

Programming Paradigms

Concurrency (Part 2)

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Overview

- Introduction
- Concurrent Programming
Fundamentals 
- Implementing Synchronization
- Language-level Constructs

Processes, Threads, Tasks

- **Process**: Operating system construct that may execute threads
- **Thread**: Active entity that the programmer thinks of as running concurrently with other threads
- **Task**: Unit of work that must be performed by some thread

Processes, Threads, Tasks

- **Process**: Operating system construct that may execute threads  OS level
- **Thread**: Active entity that the programmer thinks of as running concurrently with other threads  PL level
- **Task**: Unit of work that must be performed by some thread  Logical level

Processes, Threads, Tasks

- **Process**: Operating system construct that may execute threads
- **Thread**: Active entity that the programmer thinks of as running concurrently with other threads
- **Task**: Unit of work that must be performed by some thread
- Terminology differs across PLs and systems
- More general than, e.g., Java's "threads"

Communication

- **Constructs to pass information between threads**
 - **Shared memory**: Some variables accessible by multiple threads
 - **Message passing**: No shared state, but threads send messages to each other
 - Some PLs provide both

Synchronization

- Mechanisms to **control relative order of operations** in different threads
- **Explicit** in shared-memory model
 - Must **synchronize** to ensure that variable read sees newest value stored in the variable
- **Implicit** in message-passing model
 - Sender **receives message** after it has been sent

Spinning vs. Blocking

- **Two forms of synchronization**
- **Spinning (also: busy-waiting)**
 - Thread re-evaluates some condition until it becomes true (because of some other thread)
- **Blocking**
 - Waiting threads stops computation until some condition becomes true
 - Scheduler reactivates the thread

Examples

	Shared memory	Message passing	Distributed computing
Language	Java, C#, C/C++	Go	Erlang
Extension	OpenMP		Remote pro- cedure call
Library	pthread, Windows threads	MPI	Internet libraries

Thread Creation Syntax

- **How to create a thread of execution?**
- **Five answers in popular PLs**
 - Co-begin
 - Parallel loops
 - Launch-at-elaboration
 - Fork (with optional join)
 - Implicit receipt

Co-begin

- Compound statement where **all statements are executed concurrently**
- Example (pseudo-code):

```
co-begin  
  stmt_1  
  stmt_2  
  ...  
  stmt_n  
end
```

Example: C with OpenMP

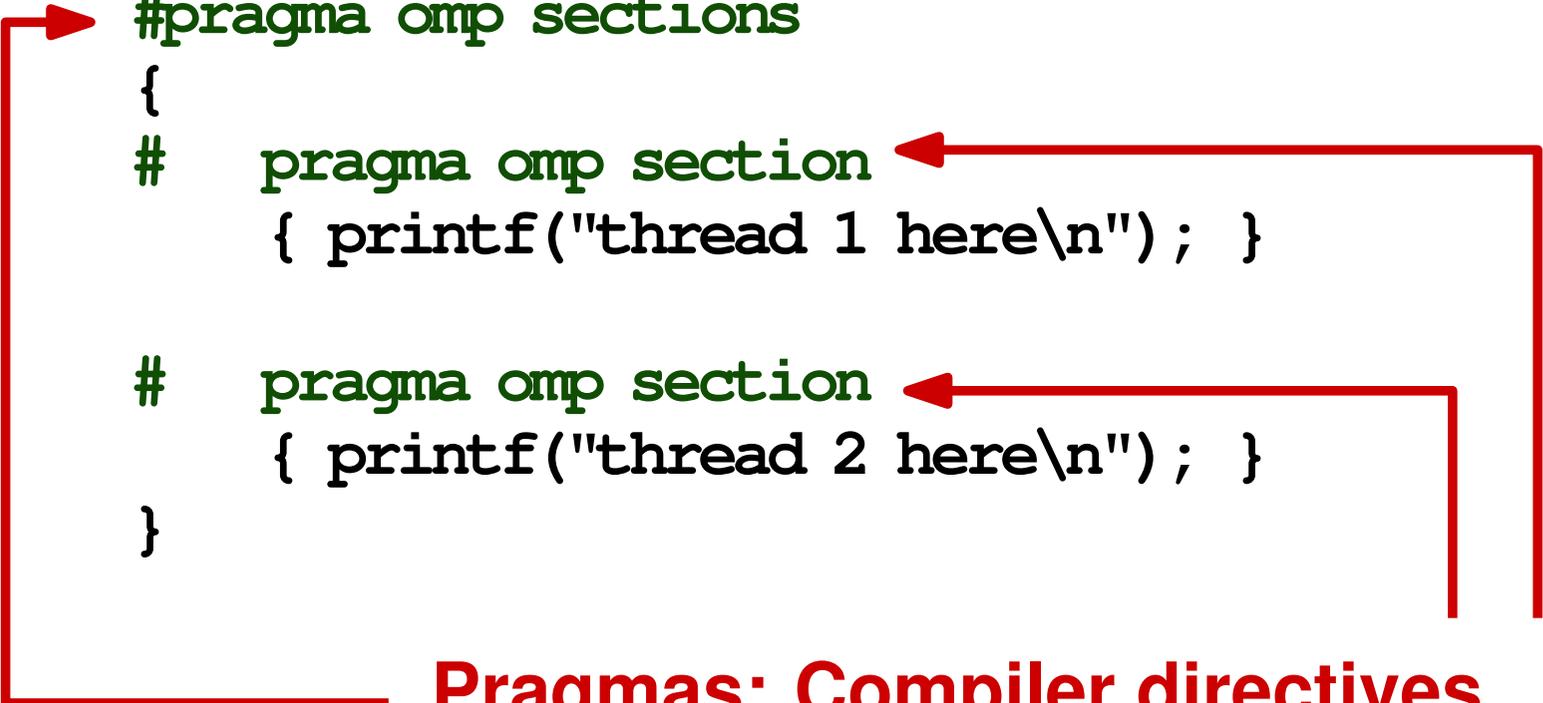
```
#pragma omp sections
{
#   pragma omp section
    { printf("thread 1 here\n"); }

#   pragma omp section
    { printf("thread 2 here\n"); }
}
```

Example: C with OpenMP

```
#pragma omp sections
{
#   pragma omp section
    { printf("thread 1 here\n"); }

#   pragma omp section
    { printf("thread 2 here\n"); }
}
```



Pragmas: Compiler directives
(# sign must be in first column)

Parallel Loops

- Loop whose **iterations execute concurrently** instead of sequentially

- **Ex. 1: C with OpenMP**

```
#pragma omp parallel for
for (int i = 0; i < 3; i++) {
    printf("thread %d here\n", i);
}
```

- **Ex. 2: C# with Task Parallel Library**

```
Parallel.For(0, 3, i => {
    Console.WriteLine("Thread " + i + " here");
});
```

Synchronization in Parallel Loops

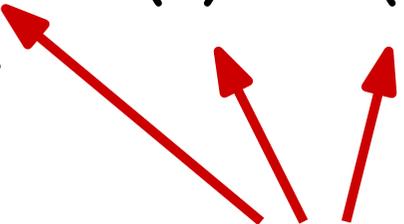
- What about **data races in parallel loops?**
- Most PLs: **Developer's responsibility**
- Some PLs: **Implicit synchronization**
 - E.g., `forall` loops in Fortran 95:
Synchronization on every assignment
 - All reads on right-hand side are before writes on the left-hand side

Example: Fortran 95

```
forall (i=1:n-1)
  A(i) = B(i) + C(i)
  A(i+1) = A(i) + A(i+1)
end forall
```

Example: Fortran 95

```
forall (i=1:n-1)
  A(i) = B(i) + C(i)
  A(i+1) = A(i) + A(i+1)
end forall
```



**Reads and writes
of array elements**

Example: Fortran 95

Assignments: Implicit synchronization points

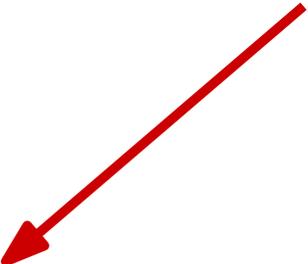
```
forall (i=1:n-1)
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  A(i+1) = A(i) + A(i+1)
end forall
```

Reads and writes
of array elements

Example: Fortran 95

At first, all threads
read from B and C

```
forall (i=1:n-1)
  A(i) = B(i) + C(i)
  A(i+1) = A(i) + A(i+1)
end forall
```



Example: Fortran 95

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forall (i=1:n-1)
  A(i) = B(i) + C(i)
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end forall
```

At first, all threads
read from B and C
Then, all writes to
A(i) happen

Example: Fortran 95

```
forall (i=1:n-1)
  A(i) = B(i) + C(i)
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```

At first, all threads
read from B and C

Then, all writes to
A(i) happen

Next, all threads read
the just written
values from A

Example: Fortran 95

```
forall (i=1:n-1)
  A(i) = B(i) + C(i)
  A(i+1) = A(i) + A(i+1)
end forall
```

At first, all threads read from B and C

Then, all writes to A(i) happen

Next, all threads read the just written values from A

Finally, the threads write updated values to A(i+1)

Quiz: Parallel Loops

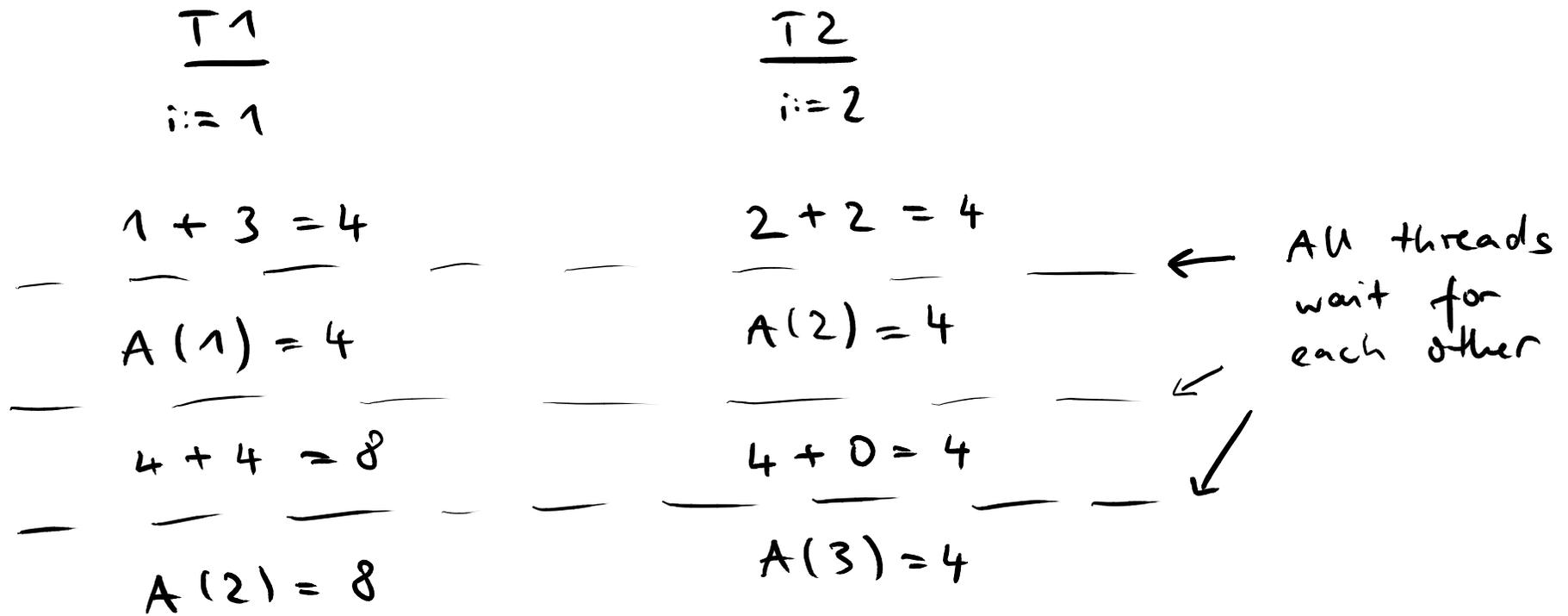
```
forall (i=1:n-1)
  A(i) = B(i) + C(i)
  A(i+1) = A(i) + A(i+1)
end forall
```

What is the value of A after executing the loop with these initial values:

- A is 0, 0, 0
- B is 1, 2, 3
- C is 3, 2, 3
- n is 3

(Note: Arrays indices starts at 1 in Fortran)

Please vote via Ilias.



→ $A = [4, 8, 4]$

Data Sharing in Parallel Loops

- **Some PLs: Can specify which variables are shared among threads**
- **E.g., OpenMP**
 - **Shared data:** All threads access same data
 - **Private data:** Each thread has its own copy
 - **Reduction:** Reduce a private variable across all threads at end of loop

Example: C with OpenMP

```
double A[N];  
double sum = 0;  
  
#pragma omp parallel for \  
    default(shared) reduction(+:sum)  
for (int i = 0; i < N; i++) {  
    sum += A[i];  
}  
printf("sum: %f\n", sum);
```

Example: C with OpenMP

```
double A[N];  
double sum = 0;  
  
#pragma omp parallel for \  
    default(shared) reduction(+:sum)  
for (int i = 0; i < N; i++) {  
    sum += A[i];  
}  
printf("sum: %f\n", sum);
```

**All variables (except for `i`)
are shared by default**



Example: C with OpenMP

```
double A[N];  
double sum = 0;  
  
#pragma omp parallel for \  
    default(shared) reduction(+:sum)  
for (int i = 0; i < N; i++) {  
    sum += A[i];  
}  
printf("sum: %f\n", sum);
```

**All variables (except for `i`)
are shared by default**

Exception from default:

- Each thread has private copy of `sum` initialized before entering loop
- At end of loop, combine all copies with `+`

Launch-at-Elaboration

- Associate a thread with a specific subroutine
- **Start thread** when **subroutine** gets called
- At end of subroutine, wait for thread to complete
- Thread **shares local variables with the subroutine**

Example: Ada

```
procedure P is
  task T is
    Put_Line ("In task T");
  end T;
begin
  Put_Line ("In default task of P");
end P;
```

Example: Ada

**“Task” is Ada’s terminology
for “thread”**

```
procedure P is
  task T is
    Put_Line ("In task T");
  end T;
begin
  Put_Line ("In default task of P");
end P;
```

**Runs concurrently
with (implicit) task
of P**

Fork/Join

- **Fork**: Explicit creation of a thread
- **Join**: Wait for a previously forked thread to terminate

Example: Java

```
class ImageRenderer extends Thread {
    ImageRenderer(someArg) { ... }
    public void run() {
        // code run by the thread
    }
}

// ...

ImageRenderer rend = new ImageRenderer(...);
rend.start();
// ...
rend.join();
```

Example: Java

Threads: Subclasses of Thread



```
class ImageRenderer extends Thread {  
    ImageRenderer(someArg) { ... }  
    public void run() {  
        // code run by the thread  
    }  
}  
  
// ...  
  
ImageRenderer rend = new ImageRenderer(...);  
rend.start();  
// ...  
rend.join();
```

Example: Java

Threads: Subclasses of Thread

```
class ImageRenderer extends Thread {  
    ImageRenderer(someArg) { ... }  
    public void run() {  
        // code run by the thread  
    }  
}
```

```
// ...
```

```
ImageRenderer rend = new ImageRenderer(...);  
rend.start();  
// ...  
rend.join();
```

Share values with
thread via arguments

Example: Java

Threads: Subclasses of Thread

```
class ImageRenderer extends Thread {  
    ImageRenderer(someArg) { ... }  
    public void run() {  
        // code run by the thread  
    }  
}
```

```
// ...
```

```
ImageRenderer rend = new ImageRenderer(...);  
rend.start();  
// ...  
rend.join();
```

Share values with
thread via arguments

Lifetime of thread

Example: C#

```
class ImageRenderer {
    public void Render() {
        // code to be run by the thread
    }
}

// ...

ImageRenderer rendObj = new ImageRenderer();
Thread rend = new Thread(
    new ThreadStart( rendObj.Render ) );
rend.Start();
// ...
rend.Join();
```

Example: C#

```
class ImageRenderer {  
    public void Render() {  
        // code to be run by the thread  
    }  
}
```

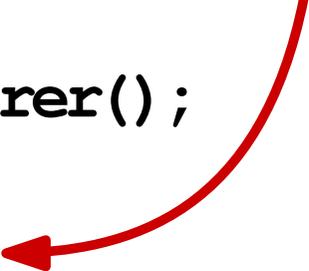
Just a normal method ...



```
// ...
```

... turned into a thread

```
ImageRenderer rendObj = new ImageRenderer();  
Thread rend = new Thread(  
    new ThreadStart( rendObj.Render ) );  
rend.Start();  
// ...  
rend.Join();
```



Thread Pools

- **Goal: Separate tasks to execute from how they are executed in threads**
- **Thread pool: Set of (idle) threads that can execute tasks**
 - Reduces cost of creating and starting threads by reusing them
 - Let pool implementation decide how exactly to schedule tasks for execution

Example: Java

```
class ImageRenderer implements Runnable {  
    ImageRenderer(someArg) { ... }  
    public void run() {  
        // code run by this task  
    }  
}
```

```
// ...
```

```
Executor pool = Executors.newFixedThreadPool(4);  
pool.execute(new ImageRenderer(...));
```

Example: Java

```
class ImageRenderer implements Runnable {  
    ImageRenderer(someArg) { ... }  
    public void run() {  
        // code run by this task  
    }  
}  
  
// ...
```



**Not a Thread anymore,
but only a Runnable**

```
Executor pool = Executors.newFixedThreadPool(4);  
pool.execute(new ImageRenderer(...));
```

Example: Java

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}  
  
// ...
```



**Not a Thread anymore,
but only a Runnable**

```
Executor pool = Executors.newFixedThreadPool(4);  
pool.execute(new ImageRenderer(...));
```



**Pool with 4 threads used to
execute any number of threads**

Spawn and Sync in Cilk

- **Extension of C language**
- **Programmer expresses **tasks and their dependencies****
 - `spawn` calls a function to be executed as a logically concurrent task
 - `sync` joins all tasks spawned by the calling task
- **Scheduler assigns tasks to processor cores through **work stealing****

Example: Fibonacci

Sequential implementation:

```
int fib (int n) {  
    if (n < 2) return 1;  
    else {  
        int res = 0;  
        res += fib (n - 1);  
        res += fib (n - 2);  
  
        return res;  
    }  
}
```

Example: Fibonacci

Parallel implementation with Cilk:

```
cilk int fib (int n) {  
    if (n < 2) return 1;  
    else {  
        int res = 0;  
        res += spawn fib (n - 1);  
        res += spawn fib (n - 2);  
        sync;  
        return res;  
    }  
}
```

Example: Fibonacci

Parallel implementation with Cilk:

```
cilk int fib (int n) {
```

```
    if (n < 2) return 1;
```

```
    else {
```

```
        int res = 0;
```

```
        res += spawn fib (n - 1);
```

```
        res += spawn fib (n - 2);
```

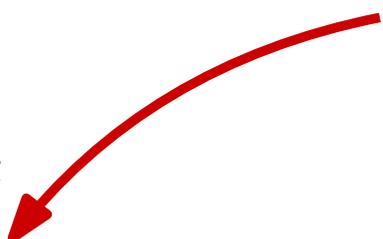
```
        sync;
```

```
        return res;
```

```
    }
```

```
}
```

**Execute in parallel
with parent**



**Wait until children
have returned**



Implicit Receipt

- In remote procedure call (RPC)-based systems
- Create **thread in response to an incoming request** from some other address space
 - E.g., from another machine

Quiz: Concurrency

Which of the following sentences are true?

- Concurrency means different machines perform computations at the same time.
- In OpenMP's parallel loops, all data is private to the respective thread.
- A thread in a thread pool may execute any number of tasks.
- The scheduler re-activates a busy-waiting thread.

Quiz: Concurrency

Which of the following sentences are true?

- ~~Concurrency means different machines perform computations at the same time.~~
- ~~In OpenMP's parallel loops, all data is private to the respective thread.~~
- A thread in a thread pool may execute any number of tasks.
- ~~The scheduler re-activates a busy-waiting thread.~~

Overview

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Fundamentals** 
- **Implementing Synchronization**
- **Language-level Constructs**