

CMSC 132: Object-Oriented Programming II



Threads in Java

Department of Computer Science
University of Maryland, College Park

1

Problem

- Multiple tasks for computer
 - Draw & display images on screen
 - Check keyboard & mouse input
 - Send & receive data on network
 - Read & write files to disk
 - Perform useful computation (editor, browser, game)
- How does computer do everything at once?
 - Multitasking
 - Multiprocessing

2

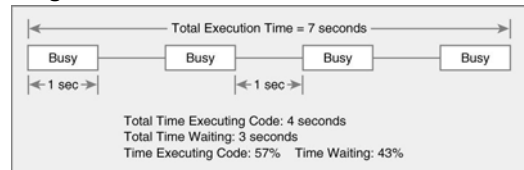
Multitasking (Time-Sharing)

- Approach
 - Computer does some work on a task
 - Computer then quickly switch to next task
 - Tasks managed by operating system (scheduler)
- Computer **seems** to work on tasks concurrently
- Can improve performance by reducing waiting

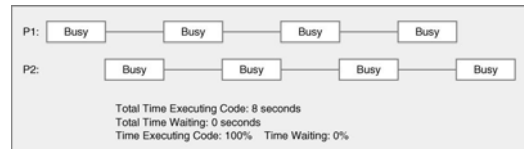
3

Multitasking Can Aid Performance

Single task



Two tasks



4

Multiprocessing (Multithreading)

- Approach
 - Multiple processing units (**multiprocessor**)
 - Computer works on several tasks in parallel
 - Performance can be improved



Dual-core AMD Athlon X2



32 processor Pentium Xeon



4096 processor Cray X1

5

Perform Multiple Tasks Using...

1. Process
 - Definition – executable program loaded in memory
 - Has own **address space**
 - Variables & data structures (in memory)
 - Each process may execute a different program
 - Communicate via operating system, files, network
 - May contain multiple threads

6

Perform Multiple Tasks Using...

2. Thread

- Definition – sequentially executed stream of instructions
- Shares address space with other threads
- Has own **execution context**
 - Program counter, call stack (local variables)
- Communicate via shared access to data
- Multiple threads in process execute **same** program
- Also known as “lightweight process”

7

Motivation for Multithreading

1. Captures logical structure of problem

- May have concurrent interacting components
- Can handle each component using separate thread
- **Simplifies programming for problem**

■ Example



8

Motivation for Multithreading

2. Better utilize hardware resources

- When a thread is delayed, compute other threads
- Given extra hardware, compute threads in parallel
- **Reduce overall execution time**

■ Example



9

Multithreading Overview

■ Motivation & background

■ Threads

- Creating Java threads
- Thread states
- Scheduling

■ Synchronization

- Data races
- Locks
- Deadlock

10

Programming with Threads

■ Concurrent programming

- Writing programs divided into independent tasks
- Tasks may be executed in parallel on multiprocessors

■ Multithreading

- Executing program with multiple threads in parallel
- Special form of multiprocessing

11

Creating Threads in Java

■ Need to specify work performed by thread

■ Two approaches

1. Runnable interface

```
public interface Runnable {  
    public void run(); // work => thread  
}
```

2. Extending Thread class

```
public class Thread extends Object { ... }
```

12

Thread Class

```
public class Thread extends Object
    implements Runnable {
    public Thread();
    public Thread(String name); // Thread name
    public Thread(Runnable R); // Thread => R.run()
    public Thread(Runnable R, String name);

    public void run(); // if no R, work for thread
    public void start(); // begin thread execution
    ...
}
```

13

More Thread Class Methods

```
public class Thread extends Object {
    ...
    public static Thread currentThread()
    public String getName()
    public void interrupt()
    public boolean isAlive()
    public void join()
    public void setDaemon()
    public void setName()
    public void setPriority()
    public static void sleep()
    public static void yield()
}
```

14

Creating Threads in Java

■ Runnable Approach

1. Define class implementing Runnable interface

```
public interface Runnable {
    public void run();
}
```

2. Put work to be performed in run() method
3. Create instance of the "worker" class
4. Create thread to run it

- Create Thread object
 - Pass worker object to Thread constructor
- Or hand the worker instance to an executor
 - Alternative methods for running threads

15

Creating Threads in Java

■ Example

```
public class MyT implements Runnable {
    public void run() {
        ... // work for thread
    }
}
Thread t = new Thread(new MyT()); // create thread
t.start(); // begin running thread
... // thread executing in parallel
```

16

Alternative Thread Creation Approach

■ Thread Class Approach

- Extend Thread class and override run method
- Not recommended

■ Example

```
public class MyT extends Thread {
    public void run() {
        ... // work for thread
    }
}
MyT t = new MyT(); // create thread
t.start(); // begin running thread
... // thread executing in parallel
```

17

Why Not Recommended?

- Not a big problem for getting started
 - But a bad habit for industrial strength development
- Methods of worker and Thread class intermixed
- Hard to migrate to more efficient approaches
 - Thread Pools

18

Creating Threads in Java

Note

- Thread starts executing only if start() is called



- Runnable is interface
 - So it can be implemented by any class
 - Required for multithreading in applets

19

Threads – Thread States

Java thread can be in one of these states

- New – thread allocated & waiting for start()
- Runnable – thread can begin execution
- Running – thread currently executing
- Blocked – thread waiting for event (I/O, etc.)
- Dead – thread finished

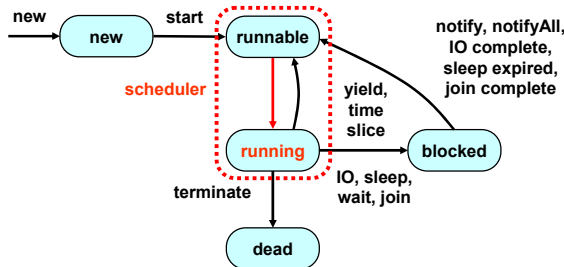
Transitions between states caused by

- Invoking methods in class Thread
 - new(), start(), yield(), sleep(), wait(), notify()...
- Other (external) events
 - Scheduler, I/O, returning from run()...

20

Threads – Thread States

State diagram



Running is a logical state → indicates runnable thread is actually running

21

Daemon Threads

Java threads types

- User
 - Provide general services
 - Typically never terminate
 - Call setDaemon() before start()
- Daemon

Program termination

- All user threads finish
- Daemon threads are terminated by JVM
- Main program finishes

22

Threads – Scheduling

Scheduler

- Determines which runnable threads to run
- Can be based on thread priority
- Part of OS or Java Virtual Machine (JVM)

Scheduling policy

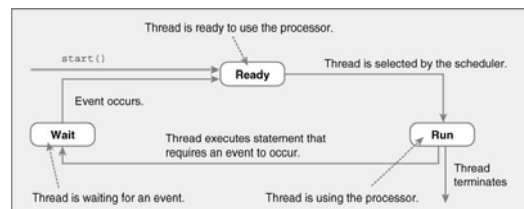
- Nonpreemptive (cooperative) scheduling
- Preemptive scheduling

23

Threads – Non-preemptive Scheduling

Threads continue execution until

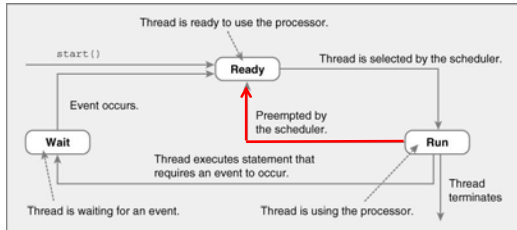
- Thread terminates
- Executes instruction causing wait (e.g., IO)
- Thread volunteering to stop (invoking yield or sleep)



24

Threads – Preemptive Scheduling

- Threads continue execution until
 - Same reasons as non-preemptive scheduling
 - Preempted by scheduler



25

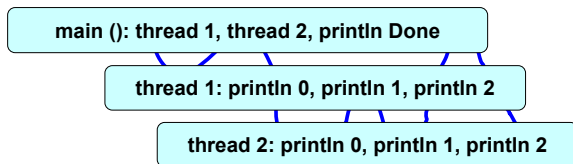
Java Thread Example

```
public class ThreadExample extends Thread {
    public void run() {
        for (int i = 0; i < 3; i++) {
            try {
                sleep((int)(Math.random() * 5000)); // 5 secs
            } catch (InterruptedException e) {}
            System.out.println(i);
        }
    }
    public static void main(String[] args) {
        new ThreadExample().start();
        new ThreadExample().start();
        System.out.println("Done");
    }
}
```

26

Java Thread Example – Output

- Possible outputs
 - 0,1,2,0,1,2,Done // thread 1, thread 2, main()
 - 0,1,2,Done,0,1,2 // thread 1, main(), thread 2
 - Done,0,1,2,0,1,2 // main(), thread 1, thread 2
 - 0,0,1,1,2,Done,2 // main() & threads interleaved



27

Thread Class – join() Method

- Can wait for thread to terminate with join()
 - Method prototype
 - public final void join()
 - Returns when thread is done
 - Throws InterruptedException if interrupted

28

Thread Class – join() Method

```
Example
public static void main(String[] args) {
    try {
        ThreadExample t = new ThreadExample()
        t.start(); // start thread execution
        t.join(); // returns only after thread exits
    } catch (InterruptedException e) {}
    System.out.println("Done");
}
```

- Single possible output
 - 0,1,2, Done // thread 1, main()

29

Thread Scheduling Observations

- Order thread is selected is **indeterminate**
 - Depends on scheduler
- Scheduling may not be fair
 - Some threads may execute more often
- Thread can block indefinitely (starvation)
 - If other threads always execute first

30