

# CSE 333

## Lecture 17 - intro to concurrency

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# Today's goals

## Concurrency

- why it is useful
- why it is hard

## Concurrent programming styles

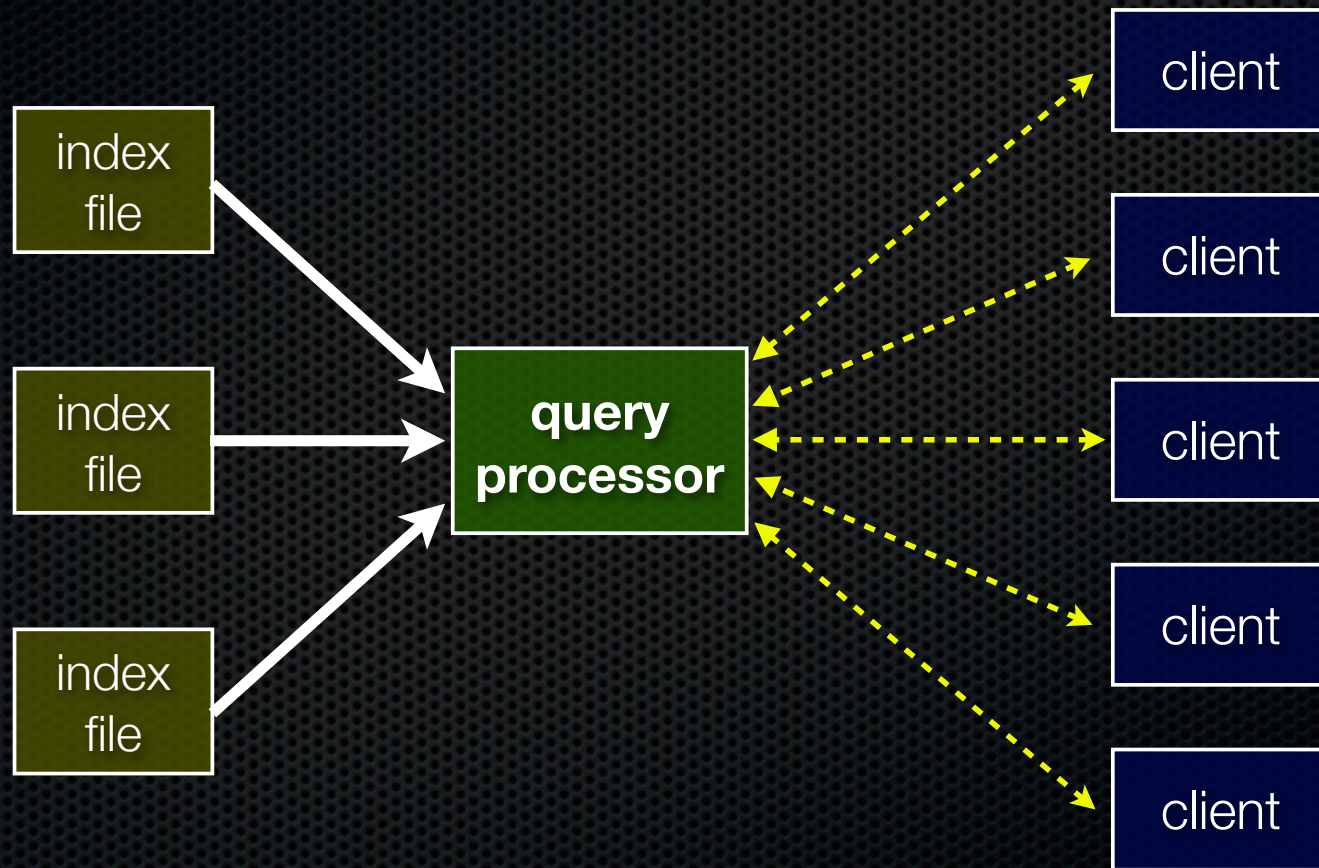
- using multiple threads or processes
- using asynchronous or non-blocking I/O
  - ▶ event-driven programming

# Let's imagine you want to...

...build a web search engine.

- you need a Web index
  - ▶ an inverted index (a map from “word” to “list of documents containing the word”)
  - ▶ probably *sharded* over multiple files
- a query processor
  - ▶ accepts a query composed of multiple words
  - ▶ looks up each word in the index
  - ▶ merges the result from each word into an overall result set

# Architecturally

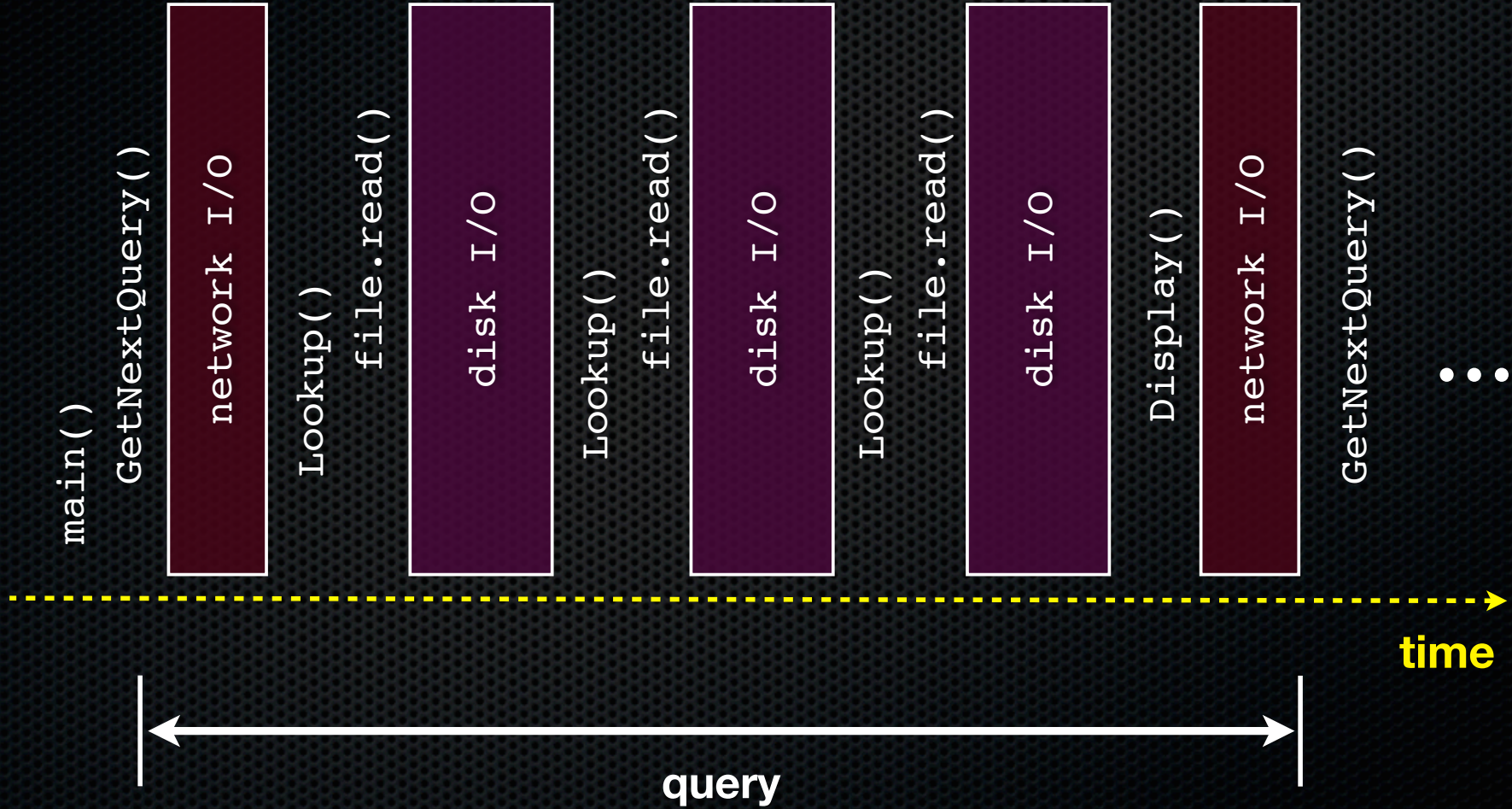


# A sequential implementation

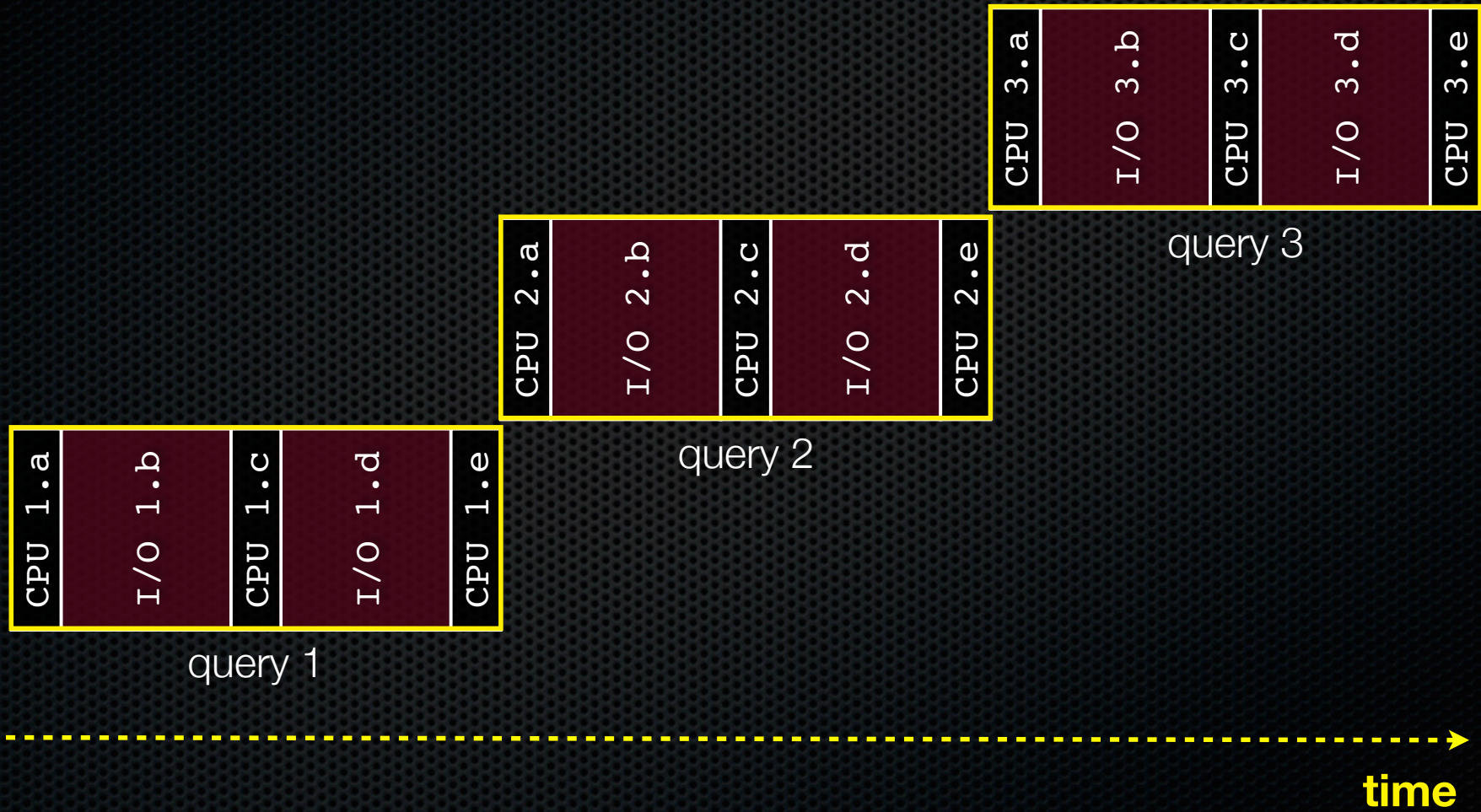
```
doclist Lookup(string word) {
    bucket = hash(word);
    hitlist = file.read(bucket);
    foreach hit in hitlist {
        doclist.append(file.read(hit));
    }
    return doclist;
}

main() {
    while (1) {
        string query_words[] = GetNextQuery();
        results = Lookup(query_words[0]);
        foreach word in query[1..n] {
            results = results.intersect(Lookup(word));
        }
        Display(results);
    }
}
```

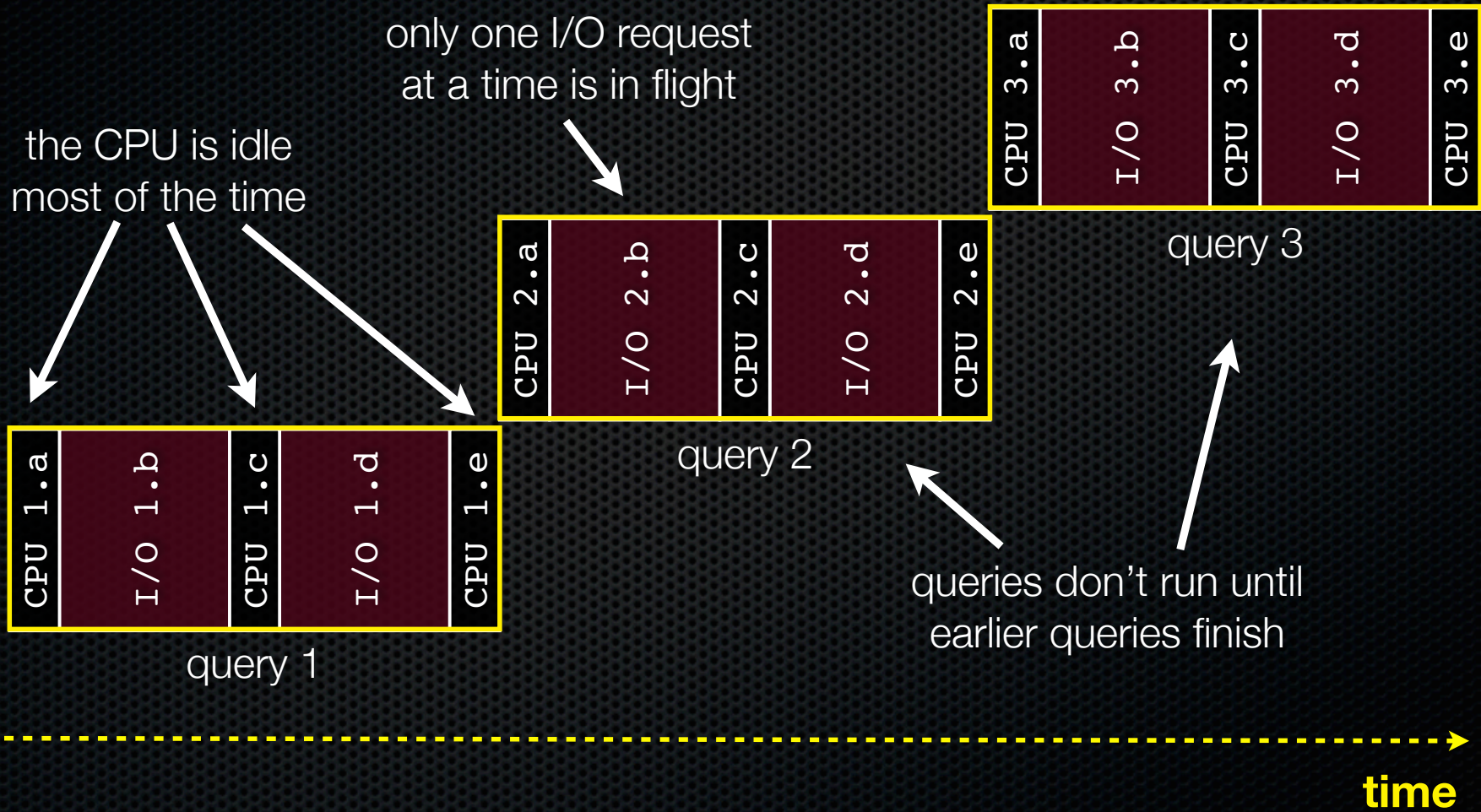
# Visually



# Simplifying



# Simplifying





# Sequentiality can be inefficient

Only one query is being processed at a time

- all other queries queue up behind the first one

The CPU is idle most of the time

- it is “blocked” waiting for I/O to complete
  - ▶ disk I/O can be very, very slow

At most one I/O operation is in flight at a time

- misses opportunities to speed I/O up
  - ▶ separate devices in parallel, better scheduling of single device, ...

# What we want...concurrency

A version of the program that executes multiple **tasks** simultaneously

- it could execute multiple **queries** at the same time
  - ▶ while one is waiting for I/O, another can be executing on the CPU
- or, it could execute queries one at a time, but issue **IO requests** against different files/disks simultaneously
  - ▶ it could read from several different index files at once, processing the I/O results as they arrive

Concurrency != parallelism

- parallelism is when multiple CPUs work simultaneously

# One way to do this

## Use multiple **threads** or **processes**

- as a query arrives, **fork** a new thread, or process, to handle it
  - ▶ the thread reads the query from the console, issues read requests against files, assembles results and writes to the console
  - ▶ the thread uses blocking I/O; the thread alternates between consuming CPU cycles and blocking on I/O
- the OS context switches between threads / processes
  - ▶ while one is blocked on I/O, another can use the CPU
  - ▶ multiple threads' I/O requests can be issued at once

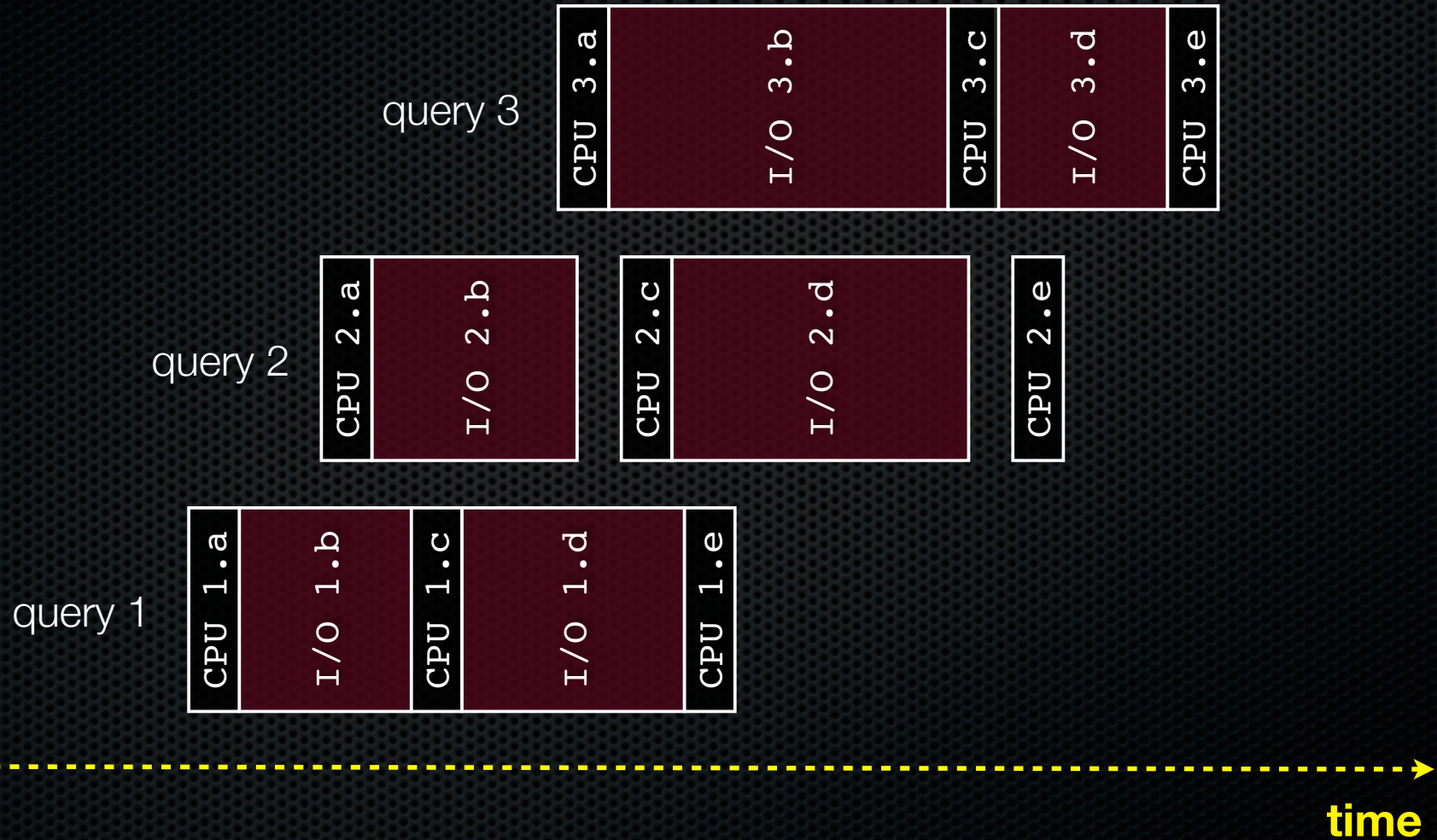
# Multithreaded pseudocode

```
main() {
  while (1) {
    string query_words[] = GetNextQuery();
    ForkThread(ProcessQuery());
  }
}
```

```
doclist Lookup(string word) {
  bucket = hash(word);
  hitlist = file.read(bucket);
  foreach hit in hitlist
    doclist.append(file.read(hit));
  return doclist;
}

ProcessQuery() {
  results = Lookup(query_words[0]);
  foreach word in query[1..n] {
    results = results.intersect(Lookup(word));
  }
  Display(results);
}
```

# Multithreaded, visually



# Whither threads?

## Advantages

- you (mostly) write sequential-looking code
- if you have multiple CPUs / cores, threads can run in **parallel**

## Disadvantages

- if your threads share data, need locks or other **synchronization**
  - ▶ this is very bug-prone and difficult to debug
- threads can introduce overhead
  - ▶ lock contention, context switch overhead, and other issues
- need language support for threads

# An alternative

## Use **asynchronous** or **non-blocking** I/O

- your program begins processing a query
  - ▶ when your program needs to read data to make further progress, it registers interest in the data with the OS, then switches to a different query
  - ▶ the OS handles the details of issuing the read on the disk, or waiting for data from the console (or other devices, like the network)
  - ▶ when data becomes available, the OS lets your program know
- your program (almost never) blocks on I/O

# Event-driven programming

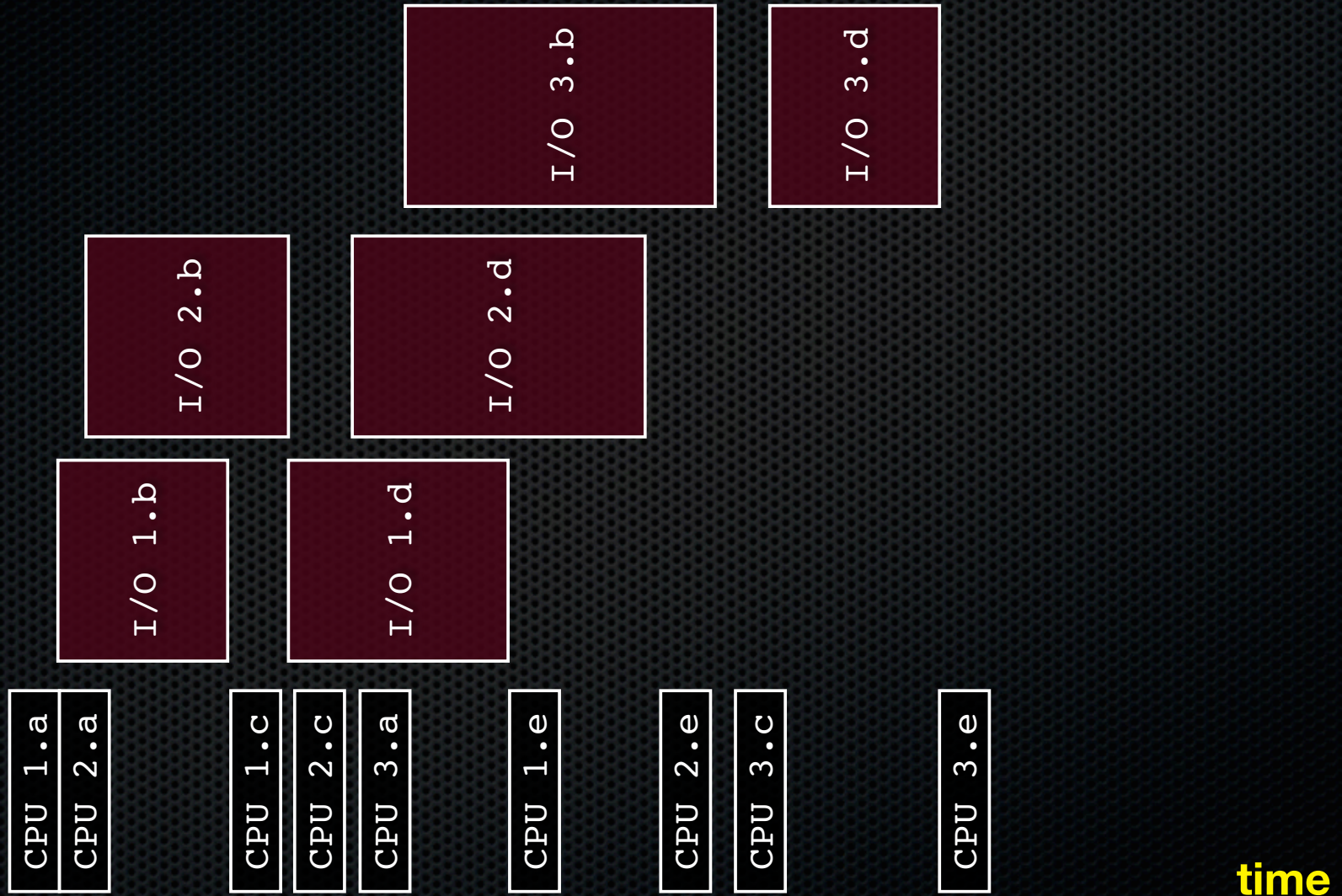
Your program is structured as an *event-loop*

```
void dispatch(task, event) {
    switch(task.state) {
        case READING_FROM_CONSOLE:
            query_words = event.data;
            async_read(index, query_words[0]);
            task.state = READING_FROM_INDEX;
            return;
        case READING_FROM_INDEX:
            ...etc.
    }
}

while(1) {
    event = OS.GetNextEvent( );
    task = lookup(event);
    dispatch(task, event);
}
```



# Asynchronous, event-driven



# Non-blocking vs. asynchronous

## Non-blocking I/O (network, console)

- your program enables non-blocking I/O on its fd's
- your program issues `read()`, `write()` system calls
  - ▶ if the read/write would **block**, the system call returns immediately
- program can ask the OS which fd's are readable/writable
  - ▶ program can choose to block while no fds are ready

## Asynchronous I/O (disk)

- program tells the OS to begin reading / writing
  - ▶ the “`begin_read`” or “`begin_write`” returns immediately
  - ▶ when the I/O completes, OS delivers an event to the program

# Why the difference?

## Non-blocking I/O

- according to Linux, the disk never **blocks** your program
  - ▶ it just delays it
- but, reading from the network can truly block your program
  - ▶ a remote computer may wait arbitrarily long before sending data

## Asynchronous I/O

- primarily used with disks; is used to hide disk latency
  - ▶ asynchronous I/O system calls are messy and complicated :(
  - ▶ instead, typically use a threadpool to emulate asynchronous I/O

# Whither events?

## Advantages

- don't have to worry about locks and “race conditions”
- for some kinds of programs, especially GUIs, leads to a very simple and intuitive program structure
  - one event handler for each UI event

## Disadvantages

- can lead to very complex structure for programs that do lots of disk, network I/O
  - sequential code gets broken up into a jumble of small event handlers
  - you have to package up all task state between handlers

# One way to think about it

## Threaded code:

- each thread executes its task sequentially, and per-task state is naturally stored in the thread's stack
- OS and thread scheduler switch between threads for you

## Event-driven code:

- \*you\* are the scheduler
- you have to bundle up task state into continuations; tasks do not have their own stacks

See you on Monday!