

NAME

pthread - POSIX thread functions

LIBRARY

POSIX Threads Library (libpthread, -lpthread)

SYNOPSIS

#include <pthread.h>

DESCRIPTION

POSIX threads are a set of functions that support applications with requirements for multiple flows of control, called *threads*, within a process. Multithreading is used to improve the performance of a program.

The POSIX thread functions are summarized in this section in the following groups:

- ⊕ Thread Routines
- ⊕ Attribute Object Routines
- ⊕ Mutex Routines
- ⊕ Condition Variable Routines
- ⊕ Read/Write Lock Routines
- ⊕ Per-Thread Context Routines
- ⊕ Cleanup Routines

FreeBSD extensions to the POSIX thread functions are summarized in pthread_np(3).

Thread Routines

*int pthread_create(pthread_t *thread, const pthread_attr_t *attr, void *(*start_routine)(void *), void *arg)*

Creates a new thread of execution.

int pthread_cancel(pthread_t thread)

Cancels execution of a thread.

int pthread_detach(pthread_t thread)

Marks a thread for deletion.

int pthread_equal(pthread_t t1, pthread_t t2)

Compares two thread IDs.

*void pthread_exit(void *value_ptr)*

Terminates the calling thread.

*int pthread_join(pthread_t thread, void **value_ptr)*

Causes the calling thread to wait for the termination of the specified thread.

int pthread_kill(pthread_t thread, int sig)

Delivers a signal to a specified thread.

*int pthread_once(pthread_once_t *once_control, void (*init_routine)(void))*

Calls an initialization routine once.

pthread_t pthread_self(void)

Returns the thread ID of the calling thread.

*int pthread_setcancelstate(int state, int *oldstate)*

Sets the current thread's cancelability state.

*int pthread_setcanceltype(int type, int *oldtype)*

Sets the current thread's cancelability type.

void pthread_testcancel(void)

Creates a cancellation point in the calling thread.

void pthread_yield(void)

Allows the scheduler to run another thread instead of the current one.

Attribute Object Routines

*int pthread_attr_destroy(pthread_attr_t *attr)*

Destroy a thread attributes object.

*int pthread_attr_getinheritsched(const pthread_attr_t *attr, int *inheritsched)*

Get the inherit scheduling attribute from a thread attributes object.

*int pthread_attr_getschedparam(const pthread_attr_t *attr, struct sched_param *param)*

Get the scheduling parameter attribute from a thread attributes object.

*int pthread_attr_getschedpolicy(const pthread_attr_t *attr, int *policy)*

Get the scheduling policy attribute from a thread attributes object.

*int pthread_attr_getscope(const pthread_attr_t *attr, int *contentionscope)*

Get the contention scope attribute from a thread attributes object.

*int pthread_attr_getstacksize(const pthread_attr_t *attr, size_t *stacksize)*

Get the stack size attribute from a thread attributes object.

*int pthread_attr_getstackaddr(const pthread_attr_t *attr, void **stackaddr)*

Get the stack address attribute from a thread attributes object.

*int pthread_attr_getdetachstate(const pthread_attr_t *attr, int *detachstate)*

Get the detach state attribute from a thread attributes object.

*int pthread_attr_init(pthread_attr_t *attr)*

Initialize a thread attributes object with default values.

*int pthread_attr_setinheritsched(pthread_attr_t *attr, int inheritsched)*

Set the inherit scheduling attribute in a thread attributes object.

*int pthread_attr_setschedparam(pthread_attr_t *attr, const struct sched_param *param)*

Set the scheduling parameter attribute in a thread attributes object.

*int pthread_attr_setschedpolicy(pthread_attr_t *attr, int policy)*

Set the scheduling policy attribute in a thread attributes object.

*int pthread_attr_setscope(pthread_attr_t *attr, int contentionscope)*

Set the contention scope attribute in a thread attributes object.

*int pthread_attr_setstacksize(pthread_attr_t *attr, size_t stacksize)*

Set the stack size attribute in a thread attributes object.

*int pthread_attr_setstackaddr(pthread_attr_t *attr, void *stackaddr)*

Set the stack address attribute in a thread attributes object.

*int pthread_attr_setdetachstate(pthread_attr_t *attr, int detachstate)*

Set the detach state in a thread attributes object.

Mutex Routines

*int pthread_mutexattr_destroy(pthread_mutexattr_t *attr)*

Destroy a mutex attributes object.

*int pthread_mutexattr_getprioceiling(const pthread_mutexattr_t *restrict attr, int *restrict ceiling)*
Obtain priority ceiling attribute of mutex attribute object.

*int pthread_mutexattr_getprotocol(const pthread_mutexattr_t *restrict attr, int *restrict protocol)*
Obtain protocol attribute of mutex attribute object.

*int pthread_mutexattr_gettype(const pthread_mutexattr_t *restrict attr, int *restrict type)*
Obtain the mutex type attribute in the specified mutex attributes object.

*int pthread_mutexattr_init(pthread_mutexattr_t *attr)*
Initialize a mutex attributes object with default values.

*int pthread_mutexattr_setprioceiling(pthread_mutexattr_t *attr, int ceiling)*
Set priority ceiling attribute of mutex attribute object.

*int pthread_mutexattr_setprotocol(pthread_mutexattr_t *attr, int protocol)*
Set protocol attribute of mutex attribute object.

*int pthread_mutexattr_settype(pthread_mutexattr_t *attr, int type)*
Set the mutex type attribute that is used when a mutex is created.

*int pthread_mutex_destroy(pthread_mutex_t *mutex)*
Destroy a mutex.

*int pthread_mutex_init(pthread_mutex_t *mutex, const pthread_mutexattr_t *attr)*
Initialize a mutex with specified attributes.

*int pthread_mutex_lock(pthread_mutex_t *mutex)*
Lock a mutex and block until it becomes available.

*int pthread_mutex_timedlock(pthread_mutex_t *mutex, const struct timespec *abstime)*
Lock a mutex and block until it becomes available or until the timeout expires.

*int pthread_mutex_trylock(pthread_mutex_t *mutex)*
Try to lock a mutex, but do not block if the mutex is locked by another thread, including the current thread.

*int pthread_mutex_unlock(pthread_mutex_t *mutex)*
Unlock a mutex.

Condition Variable Routines

*int pthread_condattr_destroy(pthread_condattr_t *attr)*

Destroy a condition variable attributes object.

*int pthread_condattr_init(pthread_condattr_t *attr)*

Initialize a condition variable attributes object with default values.

*int pthread_cond_broadcast(pthread_cond_t *cond)*

Unblock all threads currently blocked on the specified condition variable.

*int pthread_cond_destroy(pthread_cond_t *cond)*

Destroy a condition variable.

*int pthread_cond_init(pthread_cond_t *cond, const pthread_condattr_t *attr)*

Initialize a condition variable with specified attributes.

*int pthread_cond_signal(pthread_cond_t *cond)*

Unblock at least one of the threads blocked on the specified condition variable.

*int pthread_cond_timedwait(pthread_cond_t *cond, pthread_mutex_t *mutex,
const struct timespec *abstime)*

Unlock the specified mutex, wait no longer than the specified time for a condition, and then relock the mutex.

*int pthread_cond_wait(pthread_cond_t *, pthread_mutex_t *mutex)*

Unlock the specified mutex, wait for a condition, and relock the mutex.

Read/Write Lock Routines

*int pthread_rwlock_destroy(pthread_rwlock_t *lock)*

Destroy a read/write lock object.

*int pthread_rwlock_init(pthread_rwlock_t *lock, const pthread_rwlockattr_t *attr)*

Initialize a read/write lock object.

*int pthread_rwlock_rdlock(pthread_rwlock_t *lock)*

Lock a read/write lock for reading, blocking until the lock can be acquired.

*int pthread_rwlock_tryrdlock(pthread_rwlock_t *lock)*

Attempt to lock a read/write lock for reading, without blocking if the lock is unavailable.

*int pthread_rwlock_trywrlock(pthread_rwlock_t *lock)*

Attempt to lock a read/write lock for writing, without blocking if the lock is unavailable.

*int pthread_rwlock_unlock(pthread_rwlock_t *lock)*

Unlock a read/write lock.

*int pthread_rwlock_wrlock(pthread_rwlock_t *lock)*

Lock a read/write lock for writing, blocking until the lock can be acquired.

*int pthread_rwlockattr_destroy(pthread_rwlockattr_t *attr)*

Destroy a read/write lock attribute object.

*int pthread_rwlockattr_getpshared(const pthread_rwlockattr_t *attr, int *pshared)*

Retrieve the process shared setting for the read/write lock attribute object.

*int pthread_rwlockattr_init(pthread_rwlockattr_t *attr)*

Initialize a read/write lock attribute object.

*int pthread_rwlockattr_setpshared(pthread_rwlockattr_t *attr, int pshared)*

Set the process shared setting for the read/write lock attribute object.

Per-Thread Context Routines

*int pthread_key_create(pthread_key_t *key, void (*routine)(void *))*

Create a thread-specific data key.

int pthread_key_delete(pthread_key_t key)

Delete a thread-specific data key.

*void * pthread_getspecific(pthread_key_t key)*

Get the thread-specific value for the specified key.

*int pthread_setspecific(pthread_key_t key, const void *value_ptr)*

Set the thread-specific value for the specified key.

Cleanup Routines

*int pthread_atfork(void (*prepare)(void), void (*parent)(void), void (*child)(void))*

Register fork handlers.

void pthread_cleanup_pop(int execute)

Remove the routine at the top of the calling thread's cancellation cleanup stack and optionally

invoke it.

*void pthread_cleanup_push(void (*routine)(void *), void *routine_arg)*

Push the specified cancellation cleanup handler onto the calling thread's cancellation stack.

IMPLEMENTATION NOTES

The current FreeBSD POSIX thread implementation is built into the 1:1 Threading Library (libthr, -lthr) library. It contains thread-safe versions of Standard C Library (libc, -lc) functions and the thread functions. Threaded applications are linked with this library.

SEE ALSO

libthr(3), pthread_atfork(3), pthread_attr(3), pthread_cancel(3), pthread_cleanup_pop(3), pthread_cleanup_push(3), pthread_cond_broadcast(3), pthread_cond_destroy(3), pthread_cond_init(3), pthread_cond_signal(3), pthread_cond_timedwait(3), pthread_cond_wait(3), pthread_condattr_destroy(3), pthread_condattr_init(3), pthread_create(3), pthread_detach(3), pthread_equal(3), pthread_exit(3), pthread_getspecific(3), pthread_join(3), pthread_key_delete(3), pthread_kill(3), pthread_mutex_destroy(3), pthread_mutex_init(3), pthread_mutex_lock(3), pthread_mutex_trylock(3), pthread_mutex_unlock(3), pthread_mutexattr_destroy(3), pthread_mutexattr_getprioceiling(3), pthread_mutexattr_getprotocol(3), pthread_mutexattr_gettype(3), pthread_mutexattr_init(3), pthread_mutexattr_setprioceiling(3), pthread_mutexattr_setprotocol(3), pthread_mutexattr_settype(3), pthread_np(3), pthread_once(3), pthread_rwlock_destroy(3), pthread_rwlock_init(3), pthread_rwlock_rdlock(3), pthread_rwlock_unlock(3), pthread_rwlock_wrlock(3), pthread_rwlockattr_destroy(3), pthread_rwlockattr_getpshared(3), pthread_rwlockattr_init(3), pthread_rwlockattr_setpshared(3), pthread_self(3), pthread_setcancelstate(3), pthread_setcanceltype(3), pthread_setspecific(3), pthread_testcancel(3)

STANDARDS

The functions with the **pthread_** prefix and not **_np** suffix or **pthread_rwlock** prefix conform to ISO/IEC 9945-1:1996 ("POSIX.1").

The functions with the **pthread_** prefix and **_np** suffix are non-portable extensions to POSIX threads.

The functions with the **pthread_rwlock** prefix are extensions created by The Open Group as part of the Version 2 of the Single UNIX Specification ("SUSv2").