Lecture 4 Outline

- Programming for multicore systems
- Thread execution model
- A simple concurrent queue
- At last: Lab 1
Explicit Parallelism Review

• MIMD: Multiple Instruction, Multiple Data (Flynn’s taxonomy)

• Pipelining parallelism on the granularity of instructions, even in sequential code

• Programmers’ responsibility: task/thread/process parallelism
Review: Multicore Programming Tenets

• Keep all the cores busy
  • Break down a problem in smaller tasks
  • Perform tasks as independently as possible or with little synchronization
  • Always try to reduce the number and duration of sequential (non-parallelizable) tasks

• Your code would only go as fast as the duration of your sequential tasks

• Your code would scale with the number of cores to the proportion of its parallelizable tasks (Amdhal’s law)

Easier said than done... Let’s try it.
Making Programming Models Concrete

- Programming models should
  1. Start/stop tasks
  2. Allow tasks to communicate
  3. Synchronize tasks
  4. Schedule tasks
Starting/Stopping Tasks

• Language support to identify concurrent tasks
  • Processes
  • Fork/Join
  • Co-routines
  • *(Others too numerous to mention)*
Cobegin/Coend

- Marks a portion of where several “threads” of execution are allowed

- Example: OpenMP

```c
#pragma omp parallel for
for(int i = 0; i < n; i++) {
    c[i] = a[i] + b[i];
}
```
Coroutines

- For concurrency (and possibly parallelism)
- Execute part of a task
- Control transfer granularity

C++ (Boost) Example:

```cpp
#include <boost/coroutine/all.hpp>
using namespace boost::coroutines;

coro(coroutine<void>::yield_type &yield) {
  printf("Exec 1\n");
  yield();
  printf("Exec 3\n");
}

int main(int argc, char* argv[]) {
  coroutine<void>::yield_type routine{coro};
  printf("Exec 2\n");
  routine();
  printf("Exec 4\n");
}
```
Fork/Join

- Any task can start another task at any point
- Parent and child execute concurrently (and possibly in parallel)
- Parent may or may not wait for child to finish
- Examples
  - Unix processes
  - POSIX threads
Communication and Synchronization

• **Synchronization goals**
  • To delay processing until certain conditions hold
  • To guarantee that a block of code behaves as if it were executed atomically

• **Message passing**
  • Asynchronous communication

• **Shared memory**
  • Coordinating access...
Message Passing

- Asynchronous inter-task communication
- Channels: Go example (thanks to Prof. Lerner)

```go
func pump(ch chan int)  
    for i:=0; ; i++ { ch <- i }

ch1 := make(chan int)  
go pump(ch1)  
fmt.Println(<- ch1)  // prints 0

func sink(ch chan int)  
    for{ fmt.Println(<- ch) }  
go sink(ch1) // prints continuously
```
Shared Memory

- Communication via shared state
  - Same effective coordination as message passing, achieved differently
- Main difference: multiple tasks can manipulate same state
- Synchronization primitives (coming momentarily)
Threads
Threads

• Fork/join, shared memory model
• No consensus on whether this is optimal abstraction
  • Writing correct threaded programs is hard
  • Current hardware actually “understands” threads
  • Arguably, this model is where other higher level abstractions would be layered
• This has been ongoing research (for a while) and we’ll have a chance to explore other models later in the course
Background: Hardware “Contexts”

- Context: thread’s current state
  - PC
  - Stack
  - Registers/flags
  - Memory map

- Threads share address space, but have local context
Sequential Execution Model

A single flow of instructions at any point in time. (This was not exactly always true, e.g., signals...)

```python
func()
...
  foo(arg)
  ...
  bar(arg)
  ...
  return
}
```
Thread Execution Model

Several flow of instructions at any point in time. How independent are they?

```cpp
func() {
    ...
    start thread foo
    ...
    start thread bar
    ...
    join threads
}
```

```
func()
```

```
foo()
```

```
bar()
```
Thread Execution Model

- Each thread executes independently of the others.
- Therefore, several threads could be executing the very same instruction of the code.
- But each thread has its own stack (remember how functions calls work?)

```c
foo(arg) {
    int a;
    if (arg < 10)
        a = 1;
    else
        a = arg;
    ...
    ... access a ...
    return
}
```

local variables
Thread Execution Model

But all threads share the same address space.

```
int b = 3;
bar(arg) {
    int a;
    ...
    a = b;
    ...
}
```
But all threads share the same address space.
Thread Execution Model: Data Races

- What if two threads want to change a process variable?
- Rule of thumb: if it is not a local variable, do assume others may change it
- Simultaneous accesses may occur and have unpredictable results

```
int b = 3;
bar(arg) {
    int a;
    ...
    a = b;
    b += arg;
}
```
Critical Sections

- We need a **mutual exclusion** mechanism.
- At most one thread can execute inside each critical section at any point in time.

```
int b = 3;
bar(arg) {
    int a;
    ...
    enter_crit_section
    a = b;
    b += arg
    leave_crit_section
}
```
Locks

- Used to implement critical sections

- Lock
  - If no other thread is in the critical section, proceed
  - Otherwise, wait

- Unlock
  - Leave critical section
  - Allow another thread to enter, if one is waiting.

```c
int b = 3;
bar(arg) {
    int a;
    ...
    lock
    a = b;
    b += arg
    unlock
}
```
Threading and Synchronization Gotchas

- Simultaneous access & data races
  - Guard with locks if shared

- Single-instruction atomicity
  - `x += 1;`
  - Lock around anything that must look atomic

- Data atomicity
  - `struct Foo a = struct Foo b;`

- Data-race-free programs ONLY!
In this course: Pthreads (POSIX Threads)
- Shared memory, shared file pointers: need explicit synchronization

- Create: `pthread_create()`
- Join or detach: `pthread_join()`, `pthread_detach()`
- Exit: `pthread_exit()`
Pthreads Concepts: Mutices

- Mutex ("Mutual Exclusion"): `pthread_mutex()`
  - Lock that can be used for **exclusive** access to any shared resource(s)
  - Programmer defines what is protected
    - Programmer responsible for locking/unlocking around access to protected resource
Pthreads Concepts: Mutices

• Using a mutex
  • `pthread_mutex_lock(mutex)`
  • Use shared resources
  • `pthread_mutex_unlock(mutex)`
  • *Do not* use shared resource until lock is re-acquired
Pthread Concepts: Condition Variables

- `pthread_cond()`
- Synchronization based on data values
- Always used with mutex
- Replaces:
  1. Lock mutex
  2. Check value of data
  3. Unlock mutex, repeat.
Pthread Concepts: Semaphores

- Counting mutex: `sem_init()`
- Atomically increase or decrease
- Sample use: communication management
  - `sem_post()` (atomically increment) when sending new message to receiver
  - `sem_wait()` (atomically decrement) to receive (or wait for) new message from sender
Building a Concurrent Queue
Building a Concurrent Queue

element dequeue():
    element = head.data
    head = head.next
    return element

enqueue(element):
    n = new node(element)
    tail.next = n
    tail = n
Building a Concurrent Queue

element dequeue():
  pthread_lock(queue_lock)
  element = head.data
  head = head.next
  pthread_unlock(queue_lock)
  return element

enqueue(element)
  pthread_lock(queue_lock)
  n = new node(element)
  tail.next = n
  tail = n
  pthread_unlock(queue_lock)
Invariants

• A way to reason about correctness.

• Queue consistency
  • To be consistent, a queue has to maintain certain properties throughout its lifetime
  • If the properties hold during the queue operations, then the queue is consistent

• What are the invariants that guarantee our queue consistency?
Handling the Empty Queue Case: Invariants

```c
element dequeue():
    pthread_lock(queue_lock)
    while (empty):
        pthread_cond_wait(cond, queue_lock)

    // Inv: queue is not empty
    element = head.data
    head = head.next

    // Inv: either head=tail=NULL or !empty
    if head is NULL:
        tail = NULL
        empty = true

    pthread_unlock(queue_lock)
    return element
```

```c
enqueue(element)
    pthread_lock(queue_lock)
    n = new node(element)
    if tail != NULL:
        tail.next = n
        tail = n

    // Inv: either !empty or head=tail=NULL
    empty = false
    pthread_cond_signal(cond)
    pthread_unlock(queue_lock)
```
Concurrent Queue Design Details

- Why do we wait with the lock taken? How can the signal code execute if signal is inside the lock?
  - 
  - 

- Why do we signal inside the lock?
  - 
  -
Concurrent Queue Design Details

• Why do we wait with the lock taken? How can the signal code execute if signal is inside the lock?
  • The wait code releases the lock if the thread goes to sleep and the wakeup only proceeds if it manages to reacquire the lock.
  • If the lock was not taken, by the time we got outside the while loop, the predicate the condition is on may not be true any more.

• Why do we signal inside the lock?
  • We don’t have to but it’s strongly suggested you do
  • What we must do is never to change the predicate outside the lock (data-race-free, right?)
Concurrent Queue Design Details

• Why did we signal at every enqueue? Isn’t our condition based on the queue being non-empty?
  •

• Can we allow enqueue/dequeue in parallel (e.g., by using two locks instead of one)?
  •
  •
Concurrent Queue Design Details

• Why did we signal at every enqueue? Isn’t our condition based on the queue being non-empty?
  • We’re waiting on every dequeue. Signal/wait here cannot “peek into” our predicate. Our code needs to make the checking of the predicate itself because of the semantics of cond vars.

• Can we allow enqueue/dequeue in parallel (e.g., by using two locks instead of one)?
  • No, enqueue and dequeue are sharing state
  • Yes, if we made them not share state (hint: use a sentinel)
Lab 1

• Semester-long (2.25-month) lab: building a threaded server
  • HTTP-like: GET and POST

• Will test your abilities with:
  • Sockets
  • Threads
  • Concurrent data structures
Lab 1

• Due: Monday, October 23rd

• Create a multithreaded $O(1)$ key-value data structure and $O(1)$ queue data structure
  1. Create the (thread-safe) data structures
  2. Create fixed number of workers to service requests

• Preview
  • Lab 2: Add GET/POST frontend, hashing, and thread pool
  • Lab 3: Measure performance
  • Lab 4: Complete the system: on-disk cache