### Concurrent Programming in Scala





# Concurrent Programming<sup>1</sup>

- Concurrent programming: separate overlapping threads of execution, not necessarily run on separate processors/cores
- Parallel programming: separate threads of execution running on separate threads/cores
- Distributed programming: a program running on separate machines

Issues: coordination, communication

 $^{1} https://www.packtpub.com/eu/application-development/learning-concurrent-programming-scala-second-edition$ 



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## **Concurrency Fundamentals**

Programs are executed by OS in of of two primary ways

- Cooperative multitasking: processes yield the processor when they don't need it, freeing up processor resources for other processes
- Preemptive multitasking: OS schedules processes/threads on processors. When a process/thread executes, how much is executed before getting suspended again is under OS control Modern OSes use preemptive multitasking.



#### Processes and Threads

- A process is an instance of a computer program that is being executed.
- Threads are independent computations occurring in the same process. In a typical operating system, there are many more threads than processors.



JVM starts a main thread for every application.

Application may create and run (technically, schedule for execution) any number of additional threads.

Example code: https://gitlab.com/cs2340/scala-concurrency



## Thread Communication

- Each thread has its own stack.
- A process has a single region of dynamic memory often called "heap" memory. All threads share the heap.

Threads communicate by accessing shared memory.



Race condition: one thread is updating shared memory, another is reading shared memory. Should happen in a specific order, but thread execution is governed by operating system.

Solution: ensure only one thread can acess a particular piece of shared memory and that regions of code accessing that memory execute atomically (don't get split up by operating system).

