



# Chapter 8 Java Multi-thread



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# Content

2

- Notion of Thread
- Creation of Thread
- Scheduling of Thread
- Priority of Thread
- Synchronization of Thread

- How to send message to Mary , and meanwhile receive her message?



- Way 1: Polling (轮询), 20s as interval, ask for response from Mary's port
  - Bad! How can Mary's port know what messages you have received and what have not?
  - Bad! Mary will be angry if I have no response in 20s 
- Way 2: When sending a message to Mary, ask her port
  - Bad! What if you have no interest of sending her message?
- Way 3: When Mary send me a message, show it immediately!
  - Good, but some code needed to query Mary's port repeatedly, but if this code is running, your code of sending message cannot be run...

- Implementing way 3:
  - Create one thread for sending, and one for receiving
  - Assign each thread a stand-alone task

```
Runnable receiveMessageJob = new ReceiveMessageJob();
Runnable sendMessageJob = new SendMessageJob();
Thread receiveThread = new Thread(receiveMessageJob);
Thread sendThread = new Thread(sendMessageJob);
receiveThread.start();
sendThread.start();
```



# The Notion of Thread

6

- Thread is everywhere!
  - When we download multiple files...
  - When Outlook or Foxmail is sending and receiving mails ..
  - When we save text and meanwhile edit it...
  - When we can chat with many people at the same time...
  - When the ATM machine can give you money and meanwhile calculate the interest...



# The Notion of Thread

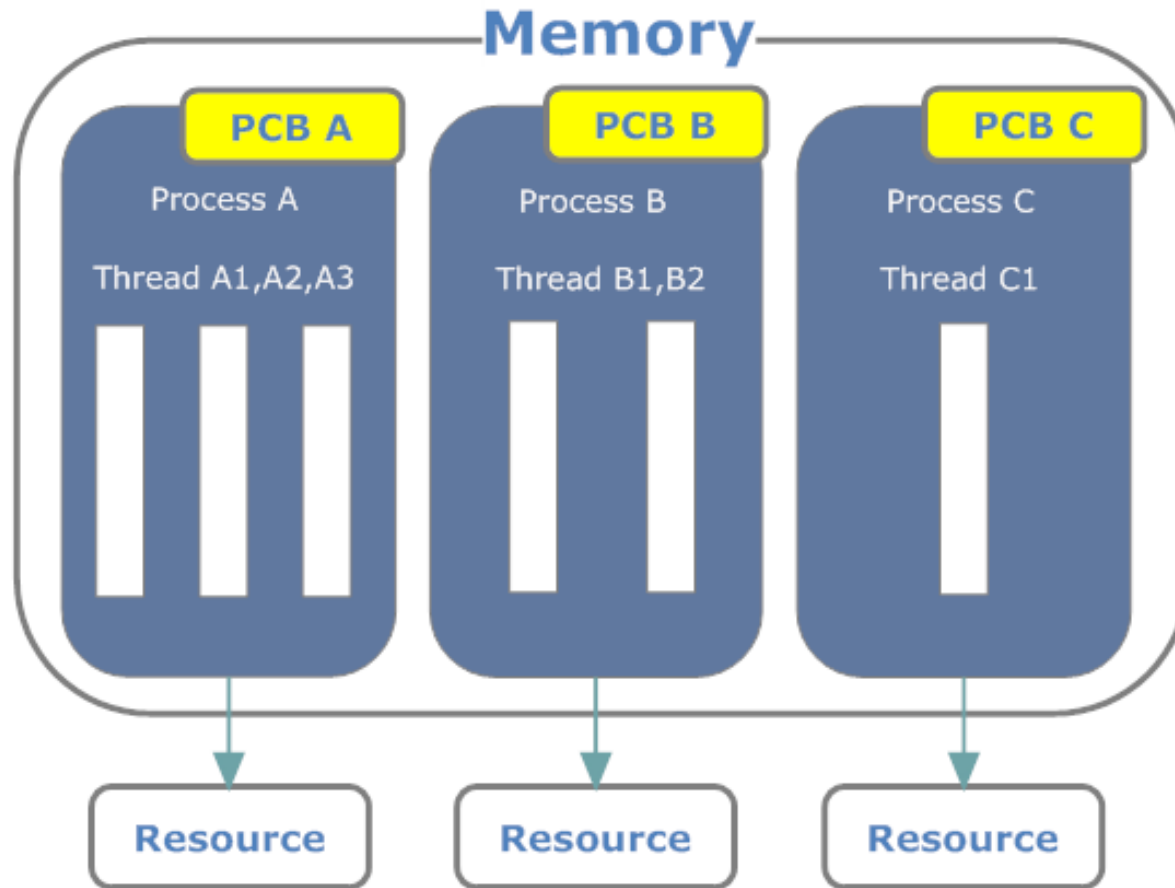
7

- Piece of code being able to run concurrently with others
- A part of Process (进程)
- A non-multithread process is a single-thread process
- Main method is a thread (called main thread)
- Process possesses system resource, while thread not
- All threads in a process shares the resource of the process



# The Notion of Thread

8



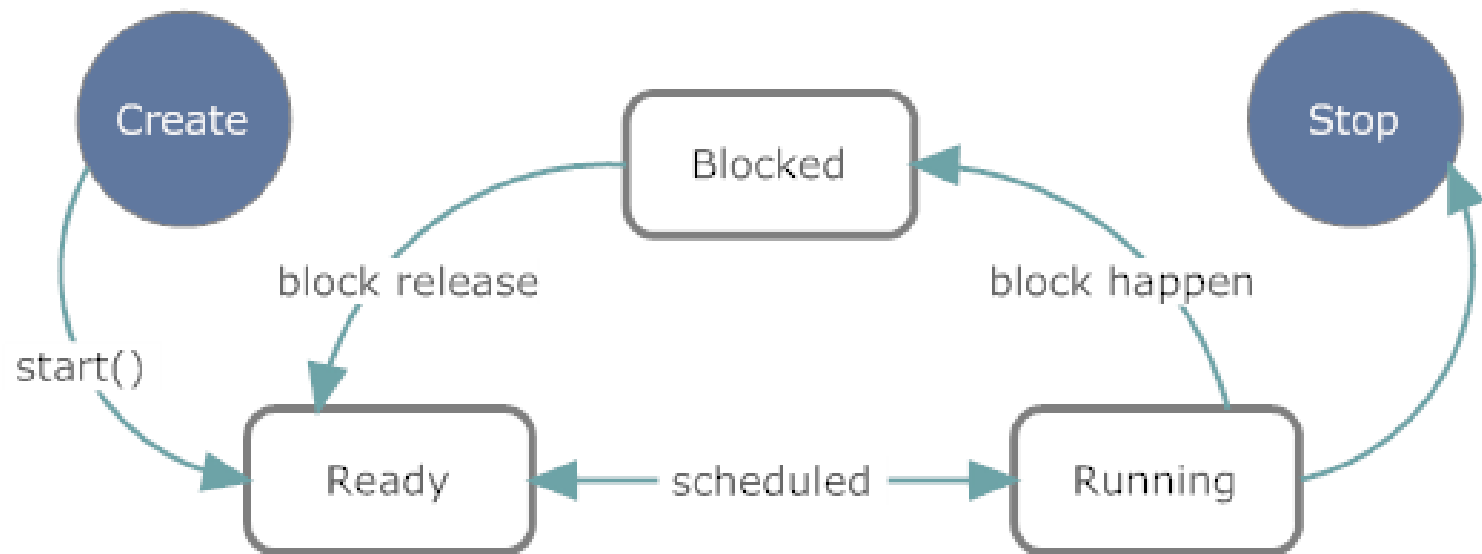




# The Notion of Thread

9

- Change of thread state





# Creation of Thread

10

- Two ways to create a thread
  - Implements **Runnable** interface
    - ✦ Create a runnable task by implementing Runnable interface
    - ✦ Assign this task to an object of Thread class
    - ✦ Run the Thread object
  - Inherited from **Thread** class
    - ✦ Create a subclass of Thread class
    - ✦ Override the run() method
    - ✦ Run the object of this subclass
- Which one you prefer?

```
public class MyTask implements Runnable {  
    public void run() {  
        while (true) {  
            System.out.println(Thread.currentThread()  
                                .getName() + " is doing MyTask");  
            try{  
                Thread.sleep(1000);  
            }catch(Exception e){  
                e.printStackTrace();  
            }  
        }  
    }  
    public static void main(String[] args) {  
        Thread thread = new Thread(new MyTask(), "My Thread");  
        thread.start();  
    }  
}
```

```
public class MyThread extends Thread {  
    public void run() {  
        while (true) {  
            System.out.println(this.getName()  
                                + " is doing its own task");  
            try {  
                Thread.sleep(1000);  
            } catch (Exception e) {  
                e.printStackTrace();  
            }  
        }  
    }  
  
    public static void main(String[] args) {  
        MyThread myThread = new MyThread();  
        myThread.setName("Thread1");  
        myThread.start();  
    }  
}
```

```
public class TwoThreadsDemo implements Runnable{

    public void run() {
        for(int i=0; i<10; i++){
            String threadName = Thread.currentThread().getName();
            System.out.println(threadName + " is running");
        }
    }

    public static void main(String[] args){
        System.out.println(Thread.currentThread().getName() + " is running");
        Runnable twoThreadDemo = new TwoThreadsDemo();
        Thread thread1 = new Thread(twoThreadDemo);
        thread1.setName("Thread1");
        Thread thread2 = new Thread(twoThreadDemo);
        thread2.setName("Thread2");
        thread1.start();thread2.start();
        System.out.println(Thread.currentThread().getName() + " is running");
    }
}
```



# Scheduling of Thread

14

- Different threads need different running order
  - Downloading of important resource needs a high priority.
  - Downloading of minor resource needs a lower priority.
- Thread scheduler in JVM schedules threads according to their priority.
- Level 1 - 10
  - MAX\_PRIORITY = 10
  - MIN\_PRIORITY = 1
  - NORM\_PRIORITY = 5

# Thread Scheduling – Guess the Result?

```
public class TSchedulingDemo implements Runnable{
    public void run(){
        while(true){
            String name = Thread.currentThread().getName();
            System.out.println(name + "is running.");
            try{
                Thread.sleep(1000);
            }catch(Exception e){}
        }
    }
    public static void main(String[] args){
        Runnable myTask = new TSchedulingDemo();
        Thread t1 = new Thread(myTask);
        t1.setName("t1");t1.setPriority(10);
        Thread t2 = new Thread(myTask);
        t2.setName("t2");t2.setPriority(1);
        t1.start();t2.start();
    }
}
```

```
public class TSchedulingDemo2 implements Runnable{
    public void run(){
        for(int i=0;i<30; i++){
            String name = Thread.currentThread().getName();
            System.out.println(name + "is running.");
        }
    }
    public static void main(String[] args){
        Runnable myTask = new TSchedulingDemo2();
        Thread t1 = new Thread(myTask);
        t1.setName("t1");t1.setPriority(10);
        Thread t2 = new Thread(myTask);
        t2.setName("t2");t2.setPriority(1);
        t1.start();t2.start();
    }
}
```





# Notice

17

- The scheduling by priority only affects the running order, not the running frequency.
- The control of Scheduler has a basic pattern.
- But the pattern is not absolute!
- And the logic of your program should not rely on the pattern!



# Control of Thread

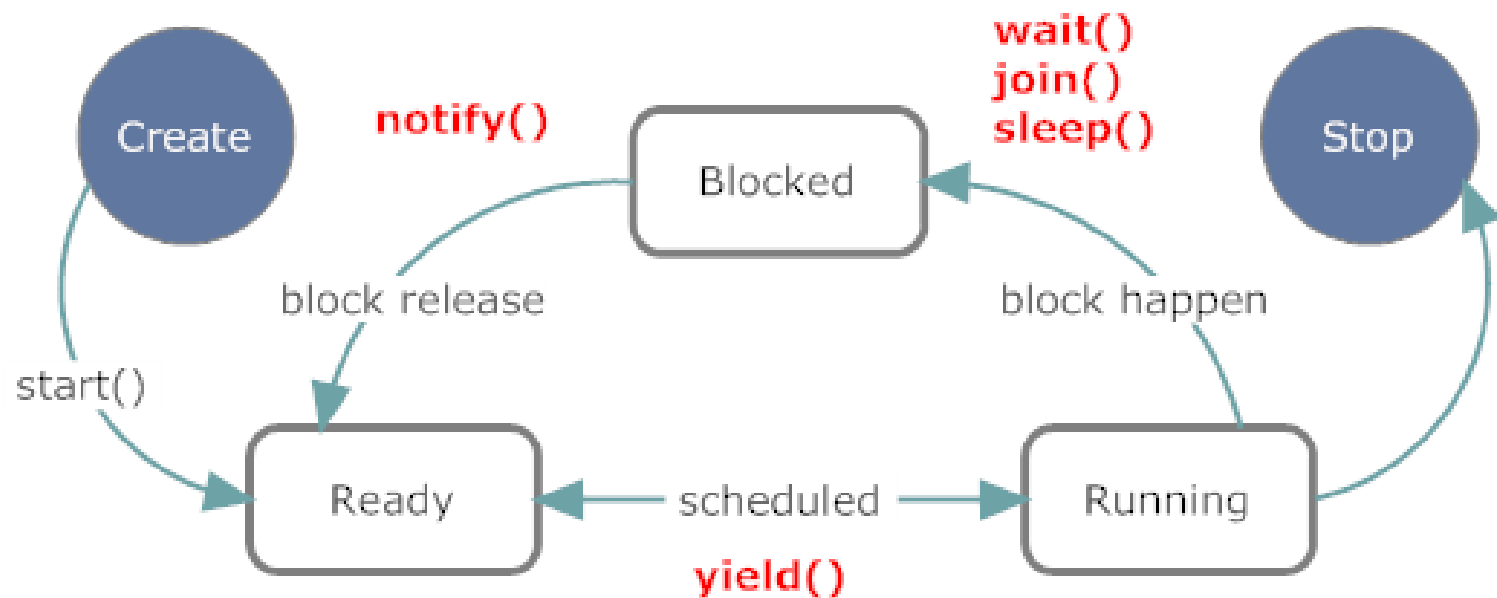
18

- The state of current thread can be controlled
  - `join()` method: let one thread run after another's finish
  - `sleep()` / `wait()` / `join()` let one thread change its state from running to blocked
  - `interrupt()` let a blocked thread to end
  - `yield()` let current thread yield its running to other threads



# 线程控制

19



```
public class JoinDemo extends Thread{

    public void run(){
        String name = Thread.currentThread().getName();
        System.out.println("Thread started.");
        for(int i=0; i<10; i++){
            System.out.println("Thread is running.");
        }
        System.out.println("Thread ended.");
    }

    public static void main(String[] args){
        System.out.println("Main started");
        Thread t = new JoinDemo();
        t.start();
        try{ t.join();} catch(Exception e){}
        System.out.println("Main ended");
    }
}
```

- Different with Join

- yield意味着放手，放弃，投降。一个调用yield()方法的线程告诉虚拟机它乐意让其他线程占用自己的位置。这表明该线程没有在做一些紧急的事情。注意，这仅是一个暗示，并不能保证不会产生任何影响。
- Yield告诉当前正在执行的线程把运行机会交给线程池中拥有相同优先级的线程。
- Yield不能保证使得当前正在运行的线程迅速转换到可运行的状态
- 它仅能使一个线程从运行状态转到可运行状态，而不是等待或阻塞状态

```
public class InterruptDemo extends Thread{

    public void run(){
        System.out.println("Thread started");
        while(true){
            try{
                System.out.println("Thread is running");
                Thread.sleep(1000);
            }catch(InterruptedException e){
                System.out.println("Interupped, and ended");
                return;
            }
        }
    }
}
```

```
public static void main(String[] args){  
    System.out.println("Main started");  
    try{  
        Thread t = new InterruptDemo();  
        t.start();  
        Thread.sleep(2000);  
        t.interrupt();  
    }catch(Exception e){}  
    System.out.println("Main ended");  
}  
}
```

Why sleep(2000) here?

```
public class EndThreadDemo extends Thread{
    public void run(){
        while(!interrupted()){
            System.out.println("Thread is running");
        }
        System.out.println("Thread interrupted and ended");
    }

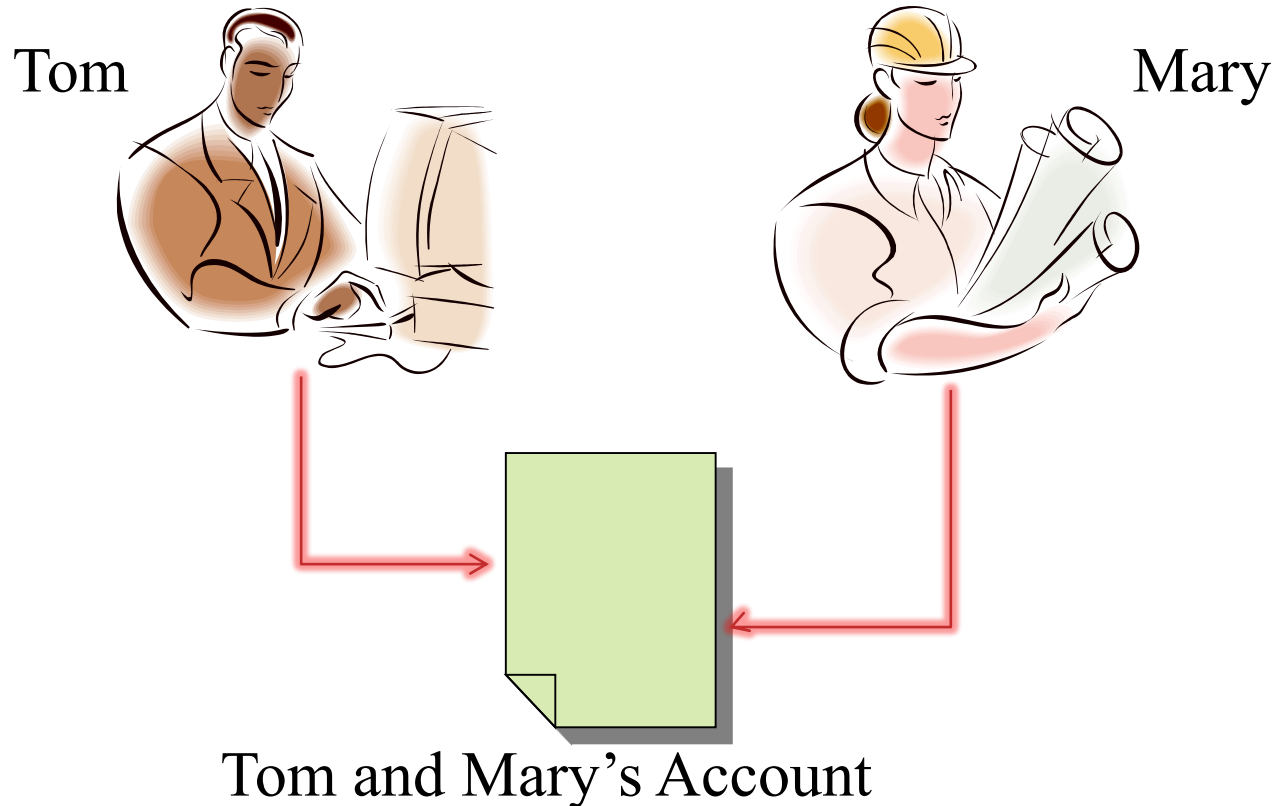
    public static void main(String[] args){
        Thread t = new EndThreadDemo();
        t.start();
        try{
            Thread.sleep(10);
        }catch(Exception e){}
        t.interrupt();
    }
}
```



# Synchronization

25

- “Two People One Account” Problem



- Two People One Account Problem
  - Tom and Mary share an account
  - They both do not want a deficit
  - They made a deal that:
    - ✦ query the balance before withdrawal
    - ✦ No enough money, no withdrawal!
  - But someday, their have a deficit!!
  - How can it happen!??





# Synchronization

27

- It happened this way
  - Tom wanted to withdraw \$100 one day .
  - He found the balance was \$150 , he was so happy!
  - Suddenly..... He fell asleep.....zzzzz
  - Mary did not know Tom checked the balance, she withdrew \$100 when Tom was sleeping!
  - Tom woke up, withdrew \$100 , now they had -\$50 in their account!!

```
Runnable withdrawTask = new WithdrawTask();  
Thread tom = new Thread (withdrawTask, "Tom");  
Thread mary = new Thread(withdrawTask, "Mary");  
tom.start();  
Thread.sleep(9999);//在某处代码中Tom睡了一会儿  
mary.start();
```

//WithdrawTask中的部分代码:

```
public void withdraw(double amount){  
    if(account.getBalance()>=amount){  
        account.withdraw(amount);  
    }else{  
        //放弃取款  
    }  
}
```



# Synchronization

29

- Problem is: Mary can withdraw before Tom is done
  - The withdraw action should be ATOMIC
  - Mary should not be allowed to withdraw before Tom finishes **withdraw(double amount)**
  - We need a **LOCK** to control the invocation of withdraw
    - ✦ When Tom withdraw, he locks the **OBJECT** of withdraw method, and take the key
    - ✦ When Mary want to withdraw, she finds the key is taken away
    - ✦ Tom finish his sleep and withdraw, and then return the key
    - ✦ Mary get the key, withdraw, and return the key

```
Runnable withdrawTask = new WithdrawTask();  
Thread tom = new Thread (withdrawTask, "Tom");  
Thread mary = new Thread(withdrawTask, "Mary");  
tom.start();  
Thread.sleep(9999);//在某处代码中Tom睡了一会儿  
mary.start();
```

//WithdrawTask中的部分代码:

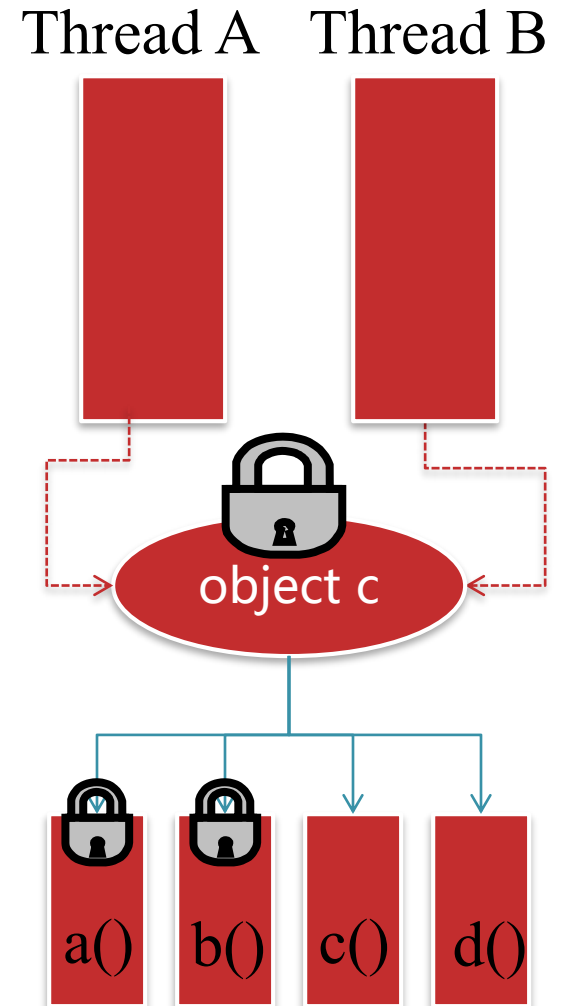
```
public synchronized void withdraw(double amount){  
    if(account.getBalance() >= amount){  
        account.withdraw(amount);  
    }else{  
        //放弃取款  
    }  
}
```



# Synchronization

31

- Each object has a lock and corresponding key
  - When the object has no synchronized methods, the lock does not work.
  - When the object has a synchronized methods, the lock begins to work.





# Synchronization

32

- Synchronization by locking the objects
- If an object has multiple synchronized method:
  - When locked (visited by current thread), other threads cannot visit any synchronized method
- Synchronized methods bring **Thread-safe**
- Think: Why we do not make all methods synchronized?
  - ✦ Performance...
  - ✦ Logic...



# Deadlock

33

- Synchronized methods may bring deadlock

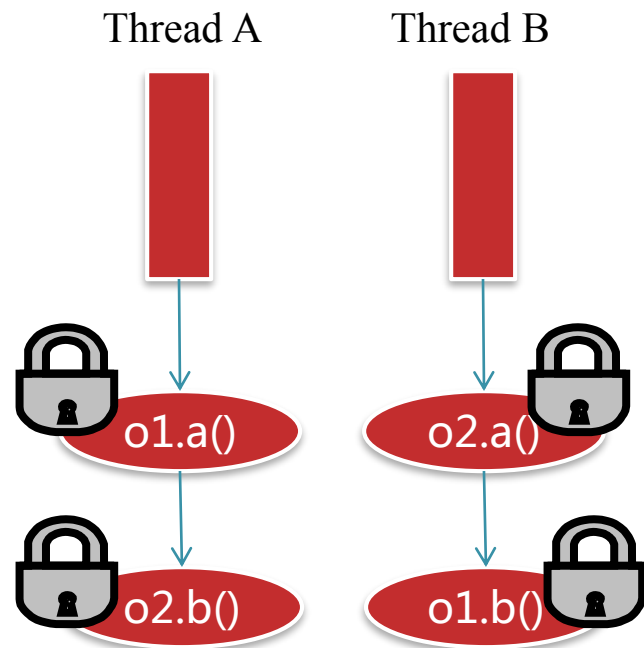
- Suppose:

- Thread A need to visit

- ✦ o1.a()
- ✦ o2.b()

- Thread B need to visit

- ✦ o2.a()
- ✦ o1.b()





# Synchronization

34

```
public class ATM {  
  
    String accountName = "Tom and Mary";  
    double balance = 0;  
  
    public synchronized void withdraw(double amount) {  
        while (balance < amount) {  
            System.out.println("No enough balance, "  
                               + Thread.currentThread().getName() + " has to wait.");  
            try {  
                wait(1000);  
            } catch (Exception e) {  
            }  
        }  
        System.out.println("Enough balance now, "  
                           + Thread.currentThread().getName() + " can withdraw now.");  
        balance -= amount;  
    }  
  
    public void deposit(double amount) {  
        System.out.println(Thread.currentThread().getName() + " is depositing.");  
        balance += amount;  
    }  
}
```

```
public class TomTask implements Runnable{
```

```
    ATM o;
```

```
    public TomTask(ATM account){  
        o = account;  
    }
```

```
    public void run(){  
        o.withdraw(100);  
    }
```

```
}
```

```
public class MaryTask implements Runnable{
```

```
    ATM o;
```

```
    public MaryTask(ATM account){  
        o = account;  
    }
```

```
    public void run(){  
        o.deposit(1500);  
        o.withdraw(100);  
    }
```

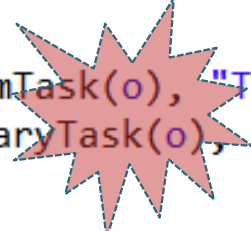
```
}
```

```
public class ATMThreads {
```

```
    ATM o;  
    Thread tom;  
    Thread mary;
```

Can we use two  
different “o” here?

```
    public ATMThreads(){  
        o = new ATM();  
        Thread tom = new Thread(new TomTask(o), "Tom");  
        Thread mary = new Thread(new MaryTask(o), "Mary");  
        tom.start();  
        mary.start();  
    }  
  
    public static void main(String[] args){  
        ATMThreads threads = new ATMThreads();  
    }  
}
```



No enough balance, Tom has to wait.  
Mary is depositing.  
Enough balance now, Mary can withdraw now.  
Enough balance now, Tom can withdraw now.



# Synchronization of Thread

37

- synchronized statement

- Synchronize a block of code, not the method

// make all elements in the array non-negative

```
public static void abs(int[] values) {  
    synchronized (values) {  
        for (int i = 0; i < values.length; i++) {  
            if (values[i] < 0)  
                values[i] = -values[i];  
        }  
    }  
}
```



# Think

38

- Suppose:
  - 10 threads ( $t_0 - t_9$ ), visit an synchronized method of an object competitively
  - But there is a promise, for example, the balance of account MUST higher than \$1000 before withdraw (but deposit is always welcome)
  - If  $t_0$  take the key of account, but the balance is \$100,  $t_0$  will hold the key forever, and no one can visit the account. (assuming that `deposit()` is also synchronized method)



# wait() and notification

39

- A communication between object and threads
  - When blocked, current thread is supposed to give up key.
  - When unblocked, threads in waiting area are notified.
- In Java中, wait() and notification is used to communicate

```
public class Account(){  
    double balance;  
    ...  
    synchronized void withdraw(double amount){  
        while(balance<1000){  
            wait(); //条件不成立，不得取款，放弃对Account对象的控制权  
        }  
        balance -= amount; //如果条件成立，则取款  
    }  
  
    synchronized void deposit(double amount){  
        balance += amount;  
        if(balance>1000)  
            notifyAll(); //如果条件成立，则通知处于等待状态的线程  
    }  
}
```





# Synchronization of Thread

41

- **wait()**
  - Each object has a wait method, inherited from `java.lang.Object`
  - `wait()` method ask current thread to give up exclusive control
  - `wait()` method give other thread a chance to visit the object
  - `wait()` / `wait(long timeout)`
- **notifyAll() / notify()**
  - `notifyAll()` wakes all waiting thread, thus, all waiting thread turn to Ready
  - `notify()` only wakes one of waiting thread, others remain blocked



# Synchronization of Thread

42

- `wait()` / `notifyAll()` / `notify()`
  - The object must be locked before visit these methods
    - ✦ They can be used in synchronized method of an object
    - ✦ Or `obj.wait()` / `obj.notifyAll()` / `obj.notify()` in `synchronized(obj){...}`
  - Otherwise: `java.lang.IllegalMonitorStateException`



# Difference Between wait() and sleep()

43

- wait()

- From java.lang.Object
- Must lock the object first
- Let other thread visit the shared object

- sleep()

- From java.lang.Thread
- Other threads cannot visit the shared object

```
synchronized(obj){  
    while(condition){  
        obj.wait(1000);  
    }  
}  
  
synchronized(obj){  
    while(condition){  
        Thread.sleep(1000);  
    }  
}
```

```
public class MyTask implements Runnable{
    public synchronized void run() {
        String name = Thread.currentThread().getName();
        System.out.println(name + " started.");
        try{
            Thread.sleep(1000);
        }catch(Exception e){
            e.printStackTrace();
        }
        System.out.println(name + " ended.");
    }
}
```

```
public class MyTask implements Runnable{
    public synchronized void run() {
        String name = Thread.currentThread().getName();
        System.out.println(name + " started.");
        try{
            wait(1000);
        }catch(Exception e){
            e.printStackTrace();
        }
        System.out.println(name + " ended.");
    }
}
```

```
public static void main(String[] args){
    long begin = System.currentTimeMillis(); //计时开始
    WaitAndSleepDemo test = new WaitAndSleepDemo();
    MyTask task = test.new MyTask(); //生成一个runnable task
    ArrayList<Thread> threadGroup = new ArrayList<Thread>(); //建立一个Thread组
    for(int i=0; i<10; i++){
        Thread t = new Thread(task, "Thread"+i);
        threadGroup.add(t);
        t.start();
    }
    for(int i=0; i<threadGroup.size(); i++){ //使得每一个thread在main退出前运行完
        Thread t = threadGroup.get(i);
        try{
            t.join();
        }catch(Exception e){
            e.printStackTrace();
        }
    }
    System.out.println("time: " + (System.currentTimeMillis() - begin));
}
```



# Think

47

- The same main method , different MyTask, what is the result?



# Self-study

48

- Thread Pool
  - `java.util.concurrent.ThreadPoolExecutor`
  - Object Pool – the reuse of objects