CMSC 132: Object-Oriented Programming II

Threads in Java
Problem

- Multiple tasks for computer
  - Draw & display images on screen
  - Check keyboard & mouse input
  - Send & receive data on network
  - Read & write files to disk
  - Perform useful computation (editor, browser, game)

- How does computer do everything at once?
  - Multitasking
  - Multiprocessing
Multitasking (Time-Sharing)

- **Approach**
  - Computer does some work on a task
  - Computer then quickly switch to next task
  - Tasks managed by operating system (scheduler)

- Computer *seems* to work on tasks concurrently

- Can improve performance by reducing waiting
Multitasking Can Aid Performance

- Single task

- Two tasks
Multiprocessing (Multithreading)

- Approach
  - Multiple processing units (multiprocessor)
  - Computer works on several tasks in parallel
  - Performance can be improved

Dual-core AMD Athlon X2

32 processor Pentium Xeon

Titan at ORNL
Perform Multiple Tasks Using Processes

Process

• Definition → executable program loaded in memory
• Has own address space
  ➢ Variables & data structures (in memory)
• Each process may execute a different program
• Communicate via operating system, files, network
• May contain multiple threads
Perform Multiple Tasks Using Threads

Thread

- Sequentially executed stream of instructions
- Has own execution context
  - Program counter, call stack (local variables)
- Communicate via shared access to data
- Also known as “lightweight process”
Motivation for Multithreading

- Captures logical structure of problem
  - May have concurrent interacting components
  - Can handle each component using separate thread
  - Simplifies programming for problem

Example

Web Server uses threads to handle ...

Multiple simultaneous web browser requests
Motivation for Multithreading

- Better utilize hardware resources
  - When a thread is delayed, compute other threads
  - Given extra hardware, compute threads in parallel
  - Reduce overall execution time

- Example

Multiple simultaneous web browser requests...

Handled faster by multiple web servers

CMSC132 Summer 2019
Programming with Threads

- Concurrent programming
  - Writing programs divided into independent tasks
  - Tasks may be executed in parallel on multiprocessors

- Multithreading
  - Executing program with multiple threads in parallel
  - Special form of multiprocessing
Creating Threads in Java

- Two approaches to create threads
  - Extending Thread class (NOT RECOMMENDED)
  - Runnable interface approach (PREFERED)
Extending Thread class

• We overload the Thread class run() method
• The run() methods defines the actual task the thread performs

```java
public class MyThread extends Thread {
    public void run() {
        ...
        // work for thread
    }
}
MyThread t = new MyThread(); // create thread
t.start(); // begin running thread
...
    // thread executing in parallel
```
Runnable interface

- Define a class (worker) that implements the Runnable interface
  ```java
  public interface Runnable {
      public void run(); // work done by thread
  }
  ```
- Create thread to execute the run() method
  - Alternative 1: Create thread object and pass worker object to Thread constructor
  - Alternative 2: Hand worker object to an executor
- Example

  ```java
  public class Worker implements Runnable {
      public void run() { // work for thread }
  }
  Thread t = new Thread(new Worker()); // create thread
  t.start(); // begin running thread
  ... // thread executing in parallel
  ```
Extending Thread Approach Not Recommended

- Not a big problem for getting started
  - But a bad habit for industrial strength development
- Methods of worker and Thread class intermixed
- Hard to migrate to more efficient approaches
  - Thread Pools
Thread Class

```java
public class Thread extends Object implements Runnable {
    public Thread();
    public Thread(String name);  // Thread name
    public Thread(Runnable R);
    public Thread(Runnable R, String name);

    public void run();  // if no R, work for thread
    public void start();  // thread gets in line so it eventually it can run
    ...
}
```
public class Thread extends Object {
    ...
    public static Thread currentThread()
    public String getName()
    public void interrupt()   // alternative to stop (deprecated)
    public boolean isAlive()
    public void join()
    public void setDaemon()
    public void setName()
    public void setPriority()
    public static void sleep()
    public static void yield()
}
Creating Threads in Java

Note

• Thread eventually starts executing only if start() is called

• Runnable is interface
  ➢ So it can be implemented by any class
  ➢ Required for multithreading in applets

• Do not call the run method directly
Threads – Thread States

Java thread can be in one of these states
  • New → thread allocated & waiting for start()
  • Runnable → thread can begin execution
  • Running → thread currently executing
  • Blocked → thread waiting for event (I/O, etc.)
  • Dead → thread finished

Transitions between states caused by
  • Invoking methods in class Thread
    ➢ new(), start(), yield(), sleep(), wait(), notify()…
  • Other (external) events
    ➢ Scheduler, I/O, returning from run()…

In Java states defined by Thread.State
http://docs.oracle.com/javase/7/docs/api/java/lang/Thread.State.html
Threads – Thread States

- State diagram

- **new** → **start** → **scheduler**
- **running** → **dead** → **terminate**
- **notify, notifyAll, IO complete, sleep expired, join complete**
- **yield, time slice**
- **IO, sleep, wait, join**

**Running** is a logical state → indicates runnable thread is actually running
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

```java
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");
    }
}
```

To understand this example better, let’s assume we want to make a sandwich.
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)

```java
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!

  ```java
  t1.start()
  t1.join()
  t2.start()
  t2.join()
  ```

- Feel free to use arrays, sets, etc., to keep track of your threads
Terminating Threads

- A thread ends when the run() method ends
- Sometimes we may need to stop a thread before it ends
  - For example, you may have created several threads to find a problem solution and once one thread finds it, there is no need for the rest
- How to stop thread?
  - **Using stop() method** → WRONG! This is a deprecated method. Using it can lead to problems when data is shared
  - **Using interrupt() method**
    - This method does not stop the thread. Instead, it notifies the thread that it should terminate. The method sets a boolean variable in the thread and that value can be checked by the thread (by using the method interrupted())
    - It is up to the thread to terminate or not
    - public void run() {
        while(!Thread.interrupted()) {
            // work
        }
        // release resource, cleaning tasks
    }
Thread Example

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

- \( x = 0 \) initially. Then these threads are executed:

\[
\begin{align*}
T1 & \quad y = x; & T2 & \quad z = x; \\
& \quad x = y+1; & & \quad x = z+2; \\
T1 & \quad y = x; & T2 & \quad z = x; \\
& \quad x = y+1; & & \quad x = z+2; \\
T1 & \quad y = x; & T2 & \quad z = x; \\
& \quad x = y+1; & & \quad x = z+2; \\
T1 & \quad y = x; & T2 & \quad z = x; \\
& \quad x = y+1; & & \quad x = z+2; \\
\end{align*}
\]

- What is the value of \( x \) afterward? 3 1 2

\[
\begin{align*}
T1 & \quad y = x; & T2 & \quad z = x; \\
& \quad x = y+1; & & \quad x = z+2; \\
T1 & \quad y = x; & T2 & \quad z = x; \\
& \quad x = y+1; & & \quad x = z+2; \\
T1 & \quad y = x; & T2 & \quad z = x; \\
& \quad x = y+1; & & \quad x = z+2; \\
T1 & \quad y = x; & T2 & \quad z = x; \\
& \quad x = y+1; & & \quad x = z+2; \\
\end{align*}
\]
Data Races

- That was an example of a data race
  - Threads are “racing” to read, write x
  - The value of x depends on who “wins” (3, 1, 2)

- Languages rarely specify who wins data races
  - The outcome is nondeterministic

- So programmers restrict certain outcomes
  - Synchronization with locks, condition variables

- And they often mess up
  - Leading to bugs that are hard to track down…
Thread API Concepts

- Thread management
  - Creating, killing, joining (waiting for) threads
  - Sleeping, yielding, prioritizing

- Synchronization
  - Controlling order of execution, visibility, atomicity
  - Locks: Can prevent data races, but watch out for deadlock!
  - Condition variables: supports communication between threads

- Most languages have similar APIs, details differ
public class Example extends Thread {
    private static int cnt = 0;
    public void run() {
        synchronized (this) {
            int y = cnt;
            cnt = y + 1;
        }
    }
    ...
}
Condition Variables

- A condition variable represents a set of threads waiting for a condition to become true
  - Implemented, at least conceptually, as a wait set

- Since different threads may access the variable at once, we protect the wait set with a lock
  - Thus avoiding possible data races
Synchronization, the traditional way

```java
public class Example extends Thread {
    private static int cnt = 0;
    static Object lock = new Object();
    public void run() {
        synchronized (lock) {
            int y = cnt;
            cnt = y + 1;
        }
    }
}
```

- **Object uses as a Lock**
- **Acquires** the intrinsic lock; only succeeds if lock not held by another thread, otherwise blocks
- **Releases** the lock when exiting block
public class Example extends Thread {
    private static int cnt = 0;
    static Lock lock = new ReentrantLock();
    public void run() {
        lock.lock();
        int y = cnt;
        cnt = y + 1;
        lock.unlock();
    }
    ...
}

Lock, for protecting the shared state

Acquires the lock; only succeeds if lock not held by another thread, otherwise blocks

Releases the lock
Producer / Consumer Solution

```java
Lock lock = new ReentrantLock();
Condition ready = lock.newCondition();
boolean bufferReady = false;
Object buffer;

void produce(Object o) {
    lock.lock();
    while (bufferReady)
        ready.await();
    buffer = o;
    bufferReady = true;
    ready.signalAll();
    lock.unlock();
}

Object consume() {
    lock.lock();
    while (!bufferReady)
        ready.await();
    Object o = buffer;
    bufferReady = false;
    ready.signalAll();
    lock.unlock();
    return o;
}

- Uses single condition per lock (like intrinsics)
```
Producer / Consumer Solution

```java
Lock lock = new ReentrantLock();
Condition producers = lock.newCondition();
Condition consumers = lock.newCondition();
boolean bufferReady = false;
Object buffer;

void produce(Object o) {
    lock.lock();
    while (bufferReady)
        producers.await();
    buffer = o;
    bufferReady = true;
    consumers.signalAll();
    lock.unlock();
}

Object consume() {
    lock.lock();
    while (!bufferReady)
        consumers.await();
    Object o = buffer;
    bufferReady = false;
    producers.signalAll();
    lock.unlock();
    return o;
}
```

- Uses 2 conditions per lock for greater efficiency
Producer / Consumer Solution

```java
Lock lock = new ReentrantLock();
Condition producers = lock.newCondition();
Condition consumers = lock.newCondition();
boolean bufferReady = false;
Object buffer;

void produce(Object o) {
    lock.lock();
    while (bufferReady)
        producers.await();
    buffer = o;
    bufferReady = true;
    consumers.signal();
    lock.unlock();
}

Object consume() {
    lock.lock();
    while (!bufferReady)
        consumers.await();
    Object o = buffer;
    bufferReady = false;
    producers.signal();
    lock.unlock();
    return o;
}
```

- Wakes up only one thread: More efficient, still!