

# CSC352 Spring 2017

## Introduction to Interrupts

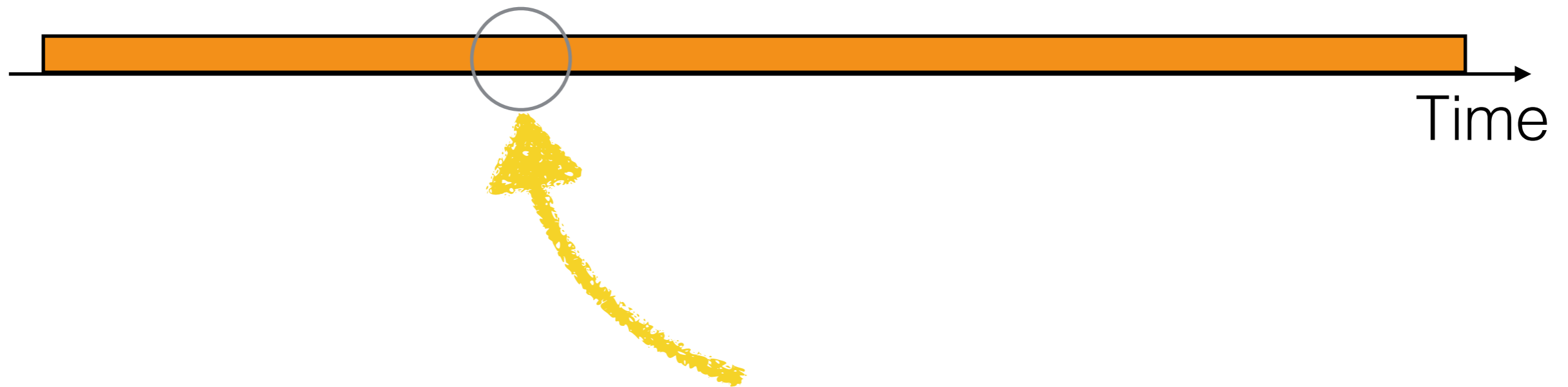
Week 1

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# References

- See class page for references:
- [http://www.science.smith.edu/dftwiki/index.php/CSC352\\_Class\\_Page\\_2017](http://www.science.smith.edu/dftwiki/index.php/CSC352_Class_Page_2017)

# Simplified view of Computation



# Simplified view of Computation

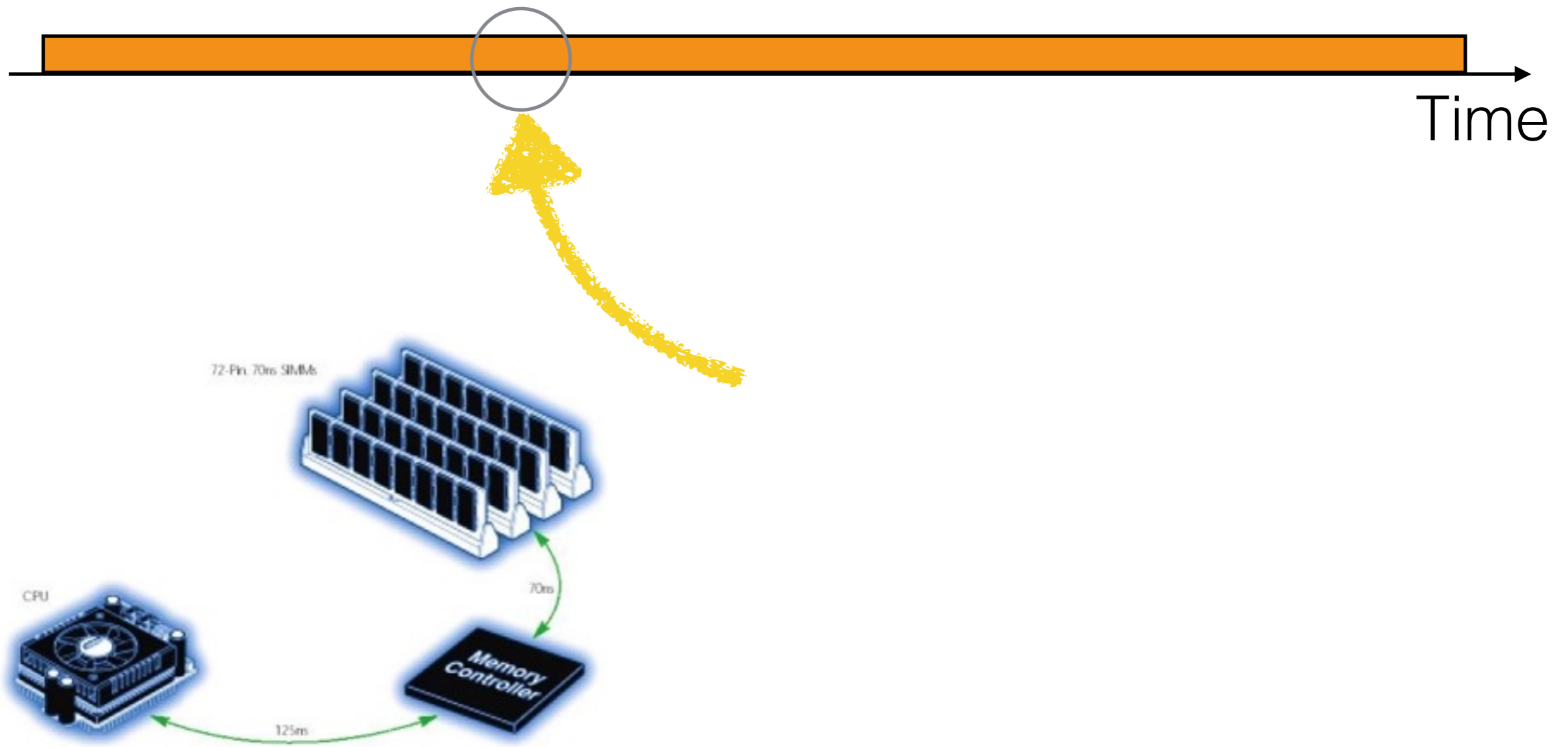


Photo credits: [https://technick.net/img/guide\\_umg/guide\\_umg\\_016.jpg](https://technick.net/img/guide_umg/guide_umg_016.jpg)

# Example Program 1

*This is the text for an editor that gets characters from the keyboard, and saves and closes the program on Ctrl-X.*

```
...
init();
...
while (true) {
    while (!has_char()) ;
    ch = get_char();
    if (ch == ^X) {
        savefile();
        exit (0);
    } else
        ...
    } else
    if ('z' >= ch && 'a' <= ch) {
        insertChar(ch);
    }
}
```

# Example Program 2

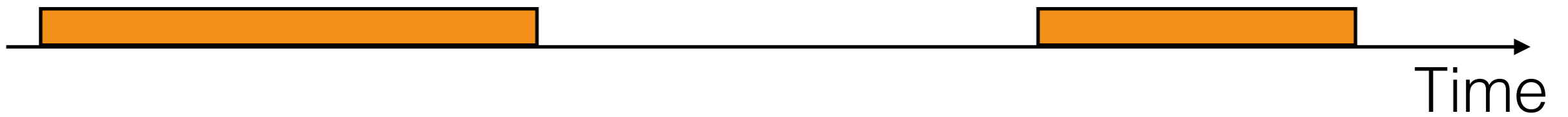
*This is the same text for an editor, but more contemporary. What's different?*

```
...
CreateWindow();
EnableEvent(WM_CLOSE);
...
void eventOccurred(Event e) {
    switch (e.code) {
        case WM_CLOSE:
            savefile();
            exit(0);
        case 'a'-'z':
            insertChar(e.code);
            break;
        default:
            break;
    }
}
```

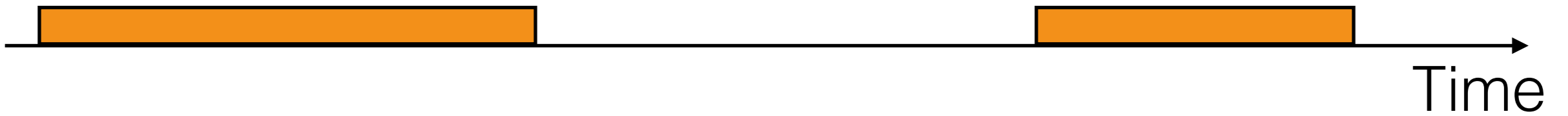
# The Reality



# The Reality





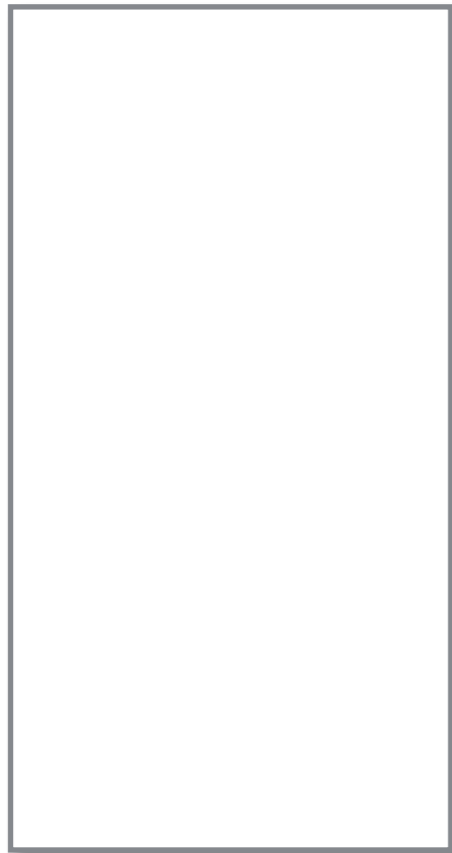


# How do Interrupts Work?

- Hardware
- Processor
- Stack

# Infrastructure

Processor



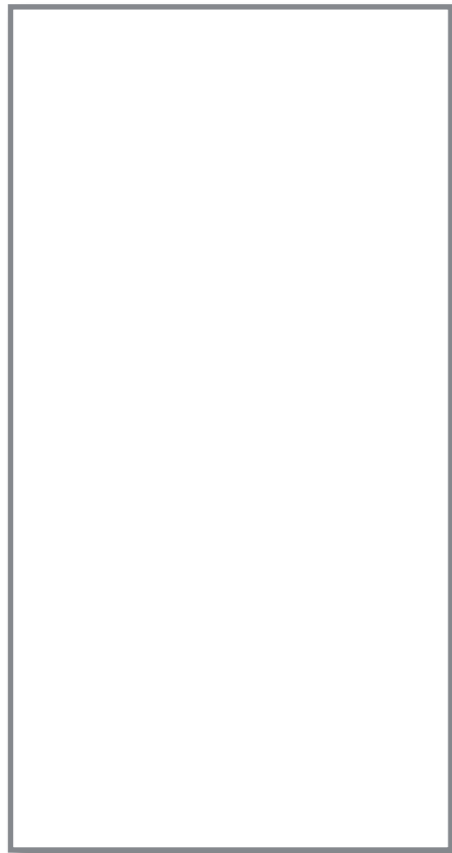
I/O Controller



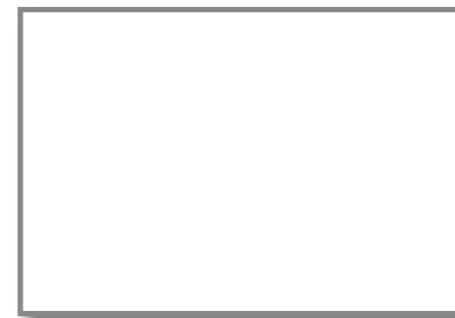
Ram

# Infrastructure

Processor



I/O Controllers



Ram

# Response to an Interrupt

- At every new instruction:
  - if interrupt pending and interrupts allowed...



# How fast?

- How fast is a context switch, approximately?

# What's a more accurate graph?



# Quantum



- The operating system typically allows programs/processes to run for a fixed amount of time before another process takes over the processor. How can this be implemented?



# That's the root of Parallelism!



Image credits:

<http://www.fubiz.net/wp-content/uploads/2015/11/root-8.jpg>





# **Threads**

# **Threading**

# **Multithreading**



# Process vs Threads



# Goals of Multithreading

- Enhance performance
- Increase throughput
- Divide the work into well defined tasks that can be idle waiting for information
- Greater user responsiveness

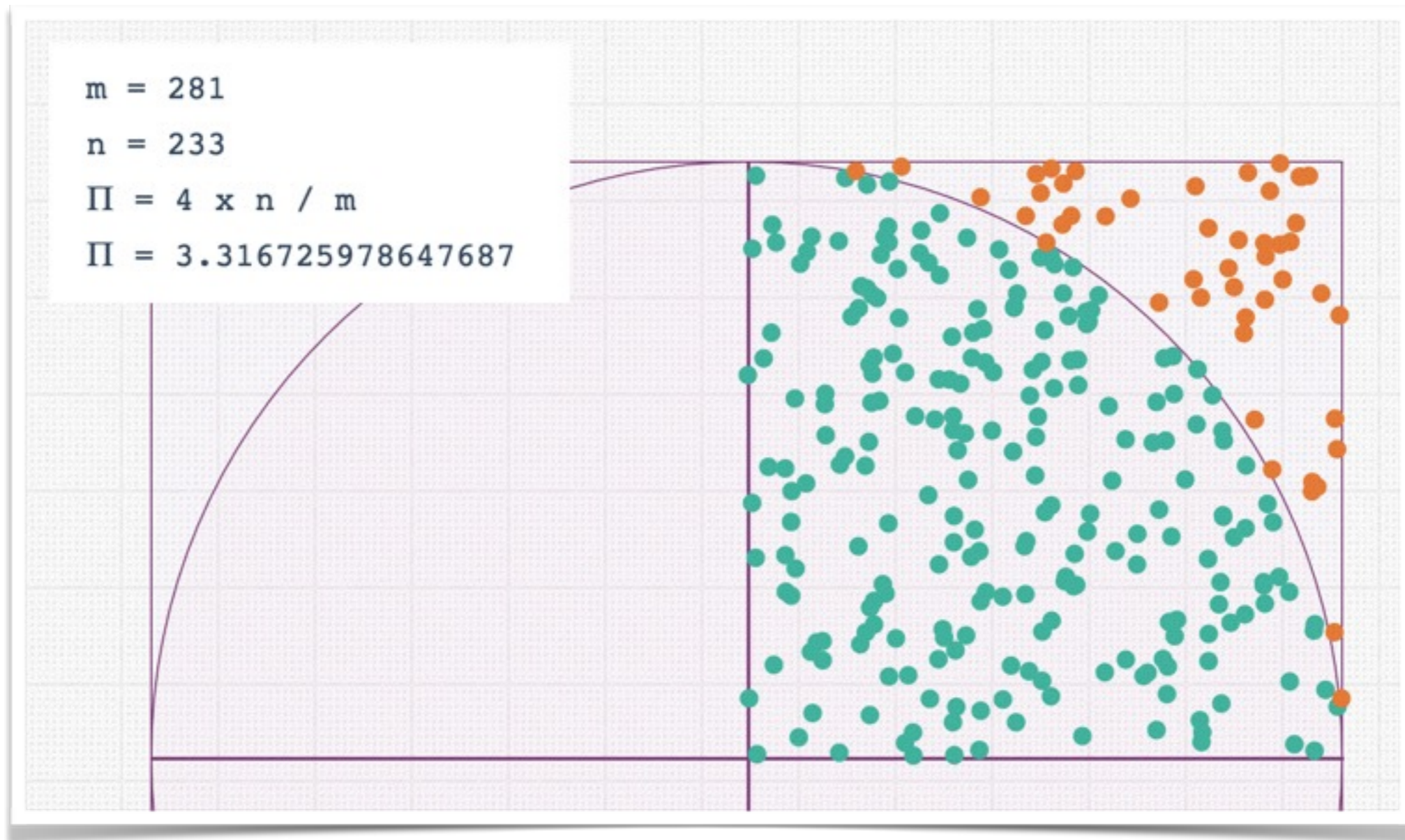
# Caveat

- Python supports multithreading, and multiprocessing.
- Python threads CANNOT RUN IN PARALLEL (GIL)
- If parallelism is needed in Python, use the Multiprocessing library
- Discussion: <http://stackoverflow.com/questions/3044580/multiprocessing-vs-threading-python>

# Examples

- Go to class Web page:  
[http://www.science.smith.edu/dftwiki/index.php/  
Python\\_Multithreading/Multiprocessing\\_Examples](http://www.science.smith.edu/dftwiki/index.php/Python_Multithreading/Multiprocessing_Examples)

# Monte-Carlo Pi



<http://montepie.herokuapp.com/>

# Python

```
monteCarloPi.py - /Users/thiebaut/Desktop/Dropbox/352/monteCarloPi.py (3.5.0b1)
from __future__ import print_function
from random import random

N = 1000000 # int( input( "> " ) )

inside = 0
for i in range( N ):
    x = random()
    y = random()
    if x*x + y*y < 1:
        inside += 1

    if i > 0 and i%1000 == 0:
        print( "%9d %1.12f" % ( i, 4.0*inside/i ) )

|
```

Ln: 16 Col: 0



# Mini Lab



Write a multiprocessing application in Python that computes an approximation of  $\pi$  using the Monte Carlo simulation, and using 10 Processes.