



Caching and Threads

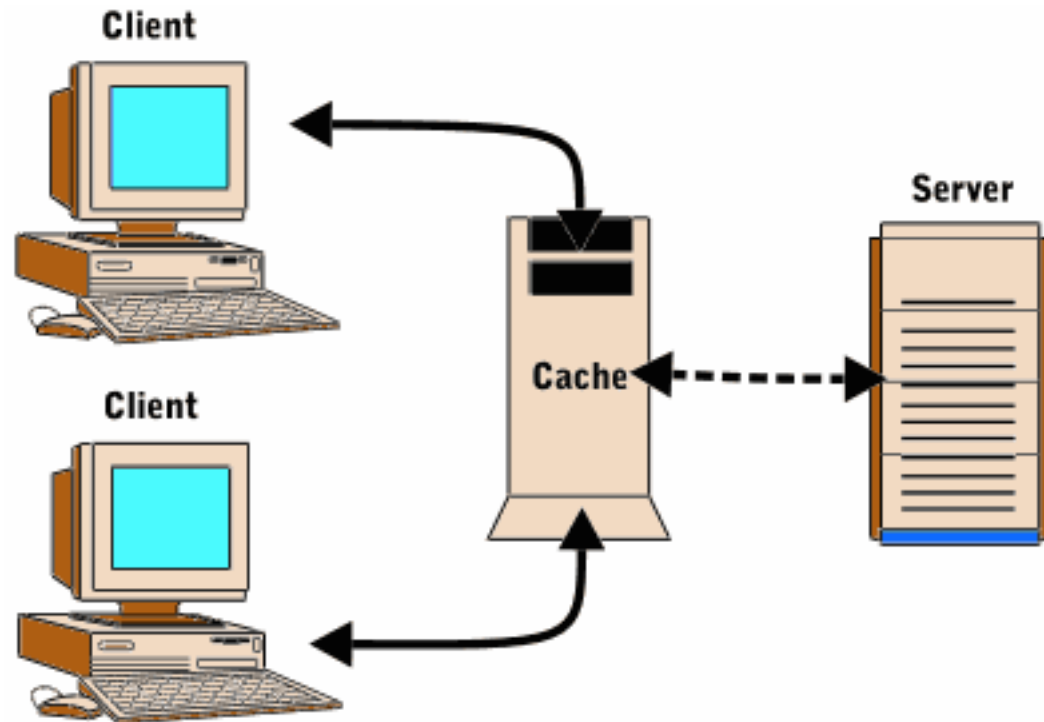
COS 461

Muneeb Ali

Caching



- Why cache?
- How to cache?



Caching

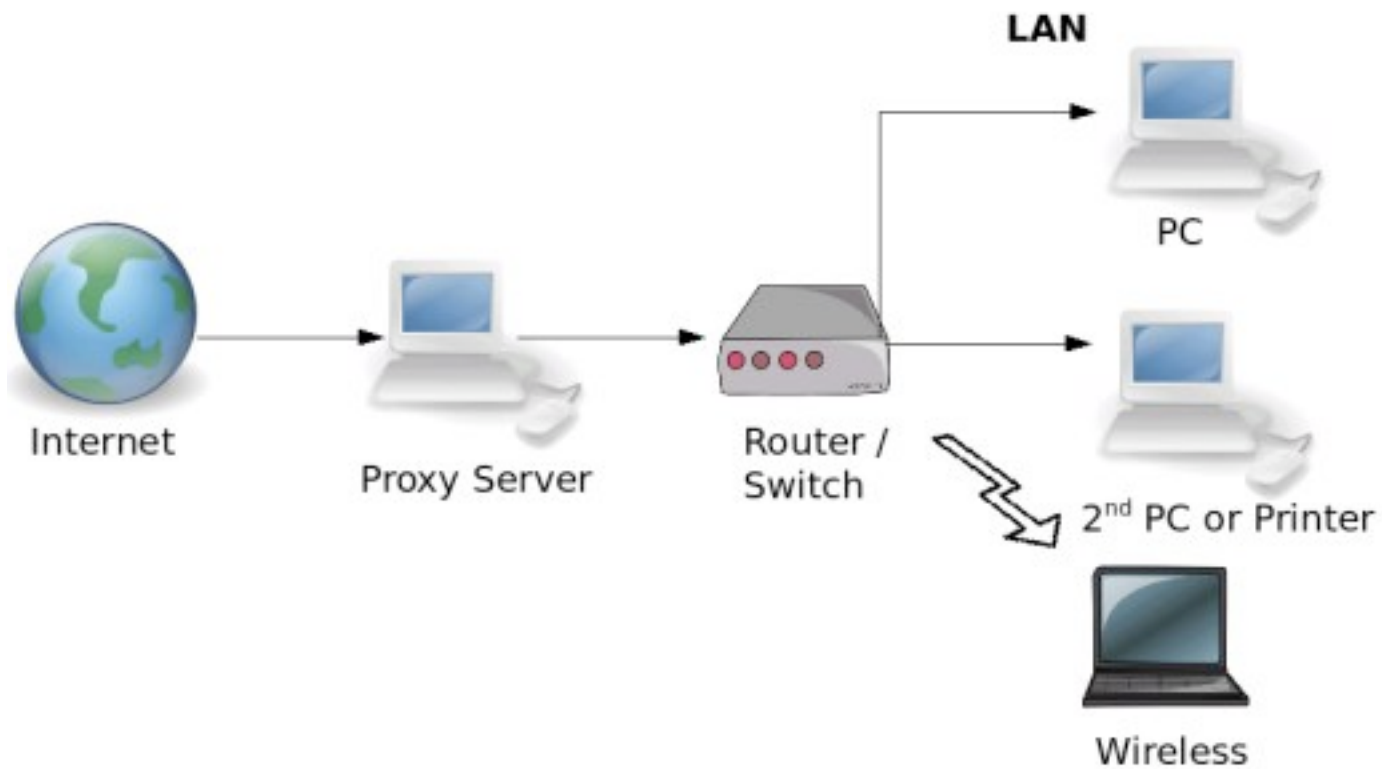


- On-disk Cache
- On-disk + In-memory Index
- On-disk + In-memory Index + In-memory Cache

Threads



- Why threads?



Threads



- Why not just fork()?

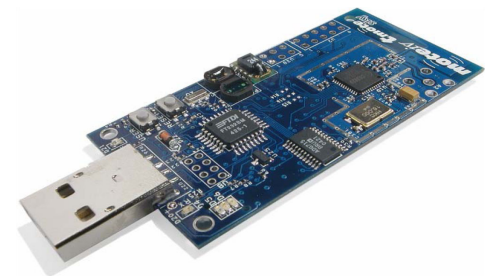
Threads



- Why not just fork()?

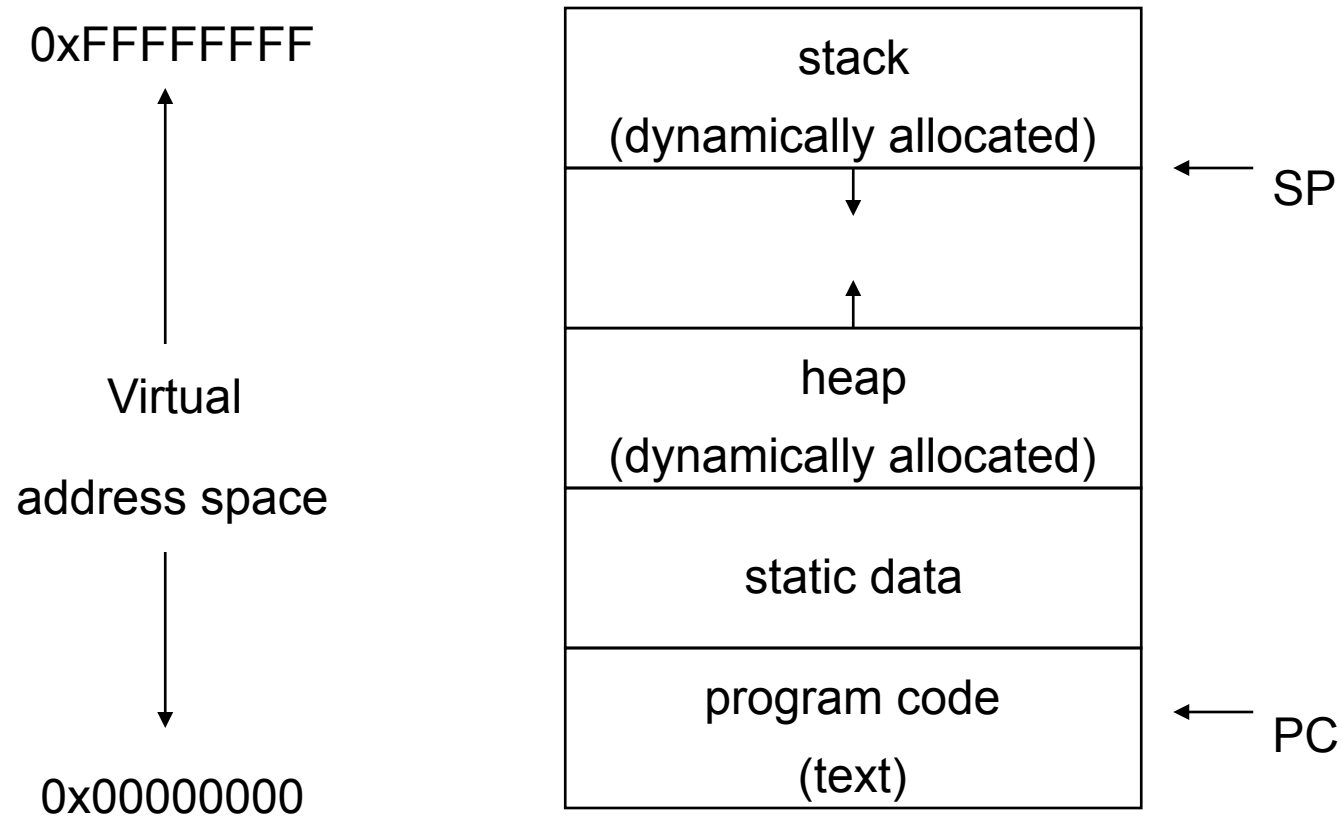


Very Large



Very Small

Threads



Typical process address space

Threads

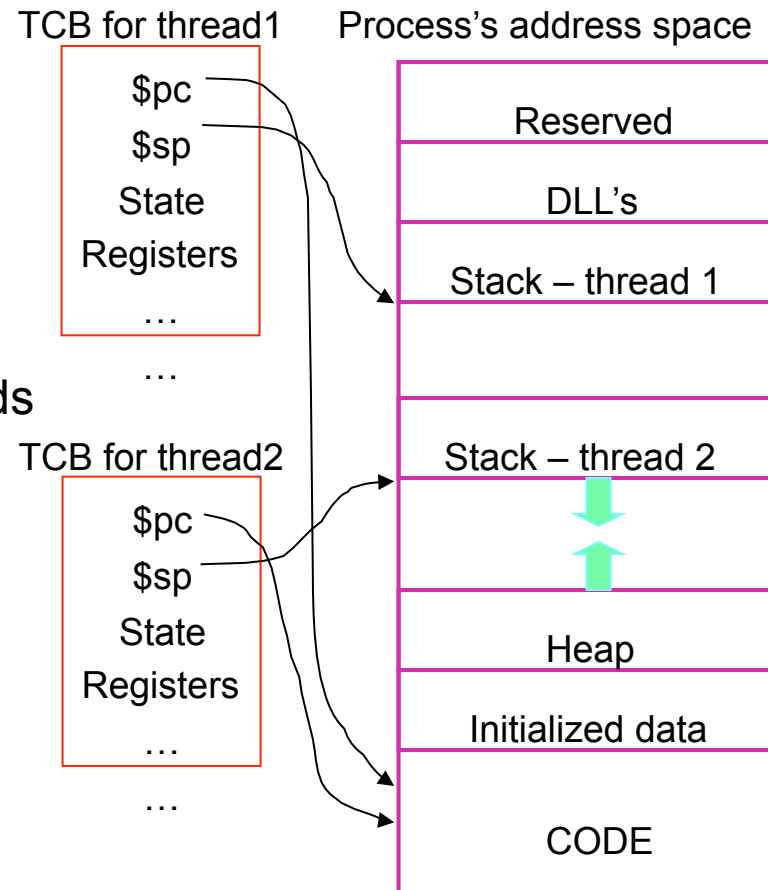
- Process defines address space
- Threads share address space

Process Control Block (PCB)

- process-specific info
- PID, owner, heap pointer, active threads and pointers to thread info, files

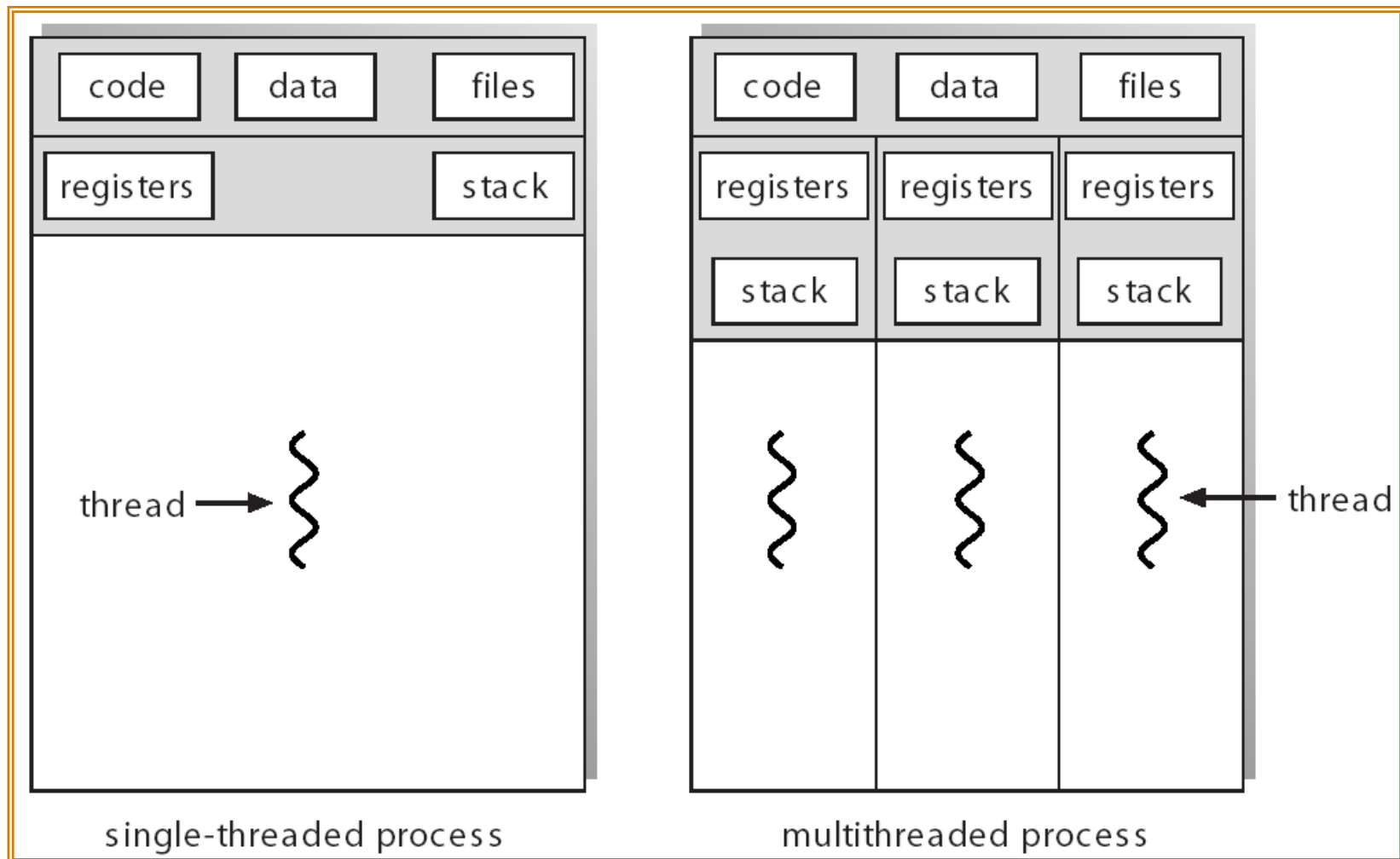
Thread Control Block (TCB)

- thread-specific info
- stack pointer, PC, thread state, register ...



Process address space (with threads)

Threads





Pthreads - basics

- Less overhead for creating a thread (~ 2 milliseconds)
- IEEE's POSIX Threads Model (Standard for API)
- Compile: -pthread

```
#include <pthread.h>
```

```
pthread_t threads[NUM_THREADS];
```

```
rc = pthread_create(&threads[t], NULL, PrintHello, (void *)t);
```

```
void *PrintHello(void *threadid)
```

```
{  
    ....  
    pthread_exit(NULL);  
}
```



Pthreads – Join

```
pthread_attr_t attr;
```

```
pthread_attr_init(&attr);
```

```
pthread_attr_setdetachstate(&attr, PTHREAD_CREATE_JOINABLE);
```

```
rc = pthread_create(&thread[t], &attr, BusyWork, (void *)t);
```

```
rc = pthread_join(thread[t], &status);
```

Demo



- Mutex
- Write-write conflict



Image source: ZDNet

Optional Material



- select() system call
- O_NONBLOCK socket option

Optional Material



- select() system call
- O_NONBLOCK socket option

Threads vs. Events debate

- Age old debate – (late) Roger Needham duality argument 1978
- Threads are a bad idea! (John Ousterhout USENIX'1996)
- Events are a bad idea! (Eric Brewer HotOS'2003)
- Protothreads (SenSys'06)

Questions?



Thank you!
Happy thread-ing!