

Java Threads in a Nutshell

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Logistics

Today

- ▶ Finish out OpenMP
- ▶ Java Threads

Reading

- ▶ Grama 7.10 (OpenMP)
- ▶ [OpenMP Tutorial at Laurence Livermore National Labs](#)
- ▶ [Java Concurrency Tutorial](#)
- ▶ *GPU parallel program development using CUDA* by Tolga Soyata
 - ▶ Ch 6 start GPU Coverage
 - ▶ [UMN Library Link](#)

Schedule

4/04	Tue	OpenMP Wrap Java Threads
4/06	Tue	CUDA / GPUs
4/11	Tue	CUDA / GPUs
4/13	Thu	CUDA / GPUs Mini-Exam 3

Threads in Java

- ▶ Java was built with concurrency in mind
- ▶ `java.lang.Thread` is a core part of the language
- ▶ Represents a runnable unit
- ▶ `java.lang.Runnable` does so similarly as an interface

Typical Parallel Setup

- ▶ Create a class which extends `Thread`
- ▶ Override the `run()` method to do real work
- ▶ In a `main()` method, instantiate the thread class and invoke the `thread.start()`, thread begins execution asynchronously
- ▶ Eventually call `thread.join()` to wait for thread to finish

Picalc example (again)

Three variants

1. Reduction version: no thread synchronization required
2. Synchronized methods: only one thread executes a method at a time
3. Synchronized statements: any java object can be a lock

Highlights of PicalcReduction.java

- ▶ Create a nested subclass

```
static class CalcThread extends Thread
```

- ▶ Fields and constructor allows initialization information to be communicated

```
    public CalcThread(int threadNum, int nPoints){  
        this.threadNum = threadNum;  
        this.nPoints = nPoints;  
    }
```

- ▶ Override the public void run() to initialize a Random number generator, perform hit computations, update this.hits
- ▶ Accessor public int getHits() allows retrieval of hits computed
- ▶ main() method creates an array of CalcThreads, starts them running
- ▶ join() each thread to wait for it to finish, sum up hits with
 threads[i].join();
 totalHits += threads[i].getHits();
- ▶ Must be aware of an irritating InterruptedException

Highlights of PicalcSynchMethod.java

- ▶ Class field to track total hits

```
static int totalHits;
```

- ▶ Class method to control updates: **synchronized**

```
static synchronized void incrTotal(){  
    totalHits++;  
}
```

- ▶ Only one thread in the method at a time
- ▶ Nested class CalcThread calls incrTotal() to update totalHits
- ▶ main() spins up threads and waits to join
- ▶ No need to perform any reductions

Highlights of PicalcSynchStatement.java

- ▶ Class field to track total hits
`static int totalHits;`
- ▶ Class field to serve as a lock to control access
`static Object lock = new Object();`
- ▶ Nested class CalcThread directly updates by acquiring/releasing lock

```
synchronized(lock){  
    totalHits++;  
}
```
- ▶ Only one thread in the critical section at time
- ▶ `main()` spins up threads and waits to join
- ▶ No need to perform any reductions

Timings of Java Variants

```
>> cd 13-java-threads-code
>> time java PicalcReduction
npoints: 75000000
threads: 4
hits: 58909237
pi_est: 3.141826

real    0m0.982s
user    0m3.401s
sys     0m0.071s
```

	75M	75M	75M
samples	1	2	4
threads			
JAVA			
PicalcReduction	3.378	1.803	0.988
PicalcSynchMethod	4.272	7.755	10.623
PicalcSynchStatement	3.366	7.753	10.866
PTHEADS			
mutex_fast	1.032	0.521	0.268

Java

Keep in mind the slower times might be improved with tweaks to compilation + runtime invocation, perhaps with [ahead of time compilation via jaotc](#). The JVM does a LOT of stuff favoring flexibility over performance

Exercise: Java Collisions

- ▶ `Collisions.java` gives a serial collision detector
- ▶ Discuss with a neighbor how to parallelize this in Java
- ▶ Will require a `Thread` subclass
- ▶ Discuss using reductions or synchronized methods/statements
- ▶ Be fairly **specific** with your design: sketch subclasses, fields, methods

Note on Synchronized Sections

- ▶ Synchronized methods are synced on the associated object
- ▶ Only one thread is in ANY method at a time
- ▶ Maintain consistency of object state
- ▶ static methods sync on class, can only be in one at a time

```
class C {  
    int total;  
    public C(){ this.total = 0; }  
  
    synchronized void incrTotal(){  
        total++;  
    }  
    synchronized void decrTotal(){  
        total++;  
    }  
}
```

```
class D {  
    static int total;  
  
    synchronized static void incrTotal(){  
        total++;  
    }  
    synchronized static void decrTotal(){  
        total++;  
    }  
}
```

Contrast

- ▶ Unlike the new collection implementations, Vector is synchronized.
- ▶ ArrayList: Note that this implementation is not synchronized.

Example of Easy Creation of a Synchronized Instance

From ArrayList [Java Docs](#)

Note that this implementation is not synchronized. If multiple threads access an ArrayList instance concurrently, and at least one of the threads modifies the list structurally, it must be synchronized externally. (A structural modification is any operation that adds or deletes one or more elements, or explicitly resizes the backing array; merely setting the value of an element is not a structural modification.) This is typically accomplished by synchronizing on some object that naturally encapsulates the list. If no such object exists, the list should be “wrapped” using the Collections.synchronizedList method. This is best done at creation time, to prevent accidental unsynchronized access to the list:

```
List list = Collections.synchronizedList(new ArrayList(...));
```

Question

What does the code for `synchronizedList(..)` look like?

Iterators are Inherently Serial

Manual synchronization on iterators is still required.

```
synchronized (list) {  
    Iterator i = list.iterator();  
    while (i.hasNext())  
        foo(i.next());  
}
```

- ▶ Required if another thread is performing `list.add(x)`
- ▶ Prevents `ConcurrentModificationException`

Wait, Notify, Volatility

```
class C {  
    public volatile boolean joy = false;  
    public void guardedJoy() {  
        while(!joy) {}           // Busy polling  
        System.out.println("Joy has been achieved!");  
    }  
  
    public synchronized void guardedJoy() {  
        while(!joy) {  
            try {  
                this.wait();      // Blocking wait  
            } catch (InterruptedException e) {}  
        }  
        System.out.println("Joy and efficiency have been achieved!");  
    }  
    public synchronized notifyJoy() {  
        this.joy = true;  
        this.notifyAll();  
    }  
}
```

See: WaitNotify.java for timings

Java's Memory Model

At the bottom of this issue lies the need for aggressive optimization in the face of concurrency: any mechanism which ensures memory coherency between threads is expensive, and much (most) of the data is not shared between threads. Therefore the data not explicitly marked volatile, or protected by locks, is treated as thread-local by default (without strict guarantees, of course).

– [*Marko Topolnik, Stack Overflow*](#)

Exercise: False Sharing in Java

- ▶ A subtle performance issue may occur in Java
- ▶ How might **false sharing** happen in the nearby Picalc computation?
Hint: where are the CalcThread objects allocated?
- ▶ How can such false sharing be avoided?

```
public class PicalcReduction {
    static class CalcThread extends Thread{
        int hits; // hits in this thread

        public void run(){
            ...;
            if (x*x + y*y <= 1.0){
                this.hits++;
            }
        }
    }

    public static void main(String args[]) {
        ...;
        for(int i=0; i<nThreads; i++){
            threads[i] = new CalcThread(i, ...);
            threads[i].start();
        }
        ...;
    }
}
```

Answers: False Sharing in Java 1 / 2 (Problem)

- ▶ **Heap-allocated data** may be on the same cache line
- ▶ `CalcThread` objects are heap allocated and their fields `this.hits` are incremented
- ▶ If the objects cross cache lines, may result in false sharing

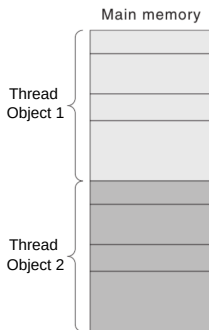


Figure 9.1 Per-thread variable memory layout

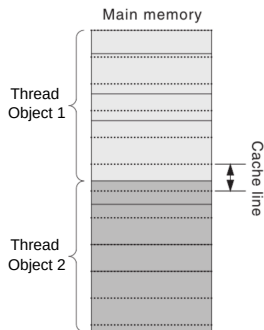


Figure 9.2 Memory layout showing cache line boundaries

Source: Building Parallel Programs, Kaminsky

Answers: False Sharing in Java 2 / 2 (Fixes)

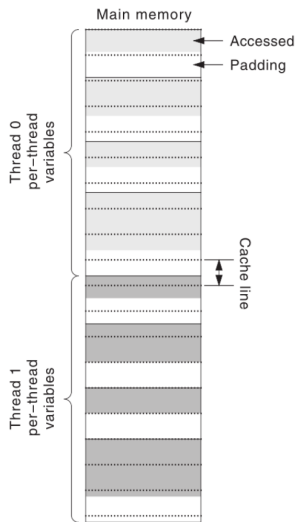


Figure 9.3 Memory layout with extra padding

```
public class PicalcReduction {  
    static class CalcThreadPad extends Thread{  
        int hits; // hits in this thread  
        long pad0, pad1, pad2, pad3, // padding  
            pad4, pad5, pad6, pad7;  
        public void run(){  
            ...;  
            if (x*x + y*y <= 1.0){  
                this.hits++;  
            }  
        }  
    }  
    static class CalcThreadLoc extends Thread{  
        int hits; // hits in this thread  
        public void run(){  
            int myhits = 0; // stack local  
            ...;  
            if (x*x + y*y <= 1.0){  
                myhits++;  
            }  
            this.hits = myhits;  
        }  
    }  
}
```

Other Capabilities in Java

Generally concurrency is a prime part of Java and one of its strengths. Capabilities continue to evolve so one might explore any or all of the following for better concurrency and parallelism.

- ▶ Concurrent collections (ConcurrentMap rather than HashMap and TreeMap)
- ▶ Runnable interface - class provides a `run()` method

```
Runnable r = new Something();
Thread t = new Thread(r);
```
- ▶ Executor interface and associates for more complex scheduling
- ▶ Use of ThreadPools to farm out work
- ▶ New-ish ForkJoinPool