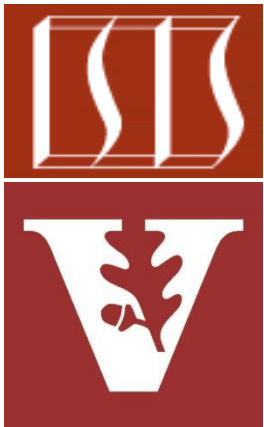


Java ReentrantLock: Example Application



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Learning Objectives in this Part of the Lesson

- Understand the concept of mutual exclusion in concurrent programs
- Note a human-known use of mutual exclusion
- Recognize the structure & functionality of Java ReentrantLock
- Be aware of reentrant mutex semantics
- Know the key methods defined by the Java ReentrantLock class
- Master how to apply ReentrantLock in practice

Class ArrayBlockingQueue<E>

```
java.lang.Object
  java.util.AbstractCollection<E>
    java.util.AbstractQueue<E>
      java.util.concurrent.ArrayBlockingQueue<E>
```

Type Parameters:

E - the type of elements held in this collection

All Implemented Interfaces:

Serializable, Iterable<E>, Collection<E>, BlockingQueue<E>, Queue<E>

```
public class ArrayBlockingQueue<E>
  extends AbstractQueue<E>
  implements BlockingQueue<E>, Serializable
```

A bounded blocking queue backed by an array. This queue orders elements FIFO (first-in-first-out). The *head* of the queue is that element that has been on the queue the longest time. The *tail* of the queue is that element that has been on the queue the shortest time. New elements are inserted at the tail of the queue, and the queue retrieval operations obtain elements at the head of the queue.

This is a classic "bounded buffer", in which a fixed-sized array holds elements inserted by producers and extracted by consumers. Once created, the capacity cannot be changed. Attempts to **put** an element into a full queue will result in the operation blocking; attempts to **take** an element from an empty queue will similarly block.

This class supports an optional fairness policy for ordering waiting producer and consumer threads. By default, this ordering is not guaranteed. However, a queue constructed with fairness set to **true** grants threads access in FIFO order. Fairness generally decreases throughput but reduces variability and avoids starvation.

Applying Reentrant Lock in Practice

Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
    implements BlockingQueue<E>,
        java.io.Serializable {
```

Class ArrayBlockingQueue<E>

```
java.lang.Object
    java.util.AbstractCollection<E>
        java.util.AbstractQueue<E>
            java.util.concurrent.ArrayBlockingQueue<E>
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See docs.oracle.com/javase/8/docs/api/java/util/concurrent/ArrayBlockingQueue.html

Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
public class ArrayBlockingQueue<E>  
    extends AbstractQueue<E>  
    implements BlockingQueue<E>,  
        java.io.Serializable {
```

Class AbstractQueue<E>

```
java.lang.Object  
    java.util.AbstractCollection<E>  
        java.util.AbstractQueue<E>
```

Type Parameters:

E - the type of elements held in this collection

All Implemented Interfaces:

Iterable<E>, Collection<E>, Queue<E>

Direct Known Subclasses:

ArrayBlockingQueue, ConcurrentLinkedQueue, DelayQueue, LinkedBlockingDeque, LinkedBlockingQueue, LinkedTransferQueue, PriorityBlockingQueue, PriorityQueue, SynchronousQueue

```
public abstract class AbstractQueue<E>  
    extends AbstractCollection<E>  
    implements Queue<E>
```

This class provides skeletal implementations of some `Queue` operations. The implementations in this class are appropriate when the base implementation does *not* allow null elements. Methods `add`, `remove`, and `element` are based on `offer`, `poll`, and `peek`, respectively, but throw exceptions instead of indicating failure via `false` or `null` returns.

See docs.oracle.com/javase/8/docs/api/java/util/AbstractQueue.html

Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
public class ArrayBlockingQueue<E>  
    extends AbstractQueue<E>  
    implements BlockingQueue<E>,  
        java.io.Serializable {
```

Interface BlockingQueue<E>

Type Parameters:

E - the type of elements held in this collection

All Superinterfaces:

Collection<E>, Iterable<E>, Queue<E>

All Known Subinterfaces:

BlockingDeque<E>, TransferQueue<E>

All Known Implementing Classes:

ArrayBlockingQueue, DelayQueue, LinkedBlockingDeque, LinkedBlockingQueue, LinkedTransferQueue, PriorityBlockingQueue, SynchronousQueue

```
public interface BlockingQueue<E>  
    extends Queue<E>
```

A `Queue` that additionally supports operations that wait for the queue to become non-empty when retrieving an element, and wait for space to become available in the queue when storing an element.

See docs.oracle.com/javase/8/docs/api/java/util/concurrent/BlockingQueue.html

Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
public class ArrayBlockingQueue<E>  
    extends AbstractQueue<E>  
    implements BlockingQueue<E>,  
        java.io.Serializable {
```

...



We'll consider both the interface & implementation of ArrayBlockingQueue

Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

ReentrantLock used in lieu of Java's built-in monitor objects due to their limitations

```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
    implements BlockingQueue<E>,
        java.io.Serializable {
    ...
    // Main lock guarding all access
    final ReentrantLock lock;
    ...
    // The queued items
    final Object[] items;

    // items indices for next take
    // or put calls
    int takeIndex;
    int putIndex;

    // Number of elements in the queue
    int count;
```

See www.dre.vanderbilt.edu/~schmidt/C++2java.html#concurrency

Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
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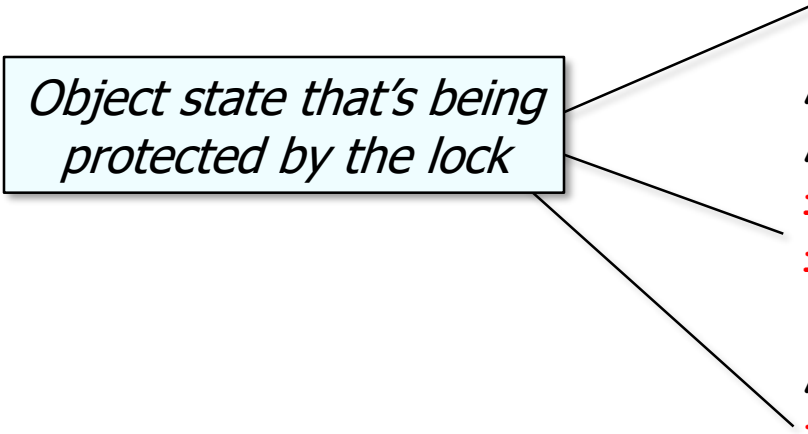
    ...
    // Main lock guarding all access
    final ReentrantLock lock;

    ...
    // The queued items
    final Object[] items;

    // items indices for next take
    // or put calls
    int takeIndex;
    int putIndex;

    // Number of elements in the queue
    int count;
```

*Object state that's being
protected by the lock*



Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
    implements BlockingQueue<E>,
        java.io.Serializable {

    ...
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    // The queued items
    final Object[] items;

    // items indices for next take
    // or put calls
    int takeIndex;
    int putIndex;

    // Number of elements in the queue
    int count;
```

Fields needn't be defined as volatile since ReentrantLock handles all of the atomicity, visibility, & ordering issues

Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
ArrayBlockingQueue<String> q = new  
    ArrayBlockingQueue<>(10);
```

...

ArrayBlockingQueue



Critical Section

*Create a bounded blocking queue
that can store up to 10 items*

Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
ArrayBlockingQueue<String> q = new  
    ArrayBlockingQueue<>(10);
```

```
...  
// Called by thread T1  
String s = q.take();  
...
```

ArrayBlockingQueue

unlocked
(holdCount = 0)



Critical Section

*Thread T_1 acquires the lock
& enters the critical section*

T_1

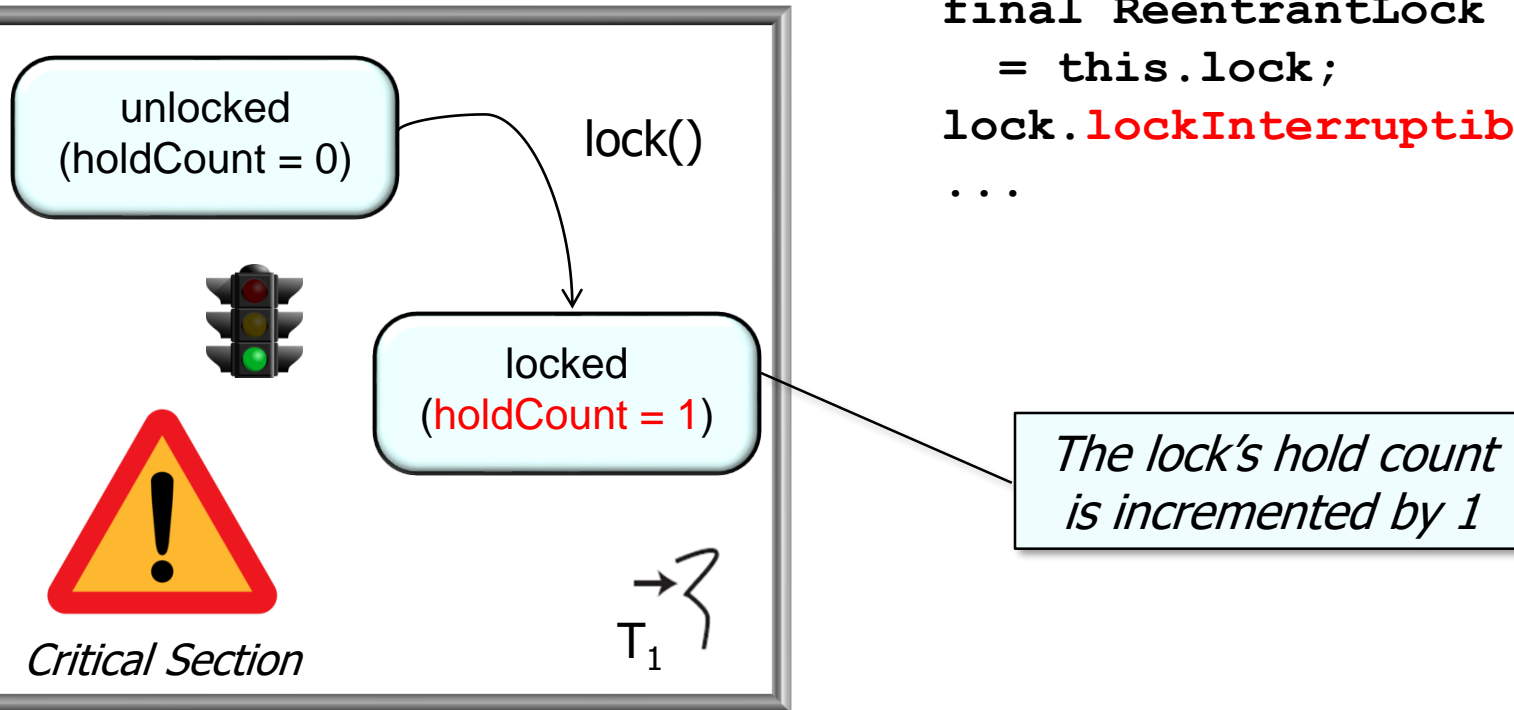
Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
    implements BlockingQueue<E>,
        java.io.Serializable {
```

```
...
public E take() ... {
    final ReentrantLock lock
        = this.lock;
    lock.lockInterruptibly();
    ...
```

ArrayBlockingQueue



Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

ArrayBlockingQueue

unlocked
(holdCount = 0)



locked
(holdCount = 1)



Critical Section

T_1

```
ArrayBlockingQueue<String> q = new  
    ArrayBlockingQueue<>(10);
```

...

```
// Called by thread T2
```

```
String s = q.take();
```

...

*A call to take() from
thread T_2 will block until
thread T_1 is finished*

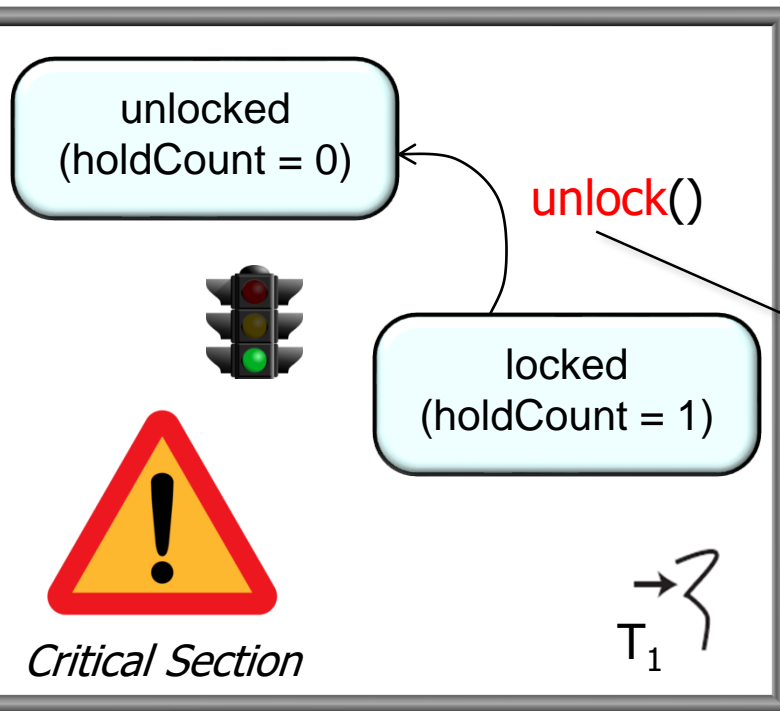


T_2

Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

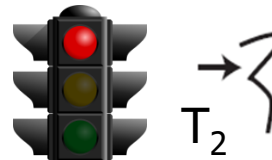
ArrayBlockingQueue



```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
    implements BlockingQueue<E>,
        java.io.Serializable {
```

```
...
public E take() ... {
    final ReentrantLock lock
        = this.lock;
    lock.lockInterruptibly();
    try { ...
    } finally {
        lock.unlock();
    }
    ...
```

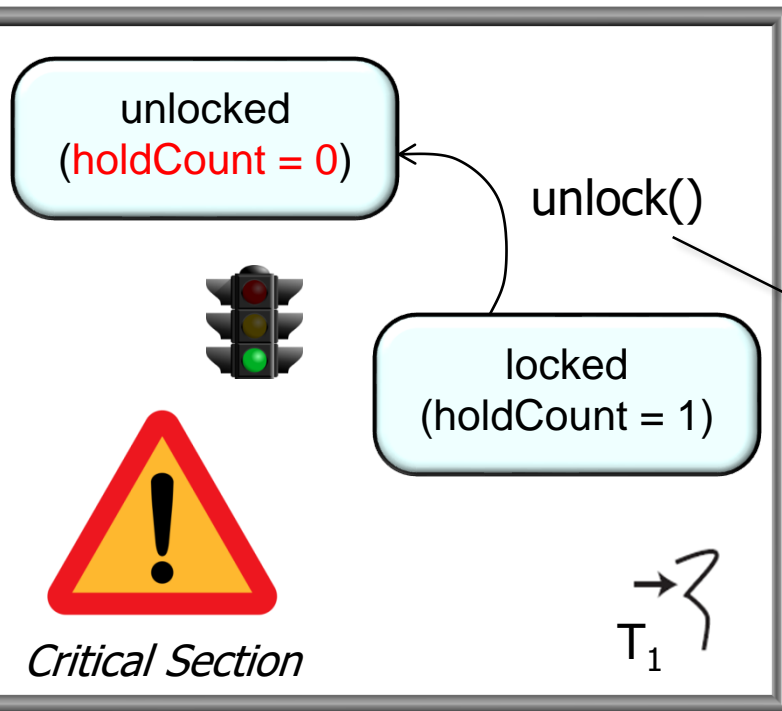
When thread T_1 finishes in `take()` it unlocks the lock



Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

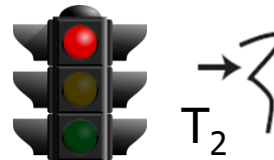
ArrayBlockingQueue



```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
    implements BlockingQueue<E>,
        java.io.Serializable {
```

```
...
public E take() ... {
    final ReentrantLock lock
        = this.lock;
    lock.lockInterruptibly();
    try { ...
    } finally {
        lock.unlock();
    }
    ...
```

*At this point holdCount
reverts back to 0*



Applying ReentrantLock in Practice

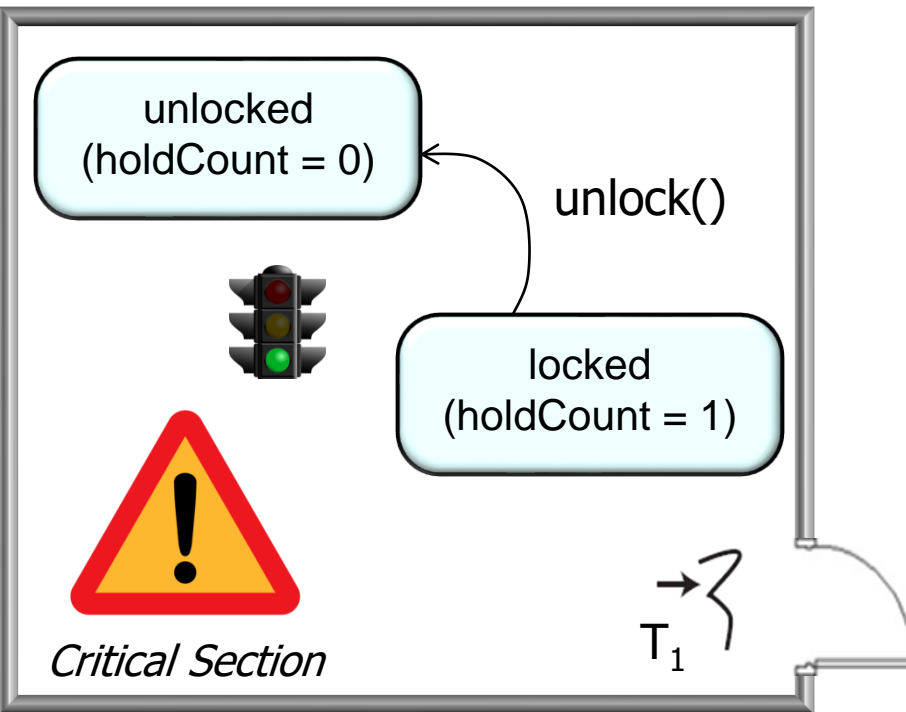
- ArrayBlockingQueue is a bounded blocking FIFO queue

```
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    extends AbstractQueue<E>
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        java.io.Serializable {
```

```
...
public E take() ... {
    final ReentrantLock lock
        = this.lock;
    lock.lockInterruptibly();
    try { ...
    } finally {
        lock.unlock();
    }
    ...
}
```

Ensure lock is always released when T_1 exits the critical section

ArrayBlockingQueue



See tutorials.jenkov.com/java-concurrency/locks.html#finally

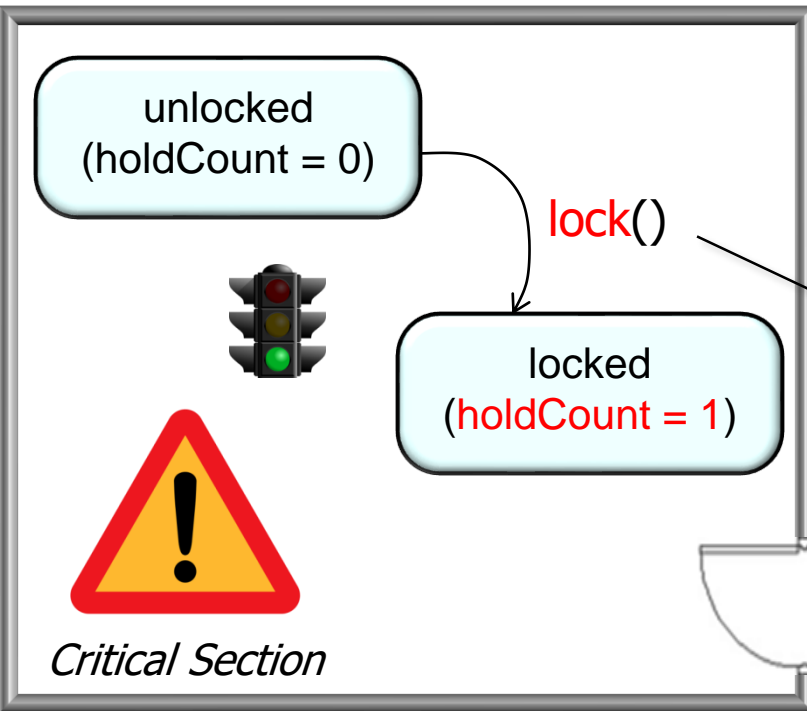
Applying ReentrantLock in Practice

- ArrayBlockingQueue is a bounded blocking FIFO queue

```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
    implements BlockingQueue<E>,
        java.io.Serializable {
```

```
...
public E take() ... {
    final ReentrantLock lock
        = this.lock;
    lock.lockInterruptibly() ;
    ...
```

ArrayBlockingQueue



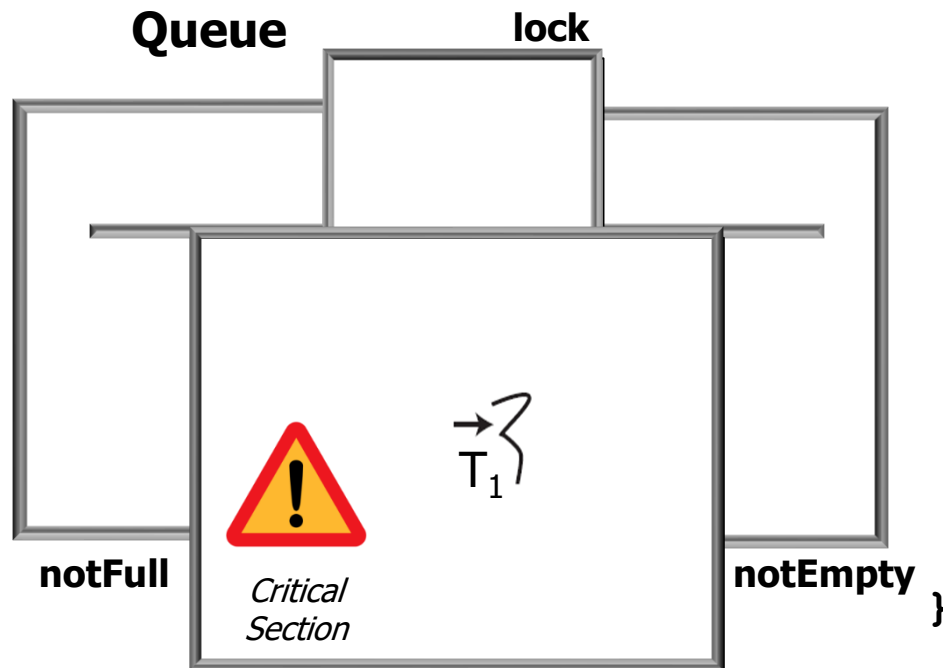
Thread T_2 can now enter the critical section of take() & start running

T_2

Applying ReentrantLock in Practice

- ArrayBlockingQueue needs to use more than ReentrantLock to implement its semantics

ArrayBlockingQueue



```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
    implements BlockingQueue<E>,
        java.io.Serializable {
```

```
...
public E take() ... {
    final ReentrantLock lock
        = this.lock;
    lock.lockInterruptibly();
    try {
        while (count == 0)
            notEmpty.await();
        return extract();
    } finally {
        lock.unlock();
    }
}
```

A Java ConditionObject is used to coordinate multiple threads

Upcoming lesson on "*Java ConditionObject*" shows more on ArrayBlockingQueue

Applying ReentrantLock in Practice

- ArrayBlockingQueue needs to use more than ReentrantLock to implement its semantics

```
public class ArrayBlockingQueue<E>
    extends AbstractQueue<E>
    implements BlockingQueue<E>,
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...
public E take() ... {
    final ReentrantLock lock
        = this.lock;
    lock.lockInterruptibly();
    try {
        while (count == 0)
            notEmpty.await();
        return extract();
    } finally {
        lock.unlock();
    }
}
```



These mechanisms implement Guarded Suspension & Monitor Object patterns

ArrayBlocking Queue

lock

$\rightarrow \begin{Bmatrix} T_1 \end{Bmatrix}$



Critical Section

notFull

notEmpty

See en.wikipedia.org/wiki/Guarded_suspension &
www.dre.vanderbilt.edu/~schmidt/PDF/monitor.pdf

End of Java ReentrantLock: Example Application