

# Multithreading programming

Jan Faigl

Department of Computer Science  
Faculty of Electrical Engineering  
Czech Technical University in Prague

Lecture 08

B3B36PRG – C Programming Language

## Part I

### Part 1 – Multithreading Programming

## Overview of the Lecture

### ■ Part 1 – Multithreading Programming

Introduction

Multithreading applications and operating system

Models of Multi-Thread Applications

Synchronization Mechanisms

POSIX Threads

C11 Threads

Debugging

## Terminology – Threads

- Thread is an independent execution of a sequence of instructions
  - It is individually performed computational flow
    - Typically a small program that is focused on a particular part*
- Thread is running within the process
  - It shares the same memory space as the process
  - Threads running within the same memory space of the process
- Thread **runtime environment** – each thread has its own separate space for variables
  - Thread identifier and space for synchronization variables
  - Program counter (PC) or Instruction Pointer (IP) – address of the performing instruction
    - Indicates where the thread is in its program sequence*
  - Memory space for local variables **stack**

## Where Threads Can be Used?

- Threads are lightweight variants of the processes that share the memory space
- There are several cases where it is useful to use threads, the most typical situations are
  - **More efficient usage of the available computational resources**
    - When a process waits resources (e.g., reads from a periphery), it is blocked and control is passed to another process
    - Thread also waits, but another thread within the same process can utilize the dedicated time for the process execution
    - Having multi-core processors, we can speedup the computation using more cores simultaneously by **parallel algorithms**
  - **Handling asynchronous events**
    - During blocked i/o operation, the processor can be utilized for other computational
    - One thread can be dedicated for the i/o operations, e.g., per communication channel, another threads for computations

## Threads and Processes

### Process

- Computational flow
- Has own memory space
- Entity (object) of the OS.
- Synchronization using OS (IPC).
- CPU allocated by OS scheduler
  - Time to create a process

### Threads of a process

- Computational flow
- Running in the same memory space of the process
- User or OS entity
- Synchronization by exclusive access to variables
- CPU allocated within the dedicated time to the process
- + Creation is faster than creating a process

## Examples of Threads Usage

- **Input/output operations**
  - Input operations can take significant portions of the run-time, which may be mostly some sort of waiting, e.g., for a user input
  - During the communication, the dedicated CPU time can be utilized for computationally demanding operations
- **Interactions with Graphical User Interface (GUI)**
  - Graphical interface requires immediate response for a pleasant user interaction with our application
  - User interaction generates events that affect the application
  - Computationally demanding tasks should not decrease interactivity of the application

*Provide a nice user experience with our application*

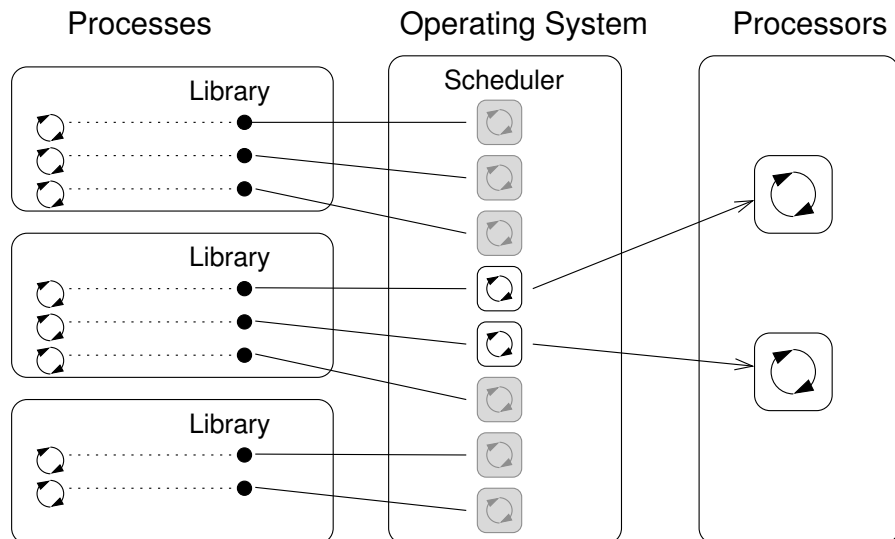
## Multi-thread and Multi-process Applications

- **Multi-thread application**
  - + Application can enjoy higher degree of interactivity
  - + Easier and faster communications between the threads using the some memory space
  - It does not directly support scaling the parallel computation to distributed computational environment with different computational systems (computers)
- Even on single-core single-processor systems, multi-thread application may better utilize the CPU

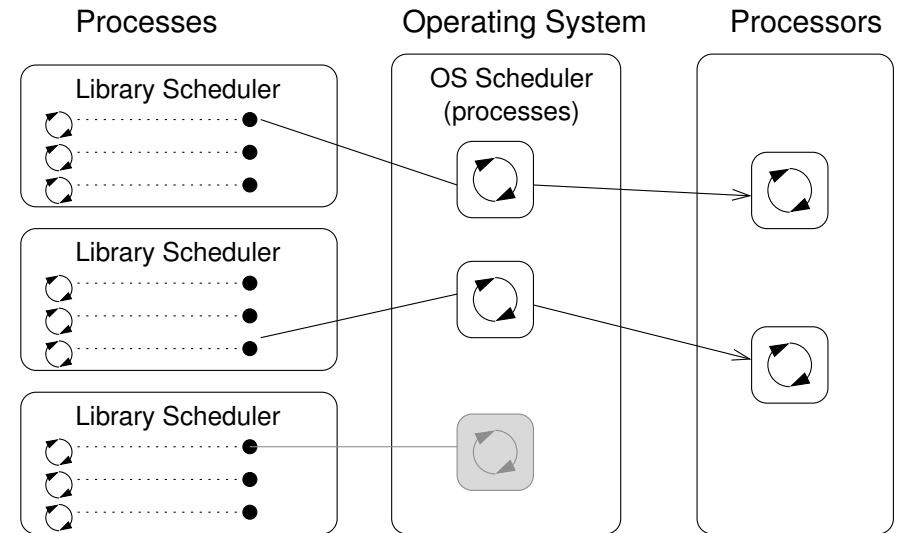
## Threads in the Operating System

- Threads are running within the process, but regarding the implementation, threads can be:
  - **User space of the process** – threads are implemented by a user specified library
    - Threads do not need special support from the OS
    - Threads are scheduled by the local scheduler provided by the library
    - Threads typically cannot utilize more processors (multi-core)
  - **OS entities** that are scheduled by the system scheduler
    - It may utilize multi-core or multi-processors computational resources

## Threads as Operating System Entities



## Threads in the User Space



## User Threads vs Operating System Threads

### User Threads

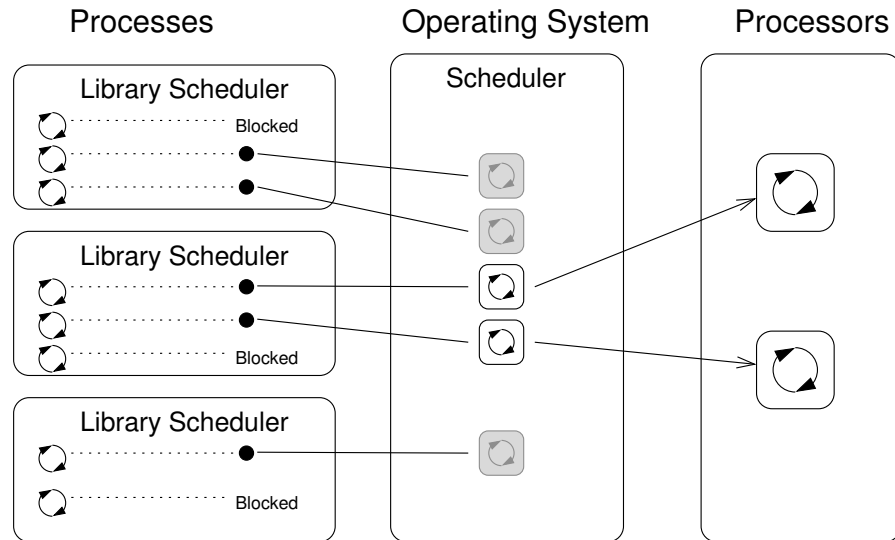
- + Do not need support of the OS
- + Creation does need (expensive) system call
- Execution priority of threads is managed within the assigned process time
- Threads cannot run simultaneously (pseudo-parallelism)

### Operating System Threads

- + Threads can be scheduled in competition with all threads in the system
- + Threads can run simultaneously (on multi-core or multi-processor system – true parallelism)
- Thread creation is a bit more complex (system call)

*A high number of threads scheduled by the OS may increase overhead. However, modern OS are using O(1) schedulers – scheduling a process is an independent on the number of processes. Scheduling algorithms based on complex heuristics.*

## Combining User and OS Threads



## Typical Multi-Thread Applications

- **Servers** – serve multiple clients simultaneously. It may require access to shared resources and many i/o operations.
- **Computational application** – having multi-core or multi-processor system, the application runtime can be decreased by using more processors simultaneously
- **Real-time applications** – we can utilize specific schedulers to meet real-time requirements. Multi-thread application can be more efficient than complex asynchronous programming, a thread waits for the event vs. explicit interrupt and context switching

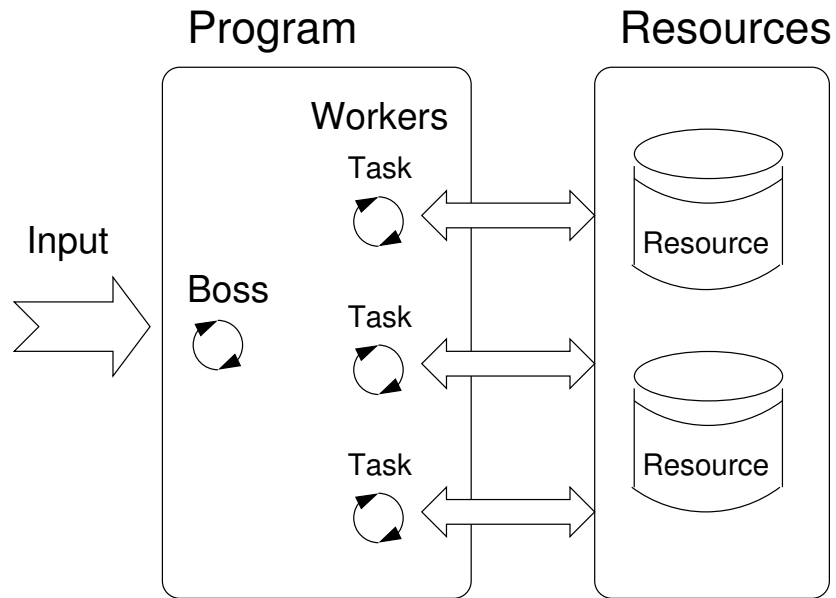
## When to use Threads

- Threads are advantageous whenever the application meets any of the following criteria:
  - It consists of several independent tasks
  - It can be blocked for a certain amount of time
  - It contains a computationally demanding part (while it is also desirable to keep interactivity)
  - It has to promptly respond to asynchronous events
  - It contains tasks with lower and higher priorities than the rest of the application
  - The main computation part can be speeded up by a parallel algorithm using multi-core processors

## Models of Multithreading Applications

- Models address creation and division of the work to particular threads
  - **Boss/Worker** – the main thread control division of the work to other threads
  - **Peer** – threads run in parallel without specified manager (boss)
  - **Pipeline** – data processing by a sequence of operations
    - It assumes a long stream of input data and particular threads work in parallel on different parts of the stream*

## Boss/Worker Model



## Example – Boss/Worker

```

1 // Boss
2 while(1) {
3     switch(getRequest()) {
4         case taskX :
5             create_thread(taskX);
6             break;
7         case taskY:
8             create_thread(taskY);
9             break;
10    }
11 }

1 // Task solvers
2 taskX()
3 {
4     solve the task //
5     synchronized usage of
6     shared resources
7     done;
8 }
9 taskY()
10 {
11    solve the task //
12    synchronized usage of
13    shared resources
14    done;
15 }

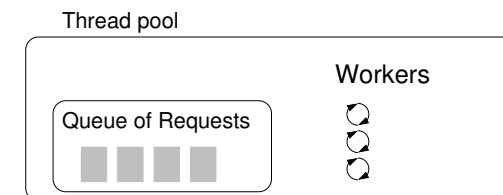
```

## Boss/Worker Model – Roles

- The main thread is responsible for managing the requests. It works in a cycle:
  1. Receive a new request
  2. Create a thread for serving the particular request  
*Or passing the request to the existing thread*
  3. Wait for a new request
- The output/results of the assigned request can be controlled by
  - Particular thread (worker) solving the request
  - The main thread using synchronization mechanisms (e.g., event queue)

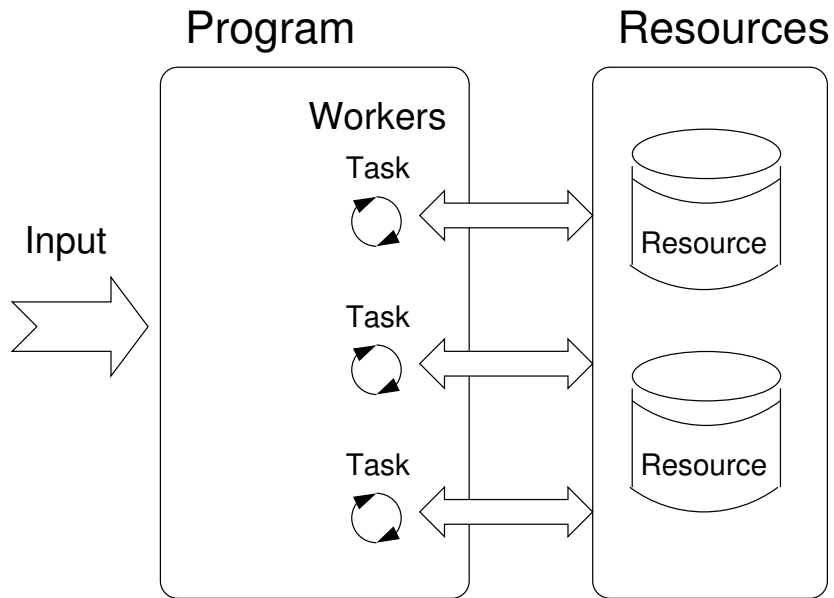
## Thread Pool

- The main thread creates threads upon new request is received
- The overhead with creation of new threads can be decreasing using the **Thread Pool** with already created threads
- The created threads waits for new tasks



- Properties of the thread pool needs to consider
  - Number of pre-created threads
  - Maximal number of the request in the queue of requests
  - Definition of the behaviour if the queue is full and none of threads is available  
*E.g., block the incoming requests.*

## Peer Model



## Peer Model Properties and Example

- It does not contain the main thread
- The first thread creates all other threads and then
  - It becomes one of the other threads (equivalent)
  - It suspends its execution and waits to other threads
- Each thread is responsible for its input and output

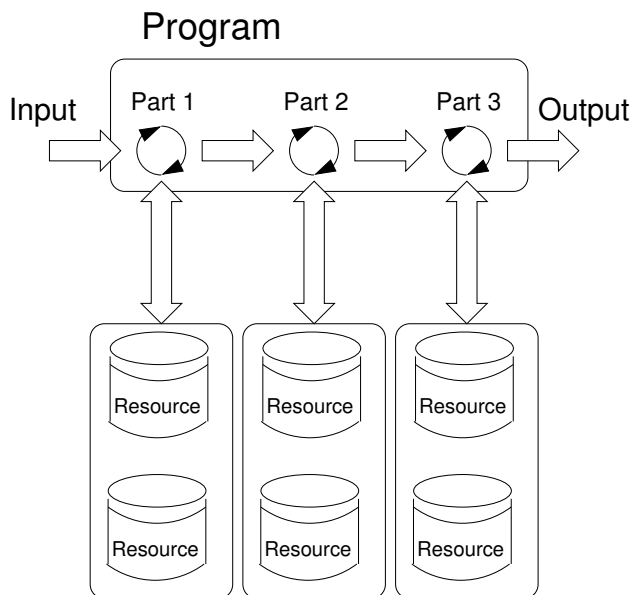
## ■ Example:

```

1 // Boss
2 {
3   create_thread(task1);
4   create_thread(task2);
5   :
6   :
7   start all threads;
8   wait to all threads;
9 }

1 // Task solvers
2 task1()
3 {
4   wait to be executed
5   solve the task // synchronized
6   usage of shared resources
7   done;
8 }
9 task2()
10 {
11   wait to be executed
12   solve the task // synchronized
13   usage of shared resources
14   done;
15 }
```

## Data Stream Processing – Pipeline



## Pipeline Model – Properties and Example

- A long input stream of data with a
- sequence of operations (a part of processing) – each input data unit must be processed by all parts of the processing operations
- At a particular time, different input data units are processed by individual processing parts – the input units must be independent

```

main()
{
  create_thread(stage1);
  create_thread(stage2);
  ...
  wait // for all pipeline;
}

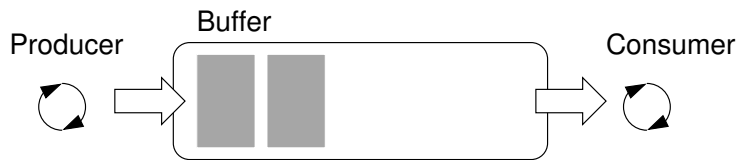
stage1()
{
  while(input) {
    get next program input;
    process input;
    pass result to next the stage;
  }
}

stage2()
{
  while(input) {
    get next input from thread;
    process input;
    pass result to the next stage;
  }
}

...
stageN()
{
  while(input) {
    get next input from thread;
    process input;
    pass result to output;
  }
}
```

## Producer–Consumer Model

- Passing data between units can be realized using a memory buffer
  - Or just a buffer of references (pointers) to particular data units*
  - Producer – thread that passes data to other thread
  - Consumer – thread that receives data from other thread
- Access to the buffer must be synchronized (exclusive access)



*Using the buffer does not necessary mean the data are copied.*

## Mutex – A Locker of Critical Section

- Mutex is shared variable accessible from particular threads
- Basic operations that threads may performed on the mutex
  - **Lock** the mutex (acquired the mutex to the calling thread)
    - If the mutex cannot be acquired by the thread (because another thread holds it), the thread is **blocked and waits for mutex release**.
  - **Unlock** the already acquired mutex.
    - If there is one or several threads trying to acquired the mutex (by calling lock on the mutex), one of the thread is selected for mutex acquisition.

## Synchronization Mechanisms

- Synchronization of threads uses the same principles as synchronization of processes
  - Because threads share the memory space with the process, the main communication between the threads is through the memory and (global) variables
  - The crucial is the control of access to the same memory
  - **Exclusive access** to the **critical section**
- Basic synchronization primitives are
  - **Mutexes/Lockers** for exclusive access to critical section (mutexes or spinlocks)
  - **Condition variable** synchronization of threads according to the value of the shared variable.

*A sleeping thread can be awakened by another signaling from other thread.*

## Example – Mutex and Critical Section

- Lock/Unlock access to the critical section via `drawingMtx` mutex

```

1 void add_drawing_event(void)
2 {
3     Tcl_MutexLock(&drawingMtx);
4     Tcl_Event * ptr = (Tcl_Event*)Tcl_Alloc(sizeof(Tcl_Event));
5     ptr->proc = MyEventProc;
6     Tcl_ThreadQueueEvent(guiThread, ptr, TCL_QUEUE_TAIL);
7     Tcl_ThreadAlert(guiThread);
8     Tcl_MutexUnlock(&drawingMtx);
9 }

```

*Example of using thread support from the TCL library.*

- Example of using a concept of `ScopedLock`

```

1 void CCanvasContainer::draw(cairo_t *cr)
2 {
3     ScopedLock lk(mtx);
4     if (drawer == 0) {
5         drawer = new CCanvasDrawer(cr);
6     } else {
7         drawer->setCairo(cr);
8     }
9     manager.execute(drawer);
10 }

```

*The ScopedLock releases (unlocks) the mutex once the local variable lk is destroyed at the end of the function call.*

## Generalized Models of Mutex

- Recursive – the mutex can be locked multiple times by the same thread
- Try – the lock operation immediately returns if the mutex cannot be acquired
- Timed – limit the time to acquired the mutex
- *Spinlock* – the thread repeatedly checks if the lock is available for the acquisition

*Thread is not set to blocked mode if lock cannot be acquired.*

## Condition Variable

- **Condition variable** allows signaling thread from other thread
- The concept of **condition variable** allows the following synchronization operations
  - Wait – the variable has been changed/notified
  - Timed waiting for signal from other thread
  - Signaling other thread waiting for the condition variable
  - Signaling all threads waiting for the condition variable

*All threads are awakened, but the access to the condition variable is protected by the mutex that must be acquired and only one thread can lock the mutex.*

## Spinlock

- Under certain circumstances it may be advantageous to do not block the thread during acquisition of the mutex (lock), e.g.,
  - Performing a simple operation on the shared data/variable on the system with true parallelism (using multi-core cpu)
  - Blocking the thread, suspending its execution and passing the allocated CPU time to other thread may results a significant overhead
  - Other threads quickly perform other operation on the data and thus, the shared resource would be quickly accessible
- During the locking, the thread actively tests if the lock is free
 

*It wastes the cpu time that can be used for productive computation elsewhere.*
- Similarly to a semaphore such a test has to be perform by TestAndSet instruction at the CPU level.
- **Adaptive mutex** combines both approaches to use the **spinlocks** to access resources locked by currently running thread and block/sleep if such a thread is not running.

*It does not make sense to use spinlocks on single-processor systems with pseudo-parallelism.*

## Example – Condition Variable

- Example of using condition variable with lock (mutex) to allow exclusive access to the condition variable from different threads

```
Mutex mtx; // shared variable for both threads
CondVariable cond; // shared condition variable

// Thread 1                                // Thread 2
Lock(mtx);                                  Lock(mtx);
// Before code, wait for Thread 2          ... // Critical section
CondWait(cond, mtx); // wait for cond      // Signal on cond
... // Critical section                    Condsignal(cond, mtx);
UnLock(mtx);                               UnLock(mtx);
```



## Parallelism and Functions

- In parallel environment, functions can be called multiple times
- Regarding the parallel execution, functions can be
  - **Reentrant** – at a single moment, the same function can be executed multiple times simultaneously
  - **Thread-Safe** – the function can be called by multiple threads simultaneously
- To achieve these properties
  - **Reentrant function** does not write to static data and does not work with global data
  - **Thread-safe function** strictly access to global data using synchronization primitives

## POSIX Thread Functions (pthread)

- POSIX threads library (`<pthread.h>` and `-lpthread`) is a set of functions to support multithreading programming
- The basic types for threads, mutexes, and condition variables are
  - `pthread_t` – type for representing a thread
  - `pthread_mutex_t` – type for mutex
  - `pthread_cond_t` – type for condition variable
- The thread is created by `pthread_create()` function call, which immediately executes the new thread as a function passed as a pointer to the function.

*The thread calling the creation continues with the execution.*

- A thread may wait for other thread by `pthread_join()`
- Particular mutex and condition variables has to be initialized using the library calls
  - `pthread_mutex_init()` – initialize mutex variable
  - `pthread_cond_init()` – initialize condition variable

*Additional attributes can be set, see documentation.*

## Main Issues with Multithreading Applications

- The main issues/troubles with multiprocessing application are related to synchronization
  - **Deadlock** – a thread wait for a resource (mutex) that is currently locked by other thread that is waiting for the resource (thread) already locked by the first thread
  - **Race condition** – access of several threads to the shared resources (memory/variables) and at least one of the threads does not use the synchronization mechanisms (e.g., critical section)
    - A thread reads a value while another thread is writing the value. If Reading/writing operations are not atomic, data are not valid.*

## POSIX Threads – Example 1/10

- Create an application with three active threads for
  - Handling user input – function `input_thread()`
    - User specifies a period output refresh of by pressing dedicated keys
  - Refresh output – function `output_thread()`
    - Refresh output only when the user interacts with the application or the alarm is signaling the period has been passed
  - Alarm with user defined period – function `alarm_thread()`
    - Refresh the output or do any other action
- For simplicity the program uses `stdin` and `stdout` with thread activity reporting to `stderr`
- Synchronization mechanisms are demonstrated using
  - `pthread_mutex_t mtx` – for exclusive access to `data_t data`
  - `pthread_cond_t cond` – for signaling threads

*The shared data consists of the current period of the alarm (`alarm_period`), request to quit the application (`quit`), and number of alarm invocations (`alarm_counter`).*

## POSIX Threads – Example 2/10

- Including header files, defining data types, declaration of global variables

```

1  #include <stdio.h>
2  #include <stdlib.h>
3  #include <stdbool.h>
4  #include <termios.h>
5  #include <unistd.h> // for STDIN_FILENO
6  #include <pthread.h>
7
8  #define PERIOD_STEP 10
9  #define PERIOD_MAX 2000
10 #define PERIOD_MIN 10
11
12 typedef struct {
13     int alarm_period;
14     int alam_counter;
15     bool quit;
16 } data_t;
17
18 pthread_mutex_t mtx;
19 pthread_cond_t cond;

```

## POSIX Threads – Example 3/10

- Functions prototypes and initialize of variables and structures

```

21 void call_termios(int reset); // switch terminal to raw mode
22 void* input_thread(void*);
23 void* output_thread(void*);
24 void* alarm_thread(void*);
25
26 // - main function -----
27 int main(int argc, char *argv[])
28 {
29     data_t data = { .alarm_period = 100, .alam_counter = 0, .quit = false };
30
31     enum { INPUT, OUTPUT, ALARM, NUM_THREADS }; // named ints for the threads
32     const char *threads_names[] = { "Input", "Output", "Alarm" };
33
34     void* (*thr_functions[])(void*) = { // array of thread functions
35         input_thread, output_thread, alarm_thread
36     };
37
38     pthread_t threads[NUM_THREADS]; // array for references to created threads
39     pthread_mutex_init(&mtx, NULL); // init mutex with default attr.
40     pthread_cond_init(&cond, NULL); // init cond with default attr.
41
42     call_termios(0); // switch terminal to raw mode

```

## POSIX Threads – Example 4/10

- Create threads and wait for terminations of all threads

```

44     for (int i = 0; i < NUM_THREADS; ++i) {
45         int r = pthread_create(&threads[i], NULL, thr_functions[i], &data);
46         printf("Create thread '%s' %s\r\n", threads_names[i], ( r == 0 ? "OK"
47             : "FAIL" ));
48     }
49
50     int *ex;
51     for (int i = 0; i < NUM_THREADS; ++i) {
52         printf("Call join to the thread %s\r\n", threads_names[i]);
53         int r = pthread_join(threads[i], (void*)&ex);
54         printf("Joining the thread %s has been %s - exit value %i\r\n",
55             threads_names[i], (r == 0 ? "OK" : "FAIL"), *ex);
56     }
57
58     call_termios(1); // restore terminal settings
59     return EXIT_SUCCESS;
60 }

```

## POSIX Threads – Example 5/10 (Terminal Raw Mode)

- Switch terminal to raw mode

```

60 void call_termios(int reset)
61 {
62     static struct termios tio, tioOld; // use static to preserve the initial
63     settings
64     tcgetattr(STDIN_FILENO, &tio);
65     if (reset) {
66         tcsetattr(STDIN_FILENO, TCSANOW, &tioOld);
67     } else {
68         tioOld = tio; //backup
69         cfmakeraw(&tio);
70         tcsetattr(STDIN_FILENO, TCSANOW, &tio);
71     }

```

*The caller is responsible for appropriate calling the function, e.g., to preserve the original settings, the function must be called with the argument 0 only once.*

## POSIX Threads – Example 6/10 (Input Thread 1/2)

```

73 void* input_thread(void* d)
74 {
75     data_t *data = (data_t*)d;
76     static int r = 0;
77     int c;
78     while (( c = getchar()) != 'q') {
79         pthread_mutex_lock(&mtx);
80         int period = data->alarm_period; // save the current period
81         // handle the pressed key detailed in the next slide
82     ....
83     if (data->alarm_period != period) { // the period has been changed
84         pthread_cond_signal(&cond); // signal the output thread to refresh
85     }
86     data->alarm_period = period;
87     pthread_mutex_unlock(&mtx);
88 }
89 r = 1;
90 pthread_mutex_lock(&mtx);
91 data->quit = true;
92 pthread_cond_broadcast(&cond);
93 pthread_mutex_unlock(&mtx);
94 fprintf(stderr, "Exit input thread %lu\r\n", pthread_self());
95 return &r;
96 }

```

## POSIX Threads – Example 7/10 (Input Thread 2/2)

■ `input_thread()` – handle the user request to change period

```

68 switch(c) {
69     case 'r':
70         period -= PERIOD_STEP;
71         if (period < PERIOD_MIN) {
72             period = PERIOD_MIN;
73         }
74         break;
75     case 'p':
76         period += PERIOD_STEP;
77         if (period > PERIOD_MAX) {
78             period = PERIOD_MAX;
79         }
80         break;
81 }

```

## POSIX Threads – Example 8/10 (Output Thread)

```

97 void* output_thread(void* d)
98 {
99     data_t *data = (data_t*)d;
100     static int r = 0;
101     bool q = false;
102     while (!q) {
103         pthread_mutex_lock(&mtx);
104         pthread_cond_wait(&cond, &mtx); // wait4next event
105         q = data->quit;
106         printf("\rAlarm time: %10i Alarm counter: %10i",
107             data->alarm_period, data->alam_counter);
108         fflush(stdout);
109         pthread_mutex_unlock(&mtx);
110     }
111     fprintf(stderr, "Exit output thread %lu\r\n", (
112         unsigned long)pthread_self());
113     return &r;
114 }

```

## POSIX Threads – Example 9/10 (Alarm Thread)

```

114 void* alarm_thread(void* d)
115 {
116     data_t *data = (data_t*)d;
117     static int r = 0;
118     pthread_mutex_lock(&mtx);
119     bool q = data->quit;
120     useconds_t period = data->alarm_period * 1000; // alarm_period is in ms
121     pthread_mutex_unlock(&mtx);
122
123     while (!q) {
124         usleep(period);
125         pthread_mutex_lock(&mtx);
126         q = data->quit;
127         data->alam_counter += 1;
128         period = data->alarm_period * 1000; // update the period is it has
129         // been changed
130         pthread_cond_broadcast(&cond);
131         pthread_mutex_unlock(&mtx);
132     }
133     fprintf(stderr, "Exit alarm thread %lu\r\n", pthread_self());
134     return &r;
135 }

```

## POSIX Threads – Example 10/10

- The example program `lec08/threads.c` can be compiled and run

```
clang -c threads.c -std=gnu99 -O2 -pedantic -Wall -o threads.o
clang threads.o -lpthread -o threads
```

- The period can be changed by 'r' and 'p' keys.
- The application is terminated after pressing 'q'

```
./threads
Create thread 'Input' OK
Create thread 'Output' OK
Create thread 'Alarm' OK
Call join to the thread Input
Alarm time:      110   Alarm counter:      20Exit input thread
750871808
Alarm time:      110   Alarm counter:      20Exit output thread
750873088
Joining the thread Input has been OK - exit value 1
Call join to the thread Output
Joining the thread Output has been OK - exit value 0
Call join to the thread Alarm
Exit alarm thread 750874368
Joining the thread Alarm has been OK - exit value 0
```

`lec08/threads.c`

## C11 Threads Example

- The previous example `lec08/threads.c` implemented with C11 threads is in `lec08/threads-c11.c`

```
clang -std=c11 threads-c11.c -lstdthreads -o threads-c11
./threads-c11
```

- Basically, the function calls are similar with different names and minor modifications

- `pthread_mutex_*`() → `mxt_*`()
- `pthread_cond_*`() → `cnd_*`()
- `pthread_*`() → `thrd_*`()
- Thread body functions return int value
- There is not `pthread_self()` equivalent
- `thrd_t` is implementation dependent
- Threads, mutexes, and condition variable are created/initialized without specification particular attributes

*Simplified interface*

- The program is linked with the `-lstdthreads` library

`lec08/threads-c11.c`

## C11 Threads

- C11 provides a “wrapper” for the POSIX threads

*E.g., see <http://en.cppreference.com/w/c/thread>*

- The library is `<threads.h>` and `-lstdthreads`

- Basic types

- `thrd_t` – type for representing a thread
- `mtx_t` – type for mutex
- `cnd_t` – type for condition variable

- Creation of the thread is `thrd_create()` and the thread body function has to return an `int` value

- `thrd_join()` is used to wait for a thread termination

- Mutex and condition variable are initialized (without attributes)

- `mtx_init()` – initialize mutex variable
- `cnd_init()` – initialize condition variable

## How to Debug Multi-Thread Applications

- The best tool to debug a multi-thread application is  
`to do not need to debug it`

- It can be achieved by discipline and a prudent approach to shared variables

- Otherwise a debugger with a minimal set of features can be utilized

## Debugging Support

- Desired features of the debugger

- List of running threads
- Status of the synchronization primitives
- Access to thread variables
- Break points in particular threads

lldb – <http://lldb.llvm.org>; gdb – <https://www.sourceware.org/gdb>  
cgdb, ddd, kgdb, Code::Blocks or Eclipse, Kdevelop, Netbeans, CLion

SlickEdit – <https://www.slickedit.com>; TotalView – <http://www.roguewave.com/products-services/totalview>

- **Logging** can be more efficient to debug a program than manual debugging with manually set breakpoints

- Deadlock is mostly related to the order of locking
- Logging and analyzing access to the lockers (mutex) can help to find a wrong order of the thread synchronizing operations

## Comments – Deadlock

- Deadlocks are related to the mechanisms of synchronization

- Deadlock is much easier to debug than the race condition
- Deadlock is often the *mutex deadlock* caused by the order of multiple mutex locking
- **Mutex deadlock can cannot occur** if at any moment, each thread has (or it is trying to acquire) **at most a single mutex**
- It is **not recommended to call functions with a locked mutex**, especially if the function is attempting to lock another mutex
- **It is recommended to lock the mutex for the shortest possible time**

## Comments – Race Condition

- Race condition is typically caused by a lack of synchronization

- It is worth of remember that

- **Threads are asynchronous**

*Do not rely that a code execution is synchronous on a single processor system.*

- **When writing multi-threaded applications assume that the thread can be interrupted or executed at any time**

*Parts of the code that require a particular execution order of the threads needs synchronization.*

- **Never assume that a thread waits after it is created.**

*It can be started very soon and usually much sooner than you can expect.*

- **Unless you specify the order of the thread execution, there is not such order.**

*“Threads are running in the worst possible order”. Bill Gallmeister”*

## Summary of the Lecture

## Topics Discussed

- Multithreading programming
  - Terminology, concepts, and motivations for multithreading programming
  - Models of multi-threaded applications
  - Synchronization mechanisms
  - POSIX and C11 thread libraries

*Example of an application*

- Comments on debugging and multi-thread issues with the race condition and deadlock
- Next Lecture09: Practical examples
- Next Lecture10: ANSI C, C99, C11 – differences and extensions.  
Introduction to C++