Concurrency
What is Concurrency?

• Simple definition
  – *Sequential* programs have one thread of control
  – *Concurrent* programs have many
Concurrency vs. Parallelism

• Concurrency
  – Logically simultaneous processing
  – Does not imply multiple physical processing elements (PPEs)

• Parallelism
  – Physically simultaneous processing
  – Involves multiple PPEs and/or independent devices

• Will ignore this distinction from here on out
Benefits of Concurrency

• Exploiting multiple processors
  – Processor speeds are not increasing as fast as they used to
  – Multi-CPU machines becoming standard
  – Can’t take full advantage of multiple CPUs without concurrent software
Benefits of Concurrency (cont.)

• For some problems, concurrency provides a very natural programming model
• For example, problems involving many, largely independent actors or actions, e.g.,
  – Simulations
  – Compute servers
Benefits of Concurrency (cont.)

- Isolates and simplifies tasks
- For instance, servers typically interact with multiple clients
  - High performance, non-concurrent implementations have to multiplex (switch between) clients
  - Concurrent servers can handle each client in a separate thread of control
Concurrency Risks

• Concurrency is notoriously complex
  – Behaviors can depend on the relative timing of concurrent events
  – Bugs can be hard to reproduce

• Over the next few weeks we will discuss
  – What these difficulties are
  – How we can build correct concurrent systems
Implementing Concurrent Systems

• Overview
• What are threads?
  – Conceptual view
  – Java implementation
• Thread concerns
  – Safety and Liveness
• Threading design patterns
Computation Abstractions

A computer

Processes (e.g., JVM’s)

Threads
Processes vs. Threads

Processes do not share data

Threads within a process share data
So, What Is a Thread?

- **Conceptually**: it’s a concurrent computation occurring within a process
- **Implementation view**: it’s a program counter and a stack. The heap and static area are shared among all threads
- All programs have at least one thread (*aka* the main thread)
Why Multiple Threads?

• Performance:
  – Parallelism on multiprocessors
  – Concurrency of computation and I/O

• Can easily express some programming paradigms
  – Event processing
  – Simulations

• Keep computations separate, as in an OS
  – But - why not use processes?
Why Not Multiple Threads?

- **Complexity:**
  - Dealing with safety, liveness, composition
  - The root of the problem is shared state

- **Overhead**
  - Higher resource usage
  - May limit performance compared to direct event processing
    - context switching, locking, etc.
• Threads are available in many languages
  – C, C++, Objective Caml, Java, SmallTalk …

• Threads are part of the Java language specification

• In other languages (e.g., C), threads are a platform specific add-on
Java Threads

• Every application has at least one thread
  – The “main” thread, started by the JVM to run the application’s main() method

• That code can create other threads
  – Explicitly, by using the Thread class
  – Implicitly, by calling libraries that create threads as a consequence
    • RMI, AWT/Swing, Applets, etc.
Java Threads: Creation

• To explicitly create a thread
  – Instantiate a **Thread** object
    • An object of class Thread *or* a subclass of Thread
  – Invoke the object’s **start()** method
    • This will start executing the **Thread**’s **run()** method concurrently with the current thread
  – **Thread terminates when its run() method** returns
Java Threads: Creation

Diagram:
- App
- Thread
- Main
- New
- Start
- Run

Flow:
1. Main
2. New
3. Start
4. Run
Running Example: Alarms

• Goal: set alarms that will be triggered in the future
  – Input: Time $t$ (seconds) and message $m$
  – Result: We’ll see $m$ printed after $t$ seconds
Example: Synchronous alarms

```java
while (true) {
    System.out.print("Alarm> ");

    // read user input
    String line = b.readLine();
    parseInput(line); // sets timeout

    // wait (in msecs)
    try {
        Thread.sleep(timeout * 1000);
    } catch (InterruptedException e) { }

    // fire alarm
    System.out.println("(" + timeout + ") " + msg);
}

ThreadTestSync.java
```
public class AlarmThread extends Thread {
    private String msg = null;
    private int timeout = 0;
    public AlarmThread(String msg, int time) {
        this.msg = msg; this.timeout = time;
    }
    public void run() {
        try { // wait
            Thread.sleep(timeout * 1000);
        } catch (InterruptedException e) { }

        // fire alarm
        System.out.println("(" + timeout + ") " + msg);
    }
}

ThreadTestThreaded.java
while (true) {
    System.out.print("Alarm> ");

    // read user input
    String line = b.readLine();
    parseInput(line);
    if (msg != null) {
        // start alarm thread
        Thread t = new AlarmThread(msg, timeout);
        t.start();
    }
}
Alternative: The Runnable Interface

- Extending **Thread** prohibits a different parent
- Instead implement **Runnable**
  - Declares that the class has a **void run()** method
- Construct a **Thread** from the **Runnable**
  - Constructor **Thread(Runnable target)**
  - Constructor **Thread(Runnable target, String name)**
public class AlarmRunnable implements Runnable {
    private String msg = null;
    private int timeout = 0;

    public AlarmRunnable(String msg, int time) {
        this.msg = msg;
        this.timeout = time;
    }

    public void run() {
        try {
            Thread.sleep(timeout * 1000);
        } catch (InterruptedException e) {
        }
        System.out.println("("+timeout+" )" + msg);
    }
}

ThreadTestRunnable.java
while (true) {
    System.out.print("Alarm> ");

    // read user input
    String line = b.readLine();
    parseInput(line);
    if (m != null) {
        // start alarm thread
        Thread t = new Thread(new AlarmRunnable(m,timeout));
        t.start();
    }
}
Notes: Passing Parameters

- **run()** doesn’t take parameters
- Can “pass parameters” to the new thread by storing them as private fields
  - In a Thread subclass or in a **Runnable** object
  - Example: the msg and timeout fields in the AlarmThread and AlarmRunnable classes
Thread Scheduling

• Once a new thread is created, how does it interact with existing threads?

• This is a question of scheduling:
  – Given N processors and M threads, which thread(s) should be run at any given time?
Thread Scheduling

- Multithreaded process scheduling:
  - **More processors than threads**
    - Can have each thread runs on its own processor
    - Splits a process across CPU’s
    - Exploits hardware-level concurrency
  - **More threads per processor**
    - Need to share CPU in slices of time
Scheduling Example (1)

One process per CPU
Scheduling Example (2)

Threads shared between CPU’s
Scheduling Consequences

• Parallelism
  – Different threads from the same application can be running at the same time on different processors

• Interleaving
  – Threads can be pre-empted at any time in order to schedule other threads
Thread Scheduling

• When multiple threads share a CPU, must decide:
  – When the current thread should stop running
  – What thread to run next

• A thread can voluntarily `yield()` the CPU
  – Call to `yield()` may be ignored; you can’t depend on it

• *Preemptive schedulers* can de-schedule the current thread at any time

• Threads are de-scheduled whenever they block (e.g., on a lock or on I/O) or go to sleep
• While a thread executes, it goes through a number of different phases
  – **New**: created but not yet started
  – **Runnable**: is running, or can run on a free CPU
  – **Blocked**: waiting for I/O or for a lock
  – **Sleeping**: paused for a user-specified interval
  – **Terminated**: completed
Which Thread to Run Next?

• The scheduler looks at all of the runnable threads, including threads that were unblocked because
  – A lock was released
  – I/O became available
  – They finished sleeping, etc.

• Of these threads, it considers the thread’s priority. This can be set with `setPriority()`. Higher priority threads typically get preference.
  – Oftentimes, threads waiting for I/O are also preferred
Simple Thread Methods

- void start()
- boolean isAlive()
- void setPriority(int newPriority)
  - Scheduler might/might not respect priority
- void join() throws InterruptedException
  - Waits for a thread to die/finish
while (true) {
    System.out.print("Alarm> ");

    // read user input
    String line = b.readLine();
    parseInput(line);

    // wait (in secs) asynchronously
    if (m != null) {
        // start alarm thread
        Thread t = new AlarmThread(m, tm);
        t.start();
        // wait for the thread to complete
        t.join();
    }
}
Simple Static Thread Methods

• `void yield()`  
  – Hint to give up the CPU
• `void sleep(long milliseconds)`  
  throws `InterruptedException`  
  – Sleep for the given period
• `Thread currentThread()`  
  – Thread object for currently executing thread
• All apply to thread invoking the method
Daemon Threads

- void setDaemon(boolean on)
  - Marks thread as a daemon thread
  - Must be set before thread started

- By default, thread acquires status of thread that spawned it

- Program execution terminates when no threads running except daemons
• Assuming the ClientSimulator is fixed
  – What factors account for the program’s running time?
  – What possibilities might exist to speed things up?
A MultiThreaded Logging Server

- **Logging server**
  - Accepts records from client
  - Creates a thread that writes the record to client-specific file
- **Organization**
  - **Utils**
    - DataRecord.java
    - MsgHandler.java
  - **Client**
    - ClientSimulator.java
  - **Server**
    - LoggingServerCore.java
    - MultiThreadedServer.java
Let’s Look at the Code

• Repo
  – https://bitbucket.org/cmsc433_spring2012/codeexamples/

• Project
  – MultiThreadedLoggingServer
Ungraded Assignment

• Download the code
• Read and understand how it works
• Run this code and observe its performance
  – How does this code perform relative to the singleThreadedServer?
  – What might account for any performance differences?
  – Are there any problems/concerns with the multiThreadedServer’s behavior?