

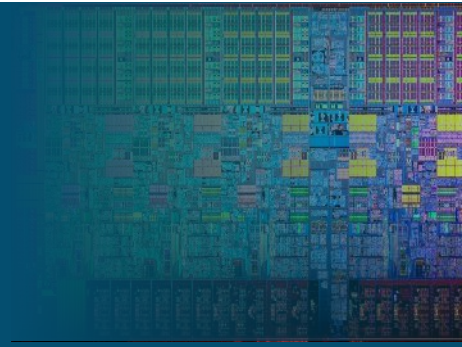


CSCI-GA.3033-017  
Special Topics:  
Multicore Programming

Lecture 4-6 Appendix A  
**C vs C++ Multicore Programming**

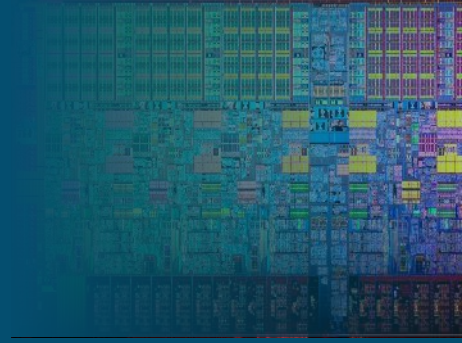
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# Libraries



- C and C++: Pthreads
- C++: `<thread>` and friends (Introduced in C++11)
  - Limitations: no reader-writer lock, no semaphores, no barriers.
  - Pros: Extra primitives, like `recursive_mutex`, `shared_mutex`, `timed_mutex`, `scoped_lock_guard`, etc.
- C++: Boost Thread (Discouraged)

# Thread Management

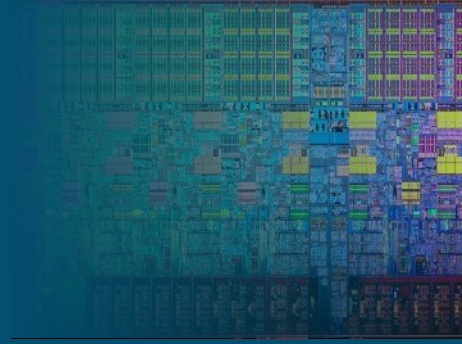


Function	Pthreads <pthread.h>	C++ <thread>
Create thread t	<code>pthread_create(&amp;t)</code>	<code>std::thread t(f, args);</code>
Join thread t (blocking)	<code>pthread_join(t, &amp;rval)</code>	<code>t.join();</code>
Detach thread t (nonblocking)	<code>pthread_detach(t)</code>	<code>t.detach();</code>
Exit current thread	<code>pthread_exit()</code>	<i>n/a</i>
Get current thread ID	<code>pthread_self()</code>	<code>this_thread::get_id()</code>

<http://en.cppreference.com/w/cpp/thread>

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# Mutex/Mutices



Function	Pthreads <pthread.h>	C++ <mutex>
Create mutex m	<code>pthread_mutex_init(&amp;m)</code>	<code>std::mutex m;</code>
Lock mutex m	<code>pthread_mutex_lock(&amp;m);</code>	<code>m.lock();</code>
Lock mutex m (nonblocking)	<code>pthread_mutex_trylock(&amp;m);</code>	<code>m.trylock();</code>
Unlock mutex m	<code>pthread_mutex_unlock(&amp;m);</code>	<code>m.unlock();</code>

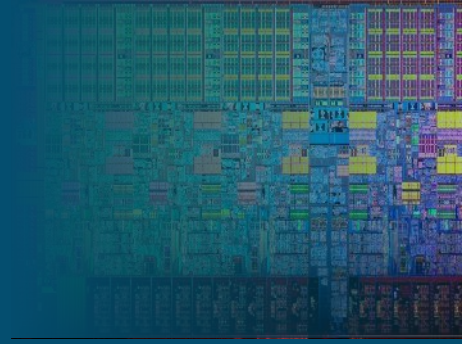
<http://en.cppreference.com/w/cpp/thread/mutex>

# Condition Variables

Function	Pthreads <pthread.h>	C++ <condition_variable>
Create condition variable c	<pre>pthread_cond_init(&amp;c); pthread_mutex_init(&amp;m);</pre>	<pre>std::condition_variable cv; std::mutex cv_m;</pre>
Wait for condition variable	<pre>pthread_cond_wait(&amp;c, &amp;m);</pre>	<pre>std::unique_lock&lt;std::mutex&gt;     lk(cv_m); cv.wait(lk);</pre>
Wait for condition variable with predicate	<i>n/a</i>	<pre>std::unique_lock&lt;std::mutex&gt;     lk(cv_m); cv.wait(lk, []{return ...});</pre>
Signal single waiter	<pre>pthread_cond_signal(&amp;c);</pre>	<pre>cv.notify_one();</pre>
Signal all waiters	<pre>pthread_cond_broadcast(&amp;c);</pre>	<pre>cv.notify_all();</pre>

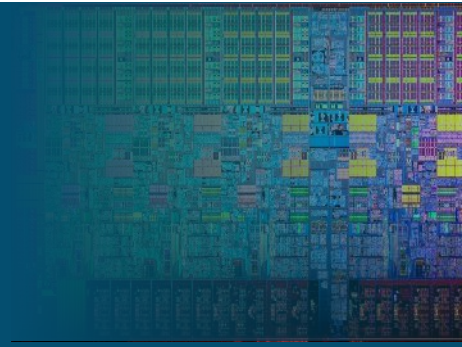
[http://en.cppreference.com/w/cpp/thread/condition\\_variable](http://en.cppreference.com/w/cpp/thread/condition_variable)

# Semaphores



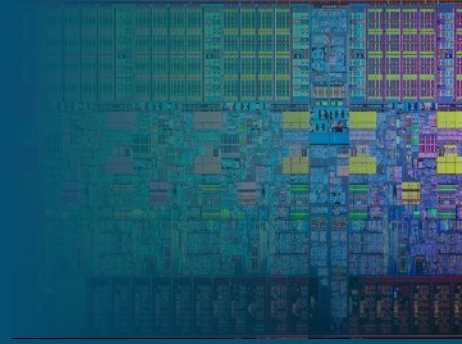
Function	Pthreads <semaphore.h>	C++
Initialize semaphore s	<code>sem_init(&amp;s, shared, val)</code>	<i>n/a</i>
Decrement semaphore	<code>sem_wait(&amp;s)</code>	<i>n/a</i>
Increment semaphore	<code>sem_post(&amp;s)</code>	<i>n/a</i>

# Reader-Writer Locks



Function	Pthreads <pthread.h>	C++
Initialize R-W lock rwl	<code>pthread_rwlock_init(&amp;rwl);</code>	<i>n/a</i>
Shared (read) lock rwl	<code>pthread_rwlock_rdlock(&amp;rwl);</code>	<i>n/a</i>
Exclusive (write) lock rwl	<code>pthread_rwlock_wrlock(&amp;rwl);</code>	<i>n/a</i>
Unlock rwl	<code>pthread_rwlock_unlock(&amp;rwl);</code>	<i>n/a</i>
Shared (read) lock rwl without blocking	<code>pthread_rwlock_tryrdlock(&amp;rwl);</code>	<i>n/a</i>
Exclusive (write) lock rwl without blocking	<code>pthread_rwlock_trywrlock(&amp;rwl);</code>	<i>n/a</i>

# Barriers



Function	Pthreads <pthread.h>	C++
Create barrier b	<code>pthread_barrier_init(&amp;b, attrs, count)</code>	<i>n/a</i>
Wait at barrier b	<code>Pthread_barrier_wait(&amp;b);</code>	<i>n/a</i>