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# Java Multithreading / Concurrency

# References

- Liang. **Introduction to Java Programming**, Seventh Edition, 2009 Pearson Education

# 6.1 Threads in Java

# Thread

- Thread: single sequential flow of control within a program
- Single-threaded program can handle one task at any time.
- Multitasking allows single processor to run several concurrent threads.
- Most modern operating systems support multitasking.

# Advantages of Multithreading (1)

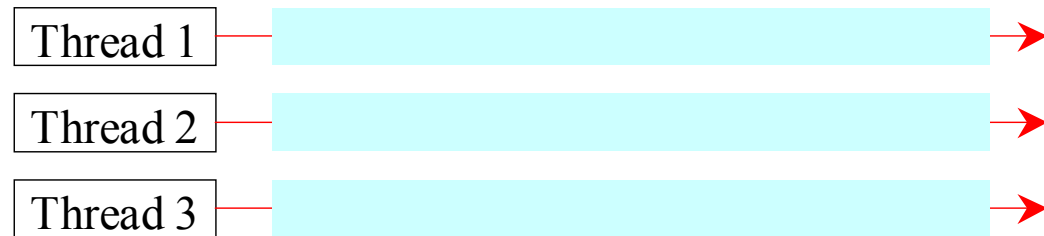
- Reactive systems – constantly monitoring
- More responsive to user input – GUI application can interrupt a time-consuming task
- Server can handle multiple clients simultaneously
- Can take advantage of parallel processing

# Advantages of Multithreading (2)

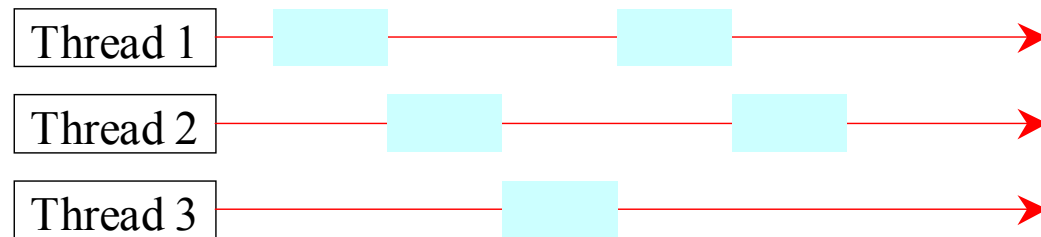
- Different processes do not share memory space.
- A thread can execute concurrently with other threads within a single process.
- All threads managed by the JVM share memory space and can communicate with each other.

# Threads Concept

Multiple threads on multiple CPUs



Multiple threads sharing a single CPU





# Threads in Java

Creating threads in Java:

- Extend `java.lang.Thread` class

OR

- Implement `java.lang.Runnable` interface

# Threads in Java

## Creating threads in Java:

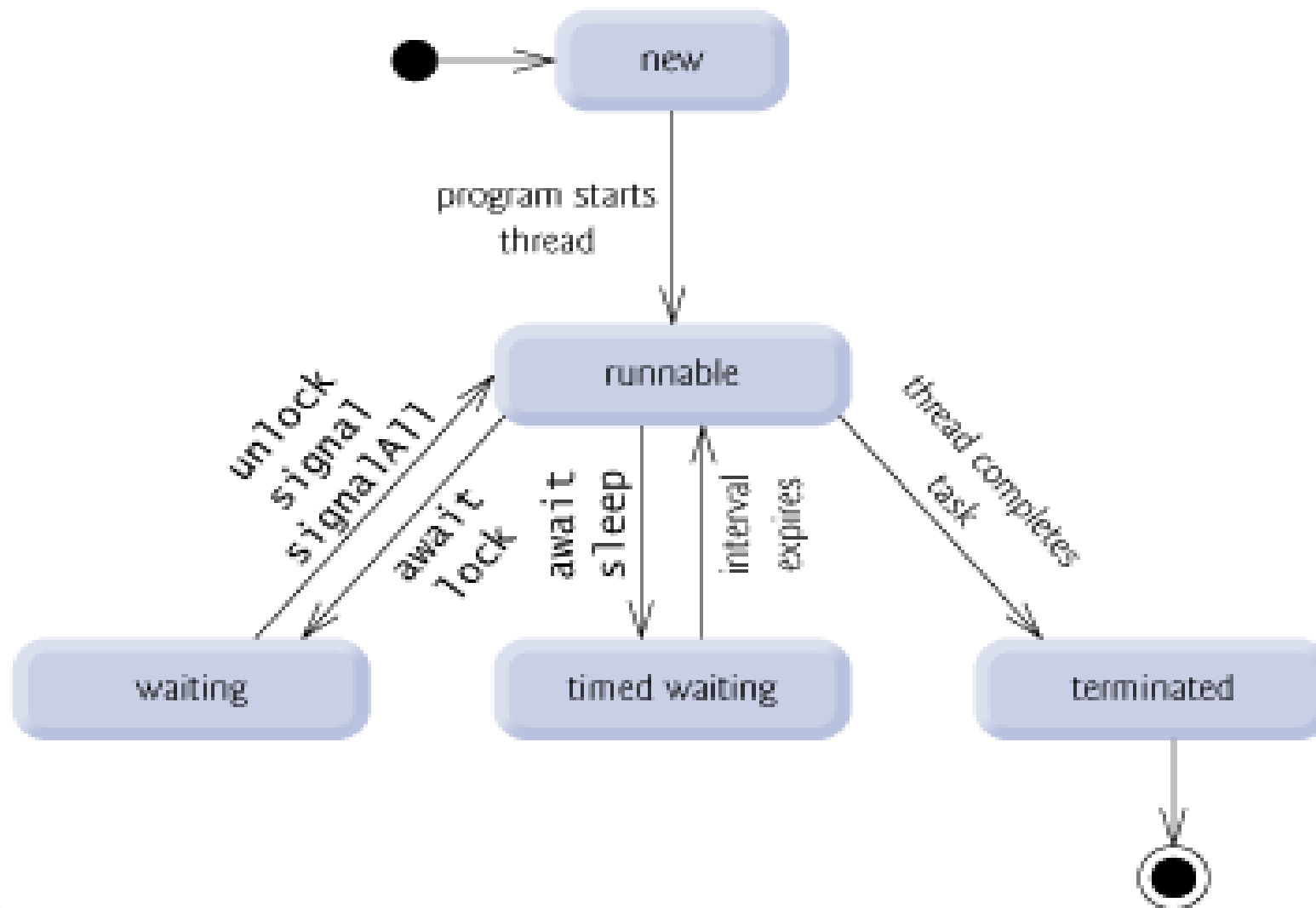
- Extend `java.lang.Thread` class
  - `run()` method must be overridden (similar to main method of sequential program)
  - `run()` is called when execution of the thread begins
  - A thread terminates when `run()` returns
  - `start()` method invokes `run()`
  - Calling `run()` does not create a new thread
- Implement `java.lang.Runnable` interface

# Threads in Java

Creating threads in Java:

- Extend java.lang.Thread class
- Implement java.lang.Runnable interface
  - If already inheriting another class (i.e., JApplet)
  - Single method: public void run()
  - Thread class implements Runnable.

# Thread States



# Thread termination

A thread becomes Not Runnable when one of these events occurs:

- Its sleep method is invoked.
- The thread calls the wait method to wait for a specific condition to be satisfied.
- The thread is blocking on I/O.

# Creating Tasks and Threads

`java.lang.Runnable`  `TaskClass`

```
// Custom task class
public class TaskClass implements Runnable {
    ...
    public TaskClass(...) {
        ...
    }

    // Implement the run method in Runnable
    public void run() {
        // Tell system how to run custom thread
        ...
    }
    ...
}
```

```
// Client class
public class Client {
    ...
    public void someMethod() {
        ...
        // Create an instance of TaskClass
        TaskClass task = new TaskClass(...);

        // Create a thread
        Thread thread = new Thread(task);

        // Start a thread
        thread.start();
        ...
    }
    ...
}
```

# Exercise

## Using the Runnable Interface to Create and Launch Threads

- Objective: Create and run three threads:
  - The first thread prints the letter *a* 100 times.
  - The second thread prints the letter *b* 100 times.
  - The third thread prints the integers 1 through 100.

# The Thread Class

«interface»  
*java.lang.Runnable*



java.lang.Thread

+Thread()	Creates a default thread.
+Thread(task: Runnable)	Creates a thread for a specified task.
+start(): void	Starts the thread that causes the run() method to be invoked by the JVM.
+isAlive(): boolean	Tests whether the thread is currently running.
+setPriority(p: int): void	Sets priority p (ranging from 1 to 10) for this thread.
+join(): void	Waits for this thread to finish.
+ <u>sleep(millis: long): void</u>	Puts the runnable object to sleep for a specified time in milliseconds.
+ <u>yield(): void</u>	Causes this thread to temporarily pause and allow other threads to execute.
+interrupt(): void	Interrupts this thread.



# The Static yield() Method

You can use the yield() method to temporarily release time for other threads. For example, suppose you modify the code in Lines 53-57 in TaskThreadDemo.java as follows:

```
public void run() {  
    for (int i = 1; i <= lastNum; i++) {  
        System.out.print(" " + i);  
        Thread.yield();  
    }  
}
```

Every time a number is printed, the print100 thread is yielded. So, the numbers are printed after the characters.

# The static sleep Method

The sleep(long mills) method puts the thread to sleep for the specified time in milliseconds. For example, suppose you modify the code in Lines 53-57 in TaskThreadDemo.java as follows:

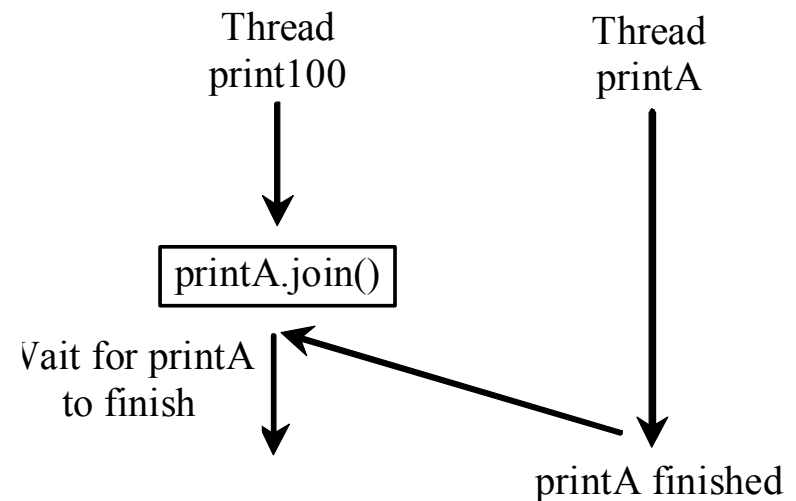
```
public void run() {  
    for (int i = 1; i <= lastNum; i++) {  
        System.out.print(" " + i);  
        try {  
            if (i >= 50) Thread.sleep(1);  
        }  
        catch (InterruptedException ex) {  
        }  
    }  
}
```

Every time a number ( $\geq 50$ ) is printed, the print100 thread is put to sleep for 1 millisecond.

# The join() Method

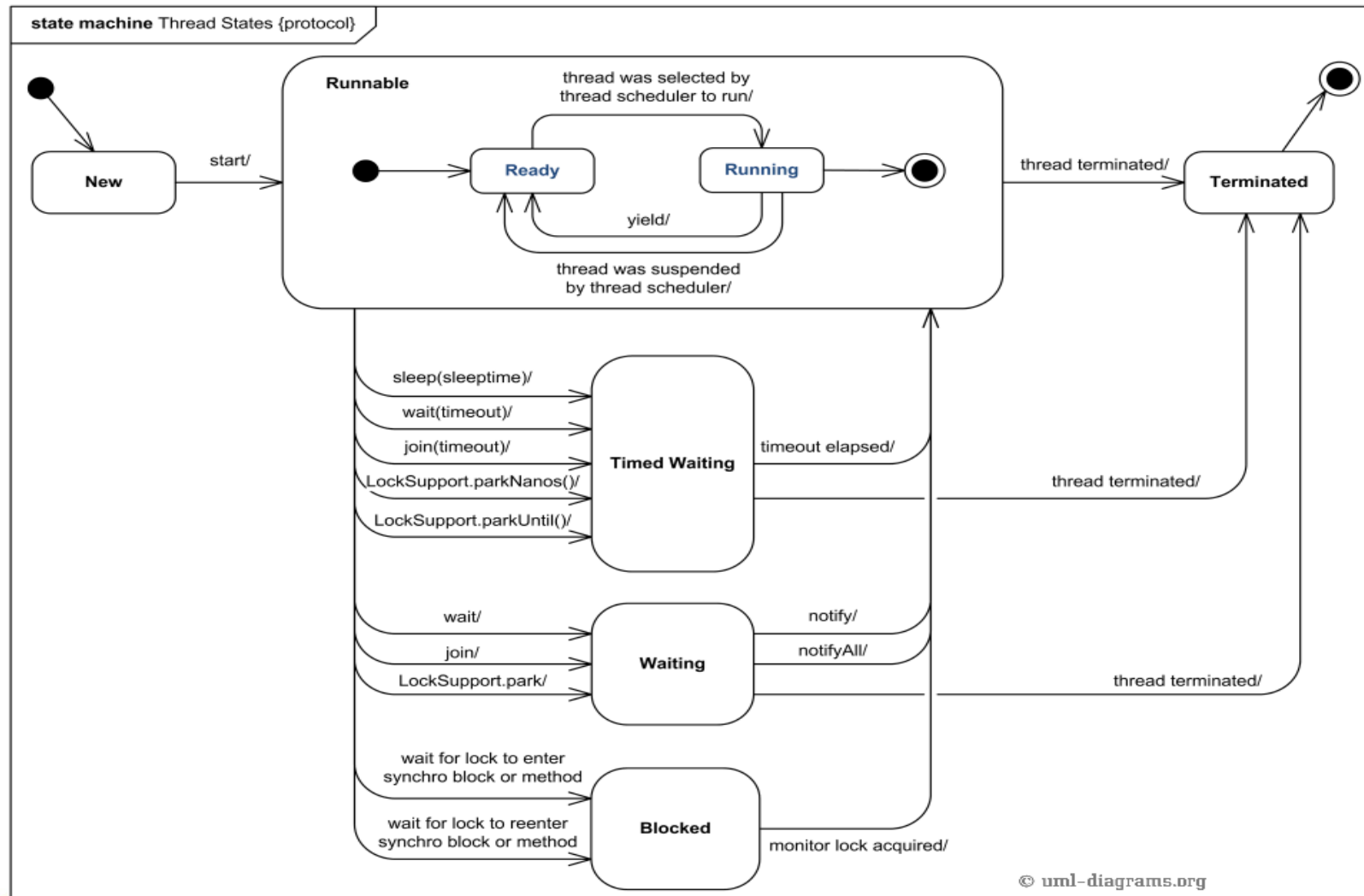
You can use the join() method to force one thread to wait for another thread to finish. For example, suppose you modify the code in Lines 53-57 in TaskThreadDemo.java as follows:

```
public void run() {  
    Thread thread4 = new Thread(  
        new PrintChar('c', 40));  
    thread4.start();  
    try {  
        for (int i = 1; i <= lastNum; i++) {  
            System.out.print(" " + i);  
            if (i == 50) thread4.join();  
        }  
    }  
    catch (InterruptedException ex) {  
    }  
}
```



The numbers after 50 are printed after thread printA is finished.

# Thread States



# Thread methods

isAlive()

- method used to find out the state of a thread.
- returns true: thread is in the Ready, Blocked, or Running state
- returns false: thread is new and has not started or if it is finished.

interrupt()

If a thread is currently in the Ready or Running state, its interrupted flag is set; if a thread is currently blocked, it is awakened and enters the Ready state, and an `java.io.InterruptedExceptio`n is thrown.

The `isInterrupt()` method tests whether the thread is interrupted.

# The deprecated Methods

NOTE: The Thread class also contains the stop(), suspend(), and resume() methods. As of Java 2, these methods are *deprecated* (or *outdated*) because they are known to be inherently unsafe. You should assign null to a Thread variable to indicate that it is stopped rather than use the stop() method.

# Thread Priority

- Each thread is assigned a default priority of `Thread.NORM_PRIORITY` (constant of 5). You can reset the priority using `setPriority(int priority)`.
- Some constants for priorities include  
`Thread.MIN_PRIORITY`  
`Thread.MAX_PRIORITY`  
`Thread.NORM_PRIORITY`
- By default, a thread has the priority level of the thread that created it.

# Thread Scheduling

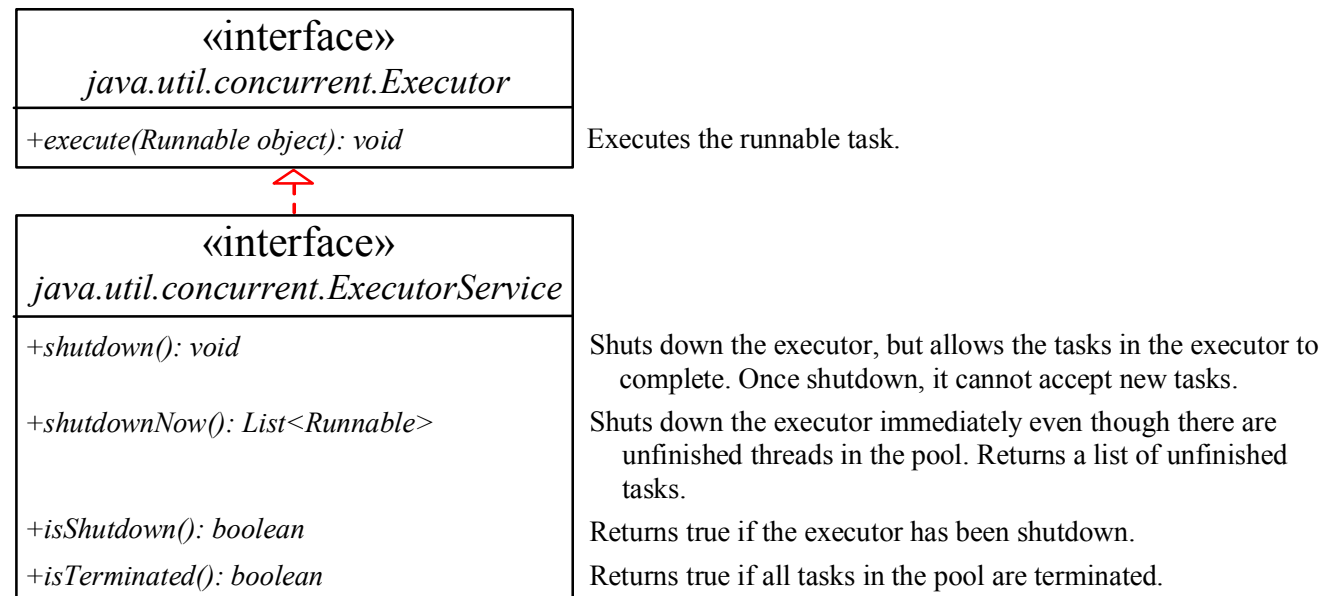
- An operating system's thread scheduler determines which thread runs next.
- Most operating systems use *timeslicing* for threads of equal priority.
- *Preemptive scheduling*: when a thread of higher priority enters the running state, it preempts the current thread.
- *Starvation*: Higher-priority threads can postpone (possible forever) the execution of lower-priority threads.



## 6.2 Thread Management

# Thread Management: Thread Pools

- Starting a new thread for each task could limit throughput and cause poor performance.
- A thread pool is ideal to manage the number of tasks executing concurrently.
- Executor interface for executing Runnable objects in a thread pool
- ExecutorService is a subinterface of Executor.



# Creating Executors

To create an Executor object, use the static methods in the Executors class.

java.util.concurrent.Executors	
+newFixedThreadPool(numberOfThreads: int): ExecutorService	Creates a thread pool with a fixed number of threads executing concurrently. A thread may be reused to execute another task after its current task is finished.
+newCachedThreadPool(): ExecutorService	Creates a thread pool that creates new threads as needed, but will reuse previously constructed threads when they are available.

## 6.3 Thread Synchronization

# Thread Synchronization

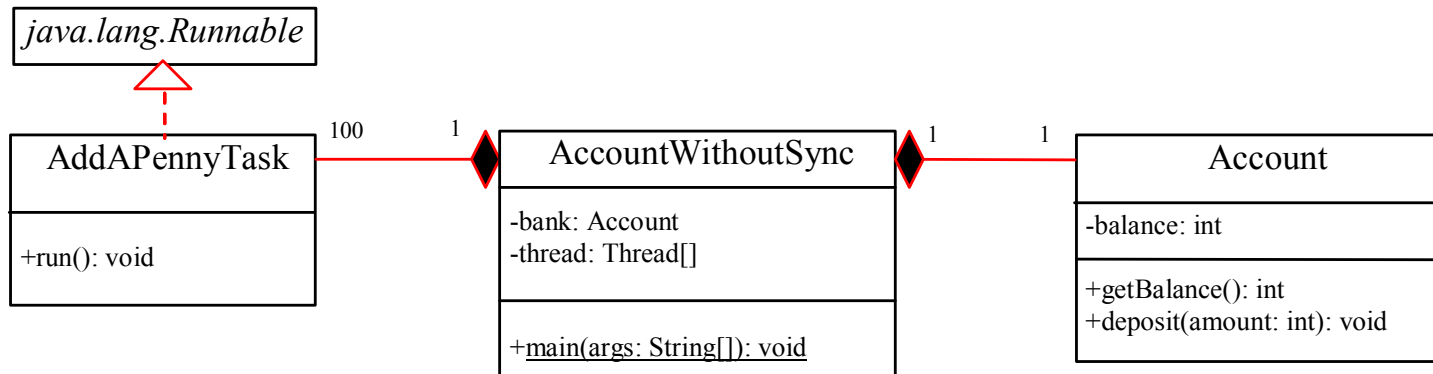
A shared resource may be corrupted if it is accessed simultaneously by multiple threads.

Example: two unsynchronized threads accessing the same bank account may cause conflict.

Step	balance	thread[i]	thread[j]
1	0	newBalance = bank.getBalance() + 1;	
2	0		newBalance = bank.getBalance() + 1;
3	1	bank.setBalance(newBalance);	
4	1		bank.setBalance(newBalance);

# Example: Showing Resource Conflict

- Objective: Write a program that demonstrates the problem of resource conflict. Suppose that you create and launch one hundred threads, each of which adds a penny to an account. Assume that the account is initially empty.



# Race Condition

What, then, caused the error in the example? Here is a possible scenario:

Step	balance	Task 1	Task 2
1	0	newBalance = balance + 1;	
2	0		newBalance = balance + 1;
3	1	balance = newBalance;	
4	1		balance = newBalance;

- Effect: Task 1 did nothing (in Step 4 Task 2 overrides the result)
- Problem: Task 1 and Task 2 are accessing a common resource in a way that causes conflict.
- Known as a *race condition* in multithreaded programs.
- A *thread-safe* class does not cause a race condition in the presence of multiple threads.
- The Account class is not thread-safe.

# The ‘synchronized’ keyword

- Problem: race conditions
- Solution: give exclusive access to one thread at a time to code that manipulates a shared object.
- Synchronization keeps other threads waiting until the object is available.
- The synchronized keyword synchronizes the method so that only one thread can access the method at a time.
- The critical region in the Listing 29.7 is the entire deposit method.
- One way to correct the problem in Listing 29.7: make Account thread-safe by adding the synchronized keyword in deposit:  
    public synchronized void deposit(double amount)

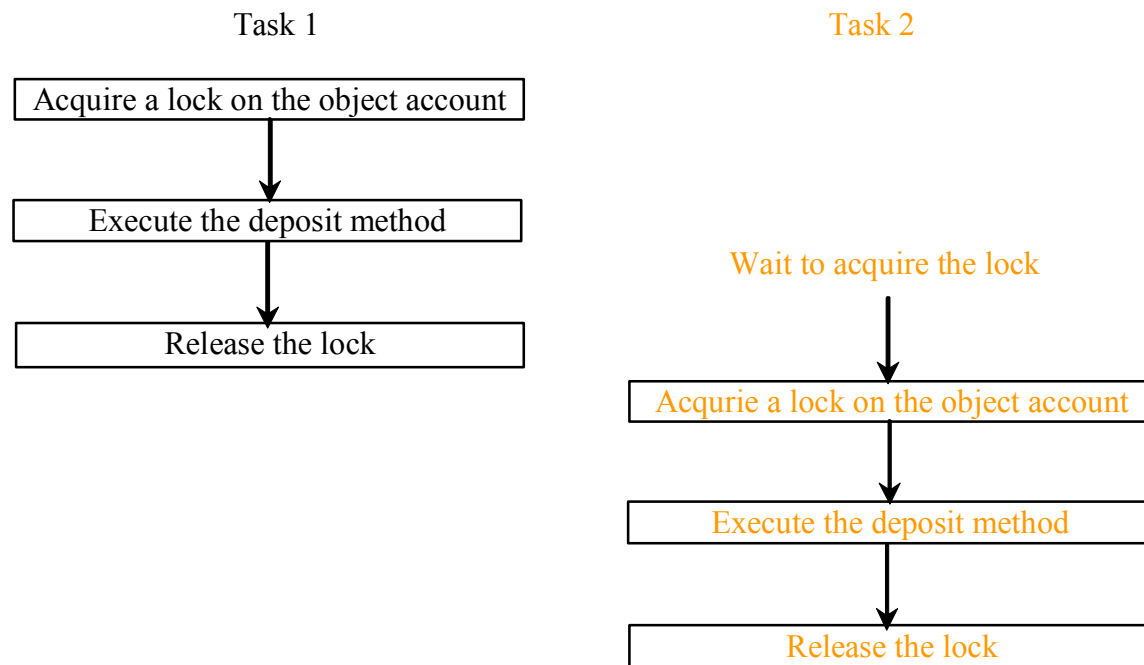


# Synchronizing Instance Methods and Static Methods

- A synchronized method acquires a lock before it executes.
- Instance method: the lock is on the object for which it was invoked.
- Static method: the lock is on the class.
- If one thread invokes a synchronized instance method (respectively, static method) on an object, the lock of that object (respectively, class) is acquired, then the method is executed, and finally the lock is released.
- Another thread invoking the same method of that object (respectively, class) is blocked until the lock is released.

# Synchronizing Instance Methods and Static Methods

With the deposit method synchronized, the preceding scenario cannot happen. If Task 2 starts to enter the method, and Task 1 is already in the method, Task 2 is blocked until Task 1 finishes the method.



# Synchronizing Statements

- Invoking a synchronized instance method of an object acquires a lock on the object.
- Invoking a synchronized static method of a class acquires a lock on the class.
- A *synchronized block* can be used to acquire a lock on any object, not just *this* object, when executing a block of code.

```
synchronized (expr) {  
    statements;  
}
```

- `expr` must evaluate to an object reference.
- If the object is already locked by another thread, the thread is blocked until the lock is released.
- When a lock is obtained on the object, the statements in the synchronized block are executed, and then the lock is released.

# Synchronizing Statements vs. Methods

Any synchronized instance method can be converted into a synchronized statement. Suppose that the following is a synchronized instance method:

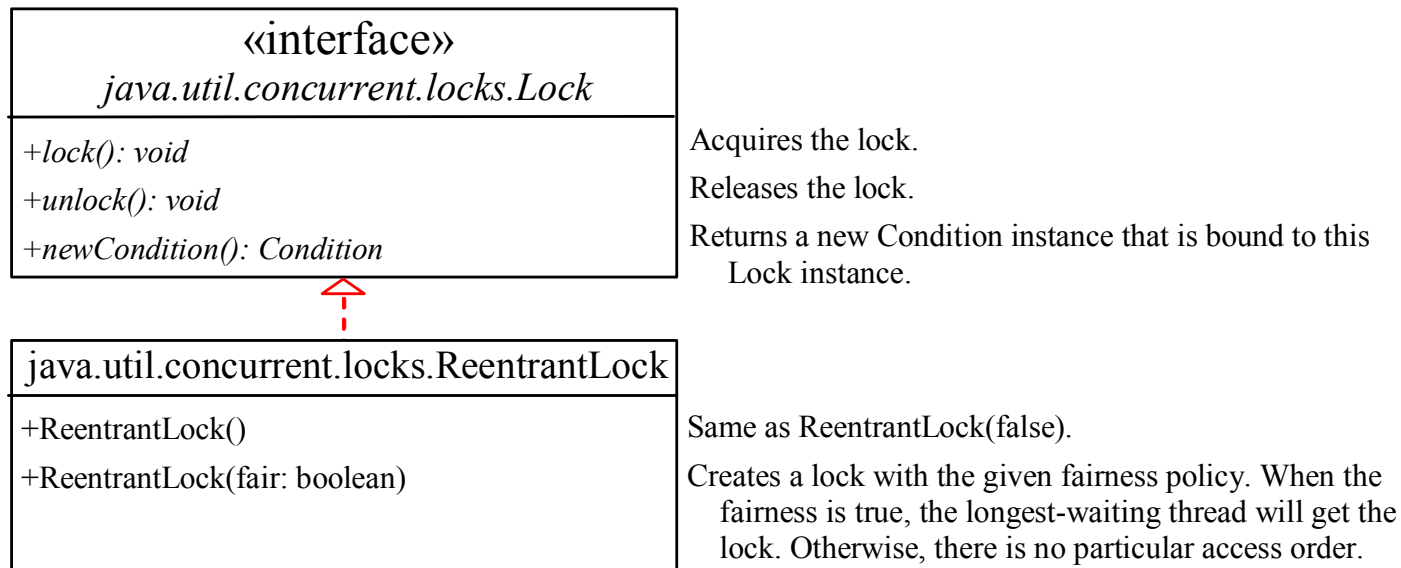
```
public synchronized void xMethod() {  
    // method body  
}
```

This method is equivalent to

```
public void xMethod() {  
    synchronized (this) {  
        // method body  
    }  
}
```

# Synchronization Using Locks

- A synchronized instance method implicitly acquires a lock on the instance before it executes the method.
- You can use locks explicitly to obtain more control for coordinating threads.
- A lock is an instance of the Lock interface, which declares the methods for acquiring and releasing locks.
- newCondition() method creates Condition objects, which can be used for thread communication.



# Fairness Policy

- ReentrantLock: concrete implementation of Lock for creating mutually exclusive locks.
- Create a lock with the specified fairness policy.
- True fairness policies guarantee the longest-wait thread to obtain the lock first.
- False fairness policies grant a lock to a waiting thread without any access order.
- Programs using fair locks accessed by many threads may have poor overall performance than those using the default setting, but have smaller variances in times to obtain locks and guarantee lack of starvation.

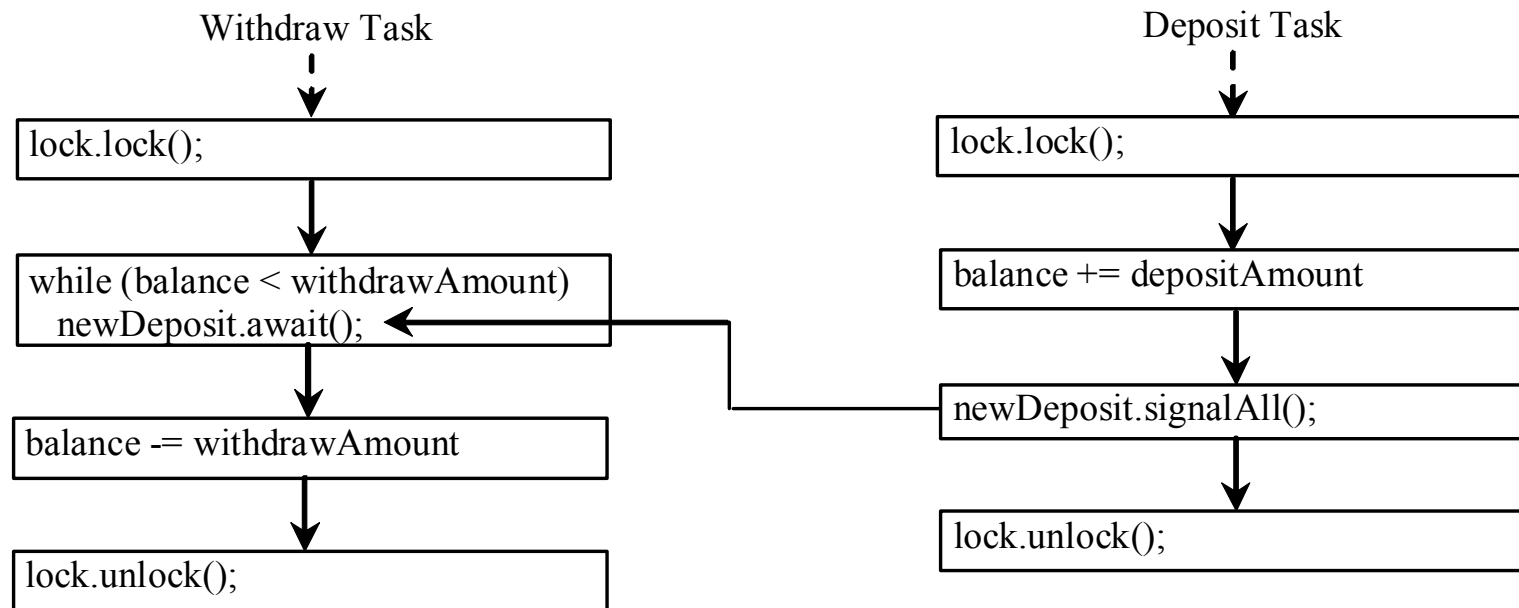
# Cooperation Among Threads

- Conditions can be used for communication among threads.
- A thread can specify what to do under a certain condition.
- newCondition() method of Lock object.
- Condition methods:
  - await() current thread waits until the condition is signaled
  - signal() wakes up a waiting thread
  - signalAll() wakes all waiting threads

«interface» <i>java.util.concurrent.Condition</i>	
+ <i>await(): void</i>	Causes the current thread to wait until the condition is signaled.
+ <i>signal(): void</i>	Wakes up one waiting thread.
+ <i>signalAll(): Condition</i>	Wakes up all waiting threads.

# Cooperation Among Threads

- Lock with a condition to synchronize operations: newDeposit
- If the balance is less than the amount to be withdrawn, the withdraw task will wait for the newDeposit condition.
- When the deposit task adds money to the account, the task signals the waiting withdraw task to try again.
- Interaction between the two tasks.





# *Example:* Thread Cooperation

Write a program that demonstrates thread cooperation. Suppose that you create and launch two threads, one deposits to an account, and the other withdraws from the same account. The second thread has to wait if the amount to be withdrawn is more than the current balance in the account. Whenever new fund is deposited to the account, the first thread notifies the second thread to resume. If the amount is still not enough for a withdrawal, the second thread has to continue to wait for more fund in the account. Assume the initial balance is 0 and the amount to deposit and to withdraw is randomly generated.

# Monitors

- Locks and conditions are more powerful and flexible than the built-in monitor.
- A *monitor* is an object with mutual exclusion and synchronization capabilities.
- Only one thread can execute a method at a time in the monitor.
- A thread enters the monitor by acquiring a lock (synchronized keyword on method / block) on the monitor and exits by releasing the lock.
- A thread can wait in a monitor if the condition is not right for it to continue executing in the monitor.
- *Any object can be a monitor*. An object becomes a monitor once a thread locks it.

# wait(), notify(), and notifyAll()

Use the wait(), notify(), and notifyAll() methods to facilitate communication among threads.

The wait(), notify(), and notifyAll() methods must be called in a synchronized method or a synchronized block on the calling object of these methods. Otherwise, an IllegalMonitorStateException would occur.

The wait() method lets the thread wait until some condition occurs. When it occurs, you can use the notify() or notifyAll() methods to notify the waiting threads to resume normal execution. The notifyAll() method wakes up all waiting threads, while notify() picks up only one thread from a waiting queue.

# Example: Using Monitor

Task 1

```
synchronized (anObject) {  
    try {  
        // Wait for the condition to become true  
        while (!condition)  
            anObject.wait();  
        resume  
        // Do something when condition is true  
    }  
    catch (InterruptedException ex) {  
        ex.printStackTrace();  
    }  
}
```

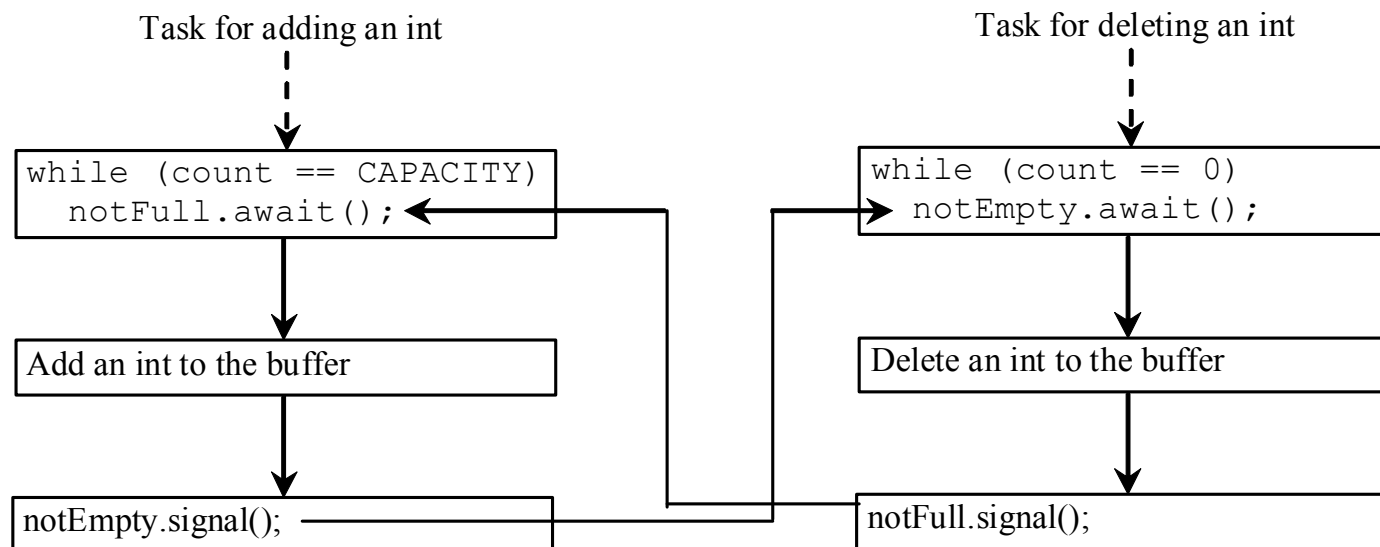
Task 2

```
synchronized (anObject) {  
    // When condition becomes true  
    anObject.notify(); or anObject.notifyAll();  
    ...  
}
```

- The wait(), notify(), and notifyAll() methods must be called in a synchronized method or a synchronized block on the receiving object of these methods. Otherwise, an IllegalMonitorStateException will occur.
- When wait() is invoked, it pauses the thread and simultaneously releases the lock on the object. When the thread is restarted after being notified, the lock is automatically reacquired.
- The wait(), notify(), and notifyAll() methods on an object are analogous to the await(), signal(), and signalAll() methods on a condition.

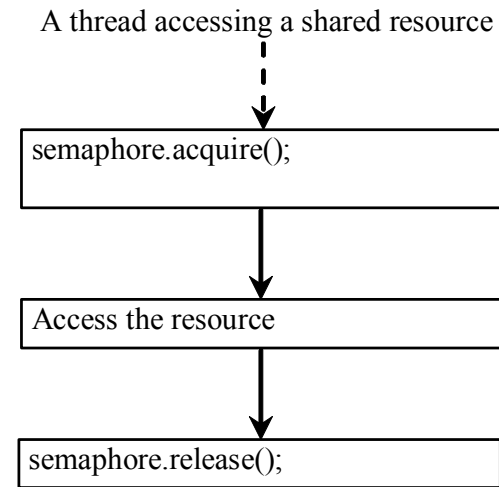
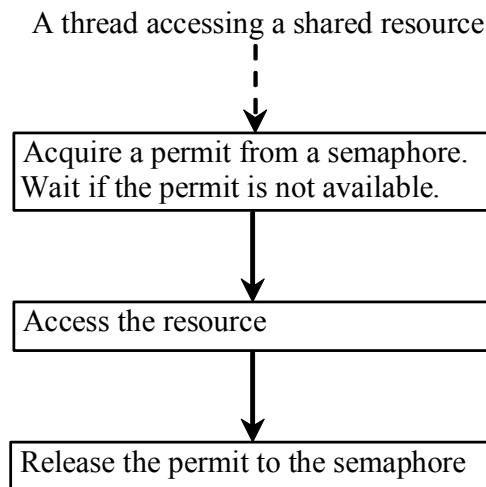
# Case Study: Producer/Consumer

Consider the classic Consumer/Producer example. Suppose you use a buffer to store integers. The buffer size is limited. The buffer provides the method write(int) to add an int value to the buffer and the method read() to read and delete an int value from the buffer. To synchronize the operations, use a lock with two conditions: notEmpty (i.e., buffer is not empty) and notFull (i.e., buffer is not full). When a task adds an int to the buffer, if the buffer is full, the task will wait for the notFull condition. When a task deletes an int from the buffer, if the buffer is empty, the task will wait for the notEmpty condition. The interaction between the two tasks is shown in Figure 29.19.



# Semaphores

Semaphores can be used to restrict the number of threads that access a shared resource. Before accessing the resource, a thread must acquire a permit from the semaphore. After finishing with the resource, the thread must return the permit back to the semaphore.



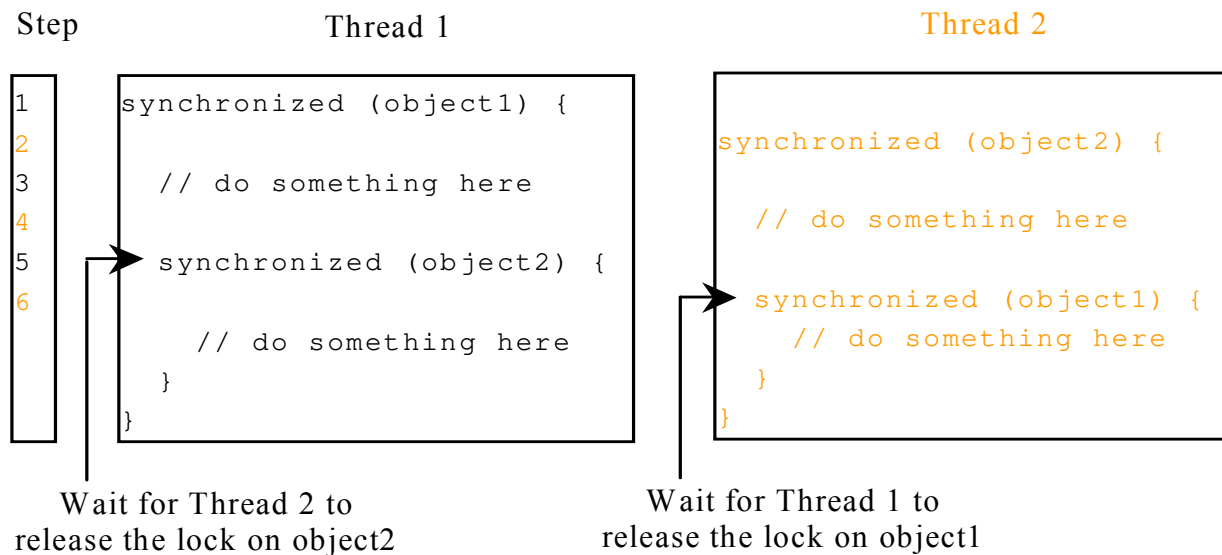
# Creating Semaphores

To create a semaphore, you have to specify the number of permits with an optional fairness policy, as shown in Figure 29.29. A task acquires a permit by invoking the semaphore's acquire() method and releases the permit by invoking the semaphore's release() method. Once a permit is acquired, the total number of available permits in a semaphore is reduced by 1. Once a permit is released, the total number of available permits in a semaphore is increased by 1.

java.util.concurrent.Semaphore	
+Semaphore(numberOfPermits: int)	Creates a semaphore with the specified number of permits. The fairness policy is false.
+Semaphore(numberOfPermits: int, fair: boolean)	Creates a semaphore with the specified number of permits and the fairness policy.
+acquire(): void	Acquires a permit from this semaphore. If no permit is available, the thread is blocked until one is available.
+release(): void	Releases a permit back to the semaphore.

# Deadlock

- Sometimes two or more threads need to acquire the locks on several shared objects.
- This could cause *deadlock*, in which each thread has the lock on one of the objects and is waiting for the lock on the other object.
- In the figure below, the two threads wait for each other to release the in order to get a lock, and neither can continue to run.







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