

# Programmation Systèmes

## Cours 8 — POSIX Threads

### an introduction

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2013-2014

URL <http://upsilon.cc/zack/teaching/1314/progsyst/>  
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# Outline

- 1 Threads and Pthreads
- 2 Mutex
- 3 Condition variables
- 4 Thread safety
- 5 Going further

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1 Threads and Pthreads

2 Mutex

3 Condition variables

4 Thread safety

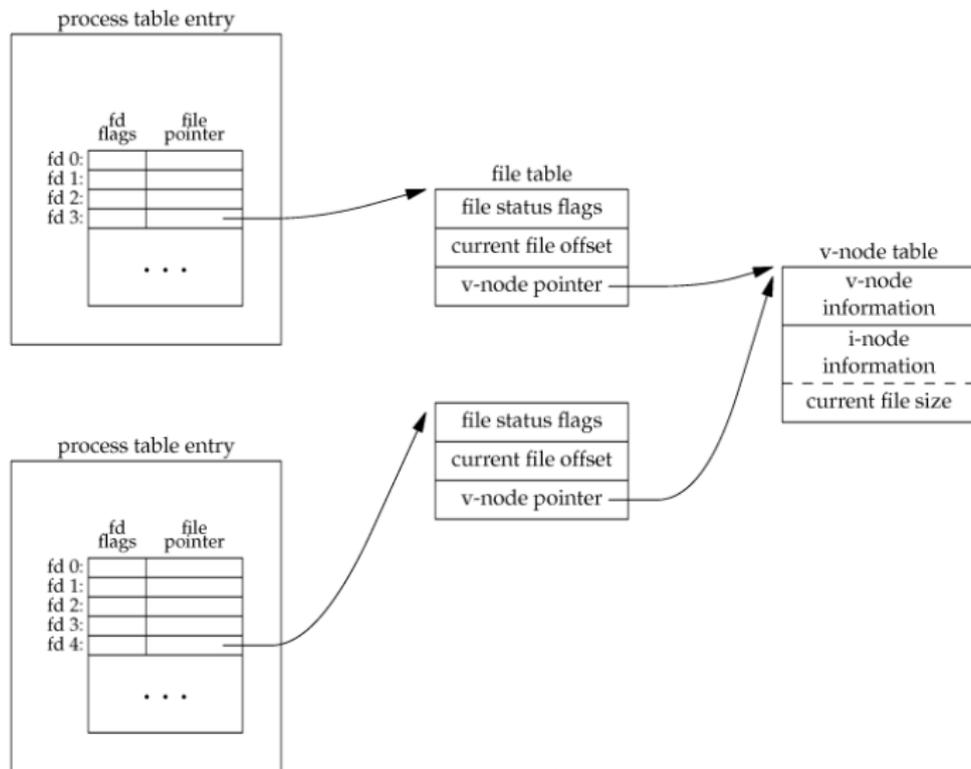
5 Going further

# Looking back

We have already seen the notion of **thread**,  
at the very beginning of this course...

# Redux: multi-process I/O — file sharing

What happens when *independent* processes act on the same file?



APUE, Figure 3.7

## Redux: sharing resources among processes

It seems processes can share resources, such as the v-node table in the previous (degenerate) example.

Can they share more?

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Can they share more?

Yes.

- related processes can share **file table entries**
- processes can share **specific memory regions** of their own address space (e.g. memory mapping, shared memory)
- pushing it to the extreme, multiple “processes” can share by default their **entire address space** by the means of **threads**

## Redux: sharing resources among processes

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Yes.

- related processes can share **file table entries**

we now have seen how to do this (e.g. via fork inheritance)...

- processes can share **specific memory regions** of their own address space (e.g. memory mapping, shared memory)

... and this (e.g. via mmap or shmat...)

- pushing it to the extreme, multiple “processes” can share by default their **entire address space** by the means of **threads**

... how about this?

# Redux: threads

By default, each process has only one **thread of control** (or “thread”), i.e. only one set of instructions being executed at any given time.

**Additional threads** can be added at runtime.

# Threads and processes

Like processes, threads:

- are a mechanism to allow applications to perform **concurrent tasks**. . .
  - ▶ e.g. doing CPU-intensive calculations. . . while updating the user interface
- possibly in a *truly concurrent* manner (as opposed to time sharing) on a **multiprocessor** system
  - ▶ e.g. doing CPU-intensive calculations. . . while waiting for I/O

Unlike processes:

- threads are all executed in the **same address space**
  - ▶ whereas processes had one address space each, copy-on-write'd from the parent

## Intuition

- new process = new execution point + new address space
- new thread = new execution point

## Why bother?

We have seen that, thanks to copy-on-write, fork is very fast.

Why bother with threads?

- **sharing information** requires work — that's why we have spent one semester studying IPC mechanisms. . .
- we can be **faster than fork** — even with COW, the kernel has to duplicate the page table (and more)

## Why bother?

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With threads:

- thread **creation is much faster** than process creation,  $\approx 10x$ :<sup>1</sup>

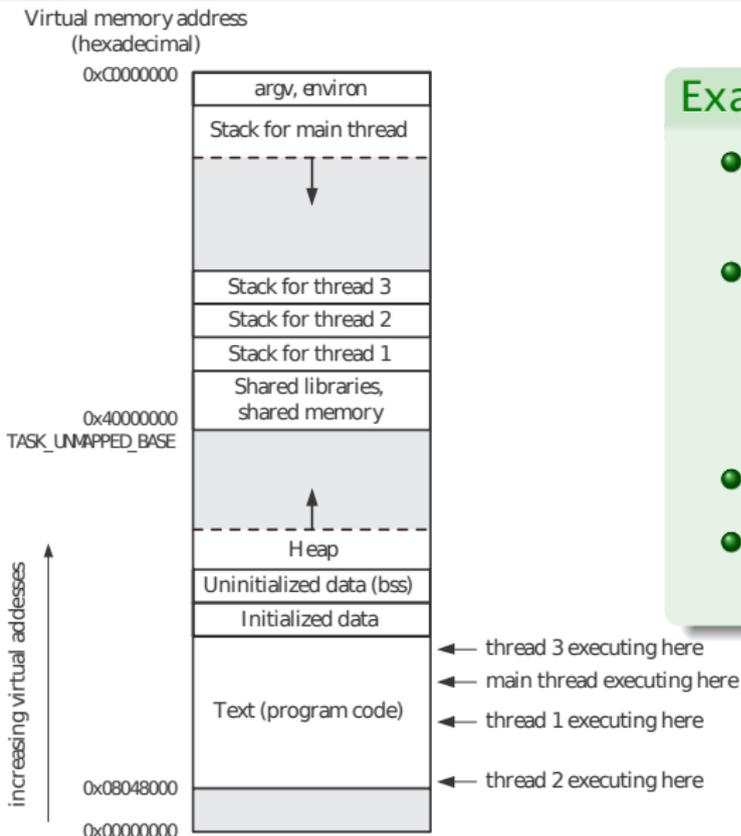
100'000 fork	22.27s
100'000 vfork	3.52s
100'000 "thread creations"	2.97s

- we have **sharing by default** — global or heap variables are accessible by all threads

drawback: we will need **synchronization**—badly and heavily—to avoid race conditions and memory corruption

<sup>1</sup>on Linux 2.6.27, x86-32. Source: TLPI §28.3 (2010)

# Memory layout (approx.)



## Example

- 4 threads in execution
  - ▶ the main one + 3 extra
- ... with 4 independent execution points
  - ▶ i.e. 4 independent program counter (PC) values
- ... with 4 independent stacks
- ... all sharing the same address space

# Sharing...

Some **shared** traits, among threads of the same process:

- **address space**
- **pid**, parent pid, and most user info
  - ▶ e.g. credentials, group, session, ...
- open **file descriptors**
- most file system info
  - ▶ e.g. current working directory, file locks, ...
- signal dispositions

## ... or not sharing

Some **non-shared** traits, private to each thread of the same process:

- **thread ID**
- **stack**
  - ▶ note: this means **local variables** are *not* shared either
  - ▶ **no encapsulation** enforcement, though; beware of pointers (black) magic
- **errno**
- signal mask
- thread-local storage

# Pthreads API

## Pthreads = POSIX thread API

In the 80–90s various APIs existed to do thread programming on UNIX. POSIX.1c (1995) blessed **Pthreads** (“**POSIX threads**”) as the standard thread API on UNIX. Later on, Pthreads have also been integrated into SUSv3.

Main parts of Pthreads:

- abstract data types (`pthread_t`, `pthread_mutex_t`, ...)
- thread management (creation, “wait”, cancellation, ...)
- mutex
- condition variables
- much more (read/write locks, memory barriers, ...)

very **large and complex API!** we will only scratch the surface...

# errno and threads

- 1 errno is a global integer variable
- 2 errno depends on function return values
- 3 threads = independent execution points + same address space

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FAIL.

# errno and threads

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FAIL.

or not...

## Gory details

- in threaded programs errno is actually a macro
- ... that expands to a function call
- ... which returns a modifiable lvalue

## Bottom line

**errno** has been adapted to **cope well with threads**: each thread has its own errno. Don't worry about it.

# Return value convention

## Usual convention

- success: return 0 (or some positive informative value)
- failure: return -1; set errno

## Pthread API convention

- success: return 0
- failure: return errno value > 0

**Why?** Because.

(and also because every errno access in threaded programs costs you a function call overhead)

## Thread-specific helper functions

```
void err_msg_p(int errnum, const char *msg) {
    char buf[BUFSIZ];

    if (strerror_r(errnum, buf, BUFSIZ) != 0)
        fprintf(stderr, "%s: Unknown error %d\n",
                msg, errnum);
    else
        fprintf(stderr, "%s: %s\n", msg, buf);
}

void err_sys_p(int errnum, const char *msg) {
    err_msg_p(errnum, msg);
    exit(EXIT_FAILURE);
}
```

Sample usage:

```
pthread_t thread;
int s;
s = pthread_func(&thread, ...);
if (s != 0)
    err_sys_p(s, "pthread_func");
```

# Compiling with Pthreads (on Linux)

On Linux, programs using Pthreads must be compiled passing the `-pthread` option to the C compiler:

## **`-pthread`**

*Adds support for multithreading with the pthreads library. This option sets flags for both the preprocessor and linker.*

— *manpage CC(1)*

## Why?

Intuition: you need to tell the compiler toolchain to do all sort of thread-specific treatments, like the `errno` trick.

# Thread creation

The main thread exists by default. We can **add extra threads** with:

---

```
#include <pthread.h>
```

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

Returns: *0 on success, positive errno on error*

---

**What does the function prototype tell us?**

# Thread creation

The main thread exists by default. We can **add extra threads** with:

---

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#include <pthread.h>
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---

- *start* points to the **thread code** (i.e. a function)
- *arg* will be passed as argument to *start*
  - ▶ the **new thread** will start executing **start(arg)**
  - ▶ the **calling thread** will continue execution after `pthread_create`
  - ▶ the usual “who goes first?” **race condition** applies
- *thread* will be filled with a **thread ID** identifying the just created thread, before `pthread_create` returns
- *attr* can be used to specify new thread attributes [...]

# Thread termination

A **thread terminates** its execution when:

- its “**main**” **function terminates** (using `return` or implicitly)
- the thread is **canceled** using `pthread_cancel (...)`
- *any* of the thread calls `exit` → *all* threads will terminate (!)
- the thread calls `pthread_exit`:

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- the thread is **canceled** using `pthread_cancel (...)`
- *any* of the thread calls **`exit`** → *all* threads will terminate (!)
- the thread calls **`pthread_exit`**:

---

```
#include <pthread.h>
```

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

Returns: *does not return*

---

- *retval* will be available for inspection by other threads
- note: the thread creation/termination API is **more expressive than `fork/exit`** (why?)

# Thread “waiting”

After the thread-equivalent of fork, let's see `waitpid`'s:

---

```
#include <pthread.h>
```

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

Returns: *0 on success, positive errno on error*

---

- calling thread will **block until *thread* terminates**
- if not NULL, *retval* will get a copy of ***thread* return value**

Notable differences with respect to `wait(pid)`

- **threads are peers** not parents/children: anyone can join anyone
- there is no direct equivalent of `wait`, to join with any thread

## Pthreads — example

```
#include <pthread.h>
#include "helpers.h"
void *tmain(void *arg) {
    char *msg = (char *) arg;
    printf("[thread] %s", msg);
    return ((void *) strlen(msg));
}
int main(int argc, char **argv) {
    pthread_t t;
    int s;
    void *res;

    printf("creating thread...\n");
    s = pthread_create(&t, NULL,
                      tmain, (void *) "Hello, world!\n");
    if (s != 0) err_sys_p(s, "pthread_create");
    s = pthread_join(t, &res);
    if (s != 0) err_sys_p(s, "pthread_join");
    printf("thread returned %ld\n", (long) res);
    exit(EXIT_SUCCESS);
} /* end of hello_pthread.c */
```

# Demo

- **argument passing** between threads (forth and back)
- **judicious casting** to return integers (still dangerous, though...)

## Pthreads — larger example

```
#include <pthread.h>
#include "helpers.h"

void *tmain(void *arg) {
    long id = (long) arg;

    printf("[thread %ld] Hello, World!\n", id);
    return ((void *) id);
}

int main(int argc, char **argv) {
    int s;
    long i, threads_no;
    pthread_t *ts = NULL;    // pthread_t array

    if (argc != 2)
        err_quit("Usage: hellos_pthread THREAD_NO");
    threads_no = atol(argv[1]);    // TODO: error checking

    ts = calloc(threads_no, sizeof(pthread_t));
    if (ts == NULL) err_sys("malloc");
```

## Pthreads — larger example (cont.)

```
for (i = 0; i < threads_no; i++) {  
    printf("creating thread %ld...\n", i);  
    s = pthread_create(ts + i, NULL,  
                      tmain, (void *) i);  
    if (s != 0) err_msg_p(s, "pthread_create");  
}
```

```
for (i = 0; i < threads_no; i++) {  
    void *res;  
    s = pthread_join(ts[i], &res);  
    if (s != 0) err_msg_p(s, "pthread_join");  
    printf("thread %ld returned %ld\n", i, (long) res);  
}
```

```
free(ts);  
exit(EXIT_SUCCESS);  
} /* end of hellos_pthread.c */
```

# Demo

- starts *all* threads before joining, to maximize parallelism
- needs **explicit thread (id) management**
- execution is non deterministic, as expected

# Zombie threads

## Definition (thread zombie)

A thread is said to be a **zombie thread** if it has terminated and no other thread has collected its return value (with `pthread_join`) yet.

Zombie threads pose very similar problems to zombie processes—waste of **system resources** and, eventually, **thread ID exhaustion** (making impossible to create new threads).

# Detaching threads

To **avoid thread zombies**:

- use `pthread_join` judiciously, or
- make the thread **non-joinable** using:

---

```
#include <pthread.h>
```

```
int pthread_detach(pthread_t thread);
```

Returns: *0 on success, positive errno on error*

---

Non-joinable threads are **automatically reaped** at termination (but it is no longer possible to collect their return values).

Note: at `exit`, joinable and non-joinable threads are terminated all alike.

## Thread identity

When doing thread management, it might come handy to answer the question “Who am I?”

---

```
#include <pthread.h>
```

```
pthread_t pthread_self(void);
```

Returns: *thread ID of the calling thread*

---

```
#include <pthread.h>
```

```
int pthread_equal(pthread_t t1, pthread_t t2);
```

Returns: *nonzero value if t1 and t2 are equal, 0 otherwise*

---

Note: pthread\_t is an **abstract data type**, with different implementations on different UNIX. You **can't use ==** on pthread\_t values, and there is **no portable way of printing** them.

- you need a printable thread id?

pass one to your threads as we did in the example!

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# Threads and critical sections

Reminder:

## Definition (critical section)

A **critical section** is a code snippet that accesses a **shared resource** and that shall be **executed atomically** with respect to other (**kernel scheduling**) “**entities**” (KSE) accessing the same shared resource.

Up to now:

- entities = processes
- shared resources = those sharable between processes
  - ▶ specific memory pages, file descriptors, SysV structures, etc.

Now we *add*:

- entities = **threads**
- shared resources = all **non-local variables** by default (!)

# Threads and critical sections — example

Let's consider a simple example:

- a process address space contains the **global variable**  
**static long** glob = 0;
- **2 threads** of the same process wants to increment the global variable in parallel, as follows:

```
void *tmain(void *arg) {  
    long loc;  
  
    loc = glob;  
    loc++;  
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}
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**What could possibly go wrong?**

## Threads and critical sections — example

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```
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    long loc;  
  
    loc = glob;  
    loc++;  
    glob = loc;  
}
```

### What could possibly go wrong?

To experimentally observe the problem, we will use 2 threads and iterate the variable update code an increasing number of times.

## Threads and critical sections — example (cont.)

```
#include <pthread.h>
#include "helpers.h"

static long glob = 0;

void *tmain(void *arg) {
    long n = (long) arg;
    long i, loc;

    for (i = 0; i < n; i++) {
        loc = glob;
        loc++;
        glob = loc;
    }

    return NULL;
}
```

## Threads and critical sections — example (cont.)

```
int main(int argc, char **argv) {
    pthread_t t1, t2;
    int s;
    long n;
    if (argc != 2)
        err_quit("Usage: pthread_race ITERATIONS");
    n = atol(argv[1]);      // TODO: error checking

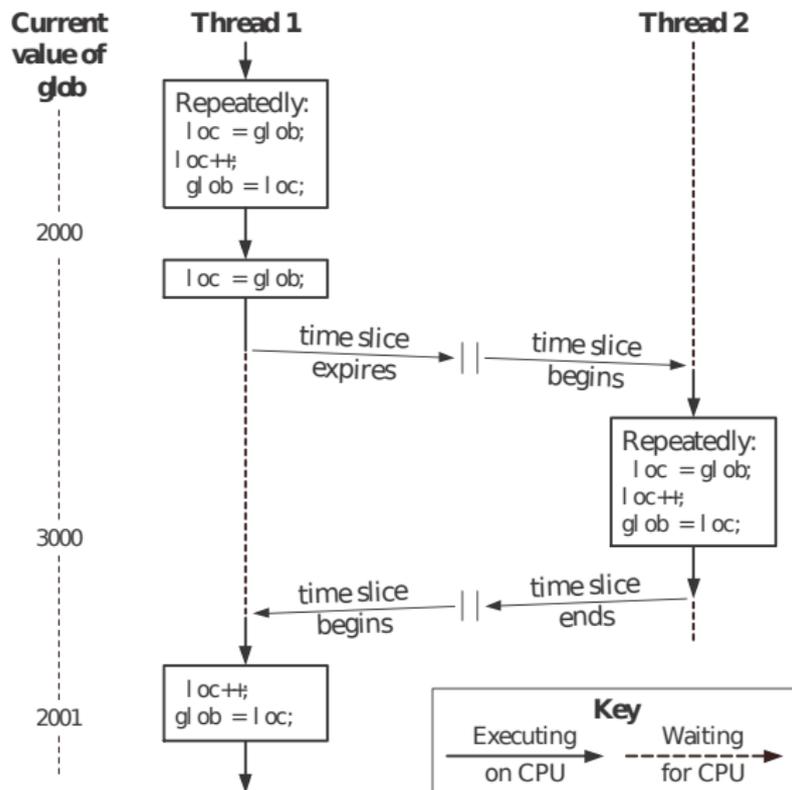
    s = pthread_create(&t1, NULL, tmain, (void *) n);
    if (s != 0) err_sys_p(s, "pthread_create (t1)");
    s = pthread_create(&t2, NULL, tmain, (void *) n);
    if (s != 0) err_sys_p(s, "pthread_create (t2)");

    s = pthread_join(t1, NULL);
    if (s != 0) err_sys_p(s, "pthread_join (t1)");
    s = pthread_join(t2, NULL);
    if (s != 0) err_sys_p(s, "pthread_join (t2)");

    printf("glob = %ld (expected: %ld)\n", glob, n * 2);
    exit(EXIT_SUCCESS);
} /* end of pthread_race.c */
```

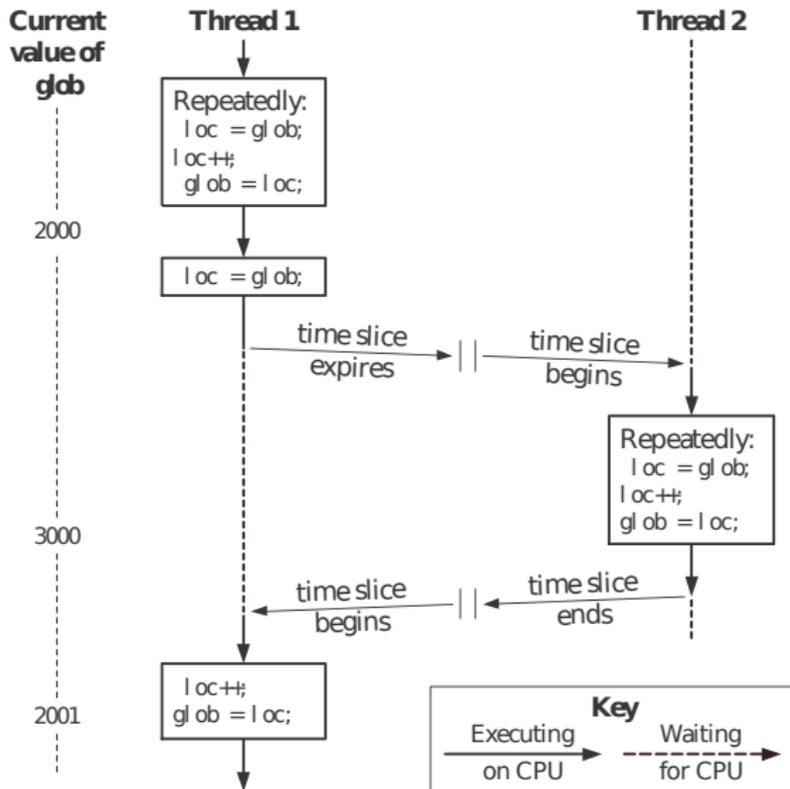
# Demo

# Threads and critical sections — example (cont.)



TLPI, Figure 30-1

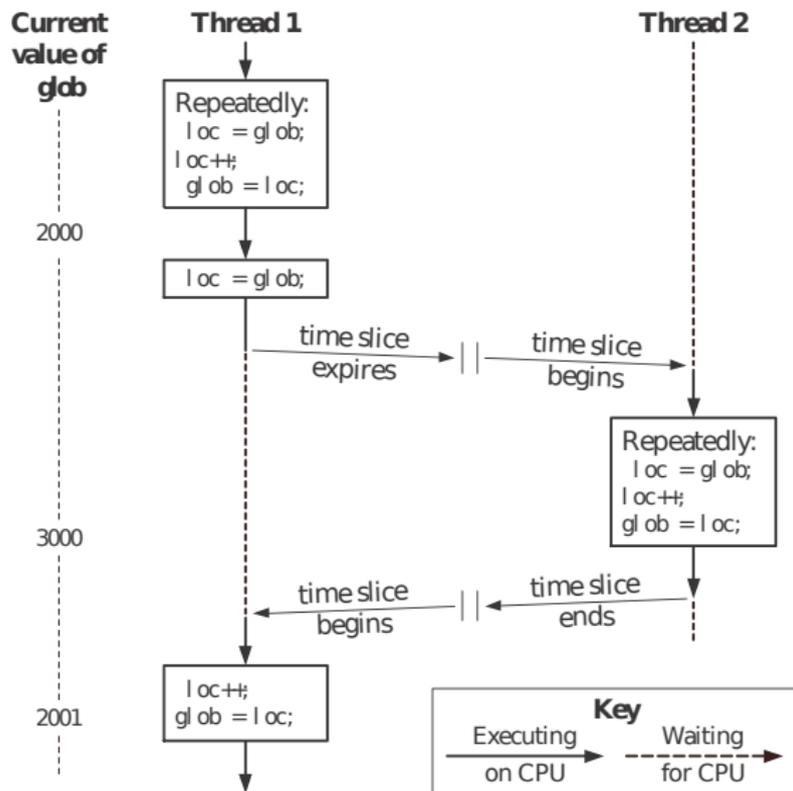
# Threads and critical sections — example (cont.)



## Exercise

- Why does it work properly for a small enough number of iterations?

# Threads and critical sections — example (cont.)



TLPI, Figure 30-1

## Exercise

- Why does it work properly for a small enough number of iterations?

## Exercise

- Would replacing the 3-instruction update with `glob++` solve the problem?

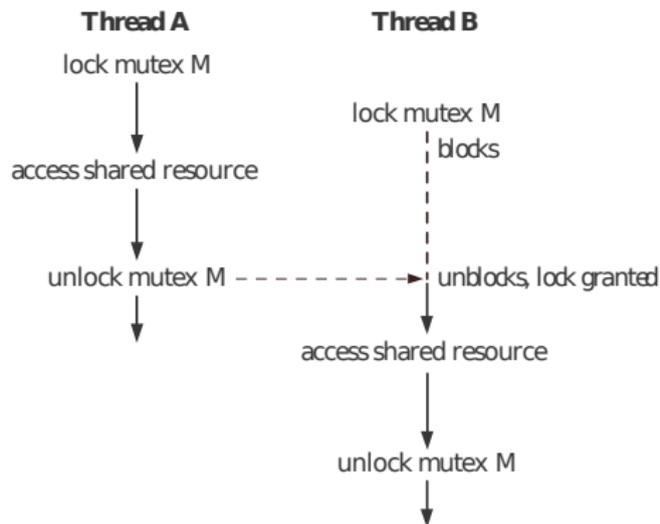
# Thread mutex

As usual, to *enforce* critical sections, we need some **mutual exclusion** mechanism.

The Pthreads API offers **mutex** as a fast synchronization mechanism to enforce mutual exclusion between threads.

Terminology and “protocol”:

- 1 threads **lock mutex**
  - ▶ AKA: “acquire”
- 2 critical section
- 3 threads **unlock mutex**
  - ▶ AKA: “release”



TLPI, Figure 30-2

**Figure :** sample interaction between 2 threads trying to access the same mutex (and shared resource)

## Creating mutex

Pthread mutex creation depends on whether you want to allocate them statically (i.e. in a global variable) or dynamically (i.e. in a malloc-ed memory area).

**Static mutex allocation** is easier, just declare a global variable:

```
pthread_mutex_t mtx = PTHREAD_MUTEX_INITIALIZER;
```

Drawback: you will get a mutex initialized with various **default mutex attributes**.

## Creating mutex (cont.)

Dynamic mutex allocation is more flexible and is achieved using:

---

```
#include <pthread.h>
```

```
int pthread_mutex_init(pthread_mutex_t *restrict mutex,  
                       const pthread_mutexattr_t *restrict attr);
```

Returns: *0 on success, positive errno on error*

---

- where *mutex* points to dynamic memory (i.e. either allocated on the heap with `malloc` or a local variable allocated on the stack)
- *attr* (when non NULL) allows to specify desired non-default **mutex attributes**

# Destroying mutex

Dynamically allocated mutex should be **destroyed** when no longer needed using:

---

```
#include <pthread.h>
```

```
int pthread_mutex_destroy(pthread_mutex_t *mutex);
```

Returns: *0 on success, positive errno on error*

---

For your health:

- destroy a mutex only when it is unlocked, and
- no other thread will lock it further in the future

## Mutex types

The most relevant mutex attribute is the **mutex type**. On it depend the results of the following corner case operations:

- 1 trying to lock a mutex already locked by yourself
- 2 trying to unlock a mutex that is not locked
- 3 trying to unlock a mutex locked by others

Mutex types:

- `PTHREAD_MUTEX_NORMAL` (1) → **deadlock**; (2),(3) → undefined
- `PTHREAD_MUTEX_ERRORCHECK` **error checking** on all operations (hence: slower mutex): (1),(2),(3) → error
  - ▶ deadlocks involving multiple threads are still possible though
- `PTHREAD_MUTEX_RECURSIVE` **reference counting**: (1) → increase counter; (2) → decrease counter, “unlock” when the counter reaches 0, error when trying to get it below 0; (3) → error

See: `pthread_mutexattr_settype` man page.

# Mutex lock/unlock

Locking/unlocking mutex is straightforward using:

---

```
#include <pthread.h>
```

```
int pthread_mutex_lock(pthread_mutex_t *mutex);
```

```
int pthread_mutex_unlock(pthread_mutex_t *mutex);
```

```
int pthread_mutex_trylock(pthread_mutex_t *mutex);
```

Returns: *0 on success, positive errno on error*

---

\*\_lock and \*\_unlock have the obvious semantics. \*\_trylock is the **non-blocking equivalent** of \*\_lock.

For a more fancy (and seldomly needed) feature, see also pthread\_mutex\_timedlock (**timed equivalent** of \*\_lock).

## Mutex — example

```
#include <pthread.h>
#include "helpers.h"

static long glob = 0;
static pthread_mutex_t mtx = PTHREAD_MUTEX_INITIALIZER;

void *tmain(void *arg) {
    long n = (long) arg;
    long i, loc;
    int s;
    for (i = 0; i < n; i++) {
        s = pthread_mutex_lock(&mtx);    // begin CS
        if (s != 0) err_sys_p(s, "pthread_mutex_lock");
        loc = glob;
        loc++;
        glob = loc;
        s = pthread_mutex_unlock(&mtx); // end CS
        if (s != 0) err_sys_p(s, "pthread_mutex_unlock");
    }
    return NULL;
}
```

## Mutex — example (cont.)

```
int main(int argc, char **argv) {           // main unchanged
    pthread_t t1, t2;
    int s;
    long n;
    if (argc != 2)
        err_quit("Usage: pthread_race ITERATIONS");
    n = atol(argv[1]);           // TODO: error checking

    s = pthread_create(&t1, NULL, tmain, (void *) n);
    if (s != 0) err_sys_p(s, "pthread_create (t1)");
    s = pthread_create(&t2, NULL, tmain, (void *) n);
    if (s != 0) err_sys_p(s, "pthread_create (t2)");

    s = pthread_join(t1, NULL);
    if (s != 0) err_sys_p(s, "pthread_join (t1)");
    s = pthread_join(t2, NULL);
    if (s != 0) err_sys_p(s, "pthread_join (t2)");

    printf("glob = %ld (expected: %ld)\n", glob, n * 2);
    exit(EXIT_SUCCESS);
} /* end of pthread_mutex.c */
```

# Demo

# Mutex performances

“lies, damned lies, and benchmarks”, but FWIW:<sup>2</sup>

- 20'000'000 (20M) `POSIX lock/unlock` = 20.00s
- 20M `SysV semop` = 12.00s
- 20M `flock lock/unlock` = 3.46s
- `pthread_mutex` 10M (i.e. 20M mutex lock/unlock) = **1.65s**
- `pthread_race` 10M = 0.15s
  - ▶ to give the wrong answer!

Note: in the specific case of `pthread_mutex`, mutex operations dominate over the actual critical section code, because the critical section code does almost nothing.

That's *not* the usual scenario.

---

<sup>2</sup>on Linux x86-64, Intel i5, quad-core, 2.5 GHz

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# Producer-consumer problem

The **producer-consumer** (P-C) problem is a paradigmatic case in the theory of multi-process synchronization.

- a **producer** process works hard to produce discrete goods (bread, some computation result, etc). Each time a new unit is ready, the producer adds it to some **shared storage** containing available goods
- a **consumer** process works hard to consume goods. Each time he is ready, the consumer removes some available good from the shared storage

The producer-consumer problem is used to show many synchronization issues, including race conditions.

Many variants: limited/unlimited storage size, one/many producers, one/many consumers, etc.

# Producer-consumer with mutex

## Example (simple producer-consumer)

Unlimited storage, 1 producer, 1 consumer.

We already know how to avoid the **most obvious race condition** in this scenario, i.e. non-atomic, concurrent updates to the shared storage of goods.

Let's see a naive implementation that uses **Pthread mutex**.

## P-C with mutex — example (producer)

```
#include <pthread.h>
#include <unistd.h>
#include "helpers.h"

static long goods = 0; // n. of available items
static pthread_mutex_t mtx = PTHREAD_MUTEX_INITIALIZER;

void *producer(void *arg) { // producer thread
    int s;
    for (;;) {
        sleep(1); // takes time to produce
        s = pthread_mutex_lock(&mtx);
        if (s != 0) err_sys_p(s, "pthread_mutex_lock");
        goods++;
        s = pthread_mutex_unlock(&mtx);
        if (s != 0) err_sys_p(s, "pthread_mutex_unlock");
    }
    return NULL;
}
```

## P-C with mutex — example (consumer)

```
int main(int argc, char **argv) {           // consumer thread
    int s;
    pthread_t t;

    s = pthread_create(&t, NULL, producer, NULL);
    if (s != 0) err_sys_p(s, "pthread_create");

    for (;;) {
        s = pthread_mutex_lock(&mtx);
        if (s != 0) err_sys_p(s, "pthread_mutex_lock");
        while (goods > 0) {
            goods--;
            printf("consuming... good!\n");
        }
        s = pthread_mutex_unlock(&mtx);
        if (s != 0) err_sys_p(s, "pthread_mutex_unlock");
    }

    exit(EXIT_SUCCESS);
} /* end of pc-naive.c */
```

# Demo

# Demo

- **what's wrong with this implementation?**

# Demo

- **what's wrong with this implementation?**
- time-wise, the process is producer-bound: it takes time to produce, but no time (or much less) to consume
- but the **consumer is polling** (draining CPU, battery, etc), just to **discover whether goods are available** or not

# Condition variables

We can solve this and similar problems with **condition variables**.

## Intuition

A condition variable is a rendez-vous point where **observers** interested in the **state of a shared resource** can **wait for some condition to be verified**; complementary, others can **notify** waiting threads that the condition in question is verified.

The following **operations** can be performed *on* condition variables:

- wait** block until a notification arrives
- signal** send a notification

- condition variables are always used **in conjunction with mutex** to guarantee mutual exclusion on the shared resource
- condition variables are **stateless**
  - ▶ i.e. if no thread is waiting when a notification happens, the notification is lost

## Creating condition variables

As with mutex, you can create condition variables either in **static memory**, using

```
pthread_cond_t mtx = PTHREAD_COND_INITIALIZER;
```

or in **dynamic memory** with

---

```
#include <pthread.h>
```

```
int pthread_cond_init(pthread_cond_t *restrict cond,  
    const pthread_condattr_t *restrict attr);
```

Returns: *0 on success, positive errno on error*

---

See `pthread_condattr_*` syscalls for more info about condition variable attributes.

# Acting on condition variables

---

```
#include <pthread.h>
```

```
int pthread_cond_wait(pthread_cond_t *cond, pthread_mutex_t *mutex);
```

```
int pthread_cond_signal(pthread_cond_t *cond);
```

```
int pthread_cond_broadcast(pthread_cond_t *cond);
```

Returns: *0 on success, positive errno on error*

---

- `*_wait` does the following steps, in order:<sup>3</sup>

- 1 unlock *mutex*
- 2 suspend execution of the calling thread until *cond* is signaled
- 3 lock *mutex* again

---

<sup>3</sup>we will see in a bit *why*

## Acting on condition variables (cont.)

---

```
#include <pthread.h>
```

```
int pthread_cond_wait(pthread_cond_t *cond, pthread_mutex_t *mutex);
```

```
int pthread_cond_signal(pthread_cond_t *cond);
```

```
int pthread_cond_broadcast(pthread_cond_t *cond);
```

Returns: *0 on success, positive errno on error*

---

- `*_signal` inform **at least one** of the waiting threads to wake up
  
- `*_broadcast` inform **all** waiting threads to wake up

## Acting on condition variables (cont.)

---

```
#include <pthread.h>
```

```
int pthread_cond_wait(pthread_cond_t *cond, pthread_mutex_t *mutex);
```

```
int pthread_cond_signal(pthread_cond_t *cond);
```

```
int pthread_cond_broadcast(pthread_cond_t *cond);
```

Returns: *0 on success, positive errno on error*

---

- **\*\_signal** inform **at least one** of the waiting threads to wake up

Use case: it doesn't matter *which* thread will perform a task, as long as one does; e.g. worker pool.

- **\*\_broadcast** inform **all** waiting threads to wake up

Use case: *all* waiting threads need to do something in reaction to the event, e.g.: publish/subscribe.

## P-C with condition variables — example

Let's redo the producer-consumer example **using condition variables to avoid polling**.

Idea:

- a single **condition variable** `avail`, meaning “*goods are available*”
- if no goods are available, the **consumer** will wait on `avail`
- each time the **producer** produces something, it signals `avail` to awake the consumer (if he is asleep)

## P-C with condition variables — example (producer)

```
#include <pthread.h>
#include "helpers.h"

static long goods = 0; // n. of available items
static pthread_mutex_t mtx = PTHREAD_MUTEX_INITIALIZER;
static pthread_cond_t avail = PTHREAD_COND_INITIALIZER;

void *producer(void *arg) { // producer thread
    int s;
    for (;;) {
        sleep(1); // takes time to produce
        s = pthread_mutex_lock(&mtx);
        if (s != 0) err_sys_p(s, "pthread_mutex_lock");
        goods++;
        s = pthread_mutex_unlock(&mtx);
        if (s != 0) err_sys_p(s, "pthread_mutex_unlock");
        s = pthread_cond_signal(&avail);
        if (s != 0) err_sys_p(s, "pthread_cond_signal");
    }
    return NULL;
}
```

## P-C with condition variables — example (consumer)

```
int main(int argc, char **argv) {           // consumer thread
    int s;
    pthread_t t;
    s = pthread_create(&t, NULL, producer, NULL);
    if (s != 0) err_sys_p(s, "pthread_create");
    for (;;) {
        s = pthread_mutex_lock(&mtx);
        if (s != 0) err_sys_p(s, "pthread_mutex_lock");
        while (goods == 0) {
            s = pthread_cond_wait(&avail, &mtx);
            if (s != 0) err_sys_p(s, "pthread_cond_wait");
        }
        while (goods > 0) {
            goods--;
            printf("consuming... good!\n");
        }
        s = pthread_mutex_unlock(&mtx);
        if (s != 0) err_sys_p(s, "pthread_mutex_unlock");
    }
    exit(EXIT_SUCCESS);
} /* end of pc-cond.c */
```

# Demo

- no polling, by design
- consumer awoken only when needed
- CPU back under control

## Wait subtleties (1)

Here is how we would like to use condition variables:

```
pthread_mutex_lock(&mtx);  
  
if (/* shared resource is *not* in desired state */)  
    pthread_cond_wait(&cond, &mtx);  
  
/* desired state of shared resource reached;  
   work on shared resource */  
  
pthread_mutex_unlock(&mtx);
```

- **shared resource** access must be **mutex-protected**, in particular:
    - ▶ the state test
    - ▶ the actual work
  - but **we cannot block while holding the mutex**
    - ▶ otherwise other threads won't be able to change shared resource to the state we need to wakeup → deadlock
- ⇒ the `unlock`; `wait`; `lock` semantics
- ▶ with **atomic execution** of the `wait`; `lock` part (why?)

## Wait subtleties (2)

Let's look again at this code:

```
pthread_mutex_lock(&mtx);

if (/* shared resource is *not* in desired state */)
    pthread_cond_wait(&cond, &mtx);

/* desired state of shared resource reached;
   work on shared resource */

pthread_mutex_unlock(&mtx);
```

What if:

- **other threads** executing the same code are woken up together with me, but **execute first**?
- **spurious wakeups** happens? (i.e. waking up even if nobody has signaled)

You'll end up executing *as if* the condition were satisfied, while that's not necessarily the case. **FAIL.**

## Wait subtleties (2) (cont.)

Bottom line: you should always **recheck the predicate** associated to a condition variable immediately after wakeup

- if it's not satisfied, wait again

### Condition variable wait recipe

```
pthread_mutex_lock(&mtx);
```

```
while (/* shared resource is *not* in desired state */)  
    pthread_cond_wait(&cond, &mtx);
```

```
/* desired state of shared resource reached;  
   work on shared resource */
```

```
pthread_mutex_unlock(&mtx);
```

### Intuition / design principle

Think of condition variables as expressing the **possibility that a predicate is verified**, rather than the certainty of it.

## Destroying condition variable

As it happened with mutex, **dynamically allocated condition variable** should be **destroyed** when no longer needed using:

---

```
#include <pthread.h>
```

```
int pthread_cond_destroy(pthread_cond_t *cond);
```

Returns: *0 on success, positive errno on error*

---

For your health: destroy a condition variable only when no threads are waiting on it.

# Outline

- 1 Threads and Pthreads
- 2 Mutex
- 3 Condition variables
- 4 Thread safety**
- 5 Going further

# Thread safety

## Definition (thread-safe function)

A function is said to be **thread-safe** if it can be “safely” invoked by multiple threads concurrently, i.e. without inducing race conditions, data corruption, or other synchronization problems.

Conversely, your threads **should not invoke thread-unsafe functions**, without explicit synchronization among them—e.g. by using mutex to ensure that only one thread at a time invokes the function.

## Thread *unsafety* — example

Here is an example of a **non thread-safe** function, as a degenerate case of the synchronization example we've seen:

```
static int glob = 0;

void do_something(void) {
    int loc;
    /* do something useful... */
    loc = glob;
    loc++;
    glob = loc;
    /* do something else... */
}
```

- concurrent use of this function by multiple threads makes the final value of **glob unpredictable**
- common cause of *unsafety*: **global variables** / static memory
  - ▶ precisely because they are *global*, **shared resources** among all threads, i.e. the basic ingredient of **race conditions**

# Thread safety approaches

Ideally, we want **all functions** we use to be **thread safe**.

So, **how do we make a function thread-safe?**

- 1 use (and write) only reentrant functions

## Definition (reentrant function)

A function is **reentrant** if it does not access global variables and static memory, i.e. it only accesses parameters and local variables

- ▶ local variables are allocated on the **stack**
- ▶ we have **one-stack per thread**
- ▶ no more shared resources! → no more race conditions!!

Unfortunately, that is not always possible:

- ***intrinsically global data structures***
  - ▶ e.g. `malloc` & friends' lists of free/available heap memory
- old, standard functions with **non-reentrant interfaces**
  - ▶ e.g. returning a pointer to statically allocated memory

## Thread safety approaches (cont.)

- 2 **serialize usage** of non thread-safe functions using mutex

```
static int glob = 0;
pthread_mutex_t mtx = PTHREAD_MUTEX_INITIALIZER;

void do_something(void) {
    int loc;
    pthread_mutex_lock(mtx);
    /* do something useful... */
    loc = glob;
    loc++;
    glob = loc;
    /* do something else... */
    pthread_mutex_unlock(mtx);
}
```

- similar to Java's synchronized methods
- **drawback**: might greatly reduce the parallelism of your program

## Thread safety approaches (cont.)

- 3 protect critical-section snippets with mutex

```
static int glob = 0;
pthread_mutex_t mtx = PTHREAD_MUTEX_INITIALIZER;
```

```
void do_something(void) {
    int loc;
    /* do something useful... */
    pthread_mutex_lock(mtx);
    loc = glob;
    loc++;
    glob = loc;
    pthread_mutex_unlock(mtx);
    /* do something else... */
}
```

- drawback: hard to get right

How about functions written by others. ...?

# Thread-safe POSIX functions

POSIX requires **all functions to be thread-safe**, with the exception of:

```
asctime basename catgets crypt ctermid ctime dbm_clearerr dbm_close
dbm_delete dbm_error dbm_fetch dbm_firstkey dbm_nextkey dbm_open
dbm_store dirname dlerror drand48 ecvt encrypt endgrent endpwent endutxent
fcvt ftw gcvt getc_unlocked getchar_unlocked getdate getenv getgrent getgrgid
getgrnam gethostbyaddr gethostbyname gethostent getlogin getnetbyaddr
getnetbyname getnetent getopt getprotobyname getprotobynumber getprotoent
getpwent getpwnam getpwuid getservbyname getservbyport getservent
getutxent getutxid getutxline gmtime hcreate hdestroy hsearch inet_ntoa l64a
lgamma lgammaf lgammal localeconv localtime lrand48 mrand48 nftw
nl_langinfo ptsname putc_unlocked putchar_unlocked putenv pututxline rand
readdir setenv setgrent setkey setpwent setutxent strerror strsignal strtok system
tmpnam ttyname unsetenv wcrtime wcsrtombs wcstombs wctomb
```

- note: they *could* be thread-safe, in specific implementations
- **thread-safe** by default is quite nice!
- for some of them, SUSv3 introduced **thread-safe equivalent**
  - ▶ e.g. compare rand/rand\_r, getlogin/getlogin\_r, ...
- see pthreads(7) for more details

# Outline

- 1 Threads and Pthreads
- 2 Mutex
- 3 Condition variables
- 4 Thread safety
- 5 Going further**

# Pthreads — going further

To reiterate:

*[ Pthreads is a ] very **large and complex API!** we will only scratch the surface...*

Let's see an overview of what you're missing.

## Thread-specific data & thread-local storage

Let's assume you have a function with a **non thread-safe interface** and you want to make it thread-safe.

Using **thread-specific data** you can do so without using mutex.

- thread-specific data is a standard API that allows threads to transparently use **thread-specific copies of static variables**

An easier to use alternative is **thread-local storage**. Just declare:

```
static __thread buf[BUFSIX];
```

and each thread will get its own copy of the variable.

However, this is **not portable**, but supported at least on Linux, Solaris, FreeBSD.

## Thread cancellation

You want to do some **thread orchestration** where a **master thread** create **slave threads** and might need to destroy them in response to external events (e.g. user request).

Implementing this with what we've seen is cumbersome, e.g.:

- shared data structure “list of threads that should die”
- master threads add entries (e.g. thread IDs) to it
- slave threads periodically check the list and **terminate voluntarily** if their thread ID show up there

With **thread cancellation** a thread can ask another to terminate:

- either at the next **synchronization point**, or
- abruptly

Not particularly sane way of managing threads. . . , hard to get right.

[more info](#)

`pthread_cancel(3)`, `pthread(7)`

# Threads and signals

**Don't do that.**

General idea:

- signals can target **individual threads** or the process as a whole
- signal dispositions are global, but **signal masks** are per-thread
- good model: **delegate signal management to a single thread**, protect all other threads with masks
- bonus point: as the signal management thread has nothing else to do, make it **handle signal synchronously** with:

---

```
#include <signal.h>
```

```
int sigwait(const sigset_t *set, int *sig);
```

Returns: *0 on success, positive errno on error*

# Threads vs processes

## Threads, pros:

- **sharing data** between threads (of the same process) is easy
- **thread creation is faster** than process creation
  - ▶ context switch between threads *might* be faster, too

## Threads, cons:

- address space is **shared by default** among threads → larger surface for race conditions; therefore you need:
  - ▶ judicious **synchronization** between threads
  - ▶ judicious use of **thread-safe functions**
- **poor isolation**: a bug in one thread can very easily damage the state of other threads
- threads compete for **virtual address space**
  - ▶ thread stacks and thread-local storage can deplete available virtual addresses (especially on 32bit architectures)
  - ▶ this is not the case for processes, as each process has its own address space