



Rocky Enterprise Linux 9.2 Manual Pages on command 'pthread_cleanup_push.3'

C:\>man pthread_cleanup_push.3

PTHREAD_CLEANUP_PUSH(3) Linux Programmer's Manual PTHREAD_CLEANUP_PUSH(3)

NAME

pthread_cleanup_push, pthread_cleanup_pop - push and pop thread cancellation clean-up handlers

SYNOPSIS

```
#include <pthread.h>

void pthread_cleanup_push(void (*routine)(void *),
                          void *arg);

void pthread_cleanup_pop(int execute);

Compile and link with -pthread.
```

DESCRIPTION

These functions manipulate the calling thread's stack of thread-cancellation clean-up handlers. A clean-up handler is a function that is automatically executed when a thread is canceled (or in various other circumstances described below); it might, for example, unlock a mutex so that it becomes available to other threads in the process.

The pthread_cleanup_push() function pushes routine onto the top of the stack of clean-up handlers. When routine is later invoked, it will be given arg as its argument.

The pthread_cleanup_pop() function removes the routine at the top of the stack of clean-up handlers, and optionally executes it if execute is nonzero.

A cancellation clean-up handler is popped from the stack and executed in the fol?

lowing circumstances:

1. When a thread is canceled, all of the stacked clean-up handlers are popped and executed in the reverse of the order in which they were pushed onto the stack.
2. When a thread terminates by calling pthread_exit(3), all clean-up handlers are executed as described in the preceding point. (Clean-up handlers are not called if the thread terminates by performing a return from the thread start function.)
3. When a thread calls pthread_cleanup_pop() with a nonzero execute argument, the top-most clean-up handler is popped and executed.

POSIX.1 permits pthread_cleanup_push() and pthread_cleanup_pop() to be implemented as macros that expand to text containing '{' and '}', respectively. For this reason, the caller must ensure that calls to these functions are paired within the same function, and at the same lexical nesting level. (In other words, a clean-up handler is established only during the execution of a specified section of code.) Calling longjmp(3) (siglongjmp(3)) produces undefined results if any call has been made to pthread_cleanup_push() or pthread_cleanup_pop() without the matching call of the pair since the jump buffer was filled by setjmp(3) (sigsetjmp(3)). Likewise, calling longjmp(3) (siglongjmp(3)) from inside a clean-up handler produces undefined results unless the jump buffer was also filled by setjmp(3) (sigsetjmp(3)) inside the handler.

RETURN VALUE

These functions do not return a value.

ERRORS

There are no errors.

ATTRIBUTES

For an explanation of the terms used in this section, see attributes(7).

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?Interface ? Attribute ? Value ?

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?pthread_cleanup_push(), ? Thread safety ? MT-Safe ?

?pthread_cleanup_pop() ? ? ?

??

CONFORMING TO

POSIX.1-2001, POSIX.1-2008.

NOTES

On Linux, the `pthread_cleanup_push()` and `pthread_cleanup_pop()` functions are implemented as macros that expand to text containing '{' and '}', respectively. This means that variables declared within the scope of paired calls to these functions will be visible within only that scope.

POSIX.1 says that the effect of using `return`, `break`, `continue`, or `goto` to prematurely leave a block bracketed `pthread_cleanup_push()` and `pthread_cleanup_pop()` is undefined. Portable applications should avoid doing this.

EXAMPLE

The program below provides a simple example of the use of the functions described in this page. The program creates a thread that executes a loop bracketed by `pthread_cleanup_push()` and `pthread_cleanup_pop()`. This loop increments a global variable, `cnt`, once each second. Depending on what command-line arguments are supplied, the main thread sends the other thread a cancellation request, or sets a global variable that causes the other thread to exit its loop and terminate normally (by doing a `return`).

In the following shell session, the main thread sends a cancellation request to the other thread:

```
$ ./a.out
New thread started
cnt = 0
cnt = 1
Canceling thread
Called clean-up handler
Thread was canceled; cnt = 0
```

From the above, we see that the thread was canceled, and that the cancellation clean-up handler was called and it reset the value of the global variable `cnt` to 0.

In the next run, the main program sets a global variable that causes other thread to terminate normally:

```
$ ./a.out x
New thread started
cnt = 0
cnt = 1
```

Thread terminated normally; cnt = 2

From the above, we see that the clean-up handler was not executed (because cleanup_pop_arg was 0), and therefore the value of cnt was not reset.

In the next run, the main program sets a global variable that causes the other thread to terminate normally, and supplies a nonzero value for cleanup_pop_arg:

```
$ ./a.out x 1
```

```
New thread started
```

```
cnt = 0
```

```
cnt = 1
```

```
Called clean-up handler
```

```
Thread terminated normally; cnt = 0
```

In the above, we see that although the thread was not canceled, the clean-up handler was executed, because the argument given to pthread_cleanup_pop() was nonzero.

Program source

```
#include <pthread.h>
#include <sys/types.h>
#include <stdio.h>
#include <stdlib.h>
#include <unistd.h>
#include <errno.h>
#define handle_error_en(en, msg) \
    do { errno = en; perror(msg); exit(EXIT_FAILURE); } while (0)
static int done = 0;
static int cleanup_pop_arg = 0;
static int cnt = 0;
static void
cleanup_handler(void *arg)
{
    printf("Called clean-up handler\n");
    cnt = 0;
}
static void *
thread_start(void *arg)
```

```

{
time_t start, curr;

printf("New thread started\n");

pthread_cleanup_push(cleanup_handler, NULL);

curr = start = time(NULL);

while (!done) {

pthread_testcancel();      /* A cancellation point */

if (curr < time(NULL)) {

curr = time(NULL);

printf("cnt = %d\n", cnt); /* A cancellation point */

cnt++;

}

}

pthread_cleanup_pop(cleanup_pop_arg);

return NULL;

}

int

main(int argc, char *argv[])

{

pthread_t thr;

int s;

void *res;

s = pthread_create(&thr, NULL, thread_start, NULL);

if (s != 0)

handle_error_en(s, "pthread_create");

sleep(2);      /* Allow new thread to run a while */

if (argc > 1) {

if (argc > 2)

cleanup_pop_arg = atoi(argv[2]);

done = 1;

} else {

printf("Canceling thread\n");

s = pthread_cancel(thr);

```

```
    if (s != 0)
        handle_error_en(s, "pthread_cancel");
}
s = pthread_join(thr, &res);
if (s != 0)
    handle_error_en(s, "pthread_join");
if (res == PTHREAD_CANCELED)
    printf("Thread was canceled; cnt = %d\n", cnt);
else
    printf("Thread terminated normally; cnt = %d\n", cnt);
exit(EXIT_SUCCESS);
}
```

SEE ALSO

pthread_cancel(3), pthread_cleanup_push_defer_np(3), pthread_setcancelstate(3),
pthread_testcancel(3), pthreads(7)

COLOPHON

This page is part of release 5.05 of the Linux man-pages project. A description of the project, information about reporting bugs, and the latest version of this page, can be found at <https://www.kernel.org/doc/man-pages/>.

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