

CMSC 132:

OBJECT-ORIENTED PROGRAMMING II



Advanced Concurrency

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Excellent Reference on Concurrency

- Reference: “Java Concurrency in Practice” by Brian Goetz

Concurrency without Explicitly Threads

- You can write concurrent applications that don't use explicit threads or synchronization
- Use built-in abstractions that support coordination and parallel execution

Synchronized Collections

- Achieve thread safety by allowing access to only one thread at a time
- Examples
 - **Vector**
 - **Hashtable**
 - **Synchronized wrapper classes** created by *Collections.synchronizedXxx*
- Example: synchronized set
<http://docs.oracle.com/javase/8/docs/api/java/util/Collections.html#synchronizedSet>
- **Disadvantage of this approach: poor concurrency**

Concurrent Collections

- Designed to allow concurrent access by multiple threads
 - Blocking only when they “conflict”
- Higher space overhead
 - Not much time overhead
- Many of the concurrent collections do not allow null keys or values
- Examples
 - **ConcurrentHashMap**
 - Replacement for synchronized hash-based Map implementations
 - **CopyOnWriteArrayList**
 - Replacement for synchronized List implementations (where traversal is the predominant operation)

Concurrent HashMap

- Allows simultaneous reads, and by default up to 16 simultaneous writers
 - Can increase the number of simultaneous writers
- **Special Methods**
 - `V putIfAbsent(K key, V value)`
 - Store the value only if the key has no mapping
 - Return old value (null if none)
 - `boolean remove(K key, V oldValue)`
 - Remove mapping only if it has the specified value
 - `boolean replace(K key, V oldValue, V newValue)`
 - Update the mapping only if it has the specified value

CopyOnWriteArrayList

- Suitable only if updates rare and iteration occurs often
- Iteration uses a snapshot of the array
- Iterators keep a reference to the backing array current at the beginning of the iteration
- When an update occurs a new array copy is created and published
- Important use case
 - Keeping track of listeners to an Observable
 - While iterating through list of listeners (delivering a notification), one of them might ask to be unsubscribed

Concurrent Skip Lists

- Skip Lists are a probabilistic alternative to balanced trees
 - Stores sorted list of items using layers of linked lists
- Invented in 1988 by Prof. Bill Pugh
- **Examples**
 - **ConcurrentSkipListMap**
 - <http://docs.oracle.com/javase/8/docs/api/java/util/concurrent/ConcurrentSkipListMap.html>
 - **ConcurrentSkipListSet**
 - <http://docs.oracle.com/javase/8/docs/api/java/util/concurrent/ConcurrentSkipListSet.html>
 - Above classes are concurrent replacements for a synchronized SortedMap or SortedSet (e.g., TreeMap, TreeSet wrapped with synchronizedMap)

Waiting for Something to Happen

- We briefly talk about join (waits for another thread to terminate)
- There are lots of ways to have a thread wait until things are right for it to do something
 - wait/notify were the way to do this before Java 5
 - But now we have new ways that are often better: **blocking queues** and **synchronizers**

Blocking Queues

- **BlockingQueue**

- <http://docs.oracle.com/javase/8/docs/api/java/util/concurrent/BlockingQueue.html>
- BlockingQueue implementations are thread-safe
- BlockingQueue implementations designed for used in producer-consumer queues
- BlockingQueue methods can handle in different ways operations that cannot be satisfied immediately. The options are:
 - Throwing an exception
 - Returning a special value (null or false)
 - Blocking the thread until the operation can succeed
 - E.g., waiting for space to become available
 - Blocking the thread for a given period of time before giving up

	throws exception	returns special value	blocks
insert	<code>add(e)</code>	<code>offer(e)</code>	<code>put(e)</code>
remove	<code>remove()</code>	<code>poll()</code>	<code>take()</code>
examine	<code>element</code>	<code>peek()</code>	

Synchronizers

- **Synchronizer**
 - Any object that coordinates control flow of threads
 - They allow threads arriving at synchronizer to pass or to wait
- **Examples**
 - Semaphores
 - Latches
 - Barriers
 - Blocking queues can act as synchronizers

Semaphore

- Controls number of activities accessing a resource or performing an action
- Contains a count of the number of permits available
- You can acquire or release permits
- **acquire method** - blocks if not enough permits are available
- **release method** – returns permit to the semaphore

CountDownLatch

- Act as a gate that is open once a set of events have taken place
- Has a counter that can be decremented (never incremented)
- **countDown method** - decrements counter indicating event has taken place
- **await method** – wait for the counter to reach zero
 - Blocks until counter reaches zero

Barrier

- Allows set of threads to wait for each other to reach a common point
- await method – blocks until all threads have reached the barrier
- Example: CyclicBarrier

<http://docs.oracle.com/javase/8/docs/api/java/util/concurrent/CyclicBarrier.html>

Atomic Classes

- `java.util.concurrent.atomic`
 - Toolkit of classes that support lock-free thread-safe programming on single variables
- **AtomicInteger** class
 - Encapsulates an integer
 - Supports atomic operations:
 - `int getAndIncrement()`
 - `int decrementAndGet()`
 - `boolean compareAndSet(int expect, int update)`
- There is an `AtomicX` class for every primitive type
- The atomic operations are very efficient
 - Most processors provide some kind of atomic compare and swap instruction

Executor

- An object that executes submitted Runnable tasks, rather than starting a thread for each task (e.g., `new Thread(new RunnableTask()).start()`)
- **You ask an executor to do it**
Executor executor = *// create executor ...*
executor.execute(new RunnableTask1());
executor.execute(new RunnableTask2());
- **An executor can be simple or complex**
 - The execute method might just run the task
 - Or create and start thread
 - Or do something more complicated
- **java.util.concurrent.Executors**
 - Provides many factory and utility methods for executors
 - `newFixedThreadPool(int nThreads)`
 - `newCachedThreadPool()`
 - Creates threads as needed, reuses them

Why Thread Pools?

- Overhead to starting a thread
- Running 100,000 threads is a bad idea
 - Unless you have a monster machine