

APIT: Concurrency

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Overview

- ▶ Concurrency
- ▶ Threading
- ▶ Solving threading problems
- ▶ Threads in Swing

What is concurrency?

- ▶ Multiple parts of the program running simultaneously
- ▶ Why?
 - ▶ Make use of multiple processors
 - ▶ Efficient integration with slow devices (e.g. disks)
 - ▶ User-friendly-ness (responsive OS)
- ▶ Useful (but oldish) paper
- ▶ In Java, we can use `threads` to build concurrent programs

Mental models

- ▶ Previously you might have had the model in your head of the computer **being** somewhere in your programme.
- ▶ With multiple *threads*, each thread is (potentially) in a different place *at the same time*!

Creating threads in Java

There are two ways of creating threads in Java:

- ▶ You must create a class that either:
 - ▶ Implements the `Runnable` interface
 - ▶ Extends the `Thread` class

Implementing the Runnable interface

The Runnable interface is very simple:

```
public interface Runnable {  
    public void run() {  
  
    }  
}
```

To use it:

- ▶ create a new class implementing this interface
- ▶ create a Thread object passing an instance of your class
- ▶ call Thread.start() (**Note: we never call run()**)
- ▶ our new class *must* have a run() method.

To use this class, we must create an instance and then place this instance within an instance of the Thread object:

```
public class RunnableTest {  
    public static void main(String[] args) {  
        PointlessPrint p = new PointLessPrint("Hello",100);  
        Thread t = new Thread(p);  
        t.start();  
    }  
}
```

t.start() starts the thread by invoking the run() method of PointlessPrint

The whole point of threads is that we can simultaneously create many of them. This is straightforward via an array of Thread objects:

```
public static void main(String[] args) {  
    int nThreads = 2;  
    Thread[] threads = new Thread[nThreads];  
    for(int i=0;i<nThreads;i++)  
    {  
        PointlessPrint p = new PointlessPrint(  
            "I am thread " + i,10);  
        threads[i] = new Thread(p);  
        threads[i].start();  
    }  
}
```

Producing the following output:

```
0/10 I am thread 0
1/10 I am thread 0
0/10 I am thread 1
1/10 I am thread 1
2/10 I am thread 0
2/10 I am thread 1
.
.
6/10 I am thread 1
7/10 I am thread 0
7/10 I am thread 1
8/10 I am thread 0
8/10 I am thread 1
9/10 I am thread 0
9/10 I am thread 1
```

We can see from the order of the `println` statements that both threads are running at the same time.

- ▶ The order might change every time we run it
- ▶ The program stops once all threads are complete
- ▶ It's impossible for us to know when Java switches from one thread to another
- ▶ Note: They're not necessarily on different processors / cores, but might be
- ▶ Note: Java always puts the main method in its own thread (you've been using threads all along!)

Extending the Thread class

- ▶ The alternative to implementing the `Runnable` interface
- ▶ Create a new class that extends `Thread`
- ▶ The new class has to have a method that overrides `run()`
- ▶ The equivalent to our previous example can be found in `SimpleThreadTest`

You've been using threads all along

Can you predict the output of this?

```
public class MainThread extends Thread{
    public void run() {
        try {
            Thread.sleep(100);
        } catch (InterruptedException e) {}
        System.out.println("Thread finished");
    }
    public static void main(String[] args) {
        for(int i=0;i<10;i++) { new MainThread().start(); }
        System.out.println("THE END");
    }
}
```

Thread names

- ▶ In our examples, we passed a message to a thread to help identify it
- ▶ Threads can also be given names through their constructor:

Blocking methods

- ▶ Blocking methods are methods that rely on something else within the system for termination
 - ▶ Waiting for a timer to elapse
 - ▶ Waiting for another thread to end
- ▶ Because these methods rely on something external, they might be waiting forever.
- ▶ To ensure smooth running, they should be *cancelable*

Interrupted Exception

- ▶ Threads can be interrupted by other threads
- ▶ When a thread is interrupted, one of two things happen:
 - ▶ If it is running an interruptable method (e.g. `Thread.sleep()`), the method unblocks and throws the `InterruptedException`
 - ▶ Otherwise, its (boolean) interrupted status is set
- ▶ Interrupted status can be read with `Thread.isInterrupted()`
- ▶ Interrupted status can be read and reset (0) with `Thread.interrupted()`

Sleeping threads

- ▶ `Thread.sleep(long time)` is a blocking method which can be stopped by interrupting. If this happens, it throws `InterruptedException` so we must catch it somewhere:

```
public void run() {  
    try {  
        Thread.sleep(1000);  
    } catch (InterruptedException e) {  
        System.out.println("You woke me up");  
    }  
}
```

Join

- ▶ In many applications it will be useful to know if a Thread has finished.
- ▶ `someThread.join()` pauses the current thread until `someThread` has finished.
- ▶ `join()` throws an `InterruptedException`
- ▶ Syntax: `aThread.join()` pauses the thread **that calls the method** until `aThread` has finished.
 - ▶ This can be a bit confusing!

The benefits of parallel processing

- ▶ Many machines have multiple cores / processors
- ▶ Threads can be placed on different cores / processors
 - ▶ Java does this for us - we have no control
- ▶ Running things in parallel should give us speed improvements
 - ▶ Although it increases system book-keeping
- ▶ Class example: merge sort

Merge sort

- ▶ We'd like to sort the values in a large array.
- ▶ Can be made parallel:
 - ▶ Split the array into N smaller arrays
 - ▶ Sort the smaller arrays
 - ▶ Merge the results together
- ▶ How much speed-up will this give?

Shared variables

- ▶ A benefit of threads is the shared address space
 - ▶ Multiple threads can access the same shared resources
- ▶ For example, suppose I would like to make a system where several threads can all increment the same counter
- ▶ See CounterExample
- ▶ Why can't we just pass an Integer around instead of a MyCounter object? (see Immutable objects and Immutable objects 2)

```
public void run() {  
    for(int i=0;i<n;i++) {  
        int temp = count.getCount();  
        temp++;  
        count.setCount(temp);  
    }  
}
```

The problem is found in the run() method:

- ▶ Remember that we have no idea when Java will move from one Thread to another.
- ▶ If it moves between the getCount() and setCount() methods...

Mycounter.count

Thread 1

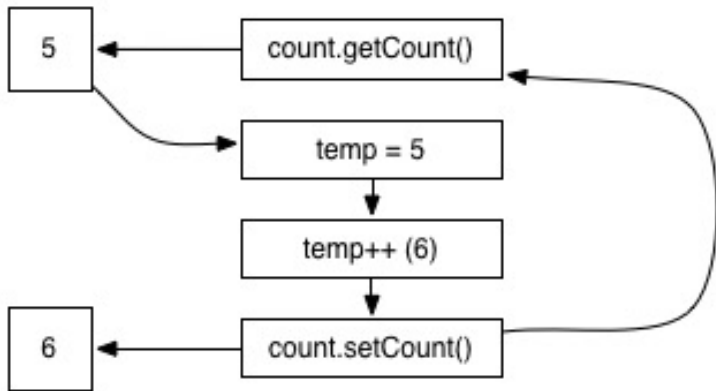


Figure 1: Single thread operation

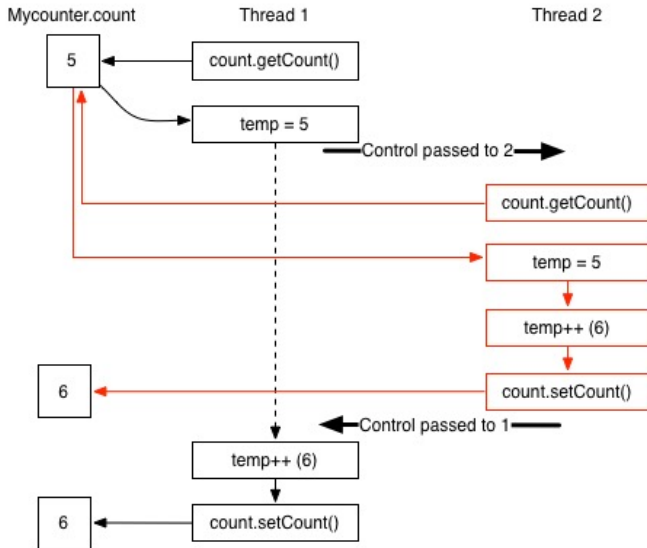


Figure 2: Multi-thread operation

- ▶ If control is passed between get and set the new thread sees an out of date value.
 - ▶ Remember: `temp` is local to each thread.
- ▶ In reality, thread 1 might be sitting dormant with `temp=5` for a long time
- ▶ When it finally updates it, it will effectively delete lots of updates performed by other threads
- ▶ It is known as a *race condition*
- ▶ This is a *big* problem in multi-threaded programs
- ▶ We'll now look at ways of overcoming it

Synchronized

- ▶ To overcome race conditions, we must *lock* objects.
- ▶ All objects have an associated monitor that can be locked or unlocked (we don't see this)
- ▶ A thread can lock a monitor, ensuring no other threads can modify it
- ▶ Other threads trying are blocked until the lock is released
- ▶ The easiest way is with `synchronized` blocks and methods.

- ▶ CounterExample3 gives a new version of our Counter program
- ▶ Note that the incrementation is now done inside the class
- ▶ It still has the same problem, although perhaps not as extreme (try it and see. Why? Think about how `count++` is done and the chances of being interrupted at a bad point)
- ▶ We can solve our race condition by making the `increment()` a synchronised method
 - ▶ when any thread is invoking a synchronized method, all other threads trying to are paused until it has finished
- ▶ See CounterExample4 ... problem solved

- ▶ Alternatively, we can just synchronize a block of code.
- ▶ E.g. instead of declaring `increment()` as synchronized we can:

```
public void run() {  
    for(int i=0;i<n;i++) {  
        synchronized(count) {  
            count.increment()  
        }  
    }  
}
```

- ▶ This causes the thread to lock the count object
- ▶ No other threads can modify count when the thread is in this block.
- ▶ This will also fix the problem - try it
- ▶ There are other blocks that could be synchronized - try some

Locks

- ▶ An alternative approach involves creating Lock objects
- ▶ For example, ReentrantLock() (CounterExample5):

```
public static class MyCounter {  
    private int count = 0;  
    private ReentrantLock counterLock =  
        new ReentrantLock();  
    public void increment() {  
        counterLock.lock();  
        count ++;  
        counterLock.unlock();  
    }  
    ...  
}
```

- ▶ When counterLock is locked, no other thread can lock it until it has been unlocked (Phonebooth analogy in BigJava)

- ▶ There's a problem: if the code between `lock` and `unlock` throws an exception the `unlock` never happens
 - ▶ Phonebooth user collapsing??
- ▶ Always do the following to ensure the lock is released:

```
someLock.lock();  
try {  
    // Some code  
}  
finally {  
    someLock.unlock();  
}
```

Deadlocks

- ▶ What if two threads are both waiting for one another to release a lock?
- ▶ The program will hang indefinitely
- ▶ This is a *deadlock*
- ▶ For example, suppose adding another object to out CounterExample that decrements MyCounter
 - ▶ If we set the system up so that in total the same amount is incremented and decremented then count will sometimes become negative (depending on ordering of events)
 - ▶ See CounterDecounter

- ▶ We would like to ensure this number never goes negative
- ▶ One way of doing this would be to put some kind of wait condition in the decrement method (CounterDecounter2):

```
counterLock.lock();
try {
    while(count<amount) {
        Thread.sleep(1);
    }catch (InterruptedException e) {
        // fall through
    }finally {
        counterLock.unlock();
    }
}
```


- ▶ This causes the program to hang whenever it tries to decrement by an amount that is greater than count
 - ▶ Because the thread has locked counterLock no other thread can increase amount
 - ▶ This is a *deadlock*

Conditions

- ▶ Conditions allow threads to temporarily unlock locks whilst they await some condition to be fulfilled
- ▶ In this case, we'd like to temporarily unlock within a thread that is waiting to decrement
- ▶ Conditions are created from locks
- ▶ We can add a condition to MyCounter as follows:

```
private ReentrantLock counterLock = new ReentrantLock();  
private Condition bigEnough = counterLock.newCondition();
```

- ▶ Threads can await the condition through the `Condition.await()` method
- ▶ We add this to our decrement method:

```
public void decrement(int amount) {  
    counterLock.lock();  
    try {  
        while(count < amount) {  
            bigEnough.await();  
        }  
        count -= amount;  
        System.out.println("Subtracting " + amount + ", res  
    }catch (InterruptedException e) {  
        // Fall through  
    }finally {  
        counterLock.unlock();  
    }  
}
```

- ▶ A thread calling decrement when `count < amount` will wait until another thread invokes the `Condition.signalAll()` method.
- ▶ We put this method into the increment method:

```
public void increment(int amount) {  
    counterLock.lock();  
    try {  
        count += amount;  
        System.out.println("Adding " + amount + ", result " + count);  
        bigEnough.signalAll();  
    } finally {  
        counterLock.unlock();  
    }  
}
```

- ▶ Whenever an increment is made, all threads waiting on this condition are restarted.
- ▶ Note that the `signalAll()` method doesn't mean that amount is big enough
 - ▶ The syntax in `decrement()` means that `signalAll()` will cause the thread to check again.
 - ▶ It might just end up invoking `await()` again.
- ▶ Run `CounterDecounter3` and verify that count never becomes negative

Threads in Swing

- ▶ In general Swing is not thread safe
 - ▶ You can't use normal threads
 - ▶ Ignore everything up until now!
- ▶ But, Swing does give you threading capabilities
- ▶ First, why do we need threads in Swing?
 - ▶ `SwingThread`

- ▶ System becomes unresponsive whilst counting
- ▶ Nothing updates until counting has finished
 - ▶ until we exit the actionPerformed method
- ▶ We need threads

The event dispatch thread

- ▶ Event handling code in Swing runs on the event dispatch thread
 - ▶ e.g. `actionListeners`
- ▶ Things on this thread should be *short tasks*
 - ▶ otherwise system becomes unresponsive
- ▶ Note: some swing component methods can be invoked from any thread (marked as *thread safe* in API)
 - ▶ Why isn't all of swing thread safe? read this

Longer jobs - the `SwingWorker` class

- ▶ Long tasks should not be run on the event dispatch thread
- ▶ Instead we use worker threads
- ▶ Created by extending `SwingWorker`
- ▶ The new class must extend:
 - ▶ `doInBackground()`
- ▶ And can also use:
 - ▶ `publish()` and `process()` to display interim results
 - ▶ `done()` to invoke a method on the event dispatch thread when the task is complete.
- ▶ `Counter.java`

- ▶ Note that `SwingWorker` takes two types:
 - ▶ `SwingWorker<A,B>`
 - ▶ A: the return value
 - ▶ B: the object passed by `publish`
- ▶ Note also that `process(List b)` takes a list
 - ▶ There may be many calls to `publish` before `process` is called
- ▶ The various Swing layout things should be things you've seen before?

Other swing thread operations

- ▶ Initial threads (in SwingUtilities):
 - ▶ `invokeLater(Runnable go)` runs `go` on the event dispatch thread.
 - ▶ `invokeAndWait(Runnable go)` runs `go` on the event dispatch thread and then waits for it to finish.
 - ▶ Typically, these are used for starting the GUI (i.e. creating a `JFrame` object):

```
public static void main(String[] args) {  
    SwingUtilities.invokeLater(new Runnable() {  
        new SwingThread();  
    });  
}
```

Swing example - Game Of Life

- ▶ Class exercise: building a Game of Life simulator
- ▶ Details: Conway's Game of life
- ▶ We need a responsive application that animates a 'world' and allows users to start, stop, toggle cells, change speed, clear the world and randomise the world