Java and C# in depth
Carlo A. Furia, Marco Piccioni, Bertrand Meyer

Java: concurrency
Outline

- Java threads
  - thread implementation
  - sleep, interrupt, and join
  - threads that return values
- Thread synchronization
  - implicit locks and synchronized blocks
  - synchronized methods
  - producer/consumer example
- Other concurrency models
  - executors and thread pools
  - explicit locks and semaphores
  - thread-safe collections
  - fork/join parallelism
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Java threads
Java’s concurrency model is based on threads
- implemented natively in the JVM

Threads are created by instantiating class `Thread`
- Each instance is associated with a class providing the code associated with the thread

Two ways to provide the class code
- Write a class that implements `interface Runnable`
- Write a class that inherits from `class Thread`

We focus on the first solution, which is a bit more flexible
- Why?
Implementing `interface Runnable`

Any implementation of `Runnable` must implement method `run()`.

```java
public class DumbThread implements Runnable {

    String id;

    public DumbThread(String id) {
        this.id = id;
    }

    public void run() {
        // do something when executed
        System.out.println("This is thread " + id);
    }
}
```
Starting a thread

Create a `Thread` object

```java
Thread mt = new Thread(new DumbThread("mt"));
```

Start its execution (calls `run()`)  

```java
mt.start();
```

Optionally, wait for it to terminate  

```java
mt.join(); // wait until mt terminates
System.out.println("The thread has terminated");
```
Putting a thread to sleep

The `sleep(int t) static` method suspends the thread in which it is invoked for `t` milliseconds, or until an interrupt is received.

```java
Thread.sleep(2000);  // suspend for 2 seconds
```

- `sleep` throws an `InterruptedException` if an interrupt occurs.
- Even if no interrupt occurs, the timing may be more or less precise according to the real-time guarantees of the running JVM.
Threads that return values

The generic interface `Callable<G>` is a variant of `Runnable` for threads returning values of type `G`.

- must implement method `call()`

```java
import java.util.concurrent.*;

public class CalThread implements Callable<String> {
    String id;
    public CalThread(String id) { this.id = id; }
    public String call() {
        return "Thread with id: " + id;
    }
}
```

`Callable` objects are run using executors (see later).
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Thread synchronization
Implicit locks and synchronized blocks

Synchronized blocks (a.k.a. synchronized statements) support synchronization based on locks.

- Blocks of statements guarded by `synchronized`
- The lock itself can be any object (including `this`)
- Locking/unlocking is implicit when entering/exiting the block
- Named “intrinsic locks”
- Useful to define critical regions and fine-grained synchronization
Implicit locks and synchronized blocks

Synchronized blocks (a.k.a. synchronized statements) support synchronization based on locks.

```java
// s must be accessed in mutual exclusion
private int s;

// dict is used read-only, so no concurrency problems
private LinkedList<String> dict;

public String decrement_and_lookup() {
    // critical region
    synchronized(this) {
        if (s > 0) { s = s - 1; }
    }
    // non-critical region
    return dict.get(s);
}
```
Synchronized methods

Java implements monitors as **synchronized** methods.

When a thread is executing a **synchronized** method for an object, all other threads executing **synchronized** methods on the same object wait (i.e., they block execution).

- it is as if the method acquires an implicit lock on the object and does not release it until it’s done
Java implements monitors as **synchronized** methods

- **synchronized** methods coordinate with the primitives
  - **wait**: suspend and release the lock until some thread does a **notify** or **notifyAll**
  - **notify**: resume one suspended thread (chosen nondeterministically), which becomes ready for execution when possible
  - **notifyAll**: resume all suspended threads, which become ready for execution when possible
- There is no guarantee that notifications to waiting threads are fair
Thread states

New Thread → Ready
- start()

Ready → Waiting
- sleep()
- wait()
- notify()
- notifyAll()

Waiting → Dead
- computation terminates
From running to waiting

Running thread

```
... wait(); ...
```

Waiting threads

```
... wait(); ...
```

Ready threads

```
... x += 1; ...
```

```
x = 3; foo(x);
```

current instruction

1

2

3
From waiting to ready

Running thread

... 
notify();
...

current instruction

1

Waiting threads

... 
wait();
x += 1;
...

2

Ready threads

... 
x = 3;
foo(x);
...
The producer-consumer problem

Two threads, the **Producer** and the **Consumer**, work concurrently on a shared **Buffer** of bounded size.

The **Producer** puts new messages in the buffer:

- If the buffer is full, the Producer must wait until the Consumer takes some messages.
- The Producer also signals the last message.

The **Consumer** takes messages from the buffer:

- If the buffer is empty, the Consumer must wait until the Producer puts some new messages.
- The Consumer terminates after the last message.

Consistent access to the **Buffer** requires locks and synchronization.

One way is to make **Buffer** a **monitor class** (with **synchronized** methods).
public class ProducerConsumer {

    public static void Main(String[] args) {
        // create a buffer of size 3
        Buffer b = new Buffer(3);
        // start the producer
        (new Thread(new Producer(b, "END"))).start();
        // start the consumer
        (new Thread(new Consumer(b, "END"))).start();
    }
}

import java.util.*;

public class Buffer {

    public Buffer(int max_size) {
        this.max_size = max_size;
        this.messages = new LinkedList<String>();
    }

    // buffer of messages, managed as a queue
    private LinkedList<String> messages;
    // maximum number of elements in the buffer
    private int max_size;
}
public synchronized String take() {
    while (messages.size() == 0) {
        wait();
        // may throw InterruptedException
    }
    // now the buffer is not empty
    // and we have exclusive access to it
    String m = messages.remove();
    // any thread waiting for a slot in the buffer
    notifyAll();
    // return the message on top of the buffer
    return m;
}
public synchronized void put(String msg) {
    while (messages.size() == max_size) {
        wait();
        // may throw InterruptedException
    }
    // now the buffer has at least an empty slot
    // and we have exclusive access to it
    messages.offer(msg);
    // any thread waiting for a message to take
    notifyAll();
}
} // end of class Buffer
The Producer (1/2)

```java
public class Producer implements Runnable {

    // reference to the shared buffer
    private Buffer b;

    // the last message to be sent
    private String endMsg;

    // set the reference to the buffer and endMsg
    public Producer(Buffer b, String endMsg) {
        this.b = b;
        this.endMsg = endMsg;
    }
}
```
public void run() {

    // work for 20 turns
    for (int i = 0; i < 20; i++) {
        // put a message in the buffer
        b.put(Integer.toString(i));
    }

    // last message signals end
    b.put(endMsg);
}
}
public class Consumer implements Runnable {

    // reference to the shared buffer
    private Buffer b;
    // the last message to be sent
    private String endMsg;

    // set the reference to the buffer and endMsg
    public Consumer(Buffer b, String endMsg) {
        this.b = b;
        this.endMsg = endMsg;
    }
}
public void run() {
    String m = ""; // assume endMsg != ""

    // work until endMsg is received
    for (int i = 0; !m.equals(endMsg); i++) {
        // take a message from the buffer
        m = b.take();
        System.out.println("Consumer has consumed message: " + m);
    }
}
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Other concurrency models
Concurrency and performance

Thread creation is time-consuming
- massive thread creation can annihilate responsiveness
- Java’s solution: executors and thread pools

Synchronized blocks and methods are not very efficient
- Java’s solution
  - explicit locks (lightweight)
  - atomic variables (semaphores)

Tip: don’t forget the efficiency/abstraction trade-off
Concurrency and correctness

Programming thread-safe data structures is error-prone
  - Java’s solution: concurrent collections

Threads and monitors are too general for straightforward parallel computation
  - Java’s solution: fork/join tasks

Tip: don’t forget the efficiency/abstraction trade-off
Executors and thread pools

Executors are object services that run threads

Thread pools are an efficient way of implementing executors

- maintain a pool of worker threads
- when a client requests a new task to run, preempt one of the available worker threads and assign it to the task
- no creation overhead upon task invocation

Java has three interfaces for the services of an executor

- **Executor**: defines `executor` method for `Runnable` objects
- **ExecutorService**: supports `Runnable` and `Callable` objects
- **ScheduledExecutorService**: supports scheduled execution (at a given time)
This class is an object factory for several efficient implementations of executors (mostly with thread pools)

- `newFixedThreadPool`: returns an executor that uses a thread pool of fixed size
- `newCachedThreadPool`: returns an executor that uses a thread pool of variable size
- use `submit` to send `Runnable` or `Callable` objects to be executed

Class Executors also provide implementations of `ScheduledExecutorService`
Executors vs. standard thread creation

Without executors

```java
Thread t1 = new Thread(new T_a());
Thread t2 = new Thread(new T_a());
Thread t3 = new Thread(new T_b());
t1.start();
t2.start();
t3.start();
```

With executors

```java
ExecutorService e = Executors.newCachedThreadPool();
t1 = new T_a();
t2 = new T_a();
t3 = new T_b();
e.submit(t1);
e.submit(t2);
e.submit(t3);
```
Executing a **Callable** object

- You can submit a **Callable** object to an executor
- The executor returns a **Future** object, used to read the result of the execution returned by the thread

```java
ExecutorService e = new CachedThreadPool();

Callable<G> t = new aCallableClassReturningG();
Future<G> f = e.submit(t);
G result = f.get();  // may throw an exception
```
Explicit locks

Java locks in package `java.util.concurrent.lock` provide:

- explicit locking mechanisms:
  - `lock`: acquire the lock if available, and wait until it becomes available otherwise
  - `lockInterruptibly`: try to lock, but waiting can be interrupted
  - `tryLock`:
    - if lock available, acquire it immediately and return true
    - if lock not available, return false (and don’t wait)
  - `unlock`: release the lock
- more complex reentrant locking mechanisms
  - wait for a specific signal or condition
  - query the lock to know how many threads are waiting
  - ...
Atomic variables

Java’s implementation of semaphore-like objects

- in `java.util.concurrent.atomic`

```java
// shared variable, initialized to 0
AtomicInteger s = new AtomicInteger(0);

...  // this is equivalent to an atomic s++
  s.incrementAndGet();

...  // this is equivalent to an atomic s--
  s.decrementAndGet();
```
Concurrent collections

Java provides several implementations of data structures that are thread-safe

- `LinkedBlockingQueue`
- `ArrayBlockingQueue`
- `ConcurrentHashMap`
- ...

A thread-safe list implementation is also provided among the standard collections in `java.util.Collections`

```java
public static List synchronizedList(List list)
```
Fork/join parallelism

Fork/join is a straightforward model of parallel computation suitable to implement divide and conquer algorithms exploiting parallelism.

\[ X = \text{instance to be solved}; \]
\[
\text{if } ( X \text{ is small} ) \{ \\
\quad \text{solve } X; \\
\} \text{ else } \{ \\
\quad \text{split } X \text{ into } X_1 \text{ and } X_2; \\
\quad \text{spawn a new thread } T' \text{ and launch it on } X_1; \quad \text{// fork} \\
\quad \text{recursively solve } X_2; \\
\quad \text{wait until } T' \text{ is done;} \quad \text{// join} \\
\quad \text{combine the solutions for } X_1 \text{ and } X_2 \text{ into a solution for } X; \\
\} \]
Fork/join parallelism

Java 7 introduced a library for fork/join parallelism (in \texttt{java.util.concurrent}).

\texttt{ForkJoinPool} is a specialized executor service, which handles tasks that can fork and join. Its main purpose is making sure that no thread is idle ("work stealing" schedule).

\texttt{RecursiveAction} and \texttt{RecursiveTask<T>} are the two main abstract classes to define tasks that can fork and join.

- \texttt{RecursiveAction} for tasks that don’t return any value.
- \texttt{RecursiveTask<T>} for tasks that return values of type \( T \).
- Inherit and override \( T \) \texttt{compute()} to implement specific tasks (\( T \) is \texttt{void} for \texttt{RecursiveAction}).
Fork/join parallelism

Main methods of `RecursiveAction` and `RecursiveTask<T>` (\(T\) is `void` for `RecursiveAction`):

- `fork()`: schedule task for asynchronous parallel execution.
- `T join()`: await for task termination and return result.
- `T invoke()`: arrange parallel execution, await for termination, and return result.
- `invokeAll(Collection<T> tasks)`: spawn multiple tasks and wait for all of them to terminate (works on tasks in the collection passed as argument).
Fork/join parallelism: example

Divide and conquer algorithm to sum the content of an array:

1. If the array is small, iterate over its values.
2. Otherwise, split it in two, sum the two halves in parallel, and then combine the two partial sums.

```java
public class ParSum extends RecursiveTask<Integer> {
    int [] values; // values to be summed
    int low, high; // range to be summed

    public ParSum (int [] values, int low, int high) {
        this.values = values;
        this.low = low;    this.high = high;
    }
```
public class ParSum extends RecursiveTask<Integer> {
    int[] values;  // values to be summed
    int low, high;  // range to be summed

    // is the range “small”?
    protected boolean isSmall() {
        return (high - low + 1 < 4);
    }

    // compute sum directly
    protected int computeDirectly() {
        int sum = 0;
        for (int i = low, i <= high; i++)
            sum += values[i];
        return sum;
    }
}
Fork/join parallelism: example (cont’d)

```java
@Override
protected Integer compute() {
    if ( isSmall() ) {
        // directly compute small instances
        return computeDirectly();
    } else {
        // split into two halves
        // note: what’s wrong with (low+high)/2?
        int mid = low + (high - low + 1)/2;
        ParSum tl = new ParSum(values, low, mid);
        tl.fork(); // fork a thread on lower half
        low = mid + 1; // current thread on upper half
        // overall result: upper sum + lower sum
        return compute() + tl.join();
    }
}
```
Fork/join parallelism: example (cont’d)

How to start the parallel computation and get the result:

```java
int [] data = ... ; // get data, somehow
ParSum sum = new ParSum(data, 0, data.length-1);
ForkJoinPool pool = new ForkJoinPool();
int total = pool.invoke(sum);
System.out.println ("The sum is " + total);
```