

# Concurrent programming in C++11

Multithreading is just one damn thing after, before, or simultaneous with another. --Andrei Alexandrescu

- Problems with C++98 memory model
- Double-checked locking pattern
- C++11 memory model
- Atomics
- `Std::thread`
- Mutex/Lock
- Conditional variable
- Future/Promise/Async

# Problems with C++98

```
int X = 0;  
int Y = 0;
```

```
// thread 1  
int r1 = X;  
if ( 1 == r1 )  
    Y = 1;
```

```
// thread 2  
int r2 = Y;  
if ( 1 == r2 )  
    X = 1;
```

```
// can it be at the end of execution  r1 == r2 == 1 ?
```

# Problems with C++98

```
struct s { char a; char b; } x;
```

```
// thread 1  
x.a = 1;
```

```
// thread 1 may compiled:  
struct s tmp = x;  
tmp.a = 1;  
x = tmp;
```

```
// thread 2  
x.b = 1;
```

```
// thread 2 may be compiled:  
struct s tmp = x;  
tmp.b = 1;  
x = tmp;
```

# Singleton pattern

```
// in singleton.h:
class Singleton
{
public:
    static Singleton *instance();
    void other_method();
    // other methods ...
private:
    static Singleton *pinstance;
};

// in singleton.cpp:
Singleton *Singleton::pinstance = 0;

Singleton *Singleton::instance()
{
    if ( 0 == pinstance )
    {
        pinstance = new Singleton; // lazy initialization
    }
    return pinstance;
}

// Usage:

Singleton::instance()-> other_method();
```

# Thread safe singleton construction

```
// in singleton.h:
class Singleton
{
public:
    static Singleton *instance();
    void other_method();
    // other methods ...
private:
    static Singleton *pinstance;
    static Mutex      lock_;
};

// in singleton.cpp:
Singleton *Singleton::pinstance = 0;

Singleton *Singleton::instance()
{
    Guard<Mutex> guard(lock_); // constructor acquires lock_
    // this is now the critical section
    if ( 0 == pinstance )
    {
        pinstance = new Singleton; // lazy initialization
    }
    return pinstance;
} // destructor releases lock_
```

# Double checked locking pattern

```
Singleton *Singleton::instance()
{
    if ( 0 == pinstance )
    {
        Guard<Mutex> guard(lock_); // constructor acquires lock_
        // this is now the critical section

        if ( 0 == pinstance ) // re-check pinstance
        {
            pinstance = new Singleton; // lazy initialization
        }
    } // destructor releases lock_
    return pinstance;
}
```

```
Singleton::instance()-> other_method(); // does not lock usually
```

# Problems with DCLP

```
if ( 0 == pinstance )
{
    // ...
    pinstance = new Singleton; // atomic?
    // ...
}
return pinstance;
```

```
// might use half-initialized pointer value
Singleton::instance()-> other_method();
```

- Pointer assignment may not be atomic
  - If can check an invalid, but not null pointer value

# New expression

```
pinstance = new Singleton; // how this is compiled?
```

- New expression include many steps
  - (1) Allocation space with `::operator new()`
  - (2) Run of constructor
  - (3) Returning the pointer
- If the compiler does (1) + (3) and leaves (2) as the last step the pointer points to uninitialized memory area



# Observable behavior in C++98

```
void foo()  
{  
    int x = 0, y = 0;           // (1)  
    x = 5;                     // (2)  
    y = 10;                    // (3)  
    printf( "%d,%d", x, y);    // (4)  
}
```

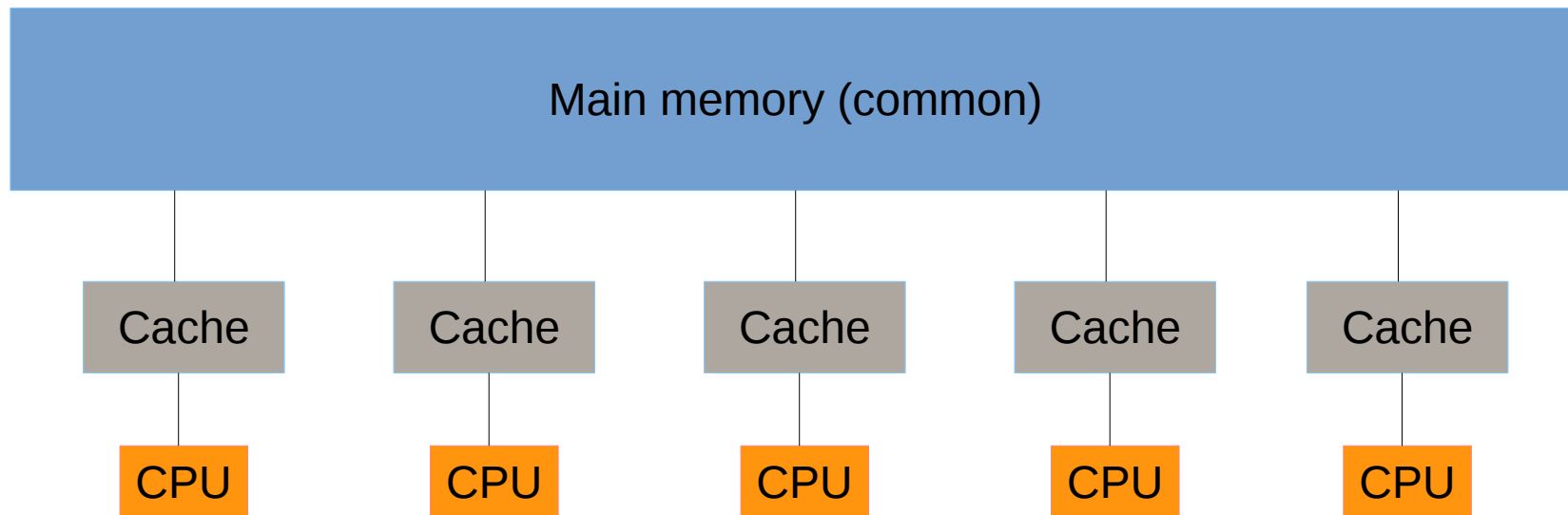
- What is visible for the outer world
  - I/O operations
  - Read/write volatile objects
- Defined by a singled-threaded mind

# Sequence point

```
if ( 0 == pinstance ) // re-check pinstance
{
    // pinstance = new Singleton;
    Singleton *temp = operator new( sizeof(Singleton) );
    new (temp) Singleton; // run the constructor
    pinstance = temp;
}
```

- The compiler can completely optimize out temp
- Even if we are using volatile temp we have issues

# Modern hardware architecture



# Singleton pattern

```
Singleton *Singleton::instance()
{
    Singleton *temp = pInstance;    // read pInstance

    Acquire();    // prevent visibility of later memory operations
                 // from moving up from this point

    if ( 0 == temp )
    {
        Guard<Mutex> guard(lock_);
        // this is now the critical section

        if ( 0 == pinstance )    // re-check pinstance
        {
            temp = new Singleton;

            Release();    // prevent visibility of earlier memory operations
                         // from moving down from this point

            pinstance = temp;    // write pInstance
        }
    }
    return pinstance;
}
```

# C++11 memory model

```
int x, y;
```

```
// thread 1      |      // thread 2  
x = 1;           |      cout << y << ", ";  
y = 2;           |      cout << x << endl;
```

In C++03 not even Undefined Behavior

In C++11 Undefined Behavior

# C++11 memory model

```
std::atomic<int> x, y;

// thread 1      |      // thread 2
x.store(1);      |      cout << y.load() << ", ";
y.store(2);      |      cout << x.load() << endl;
```

Equivalent to:

```
int x, y;
mutex x_mutex, y_mutex;

// thread 1      |      // thread 2
x_mutex.lock()   |      y_mutex.lock();
x = 1;           |      cout << y << ", ";
x_mutex.unlock() |      y_mutex.unlock();
y_mutex.lock()   |      x_mutex.lock();
y = 2;           |      cout << x << endl;
y_mutex.unlock() |      x_mutex.unlock();
```

# C++11 memory model (default)

```
std::atomic<int> x, y;  
x.store(0); y.store(0);
```

```
// thread 1      |      // thread 2  
x.store(1);      |      cout << y.load() << ", ";  
y.store(2);      |      cout << x.load() << endl;
```

Result can be:

```
0 0  
2 1  
0 1  
// never prints: 2 0
```

**Sequential consistency:** atomics == atomic load/store + ordering

# Terminology

- Only minimal progress guaranties are given:
  - unblocked threads will make progress
  - implementation should ensure that writes in a thread should be visible in other threads "in a finite amount of time".
- The A happens before B relationship:
  - A is sequenced before B or
  - A inter-thread happens before B

== there is a synchronization point between A and B
- Synchronization point:
  - thread creation sync with start of thread execution
  - thread completion sync with the return of join()
  - unlocking a mutex sync with the next locking of that mutex



# Terminology

- Memory location
  - an object of scalar type
  - a maximal sequence of adjacent bit-fields all having non-zero width
- Data race

A program contains **data race** if contains two actions in different threads, at least one is not "atomic" **and** neither happens before the other.
- Two threads of execution can update and access separate memory locations without interfering each others

# Sequential consistent

- Sequential consistent (default behavior)
  - Leslie Lamport, 1979
  - Each thread is sequential, operations can not be reordered
  - The operations of each thread appear in this sequence
- C++ memory model contract
  - Programmer ensures that the program has no data race
  - System guarantees sequentially consistent execution

# Memory ordering

- `memory_order_seq_cst` (default)
- `memory_order_consume`
- `memory_order_acquire`
- `memory_order_release`
- `memory_order_acq_rel`
- `memory_order_relaxed`

X86/x86\_64 does not require additional instructions to implement acquire-release ordering

# Relaxed memory order

- Each memory location has a total modification order
  - But this may be not observable directly
- Memory operations performed by
  - The same thread and
  - On the same memory locationare not reordered with respect of modification order

# C++11 memory model (others)

```
std::atomic<int> x, y;

// relaxed
// thread 1          | // thread 2
x.store(1, memory_order_relaxed); | cout << y.load(memory_order_relaxed) << ", ";
y.store(2, memory_order_relaxed); | cout << x.load(memory_order_relaxed) << endl;

// Defined, atomic, but not ordered, result may be:
0 0
2 1
0 1
2 0

// acquire-release
// thread 1          | // thread 2
x.store(1, memory_order_release); | cout << y.load(memory_order_acquire) << ", ";
y.store(2, memory_order_release); | cout << x.load(memory_order_acquire) << endl;

// In C++11 Defined and the result can be:
0 0
2 1
0 1
// never prints: 2 0, but can be faster than strict ordering.
// results may be different in more complex programs
```

# std::thread

```
class thread
{
public:
    typedef native_handle ...;
    typedef id ...;

    thread() noexcept; // does not represent a thread
    thread( thread&& other) noexcept; // move constructor
    ~thread(); // if joinable() calls std::terminate()

    template <typename Function, typename... Args> // copies args to thread local
    explicit thread( Function&& f, Arg&&... args); // then execute f with args

    thread(const thread&) = delete; // no copy
    thread& operator=(thread&& other) noexcept; // move
    void swap( thread& other); // swap

    bool joinable() const; // thread object owns a physical thread
    void join(); // blocks current thread until *this finish
    void detach(); // separates physical thread from the thread object

    std::thread::id get_id() const; // std::this_thread
    static unsigned int hardware_concurrency(); // supported concurrent threads
    native_handle_type native_handle(); // e.g. thread id
};
```

# Usage of `std::thread`

```
void f( int i, const std::string&);
{
    std::cout << "Hello concurrent world" << std::endl;
}

int main()
{
    int i = 3;
    std::string s("Hello");

    // Will copy both i and s
    // We can prevent the copy by using reference wrapper
    // std::thread t( f, std::ref(i), std::ref(s));
    std::thread t( f, i, s);

    // if the thread destructor runs and the thread is joinable, than
    // std::system_error will be thrown.
    // Use join() or detach() to avoid that.
    t.join();

    return 0;
}
```

# Issue with join()

- If the thread destructor called when the thread is still *joinable* `std::system_error` will be thrown
- Alternatives are not really feasible:
- Implicit join:
  - The destructor waits until the thread execution is completed
  - Hard-to detect performance issues
- Implicit detach
  - The destructor may run, but the underlying thread is still under execution
  - We may destroy resources still used by the thread
- `Scoped_thread` or `thread_strategy` parameters



# Scoped thread

```
class scoped_thread // Anthony Williams
{
    std::thread t;
public:
    explicit scoped_thread(std::thread t_): t(std::move(t_))
    {
        if(!t.joinable())
            throw std::logic_error("No thread");
    }
    ~scoped_thread()
    {
        t.join();
    }
    scoped_thread(scoped_thread const&)=delete;
    scoped_thread& operator=(scoped_thread const&)=delete;
};

struct func;

void f()
{
    int some_local_state;
    scoped_thread t(std::thread(func(some_local_state)));
    do_something_in_current_thread();
}
```

# Usage of std::thread

```
struct func
{
    int& i;
    func(int& i_) : i (i_) { }

    void operator()()
    {
        for(unsigned int j=0; j < 1000000; ++j)
        {
            do_something(i); // i refers to a destroyed variable
        }
    }
};

void oops()
{
    int some_local_state=0;

    func my_func(some_local_state);

    std::thread my_thread(my_func);

    my_thread.detach(); // don't wait the thread to finish
} // i is destroyed, but the thread is likely still running..
```

# std::thread works with containers

```
void do_work(unsigned id);

void f()
{
    std::vector<std::thread> threads;
    for(unsigned i=0;i<20;++i)
    {
        threads.push_back(std::thread(do_work,i));
    }
    std::for_each(threads.begin(), threads.end(),
                 std::mem_fn(&std::thread::join));
}
```

# std::thread works with containers

```
// std::thread::id identifiers returned by std::this_thread::get_id()
// it returns std::thread::id() if there is no associated thread.
std::thread::id master_thread;
void some_core_part_of_algorithm()
{
    if(std::this_thread::get_id()==master_thread)
    {
        do_master_thread_work();
    }
    do_common_work();
}
```

```
// gives a hint about the available cores. Be aware of
// "oversubscription", i.e. using more threads than cores we have.
std::thread::hardware_concurrency()
```

# Synchronization objects: mutex

```
#include <mutex>

void f()
{
    std::mutex m;
    int sh; // shared data
    // ...
    m.lock();
    // manipulate shared data:
    sh+=1;
    m.unlock();
}

void g()
{
    std::mutex m;
    int sh; // shared data
    // ...
    if ( m.try_lock() )
    {
        // manipulate shared data:
        sh+=1;
        m.unlock();
    }
}

// Recursive mutex
std::recursive_mutex m;
int sh; // shared data

void h(int i)
{
    // ...
    m.lock();
    // manipulate shared data:
    sh+=1;
    if (--i>0) f(i);
    m.unlock();
    // ...
}
```

# Synchronization objects: timed mutex

```
void f1()
{
    std::timed_mutex m;
    int sh; // shared data
    // ...
    if (m.try_lock_for(std::chrono::seconds(10)))
    {
        // manipulate shared data:
        sh+=1;
        m.unlock();
    }
    else
        // we didn't get the mutex; do something else
}
void f2()
{
    std::timed_mutex m;
    int sh; // shared data
    // ...
    if (m.try_lock_until(midnight))
    {
        // manipulate shared data:
        sh+=1;
        m.unlock();
    }
    else
        // we didn't get the mutex; do something else
}
```

# RAII support

```
#include <list>
#include <mutex>
#include <algorithm>

std::list<int> l;
std::mutex      m;

void add_to_list(int value);
{
    // lock acquired - with RAII style lock management
    std::lock_guard< std::mutex > guard(m);
    l.push_back(value);
} // lock released
```

**Pointers or references pointing out from the guarded area may be an issue!**

# Can this go dead-locked?

```
bool operator<( T const& lhs, T const& rhs)
{
    if ( &lhs == &rhs )
        return false;

    std::lock_guard< std::mutex > guard(lhs.m)
    std::lock_guard< std::mutex > guard(rhs.m)

    return lhs.data < rhs.data;
}
```



# Can this go dead-locked?

```
bool operator<( T const& lhs, T const& rhs)
{
    if ( &lhs == &rhs )
        return false;

    std::lock_guard< std::mutex > guard(lhs.m)
    std::lock_guard< std::mutex > guard(rhs.m)

    return lhs.data < rhs.data;
}
```

```
// thread1          |          thread2
                     |
    a < b            |          b < a
```

# Correct solution

```
bool operator<( T const& lhs, T const& rhs)
{
    if ( &lhs == &rhs )
        return false;

    // std::lock - lock two or more mutexes
    std::lock( lhs.m, rhs.m);
    std::lock_guard< std::mutex > lock_lhs( lhs.m, std::adopt_lock);
    std::lock_guard< std::mutex > lock_rhs( rhs.m, std::adopt_lock);

    return lhs.data < rhs.data;
}

// attempts to lock in unspecified order
template <class Lockable1, class Lockable2, class Lockable3, ...>
void std::lock( Lockable1 m1, Lockable2 m2, Lockable3 m3, ...);

// attempts to lock in left-to-right order
// returns -1 on success, otherwise the index of first failed
template <class Lockable1, class Lockable2, class Lockable3, ...>
int std::try_lock( Lockable1 m1, Lockable2 m2, Lockable3 m3, ...);
```

# Unique\_lock with defer\_lock

```
bool operator<( T const& lhs, T const& rhs)
{
    if ( &lhs == &rhs )
        return false;

    // std::unique_locks constructed with defer_lock can be locked
    // manually, by using lock() on the lock object ...
    std::unique_lock< std::mutex > lock_lhs( lhs.m, std::defer_lock);
    std::unique_lock< std::mutex > lock_rhs( rhs.m, std::defer_lock);
    // lock_lhs.owns_lock() now false

    // ... or passing to std::lock
    std::lock( lock_lhs, lock_rhs); // designed to avoid dead-lock
    // also there is an unlock() memberfunction

    // lock_lhs.owns_lock() now true
    return lhs.data < rhs.data;
}
```

# Unique\_lock only moveable

```
std::unique_lock<std::mutex> get_lock()
{
    extern std::mutex some_mutex;
    std::unique_lock<std::mutex> lk(some_mutex);
    prepare_data();
    return lk; // same as std::move(lk),
              // return does not require std::move
}

void process_data()
{
    std::unique_lock<std::mutex> lk(get_lock());
    do_something();
}
```

# Shared\_lock in C++14

```
std::shared_timed_mutex m;  
my_data d;  
  
void reader()  
{  
    std::shared_lock<std::shared_timed_mutex> rl(m);  
    read_only(d);  
}  
  
void writer()  
{  
    std::lock_guard<std::shared_timed_mutex> wl(m);  
    write(d);  
}
```

Use of `shared_timed_mutex` may have worse performance

# Mutex management

## lock\_guard

C++11: Simple scoped wrapper around a mutex  
Non-copyable, non-movable

## unique\_lock

C++11: Simple scoped wrapper around a mutex  
Non-copyable,  
Movable: `unique_lock(unique_lock&&) operator=(unique_lock&&)`  
`unlock()`

## shared\_lock

C++14: lock the mutex in shared mode e.g `shared_timed_mutex` (c++14)  
Non-copyable, movable

## scoped\_lock

C++17: variadic template class RAII to own one or more mutexes  
Non-copyable, owning multiple mutexes with `std::lock()`

# Concurrent singleton

```
template <typename T>
class MySingleton
{
public:
    std::shared_ptr<T> instance()
    {
        std::call_once( resource_init_flag, init_resource);
        return resource_ptr;
    }
private:
    void init_resource()
    {
        resource_ptr.reset( new T(...) );
    }
    std::shared_ptr<T> resource_ptr;
    std::once_flag      resource_init_flag; // can't be moved or copied
};
```

# Meyers singleton

```
// Meyers singleton:  
// C++11 guaranties: local static is initialized in a thread safe way  
//  
class MySingleton;  
MySingleton& MySingletonInstance()  
{  
    static MySingleton _instance;  
    return _instance;  
}
```



# Spin lock

```
bool flag;    // waiting for this flag
std::mutex m;

void wait_for_flag()
{
    std::unique_lock<std::mutex> lk(m);
    while(!flag)
    {
        lk.unlock();
        std::this_thread::sleep_for(std::chrono::milliseconds(100));
        lk.lock();
    }
}
```

# Condition variable

```
std::mutex          my_mutex;
std::queue< data_t > my_queue;
std::conditional_variable data_cond; // conditional variable

void producer()
{
    while ( more_data_to_produce() )
    {
        const data_t data = produce_data();
        std::lock_guard< std::mutex > prod_lock(my_mutex); // guard the push
        my_queue.push(data);
        data_cond.notify_one(); // notify the waiting thread to evaluate cond.
    }
}

void consumer()
{
    while ( true )
    {
        std::unique_lock< std::mutex > cons_lock(my_mutex); // not lock_guard
        data_cond.wait(cons_lock, // returns if lambda returns true
            [&my_queue]{return !my_queue.empty();}); // else unlocks and waits
        data_t data = my_queue.front(); // lock is hold here to protect pop...
        my_queue.pop();
        cons_lock.unlock(); // ... until here
        consume_data(data);
    }
}
```

# Condition variable

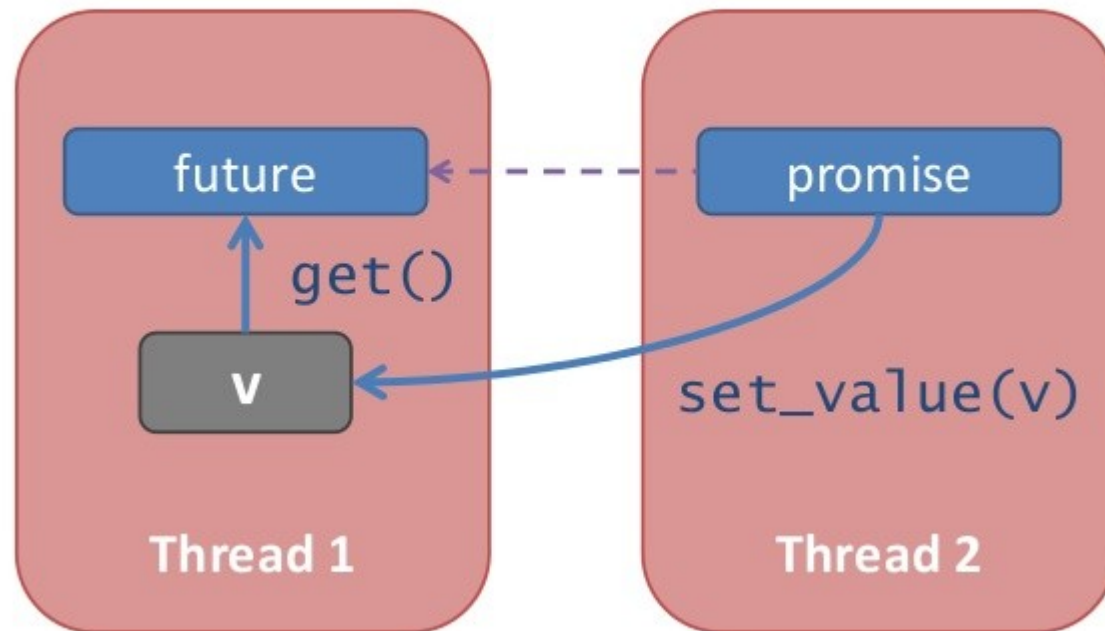
- During the wait the condition variable may check the condition any time
- But under the protection of the mutex and returns immediately if condition is true.
- Spurious wake: wake up without notification from other thread. Undefined times and frequency -> better to avoid functions with side effect (e.g.using a counter in lambda to check how many notifications were is bad)

# Future

- 1976 Daniel P. Friedman and David Wise: promise
- 1977 Henry Baker and Carl Hewitt: future
- Future: a read-only placeholder view of a variable or exception
- Promise: a writeable, single assignment container (to set the future)
- Communication channel: promise → future
- `std::future` the
  - Only instance to refer the async event
  - Move-only
- `std::shared_future`
  - Multiple instances referring to the same event
  - Copiable
  - All instances will be ready on the same time

# Future-Promise

## Multi-Threaded C++



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# std::async

```
#include <future>
#include <iostream>

int f(int);
void do_other_stuff();

int main()
{
    std::future<int> the_answer = std::async(f,1);
    do_other_stuff();
    std::cout<< "The answer is " << the_answer.get() << std::endl;
}

// The std::async() executes the task either in a new thread or on get()

// starts in a new thread
auto fut1 = std::async(std::launch::async, f, 1);
// run in the same thread on wait() or get()
auto fut2 = std::async(std::launch::deferred, f, 2);
// default: implementation chooses
auto fut3 = std::async(std::launch::deferred | std::launch::async, f, 3);
// default: implementation chooses
auto fut4 = std::async(f, 4);

// If no wait() or get() is called, then the task may not be executed at all.
```

# Exceptions

```
double square_root(double x)
{
    if ( x < 0 )
    {
        throw std::out_of_range("x<0");
    }
    return sqrt(x);
}

int main()
{
    std::future<double> fut = std::async( square_root, -1);
    // do something else...
    double res = fut.get(); // f becomes ready on exception and rethrows
                          // exception object could be a copy of original
}
```

# Exceptions

```
void asyncFun( std::promise<int> myPromise)
{
    int result;
    try
    {
        // calculate the result
        myPromise.set_value(result);
    }
    catch ( ... )
    {
        myPromise.set_exception(std::current_exception());
    }
}

// In the calling thread:
int main()
{
    std::promise<int> intPromise;
    std::future<int> intFuture = intPromise.getFuture();
    std::thread t(asyncFun, std::move(intPromise));

    // do other stuff here, while asyncFun is working

    int result = intFuture.get(); // may throw MyException
    return 0;
}
```



# Exceptions

```
// Example from Stroustrup
```

```
template<class T, class V>
struct Accum      // simple accumulator function object
{
    T* b;
    T* e;
    V val;
    Accum(T* bb, T* ee, const V& vv) : b{bb}, e{ee}, val{vv} {}
    V operator() () { return std::accumulate(b,e,val); }
};

void comp(vector<double>& v)    // spawn many tasks if v is large enough
{
    if (v.size()<10000) return std::accumulate(v.begin(),v.end(),0.0);

    auto f0 {async(Accum{&v[0],&v[v.size()/4],0.0})};
    auto f1 {async(Accum{&v[v.size()/4],&v[v.size()/2],0.0})};
    auto f2 {async(Accum{&v[v.size()/2],&v[v.size()*3/4],0.0})};
    auto f3 {async(Accum{&v[v.size()*3/4],&v[v.size()],0.0})};

    return f0.get()+f1.get()+f2.get()+f3.get();
}
```

# C++17

- resumable functions
  - async ... wait
- transactional memory
- continuation
  - then()
  - when\_any()
  - when\_all()
- parallel STL (Intel TBB)?

- Critics on C++ concurrency:

Bartosz Milewski's blog: Broken promises - C++0x futures

<http://bartoszmilewski.com/2009/03/03/broken-promises-c0x-futures/>

MeetingC++ - Hartmut Kaiser: Plain Threads are the GOTO of todays computing

<https://www.youtube.com/watch?v=4OCUEgSNIAY>