

# Parallelism

## Synchronous mechanism

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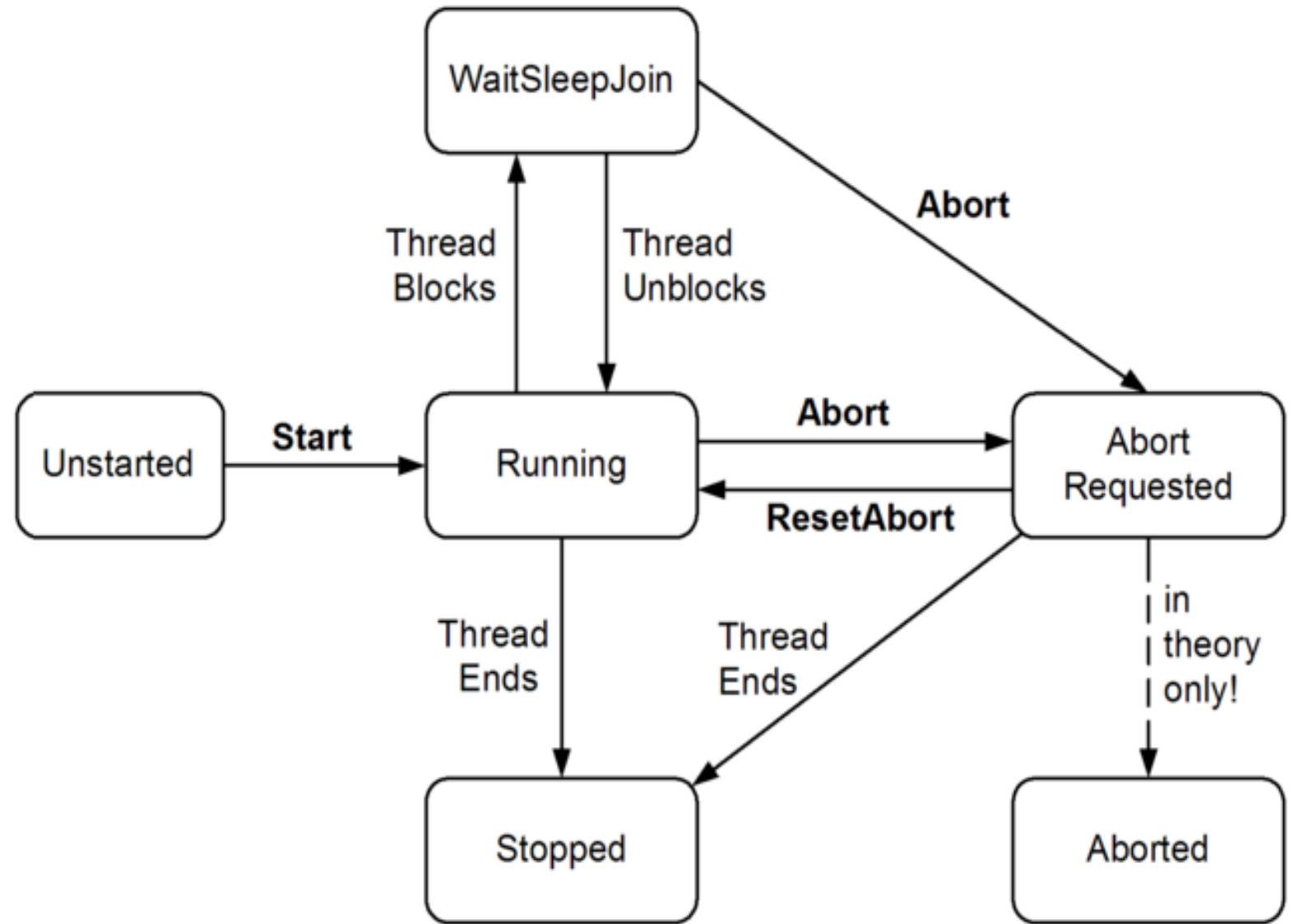
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# Time consuming operations

## Two categories

- CPU-bound operations
- I/O-bound operations

# Thread Life cycle



# Thread in C#

```
Thread t = new Thread (-- delegate Method --);  
t.Start();  
...  
t.Join(); // wait here until t is completed
```

? Delegate Method

# Delegate in C#

- Like you have references to objects
- **A delegate is a reference to a method**

## How to define:

```
public delegate <<returnType>> MethodName(<<parameter list>>); // MethodName often xxxMethodType
```

## How to declare:

```
xxxMethodType methodReferenceName;
```

## How to instantiate:

```
methodReferenceName = 1) NameOfMethod  
                     2) Lambda expression
```

## How to use:

```
ReturnType var-name = methodReferenceName(parameter values);
```

# Delegate build-in method types in C#

## C# has a lot of build-in method types

- **Action:** a set of methods with no return types (i.e. void)

ex. Action<int, string> is equal to `public delegate void XX(int i, String str)`

- **Func:** a set of methods with return types (the LAST type is the return type)

ex. Func<int> is equal to `public delegate int XX()`

ex. Func<int,string,bool> is equal to `public delegate bool XX(int i, String str)`

- **Predicate:** a set of methods with bool return type and only one parameter

ex. Predicate<string> is equal to `public delegate bool XX(String str)`

# Thread in C# - exceuting

```
class ThreadTest
{
    static bool done=false; // Static fields are shared between all threads

    static void Main()
    {
        new Thread (Go).Start();
        Go();
    }

    static void Go()
    {
        if (!done) { done = true; Console.WriteLine ("Done"); }
    }
}
```

# Parallelism in C#

## Levels of parallelism:

- Thread -- basic structure for parallelism  
(in most programming languages)
- Task -- C# smooth variant i.e. Task.Run(---)
- Parallel.Invoke -- Can start several threads  
(blocked until after all thread is completed)
- Parallel.For / Foreach -- Can start several threads in a loop  
(blocked until after all thread is completed)
- Plinq -- can execute a Linq expression in parallel



# Demo

Exercises C#Exercises Prog.4.1, 4.2

# Your turn



Prog 4.1-4.2 + Bounded Buffer