Lecture 26
Review
Topics Covered: Midterm 1

- Parallel / concurrent / distributed systems
- Nondeterminism
- Procedural abstraction
- Processes and threads
- Scheduling
- Context switching
- Threads as objects in Java
- Thread class
- Runnable interface
- Thread states
- User vs. daemon threads
- Thread safety
- Data races
- Race conditions
- Class specifications, correctness
- Thread safety
- Atomicity
- Locks
- Intrinsic / monitor locks
- Synchronized blocks, methods
- Reentrant locks
- Locks and performance
- Locking protocols
- Deadlock
- Waits-for graphs
- Deadlock prevention
- Built-in atomic memory access in Java
- Synchronization and visibility
- Volatile variables / fields
- Locking and visibility in Java
- Java Memory Model
- Event sequences
- Program order
- “happens-before” and data races
- Sequential consistency
- Properly synchronized
- Object publishing and escape
- Indirect publishing
- Improper object construction and escape of this
- Safe object construction via factory methods
- Thread confinement
- Stack confinement
- ThreadLocal
- Immutable objects and final fields
- Initialization safety
- Safe publication
- Effectively immutable objects
Topics Covered: Midterm 2

- Object composition
- Java Monitor Pattern
- Instance confinement
- Delegating thread safety
- State-dependent actions
- Balking / guarded suspension / optimistic retry
- busy-waiting
- wait() / notify() / notifyAll()
- notify() and deadlock
- Timed waiting
- Nested monitor lockout
- Collections.synchronizedXXX() (XXX is the name of a type of collection)
- Thread safety, compound actions and client-side locking
- ConcurrentModificationException and hidden iteration
- Concurrent collections
- ConcurrentHashMap and lock striping
- Fail-fast vs. weakly consistent iterators
- CopyOnWriteArrayList
- ConcurrentHashMap
- Blocking queues
- SynchronousQueue
- Producer/Consumer pattern
- Synchronizers
- Explicit (reentrant) locks
- Conditions, await() / signal() / signalAll()
- Latches
- Futures / FutureTasks
- Counting semaphores
- Barriers
- Tasks, task boundaries
- Executors, thread pools and execution policies
- Executor shutdown and rejected execution handling
- CompletionService
- Thread-starvation deadlock
- Thread-pool sizing
- Saturation policies and rejected execution
- Thread factories
- Parallelizing algorithms: iterative, recursive
- Tail recursion
- Performance tuning
- Parallelization and dependent tasks
- Fork/Join framework and divide-and-conquer
- Deques and work stealing
Topics Covered Since Midterm 2

- Remote Method Invocation
- Distributed object model
- Servers, clients
- RMI and TCP/IP
- Marshaling / unmarshaling
- Serialization / deserialization
- Object registries
- Stubs and skeletons
- Remote interface
- Launching an RMI application
- Exporting a remote object
- RMI and thread safety
- Remote object registration
- Remote objects and CLASSPATH
- java.rmi.server.codebase
- Accessing remote objects
- Nonblocking algorithms
- Compare and set
- Compare and swap
- AtomicInteger / AtomicBoolean / AtomicLong / AtomicReference
- Nonblocking stack implementation