Lecture - IV

Threads

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Roadmap

• Processes
  - Interprocess Communication
• Threads
  - Threads vs Processes
  - Multi-threading Models
  - Threading Issues
Cooperating Processes

- **Independent** process cannot affect or be affected by the execution of another process
- **Cooperating** process can affect or be affected by the execution of another process
- Advantages of process cooperation
  - Information sharing
  - Computation speed-up
  - Modularity
  - Conveniencen

Interprocess Communication (IPC)

- Mechanism for processes to communicate and to synchronize their actions
- **Shared Memory:** by using the same address space and shared variables
- **Message Passing:** processes communicate with each other without resorting to shared variables
Communications Models

- **Message Passing**
  - Message Passing facility provides two operations:
    - `send(message)` - message size fixed or variable
    - `receive(message)`

- **Shared Memory**
  - Process A and B share memory

**Message Passing**

- Message Passing facility provides two operations:
  - `send(message)` - message size fixed or variable
  - `receive(message)`

- If P and Q wish to communicate, they need to:
  - establish a *communication link* between them
  - exchange messages via send/receive

- Two types of Message Passing:
  - direct communication
  - indirect communication
Message Passing - direct communication

- Processes must name each other explicitly:
  - send \((P, \text{message})\) - send a message to process \(P\)
  - receive\((Q, \text{message})\) - receive a message from process \(Q\)

- Properties of communication link
  - Links are established automatically
  - A link is associated with exactly one pair of communicating processes
  - Between each pair there exists exactly one link
  - The link may be unidirectional, but is usually bi-directional

- Symmetrical vs Asymmetrical direct communication
  - send \((P, \text{message})\) - send a message to process \(P\)
  - receive(id, \text{message}) - receive a message from any process

- Disadvantage of both: limited modularity, hardcoded

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Message Passing - indirect communication

- Messages are directed and received from mailboxes (also referred to as ports)
  - Each mailbox has a unique id
  - Processes can communicate only if they share a mailbox

- Primitives are defined as:
  - send\((A, \text{message})\) - send a message to mailbox \(A\)
  - receive\((A, \text{message})\) - receive a message from mailbox \(A\)
Indirect Communication (cont.)

- Operations
  - create a new mailbox
  - send and receive messages through mailbox
  - destroy a mailbox

- Properties of communication link
  - Link established only if processes share a common mailbox
  - A link may be associated with many processes
  - Each pair of processes may share several communication links
  - Link may be unidirectional or bi-directional

Indirect Communication (cont.)

- Mailbox sharing
  - $P_1$, $P_2$, and $P_3$ share mailbox A
  - $P_1$, sends; $P_2$ and $P_3$ receive
  - Who gets the message?

- Solutions
  - Allow a link to be associated with at most two processes
  - Allow only one process at a time to execute a receive operation
  - Allow the system to select arbitrarily the receiver. Sender is notified who the receiver was.
Synchronization

- Message passing may be either blocking or non-blocking
- **Blocking** is considered **synchronous**
  - **Blocking send** has the sender block until the message is received
  - **Blocking receive** has the receiver block until a message is available
- **Non-blocking** is considered **asynchronous**
  - **Non-blocking send** has the sender send the message and continue
  - **Non-blocking receive** has the receiver receive a valid message or null

Buffering

- Queue of messages attached to the link; implemented in one of three ways
  1. Zero capacity - 0 messages
     Sender must wait for receiver (rendezvous)
  2. Bounded capacity - finite length of $n$ messages
     Sender must wait if link full
  3. Unbounded capacity - infinite length
     Sender never waits
Motivation

- In certain cases, a single application may need to run several tasks at the same time
  - Create a new process for each task
    - Time consuming
  - Use a single process with multiple threads
Single and Multithreaded Processes

Multi-process model

Process Spawning:
Process creation involves the following four main actions:
• setting up the process control block,
• allocation of an address space and
• loading the program into the allocated address space and
• passing on the process control block to the scheduler
Multi-thread model

Thread Spawning:
- Threads are created within and belonging to processes
- All the threads created within one process share the resources of the process including the address space
- Scheduling is performed on a per-thread basis.
- The thread model is a finer grain scheduling model than the process model
- Threads have a similar lifecycle as the processes and will be managed mainly in the same way as processes are

Threads vs Processes

- Heavyweight Process = Process
- Lightweight Process = Thread

Advantages (Thread vs. Process):
- Much quicker to create a thread than a process
- Much quicker to switch between threads than to switch between processes
- Threads share data easily

Disadvantages (Thread vs. Process):
- Processes are more flexible
  - They don’t have to run on the same processor
- No security between threads: One thread can stomp on another thread’s data
- For threads which are supported by user thread package instead of the kernel:
  - If one thread blocks, all threads in task block.
Different Multi-threading Models

- Many-to-One
- One-to-One
- Many-to-Many

Many-to-One Model

- Several user-level threads mapped to single kernel thread
- Thread management in user space \(\rightarrow\) efficient
- If a thread blocks, entire process blocks
- One thread can access the kernel at a time \(\rightarrow\) limits parallelism
- Examples:
  - Solaris Green Threads
  - GNU Portable Threads
One-to-One Model

- Each user-level thread maps to a kernel thread
- A blocking thread does not block other threads
- Multiple threads can access kernel concurrently → increased parallelism
- Drawback: Creating a user level thread requires creating a kernel level thread → increased overhead and limited number of threads
- Examples: Windows NT/XP/2000, Linux, Solaris 9 and later

Many-to-Many Model

- Allows many user level threads to be mapped to a smaller number of kernel threads
- Allows the operating system to create a sufficient number of kernel threads
- Increased parallelism as well as efficiency
- Solaris prior to version 9
- Windows NT/2000 with the ThreadFiber package
Two-level Model

- Similar to M:M, except that it allows a user thread to be **bound** to kernel thread
- Examples: IRIX, HP-UX, Tru64 UNIX, Solaris 8 and earlier

Threading Issues

- Semantics of `fork()` and `exec()` system calls
- Thread cancellation
- Signal handling
- Thread pools
- Thread specific data
Semantics of fork() and exec()

- Semantics of fork() and exec() system calls change in a multithreaded program
  - Eg. if one thread in a multithreaded program calls fork()
    - Should the new process duplicate all threads?
    - Or should it be single-threaded?
  - Some UNIX systems implement two versions of fork()

- If a thread executes exec() system call
  - Entire process will be replaced, including all threads

Thread Cancellation

- Terminating a thread before it has finished
  - If one thread finishes the searching a database, others may be terminated
  - If user presses a button on a web browser, web page can be stopped from loading further

- Two approaches to cancel the target thread
  - **Asynchronous cancellation** terminates the target thread immediately
  - **Deferred cancellation** allows the target thread to periodically check if it should be cancelled
    - More controlled and safe
Signal Handling

- Signals are used in UNIX systems to notify a process that a particular event has occurred.
- All signals follow this pattern:
  1. Signal is generated by particular event
  2. Signal is delivered to a process
  3. Once delivered, a signal must be handled
- In **multithreaded systems**, there are 4 options:
  - Deliver the signal to the thread to which the signal applies
  - Deliver the signal to every thread in the process
  - Deliver the signal to certain threads in the process
  - Assign a specific thread to receive all signals for the

Thread Pools

- Threads come with some overhead as well
- Unlimited threads can exhaust system resources, such as CPU or memory
- Create a number of threads at process startup and put them in a pool, where they await work
- When a server receives a request, it awakens a thread from this pool
- Advantages:
  - Usually faster to service a request with an existing thread than create a new thread
  - Allows the number of threads in the application(s) to be bound to the size of the pool
- Number of threads in the pool can be setup according to:
  - Number of CPUs, memory, expected number of concurrent requests
Thread Specific Data

- Threads belonging to the same process share the data of the process
- In some cases, each thread needs to have its own copy of data → thread specific
- Useful when you do not have control over the thread creation process (i.e., when using a thread pool)

Summary

- Processes
  - Interprocess Communication
- Threads
  - Threads vs Processes
  - Multi-threading Models
  - Threading Issues

• Next Lecture: CPU Scheduling
• Reading Assignment: Chapter 4 from Silberschatz.
• HW 1 is due next Thursday before the class
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