
Search Engine Architecture

client

query processor

index file

index file

index file
Sequential Search Engine (Pseudocode)

```plaintext
doclist Lookup(string word) {
    bucket = hash(word);
    hitlist = file.read(bucket);
    foreach hit in hitlist {
        doclist.append(file.read(hit));
    }
    return doclist;
}

main() {
    SetupServerToReceiveConnections();
    while (1) {
        string query_words[] = GetNextQuery();
        results = Lookup(query_words[0]);
        foreach word in query[1..n] {
            results = results.intersect(Lookup(word));
        }
        Display(results);
    }
}
```

See searchserver_sequential/
Why 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)
Execution Timeline: a Multi-Word Query

main()

GetNextQuery()

network I/O

Lookup()

disk I/O

Lookup()

disk I/O

results.intersect()

CPU

results.intersect()

CPU

disk I/O

Display()

network I/O

GetNextQuery()
What About I/O-caused Latency?

- Jeff Dean’s “Numbers Everyone Should Know” (LADIS ‘09)

<table>
<thead>
<tr>
<th>Task</th>
<th>Latency</th>
</tr>
</thead>
<tbody>
<tr>
<td>L1 cache reference</td>
<td>0.5 ns</td>
</tr>
<tr>
<td>Branch mispredict</td>
<td>5 ns</td>
</tr>
<tr>
<td>L2 cache reference</td>
<td>7 ns</td>
</tr>
<tr>
<td>Mutex lock/unlock</td>
<td>100 ns</td>
</tr>
<tr>
<td>Main memory reference</td>
<td>100 ns</td>
</tr>
<tr>
<td>Compress 1K bytes with Zippy</td>
<td>10,000 ns</td>
</tr>
<tr>
<td>Send 2K bytes over 1 Gbps network</td>
<td>20,000 ns</td>
</tr>
<tr>
<td>Read 1 MB sequentially from memory</td>
<td>250,000 ns</td>
</tr>
<tr>
<td>Round trip within same datacenter</td>
<td>500,000 ns</td>
</tr>
<tr>
<td>Disk seek</td>
<td>10,000,000 ns</td>
</tr>
<tr>
<td>Read 1 MB sequentially from network</td>
<td>10,000,000 ns</td>
</tr>
<tr>
<td>Read 1 MB sequentially from disk</td>
<td>30,000,000 ns</td>
</tr>
<tr>
<td>Send packet CA-&gt;Netherlands-&gt;CA</td>
<td>150,000,000 ns</td>
</tr>
</tbody>
</table>
Execution Timeline: (Loosely) To Scale

- network I/O
- disk I/O
- disk I/O
- disk I/O
- CPU
- CPU
- network I/O

main()
Multiple (Single-Word) Queries

# is the Query Number
#.a -> GetNextQuery()
#.b -> network I/O
#.c -> Lookup() & file.read()
#.d -> Disk I/O
#.e -> Intersect() & Display()

CPU 1.a
I/O 1.b
CPU 1.c
I/O 1.d
CPU 1.e

CPU 2.a
I/O 2.b
CPU 2.c
I/O 2.d
CPU 2.e

CPU 3.a
I/O 3.b
CPU 3.c
I/O 3.d
CPU 3.e

query 1
query 2
query 3

# query 1
# query 2
# query 3

# time

GetNextQuery()
network I/O
Lookup() & file.read()
Disk I/O
Intersect() & Display()
Multiple Queries: (Loosely) To Scale

I/O 1.b

I/O 1.d

query 1

I/O 1.b

I/O 1.d

query 2

query 3

time
Sequential Issues

The CPU is idle most of the time! (picture not to scale)

Queries don’t run until earlier queries finish
Sequential Can Be Inefficient

- Only one query is being processed at a time
  - All other queries queue up behind the first one
  - And clients queue up behind the queries …

- Even while processing one query, the CPU is idle the vast majority of the time
  - It is *blocked* waiting for I/O to complete
    - Disk I/O can be very, very slow (10 million times slower …)

- At most one I/O operation is in flight at a time
  - Missed opportunities to speed I/O up
    - Separate devices in parallel, better scheduling of a single device, etc.
Lecture Outline

❖ From Query Processing to a Search Server
❖ Concurrency and Concurrency Methods
Concurrency

❖ Concurrency != parallelism
  ▪ Concurrency is working on multiple tasks with overlapping execution times
  ▪ Parallelism is executing multiple CPU instructions *simultaneously*

❖ Our search engine could run concurrently in multiple different ways:
  ▪ Example: Issue *I/O requests* against different files/disks simultaneously
    • Could read from several index files at once, processing the I/O results as they arrive
  ▪ Example: Execute multiple *queries* at the same time
    • While one is waiting for I/O, another can be executing on the CPU
A Concurrent Implementation

❖ Use multiple “workers”
  ▪ As a query arrives, create a new worker to handle it
    • The worker reads the query from the network, issues read requests against files, assembles results and writes to the network
    • The worker alternates between consuming CPU cycles and blocking on I/O
  ▪ The OS context switches between workers
    • While one is blocked on I/O, another can use the CPU
    • Multiple workers’ I/O requests can be issued at once

❖ So what should we use for our “workers”? 
Worker Option 1: Processes (Review)

❖ Processes can fork “cloned” processes that have a parent-child relationship
  ▪ Work almost entirely independent of each other

❖ The major components of a process are:
  ▪ An address space to hold data and instructions
  ▪ Open resources such as file descriptors
  ▪ Current state of execution
  • Includes values of registers (including program counter and stack pointer) and parts of memory (the Stack, in particular)
Why Processes?

❖ Advantages:
   ▪ Processes are isolated from one another
     • No shared memory between processes
     • If one crashes, the other processes keep going
   ▪ No need for language support (OS provides fork)

❖ Disadvantages:
   ▪ A lot of overhead during creation and context switching
   ▪ Cannot easily share memory between processes – typically must communicate through the file system
Worker Option 2: Threads

- From within a process, we can separate out the concept of a “thread of execution” (thread for short)
  - Processes are the containers that hold shared resources and attributes
    - e.g., address space, file descriptors, security attributes
  - Threads are independent, sequential execution streams (*units of scheduling*) within a process
    - e.g., stack, stack pointer, program counter, registers
**Threads vs. Processes**

<table>
<thead>
<tr>
<th>OS kernel [protected]</th>
<th>OS kernel [protected]</th>
<th>OS kernel [protected]</th>
</tr>
</thead>
<tbody>
<tr>
<td>Stack\textsubscript{parent}</td>
<td>Stack\textsubscript{parent}</td>
<td>Stack\textsubscript{child}</td>
</tr>
<tr>
<td>Shared Libraries</td>
<td>Shared Libraries</td>
<td>Shared Libraries</td>
</tr>
<tr>
<td>Heap (malloc/free)</td>
<td>Heap (malloc/free)</td>
<td>Heap (malloc/free)</td>
</tr>
<tr>
<td>Read/Write Segments \textit{.data, .bss}</td>
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<td>Read/Write Segments \textit{.data, .bss}</td>
</tr>
<tr>
<td>Read-Only Segments \textit{.text, .rodata}</td>
<td>Read-Only Segments \textit{.text, .rodata}</td>
<td>Read-Only Segments \textit{.text, .rodata}</td>
</tr>
</tbody>
</table>

\text{fork()}

\text{SP}_{\text{parent}} \leftrightarrow \text{SP}_{\text{child}}

\text{PC}_{\text{parent}} \leftrightarrow \text{PC}_{\text{child}}
Threads vs. Processes

OS kernel [protected]

Stack_{parent}

Shared Libraries

Heap (malloc/free)

Read/Write Segments .data, .bss

Read-Only Segments .text, .rodata

pthread_create()

OS kernel [protected]

Stack_{parent}

Stack_{child}

Shared Libraries

Heap (malloc/free)

Read/Write Segments .data, .bss

Read-Only Segments .text, .rodata
Multi-threaded Search Engine (Pseudocode)

```
main() {
    while (1) {
        string query_words[] = GetNextQuery();
        CreateThread(ProcessQuery(query_words));
    }
}

doclist Lookup(string word) {
    bucket = hash(word);
    hitlist = file.read(bucket);
    foreach hit in hitlist
        doclist.append(file.read(hit));
    return doclist;
}

ProcessQuery(string query_words[]) {
    results = Lookup(query_words[0]);
    foreach word in query[1..n]
        results = results.intersect(Lookup(word));
    Display(results);
}
```

All we did was put the code into a function, and create a thread that invokes it!
Multi-threaded Search Engine (Execution)

Note how only one thread uses any specific resource at a time.

The OS schedules all of this for us! 😊
Why Threads?

❖ Advantages:
   ▪ You (mostly) write sequential-looking code
   ▪ Less overhead than processes during creation and context switching
   ▪ Threads can run in parallel if you have multiple CPUs/cores

❖ Disadvantages:
   ▪ If threads share data, you need locks or other synchronization
     • Very bug-prone and difficult to debug
   ▪ Threads can introduce overhead
     • Lock contention, context switch overhead, and other issues
   ▪ Need language support for threads
Alternate: Non-blocking I/O

❖ Reading from the network can truly *block* your program
  ▪ Remote computer may wait arbitrarily long before sending data

❖ Non-blocking I/O (network, console)
  ▪ Your program enables non-blocking I/O on its file descriptors
  ▪ Your program issues `read()` and `write()` system calls
    • If the read/write would block, the system call returns immediately
  ▪ Program can ask the OS which file descriptors are readable/writeable
    • Program can choose to block while no file descriptors are ready
Alternate: Asynchronous I/O

- Using **asynchronous I/O**, your program (almost never) *blocks* on I/O

- Your program begins processing a query
  - When your program needs to read data to make further progress, it registers interest in the data with the OS and then switches to a different query
  - The OS handles the details of issuing the read on the disk, or waiting for data from the console (or other devices, like the network)
  - When data becomes available, the OS lets your program know by delivering an **event**
Event-Driven Programming

- Your program is structured as an event-loop

```c
void dispatch(task, event) {
    switch (task.state) {
        case READING_FROM_CONSOLE:
            query_words = event.data;
            async_read(index, query_words[0]);
            task.state = READING_FROM_INDEX;
            return;
        case READING_FROM_INDEX:
            ...
    }
}
while (1) {
    event = OS.GetNextEvent();
    task = lookup(event);
    dispatch(task, event);
}
```
Asynchronous, Event-Driven

# is the Query Number
#.a -> GetNextQuery()
#.b -> network I/O
#.c -> Lookup() & file.read()
#.d -> Disk I/O
#.e -> Intersect() & Display()
Why Events?

❖ Advantages:
  - Don’t have to worry about locks and race conditions
  - For some kinds of programs, especially GUIs, leads to a very simple and intuitive program structure
    • One event handler for each UI event

❖ Disadvantages:
  - Can lead to very complex structure for programs that do lots of disk and network I/O
    • Sequential code gets broken up into a jumble of small event handlers
    • You have to package up all task state between handlers
Outline (next two lectures)

- We’ll look at different searchserver implementations
  - Concurrent via dispatching threads – `pthread_create()`
  - Concurrent via forking processes – `fork()`