

**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").