Frequently asked questions from the previous class survey

- When a process is waiting, does it get penalized later on when it executes?
- Difference between tasks and processes?
- Pipes
  - In memory file? Is that why it is fast?
  - The shell example, how do the child communicated using the pipe? [child-child?]
  - Does a process group have a default pipe to communicate over?
  - Garbage collected when the process terminates?
- How are rights transferred between queues?
- Distributed objects and RPCs: Sockets
Topics covered in this lecture

- Background
- Rationale for threads
- Thread model
- Benefits of multithreaded programming

Many hands make light work.
—John Heywood (1546)
Some background on threading

- Exploited to make programs easier to write
  - Split programs into separate tasks
- Took off when GUIs became standard
  - User perceives better performance
    - Programs did not run faster: this was an illusion
    - Dedicated thread to service input OR display output
- Growing trend to exploit available processors on a machine

What are threads?

- Miniproceses or lightweight processes
- Deja vu all over again?
  - Why would anyone want to have a kind of process within a process?
The main reason for using threads

- In many applications *multiple activities* are going on at once
  - Some of these may block from time to time

- Decompose application into multiple sequential threads
  - Running in *quasi-parallel*

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Isn’t this precisely the argument for processes?

- Yes, *but* there is a new dimension …

- Threads have the ability to *share the address space* (and all of its data) among themselves

- For several applications
  - Processes (with their *separate* address spaces) don’t work
Threads are also lighter weight than processes

- **Faster** to create and destroy than processes
- In many systems thread creation is 10-100 times faster
- When number of threads that are needed changes dynamically and rapidly?
  - Lightweight property is very useful

Threads: The performance argument

- When all threads are CPU bound all the time?
  - Threads yield **no** performance gain
- But when there is substantial computing **and substantial I/O**
  - Having threads allows activities to **overlap**
  - Speeds up the application
AN EXAMPLE APPLICATION

WORD PROCESSOR

Our Word Processor

- Displays document being created on the screen
- Document formatted exactly as it will appear on a printed page
Let’s take a look at someone editing a 800-page document

- User deletes one sentence from Page-1 of an 800-page document

- Now user wants to make a change on page 600
  - Either go to that page or search for term that only appears there

Page 600 after the edit on Page 1

- Word processor *does not know* what’s the first line on page 600
- Word processor has to *reformat* entire book up to page 600
- Threads could help here …
Suppose the word processor is written as a 2-threaded program

- One thread **interacts** with the user
- The second thread handles **formatting** in the background
- As soon as the sentence is deleted
  - Interactive thread tells formatter thread to format the book

While we are at it, why not add a third thread?

- Automatically save file every few minutes
- Handle disk backups **without interfering** with the other 2 threads
What if the program were single threaded?

- Whenever disk backup started
  - Commands from keyboard/mouse would be ignored till backup was finished
  - User perceives sluggish performance
- Alternatively, keyboard/mouse events could interrupt the disk backup
  - Good performance
  - Complex, interrupt-driven programming

With 3 threads the programming model is simpler

- First thread interacts with the user
- Second thread reformat when told to
- Third thread writes contents of RAM on to disk periodically
Three separate processes WOULD NOT work here

- **All three** threads need to operate on document
- By having 3 threads instead of 3 processes
  1. The threads share a **common memory**
  2. Have access to document being edited

Applications are typically implemented as a process with multiple **threads of control**

- Perform different tasks in the application
  - Web browser
    - Thread A: Render images and text
    - Thread B: Fetch network data
- Assist in the performance of several similar tasks
  - Web Server: Manages requests for web content
    - Single threaded model: One client at a time
      - Poor response times
    - Multithreaded model: Multiple clients served concurrently
The process model is based on two independent concepts

- Resource grouping
- Execution
A process can be thought of as a way to group related resources together

- **Address space** containing program text and data
- **Other resources**
  - Open files, child processes, signal handlers, etc.

A process also has a thread-of-execution

- Usually shortened to just **thread**
- The thread has
  1. Program counter
  2. Registers: Current working variables
  3. Stack: Contains execution history

  One **frame** for each procedure **called, but not returned from**
Although a thread must execute in some process

- The process and thread are different concepts
  - Can be treated separately
- Processes are used to group resources together
- Threads are entities scheduled for execution on the CPU

Threads & Processes

- Threads extend the process model by allowing multiple executions in the same process

- Multiple threads in parallel in one process?
  - Analogous to multiple processes running in parallel on one computer
Threads and Processes

Three processes, each with one thread

One process with three threads

Different threads in a process are NOT AS INDEPENDENT as different processes

- All threads within a process have the same address space
  - Share the same global variables

- Every thread can access every memory address within the process' address space
  - Read
  - Write
  - Wipe out another thread's stack
There is no protection between threads, because …

1. It is *impossible*
2. It *should not* be necessary

Unlike processes which may be from different users

- A process is always owned by a single user
- The user created threads so that they can cooperate … not fight
## Contrasting items unique & shared across threads

<table>
<thead>
<tr>
<th>Per process items {Shared by threads within a process}</th>
<th>Per thread items {Items unique to a thread}</th>
</tr>
</thead>
<tbody>
<tr>
<td>Address space</td>
<td>Program Counter</td>
</tr>
<tr>
<td>Global variables</td>
<td>Registers</td>
</tr>
<tr>
<td>Open files</td>
<td>Stack</td>
</tr>
<tr>
<td>Child Processes</td>
<td>State</td>
</tr>
<tr>
<td>Pending alarms</td>
<td></td>
</tr>
<tr>
<td>Signals and signal handlers</td>
<td></td>
</tr>
<tr>
<td>Accounting Information</td>
<td></td>
</tr>
</tbody>
</table>

## A thread is a basic unit of CPU utilization

- Thread ID
- Program Counter
- Register Set
- Stack
- State
Sharing among threads belonging to a given process

- Code section
- Data section
- OS resources
  - Open files
  - Signals

A process with multiple threads of control can perform more than 1 task at a time

Traditional Heavy weight process

Process with multiple threads
Why each thread needs its own stack [1/2]

- Stack contains one **frame** for each procedure **called but not returned from**

- Frame contains
  - Local variables
  - Procedure’s return address

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Why each thread needs its own stack [2/2]

- Procedure **X** calls procedure **Y**, **Y** then calls **Z**
  - When **Z** is executing?
    - Frames for **X**, **Y** and **Z** will be on the stack

- Each thread calls **different** procedures
  - So has a **different execution** history
Each thread has its own stack

Thread states are similar to processes
- Running
- Blocked
- Ready
- Terminated
The rationale for threads

- Process creation is
  - Time consuming
  - Resource intensive
- If new process performs same tasks as existing process
  - Why incur this overhead?
- Much more efficient to use multiple threads in the process
Threads have made inroads into the OS itself

- Most OS kernels are now multithreaded
  - Perform specific tasks
  - Interrupt handling
  - Device management

- Solaris OS
  - Multiple threads in the kernel for interrupt handling

- Linux
  - Kernel thread manages system’s free memory

Benefits of multithreaded programming

1. Responsiveness
2. Resource Sharing
3. Economy
4. Scalability
Multithreaded programming: Benefit #1
Responsiveness

- Shifting work to run in the background
- Interactive multithreaded application
  - Parts of program may be blocked or slow
  - Remainder of program may still chug along
  - E.g., Web browser
    - You may read text, while high-resolution image is being downloaded

Multithreaded programming: Benefit #2
Resource Sharing

- Programmer arranges sharing between processes
  - Shared memory & message passing

- Threads within a process share its resources
  - Memory, code, and data
  - Allows several different threads of activity within the same process
Multithreaded programming: Benefit #3
Economy

- Process creation is memory and resource intensive
- Threads share process’ resources
  - Economical to create and context-switch threads

Multithreaded programming: Benefit #4
Scalability

- A single threaded process can ONLY run on 1 processor
  - Regardless of how many are available
  - Underutilization of compute resource

- Programs can use threads on a multiprocessor to do work in parallel
  - Do the same work in less time OR
  - Do more work in the same elapsed time
Comparing thread executions on single core and dual core systems

Single core: Thread executions are interleaved on a single core

True concurrency: Threads execute in parallel on different cores

Demand pulls of multicore systems

- OS designers
  - Scheduling algorithms to harness multiple cores

- Application Programmers
  - Modify existing non-threaded programs
    - Daunting!
  - Design multithreaded programs
Going about writing multithreaded programs  [1/2]

- The key idea is to write a concurrent program — one with many simultaneous activities
  - As a set of sequential streams of execution, or threads, that interact and share results in very precise ways
- Subdivide functionality into multiple separate & concurrent tasks
- Threads let us define a set of tasks that run concurrently while the code for each task is sequential.

Going about writing multithreaded programs  [2/2]

- Managing data manipulated by tasks
  - Split to run on separate cores. BUT
  - Examine data dependencies between the tasks
- Threaded programs on many core systems have many different execution paths
  - Which may or may not reveal bugs
  - Testing and debugging is inherently harder
The contents of this slide-set are based on the following references


