Threads have you in a bind?
With Objects and Concurrency at play
Are nerves about to fray?
Here’s something to have those worries abate
It’s just about access to shared, mutable state

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Frequently asked questions from the previous class survey

- Why is load atomic but not ++ or --
- Does a thread gain locks in the order that it requests them?
- How do we fix Heisenbugs?
- Why is better the Lock interface or a synchronized block?
- Can you introduce consistency issues with Locks?
Topics covered in this lecture

- Thread safety
- Compound actions
- Reentrancy

A code snippet that uses wait-notify to control the execution of the thread

```java
public class Tester implements Runnable {
    private boolean done = true;

    public synchronized run() {
        while (true) {
            if (done) wait();
            else { ... Logic ... wait(100);}
        }
    }

    public synchronized void setDone(boolean b) {
        done = b;
        if (!done) notify();
    }
}
```
Details of the race condition in the wait-notify mechanism

- The first thread tests the condition and confirms that it must wait
- The second thread sets the condition
- The second thread calls notify()
  - This goes unheard because the first thread is not yet waiting
- The first thread calls wait()

How does the potential race condition get resolved?

- To call wait() or notify()
  - Obtain lock for the object on which this is being invoked
- It seems as if the lock has been held for the entire wait() invocation, but ...
  ① wait() releases lock prior to waiting
  ② Reacquires the lock just before returning from wait()
Is there a race condition during the time `wait()` releases and reacquires the lock?

- `wait()` is **tightly integrated** with the lock mechanism
- Object lock is **not freed until** the waiting thread is in a *state in which it can receive notifications*
  - System prevents race conditions from occurring here

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If a thread receives a notification is it guaranteed that condition is set?

- **No**
- **Prior** to calling `wait()`, *test condition* while holding lock
- **Upon returning** from `wait()` *retest* condition to see if you should `wait()` again
What if `notify()` is called and no thread is waiting?

- Wait-and-notify mechanism has no knowledge about the condition about which it notifies
- If `notify()` is called when no other thread is waiting?
  - The notification is lost

What happens when more than 1 thread is waiting for a notification?

- Language specification does not define which thread gets the notification
  - Based on JVM implementation, scheduling and timing issues
- **No way to determine** which thread will get the notification
notifyAll()

- All threads that are waiting on an object are notified
- When threads receive this, they must work out
  1. Which thread should continue
  2. Which thread(s) should call wait() again
     - All threads wake up, but they still have to reacquire the object lock
     - Must wait for the lock to be freed

Threads and locks

- Locks are held by threads
  - A thread can hold multiple locks
    - Any thread that tries to obtain these locks? Placed into a wait state
    - If the thread deadlocks? It results in all locks that it holds becoming unavailable to other threads
  - If a lock is held by some other thread?
    - The thread must wait for it to be free: There is no preemption of locks!
    - If the lock is unavailable (or held by a deadlocked thread) it blocks all the waiting threads
Race conditions

- Getting the right answer depends on lucky timing
  - E.g. check-then-act: When stale observations are used to make a decision on what to do next

- Real world example
  - Our example from last class of 2 friends trying to meet up for coffee on campus without specifying which of the 2 locations
Purpose of synchronization?
- Prevent race conditions that can cause data to be found in either an inconsistent or intermediate state

Threads are not allowed to race during sections of code protected by synchronization
- But this does not mean outcome or order of execution of threads is deterministic
  - Threads may be racing prior to the synchronized section of code

If threads are waiting on the same lock
- The order in which the synchronized code is executed is determined by order in which lock is granted
  - Which is platform-specific and non-deterministic
Racing and synchronization

- Not all races should be avoided
  - This is a subtle but important point: If you do this … every thing is serialized
  - Only race-conditions within thread-unsafe sections of the code are considered a problem
    1. Synchronize code that prevents race condition
    2. Design code that is thread-safe without the need for synchronization (or minimal synchronization)
Concurrent programming

- Concurrent programs require the **correct use** of threads and locks
- But these are just **mechanisms**

Object State

- Includes its **data**
  - Stored in instance variables or static fields
  - Fields from dependent objects
    - HashMap’s state also depends on Map.Entry<K, V> objects
- Encompasses any data that can affect its **externally visible** behavior
The crux of developing thread safe programs

- Managing access to **state**
  - In particular **shared, mutable state**
- Shared
  - Variables could be accessed by multiple threads
- Mutable
  - Variable's values change over its lifetime
- Thread-safety
  - **Protecting data from uncontrolled concurrent access**

When to coordinate accesses

- Whenever more than one thread accesses a state variable, and one of them **might write** to it?
  - They must all coordinate their access to it
- Avoid temptation to think that there are special situations when you can disregard this
When should an object be thread-safe?

- Will it be accessed from multiple threads?
- The key here is **how** the object is **used**
  - Not **what** it **does**

How to make an object thread-safe

- Use **synchronization** to **coordinate** access to mutable state
- Failure to do this?
  - Data corruptions
  - Problems that manifest themselves in myriad forms
Mechanisms for synchronization in Java

- One way to achieve this is via the `synchronized` keyword
  - Exclusive locking

- Other approaches include:
  - `volatile` variables
  - Explicit `locks`
  - `Atomic` variables

Programs that omit synchronizations

- Might work for some time
  - But it *will break* at some point

- Far easier to design a class to be thread-safe *from the start*
  - Retrofitting it to be thread-safe is extremely hard
Thread-safety: Encapsulate your state

- Fewer code should have access to a particular variable
  - Easier to reason about conditions under which it might be accessed

- **DON'T:**
  - Store state in public fields
  - Publish reference to an internal object

Fixing access to mutable state variables from multiple threads

- *Don’t share* state variables across threads
- Make state variables *immutable*
- Use *synchronization* to coordinate access to the state variable
Correctness of classes

- Class conforms to **specification**
- **Invariants** constrain object’s state
- **Post conditions** describe the effects of operations

A Thread-safe class

- **Behaves correctly** when accessed from multiple threads
- Regardless of **scheduling or interleaving** of execution of those threads
  - By the runtime environment
- No **additional synchronization or coordination** by the calling code
Really?

- Thread safe classes encapsulate *any needed* synchronization
- Clients **should not** have to provide their own

Stateless objects are always thread-safe

```java
public class StatelessClass implements Servlet {
    public void factorizer(ServletRequest req, ServletResponse resp) {
        BigInteger i = extractFromReq(req);
        BigInteger[] factors = factorize(i);
        encodeIntoResponse(resp, factors);
    }
}
```
Stateless objects are always thread-safe

- **Transient state** for a particular computation exists solely in *local variables*
  - Stored on the thread’s stack
  - Accessible only to the executing thread

- One thread cannot influence the result of another
  - The threads have no shared state

Atomicity

- Let’s look at two operations **A** and **B**
- From the perspective of thread executing **A**
- When another thread executes **B**
  - Either all of **B** has executed or none of it has
- Operations **A** and **B** are *atomic with respect to each other*
Initializing Objects

```java
public class LazyInitialization {
    private ExpensiveObject instance = null;
    public ExpensiveObject getInstance() {
        if (instance == null) {
            instance = new ExpensiveObject();
        }
        return instance;
    }
}
```

Thread-safe initialization

```java
public class Singleton {
    private static final Singleton instance = new Singleton();

    // Private constructor prevents instantiation from other classes
    private Singleton() {} 

    public static Singleton getInstance() {
        return instance;
    }
}
```
The `final` keyword

- You cannot extend a `final` class
  - E.g. `java.lang.String`
- You cannot override a `final` method
- You can only initialize a `final` variable **once**
  - Either via an initializer or an assignment statement

Blank `final` instance variable of a class

- Must be assigned *within every constructor* of the class
- Attempting to set it outside the constructor will result in a compilation error
- The value of a `final` variable is not necessarily known at compile time
Atomicity with compound operations

```java
public class CountingFactorizer {
    private final AtomicLong count = new AtomicLong(0);
    
    public long getCount() {return count;
    }
    
    public void factorizer(int i) {
        int[] factors = factor(i);
        count.incrementAndGet();
    }
}
```

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}
Compound actions & thread-safety

- Compound actions
  - Check-then-act
  - Read-modify-write
- Must be executed atomically for thread-safety

Locks & Reentrancy
Reentrancy

- When thread requests lock held by another thread?
  - Requesting thread blocks
- If a thread attempts to acquire a lock it already holds?
  - Succeeds
- Locks are acquired on a per-thread rather than on a per-invocation basis

How reentrancy works [1/2]

- For each lock two items are maintained
  - Acquisition count
  - Owning thread
- When the count is zero?
  - Lock is free
- If a thread acquires lock for the first time?
  - Count is one
How reentrancy works

- If owning thread acquires lock again, count is incremented
- When owning thread exits synchronized block, count is decremented
  - If it is zero …. Lock is released

Does this result in a deadlock?

```java
public class Widget {
    public synchronized doSomething() {
        ...
    }
}

public class LoggingWidget extends Widget {
    public synchronized void doSomething() {
        System.out.println(toString()+"Calling doSomething()");
        super.doSomething();
    }
}
```

No! Intrinsic locks are reentrant
Guarding state with locks

- A *mutable, shared* variable that may be accessed by multiple threads must be guarded by the *same lock*

- For every *invariant* that involves more than one variable?
  - *All variables* must be guarded by the *same lock*
Watch for indiscriminate use of synchronization

- Every method in `Vector` is synchronized
- But this does not render compound actions on `Vector` atomic

```java
if (!vector.contains(element)) {
    vector.add(element);
}
```

- Snippet has *race condition* even though `add` and `contains` are atomic
- **Additional locking needed for compound actions**

Pitfalls of over synchronization

- Number of simultaneous invocations?
  - Not limited by processor resources, but is limited by the application structure
  - **Poor concurrency**
Antidote for poor concurrency

- Control the **scope** of the lock
  - Too large: Invocations become sequential
  - Don’t make it too small either
    - Operations that are atomic should not be in synchronized block

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