CS 455: INTRODUCTION TO DISTRIBUTED SYSTEMS

[THREAD SAFETY]

Retrospective on making a thread-safe class better:
You may extend, but not always
Depends, it does, on the code maze
Is the fear of making things worse
Making you scampers from that source?
Composition is the wind in your sails
Use it, when all else fails

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Frequently asked questions from the previous class survey

- Where are ThreadLocal objects stored?
- Is passing a reference of this to another class always a race condition?
- Do inner private classes maintain the thread-safety of the outer class?
- Preferable to use private locks instead of synchronized?
- Make objects immutable whenever possible?

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Topics covered in this lecture

- Adding functionality to a thread-safe class
- Synchronized & Concurrent Collections
- Locking strategies
- Lock striping
- Synchronizers

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A Vehicle Tracker application

- Each vehicle
  - Identified by a String
  - Location represented by (x,y) coordinates
- VehicleTracker class
  - Tracks identity and location of all known vehicles

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Viewer thread and Updater Thread

Viewer

```java
Map<String, Point> locations = vehicles.getLocations();
for (String key : locations.keySet())
    renderVehicle(key, locations.get(key));
```

Updater

```java
public void vehicleMoved(VehicleMovedEvent event) {
    Point loc = event.getNewLocation();
    vehicles.setLocation(event.getVehicleId(), loc.x, loc.y);
}
```
The MonitorVehicleTracker

```java
public class MonitorVehicleTracker {
    private final Map<String, MutablePoint> locations;

    public synchronized Map<String, MutablePoint> getLocations() {
        return deepCopy(locations);
    }

    public synchronized MutablePoint getLocation(String id) {
        MutablePoint loc = locations.get(id);
        return loc == null ? null : new MutablePoint(loc);
    }

    public synchronized void setLocation(String id, int x, int y) {
        MutablePoint loc = locations.get(id);
        if (loc == null) { throw IllegalArgumentException(...) }
        loc.x = x;
        loc.y = y;
    }

    private deepCopy() { ... }
}
```

The tracker class is thread-safe, even though MutablePoint may not be

```java
public class MutablePoint {
    public int x, y;

    public MutablePoint() { x=0; y=0; }

    public MutablePoint(MutablePoint p) {
        this.x = p.x;
        this.y = p.y;
    }
}
```

What the deepCopy() looks like

```java
public class MonitorVehicleTracker {
    ... 
    private Map<String, MutablePoint>
    deepCopy(Map<String, MutablePoint> m) {
        Map<String, MutablePoint> result = new HashMap<String, MutablePoint>();
        for (String id: m.keySet())
            result.put(id, new MutablePoint(m.get(id)));
        return Collections.unmodifiableMap(result);
    }
}
```

The Collections utility class

- List<String> readOnlyList = Collections.unmodifiableList(myList);

  Note:
  - Nothing to differentiate this as a read-only list
  - You have access to the mutator methods
  - But calling them results in an UnsupportedOperationException

Delegating thread-safety

```java
public class DelegatingVehicleTracker {
    private final ConcurrentMap<String, Point> locations;
    private final Map<String, Point> unmodifiableMap;

    public DelegatingVehicleTracker(Map<String, Point> points) {
        locations = new ConcurrentHashMap<String, Point>(points);
        unmodifiableMap = Collections.unmodifiableMap(locations);
    }

    public Map<String, Point> getLocations() {
        return unmodifiableMap;
    }

    public Point getLocation(String id) {
        return locations.get(id);
    }

    public void setLocation(String id, int x, int y) {
        if (locations.replace(id, new ImmutablePoint(x, y)) == null)
            throw new IllegalArgumentException("Invalid Vehicle ID");
    }
}
```

Immutable Point

```java
public class ImmutablePoint {
    public final int x, y;

    public ImmutablePoint(int x, int y) {
        this.x = x;
        this.y = y;
    }
}
```
When delegation fails

```java
public class NumberRange {
    private final AtomicInteger lower = new AtomicInteger(0);
    private final AtomicInteger upper = new AtomicInteger(0);
    public void setLower(int i) {
        if (i > upper.get()) {
            throw IllegalArgumentException("lower > upper!");
        }
    }
    public void setUpper(int i) {
        if (i < lower.get()) {
            throw IllegalArgumentException("upper < lower!");
        }
    }
    public boolean isInRange(int i) {
        return (i >= lower.get() && i <= upper.get());
    }
}
```

Adding functionality to existing thread-safe classes

- Sometimes we have a thread-safe class that supports almost all the operations we need
- We should be able to add a new operation to it without undermining its thread safety

Adding a put-if-absent function to a List

- The operation put-if-absent must be atomic
- If List does not have X and we add X twice?
  - It’s a problem because the collection should only have one X
- But if put-if-absent is not atomic?
  - Two threads could see that X is absent and the list then has 2 copies of X

Adding additional operations

1. Safest way is to modify the original class
2. Extend the class
   - Often base classes do not expose enough of their state to allow this approach
3. Place the extension code in a “helper class”
4. Composition

Extending Vector to have a put-if-absent method

```java
public class BetterVector<E> extends Vector<E> {
    public synchronized boolean putIfAbsent(E x) {
        boolean absent = !contains(x);
        if (absent) {
            add(x);
        }
        return absent;
    }
}
```
Client side locking

- Sometimes extending a class or adding a method is not possible
- For e.g., if ArrayList is wrapped with a Collections.SynchronizedList wrapper
- Client code does not even know the class of the List object
- In such situations, the 3rd strategy of using a helper class comes in

```java
public class ListHelper<E> {
    public List<E> list = Collections.synchronizedList(new ArrayList<E>());
    ...
    public synchronized boolean putIfAbsent(E x) {
        boolean absent = !list.contains(x);
        if (absent) {
            list.add(x);
        }
        return absent;
    }
}
```

Using the intrinsic lock of ListHelper to synchronize access to List

Contrasting extending a class AND client side locking

- Extending a class to add an atomic operation?
  - Distributes locking code over multiple classes in the object hierarchy
- Client side locking is even more fragile
  - We put locking code for a Class C in classes that are completely unrelated to it

Composition: A less fragile alternative to adding an atomic operation

```java
public class ImprovedList<T> implements List<T> {
    private final List<T> list = new ArrayList<T>();
    ...
    public synchronized boolean putIfAbsent(T x) {
        boolean absent = !list.contains(x);
        if (absent) {
            list.add(x);
        }
        return absent;
    }
    public synchronized void clear() {
        list.clear();
    }
    // delegate other list methods ...
}
```

More about the ImprovedList

- No worries even if the underlying List is not thread-safe
- ImprovedList uses its intrinsic lock
- Extra layer of synchronization may add small performance penalty
  - But it is much better than attempting to mimic the locking strategy of another object
Synchronized collections

- These include classes such as Vector and Hashtable.
- There is also the synchronized wrapper classes.
  - Created by Collections.synchronizedX factory methods.
  - E.g., Collections.synchronizedList(List list), Collections.synchronizedMap(Map m), Collections.synchronizedSet(Set s).

Problems with synchronized collections

- Thread-safe but additional client-side locking needed to guard compound actions.
  - Iteration
  - Navigation
  - Find the next element
  - Conditional operations
  - Put-if-absent

Compound actions producing confusing results

```java
public Object getLast(Vector list) {
    int lastIndex = list.size() - 1;
    return list.get(lastIndex);
}
```

```java
public void deleteLast(Vector list) {
    int lastIndex = list.size() - 1;
    list.remove(lastIndex);
}
```

Interleaving of `getLast` and `deleteLast`

A: size -> 10  remove(9)
B: size -> 10  get(9)  Uh oh!

Are there problems with this code?

```java
for (int i = 0; i < vector.size(); i++) {
    doSomething(vector.get(i));
}
```

There is chance that other threads may modify vector between the calls to `size()` and `get()`
Compound actions using client-side locking

```java
public Object getLast(Vector list) {
    synchronized(list) {
        int lastIndex = list.size() - 1;
        return list.get(lastIndex);
    }
}

public void deleteLast(Vector list) {
    synchronized(list) {
        int lastIndex = list.size() - 1;
        list.remove(lastIndex);
    }
}
```

Iterators

- The standard way to iterate over a Collection is with an Iterator
- Using iterators does not mean that you don’t need to lock the collection
- Iterators returned by synchronized collections are not designed for concurrent modification

Iterators in synchronized collections

- Iterators of synchronized collections are fail-fast
- If they detect that the collection has changed since iteration began?
  - Unchecked ConcurrentModificationException is thrown

Fail-fast iterators are not designed to be fool proof

- Designed to catch concurrency errors on a good-faith basis
- Associate a modification count with the collection
- If the modification count changes during iteration?
  - hasNext() or next() throws ConcurrentModificationException

Let’s look at this code snippet

```java
List<Widget> widgetList = Collections.synchronizedList(new ArrayList<Widget>());
...
for (Widget w: widgetList)
dosomething();
//May throw ConcurrentModificationException
```

How to prevent the ConcurrentModificationException

- Hold the collection lock for the duration of the iteration
- Is this desirable?
Issues with locking a collection during iteration

- Other threads that need to access the collection will block
- If the collection is large or if the task performed on each element is lengthy?
  - The wait could be really long

Locking collection and scalability

- The longer a lock is held
  - The more likely it will be contended
- If many threads are waiting for a lock?
  - Throughput and CPU utilization plummet

ALTERNATIVE:
- Deep-copy the collection and iterate over the copy
- The copy is thread-confined

Hidden Iterators

```java
public class HiddenIterator {
    private final Set<Integer> set = new HashSet<Integer>();
    public synchronized void add(Integer i) {set.add(i);}
    public synchronized void remove(Integer i) {set.remove(i);}
    public void diagnostics() {
        System.out.println("DEBUG: Elements in set: " + set);
    }
}
```

- Lock should have been acquired for the System.out
- Iterators are also invoked for hashCode and equals

Concurrent Collections

- Hashtable & ConcurrentHashMap
  - Hashtable
    - Lock held for the duration of each operation
    - Restricting access to a single thread at a time
  - ConcurrentHashMap
    - Fine-grained locking mechanism
    - Lock striping

Lock striping: How it works

- ConcurrentHashMap uses an array of 16 locks
  - Each lock guards 1/16th of the hash buckets
  - Bucket N guarded by lock N mod 16
- Assuming hash functions provide reasonable spreading characteristics
- Demand for a given lock should reduce by 1/16
- Enables ConcurrentHashMap to support up to 16 (default) concurrent writers
- A constructor that allows you to specify the concurrency level
Downsides of lock striping

- Locking the collection for exclusive access
- More difficult and costly than a single lock
- Done by acquiring locks in the stripe set
- When does ConcurrentHashMap need to do this?
  - If the map needs to be expanded, values need to be rehashed into a larger set of buckets

Concurrent collections and iterators

- Iterators are weakly consistent instead of fail-safe
  - Do not throw ConcurrentModificationException
- Weakly consistent iterator
  - Tolerates concurrent modification
  - Traverses elements as they existed when the iterator was created
  - May (no guarantees) reflect modifications after construction

But what are the trade-offs?

- Semantics of methods that operate on the entire Map have been weakened to reflect nature of collection
  - size() is allowed to return an approximation
  - size() and isEmpty(): These are far less useful in concurrent environments
  - This allows performance improvements for the most important operations
    - get, put, containsKey, and remove

One feature offered by synchronized Map implementations?

- Lock the map for exclusive access
  - With Hashtable and synchronizedMap, acquiring the Map lock prevents other threads from accessing it
  - In most cases replacing Hashtable and synchronizedMap with ConcurrentHashMap?
  - Gives you getter scalability
  - If you need to lock Map for exclusive access?
    - Don’t use the ConcurrentHashMap!

Support for additional atomic Map operations

- Put-if-absent
- Remove-if-equal
- Replace-if-equal

ConcurrentMap interface

```java
public interface ConcurrentMap<K,V> extends Map<K,V> {
    //Insert if no value is mapped from K
    V putIfAbsent(K key, V value);
    //Remove only if K is mapped to V
    boolean remove(K key, V value);
    //Replace value only if K is mapped to oldValue
    boolean replace(K key, V oldValue, V newValue);
    //Replace value only if K is mapped to some value
    V replace(K key, V newValue)
}
```
Synchronizers

- Are objects that coordinate control flow of threads based on its state
- Examples
  - Latches
  - Semaphores
    - Counting and binary
  - Barriers
    - Cyclic and Exchangers

Latches

- Latch acts as a gate
  - Until latch reaches terminal state; gate is closed and no threads can pass.
  - In the terminal state: gate opens and allows all threads to pass
- Once the latch reaches terminal state:
  - Cannot change state again
  - Remains open forever

When to use latches

- Ensure that a computation does not proceed until all resources that it needs are initialized
- Service does not start until other services that it depends on have started
- Waiting until all parties in an activity are ready to proceed
  - Multiplayer gaming

CountDownLatch

- Allows one or more threads to wait for a set of events to occur
- Latch state has a counter initialized to positive number
  - This is the number of events to wait for
- countDown() decrements the counter indicating that an event has occurred
  - wait() method waits for the counter to reach 0
Using CountDownLatch

```java
public class TestHarness {
    public long timeTasks(int nThreads, final Runnable task) throws InterruptedException {
        final CountDownLatch startGate = new CountDownLatch(1);
        final CountDownLatch endGate = new CountDownLatch(nThreads);
        for (int i = 0; i < nThreads; i++) {
            Thread t = new Thread() {
                public void run() {
                    try {
                        startGate.await();
                        task.run();
                    } finally {
                        endGate.countDown();
                    }
                }
                t.start();
            }
        }
        long start = System.nanoTime();
        startGate.countDown();
        endGate.await();
        long end = System.nanoTime();
        return end - start;
    }
}
```

The contents of this slide set are based on the following references: