

Synchronization in Java



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Synchronization Overview

- **Data races**
- **Locks**
- **Deadlock**
- **Wait / Notify**

Data Race

■ Definition

- Concurrent accesses to same shared variable, where at least one access is a write

■ Properties

- Order of accesses may change result of program
- May cause intermittent errors, very hard to debug

■ Example

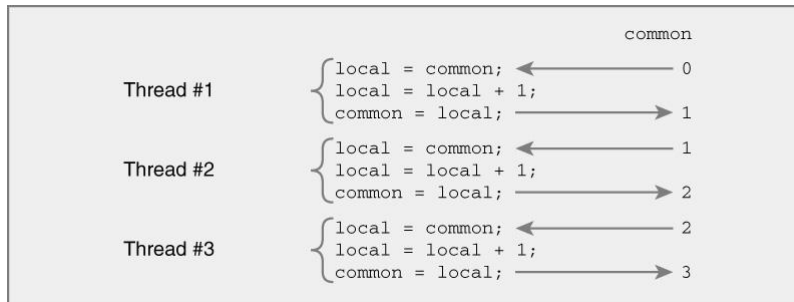
```
public class DataRace extends Thread {  
    static int x; // shared variable x causing data race  
    public void run() { x = x + 1; } // access to x  
}
```

Data Race Example

```
public class DataRace extends Thread {  
    static int common = 0;  
    public void run() {  
        int local = common; // data race  
        local = local + 1;  
        common = local; // data race  
    }  
    public static void main(String[] args) {  
        for (int i = 0; i < 3; i++)  
            new DataRace().start();  
        System.out.println(common); // may not be 3  
    }  
}
```

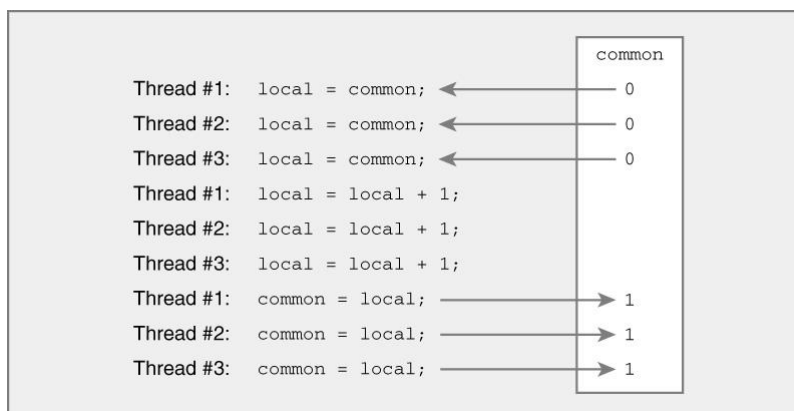
Data Race Example

Sequential execution output



Data Race Example

Concurrent execution output (possible case)



■ Result depends on thread execution order!

Synchronization

■ Definition

- Coordination of events with respect to time

■ Properties

- May be needed in multithreaded programs to eliminate **data races**
- Incurs runtime overhead
- Excessive use can reduce performance

Lock

■ Definition

- Entity can be held by only one thread at a time

■ Properties

- A type of synchronization
- Used to enforce **mutual exclusion**
- Thread can acquire / release locks
- Thread will wait to acquire lock (stop execution)
 - If lock held by another thread

Synchronized Objects in Java

- All (non-Mutable) Java objects provide locks
 - Apply **synchronized** keyword to object
 - Mutual exclusion for code in synchronization **block**

- **Example**

```
Object x = new Object();  
block { synchronized(x) { // acquire lock on x on entry  
    ... // hold lock on x in block  
} // release lock on x on exit
```

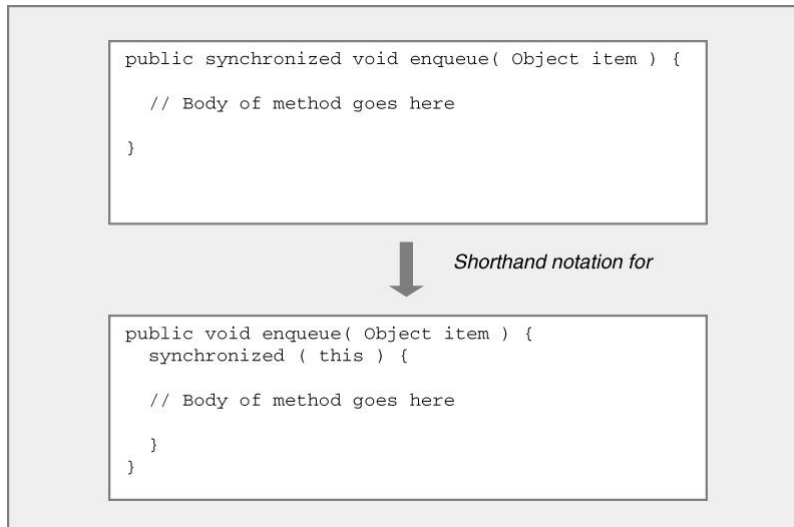
Synchronized Methods In Java

- Java methods also provide locks
 - Apply **synchronized** keyword to method
 - Mutual exclusion for entire body of method
 - Synchronizes on object invoking method

- **Example**

```
                block  
                ┌───┴───┐  
synchronized foo() { ...code... }  
    ↓ // shorthand notation for  
foo() {  
    synchronized (this) { ...code... }  
}
```

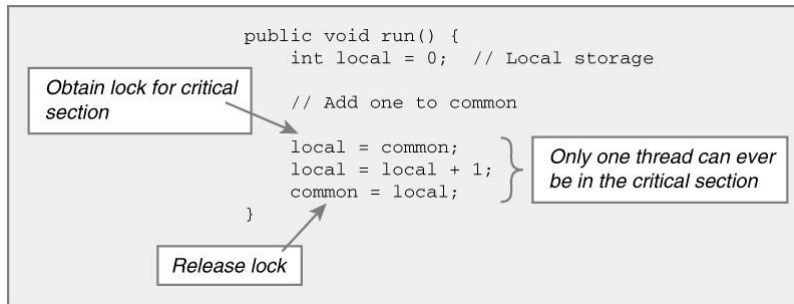
Synchronized Methods In Java



Locks in Java

- **Properties**
 - No other thread can get lock on x while in block
 - Other threads can still access/modify x!
 - Locked block of code ⇒ **critical section**
- **Lock is released when block terminates**
 - End of block reached
 - Exit block due to return, continue, break
 - Exception thrown

Synchronization Example



Lock Example

```
public class DataRace extends Thread {
    static int common = 0;
    static Object o; // all threads use o's lock
    public void run() {
        synchronized(o) { // single thread at once
            int local = common; // data race eliminated
            local = local + 1;
            common = local;
        }
    }
    public static void main(String[] args) {
        o = new Object();
        ...
    }
}
```

Synchronization Issues

1. Use same lock to provide mutual exclusion
2. Ensure atomic transactions
3. Avoiding deadlock
4. Use wait & notify to improve efficiency

Issue 1) Using Same Lock

■ Potential problem

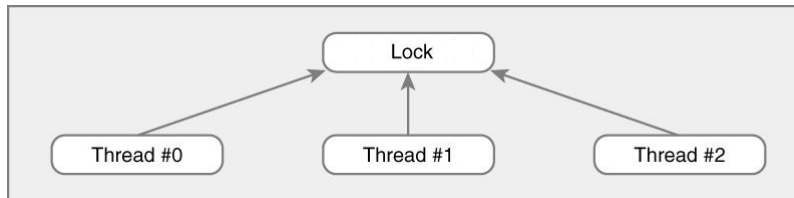
- Mutual exclusion depends on threads acquiring same lock
- No synchronization if threads have different locks

■ Example

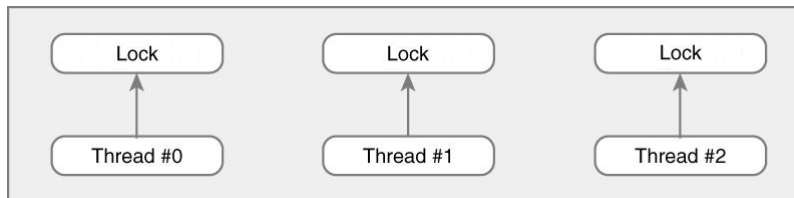
```
foo() {  
    Object o = new Object(); // different o per thread  
    synchronized(o) {  
        ... // potential data race  
    }  
}
```

Locks in Java

- Single lock for all threads (mutual exclusion)



- Separate locks for each thread (no synchronization)



Lock Example – Incorrect Version

```
public class DataRace extends Thread {
    static int common = 0;
    public void run() {
        Object o = new Object(); // different o per thread
        synchronized(o) {
            int local = common; // data race
            local = local + 1;
            common = local; // data race
        }
    }
}
public static void main(String[] args) {
    ...
}
```

Issue 2) Atomic Transactions

■ Potential problem

- Sequence of actions must be performed as single **atomic transaction** to avoid data race
- Ensure lock is held for duration of transaction

■ Example

```
synchronized(o) {  
    int local = common;  
    local = local + 1;  
    common = local;  
}
```

} // all 3 statements must
// be executed together
// by single thread

Lock Example – Incorrect Version

```
public class DataRace extends Thread {  
    static int common = 0;  
    static Object o; // all threads use o's lock  
    public void run() {  
        int local;  
        synchronized(o) {  
            local = common;  
        }  
        synchronized(o) {  
            local = local + 1;  
            common = local;  
        }  
    }  
}
```

} // transaction not atomic
// data race may occur
// even using locks

Issue 3) Avoiding Deadlock

■ Potential problem

- Threads holding lock may be unable to obtain lock held by other thread, and vice versa
- Thread holding lock may be waiting for action performed by other thread waiting for lock
- Program is unable to continue execution (**deadlock**)

Deadlock Example 1

```
Object a;  
Object b;  
Thread1() {  
    synchronized(a) {  
        synchronized(b) {  
            ...  
        }  
    }  
}  
Thread2() {  
    synchronized(b) {  
        synchronized(a) {  
            ...  
        }  
    }  
}
```

```
// Thread1 holds lock for a, waits for b  
// Thread2 holds lock for b, waits for a
```

Deadlock Example 2

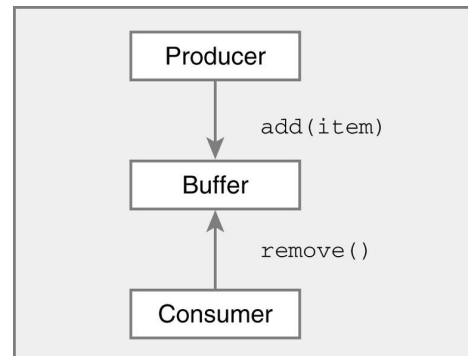
```
void swap(Object a, Object b) {  
    Object local;  
    synchronized(a) {  
        synchronized(b) {  
            local = a; a = b; b = local;  
        }  
    }  
}
```

```
Thread1() { swap(a, b); } // holds lock for a, waits for b  
Thread2() { swap(b, a); } // holds lock for b, waits for a
```

Abstract Data Type – Buffer

■ Buffer

- Transfers items from producers to consumers
- Very useful in multithreaded programs
- Synchronization needed to prevent multiple consumers removing same item



Buffer Implementation

```
Class BufferUser() {
    Buffer b = new Buffer();

    ProducerThread() {                // produces items
        Object x = new Object();
        b.add(x);
    }

    ConsumerThread() {                // consumes items
        Object y;
        y = b.remove();
    }
}
```

Buffer Implementation

```
public class Buffer {
    private Object [] myObjects;
    private int numberObjects = 0;
    public synchronized add( Object x ) {
        myObjects[ numberObjects++ ] = x;
    }
    public synchronized Object remove() {
        while (numberObjects < 1) {
            ; // waits for more objects to be added
        }
        return myObjects[ numberObjects-- ];
    }
} // if empty buffer, remove() holds lock and waits
// prevents add() from working => deadlock
```

Eliminating Deadlock

```
public class Buffer {
    private Object [] myObjects;
    private int numberObjects = 0;
    public add( Object x ) {
        synchronized(this) {
            myObjects[ numberObjects++ ] = x;
        }
    }
    public Object remove() {
        while (true) { // waits for more objects to be added
            synchronize(this) {
                if (numberObjects > 0) {
                    return myObjects[ numberObjects-- ]; }
            }
        }
    }
} // if empty buffer, remove() gives up lock
```

Deadlock

- **Avoiding deadlock**
 - In general, avoid holding lock for a long time
 - Especially avoid trying to hold two locks
 - May wait a long time trying to get 2nd lock

Issue 4) Using Wait & Notify

■ Potential problem

- Threads actively waiting for lock consume resources

■ Solution

- Can **wait** in queue for lock (in a blocked state) to be **notified** when lock is released
- Use Thread class methods `wait()`, `notify()`, `notifyAll()`
- Note wait & notify only work when holding a lock

Thread Class Wait & Notify Methods

■ `wait()`

- Calling thread is put into **blocked** state
- Calling thread is placed on wait queue for lock
- Execution continues only if thread reacquires lock

■ `notify()`

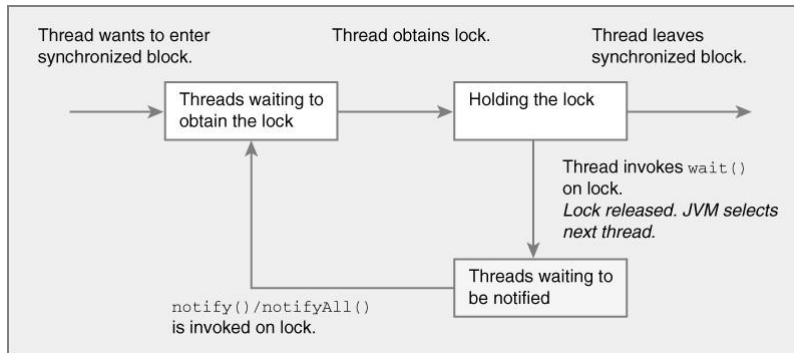
1. One thread is taken from wait queue for lock
2. Thread is put in **runnable** state
3. Thread will try to get lock again
4. If thread fails it is put back in blocked state

■ `notifyAll()`

- Invokes `notify()` on all threads in wait queue

Using Wait & Notify

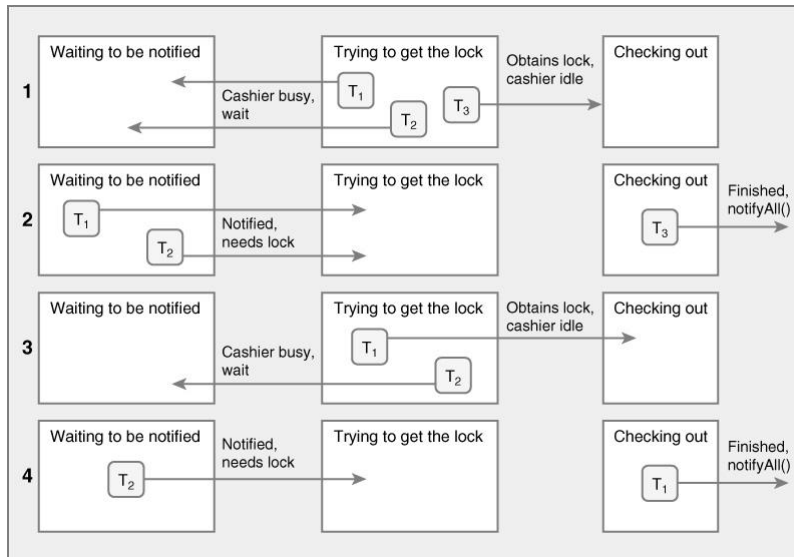
■ State transitions



Example – Using Wait & Notify

```
public class Buffer {
    private Object [] myObjects;
    private int numberObjects = 0;
    public synchronized add( Object x ) {
        myObjects[ numberObjects++ ] = x;
        notify(); // wakes up thread waiting for lock
    }
    public synchronized Object remove() {
        while (numberObjects < 1) {
            wait(); // waits for more objects to be added
        } // will return from wait() only if gets lock
        return myObjects[ numberObjects-- ];
    }
} // if empty buffer, remove() gives up lock via wait()
```

Example – Cashiers at Checkout



Synchronization Summary

- Needed in multithreaded programs
- Can prevent data races
- Java objects support synchronization
- Many tricky issues