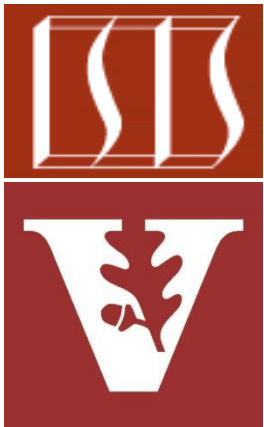


# Java Volatile Variables: Example Application



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# Learning Objectives in this Part of the Lesson

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- Understand how Java volatile variables provide concurrent programs with thread-safe mechanisms to read from & write to single variables
- Know how to use a Java volatile variable in practice

```
class Singleton {  
    private static volatile  
        Singleton sInst = null;  
    public static  
        Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class)  
            {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

---

# Using a Java Volatile Variable in Practice

# Using a Java Volatile Variable in Practice

---

- Volatile is relatively simple & efficient means to ensure atomic reads & writes

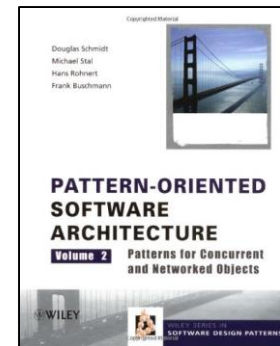
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                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

# Using a Java Volatile Variable in Practice

- Volatile is relatively simple & efficient means to ensure atomic reads & writes
- e.g., it can be used to implement the *Double-Checked Locking* pattern



```
class Singleton {  
    private static volatile  
        Singleton sInst = null;  
    public static  
        Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class)  
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                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```



See [en.wikipedia.org/wiki/Double-checked\\_locking](https://en.wikipedia.org/wiki/Double-checked_locking)

# Using a Java Volatile Variable in Practice

- Volatile is relatively simple & efficient means to ensure atomic reads & writes
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```
class Singleton {  
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            synchronized(Singleton.class)  
            {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

*Reduces locking overhead  
via "lazy initialization" in a  
multi-threaded environment*

See [en.wikipedia.org/wiki/Lazy\\_initialization](https://en.wikipedia.org/wiki/Lazy_initialization)

# Using a Java Volatile Variable in Practice

- Volatile is relatively simple & efficient means to ensure atomic reads & writes
- e.g., it can be used to implement the *Double-Checked Locking* pattern

*Ensures just the right amount of synchronization*



```
class Singleton {  
    private static volatile  
        Singleton sInst = null;  
    public static  
        Singleton instance() {  
            Singleton result = sInst;  
            if (result == null) {  
                synchronized(Singleton.class)  
                {  
                    result = sInst;  
                    if (result == null)  
                        sInst = result =  
                            new Singleton();  
                }  
            }  
            return result;  
        }  
    ...  
}
```

# Using a Java Volatile Variable in Practice

- Volatile is relatively simple & efficient means to ensure atomic reads & writes
- e.g., it can be used to implement the *Double-Checked Locking* pattern

*Only synchronizes when sInst is null, i.e., the "first time in"*

```
class Singleton {  
    private static volatile  
        Singleton sInst = null;  
    public static  
        Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class)  
            {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```



# Using a Java Volatile Variable in Practice

- Volatile is relatively simple & efficient means to ensure atomic reads & writes
- e.g., it can be used to implement the *Double-Checked Locking* pattern

*No synchronization  
after sInst is created*

```
class Singleton {  
    private static volatile  
        Singleton sInst = null;  
    public static  
        Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class)  
            {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

# Using a Java Volatile Variable in Practice

- Volatile is limited to a single read or write operation

```
class Singleton {  
    private static volatile  
        Singleton sInst = null;  
    public static  
        Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class)  
            {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

*Volatile read  
operation*

*Volatile write  
operation*

---

# End of Volatile Variables: Example Application