Introduction to threads

Basics

We build **virtual processors** in software, on top of physical processors:

**Processor:** Provides a set of instructions along with the capability of automatically executing a series of those instructions.

**Thread:** A minimal software processor in whose **context** a series of instructions can be executed. Saving a thread context implies stopping the current execution and saving all the data needed to continue the execution at a later stage.

**Process:** A software processor in whose context one or more threads may be executed.
Context switching

Contexts

- **Processor context**: The minimal collection of values stored in the registers of a processor used for the execution of a series of instructions (e.g., stack pointer, addressing registers, program counter).
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- **Process context**: The minimal collection of values stored in registers and memory, used for the execution of a series of instructions (i.e., processor context, state).

- **Thread context**: The minimal collection of values stored in registers and memory, used for the execution of a thread (i.e., thread context, but now also at least MMU register values).
Context switching

Observations

1. Threads share the same address space. Thread context switching can be done entirely independent of the operating system.

2. Process switching is generally (somewhat) more expensive as it involves getting the OS in the loop, i.e., trapping to the kernel.

3. Creating and destroying threads is much cheaper than doing so for processes.
Why use threads

Some simple reasons

- Avoid needless blocking: a single-threaded process will **block** when doing I/O; in a multi-threaded process, the operating system can switch the CPU to another thread in that process.

- Exploit parallelism: the threads in a multi-threaded process can be scheduled to run in parallel on a multiprocessor or multicore processor.

- Avoid process switching: structure large applications not as a collection of processes, but through multiple threads.
Avoid process switching

Avoid expensive context switching

![Diagram showing process switching]

S1: Switch from user space to kernel space
S2: Switch context from process A to process B
S3: Switch from kernel space to user space

Trade-offs

- Threads use the same address space: more prone to errors
- No support from OS/HW to protect threads using each other’s memory
- Thread context switching may be faster than process context switching
The cost of a context switch

Consider a simple clock-interrupt handler

- **direct costs**: actual switch and executing code of the handler
- **indirect costs**: other costs, notably caused by messing up the cache

What a context switch may cause: indirect costs

(a) before the context switch
(b) after the context switch
(c) after accessing block D.
Using threads at the client side

Multithreaded web client

Hiding network latencies:

- Web browser scans an incoming HTML page, and finds that more files need to be fetched.
- Each file is fetched by a separate thread, each doing a (blocking) HTTP request.
- As files come in, the browser displays them.

Multiple request-response calls to other machines (RPC)

- A client does several calls at the same time, each one by a different thread.
- It then waits until all results have been returned.
- Note: if calls are to different servers, we may have a linear speed-up.
Using threads at the server side

**Improve performance**
- Starting a thread is cheaper than starting a new process.
- Having a single-threaded server prohibits simple scale-up to a **multiprocessor system**.
- As with clients: hide network latency by reacting to next request while previous one is being replied.

**Better structure**
- Most servers have high I/O demands. Using simple, **well-understood blocking calls** simplifies the overall structure.
- Multithreaded programs tend to be smaller and easier to understand due to simplified flow of control.
Why multithreading is popular: organization

Dispatcher/worker model

- Dispatcher thread
- Request dispatched to a worker thread
- Worker thread
- Request coming in from the network
- Operating system
- Server
Virtualization

Observation

Virtualization is important:

- Hardware changes faster than software
- Ease of *portability* and code migration
- *Isolation* of failing or attacked components

Principle: mimicking interfaces
Mimicking interfaces

Four types of interfaces at three different levels

1. **Instruction set architecture**: the set of machine instructions, with two subsets:
   - Privileged instructions: allowed to be executed only by the operating system.
   - General instructions: can be executed by any program.

2. **System calls** as offered by an operating system.

3. **Library calls**, known as an application programming interface (API)
Ways of virtualization

(a) Process VM, (b) Native VMM, (c) Hosted VMM

(a) E.g., Docker

(b) E.g., Xen

(c) E.g., VirtualBox

Differences

(a) Separate set of instructions, an interpreter/emulator, running atop an OS.
(b) Low-level instructions, along with bare-bones minimal operating system
(c) Low-level instructions, but delegating most work to a full-fledged OS.
VMs and cloud computing

Three types of cloud services

- **Infrastructure-as-a-Service** covering the basic infrastructure
- **Platform-as-a-Service** covering system-level services
- **Software-as-a-Service** containing actual applications

**IaaS**

Instead of renting out a physical machine, a cloud provider will rent out a VM (or VMM) that may possibly be sharing a physical machine with other customers ⇒ almost complete isolation between customers (although performance isolation may not be reached).
Client-server interaction

Distinguish application-level and middleware-level solutions

- Client machine
  - Application
  - Middleware
  - Local OS
- Server machine
  - Application
  - Middleware
  - Local OS
- Network

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  - Application
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Servers: General organization

**Basic model**
A process implementing a specific service on behalf of a collection of clients. It waits for an incoming request from a client and subsequently ensures that the request is taken care of, after which it waits for the next incoming request.
Concurrent servers

Two basic types

- **Iterative server**: Server handles the request before attending a next request.
  - Question: Blocking or non-blocking?

- **Concurrent server**: Uses a dispatcher, which picks up an incoming request that is then passed on to a separate thread/process.

Observation

Concurrent servers are the norm: they can easily handle multiple requests, notably in the presence of blocking operations (to disks or other servers).
Observation: most services are tied to a specific port

<table>
<thead>
<tr>
<th>Service</th>
<th>Port</th>
<th>Description</th>
</tr>
</thead>
<tbody>
<tr>
<td>ftp-data</td>
<td>20</td>
<td>File Transfer [Default Data]</td>
</tr>
<tr>
<td>ftp</td>
<td>21</td>
<td>File Transfer [Control]</td>
</tr>
<tr>
<td>telnet</td>
<td>23</td>
<td>Telnet</td>
</tr>
<tr>
<td>smtp</td>
<td>25</td>
<td>Simple Mail Transfer</td>
</tr>
<tr>
<td>www</td>
<td>80</td>
<td>Web (HTTP)</td>
</tr>
</tbody>
</table>
Out-of-band communication

Issue

Is it possible to interrupt a server once it has accepted (or is in the process of accepting) a service request?
## Out-of-band communication

### Issue

Is it possible to **interrupt** a server once it has accepted (or is in the process of accepting) a service request?

### Solution 1: Use a separate port for urgent data

- Server has a separate thread/process for urgent messages
- Urgent message comes in ⇒ **associated request is put on hold**
- Note: we require **OS supports priority-based scheduling**
Out-of-band communication

Issue
Is it possible to interrupt a server once it has accepted (or is in the process of accepting) a service request?

Solution 1: Use a separate port for urgent data
- Server has a separate thread/process for urgent messages
- Urgent message comes in ⇒ associated request is put on hold
- Note: we require OS supports priority-based scheduling

Solution 2: Use facilities of the transport layer
- Example: TCP allows for urgent messages in same connection
- Urgent messages can be caught using OS signaling techniques
Servers and state

Stateless servers

Never keep accurate information about the status of a client after having handled a request:

- Don’t record whether a file has been opened (simply close it again after access)
- Don’t promise to invalidate a client’s cache
- Don’t keep track of your clients
Servers and state

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Consequences

- Clients and servers are completely independent
- State inconsistencies due to client or server crashes are reduced
- Possible loss of performance because, e.g., a server cannot anticipate client behavior (think of prefetching file blocks)

  Note: Trade-off: performance vs. reliability
Servers and state

Stateful servers

Keeps track of the status of its clients:

- Record that a file has been opened, so that prefetching can be done
- Knows which data a client has cached, and allows clients to keep local copies of shared data
Servers and state

Stateful servers

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Observation

The performance of stateful servers can be extremely high, provided clients are allowed to keep local copies. As it turns out, reliability is often not a major problem.
Three different tiers

Common organization

Crucial element

The first tier is generally responsible for passing requests to an appropriate server: request dispatching
Request Handling

Observation

Having the first tier handle all communication from/to the cluster may lead to a bottleneck.

A solution: TCP handoff

Logically a single TCP connection

Local-area clusters

Server clusters
When servers are spread across the Internet

Observation
Spreading servers across the Internet may introduce administrative problems. These can be largely circumvented by using data centers from a single cloud provider.

Request dispatching: if locality is important
Common approach: use DNS:

1. Client looks up specific service through DNS - client’s IP address is part of request
2. DNS server keeps track of replica servers for the requested service, and returns address of most local server.
Example: PlanetLab

Essence
Different organizations contribute machines, which they subsequently share for various experiments.

Note: Grid Computing

Problem
We need to ensure that different distributed applications do not get into each other’s way ⇒ virtualization
PlanetLab basic organization

Overview

User-assigned virtual machines

Priviliged management virtual machines

Vserver

Independent and protected environment with its own libraries, server versions, and so on. Distributed applications are assigned a collection of vservers distributed across multiple machines

Case study: PlanetLab
PlanetLab VServers and slices

Essence

- Each Vserver operates in its own environment (cf. chroot).
- Linux enhancements include proper adjustment of process IDs (e.g., init having ID 0).
- Two processes in different Vservers may have same user ID, but does not imply the same user.

Separation leads to slices
Reasons to migrate code

Load distribution

- Ensuring that servers in a data center are sufficiently loaded (e.g., to prevent waste of energy)
- Minimizing communication by ensuring that computations are close to where the data is (think of mobile computing).

Flexibility: moving code to a client when needed

1. Client fetches code
2. Client and server communicate

Avoids pre-installing software and increases dynamic configuration.
Models for code migration

Before execution

CS
- Client
- Server
  - code
  - exec
  - resource

REV
- code
- exec
- resource

After execution

CS: Client-Server
- code
- exec*
- resource

REV: Remote evaluation
- code
- exec*
- resource

CS: Client-Server
REV: Remote evaluation
Models for code migration

Before execution

Client

CoD: exec

MA: exec

Server

Cod: code

MA: code

After execution

Client

CoD: exec*

MA: exec*

Server

Cod: code

MA: code
Strong and weak mobility

Object components

- **Code segment**: contains the actual code
- **Data segment**: contains the state
- **Execution state**: contains context of thread executing the object’s code

Weak mobility: Move only code and data segment (and reboot execution)

- Relatively simple, especially if code is portable
- Distinguish code shipping (push) from code fetching (pull)

Strong mobility: Move component, including execution state

- **Migration**: move entire object from one machine to the other
- **Cloning**: start a clone, and set it in the same execution state.
Migration in heterogeneous systems

Main problem

- The target machine may not be suitable to execute the migrated code
- The definition of process/thread/processor context is highly dependent on local hardware, operating system and runtime system

Only solution: abstract machine implemented on different platforms

- Interpreted languages, effectively having their own VM
- Virtual machine monitors
Migrating a virtual machine

Migrating images: three alternatives

1. Pushing memory pages to the new machine and resending the ones that are later modified during the migration process.

2. Stopping the current virtual machine; migrate memory, and start the new virtual machine.

3. Letting the new virtual machine pull in new pages as needed: processes start on the new virtual machine immediately and copy memory pages on demand.
Performance of migrating virtual machines

Problem
A complete migration may actually take tens of seconds. We also need to realize that during the migration, a service will be completely unavailable for multiple seconds.

Measurements regarding response times during VM migration