
COMP 322: Fundamentals of Parallel Programming

Lecture 24: Java synchronized statement (contd)

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Lecture 24

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One possible solution to Worksheet #23

1) Write a sketch of the pseudocode for a Java threads program that exhibits a data race using `start()` and `join()` operations.

```
1. // Start of thread t0 (main program)
2. sum1 = 0; sum2 = 0; // Assume that sum1 & sum2 are fields
3. // Compute sum1 (lower half) and sum2 (upper half) in parallel
4. final int len = x.length;
5. Thread t1 = new Thread(() -> {
6.     for(int i=0 ; i < len/2 ; i++) sum1+=x[i];});
7. t1.start();
8. Thread t2 = new Thread(() -> {
9.     for(int i=len/2 ; i < len ; i++) sum2+=x[i];});
10. t2.start();
11. int sum = sum1 + sum2; //data race between t0 & t1, and t0 & t2
12. t1.join(); t2.join();
```



One possible solution to Worksheet #23 (contd)

2) Write a sketch of the pseudocode for a Java threads program that exhibits a data race using synchronized statements.

```
1. // Start of thread t0 (main program)
2. sum = 0; // static int field
3. Object a = new ... ;
4. Object b = new ... ;
5. Thread t1 = new Thread() ->
6.           { synchronized(a) { sum++; } });
7. Thread t2 = new Thread() ->
8.           { synchronized(b) { sum++; } });
9. t1.start();
10. t2.start(); // data race between t1 & t2
11. t1.join(); t2.join();
```

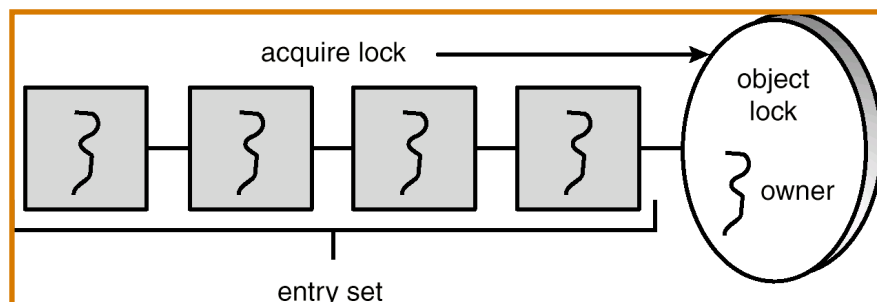
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Implementation of Java synchronized statements/methods

- Every object has an associated lock
- “synchronized” is translated to matching `monitorenter` and `monitorexit` bytecode instructions for the Java virtual machine
 - `monitorenter` requests “ownership” of the object’s lock
 - `monitorexit` releases “ownership” of the object’s lock
- If a thread performing `monitorenter` does not gain ownership of the lock (because another thread already owns it), it is placed in an unordered “entry set” for the object’s lock



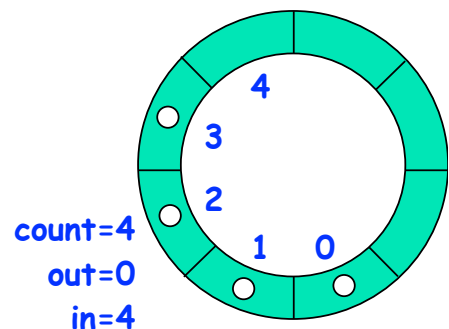
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What if you want to wait for shared state to satisfy a desired property? (Circular Bounded Buffer Example)

```
1. public synchronized void insert(Object item) { // producer
2.     // TODO: wait till count < BUFFER SIZE
3.     ++count;
4.     buffer[in] = item;
5.     in = (in + 1) % BUFFER SIZE;
6.     // TODO: notify consumers
7. }
8.
9. public synchronized Object remove() { // consumer
10.    Object item;
11.    // TODO: wait till count > 0
12.    --count;
13.    item = buffer[out];
14.    out = (out + 1) % BUFFER SIZE;
15.    // TODO: notify producers
16.    return item;
17. }
```



The Java wait() Method

- A thread can perform a `wait()` method on an object that it owns:
 1. the thread releases the object lock
 2. thread state is set to blocked
 3. thread is placed in the wait set
- Causes thread to wait until another thread invokes the `notify()` method or the `notifyAll()` method for this object.
- Since interrupts and spurious wake-ups are possible, this method should always be used in a loop e.g.,

```
synchronized (obj) {
    while (<condition does not hold>) obj.wait();
    ... // Perform action appropriate to condition
}
```

- Java's wait-notify is related to "condition variables" in POSIX threads



Monitors – a Diagrammatic summary

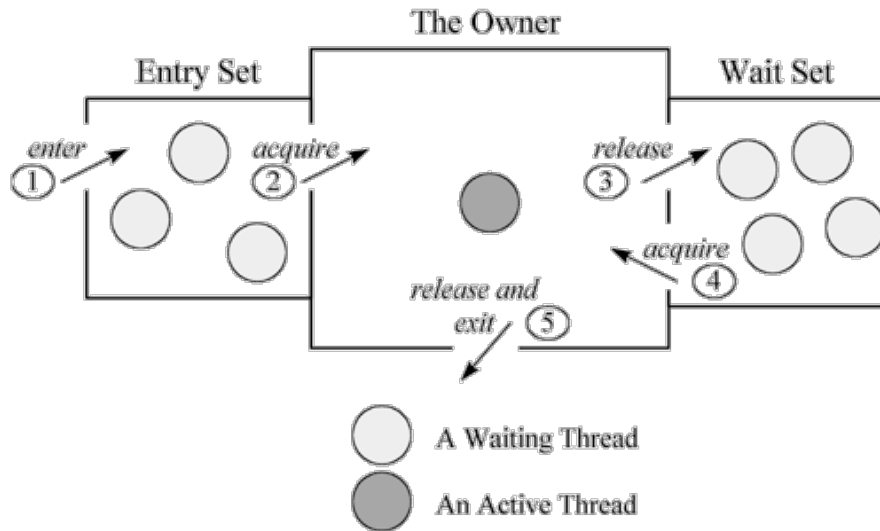
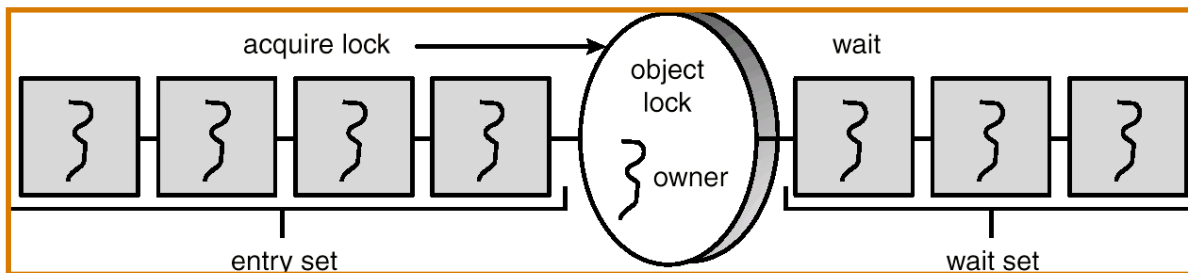


Figure 20-1. A Java monitor.

Figure source: <http://www.artima.com/insidejvm/ed2/images/fig20-1.gif>



Entry and Wait Sets for a single object lock (target of synchronized block/method)



The notify() Method

When a thread calls `notify()`, the following occurs:

1. selects an arbitrary thread `T` from the wait set
2. moves `T` to the entry set
3. sets `T` to `Runnable`

`T` can now compete for the object's lock again



Multiple Notifications

- `notify()` selects an arbitrary thread from the wait set.
 - This may not be the thread that you want to be selected.
 - Java does not allow you to specify the thread to be selected
- `notifyAll()` removes ALL threads from the wait set and places them in the entry set. This allows the threads to decide among themselves who should proceed next.
- `notifyAll()` is a conservative strategy that works best when multiple threads may be in the wait set



insert() & remove() with wait/notify methods for Circular Bounded Buffer

```
1. public synchronized void insert(Object item) {
2.     while (count == BUFFER SIZE) wait();
3.     ++count;
4.     buffer[in] = item;
5.     in = (in + 1) % BUFFER SIZE;
6.     notify();
7. }
8.
9. public synchronized Object remove() {
10.    Object item;
11.    while (count == 0) wait();
12.    --count;
13.    item = buffer[out];
14.    out = (out + 1) % BUFFER SIZE;
15.    notify();
16.    return item;
17. }
```

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Complete Bounded Buffer class using Java Synchronization

```
1. public class BoundedBuffer implements Buffer
2. {
3.     private static final int BUFFER SIZE = 5;
4.     private int count, in, out;
5.     private Object[] buffer;
6.     public BoundedBuffer() { // create empty buffer
7.         count = 0; in = 0; out = 0;
8.         buffer = new Object[BUFFER SIZE];
9.     }
10.    public synchronized void insert(Object item) {
11.        // See previous slides
12.    }
13.    public synchronized Object remove() {
14.        // See previous slides
15.    }
16. }
```

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