Concurrent Programming
*Rinnakkaisohjelmointi (RIO)*

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http://blueballfixed.ytmnd.com/

Lecture 0

Concurrent Programming
Spring 2012

- Administration
  - Course area and learning goals
  - Learning methods
- Introduction to Concurrency
- Slides in English, lectures in Finnish
  - Non-Finnish speakers can read the slides even if they do not understand the lectures
Connections

- Applications
- Operating systems
- Programming languages
- Distributed systems
- Computer Architecture

Concurrent Programming (Rio)
- synchronization
- communication
- co-operation

Course Connections

- Computer Organization I
  - Tietokoneen toiminta
- Concurrent Programming
  - Rinnakkaisohjelmointi
- Operating Systems
  - Käyttöjärjestelmät
- Software Design (Java)
  - Ohjelmointiteknikka (Java)
- Distributed Systems
  - Hajautetut järjestelmät
- Network Programming
  - Verkkosovellusten toteuttaminen
- Linux System Admin
  - Linux-ylläpito
- Intro to Specification and Verif.
  - Spesifioinnin ja verif. perusteet
Motivation

• To know and understand …
  – Why concurrency is important
  – What are the concurrency problems in your systems
  – How concurrency problems are usually solved
  – What are the usual tools for solving concurrency problems
  – How concurrency problems may be solved at different system levels
    • HW, OS, progr. language library, application

Learning Goals

• Concurrency and problems caused by concurrency
  – Basics, fundamental ideas, background
• Fundamental concepts and models in concurrency
  – Main emphasis is here!
  – E.g., “can explain special features of semaphores and monitors and use them properly in applications”, or “can explain how deadlocks can be prevented”.
• Concurrent programming in multicore and distributed systems
  – Get taste of it, more in later courses
• Concurrent programming in practice
  – Discussed in lectures
  – Practice with BACI (1 core) and in project (multicore)
What Good is Concurrent Programming for?

- All computer systems are inherently concurrent – one must understand concurrency to understand computer system operation
- All new desktops are multi-core systems for parallel applications
- Concurrency allows huge speedups for properly designed systems
- Concurrency causes complex problems that are not easy to solve without good understanding of concurrency

- Should I use threads in my Java application or not?
- Would it be better to use locks, semaphores, monitors or transactional memory to solve synchronization and communication problems in my application?
- Why doesn’t it do what I thought it would do?
- How can I show my boss that it really works?

What is Not Covered?

- How to write efficient code for multicore systems?
- What types of applications are suitable for multicore systems?
- What programming paradigms exist to write efficient code for multicore systems?
- How to write multicore code so that it would run in many multicore systems?
- How to best utilize multicore GPU in your application?
  - CUDA - Compute Unified Device Architecture
  - How to partition your solution to multicore CPU & GPU?
- Programming distributed applications
Learning Methods

- Lecture notes
  - Not perfect for self study – use with text book
- Summary lectures & discussions
- BACI – Ben-Ari Concurrency Interpreter
- Practice problems
- Homeworks
- Project
- Group meetings (practice sessions)
- Course exam

Lectures

- Summary lectures
  - Assumed: students have read the text book in advance
    - Basic knowledge of today’s topic
- Discussion items
  - Goal: deeper understanding of today’s topic
  - Students discuss given topics in small groups (2-3 students sitting next to each other)
    - Given topics
    - Student suggestions/questions
BACI – Ben-Ari Concurrency Interpreter

- Write concurrent programs in C--
- Compile them to BACI PCode
- Execute them concurrently in BACI
- GUI, debugging environment

Java

- How to use Java for Concurrent Programming?
  - Threads
  - Messages
  - Semaphores
  - Monitors
- Lectures
- Project
Study Circles

- Group work, team work
  - It is better to study in a team than alone
  - Peer student support
  - Study circles formed in the first group meeting

- Student centered learning
  - The student has responsibility on learning
  - Instructor facilitated learning
  - Instructors give good environment for learning

- Team work
  - Solving homework problems independently and then discussing them in study circles and in group meetings
  - Project
  - Any other co-operative work for this course

Creation of Study Circles

- Possibly the largest problem in study circle courses
  - "Ville promised, but did not do and he was not accessible. And then Maija did most of it. This is not right! Boohoo! 😞"

- Study circles are formed in the 1st group meeting
  - Goals should be similar
    - Easy in real life: "you will finish it or …"
  - Think about your goals before the 1st group meeting
    - Do I want to learn a lot, or just pass the course?
    - Will I help others, or just concentrate on my own work?
  - Discuss and agree on common goals before agreeing on forming a study circle
    - Finally, sign the "Study Circle Contract"

- Keep up with your agreement
  - Inform the study circle immediately, if you will not continue
  - Get quickly rid of peer students who do not work as agreed on
Practice Problems

- Practice problems
  - Self evaluation
    - Do them only after you think you know the material
    - Do I understand it now?
    - They check only some part of the material, no guarantees!
  - Use does not directly affect your grade
    - No bookkeeping on material use
    - No credit toward course grade


Homework Problems

- Normal homework problems
- Learning happens when you solve the problems and discuss them
  - Study topic area first before trying out the problems
  - Work on the problems independently before discussing them
  - Reading a complete solution or giving one to peer student is wasting a good problem!
- Homework problems are discussed at
  - Study circle own meetings before group meetings
  - Group meetings with peer students at the table
- Affects your grade
  - You get homework points (hwp, lhp) for completed problems
  - Only for those present in group meeting

Group Meetings

- Mark down the problems you have completed
- Assistant will organize you in tables
  - Each table should have a student solution for each problem
  - One or more tables may be in English in English speaking practice session
- Discuss all problems in your own table
  - You should have at least tried to solve all problems beforehand
  - You should understand all solutions at end
  - Other students in your table should understand all solutions at end
  - Correct solutions are available, consult assistant if needed
  - Usually no presentations in front of class
- Discuss additional topics given in solutions paper
  - Open ended discussions, no "correct" answers given
- Common discussion of selected problems/solutions
- Advice students in other tables, if needed

Project

- Team work with Study Circle
- Deeper understanding on practical concurrent programming with Java
  - Other course components needed as background knowledge
- Affects your grade (20/60 points)
Studying for This Course

- Study weekly topics
  - Read the textbook; same topics, different approaches
  - Use lecture slides if useful
  - Attend summary lectures and actively participate in discussions
- Check your learning with self evaluation
  - Do practice problems and homework
- Participate in study circle
  - Discuss homework
  - Weekly group meeting
  - Continue projects
  - Study circle meet face-to-face or in the web
- Finish project in time
- Study for exam
- Course exam

Evaluation

- Self evaluation
  - Do practice problems after each topic
    * Does not affect your grade
  - Do homeworks each week
    * Do I understand or not?
    * What is there still to learn and how do I do it??
    * Affects your grade
- Course exam
  - Gives a fixed deadline for learning
  - Covers all topics
    * Topics learned in independent study as well as in study circles using various learning methods
  - Evaluates learning
    * Most of the grade based on this
    * Must reach certain level (50%) to pass the course
Grading

<table>
<thead>
<tr>
<th>Course component</th>
<th>max grade points</th>
</tr>
</thead>
<tbody>
<tr>
<td>6 homeworks (min 1 p)</td>
<td>10 p</td>
</tr>
<tr>
<td>Project (min 1 p)</td>
<td>20 p</td>
</tr>
<tr>
<td>2 course exams (min 15 p)</td>
<td>30 p</td>
</tr>
<tr>
<td>Total (min 30)</td>
<td>60 p</td>
</tr>
</tbody>
</table>

Course contents

- Lecture 0: Admin
- Lecture 1: Concurrency
- Lecture 2: Concurrency at Progr. Lang. Level
- Lecture 3: Critical Section Problem
- Lecture 4: Verifying Concurrent Programs
- Lecture 5: Deadlocks
- Lecture 6: OS Support for Conc: Semaphores
- Lecture 7: More on semaphores
- Lecture 8: Progr. Lang. Support for Conc: Monitors
- Lecture 9: Concurrency Control in Distr. Environment
- Lecture 10: Crit. Sections in Distributed Environment
- Lecture 11: Practical Examples on Concurrency Control
- Lecture 12: Current Research, Course Summary
- Project: Java Concurrent Programming
Motto

• “It is not good exercise, if you do not sweat”
• This is not a marathon!
• Top-down approach
  – Total some 160 h / 6 cu (107 h / 4 cu) course

5 yrs / 300 cu = 1 yr / 60 cu = 1600 h / 60 cu
= 26.67 h / 1 cu = 160 h / 6 cu

Summary

• Course administration
• Course components and learning methods
• BACI simulator
• Lecture format
• Project