

# Practical multicore programming

## The DRF fragment

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## Multicore programming, why?

Run faster.

Some program are much easier to write that way (e.g. avoid asynchronous IO).

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## Run faster, our running example

The  $n$  queens puzzle: placing  $n$  chess queens on an  $n \times n$  chessboard so that no two queens threaten each other.

A classic in backtracking: place one queen per row, from top to bottom:

```
int solve(int n, int row, int *cols) {
    if (row == n) return 1 ;
    int r = 0 ;
    for (int i = 0 ; i < n ; i++) {
        if (ok(i,row,cols)) {
            cols[row] = i ;
            r += solve(n,row+1,cols) ;
        }
    }
    return r;
}
```

Demo (in queens):

```
% ./q.out -v -v 8 2>&1 | less
...
```

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## Run faster, sequentially

Simple implementation (demo in queens):

```
% safe ./q.out 15
2279184
status: 0
real: 34.70
user: 34.57
sys: 0.01
```

Optimised implementation (demo in queens):

```
safe ./fast.out 15
2279184
status: 0
real: 0.66
user: 0.66
sys: 0.00
```

Optimisations: symetries, integers as bitsets, avoiding function calls...  
The point is: parallelize the fastest program, not the slowest.

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## Faster without threads

A process in three steps

- 1 Place queens in the first  $d$  rows.
- 2 Count how many ways there are for placing the remaining  $n - d$  queens.
- 3 Sum counts.

Step 2 can run concurrently...

Demo (queens), two C programs:

- `gen.out -d[d] n` : place the first  $d$  queens.
- `run.out` : count solutions with the first  $d$  queens placed as read on standard input.

The programs `gen.out` and `run.out` communicate through files.

We shall concurrently run the requested invocations of `run.out`, by using a shell script, a Makefile, or the `parallel` utility.

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## Before we parallelize, a quiz

How do we solve the 8-queens puzzle?

- With `./gen.out` only: set  $d = 8$ .

```
% ./gen.out -d8 8
0 8 8 0 4 7 5 2 6 1 3
1 8 8 0 5 7 2 6 3 1 4
...
45 8 8 5 7 1 3 0 6 4 2
```

With symmetry:  $46 \times 2 \rightarrow 92$  solutions.

- With `./run.out` only: set  $d = 0$ .

```
% ./run.out
0 8 0
92
```

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## Aggressive parallelism

```
% sh shell.sh 17 > A/script.sh
```

Here is `script.sh`:

```
# Fork the computing processes, one per line of "gen.out 17" output
( echo 0 17 2 0 2 | ../run.out > 000.out ) &
( echo 1 17 2 0 3 | ../run.out > 001.out ) &
...
( echo 119 17 2 14 16 | ../run.out > 119.out ) &
# Wait for the computing processes to terminate
wait
# Sum partial results
cat 000.out 001.out ... 119.out > 17.out
( echo 0 && awk '{printf("%s +\n", $1)}' 17q.out && echo p ) | dc
```

```
% safe sh script.sh
```

```
95815104
real: 11.93
user: 46.46
sys: 0.13
```

**Drawback:** Why run more than 4 processes at the same time on a 2 core  $\times 2$  hyperthreaded machine?

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## Controlling parallelism with `make -j N`

```
% sh make.sh 17 > B/Makefile
```

The Makefile:

```
all: 17.out
    @( echo 0 && awk '{printf("%s +\n", $$1)}' 17.out && echo 'p' ) | dc

OUT := 000.out ... 119.out

17.out: $(OUT)
    @cat $(OUT) > 17.out

000.out:
    echo 1 20 15 1 1 1 1 1 | ../run.out > $@
...
063.out:
    echo 63 20 15 1 2 3 3 3 | ../run.out > $@

# My machine has 2 X 2 virtual processors
% safe make -C B -j 4
make: Entering directory '/home/maranget/MPRI/01/queens/B'
echo 0 17 2 0 2 | ../run.out > 000.out
...
95815104
make: Leaving directory '/home/maranget/MPRI/01/queens/B'
status: 0
real: 12.04
user: 46.23
sys: 0.17
#make -j 2 worth trying!
```

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## With the parallel utility

Usage:

```
parallel -j N command -- A1 ... An
```

Will run  $n$  invocations of *command* on arguments  $A_1 \dots A_n$ , with at most  $N$  invocations running concurrently.

This interface is not ideal, as our program `run.out` reads its arguments from standard input.

Easily corrected:

```
% cat run.sh
#!/bin/sh
echo $1 | ./run.out
```

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## Using the parallel utility

A `parallel.sh` script that combines `gen.out` and the `parallel` utility:

```
...
./gen.out -g$G $N | \
(
  while read arg; do A="'$arg' $A"; done
  echo 0
  eval "parallel $J sh ./run.sh -- $A" | \
    awk '{printf("%s +\n",$1)}'
  echo p
) | dc
```

Demo (in queens):

```
% J="-j 4" safe sh ./parallel.sh 17
95815104
status: 0
real: 12.12
user: 46.21
sys: 0.18
```

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## Processes vs. threads

Up to now we used *processes*.

A process is the running instance of a program:

- A process consists in, register values, memory, file descriptors etc.
- The process own its *memory*.
- Processes communicate (mostly) through the file system.

A *thread* is a lightweight process:

- A process may host several threads.
- A thread consists in register values, file descriptors, etc.
- The threads in a process share the memory (or part of).

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## Multicore programming, from inside programs

### Principle

- Manage threads explicitly,
- threads communicate through shared memory.

### Advantages

- Efficiency: threads cost less to create than processes. Also consider context switch cost.
- Memory is faster than files, or memory hardware is faster than disk.
- User convenience: only one program to run, no scripts.

### Issues

- Very difficult to get right.
- Relaxed memory models...

### This class

- Programming with the C POSIX threads library (pthread).
- Well synchronised programs only — programming on top of the Data Race Free model (DRF).

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## Starting a thread, getting its result

A.k.a. “asynchronous function call” — of `f` that accepts an argument of type `void *` and returns a result of type `void *`

```
void *f (void *arg) { ... }
```

```
void run(...) {
```

```
    // Compute f(arg) asynchronously.
```

```
    void *arg = ... ;
```

```
    pthread_t th ;
```

```
    create_thread(&th,f,arg) ;
```

```
    // Some computation performed concurrently with f(arg)
```

```
    ...
```

```
    // Get back f(arg)
```

```
    void *r = join_thread(&th) ;
```

```
    ...
```

```
}
```

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## Thread create and join, helper functions

Handle error checking — this is C!

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

```
#include <stdlib.h>
```

```
#include <string.h>
```

```
...
```

```
static void exit_error (char *msg, int st) {  
    fprintf(stderr, "%s: %s\n",msg,strerror(st));  
    exit(EXIT_FAILURE);  
}
```

```
}
```

```
void create_thread
```

```
(pthread_t *th,void *(*f)(void *),void *x) {
```

```
    int st = pthread_create(th,NULL,f,x) ;
```

```
    if (st != 0) exit_error("pthread_create",st) ;
```

```
}
```

```
void *join_thread(pthread_t *th) {
```

```
    void *r ;
```

```
    int st = pthread_join (*th,&r) ;
```

```
    if (st != 0) exit_error("pthread_join",st) ;
```

```
    return r ;
```

```
}
```

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## Informal semantics (man pthread\_create)

```
int pthread_create
```

```
(pthread_t *th,...,void *(*f)(void *),void *z)
```

- Call `f` with argument `z` on a new thread whose identity is stored in `*th`.
- Returns 0 (success), or error status.
- ... are options, which we ignore for now.

```
int pthread_join(pthread_t th, void **r)
```

- If the thread identified by `th` has returned `v`, store `v` into `*r`.
- If not, suspend and wait for `th` to return.
- Returns 0 (success), or error status.
- It is an error to call `pthread_join` more than once on the same thread.

**Notice:** Threads can be created “*detached*”. Detached threads cannot join (and spare the needed resources).

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## C11 thread create and join

The “new” C11 standard defines the following functions, with shorter names and (unfortunately) a slightly different interface (in header `threads.h`).

```
typedef int(*thrd_start_t)(void*);
```

```
int thrd_create(thrd_t *thr, thrd_start_t func, void *arg);
```

- The spawned function now returns an `int` (was `void *`)
- The ‘options’ argument is no longer here.

```
int thrd_join(thrd_t thr, int *res);
```

- We still have: if the thread identified by `thr` has returned `v`, store `v` into `*res`.
- But the type of `v` has changed w.r.t. `pthread`!

As we know of no version of `gcc` that implements those, we stick to `pthread`.

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## Asynchronous function call, easy example I

Let us compute:

$$\sum_{k=1}^n k^2$$

### Sketch

- Fork  $n$  threads to compute  $1^1, 2^2, \dots, n^2$ .
- Sum square as we get thread results.

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## Asynchronous function call, easy example I

A bit of boxing.

```
// ‘‘Boxed’’ int
typedef struct { int v ; } val_t ;
// Or typedef int val_t ;
val_t *alloc_val(int i) ;
void free_val(val_t *p) ;

// Actual computation
int square(int i) { return i*i ; }

// Stub function
void *f(void *p) {
    val_t *_p = (val_t *)p ;
    int i = _p->v ;
    free_val(_p) ;
    return alloc_val(square(i)) ;
}
```

Safer and cleaner than casting “**int**” (or “**intptr\_t**”) into “**void \***” and back.

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## Asynchronous function call, easy example II

```
int sum(int n) {
    // Fork
    pthread_t th[n] ;
    for (int k = 0 ; k < n ; k++)
        create_thread(&th[k],f,alloc_val(k+1)) ;

    // Retrieve and sum results
    int r = 0 ;
    for (int k = 0 ; k < n ; k++) {
        val_t *p = (val_t *)join_thread(&th[k]) ;
        r += p->v ;
        free_val(p) ;
    }
    return r ;
}
```

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## Petty optimisation: spare one thread

```
int sum(int n) {
    // Fork
    pthread_t th[n-1] ;
    for (int k = 0 ; k < n-1 ; k++)
        create_thread(&th[k],f,alloc_val(k+1)) ;

    // Retrieve and sum results
    int r = square(n) ;
    for (int k = 0 ; k < n-1 ; k++) {
        val_t *p = (val_t *)thread_join(&th[k]) ;
        r += p->v ;
        free_val(p) ;
    }
    return r ;
}
```

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## Exercise I

Count  $n$ -queens solutions using aggressive parallelism. That is write:

```
/* count_t is the type of unsigned 64bits integers */
count_t run(int n, int depth)
```

Useful functions:

```
/* Thread create and join*/
void create_thread(pthread_t *th, void *(*f)(void *), void *x) ;
void *join_thread(pthread_t *th) ;
```

```
/* Subtask: concretely a a placement of the d first queens */
typedef struct { ... } subtask_t ;
```

```
/* Run a subtask */
count_t run_subtask(subtask_t *z) ;
```

```
typedef void emit_t(subtask_t *z) ;
/* Subtask generator, calls emit on all subtasks,
   returns number of generated subtasks */
int generate_subtasks(int n, int depth, emit_t emit) ;
```

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## A little help

This is how one uses generator/runner for sequential computation: (exp1/seq.out).

```
static count_t sum ;

void emit_run(subtask_t *z) {
    sum += run_subtask(z) ;
}

count_t run(int n, int depth) {
    sum = 0 ;
    (void)generate_subtasks(n,depth,emit_run) ;
    return sum ;
}
```

Hence, write “emit” that creates threads and join on them later. Simplification: you can assume there will be less then NTASKS subtasks.

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## A little more help

Define the proper type `val_t` for boxed `count_t`:

```
typedef struct { count_t c ; } val_t ;
```

```
void free_val(val_t *p) ;
val_t *alloc_val(count_t c) ;
```

Define an array to store threads identifiers:

```
static pthread_t th[NTASKS] ;
static int th_next ;
```

Then, it's up to you:

```
void *run_stub(void *z) {
    count_t r = run_subtask((subtask_t *)z) ; free_arg(z) ; // Optional
    return alloc_val(r) ;
}
```

```
void emit_thread(subtask_t *z) {
    if (th_next >= NTASKS) exit EXIT_FAILURE ; // Check enough room
    create_thread(&th[th_next],run_stub,copy_arg(z)) ; // NB, copy
    th_next++ ;
}
```

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## Solution I

```
count_t run(int n, int depth) {
    count_t sum = 0 ;

    // Fork
    th_next = 0 ;
    int ntasks = generate_subtasks(n,depth,emit_thread) ;

    // Join
    for (int k = 0 ; k < ntasks ; k++) {
        val_t *r = (val_t *)join_thread(&th[k]) ;
        sum += r->c ;
        free_val(r) ; // optional
    }
    return sum ;
}
```

**Demo:** Check performance (queens/tnaive.out).

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## Optimising the sum of squares

Avoid dynamic memory allocation (a frequent C programmer's concern)

```
static volatile int sq ; // Notice "volatile"

void *f2(void *p) {
    int i = ((val_t *)p)->v ;
    sq += i*i ; // ie int x = sq ; int y = i*i ; sq = x + y ;
    return NULL ;
}
```

Savings achieved:

- Update running sum "sq" instead of returning boxed result.

Also notice:

- Argument space reclaimed by caller.

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## Optimised sum of squares

```
int sum2(int n) {
    sq = 0 ; // Be cautious
    // Fork
    pthread_t th[n] ; val_t arg[n] ; // Stack allocation
    for (int k = 0 ; k < n ; k++) {
        val_t *a = &arg[k] ;
        a->v = k+1 ;
        create_thread(&th[k],f2,a) ;
    }

    // Join
    for (int k = 0 ; k < n ; k++)
        (void)join_thread(&th[k]) ;

    return sq ;
}
```

Do you see a problem? Yes, the program is broken...

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## A simpler, broken, program

```
static volatile int sum = 0 ;
static volatile int start = 0 ;

void *f(void *p) {
    while (!start) ; // Wait partner
    sum++ ;
    return NULL ;
}

void run_loose(int n) {
    int broken = 0 ;
    for (int k = 0 ; k < n ; k++) {
        sum = 0 ; start = 0 ;
        pthread_t th1,th2 ;
        create_thread(&th1,f,NULL) ; create_thread(&th2,f,NULL) ;
        start = 1 ;
        (void)join_thread(&th2) ; (void)join_thread(&th1) ;
        if (sum != 2) broken++ ;
    }
    if (broken > 0) printf("Broken:_%i/%i\n",broken,n) ;
}
```

Demo (in exp20): ./two.out

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## Where broken?

The instructions `sum++` performs two accesses to memory:

```
int x = sum ; // Access R, read.
int y = x + 1 ; // Compute
sum = y ; // Access W, write.
```

In our programming model (SC) accesses are *atomic* (they don't mix). The effect of a program on memory results of a given interleaving of memory accesses (a.k.a a *schedule*).

Consider the following scheduling for threads 1 and 2:

$$R_1, R_2, W_2, W_1$$

The final value of `sum` is: 1.

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## Enforcing atomicity with locks

If  $[R, W]$  is considered a scheduling unit, the remaining schedules are:

$$[R_1, W_1], [R_2, W_2] \quad [R_2, W_2], [R_1, W_1]$$

And the result is always 2.

In practice, the “scheduling unit” is defined by a *lock*  $L$  (or mutual exclusion lock) as:

```
lock(L) ;  
sum++ ;  
unlock(L) ;
```

The instruction block from lock to unlock is a *critical section*.  
And there can be several locks, only the critical sections of the same lock do not mix.

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## Mutexes, or locks, creation

We allocate all such primitive data dynamically (calling malloc/free).

```
pthread_mutex_t *alloc_mutex(void) {  
    pthread_mutex_t *r = malloc_check(sizeof(*r)) ;  
    // Important, initialize mutex  
    int st = pthread_mutex_init(r, NULL) ;  
    if (st != 0) exit_error("pthread_mutex_init", st) ;  
    return r ;  
}  
  
void free_mutex(pthread_mutex_t *p) {  
    int st = pthread_mutex_destroy(p) ;  
    if (st != 0) error_exit("pthread_mutex_destroy", st) ;  
    free(p) ;  
}
```

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## Locking and unlocking (pthreads)

We only handle error-checking — this is C!

```
void lock_mutex(pthread_mutex_t *p) {  
    int st = pthread_mutex_lock(p) ;  
    if (st != 0) exit_error("pthread_mutex_lock", st) ;  
}  
  
void unlock_mutex(pthread_mutex_t *p) {  
    int st = pthread_mutex_unlock(p) ;  
    if (st != 0) exit_error("pthread_mutex_unlock", st) ;  
}
```

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## Bonus: C11 locks (not implemented yet in gcc)

```
#include <threads.h>  
  
mtx_t *alloc_mutex(void) {  
    mtx_t *r = malloc_check(sizeof(*r)) ;  
    int st = mtx_init(r, plain) ;  
    if (st != thrd_success) exit_error("mtx_init", st) ;  
    return r ;  
}  
...  
  
void lock_mutex(mtx_t *p) {  
    int st = mtx_lock(p) ;  
    if (st != thrd_success) exit_error("mtx_lock", st) ;  
}
```

Etc. Notice the slightly cleaner interface... (e.g. `mtx_init` second argument).

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## The informal semantics of locks

A lock holds a bit of information: taken or free.

- **lock**: Acquire the lock.
  - Read status, if free, then set status to taken – *Atomically*. and return.
  - If taken then wait until free.
    - By polling the status, (*busy wait*),
    - or by going to sleep.
- **unlock**: Release the lock.
  - Set lock status to free,
  - then awake one sleeping thread, if any,
  - then return.

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## The simpler program fixed

```
static volatile int sum = 0 ;
static pthread_mutex_t *mutex ;

void *g(void *p) {
    lock_mutex(mutex) ;
    sum++ ;
    unlock_mutex(mutex) ;
    return NULL ;
}

void run_locked(void) {
    sum = 0 ;
    mutex = alloc_mutex() ;

    pthread_t th1,th2 ;
    create_thread(&th1,f,NULL) ; create_thread(&th2,f,NULL) ;
    (void)join_thread(&th2) ; (void)join_thread(&th1) ;
    free_mutex(mutex) ;
    if (sum != 2) printf("Pas_possible") ;
}
```

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## Problems with locks

### Performance:

- Critical sections cannot execute simultaneously, and parallelism decreases. Solutions.
  - Write short critical sections, in particular avoid non-termination risks.
  - Use several locks (but see next slide).
- The code for of lock/unlock takes time. Solution: attempt balance between poll/suspend.
- Contention: when a lot of lock are performed simultaneously, performance degrades severely. Solution: hierarchical locks.

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## Problems with locks

**Correction:** Locks are error prone. One easily reaches *deadlock*:

Assume that  $f_1$  use lock  $L_1$  and  $f_2$  uses  $L_2$ . Then, if  $f_1$  and  $f_2$  are mutually recursive, we may have the following execution trace:

Thread 1	Thread 2
lock( $L_1$ ) ;	lock( $L_2$ ) ;
...	...
lock( $L_2$ ) ;	lock( $L_1$ ) ;
...	...
unlock( $L_2$ ) ;	unlock( $L_1$ ) ;
...	...
unlock( $L_1$ ) ;	unlock( $L_2$ ) ;

As a consequence, programming with lock is not compositional, saved for a crippling discipline: use only one lock (or *master lock*), or take locks following a defined order (hard to check).

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## Exercise II

Write the  $n$ -queens solver without `thread_join`.

Indeed, thread creation is (somehow) simplified, since there is no need to save threads somewhere.

```
static volatile count_t sum ;
static pthread_mutex_t *mutex ;
static wait_t *wait_on ; // To be defined.

void *run_stub(void *z) {
    count_t r = run_subtask((subtask_t *)z) ;
    free_arg(z) ;
    lock_mutex(mutex) ; sum += r ; unlock_mutex(mutex) ;
    tick(wait_on) ; // Signal I am done
    return NULL ;
}

void emit_thread(subtask_t *z) {
    pthread_t th ; // Hum!
    // Notice detached, ie no provision for join.
    create_thread_detached(&th,run_stub,copy_arg(z)) ;
}
```

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## Coding bonus

For the curious, here is the code of `create_thread_detached`:

```
void create_thread_detached
(pthread_t *th,void *(*f)(void *),void *x) {
    pthread_attr_t tattr;
    int st ;

    st = pthread_attr_init(&tattr) ;
    if (st != 0) exit_error("pthread_attr_init",st) ;

    st = pthread_attr_setdetachstate(&tattr,PTHREAD_CREATE_DETACHED) ;
    if (st != 0) exit_error("pthread_attr_setdetachstate",st) ;

    st = pthread_create(th,&tattr,f,x) ;
    if (st != 0) exit_error("pthread_create",st) ;

    st = pthread_attr_destroy(&tattr) ;
    if (st != 0) exit_error("pthread_attr_destroy",st) ;
}
```

Well... Just remember that one does not join on a detached thread and thus spare the associated resources.

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## Breaking news: simpler coding...

```
void create_thread_detached
(pthread_t *th,void *(*f)(void *),void *x) {
    int st ;

    st = pthread_create(th,NULL,f,x) ;
    if (st != 0) exit_error("pthread_create",st) ;
    st = pthread_detach(*th);
    if (st != 0) exit_error("pthread_detach",st) ;
}
```

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## Exercise II, run function

```
count_t run(int n, int depth) {
    /* Initialise */
    mutex = alloc_mutex() ;
    wait_on = alloc_wait() ;
    sum = 0 ;

    /* Fork all subtasks */
    int ntasks = generate_subtasks(n,depth,emit_thread) ;

    /* Wait result */
    wait_done(wait_on,ntasks) ;
    return sum ;
}
```

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## Real exercise II

Write the `wait_t` component.

```
/* Component to wait on */
typedef struct {
    pthread_mutex_t *mutex ;
    volatile int nret ;
} wait_t ;

wait_t *alloc_wait(void) {
    wait_t *r = malloc_check(sizeof(*r)) ;
    r->nret = 0 ;
    r->mutex = alloc_mutex() ;
    return r ;
}

void tick(wait_t *p) ; // To be written
void wait_done(wait_t *p, int ntasks) ; // To be written
```

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## Solution II

Function `tick` is easy, we have seen this before:

```
void tick(wait_t *p) {
    lock_mutex(p->mutex) ;
    p->nret++ ;
    unlock_mutex(p->mutex) ;
}
```

Function `wait_on` looks easy:

```
void wait_done(wait_t *p, int ntasks) {
    while (p->nret < ntasks) ;
}
```

But...

- Busy waiting degrades performance (demo `queens/busy.out`, can be worse)
- We are no longer in the DRF fragment of pthreads!

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## Data Race Free guarantee

**Race:** occurs when two different threads access the same shared location *simultaneously*, and when at least one access is a write.

**(Non) simultaneous accesses** Accesses “ordered” by pthreads calls:

- Accesses in critical sections that use the same lock.
- Accesses performed before calling `pthread_create`, and accesses by the created thread.
- Accesses by thread `th`, and accesses performed by the caller of `pthread_join(th, ...)`.

**DRF execution:** An execution with no data races.

**DRF guarantee:** All executions of a program whose SC executions are DRF (a DRF program) are SC. The behaviour of non-DRF programs is unspecified.

And indeed we have a race on `wait_on->nret`.

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## Bad solutions

We can...

- Ignore the issue (it works on x86).
- Program (correctly) out of the DRF fragment (hard, non-portable [no longer true with C11], see next classes).
- Avoid the race:

```
void wait_done(wait_t *p, int ntasks) {
    for ( ; ; ) {
        int over ;
        lock_mutex(p->mutex) ;
        over = p->nret >= ntasks ;
        unlock_mutex(p->mutex) ;
        if (over) return ;
    }
}
```

Efficiency penalty may be severe (try, demo)... It can be alleviated by introducing a sleep delay in loop (painful in pthreads, introduces latency).

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## Solving all problems

We aim at:

- The waiting thread sleeps as long as less than `ntasks` computing threads have ticked.
- The last thread to tick awake the main thread.

In fact, we aim at something similar to the “sleep when someone is in critical section” behavior or mutexes.

A condition variable `C` is a device for doing this.

- `wait(C,L)`, release the lock `L` and suspend on condition `C` atomically.
- `signal(C)` wake up one thread suspended on `C`, if any.
- `broadcast(C)` wake up all threads suspended on `C`.

Notice that awoken threads will hold the mutex `L` they have released when performing `wait(C,L)`.

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## A simpler example

A synchronous cell, to be used once (`pthread_join` may use something similar).

```
typedef struct {
    pthread_mutex_t *mutex;
    pthread_cond_t *cond;
    int v, something ;
} cell_t ;

// NB. alloc_cell initialises mutex and condition
cell_t alloc_cell(void) ;
void free_cell(cell_t *p) ;

// Put v in cell
void put(cell_t *p, int v) ;

// Get value from cell, suspending until something is here.
int get(cell_t *p) ;
```

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## A simpler example, continued

```
void put(cell_t *p, int v) {
    lock_mutex(p->mutex) ;
    if (something) {
        unlock_mutex(p->mutex) ;
        fprintf(stderr, "put more than once!\n") ;
        exit(2)
    }
    p->something = 1 ;
    p->v = v ;
    signal_cond(p->cond) ; // Signal (potential) reader
    unlock_mutex(p->mutex) ;
}

int get(cell_t *p) {
    int r ;
    lock_mutex(p->mutex) ;
    // Correct, when wait_cond returns only when signalled
    if (!something) wait_cond(p->cond, mutex) ;
    r = p->v ;
    unlock_mutex(p->mutex) ;
    return r ;
}
```

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## Spurious wakeups

**Notice** We wrote `if (!something) wait_cond(...)`. While the preferred idiom is `while (!something) wait_cond(...)`.

Why so?

- **Spurious wakeups?** `wait_cond` may return for any reason.
- POSIX standard allows spurious wakeups.
  - May facilitate implementation:
    - Interruption/signal handling?
    - Or, `signal_cond` may awake more than one waiter...
  - Program logics (see FIFO later) often commands a loop around `wait_cond` anyway.
- I did not observed them,
- but we have to program according to the standard.

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## get in presence of spurious wakeups

The function get must be written as follows:

```
int get(cell_t *p) {
    int r ;
    lock_mutex(p->mutex) ;
    // If no spurious wakeup, loop will run at most once
    while (!something) wait_cond(p->cond,mutex) ;
    r = p->v ;
    unlock_mutex(p->mutex) ;
    return r ;
}
```

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## Exercise II with a condition variable, part A

```
typedef struct {
    pthread_mutex_t *mutex ;
    pthread_cond_t *cond ;
    volatile int nret,ntasks ; // Notice ntasks kept inside
} wait_t ;

wait_t *alloc_wait(void) {
    wait_t *r = malloc_check(sizeof(*r)) ;
    r->nret = 0 ;
    r->ntasks = 0 ;
    r->mutex = alloc_mutex() ;
    r->cond = alloc_cond() ;
    return r ;
}

void tick(wait_t *p) ; // To be written
void wait_done(wait_t *p, int ntasks) ; // To be written
```

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## Solution II with a condition variable

```
void wait_done(wait_t *p, int ntasks) {
    lock_mutex(p->mutex) ;
    p->ntasks = ntasks ;
    while (p->nret < p->ntasks)
        wait_cond(p->cond,p->mutex) ;
    unlock_mutex(p->mutex) ;
}

void tick(wait_t *p) {
    lock_mutex(p->mutex) ;
    p->nret++ ;
    if (p->ntasks > 0 && p->nret >= p->ntasks)
        signal_cond(p->cond) ;
    unlock_mutex(p->mutex) ;
}
```

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## Controlled parallelism

Remember, using `make -j N` (or `parallel -j N`) we could limit computing processes to  $N$  instances.

We want the same for threads.

Idea:

- Have  $N$  computing threads,
- which execute available subtasks one after the other, sequentially.

Sometimes called “a processor farm”, computing threads are “slaves”. A “master” allocates subtasks to slaves.

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## Master and slaves

Assume a (concurrent, blocking, bounded) FIFO component:

Slaves get subtasks from the FIFO:

```
static fifo_t *fifo ;
static count_t sum ;
static pthread_t *mutex ;

void *slave(void *) {
    for ( ; ; ) {
        subtask_t *z = get(fifo) ; // Will block if fifo is empty
        count_t c = run_subtask(z) ;
        free_arg(z) ;
        lock_mutex(mutex) ;
        sum += c ;
        unlock_mutex(mutex) ;
    }
}
```

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## Master and slaves

While the master (main thread) put subtasks into the fifo.

```
void emit_fifo(subtask_t *z) {
    // Will block if fifo is full
    put(fifo,copy_arg(z)) ;
}

int master(int n, int depth) {
    return generate_subtasks(n, depth, emit_fifo) ;
}
```

### Code sketch

```
count_t run(int n, int depth, int nprocs, int fsz) {
    //Initialise
    fifo = create_fifo(fsz) ;
    // Fork slaves
    pthread_t th[nprocs] ;
    for (int k = 0 ; k < nprocs ; k++)
        create_thread(&th[k],slave,NULL) ;
    // Act as master
    int ntasks = master(n,depth) ;
    // Shall see master termination later
    ...
}
```

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## Let us write the fifo

Starting from a non-concurrent, non-blocking, bounded fifo.

```
typedef struct {
    int sz ;
    int fst,lst,nitems ;
    subtask_t **t ; // Array of (subtask_t *)
} fifo_t ;

typedef enum {OK,NO} ret_val ; // Return value for put below

int put(fifo_t *f,subtask_t *z) {
    if (f->nitems == f->sz) return NO ;
    f->t[f->lst] = z ;
    f->lst++ ; f->lst %= f->sz ; f->nitems++ ;
    return OK ;
}

subtask_t *get(fifo_t *f) {
    subtask_t *r ;
    if (f->nitems == 0) return NULL ; // special value
    r = f->t[f->fst] ;
    f->fst++ ; f->fst %= f->sz ; f->nitems-- ;
}
```

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## Concurrent fifo, definition

```
typedef struct {
    pthread_mutex_t *mutex ;
    pthread_cond_t *is_empty, *is_full ;

    int sz ;
    int fst,lst,nitems ;
    subtask_t **t ;
} fifo_t ;
```

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## Concurrent fifo, creation

```
fifo_t *alloc_fifo(int sz) {
    fifo_t *r = malloc_check(sizeof(*r)) ;
    r->fst = r->lst = r->nitems = 0 ;
    r->sz = sz ;
    r->t = calloc(sz, sizeof(*r->t)) ;
    if (!r->t) {
        perror("calloc") ;
        exit(2) ;
    }
    r->mutex = alloc_mutex() ;
    r->is_empty = alloc_cond() ;
    r->is_full = alloc_cond() ;
    return r ;
}
```

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## Concurrent fifo, put

```
void put(fifo_t *f, subtask_t *z) {
    lock_mutex(f->mutex) ;
    // If full ?
    while (f->nitems == f->sz) {
        wait_cond(f->is_full, f->mutex) ;
    }
    // Now store z
    int was_empty = f->nitems == 0 ;
    f->t[f->lst] = z ;
    f->lst++ ; f->lst %= f->sz ; f->nitems++ ;
    // If was empty?
    if (was_empty) {
        broadcast_cond(f->is_empty) ; // Why not signal?
    }
    unlock_mutex(f->mutex) ;
}
```

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## Concurrent fifo, get

Exercise III!

```
subtask_t *get(fifo_t *f) {
    subtask_t *r ;
    lock_mutex(f->mutex) ;
    // If empty?
    while (f->nitems == 0) {
        wait_cond(f->is_empty, f->mutex) ;
    }
    // Retrieve value
    int was_full = f->nitems == f->sz ;
    r = f->t[f->fst] ;
    f->fst++ ; f->fst %= f->sz ; f->nitems-- ;
    // If was full
    if (was_full) {
        broadcast_cond(f->is_full) ;
    }
    unlock_mutex(f->mutex) ;
    return r ;
}
```

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## Why not signal (instead of broadcast) in put and get?

If you do not see, try `ex3/bad.out -v 18` (code with signal in place of broadcast).

We then see no parallelism, why?

We witness the following scenario (or a similar one):

- $N$  slaves suspend on the empty fifo,
- The master fills the fifo, awaking one slave while putting the first task.
- As a result,  $N - 1$  tasks are suspended and no one awakes them.

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## How do we detect termination?

Solution (1) the `wait_t` component:

```
void *slave(void *) {
    for ( ; ; ) {
        subtask_t *z = get(fifo) ; // Will block if fifo is empty
        count_t c = run_subtask(z) ;
        ...
        tick(wait_on) ;
    }
}
```

**Problem:** thread resources are not reclaimed (to that aim slave should return...).

```
// Shall see master termination later
wait_done(wait_on, ntasks) ;
...
return count ;
}
```

(Going further: Add a kill functionality to the fifo.)

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## How do we detect termination?

Solution (2): special value `NULL` in fifo means that computation is over.

Master:

```
// Shall see master termination later
put(fifo, NULL) ;
for (int k = 0 ; k < nprocs ; k++)
    (void)pthread_join(&th[k]) ;
...
```

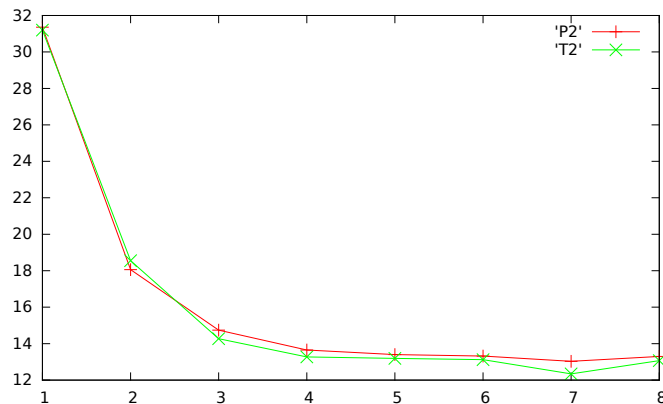
And slave:

```
void *slave(void *) {
    for ( ; ; ) {
        subtask_t *z = get(fifo) ; // Will block if fifo is empty
        if (z == NULL) {
            put(fifo, z) ; // For other slaves..
            return NULL ;
        }
        ...
    }
}
```

**Notice:** Fifo behaviour is instrumental. **Demo:** Efficiency (queens/topt.out -j4 -d2 17).

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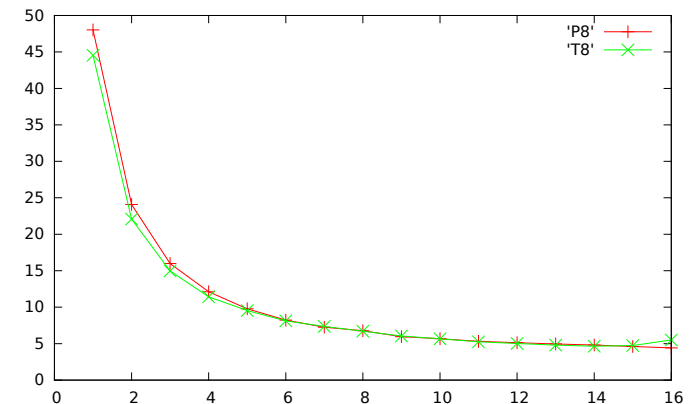
## Performance on this 2 cores, ×2 machine



Wall-clock time in sec. P2 is the “parallel” implementation, T2 is the pthreads implementation.

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## Performance on a 8 cores, ×2 machine



Wall-clock time in sec. P8 is the “parallel” implementation, T8 is the pthreads implementation.

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