

Berner Fachhochschule - Technik und Informatik

Object-Oriented Programming 2

Topic 1: Threads

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Outline

Introduction

Working With Threads

Race Conditions

Deadlocks

Synchronized Collections

Threads in JavaFX

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Motivation

- ▶ A **thread** is a program unit that is executed independently of other parts of the program
- ▶ Motivation for threads:
 - Different components of a system run at different speed
 - Examples: user (5 keystrokes/s.), harddisk (200 accesses/s.), processor ($2 * 10^9$ instructions/s.)
- ▶ In a single threaded application, the processor is completely blocked while waiting for the responses of other (slower) system components
- ▶ Multi-threaded applications make better use of the available resources and are more responsive

Thread Scheduler

- ▶ The JVM executes each thread alternately for a short amount of time (called **time slice**), which gives the impression of parallel execution
- ▶ The **thread scheduler** is the JVM component that distributes the available computational resources to the threads
- ▶ There is no guarantee about the order in which threads are executed or about the length of the time slices
- ▶ The actual running time of an algorithm running in a thread depends on the amount and the types of other threads that are currently running
- ▶ On a multi-core system, multiple threads can be executed in parallel, with every core executing one or multiple threads separately

Threads vs. Processes

- ▶ Threads differ from traditional processes in multitasking operating system
 - Multiple threads belong to a single application, while processes are typically independent
 - Threads share memory (and other resources), while multiple processes use separated memory areas
 - Threads share a common address space, while processes have separate address spaces
 - Threads can communicate directly, while processes interact through system-provided inter-process communication mechanisms
 - Switching between threads is typically faster than switching between processes

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Running a Thread: Method 1

- ▶ Code to be executed in a thread can be contained within the method `void run()` defined by the interface `Runnable`

```
public class MyRunnable implements Runnable {  
  
    @Override  
    public void run() {  
        // Write your code to be executed in a thread here  
    }  
  
}
```

- ▶ Objects of type `Runnable` must then be added to a thread, which executes the code when the thread is started

Running a Thread: Method 1

```
public class HelloWorld implements Runnable {  
  
    @Override  
    public void run() {  
        try {  
            Thread.sleep(5000);  
            System.out.println("Hello World");  
        } catch (InterruptedException e) {}  
    }  
  
    public static void main(String[] args) {  
        Runnable helloWorld = new HelloWorld();  
        Thread thread = new Thread(helloWorld);  
        System.out.println("Starting...");  
        thread.start();  
    }  
}
```

Running a Thread: Method 1

```
public class HelloWorldAnonymous {  
  
    public static void main(String[] args) {  
        Runnable helloWorld = new Runnable(){  
            @Override  
            public void run() {  
                try {  
                    Thread.sleep(5000);  
                    System.out.println("Hello World");  
                } catch (InterruptedException e) {}  
            }  
        };  
        Thread thread = new Thread(helloWorld);  
        System.out.println("Starting...");  
        thread.start();  
    }  
}
```

Running a Thread: Method 1

```
public class HelloWorldLambda {  
  
    public static void main(String[] args) {  
        Thread thread = new Thread(() -> {  
            try {  
                Thread.sleep(5000);  
                System.out.println("Hello World");  
            } catch (InterruptedException e) {}  
        });  
        System.out.println("Starting...");  
        thread.start();  
    }  
}
```

Running a Thread: Method 2

- ▶ The second option of defining a thread consists in creating a subclass of `Thread`
- ▶ Since `Thread` itself implements `Runnable`, the `run()` method can be overridden
- ▶ The thread's own `run()` method is only called if the thread is constructed without giving an object of type `Runnable`
- ▶ The default `run()` method of a thread does nothing

Running a Thread: Method 2

```
public class HelloWorldThread extends Thread {  
  
    @Override  
    public void run() {  
        try {  
            Thread.sleep(5000);  
            System.out.println("Hello World");  
        } catch (InterruptedException e) {}  
    }  
  
    public static void main(String[] args) {  
        Thread thread = new HelloWorldThread();  
        System.out.println("Starting...");  
        thread.start();  
    }  
}
```

Example with Multiple Threads I

```
public class HelloAnyone implements Runnable {  
  
    private String name;  
    private int delay;  
    private int n;  
  
    public HelloAnyone(String name, int delay, int n) {  
        this.name = name;  
        this.delay = delay;  
        this.n = n;  
    }  
  
    @Override  
    public void run() {  
        for (int i = 0; i < this.n; i++) {  
            try {  
                Thread.sleep(this.delay);  
            }  
        }  
    }  
}
```

Example with Multiple Threads II

```
        System.out.println("Hello " + this.name);
    } catch (InterruptedException e) {}
}

public static void main(String[] args) {
    Thread thread1 = new Thread(new HelloAnyone("World", 3000,
        5));
    Thread thread2 = new Thread(new HelloAnyone("Universe",
        1000, 10));
    System.out.println("Starting...");
    thread1.start();
    thread2.start();
}
```

Terminating Threads

- ▶ A thread terminates when its `run()` method terminates
- ▶ Do not use the deprecated `stop()` method, instead notify a thread that it should terminate:
 - `thread.interrupt();`
- ▶ Note that calling `interrupt()` does not terminate a thread, it only sets a Boolean variable called **interrupt status**
- ▶ Any loop within `run()` method should check occasionally whether it has been interrupted:
 - `while (!Thread.interrupted()) {...};`
- ▶ If a thread is blocked on a `Thread.sleep()`, it is unblocked by receiving an `InterruptedException` and its interrupt status is cleared

Terminating Threads: Example I

```
public class HelloWorldInterrupted {  
  
    public static void main(String[] args) {  
  
        Thread thread = new Thread(() -> {  
            try {  
                while (!Thread.interrupted()) {  
                    Thread.sleep(10);  
                    System.out.println("Hello World");  
                }  
                System.out.println("Loop interrupted");  
            } catch (InterruptedException e) {  
                System.out.println("Sleeping interrupted");  
            }  
        });  
  
        System.out.println("Starting...");  
    }  
}
```

Terminating Threads: Example II

```
thread.start();  
try {  
    Thread.sleep(2000);  
} catch (InterruptedException e) {}  
thread.interrupt();  
}  
}
```

Thread Pools

- ▶ Starting and terminating threads is relatively expensive
- ▶ In case of a large number of small tasks, it is not recommended executing them by individual threads
- ▶ A **thread pool** consists of a n of permanent threads created to perform m tasks concurrently
 - Typically n is not equal to m
 - n is tuned to the computing resources available (processors, cores, memory)
 - m depends on the problem and may not be known upfront
- ▶ The **thread pool executor** allocates the tasks to the n threads, which may imply that some tasks need to be queued

Thread Pools in Java

- ▶ In Java, thread pools are represented by the the interfaces
 - `ExecutorService`, `ScheduledExecutorService`and the classes
 - `ThreadPoolExecutor`, `ScheduledThreadPoolExecutor`
- ▶ Creating thread pools is simplified by some static methods in the helper class `Executors`
 - `ExecutorService newSingleThreadExecutor()`
 - `ExecutorService newFixedThreadPool(int n)`
 - `ScheduledExecutorService newSingleThreadScheduledExecutor()`
 - `ScheduledExecutorService newScheduledThreadPool(int n)`

The ExecutorService Interface

- ▶ Methods of the interface `ExecutorService`:
 - `execute(Runnable task)`
 - `shutdown()`
 - `isShutdown()`
 - `isTerminated()`
 - `awaitTermination(long timeout, TimeUnit u)`
- ▶ Additional methods of `ScheduledExecutorService`:
 - `schedule(Runnable task, long delay, TimeUnit u)`
 - `scheduleAtFixedRate(Runnable task, long initialDelay, long period, TimeUnit u)`
 - `scheduleWithFixedDelay(Runnable task, long initialDelay, long delay, TimeUnit u)`

Thread Pools: Example

```
public class Task implements Runnable {  
    private int id;  
    public Task(int id) {  
        this.id = id;  
    }  
  
    @Override  
    public void run() {  
        System.out.println(Thread.currentThread().getName() + ":"  
            + "start task " + this.id);  
        try {  
            Thread.sleep(5000);  
        } catch (InterruptedException e) {}  
        System.out.println(Thread.currentThread().getName() + ":"  
            + "end task " + this.id);  
    }  
}
```

Thread Pools: Example

```
public class ThreadPool {  
  
    public static void main(String[] args) {  
  
        ExecutorService executor = Executors.newFixedThreadPool(5)  
            ;  
        for (int i = 0; i < 12; i++) {  
            Runnable task = new Task(i);  
            executor.execute(task);  
        }  
        executor.shutdown();  
        do { // nothing  
        } while (!executor.isTerminated());  
        System.out.println("All threads finished");  
    }  
}
```

Thread Pools: Example I

```
public class ScheduledThreadPool {  
  
    public static void main(String[] args) {  
  
        ScheduledExecutorService executor = Executors.  
            newScheduledThreadPool(1);  
  
        executor.scheduleAtFixedRate(() -> {  
            System.out.println("start new task");  
        }, 3, 1, TimeUnit.SECONDS);  
  
        executor.schedule(() -> {  
            System.out.println("Hello World");  
        }, 5, TimeUnit.SECONDS);  
  
        executor.schedule(() -> {  
            executor.shutdown();  
        }, 10, TimeUnit.SECONDS);  
    }  
}
```


Thread Pools: Example II

```
    }, 10, TimeUnit.SECONDS);

    do { // nothing
    } while (!executor.isTerminated());
    System.out.println("All threads finished");
  }
}
```

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Race Conditions

- ▶ In thread programming, it can happen that a thread's time slice ends when an object is in an inconsistent state
- ▶ If another thread continues to work on the same object, we can get unexpected errors
- ▶ This kind of problem is called **race condition** (this term originates with the idea of two signals racing each other to determine the output first)
- ▶ Race conditions are difficult to reproduce and debug, since the end result is nondeterministic and depends on the relative timing between interfering threads

Race Conditions

Thread 1	Thread 2	Value	Thread 1	Thread 2	Value
		0			0
read		0	read		0
increase		0		read	0
write		1	increase		0
	read	1	write		1
	increase	1		increase	1
	write	2		write	1

Race Conditions: Example I

```
public class Counter {  
  
    private int value = 0;  
  
    public void countUp() {  
        this.value++;  
    }  
  
    public void countDown() {  
        this.value--;  
    }  
  
    public static void main(String[] args) {  
  
        int rounds = 100000;  
        Counter counter = new Counter();  
    }  
}
```

Race Conditions: Example II

```
Thread thread1 = new Thread(() -> {
    for (int i = 0; i < rounds; i++)
        counter.countUp();
});
thread1.start();

Thread thread2 = new Thread(() -> {
    for (int i = 0; i < rounds; i++)
        counter.countDown();
});
thread2.start();

do { // nothing
} while (thread1.isAlive() || thread2.isAlive());
System.out.println(counter.value);
}
```

Synchronized Methods or Blocks

- ▶ The simplest method to avoid race conditions is to declare **synchronized methods**

- `public void synchronized countUp() {...}`
- `public void synchronized countDown() {...}`

(for this to work, each Java object offers an **intrinsic lock**)

- ▶ Another solution is to declare **synchronized blocks** of code

- Using this object's intrinsic lock
`synchronize(this) {this.value++;}`
`synchronize(this) {this.value--;}`
- Using some other object's intrinsic lock
`Object lock = new Object();`
`synchronize(lock) {this.value++;}`
`synchronize(lock) {this.value--;}`

Synchronized Methods or Blocks: Example I

```
public class SynchronizedCounter {  
  
    private int value = 0;  
  
    public synchronized void countUp() {  
        this.value++;  
    }  
    public void countDown() {  
        synchronized (this) {  
            this.value--;  
        }  
    }  
  
    public static void main(String[] args) {  
  
        int rounds = 100000;  
        SynchronizedCounter counter = new SynchronizedCounter();
```


Synchronized Methods or Blocks: Example II

```
Thread thread1 = new Thread(() -> {  
    for (int i = 0; i < rounds; i++)  
        counter.countUp();  
});  
thread1.start();  
  
Thread thread2 = new Thread(() -> {  
    for (int i = 0; i < rounds; i++)  
        counter.countDown();  
});  
thread2.start();  
  
do { // nothing  
} while (thread1.isAlive() || thread2.isAlive());  
System.out.println(counter.value);  
}  
}
```

Avoiding Race Conditions With Locks

- ▶ The most flexible way to avoid race conditions is to explicitly protect critical code with a **lock**
- ▶ Java provides an interface `Lock` and a class `ReentrantLock` with methods
 - `lock()`
 - `unlock()`
- ▶ If a thread calls `lock()` for an unlocked lock, the thread **owns** the lock until it calls `unlock()`
- ▶ If a thread calls `lock()` for an locked lock, the thread is temporarily deactivated
- ▶ A deactivated thread is reactivated periodically so that it can try again to acquire the lock

Example of Using Locks I

```
public class CounterWithLock {  
  
    private int value = 0;  
    private Lock lock = new ReentrantLock();  
  
    public void countUp() {  
        lock.lock();  
        this.value++;  
        lock.unlock();  
    }  
  
    public void countDown() {  
        lock.lock();  
        this.value--;  
        lock.unlock();  
    }  
}
```

Example of Using Locks II

```
public static void main(String[] args) {  
  
    int rounds = 100000;  
    CounterWithLock counter = new CounterWithLock();  
  
    Thread thread1 = new Thread(() -> {  
        for (int i = 0; i < rounds; i++)  
            counter.countUp();  
    });  
    thread1.start();  
  
    Thread thread2 = new Thread(() -> {  
        for (int i = 0; i < rounds; i++)  
            counter.countDown();  
    });  
    thread2.start();  
  
    do { // nothing
```

Example of Using Locks III

```
    } while (thread1.isAlive() || thread2.isAlive());  
    System.out.println(counter.value);  
  }  
}
```

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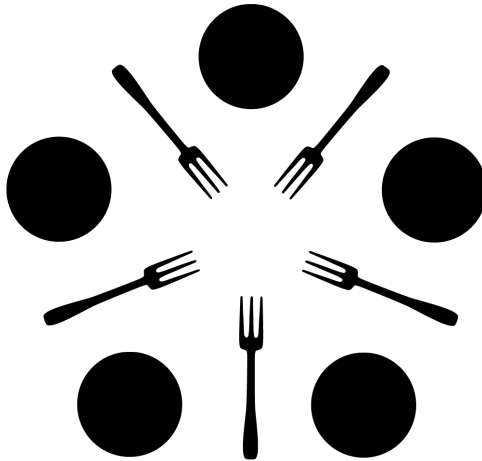
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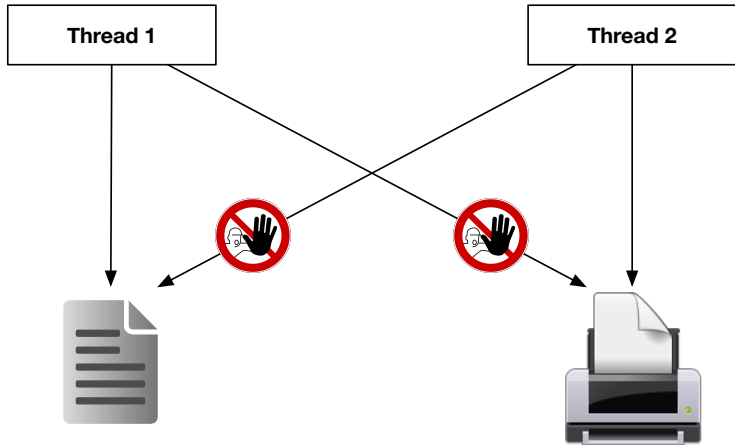
Threads in JavaFX



Dining Philosophers



Typical Deadlock



Typical Deadlock: Example I

```
public class FilePrinter {  
  
    private static Object fileLock = new Object();  
    private static Object printerLock = new Object();  
    private static int n = 30000;  
  
    public static void main(String[] args) {  
  
        new Thread(() -> {  
            synchronized (fileLock) {  
                for (int i = 0; i < n; i++) {} // do something  
                synchronized (printerLock) {  
                    System.out.println("Task 1: printing file");  
                }  
            }  
        }).start();  
    }  
}
```

Typical Deadlock: Example II

```
new Thread(() -> {  
    synchronized (printerLock) {  
        for (int i = 0; i < n; i++) {} // do something  
        synchronized (fileLock) {  
            System.out.println("Task 2: printing file");  
        }  
    }  
}).start();  
}
```

Deadlocks

- ▶ Deadlocks can occur only if ...
 - two or more threads are using the same locks, and
 - two or more locks are in use
- ▶ The simplest strategies to avoid deadlock are:
 - Never use more than one lock at a time
 - Lock multiple locks always in the same order
 - Lock all locks at once or none at all
 - Queue all tasks in one single thread and synchronize the queue (e.g. using `Platform.runLater(Runnable task)` for queuing GUI tasks in the JavaFX application thread)

Typical Deadlock: Solution I

```
public class FilePrinterOrderedLocks {  
  
    private static Object fileLock = new Object();  
    private static Object printerLock = new Object();  
    private static int n = 100;  
  
    public static void main(String[] args) {  
  
        new Thread(() -> {  
            synchronized (fileLock) {  
                for (int i = 0; i < n; i++) {} // do something  
                synchronized (printerLock) {  
                    System.out.println("Task 1: printing file");  
                }  
            }  
        }).start();  
    }  
}
```

Typical Deadlock: Solution II

```
new Thread(() -> {  
    synchronized (fileLock) {  
        for (int i = 0; i < n; i++) {} // do something  
        synchronized (printerLock) {  
            System.out.println("Task 2: printing file");  
        }  
    }  
}).start();  
}
```

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Synchronized Collections

- ▶ Java collection such as lists, sets, or maps are not **thread-safe**, i.e., race conditions may appear when used in multiple threads
- ▶ The helper class `Collections` provides several static methods to construct thread-safe wrapper classes:
 - `Collection<T> synchronizedCollection(Collection<T> collection)`
 - `List<T> synchronizedList(List<T> list)`
 - `Set<T> synchronizedSet(Set<T> set)`
 - `SortedSet<T> synchronizedSortedSet(SortedSet<T> set)`
 - `Map<K,V> synchronizedMap(Map<K,V> map)`
 - `SortedMap<K,V> synchronizedSortedMap(SortedMap<K,V> map)`

Synchronized Collections I

```
public class SynchronizedLists {  
  
    public static void main(String[] args) throws Exception {  
  
        List<Integer> list1 = new ArrayList<>();  
  
        new Thread(() -> {  
            for (int i=0; i<1000; i++) {  
                list1.add(i);  
            }  
        }).start();  
  
        new Thread(() -> {  
            for (int i=0; i<1000; i++) {  
                list1.add(i);  
            }  
        }).start();  
    }  
}
```


Synchronized Collections II

```
List<Integer> list2 = Collections.synchronizedList(new
    ArrayList<>());

new Thread(() -> {
    for (int i=0; i<1000; i++) {
        list2.add(i);
    }
}).start();

new Thread(() -> {
    for (int i=0; i<1000; i++) {
        list2.add(i);
    }
}).start();

Thread.sleep(100); // wait for threads to terminate
System.out.println(list1.size());
```

Synchronized Collections III

```
        System.out.println(list2.size());  
    }  
  
}
```

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JavaFX Application Thread

- ▶ The user interface of a JavaFX application should be kept responsive at all times
 - Implementing time-consuming tasks on the JavaFX Application thread makes the user interface unresponsive
 - Therefore, time-consuming tasks must be delegated to background worker threads
- ▶ Since the JavaFX scene graph is not thread-safe, it should only be modified by the [JavaFX Application thread](#)
 - Changing the scene graph from a worker thread may cause a `ConcurrentModificationException`
 - Using `Platform.runLater(Runnable runnable)`, tasks for updating the user interface are written into an event queue handled by the JavaFX Application thread

JavaFX Application Thread: Example I

```
public class SingleThreadApplication extends Application {

    @Override
    public void start(Stage primaryStage) {

        TextArea textArea = new TextArea();
        textArea.setMinHeight(200);
        Button btn1 = new Button("Wait 5 seconds");
        Button btn2 = new Button("Say \'Hi\'");
        VBox root = new VBox(textArea, new HBox(btn1, btn2));

        btn1.setOnAction((ActionEvent event) -> {
            btn1.setDisable(true);
            textArea.appendText("Waiting...\n");
            try {
                Thread.sleep(5000);
            } catch (Exception e) {}
        });
    }
}
```

JavaFX Application Thread: Example II

```
        textArea.appendText("5 seconds are over!\n");
        btn1.setDisable(false);
    });

    btn2.setOnAction((ActionEvent event) -> {
        textArea.appendText("Hi!\n");
    });

    Scene scene = new Scene(root, 300, 250);
    primaryStage.setScene(scene);
    primaryStage.show();
}

public static void main(String[] args) {
    launch(args);
}
}
```

Background Worker Thread: Example I

```
public class WorkerThreadApplication extends Application {  
  
    @Override  
    public void start(Stage primaryStage) {  
  
        TextArea textArea = new TextArea();  
        textArea.setMinHeight(200);  
        Button btn1 = new Button("Wait 5 seconds");  
        Button btn2 = new Button("Say \'Hi\'");  
        VBox root = new VBox(textArea, new HBox(btn1, btn2));  
  
        btn1.setOnAction((ActionEvent event) -> {  
            new Thread(() -> {  
                btn1.setDisable(true); // NOT THREAD-SAFE!  
                textArea.appendText("Waiting...\n"); // NOT THREAD-SAFE!  
            }).start();  
        });  
    }  
}
```

Background Worker Thread: Example II

```
        Thread.sleep(5000);
    } catch (Exception e) {}
    textArea.appendText("5 seconds are over!\n"); // NOT
        THREAD-SAFE!
    btn1.setDisable(false); // NOT THREAD-SAFE!
}).start();
});

btn2.setOnAction((ActionEvent event) -> {
    textArea.appendText("Hi!\n");
});

Scene scene = new Scene(root, 300, 250);
primaryStage.setScene(scene);
primaryStage.show();
}

public static void main(String[] args) {
```


Background Worker Thread: Example III

```
    launch(args);  
}  
}
```

Thread-Safe Worker Thread: Example I

```
public class SafeWorkerThreadApplication extends Application {  
  
    @Override  
    public void start(Stage primaryStage) {  
  
        TextArea textArea = new TextArea();  
        textArea.setMinHeight(200);  
        Button btn1 = new Button("Wait 5 seconds");  
        Button btn2 = new Button("Say \'Hi\'");  
        VBox root = new VBox(textArea, new HBox(btn1, btn2));  
  
        btn1.setOnAction((ActionEvent event) -> {  
            new Thread(() -> {  
                Platform.runLater(() -> {  
                    btn1.setDisable(true); // THREAD-SAFE!  
                    textArea.appendText("Waiting...\n"); // THREAD-SAFE!  
                });  
            });  
        });  
    }  
}
```

Thread-Safe Worker Thread: Example II

```
try {  
    Thread.sleep(5000);  
} catch (Exception e) {  
}  
  
Platform.runLater(() -> {  
    textArea.appendText("5 seconds are over!\n"); //  
        THREAD-SAFE!  
    btn1.setDisable(false); // THREAD-SAFE!  
});  
}).start();  
});  
  
btn2.setOnAction((ActionEvent event) -> {  
    textArea.appendText("Hi!\n");  
});  
  
Scene scene = new Scene(root, 300, 250);  
primaryStage.setScene(scene);
```

Thread-Safe Worker Thread: Example III

```
    primaryStage.show();  
}  
  
public static void main(String[] args) {  
    launch(args);  
}  
}
```

Worker Threads Based on Tasks

- ▶ Updating the scene graph “by hand” using Platform.
runLater becomes cumbersome in large JavaFX applications
- ▶ The class `Task<T>` from the `javafx.concurrent` package provides a more comfortable way for creating background worker tasks
 - A task has several possible states: `READY`, `RUNNING`, `SUCCEEDED`, `FAILED`, `CANCELED`
 - The main work is implemented in the method `T call()`
 - `running()` is invoked when the process starts
 - `succeeded()` is invoked when the process stops
- ▶ `call()` is executed in the background thread, but `running()` and `succeeded()` are executed in the JavaFX application thread

Task-Based Worker Thread: Example I

```
public class TaskThreadApplication extends Application {  
  
    @Override  
    public void start(Stage primaryStage) {  
  
        TextArea textArea = new TextArea();  
        textArea.setMinHeight(200);  
        Button btn1 = new Button("Wait 5 seconds");  
        Button btn2 = new Button("Say \'Hi\'");  
        VBox root = new VBox(textArea, new HBox(btn1, btn2));  
  
        btn1.setOnAction((ActionEvent event) -> {  
            new Thread(new Task<Void>(){  
  
                @Override  
                protected Void call() throws Exception {  
                    Thread.sleep(5000);  
                }  
            })  
        });  
    }  
}
```

Task-Based Worker Thread: Example II

```
        return null;
    }

    @Override
    protected void running() {
        btn1.setDisable(true); // THREAD-SAFE!
        textArea.appendText("Waiting...\n"); // THREAD-SAFE!
    }

    @Override
    protected void succeeded() {
        textArea.appendText("5 seconds are over!\n"); //
        THREAD-SAFE!
        btn1.setDisable(false); // THREAD-SAFE!
    }

    }).start();
});
```

Task-Based Worker Thread: Example III

```
btn2.setOnAction((ActionEvent event) -> {
    textArea.appendText("Hi!\n");
});

Scene scene = new Scene(root, 300, 250);
primaryStage.setScene(scene);
primaryStage.show();
}

public static void main(String[] args) {
    launch(args);
}
}
```