

CMSC 132: OBJECT-ORIENTED PROGRAMMING II



Threads in Java

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Daemon Threads

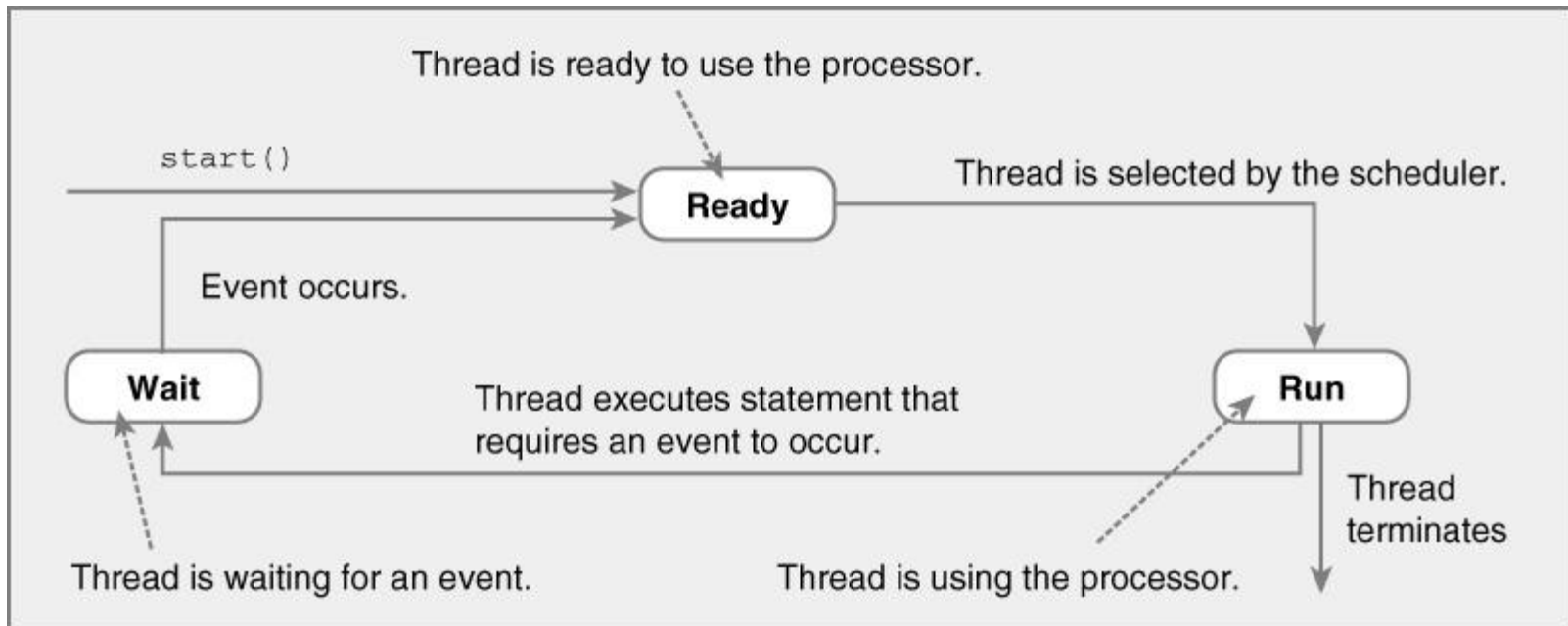
- Java threads types
 - User
 - Daemon
 - Provide general services
 - Typically never terminate
 - Call `setDaemon()` before `start()`
- Program termination
 - All user threads finish
 - Daemon threads are terminated by JVM

Threads – Scheduling

- Scheduler
 - Determines which runnable threads to run
 - When **context switching** takes place
 - Can be based on thread **priority**
 - Part of OS or Java Virtual Machine (JVM)
- Scheduling policy
 - Non-preemptive (cooperative) scheduling
 - Preemptive scheduling

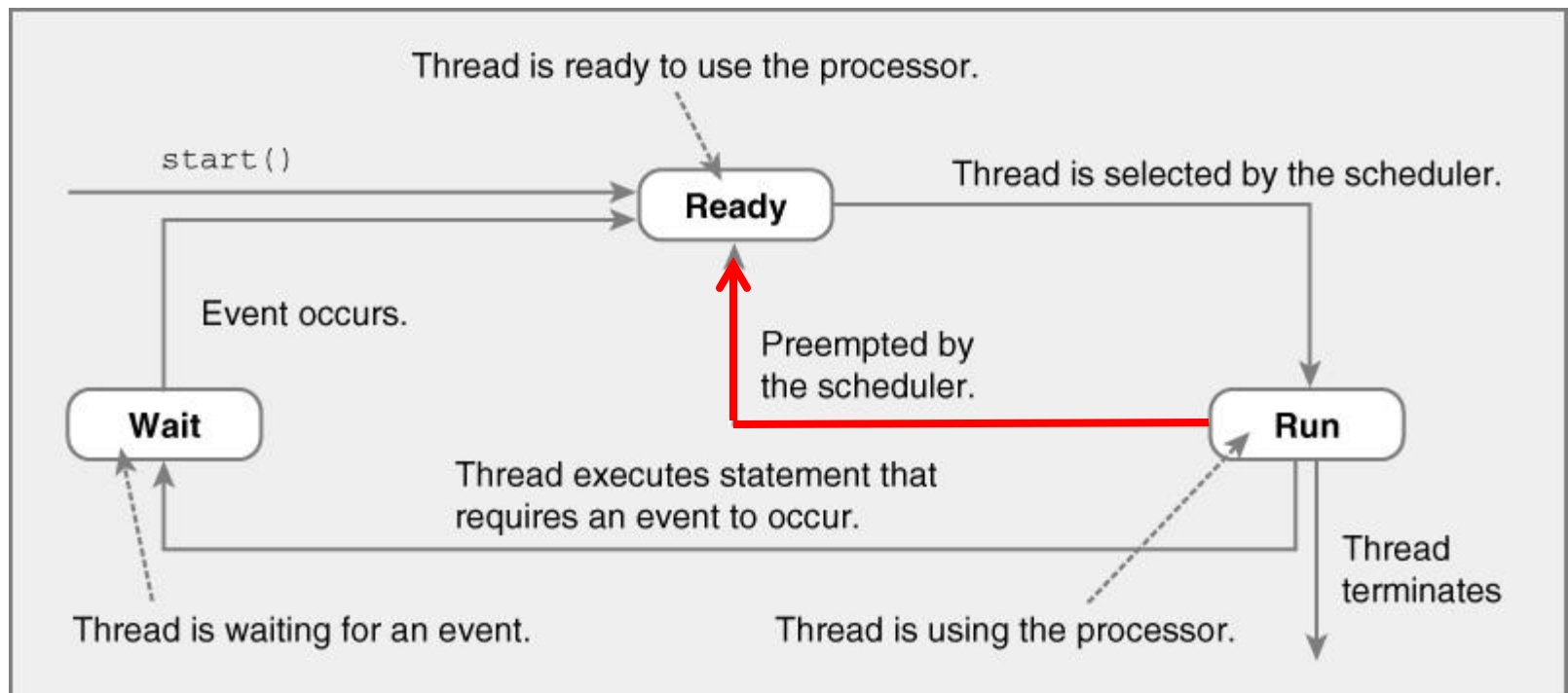
Threads – Non-preemptive Scheduling

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



Threads – Preemptive Scheduling

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



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
- Your code should work correctly regardless the scheduling policy in place

Java Thread Example

```
public class ThreadNoJoin extends Thread {
    public void run() {
        for (int i = 0; i < 3; i++) {
            try {
                sleep((int)(Math.random() * 5000)); // 5 secs
            } catch (InterruptedException e) { e.printStackTrace(); }
            System.out.println(i);
        }
    }
    public static void main(String[] args) {
        Thread t1 = new ThreadNoJoin();
        Thread t2 = new ThreadNoJoin();
        t1.start();
        t2.start();
        System.out.println("Done");
    }
}
```

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

main (): thread 1, thread 2, println Done

thread 1: println 0, println 1, println 2

thread 2: println 0, println 1, println 2

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

Java Thread Example (Join)

```
public class ThreadJoin extends Thread {  
    public void run() {  
        for (int i = 0; i < 3; i++) {  
            try {  
                sleep((int)(Math.random() * 5000)); // 5 secs  
            } catch (InterruptedException e) { e.printStackTrace(); }  
            System.out.println(i);  
        }  
    }  
  
    public static void main(String[] args) {  
        Thread t1 = new ThreadJoin();  
        Thread t2 = new ThreadJoin();  
        t1.start();  
        t2.start();  
        try {  
            t1.join();  
            t2.join();  
        } catch (InterruptedException e) { e.printStackTrace(); }  
        System.out.println("Done");  
    }  
}
```

About Join

- Important: You will limit the concurrency level if you do not start/join correctly
- Suppose you want to run many threads concurrently.
Start them all and then execute the join for each one.
Do not start one thread, then join on that thread, start the second one, join on that thread, etc.
- The following is WRONG!

```
t1.start()  
t1.join()  
t2.start()  
t2.join()
```
- Feel free to use arrays, sets, etc., to keep track of your threads

About Threads

- **Common mistake** → calling the run() method. If you want to run a thread you must execute start() and not call the run() method; the run() method is called for you
- **Thread.sleep** → Suppose you have a thread object reference (t1) and invoke t1.sleep(2000). Which thread will be sleeping for 2 seconds? It will not be t1

Thread Example

- Swing uses a single-threaded model
- Long computations in the EDT freezes the GUI
- Example: Progress Bar Example