

pthread

CS 241

Sept. 30, 2013

MP4

- Released on svn and website!
 - **Difficulty:** One-week MP
 - **Time:** Almost two weeks since the midterm is just *two weeks away!*

Thread Libraries

- CS 225:
 - **OpenMP**: Uses language constructs for creating multi-threaded code. Programmer never “creates” threads.
- CS 241:
 - **pthread**: Low-level threading library. No automatic threading; a thread only does what you explicitly tell it to do.

Creating a Thread

```
pthread_create(  
    pthread_t *tid,  
    NULL,  
    void *(*start_routine (void *)),  
    void *arg  
);
```

Example #1

```
void *thread(void *ptr) {  
    printf("Hello World!");  
    return NULL;  
}
```

```
void main() {  
    pthread_t tid;  
    pthread_create(&tid, NULL, thread, NULL);  
  
}
```

Exiting a Process or Thread?

- A **process** will exit when:
 - 1.
 - 2.
 - 3.
 - 4.
- A **thread** will exit when:
 - 1.
 - 2.

Waiting for a Thread

```
pthread_join(  
    pthread_t tid,  
    void **retval  
);
```

```
void *add(void *ptr) {  
    int i = *((int *)ptr);  
    int result = i + 1;  
    return &result;  
}
```

```
void main() {  
    pthread_t tid;  
    int val = 2;  
    pthread_create(&tid, NULL, thread, &val);  
  
    int result;  
    pthread_join(tid, &result);  
    printf("add(%d) == %d\n", val, result);  
}
```



```
void *compute(void *ptr) {
    char *s = (char *)ptr;
    printf("Line length: %d\n", strlen(s));
    return NULL;
}
```

```
void main() {
    size_t line_size = 100;
    char *line = malloc(line_size);
    FILE *file = fopen("strings.txt", "r");

    while ( getline(&line, &line_size, file) ) {
        pthread_t tid;
        pthread_create(&tid, NULL, compute, line);
    }

    close(file);
}
```

```
int ct = 0;
int X = 10000000;

void *up(void *ptr) {
    int i;
    for (i = 0; i < X; i++)
        ct++;
}

void *down(void *ptr) {
    int i;
    for (i = 0; i < X; i++)
        ct--;
}

void main() {
    pthread_t t1, t2;
    pthread_create(&t1, NULL, up, NULL);
    pthread_create(&t1, NULL, down, NULL);

    printf("Count: %d\n", ct);
}
```