



# Concurrent Programming (with Java Threads)

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# Before we start

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- Lab has three components (concurrent, functional, logic prog)
  - One tutorial for each of the components
  - Assignments for each component = 20%
  - 10% on written test and/or viva at the end of each component
  - 10% on written test and/or viva at the end
- Assignments to be done in groups (hope already formed) – will be checked by TAs
- Copying is strictly prohibited (if caught at any stage will lead to F for the whole course)



# Before we start

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## ➤ Head TA

- Subrata Tikadar
- Ujjwal Biswas
- Md Shakeel Iqbal Saikia
- Swagat Ranjan Sahoo

## ➤ Doubt clearing

- On Moodle discussion forum
- TAs (mutually-agreed time)
- Instructor (Tuesday 4-5 PM at my office)

# Basics revisited

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- Concurrency – doing things simultaneously
- Concurrent programming – doing things (tasks) simultaneously (mainly at the application/user level)
  - Accessing slow I/O devices
  - Interacting with humans
  - Servicing multiple network clients
  - Computing in parallel on multi-core machines

# Basics revisited

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- Process vs threads
  - Concurrency using multi-threading
- Why threads (example – interactive system response time)
  - Important requirement – synchronization
- Synchronization: Methods to manage and control concurrent access to shared data by multiple-threads

# True parallelism vs pseudo-parallelism

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- Earlier, computers used to support pseudo-parallelism
  - One CPU, time-sharing
  
- Modern day computers come with many CPUs (multicore architecture)
  - It is now possible to run multiple instructions at the same time (true parallelism)



# The Visibility problem

- Consider a two-core system
- Two threads are running on the two CPUs (true parallelism)
- Each CPU has its own cache
- Both the threads access a shared object which contains a counter variable declared like this

```
public class SharedObject {  
    public int counter = 0;}  
}
```

- Only Thread 1 increments counter, but both Threads may read

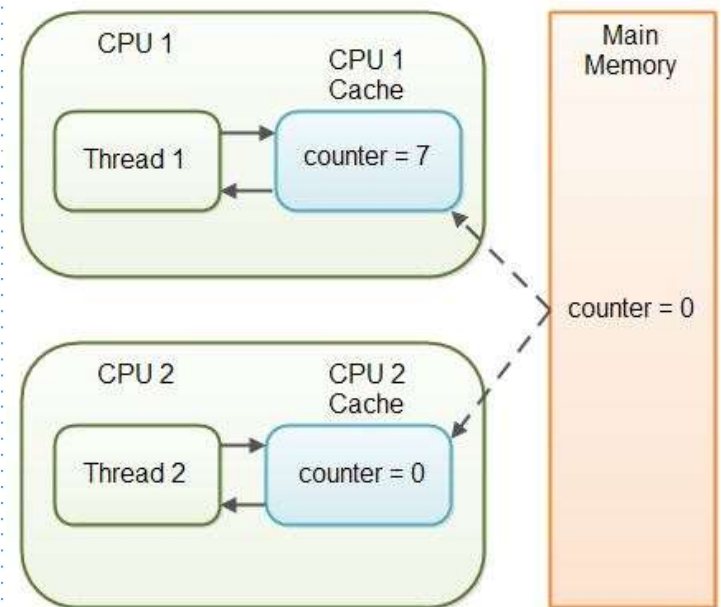


Image Source: <http://tutorials.jenkov.com/java-concurrency/volatile.html>

# The Visibility problem

- The counter value in CPU cache may not be the same as in main memory
- Only Thread 1 has access to the latest value; Thread 2 may not (unless CPU 1 cache is *written back* to main memory and subsequently CPU 2 cache gets updated)

Threads not seeing the latest value of a variable because it has not yet been written back to main memory is called "visibility" problem. The updates of one thread are not visible to other threads.

**Should take care of this issue in concurrent programs**

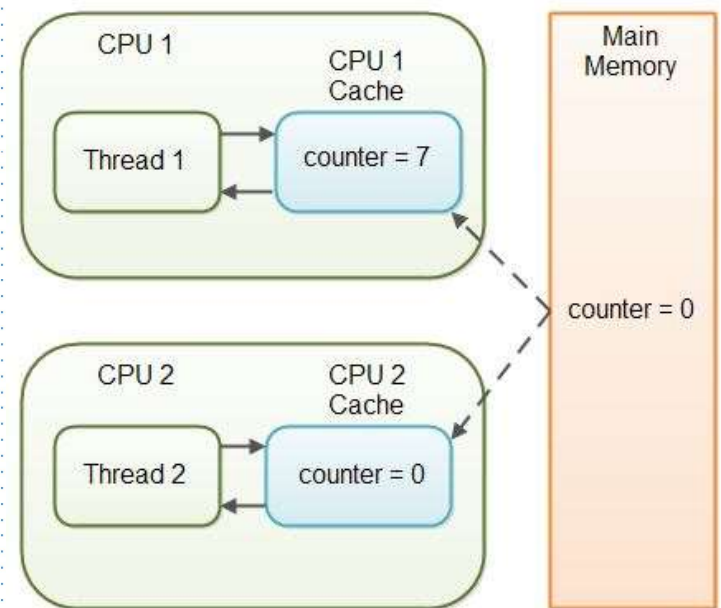


Image Source: <http://tutorials.jenkov.com/java-concurrency/volatile.html>



# Java

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➤ Hope you know

- If not, follow the link (or any other of the numerous online tutorials) to learn the basics

<https://docs.oracle.com/javase/tutorial/java/>

# Java – A Quick Primer

```
import java.io.*;
class Div{
    float numerator, denominator;
    Div(float input_1, float input_2){
        numerator= input_1;
        denominator= input_2;
    }
    Div(float input_1){
        numerator= input_1;
        denominator=2;
    }
    float Divide(){
        return (numerator/denominator);
    }
}
```

*Imports IO package*

*Name of the Class*

*Constructor Overloading*

The diagram illustrates constructor overloading for the `Div` class. A large curly bracket on the right side of the code groups the two constructor methods: `Div(float input_1, float input_2){}` and `Div(float input_1){}`. An arrow points from the text *Constructor Overloading* to this bracket. Additionally, an arrow points from the text *Imports IO package* to the `import java.io.*;` line, and another arrow points from the text *Name of the Class* to the `class Div{` line.

# Java – A Quick Primer

```
class SubDiv extends Div{  
    SubDiv(float num1, float num2){  
        super(num1,num2);  
    }  
    SubDiv(float num1){  
        super(num1);  
    }  
    float Divide()throws ArithmeticException{  
        float result=0;  
        try{  
            result=numerator/denominator;  
        }catch(ArithmeticException e){  
            System.out.print("Exception caught by the Subclass ");  
        }  
        return result;  
    }  
}
```

*SubDiv class inherits Div Class*

*Constructor Overloading*

*Method Overriding*

*Exception Handling*

# Java – A Quick Primer

```
class Division{  
    public static void main(String args[])throws IOException{  
        float input1, input2;  
        String input_string1,input_string2;  
        BufferedReader br =new BufferedReader(new  
        InputStreamReader(System.in));  
        System.out.print("\n Enter the value of numerator : ");  
        input_string1=br.readLine();  
        input1=Float.valueOf(input_string1);  
        System.out.print("\n Enter the value of denominator : ");  
        input_string2=br.readLine();  
        input2=Float.valueOf(input_string2);  
        SubDiv object_sd1 = new SubDiv(input1, input2);  
        SubDiv object_sd2 = new SubDiv(input1);  
        System.out.println("Result of Division: " + object_sd1 .Divide());  
        System.out.println("Result of Division from single parameter(div by 2): " + object_sd2.Divide());  
    }  
}
```

**class Division{** → **Main Class**

**public** → **Access Specifier**

**BufferedReader br =new BufferedReader(new InputStreamReader(System.in));** → **I/O Stream**

**input1=Float.valueOf(input\_string1);** → **Type Casting**

**SubDiv object\_sd1 = new SubDiv(input1, input2);** → **Object Creation**

**object\_sd1 .Divide()** → **Method Call**

# Output

```
Command Prompt

D:\TA-WORK\TA-JULY-NOV-2018>javac Division.java
D:\TA-WORK\TA-JULY-NOV-2018>java Division

Enter the value of numerator : 20

Enter the value of denominator : 10
Result of Division: 2.0
Result of Division from single parameter(div by 2): 10.0

D:\TA-WORK\TA-JULY-NOV-2018>java Division

Enter the value of numerator : 2

Enter the value of denominator : 0
Result of Division: Infinity
Result of Division from single parameter(div by 2): 1.0

D:\TA-WORK\TA-JULY-NOV-2018>javac Division.java
D:\TA-WORK\TA-JULY-NOV-2018>java Division

Enter the value of numerator : 30

Enter the value of denominator : 0
Result of Division: Infinity
Result of Division from single parameter(div by 2): 15.0

D:\TA-WORK\TA-JULY-NOV-2018>
```

# Multi-threading in Java

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- Prior to Java 5
  - Main focus: multithreading through time-slicing (pseudo-parallelism)
  
- Java 5 and afterwards
  - Many more exclusive constructs
  - Targeted to utilize multi-core architecture (parallelism)



# Threads in Java (Prior to Java 5)

➤ Two ways (need to import java.lang.Thread)

## 1. By extending Thread class

```
class Multi extends Thread{
    public void run(){
        System.out.println("thread is running...");
    }
    public static void main(String args[]){
        Multi t1=new Multi();
        t1.start();
    }
}
```

**Output:** thread is running...

## 2. By implementing Runnable interface

```
class Multi3 implements Runnable{
    public void run(){
        System.out.println("thread is running...");
    }

    public static void main(String args[]){
        Multi3 m1=new Multi3();
        Thread t1 =new Thread(m1);
        t1.start();
    }
}
```

**Output:** thread is running...

## Thread class (contd..)

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- Class Thread: its method `run()` does its business when that thread is run
- But you never call `run()`. Instead, you call `start()` which lets Java start it and call `run()`

# Common Constructors of Thread class

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- Thread()
- Thread(String name)
- Thread(Runnable r)
- Thread(Runnable r, String name)

# Common methods of Thread class

- **public void run():** is used to perform action for a thread.
- **public void start():** starts the execution of the thread. JVM calls the run() method on the thread.
- **public void sleep (long milliseconds):** Causes the currently executing thread to sleep (temporarily cease execution) for the specified number of milliseconds.
- **public void join():** waits for a thread to die.
- **public void join(long milliseconds):** waits for a thread to die for the specified milliseconds.
- **public int getPriority():** returns the priority of the thread.
- **public int setPriority(int priority):** changes the priority of the thread.
- **public String getName():** returns the name of the thread.
- **public void setName(String name):** changes the name of the thread.
- **public Thread currentThread():** returns the reference of currently executing thread.
- **public int getId():** returns the id of the thread.
- **public Thread.State getState():** returns the state of the thread.
- **public boolean isAlive():** tests if the thread is alive.
- **public void yield():** causes the currently executing thread object to temporarily pause and allow other threads to execute.
- **public void suspend():** is used to suspend the thread(deprecated).
- **public void resume():** is used to resume the suspended thread(deprecated).
- **public void stop():** is used to stop the thread(deprecated).
- **public boolean isDaemon():** tests if the thread is a daemon thread.
- **public void setDaemon(boolean b):** marks the thread as daemon or user thread.
- **public void interrupt():** interrupts the thread.
- **public boolean isInterrupted():** tests if the thread has been interrupted.
- **public static boolean interrupted():** tests if the current thread has been interrupted

# Runnable interface

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- The Runnable interface should be implemented by any class whose instances are intended to be executed by a thread
- Runnable interface have only one method named **run()**

**public void run():** used to perform action for a thread

# Starting a thread

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- **start() method** of Thread class is used to start a newly created thread. It performs following tasks:
  - A new thread starts (with new callstack)
  - The thread moves from New state to the Runnable state
  - When the thread gets a chance to execute, its target run() method will run



# Starting a thread

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## ➤ To use Thread class directly

- Define a subclass of Thread and override run()
- Create a task as a Runnable, link it with a Thread, and then call start() on the Thread
  - ✓ The Thread will run the Runnable's run() method.

# Example

```
public class Worker implements Runnable
{
    public static void main (String[] args)
    {
        System.out.println("This is currently running on
the main thread, " +
            "the id is: " +
            Thread.currentThread().getId());

        Worker worker = new Worker();
        Thread thread = new Thread(worker);
        thread.start();
    }
}
```

```
@Override
public void run()
{
    System.out.println("This is currently running on
a separate thread, " +
        "the id is: " +
        Thread.currentThread().getId());
}
}
```

**Output:**

This is currently running on the main thread, the id is: 1  
This is currently running on a separate thread, the id is: 9

# Synchronization is Important

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- Every Java object with a *critical section* of code gets a lock associated with the object
- To enter critical section a thread need to obtain the corresponding object's lock

## **General Syntax :**

```
synchronized (object)
{
//statement to be synchronized
}
```

# Example with No-Synchronization

```
class First{  
    public void display(String msg) {  
        System.out.print ("["+msg);  
        try {  
            Thread.sleep(1000);  
        }  
        catch(InterruptedException e) {  
            e.printStackTrace();  
        }  
        System.out.println ("]");  
    }  
}
```

```
class Second extends Thread{  
    String msg;  
    First fobj;  
    Second (First fp,String str) {  
        fobj = fp;  
        msg = str;  
        start();  
    }  
    public void run() {  
        fobj.display(msg);  
    }  
}
```

## Example with No-Synchronization (contd..)

```
public class Syncro
{
    public static void main (String[] args) {
        First fnew = new First();
        Second ss = new Second(fnew, "welcome");
        Second ss1= new Second (fnew,"new");
        Second ss2 = new Second(fnew,
        "programmer");
    }
}
```

### Output:

```
[welcome [ new [ programmer]
]
]
```

In this program, object **fnew** of class First is shared by all the three running threads (ss, ss1 and ss2) to call the shared method(**display**). Hence the result is unsynchronized and such situation is called **Race condition**

# Synchronized keyword

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- To synchronize the program, we must *serialize* access to the shared **display()** method, making it available to only one thread at a time
- This is done using keyword **synchronized** with display() method



# Example with Synchronization

```
class First{  
    public void display(String msg) {  
        System.out.print ("["+msg);  
        try {  
            Thread.sleep(1000);  
        }  
        catch(InterruptedException e)  
        {  
            e.printStackTrace();  
        }  
        System.out.println ("]");  
    }  
}
```

```
class Second extends Thread{  
    String msg;  
    First fobj;  
    Second (First fp,String str) {  
        fobj = fp;  
        msg = str;  
        start();  
    }  
    public void run() {  
        synchronized(fobj)    //Synchronized block  
        { fobj.display(msg); }  
    }  
}
```

# Example with Synchronization (contd..)

```
public class Syncro1{  
    public static void main (String[] args) {  
        First fnew = new First();  
        Second ss = new Second(fnew,  
        "welcome");  
        Second ss1= new Second  
        (fnew,"new");  
        Second ss2 = new Second(fnew,  
        "programmer");  
    }  
}
```

## Output:

```
[welcome]  
[new]  
[programmer]
```

Because of synchronized block this program gives the expected output

# Synchronization (prior to Java 5)

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## ➤ Synchronized methods

```
public class SynchronizedCounter {  
    public synchronized void update(int x) {  
        count += x;  
    }  
    public synchronized void reset {  
        count = 0;  
    }  
}
```

# Synchronization (prior to Java 5)

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## ➤ Synchronized statements

```
public class MsLunch {  
    private long c1 = 0;  
    private long c2 = 0;  
    private Object lock1 = new Object();  
  
    public void inc1() {  
        synchronized(lock1) { c1++; }  
    }  
}
```

# Join

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- The **Thread** class defines various primitive methods you could not implement on your own
  - For example: **start**, which calls **run** in a new thread
- The **join()** method is one such method, essential for coordination in this kind of computation
  - Caller blocks until/unless the receiver is done executing (meaning its **run** returns)
  - E.g. in method **foo()** running in “main” thread, we call:  
`myThread.start();    myThread.join();`
  - Then this code waits (“blocks”) until **myThread**’s **run()** completes
- **Fork-Join framework (Java 7 onwards)**

# Java 5 and later

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- Improved concurrent programming support
- Try to exploit multi-core architecture
- Dedicated concurrency support package - *java.util.concurrent*



# Atomic and lock objects

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- *java.util.concurrent.atomic* contains constructs to work with atomic objects
  - When an atomic object is accessed. The operation either completes or does not take place at all
  - Atomic objects provide a way to implement synchronization without using locks
  
- *java.util.concurrent.lock* contains constructs to manage locks
  - Defines interfaces and classes for locking and waiting for certain condition
  - Allows creation of own synchronization frameworks different than built-in locking and monitors

**Read yourself the package details**

# Synchronization

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- Java.util.concurrent contains several synchronization constructs
  - Semaphore
  - CountdownLatch
  - Barriers
  - Executor

**Read yourself the details**

# Java Volatile Keyword

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- The Java volatile keyword is used to mark a Java variable as "being stored in main memory"
  - Every read of a volatile variable will be read from the computer's main memory, and not from the CPU cache
  - Every write to a volatile variable will be written to main memory, and not just to the CPU cache
  - From Java 5 onwards the volatile keyword guarantees
    - Visibility of changes to variables across threads
    - Happens-Before relations

# The Java volatile Visibility Guarantee (contd..)

- Suppose two threads access a shared object which contains a counter variable declared like this

```
public class SharedObject {  
    public int counter = 0;}  
}
```

- Only Thread 1 increments counter, but both Threads may read
- If counter not declared volatile, there is no guarantee when the value of the counter variable is written from the CPU cache back to main memory
  - The counter value in CPU cache may not be the same as in main memory

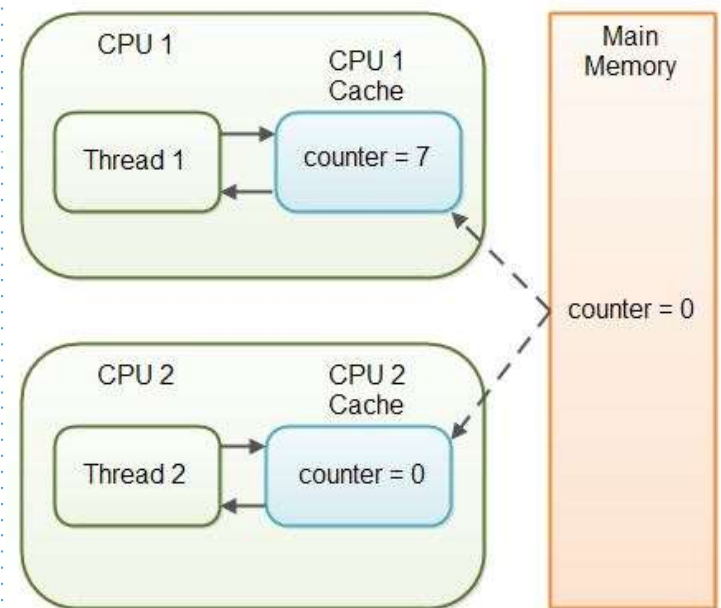


Image Source: <http://tutorials.jenkov.com/java-concurrency/volatile.html>

# The Java volatile Happens-Before Guarantee

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- If Thread A writes to a volatile variable and Thread B subsequently reads the same volatile variable, then all variables *visible* to Thread A before writing the volatile variable, will also be *visible* to Thread B after it has read the volatile variable
  
- The reading and writing instructions of volatile variables cannot be *reordered* by the JVM (the JVM may reorder instructions for performance reasons as long as the JVM detects no change in program behaviour from the reordering)
  - Instructions before and after can be reordered, but the volatile read or write cannot be mixed with these instructions
  - Whatever instructions follow a read or write of a volatile variable are guaranteed to happen after the read or write



## The Java volatile Happens-Before Guarantee (contd..)

- Look at this (counter is declared volatile)

Thread A:

```
sharedObject.nonVolatile = 123;  
sharedObject.counter    = sharedObject.counter + 1;
```

Thread B:

```
int counter    = sharedObject.counter;  
int nonVolatile = sharedObject.nonVolatile;
```

- Since Thread A writes the non-volatile variable `sharedObject.nonVolatile` before writing to the volatile `sharedObject.counter`, both `sharedObject.nonVolatile` and `sharedObject.counter` are written to main memory when Thread A writes to `sharedObject.counter` (the volatile variable).
- Since Thread B starts by reading the volatile `sharedObject.counter`, then both the `sharedObject.counter` and `sharedObject.nonVolatile` are read from main memory into the CPU cache used by Thread B. By the time Thread B reads `sharedObject.nonVolatile` it will see the value written by Thread A



# Threading in Swing

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- Swing: the package in Java for GUI programming
- Threading matters a lot in Swing GUIs
  - main's thread ends “early”
  - `JFrame.setVisible(true)` starts the “GUI thread”
- Swing methods run in a separate thread called the **Event-Dispatching Thread (EDT)**
  - Why? GUIs need to be responsive quickly (important for good user interaction)

# Threading in Swing

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- All operations that update GUI components MUST happen in the EDT
  - `SwingUtilities.invokeLater(Runnable r)` is a method that runs a task in the EDT when appropriate
- But execute slow tasks in separate *worker threads*
- To make common tasks easier, use a `SwingWorker` task

# SwingWorker

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- A class designed to be extended to define a task for a worker thread
  - Override method **doInBackground()**  
This is like `run()` – it's what you want to do
  - Override method **done()**  
This method is for updating the GUI afterwards
    - It will be run in the EDT

# Note

- We'll have one tutorial on Java (for those who are new)!
  - Time and venue will be intimated to you later
- Assignments will be posted by next weekend
  - Get some practice on Java till then
  - If already know, relax and enjoy the weekend!



**END**

