

# Introduction to Concurrency

## CSE 333 Spring 2025

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# Administrivia

- ❖ Sections tomorrow: `pthread` tutorial
  - `pthread` exercise posted after sections, due Monday morning
- ❖ HW4 due a week from tomorrow
  - How's it going? Networking code??
  - Hint: learn how to use `nc` to interact with your hw4 server for debugging
  - Suggestion: use chrome with your hw4. Staff has most expertise with that, and it has good debugging tools if you want/need them
- ❖ Final exam: Wed. 2:30-4:20 during finals week (as scheduled), but we will be in G01 and G10, not here (G20). Details later.

# Outline

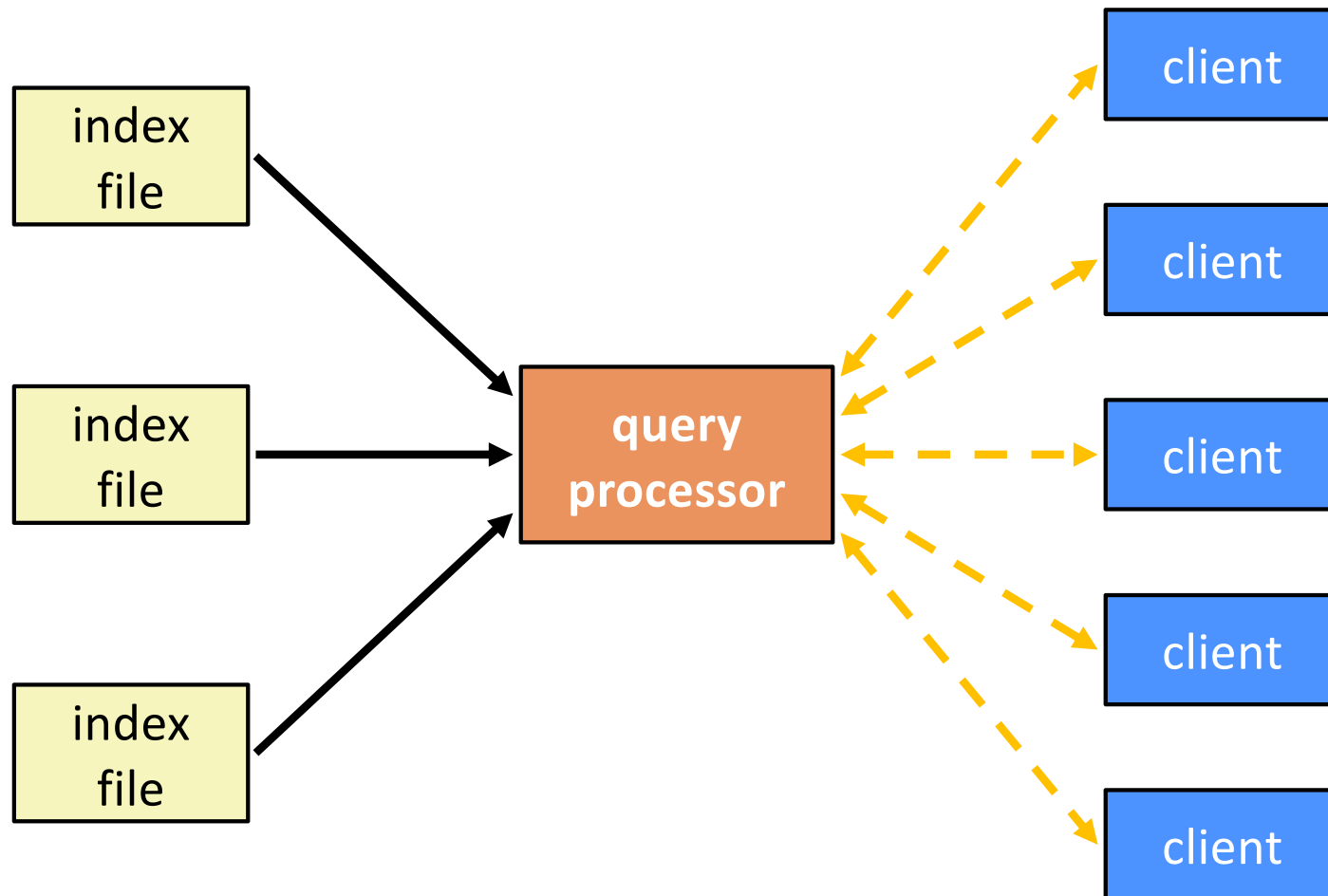
- ❖ Understanding Concurrency
  - Why is it useful
  - Why is it hard
  
- ❖ Concurrent Programming Styles
  - Threads vs. processes
  - Asynchronous or non-blocking I/O
    - “Event-driven programming”

# Building a Web Search Engine

## ❖ We need:

- A web index
  - 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

# Web Search Architecture



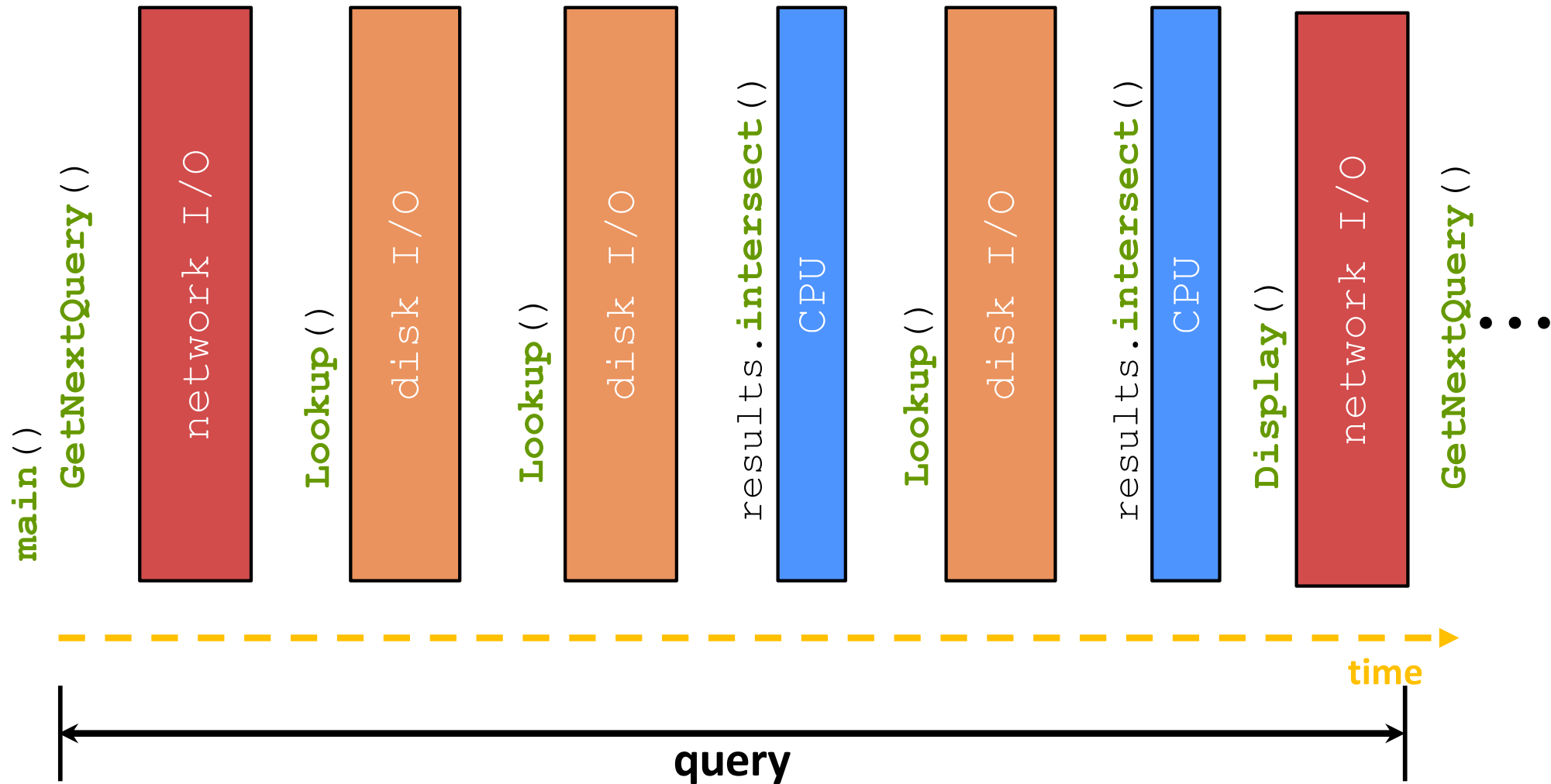
# Sequential Implementation

## ❖ Pseudocode for sequential query processor:

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

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

# Execution Timeline: a Multi-Word Query

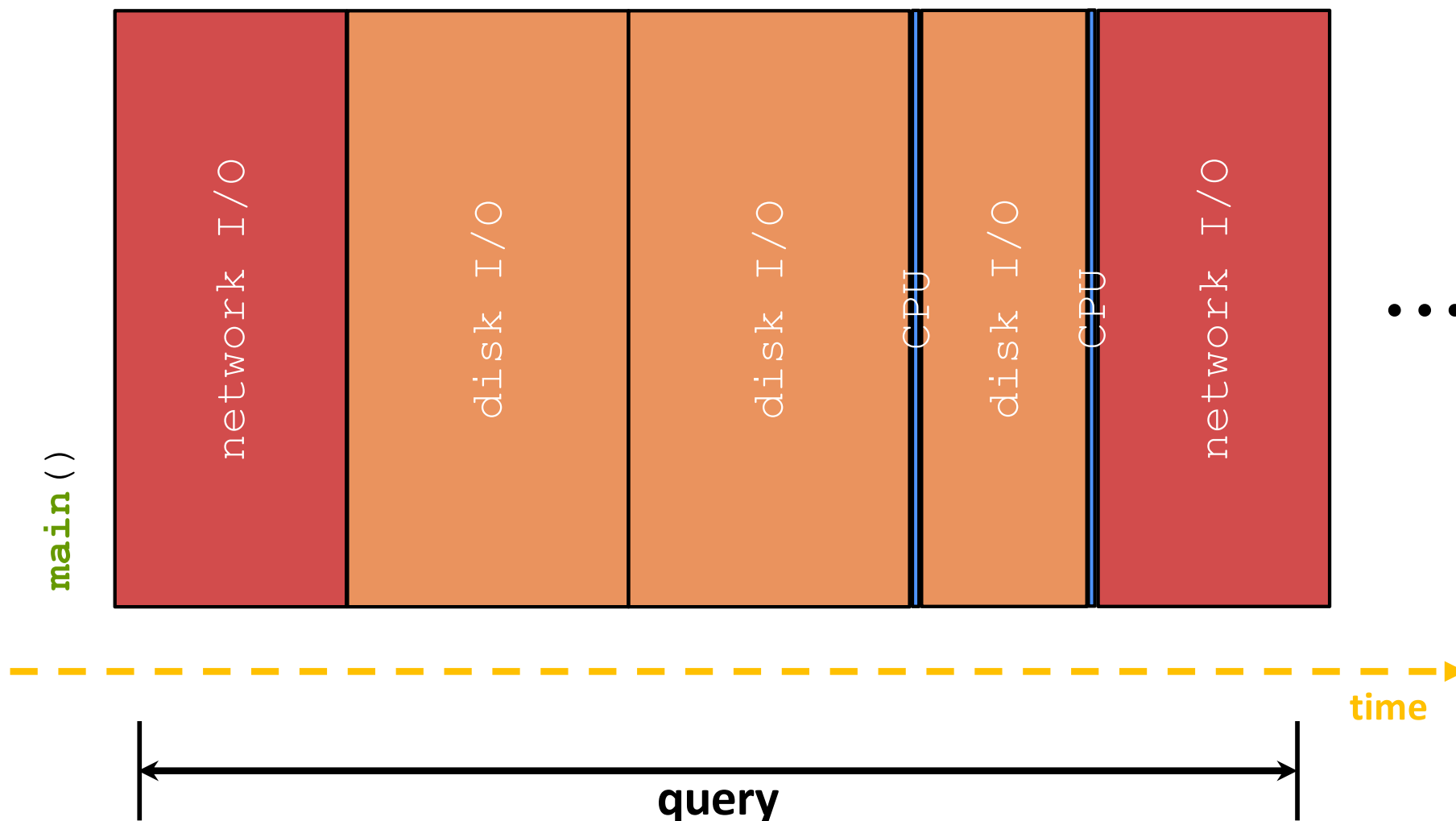


# What About I/O-caused Latency?

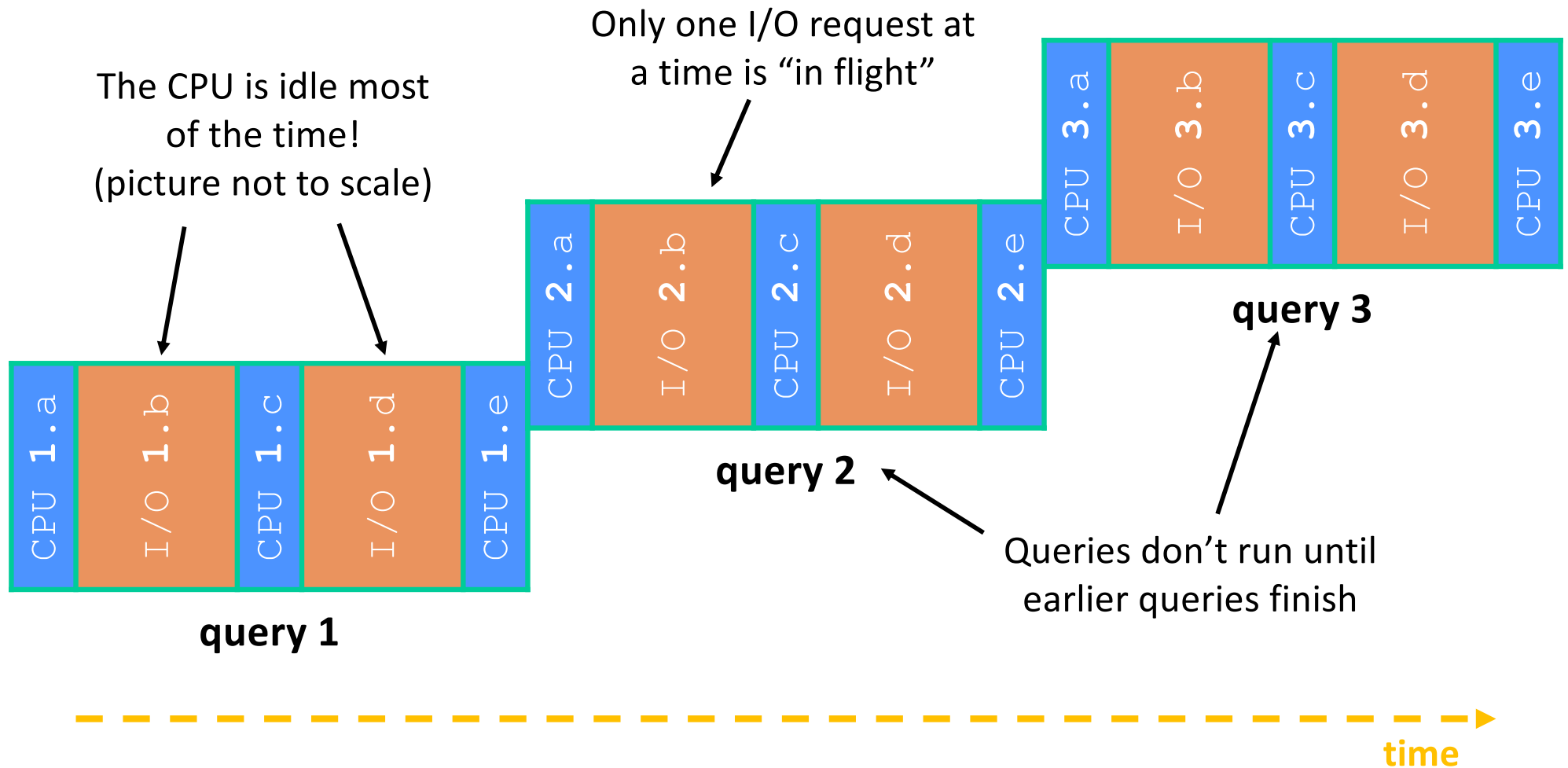
- ❖ Jeff Dean's "Numbers Everyone Should Know" (LADIS '09)

Numbers Everyone Should Know	
L1 cache reference	0.5 ns
Branch mispredict	5 ns
L2 cache reference	7 ns
Mutex lock/unlock	100 ns
Main memory reference	100 ns
Compress 1K bytes with Zippy	10,000 ns
Send 2K bytes over 1 Gbps network	20,000 ns
Read 1 MB sequentially from memory	250,000 ns
Round trip within same datacenter	500,000 ns
Disk seek	10,000,000 ns
Read 1 MB sequentially from network	10,000,000 ns
Read 1 MB sequentially from disk	30,000,000 ns
Send packet CA->Netherlands->CA	150,000,000 ns

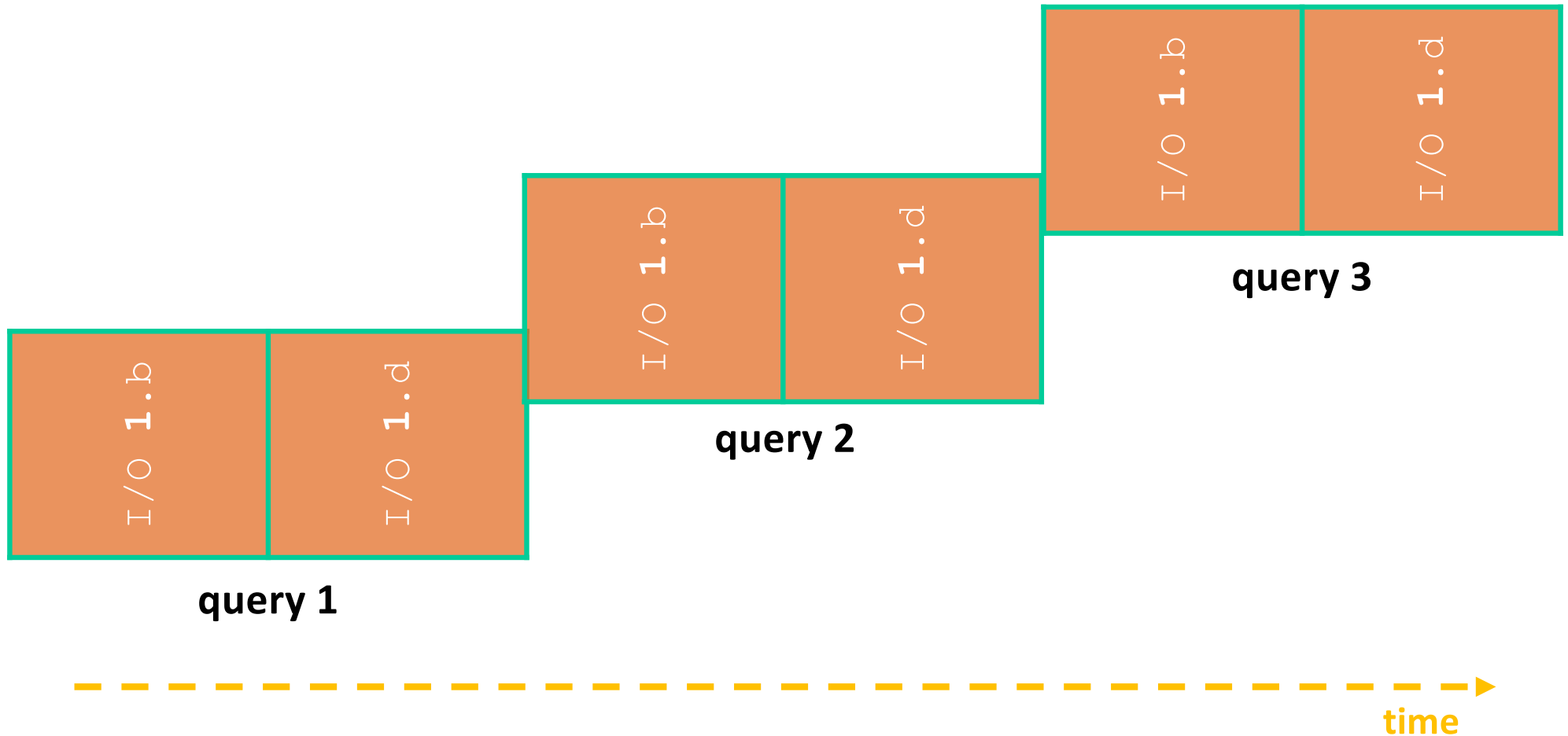
# Execution Timeline: To Scale



# Sequential Queries – Simplified



# Sequential Queries: To Scale



# Sequential Can Be Inefficient

- ❖ Only one query is being processed at a time
  - All other queries queue up behind the first one
- ❖ The CPU is idle most of the time
  - It is *blocked* waiting for I/O to complete
    - Disk I/O can be very, very slow
- ❖ 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.

# Concurrency

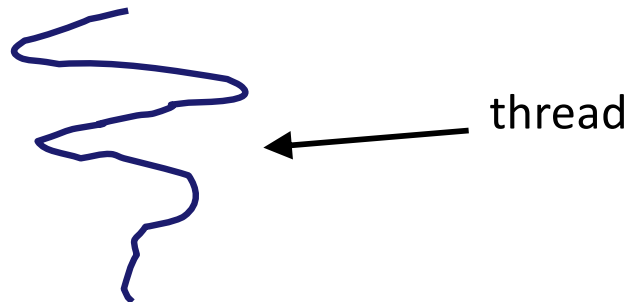
- ❖ A version of the program that executes multiple tasks simultaneously
  - Example: Our web server could execute multiple *queries* at the same time
    - While one is waiting for I/O, another can be executing on the CPU
  - Example: Execute queries one at a time, but issue *I/O requests* against different files/disks simultaneously
    - Could read from several index files at once, processing the I/O results as they arrive
- ❖ Concurrency != parallelism
  - parallelism is when multiple CPUs work simultaneously on 1 job

# A Concurrent Implementation

- ❖ Use multiple threads or processes
  - As a query arrives, fork a new thread (or process) to handle it
    - The thread reads the query from the console, issues read requests against files, assembles results and writes to the console
    - The thread uses blocking I/O; the thread alternates between consuming CPU cycles and blocking on I/O
  - The OS context switches between threads/processes
    - While one is blocked on I/O, another can use the CPU
    - Multiple threads' I/O requests can be issued at once

# Introducing Threads

- ❖ Separate the concept of a **process** from an individual “*thread of control*”
  - Usually called a **thread** (or a *lightweight process*), this is a sequential execution stream within a process



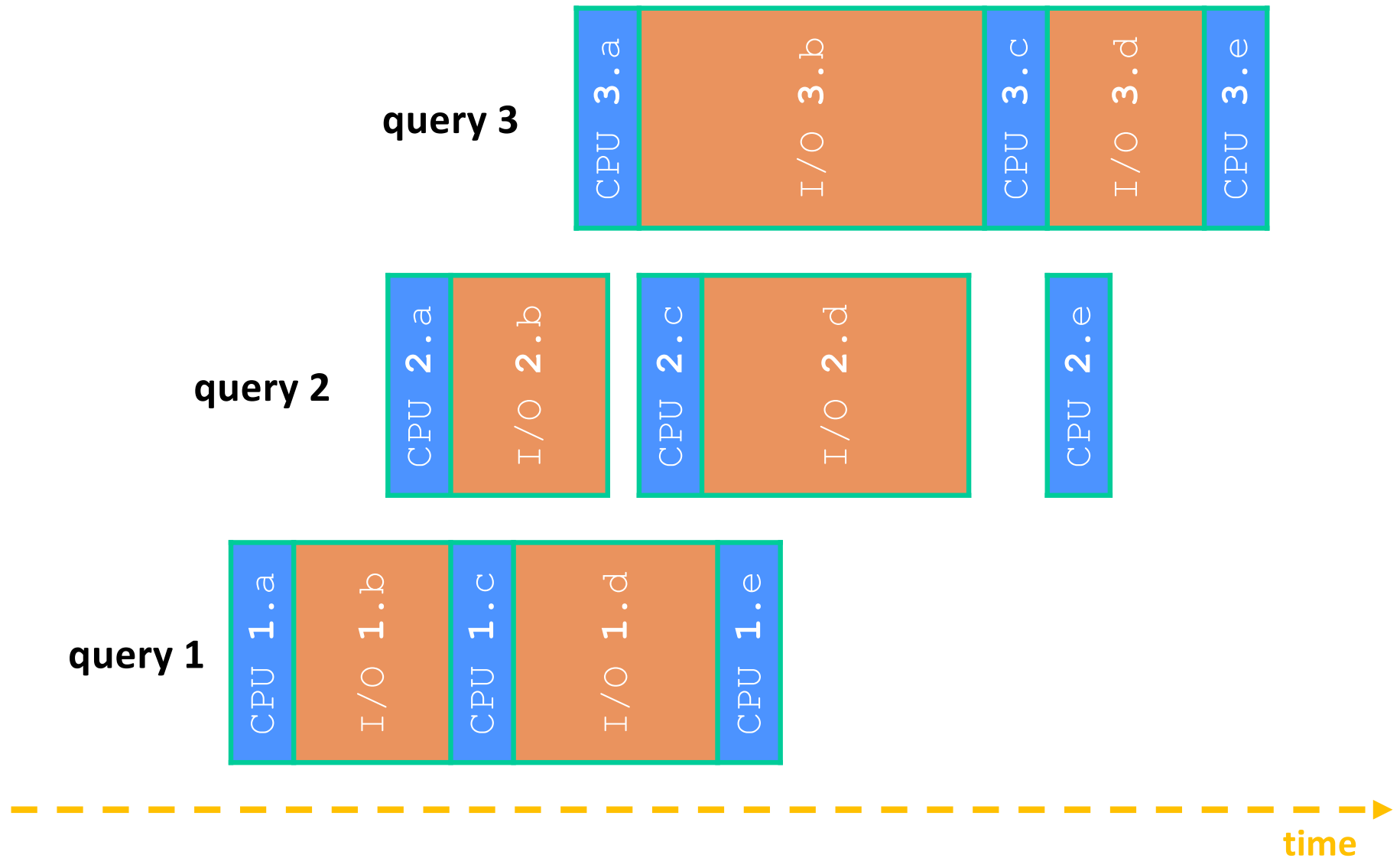
- ❖ In most modern OS's:
  - Process: address space, OS resources/process attributes
  - Thread: stack, stack pointer, program counter, registers
  - Threads are the *unit of scheduling* and processes are their *containers*; every process has at least one thread running in it

# Multithreaded Pseudocode

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

```
doclist Lookup(string word) {  
    bucket = hash(word);  
    hitlist = file.read(bucket);  
    foreach hit in hitlist  
        doclist.append(file.read(hit));  
    return doclist;  
}  
  
ProcessQuery() {  
    results = Lookup(query_words[0]);  
    foreach word in query[1..n]  
        results = results.intersect(Lookup(word));  
    Display(results);  
}
```

# Multithreaded Queries – Simplified



# Why Threads?

## ❖ Advantages:

- You (mostly) write sequential-looking code
- Threads can run in parallel if you have multiple CPUs/cores

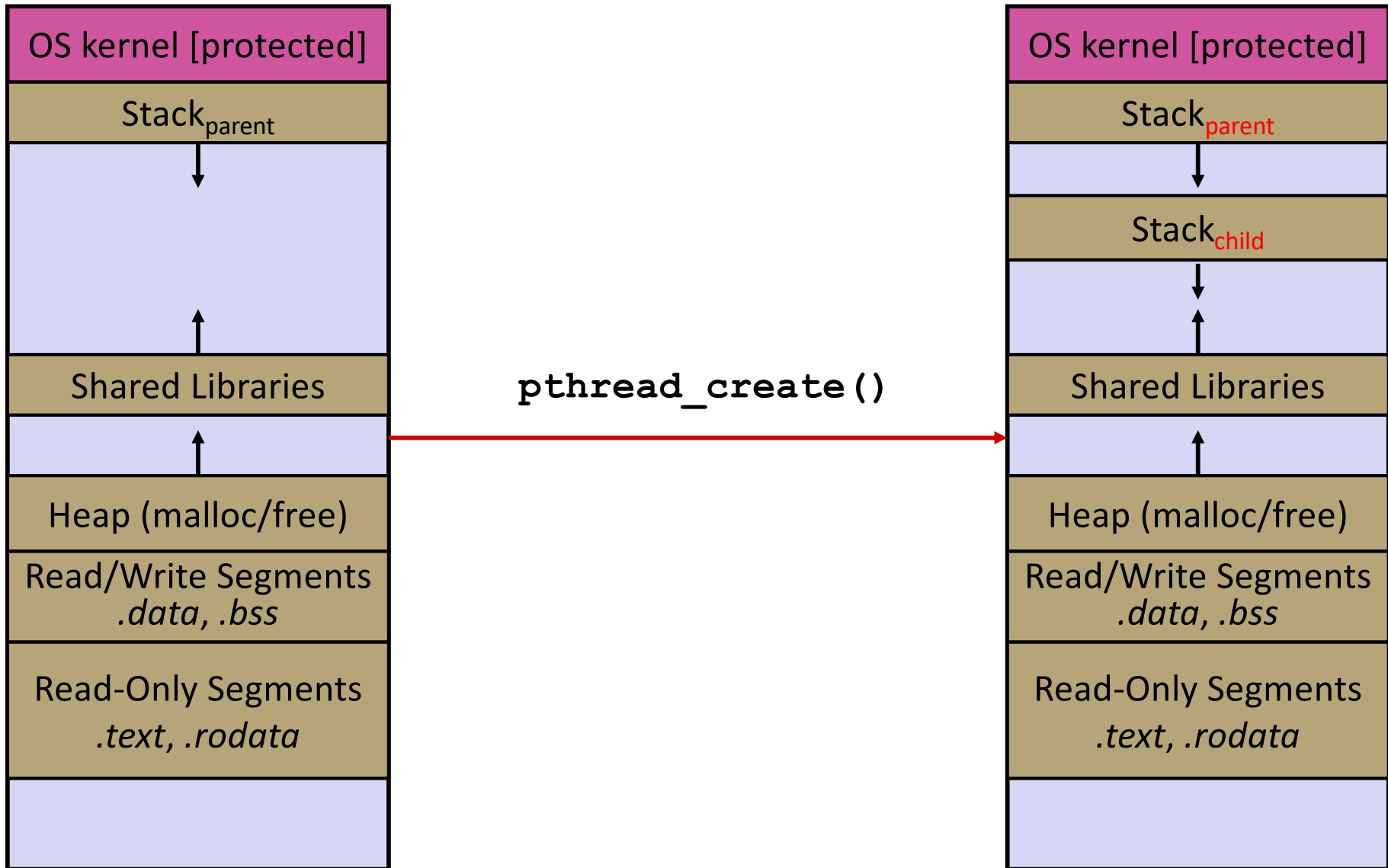
## ❖ Disadvantages:

- 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

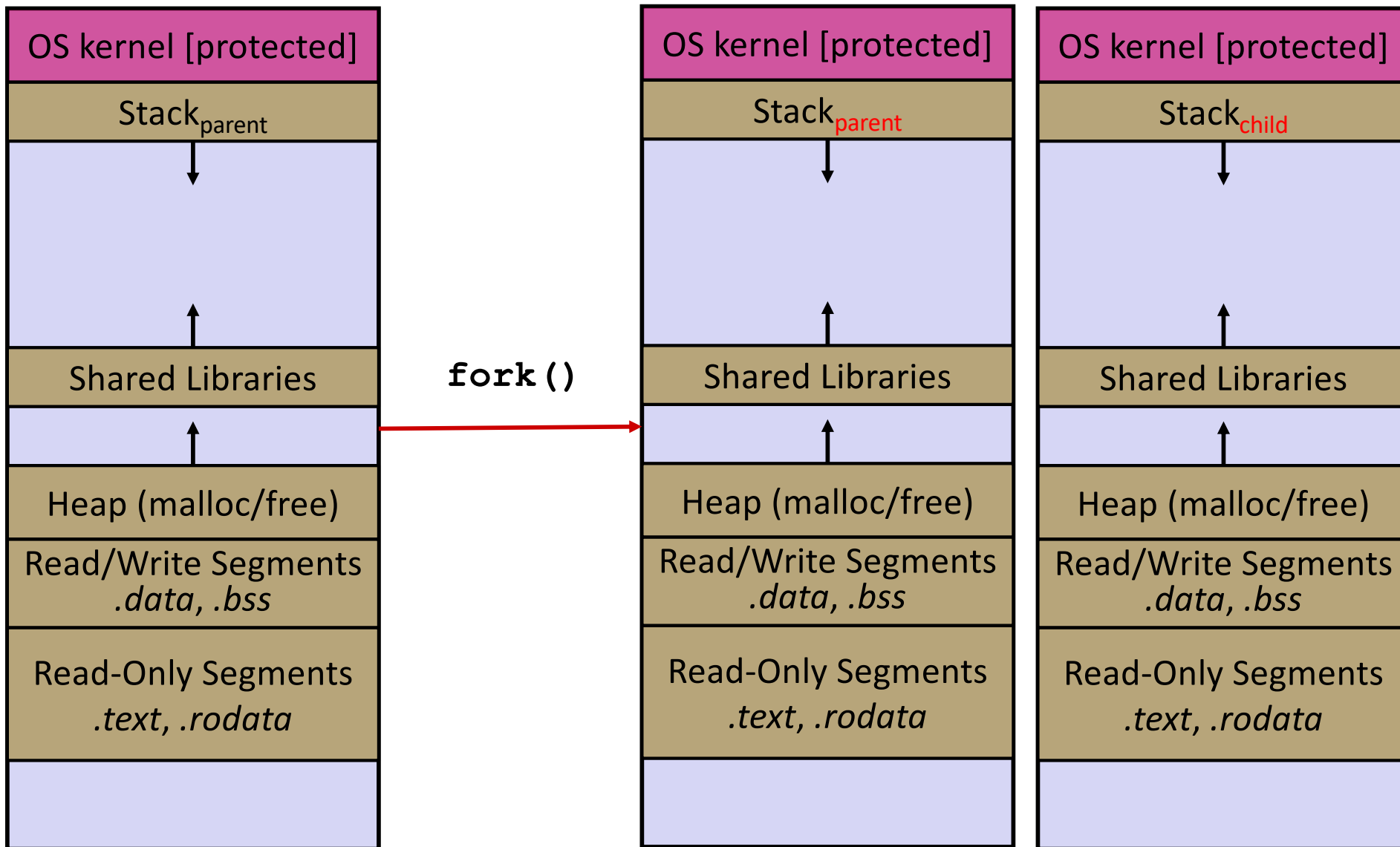
# Alternative: Processes

- ❖ What if we forked processes instead of threads?
- ❖ Advantages:
  - No shared memory between processes
  - No need for language support; OS provides “fork”
- ❖ Disadvantages:
  - More overhead than threads during creation and context switching
  - Cannot easily share memory between processes – typically communicate through the file system

# Threads vs. Processes



# Threads vs. Processes



# Alternate: Asynchronous I/O

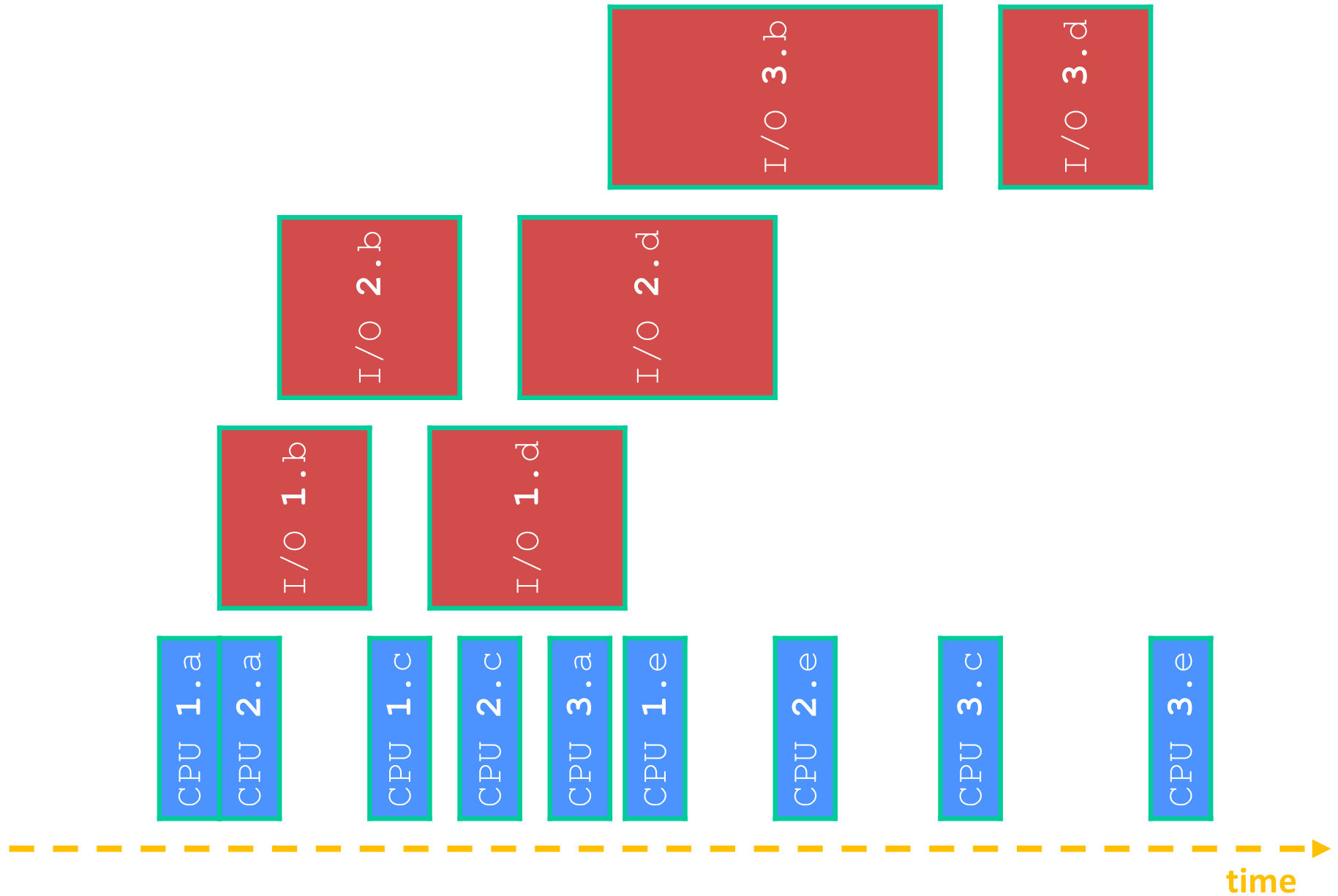
- ❖ Use **asynchronous** or **non-blocking** I/O
- ❖ Your program begins processing a query
  - When your program needs to read data to make further progress, it registers interest in the data with the OS and then switches to a different query
  - The OS handles the details of issuing the read on the disk, or waiting for data from the console (or other devices, like the network)
  - When data becomes available, the OS lets your program know
- ❖ Your program (almost never) blocks on I/O

# Event-Driven Programming

- ❖ Your program is structured as an *event-loop*

```
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



# Non-blocking vs. Asynchronous

- ❖ 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/writable
    - Program can choose to block while no file descriptors are ready

# Non-blocking vs. Asynchronous

- ❖ Asynchronous I/O (disk)
  - Program tells the OS to begin reading/writing
    - The “begin\_read” or “begin\_write” returns immediately
    - When the I/O completes, OS delivers an event to the program
- ❖ According to the Linux specification, the disk never blocks your program (just delays it)
  - Asynchronous I/O is primarily used to hide disk latency
  - Asynchronous I/O system calls are messy and complicated 😞

# 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

# One Way to Think About It

## ❖ Threaded code:

- Each thread executes its task sequentially, and per-task state is naturally stored in the thread's stack
- OS and thread scheduler switch between threads for you

## ❖ Event-driven code:

- \*You\* are the scheduler
- You have to bundle up task state into continuations (data structures describing what-to-do-next); tasks do not have their own stacks