Lecture 6
Synchronization and Visibility
Atomicity

- Atomic operations are uninterruptible
  - They have either not started, or have finished: there is no “middle”
  - Procedural abstraction: permits method calls to be viewed as atomic, even though they consist of multiple operations
  - Concurrency breaks procedural abstraction!

- Thread-safety: use of locking to give illusion of atomicity to method calls vis à vis a class specification
Atomicity in Java

• What is guaranteed to be atomic in Java?
  – Reads, writes of non-64-bit primitive types (ints, chars, floats, etc.)
  – Reads, writes of references (32-bit and 64-bit)

• Guarantee: if you read a non-64-bit primitive-typed variable, you will see a value that some thread actually wrote to it

• This guarantee is sometimes called *out-of-thin-air safety*
64-bit Reads, Writes

• Not guaranteed to be atomic in case of primitive types!
  – E.g. `double x = 1.0;`
    • `x` is a 64-bit variable
    • Java spec says a JVM can implement this as two 32-bit writes
    • If a thread reads this variable during a write operation to it, it can get 32 “stale” bits and 32 “fresh” bits (a value that no thread ever wrote)!
  – Other data type like this: `long`

• For safe reads, writes of these variables, need synchronization
Synchronization and Visibility

• Two aspects to an operation
  – Atomicity: does it have a “middle” that other threads can see?
  – Visibility: when is its effect perceived by other threads?

• Visibility is tricky
public class NoVisibilityAlt {
    private static boolean ready;
    private static int number;

    private static class ReaderThread extends Thread {
        public void run () {
            while (!ready)
                Thread.yield ();
            System.out.println (number);
        }
    }

    public static void main(…) {
        new ReaderThread ().start ();
        number = 42;
        ready = true;
    }
}

• It can print 42
• It can print 0
• It could even never terminate!
• Why?
  – Assignments to number, ready are atomic
  – However, visibility is not guaranteed
    • Java language specification lets compilers reorder statements, use caches, etc.
    • So while number = 42 is atomic, the operation’s effect may not be visible until after thread executes println!
    • In this case, previous stale value of number is what thread sees
Reordering in Java

- Java permits effects of statements to be reordered
  - `number = 42` could update cache
  - `ready = true` could update actual
  - Other thread might only see main memory and not cache

- Reorderings often driven by memory hardware / firmware
  - Sequential behavior is preserved
  - Behavior of multi-threaded applications is problematic
Dealing with Visibility: volatile

• Some visibility problems can be fixed by declaring variables to be volatile
  – Declaring variables volatile indicates operations should not be reordered
  – E.g.
    ```java
    private static volatile int number;
    private static volatile boolean ready;
    ```
  – Ensures that in previous program, assignment to number occurs before ready is made true, and that there is no delay in thread seeing truth of ready

• Volatility does not make non-reads, writes atomic, however! It just affects visibility of atomic operations
Visibility and Locking (1/3)

- Locking also fixes visibility problems!
- Consider following fragment from synchronized BoundedCounterThreadSafe class:

```java
public synchronized int current () { return value; }
...
public synchronized void inc () {
    if (!isMaxed()) ++value;
}
```

- Further suppose a class implementing threads that increment a counter:

```java
public class BoundedCounterIncThread implements Runnable {
    private BoundedCounterThreadSafe counter;
    
    BoundedCounterIncThread (BoundedCounter c){
        this.counter = c;
    }
    
    public void run () { counter.inc(); }
}
```
Visibility and Locking (2/3)

• What is output of following?

```java
public static void main(String[] args) throws InterruptedException {
    BoundedCounterThreadSafe c = new BoundedCounterThreadSafe(2);
    Thread t1 = new Thread(new BoundedCounterIncThread(c));
    Thread t2 = new Thread(new BoundedCounterIncThread(c));
    t1.start();
    t2.start();
    t1.join();
    t2.join();
    System.out.println(c.current());
}
```
Visibility and Locking (3/3)

• Answer: 2

• Why?

  The results of the inc operations performed first by t1/t2 are visible to the second

• A general principle of Java

  – When a lock is released, operations guarded by the lock become visible to operations following the reacquisition of the same lock

  – In the previous example, the intrinsic lock of object c plays this role!
Locking and Visibility (from textbook)

Thread A

\[
y = 1
\]
\[
\text{lock } M
\]
\[
x = 1
\]
\[
\text{unlock } M
\]

Everything before unlock M ...

Thread B

\[
\text{lock } M
\]
\[
i = x
\]
\[
\text{unlock } M
\]
\[
j = y
\]

... is visible to everything after lock M

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Visibility in Detail

• The Java Memory Model (part of the Java Language Specification) defines precisely how visibility works

• Key notions
  – Event sequences
  – “happens-before”

• Intuitively: if an event happens before another, the effect of the first event is visible to the second