

#1 Thread of Execution

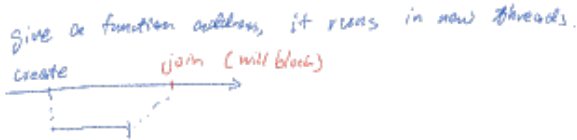
```
int f(int a, int v1, int v2, ...10 more) {
    int b=a+1;
    if(b>99) return 3;
    return b;
}
```

How does return 'work'? i.e. How does the CPU know what to do next?



#2 Introduction to threads and pthreads

pthread_create



pthread_join

pthread_exit

inside thread, call exit (last thing in threads)
That thread is DONE!!!

#include <pthread.h>

```
int pthread_create(pthread_t *thread,
    pthread_attr_t *attr,
    void *(*start routine) (void *), ← function pointer
    void *arg); ← for ↗
    (return value would be exit value)
```

```
int pthread_join(pthread_t thread, void **retval);
```

```
void pthread_exit(void *retval);
```

Compile and link with `-pthread`

#3 My program calls pthread_create twice. How many stacks does my process have?

3 threads including main

#4 What is the difference between a process and a thread?

threads live in process

```
1 #include <pthread.h>
2 #include <stdio.h>
3 #include <stdlib.h>
4 #include <unistd.h>
5
6 void* hello(void*arg) {
7     sleep(1);
8     printf("hello!\n");
9     pthread_exit(NULL); // nothing happens after this
10
11     return NULL;
12 }
13
14 int main(int argc, char**argv) {
15     void *ptr = "Banana";
16     pthread_t tid;
17     pthread_create(&tid, NULL, hello, ptr);
18
19     return EXIT_SUCCESS;
20 }
21
22 void* hello(void*arg) {
23     sleep(1);
24     char* msg = arg;
25     printf("hello %s!\n", msg);
26
27     if( msg[0] == 'T') {
28         pthread_exit((void*) 0xdead0de); // nothing happens after this
29     }
30
31     return (void*) 0xdeadbeef;
32 }
33
34 int main(int argc, char**argv) {
35     void *ptr = "Banana";
36     pthread_t tid1, tid2;
37     pthread_create(&tid1, NULL, hello, ptr);
38     pthread_create(&tid2, NULL, hello, "Tomato" );
39     void* retValue1;
40     void* retValue2;
41     pthread_join( tid1,& retValue1);
42     pthread_join( tid2,& retValue2);
43
44     printf("retValue1 is %p", retValue1) ;
45     printf("retValue2 is %p", retValue2) ;
46 }
```

not waiting for threads
so nothing will print

avoid types!!!

Before returning, a successful call to `pthread_create()` stores the ID of the new thread in the buffer pointed to by `thread`; this identifier is used to refer to the thread in subsequent calls to other pthreads functions.

#5 What does `pthread_cancel` do?
and are there alternatives?

can stop, but

Common alternative: `siglong_t pls_stop = 1`

#6 Differences between `exit()` and `pthread_exit()`?

stops the whole
process

stops thread

...so why would you call `pthread_exit` in your main method?

#7 Give four ways that a thread can be terminated

`p` `exit`

return

`exit`

main thread return from main

signal that terminates

#8 Hello World with pthreads?

#9 What happens if I call `pthread_create` 100 or 10000 times?