Threads

• In the previous section of notes the thread examples all involved threads which were unsynchronized. None of the threads actually needed to communicate with one another and they did not require access to a shared object.

• The threads we’ve seen so far fall into the category of unrelated threads. These are threads which do different tasks and do not interact with one another.

• A slightly more complex form of threading involves threads which are related but unsynchronized. In this case, multiple threads operate on different pieces of the same data structure. An example of this type of threading is illustrated on the next page with a threaded program to determine if a number is prime.
//class for threaded prime number testing
//no inheritance issues so using the simple form of thread creation
class testRange extends Thread {
    static long possPrime;
    long from, to; //test range for a thread
    //constructor
    //record the number to be tested and the range to be tried
testRange(int argFrom, long argpossPrime) {
        possPrime = argpossPrime;
        if (argFrom ==0) from = 2; else from = argFrom;
        to=argFrom+99;
    }
    //implementation of run
    public void run() {
        for (long i=from; i <= to && i<possPrime; i++) {
            if (possPrime % i == 0) {
                //i divides possPrime exactly
                System.out.println("factor " + i + " found by thread " + getName() );
                break; //exit for loop immediately
            }
            yield(); //suspend thread
        }
    }
}
//driver class to demonstrate threaded prime number tester
public class testPrime {
    public static void main (String s[]) {
        //number to be tested for primality is entered as a command line argument
        //examples: 5557 is prime, 6841 is prime, 6842 is not prime
        long possPrime = Long.parseLong(s[0]);
        int centuries = (int) (possPrime/100) + 1;
        for (int i=0; i<centuries;i++) {
            new testRange(i*100, possPrime).start();
        }
    }
}

• This is an example of related but unsynchronized threads. In this case the threads are related since they are each working on a piece of the same data, but approach it from a slightly different perspective. However, they are unsynchronized since they do not share information.
2048 and 6842 are not prime – their factors are shown by the thread which discovered the factor.

6841 is prime
Related and Synchronized Threads

• The most complicated type of threaded application involves threads which interact with each other. These are related synchronized threads.

• Without synchronization when multiple threads share an object and that object is modified by one or more of the threads, indeterminate results may occur. This is known as a data race or race condition.

• The example on the following page illustrates a race condition. In this example, we simulate a steam boiler and the reading of its pressure. The program starts 10 unsynchronized threads which each read the pressure of the boiler and if it is found to be below the safe limit, the pressure in the boiler is increased by 15psi. Looking at the results you can clearly see the problem with this approach.
// class to simulate a steam boiler to illustrate a race condition in unsynchronized threads
public class SteamBoiler {
    static int pressureGauge = 0;
    static final int safetyLimit = 20;
    public static void main(String[] args) {
        pressure[] psi = new pressure[10];
        for (int i = 0; i < 10; i++) {
            psi[i] = new pressure();
            psi[i].start();
        }
        // we now have 10 threads in execution to monitor the pressure
        try {
            for (int i = 0; i < 10; i++)
                psi[i].join(); // wait for the thread to finish
        }
        catch (Exception e) { } // do nothing
        System.out.println("Gauge reads " + pressureGauge + ", the safe limit is 20");
    }
}
//thread class to raise the pressure in the Boiler
class pressure extends Thread {
    void RaisePressure() {
        if (SteamBoiler.pressureGauge < SteamBoiler.safetyLimit-15) {
            //wait briefly to simulate some calculations
            try {sleep(100); } catch (Exception e) { }
            SteamBoiler.pressureGauge+= 15; //raise the pressure 15 psi
            System.out.println("Thread " + getName() + " finds pressure within limits -
            increases pressure");
        }
        else ; //the pressure is too high - do nothing
    }// end RaisePressure
    public void run() {
        RaisePressure(); //this thread is to raise the pressure
    }
}
This is what caused the race condition to occur.

Output From Execution
Illustrating the Race Condition
Interesting Note on Race Conditions

- You may remember the large North American power blackout that occurred on August 14, 2003. Roughly 50 million people lost electrical power in a region stretching from Michigan through Canada to New York City. It took three days to restore service to some areas.

- There were several factors that contributed to the blackout, but the official report highlights the failure of the alarm monitoring software which was written in C++ by GE Energy. The software failure wrongly led operators to believe that all was well, and precluded them from rebalancing the power load before the blackout cascaded out of control.

- Because the consequences of the software failure were so severe, the bug was analyzed exhaustively. The root cause was finally identified by artificially introducing delays in the code (just like we did in the previous example). There were two threads that wrote to a common data structure, and through a coding error, they could both update it simultaneously. It was a classic race condition, and eventually the program “lost the race”, leaving the structure in an inconsistent state. That in turn caused the alarm event handler to spin in an infinite loop, instead of raising the alarm. The largest power failure in the history of the US and Canada was caused by a race condition bug in some threaded C++ code. Java is equally vulnerable to this kind of bug.
Thread Synchronization

• To prevent a race condition, access to the shared object must be properly synchronized.
  
  – **Lost update problem:** one thread is in the process of updating the shared value and another thread also attempts to update the value.
  
  – Even worse is when only part of the object is updated by each thread in which case part of the object reflects information from one thread while another part of the same object reflects information from another thread.

• The problem can be solved by giving one thread at a time exclusive access to code that manipulates the shared object. During that time, other threads desiring to manipulate the object must be forced to wait.
Thread Synchronization (cont.)

• When the thread with exclusive access to the object finishes manipulating the object, one of the blocked threads will be allowed to proceed and access the shared object.
  
  – The next selected thread will be based on some protocol. The most common of these is simply FCFS (priority-queue based).

• In this fashion, each thread accessing the shared object excludes all other threads from accessing the object simultaneously. This is the process known as mutual exclusion.

• Mutual exclusion allows the programmer to perform thread synchronization, which coordinates access to shared objects by concurrent threads.
Synchronization Techniques

- There have been many different methods used to synchronize concurrent processes. Some of the more common ones are:
  - **Test and Set Instructions.** All general purpose processors now have this kind of instruction, and it is used to build higher-level synchronization constructs. Test and set does not block, that must be built on top of it.
  - **p and v semaphores.** Introduced by Dijkstra in the 1960’s and was the main synchronization primitive for a long time. Its easy to build semaphores from test and set instructions. Semaphores are low-level and can be hard for programmers to read and debug. For your information the p is short for the Dutch words *proberen te verlangen* which means to “try to decrement” and the v stands for *verhogen* which means to increment.
Synchronization Techniques (cont.)

- **Read/write Locks.** These are also commonly referred to as *mutexes* (although some people still use the term *mutex* to refer to a semaphore.) A lock provides a simple "turnstile": only one thread at a time can be going through (executing in) a block protected by a lock. Again, it is easy to build a lock from semaphores.

- **Monitors.** A monitor is a higher-level synchronization construct built out of a lock plus a variable that keeps track of some related condition, such as “the number of unconsumed bytes in the buffer”. It is easy to build monitors from read/write locks. A monitor defines several methods as a part of its protocol. Two of those predefined methods are `wait()` and `notify()`.
Types of Synchronization

• There are two basic types of synchronization between threads:

  1. **Mutual exclusion** is used to protect certain critical sections of code from being executed simultaneously by two or more threads. (Synchronization without cooperation.)

  2. **Signal-wait** is used when one thread needs to wait until another thread has completed some action before continuing. (Synchronization with cooperation.)

• Java includes mechanisms for both types of synchronization.

• All synchronization in Java is built around locks. Every Java object has an associated lock. Using appropriate syntax, you can specify that the lock for an object be locked when a method is invoked. Any further attempts to call a method for the locked object by other threads cause those threads to be blocked until the lock is unlocked.
Thread Synchronization In Java

- Any object can contain an object that implements the Lock interface (package java.util.concurrent.locks).
- A thread calls the Lock’s lock method to obtain the lock.
- Once a lock has been obtained by one thread the Lock object will not allow another thread to obtain the lock until the thread releases the lock (by invoking the Lock’s unlock method).
- If there are several threads trying to invoke method lock on the same Lock object, only one thread may obtain the lock, with all other threads being placed into the wait state.
An Aside on Reentrant Locks

- **Class** `ReentrantLock` *(package java.util.concurrent.locks)* is a basic implementation of the `Lock` interface.
  - The constructor for a `ReentrantLock` takes a boolean argument that specifies whether the lock has a **fairness policy**. If this is set to true, the ReentrantLock’s fairness policy states that the longest-waiting thread will acquire the lock when it is available. If set to false, there is no guarantee as to which waiting thread will acquire the lock when it becomes available.

- Using a lock with a fairness policy helps avoid indefinite postponement (starvation) but can also dramatically reduce the overall efficiency of a program. Due to the large decrease in performance, fair locks should be used only in necessary circumstances.
Condition Variables

- If a thread that holds the lock on an object determines that it cannot continue with its task until some condition is satisfied, the thread can wait on a condition variable.

- This removes the thread from contention for the processor by placing it in a wait queue for the condition variable and releases the lock on the object.

- Condition variables must be associated with a Lock and are created by invoking Lock method newCondition, which returns an object that implements the Condition interface.

- To wait on a condition variable, the thread can call the Condition’s await method (see Life Cycle of a thread in previous set of notes).
Condition Variables (cont.)

- Invoking the `await` method, immediately releases the associated `Lock` and places the thread in the wait state for that `Condition`. Other threads can then try to obtain the `Lock`.

- When a runnable thread completes a task and determines that the waiting thread can now continue, the runnable thread can call `Condition` method `signal` to allow a thread in that `Condition`’s wait queue to return to the runnable state. At this point, the thread that transitioned from the wait state to the runnable state can attempt to reacquire the `Lock` on the object. Of course there is no guarantee that it will be able to complete its task this time and the cycle may repeat.
Condition Variables (cont.)

- If multiple threads are in a `Condition`'s wait queue when a `signal` is invoked, the default implementation of `Condition` signals the longest-waiting thread to move to the runnable state.

- If a thread calls `Condition` method `signalAll`, then all of the threads waiting for that condition move to the runnable state and become eligible to reacquire the `Lock`.

- When a thread is finished with a shared object, it must invoke method `unlock` to release the `Lock`. 
Thread States With Synchronization

- **Thread attempting access**
  - Queue of threads waiting for lock
  - Already locked by another thread
- Running State
  - Unlock by another thread — one in queue moves to running state
  - Lock obtained by this thread
  - Wait() by this thread
  - Notify() by another thread
  - Queue of threads waiting for notify()
- Unlock by this thread does not remove it from the running state
Deadlock

• Deadlock will occur when a waiting thread (call it thread 1) cannot proceed because it is waiting (either directly or indirectly) for another thread (call it thread 2) to proceed, while simultaneously thread 2 cannot proceed because it is waiting (either directly or indirectly) for thread 1 to proceed.

• When multiple threads manipulate a shared object using locks, ensure that if one thread invokes `await` to enter the wait state for a condition variable, a separate thread eventually will invoke method `signal` to transition the waiting thread on the condition variable back to the runnable state.
  
  – If multiple threads may be waiting on the condition variable, a separate thread can invoke method `signalAll` as a safeguard to ensure that all of the waiting threads have another opportunity to perform their tasks.
Producer/Consumer Problem
Threads Without Synchronization

- In a producer/consumer relationship, the producer portion of an application generates data and stores it in a shared object, and the consumer portion of an application reads data from the shared object.
  - Common examples are print spooling, copying data onto CDs, etc.
- In a multithreaded producer/consumer relationship, a producer thread generates data and places it in a shared object called a buffer. A consumer thread reads data from the buffer.
- What we want to consider first is how logic errors can arise if we do not synchronize access among multiple threads manipulating shared data.
Producer/Consumer w/o Synchronization

- The following example sets up a producer and consumer thread utilizing a shared buffer (code is on the webpage). The producer thread generates the integer numbers from 1 to 10, placing the values in the shared buffer. The consumer process reads the values in the buffer and prints the sum of all values consumed.

- Each value the producer thread writes into the buffer should be consumed exactly once by the consumer thread. However, the threads in this example are not synchronized.
  - This means that data can be lost if the producer writes new data into the buffer before the consumer has consumed the previous value.
  - Similarly, data can be incorrectly duplicated if the consumer thread consumes data again before the producer thread has produced the next value.
Producer/Consumer w/o Synchronization (cont.)

- Since the producer thread will produce the values from 1 to 10, the correct sum that should be 55.

- The consumer process will arrive at this value only if each item produced by the producer thread is consumed exactly once by the consumer thread. No values are missed and none are consumed twice.

- I’ve set it up so that each thread writes to the screen what is being produced and what is being consumed.

- Note: the producer/consumer threads are put to sleep for a random interval between 0 and 3 seconds to emphasize the fact that in multithreaded applications, it is unpredictable when each thread will perform its task and for how long it will perform the task when it has a processor.
// Producer's run method stores the values 1 to 10 in buffer.
import java.util.Random;
public class Producer implements Runnable{
    private static Random generator = new Random();
    private Buffer sharedLocation; // reference to shared object

    // constructor
    public Producer( Buffer shared ) {
        sharedLocation = shared;
    } // end Producer constructor

    // store values from 1 to 10 in sharedLocation
    public void run() {
        int sum = 0;
        for ( int count = 1; count <= 10; count++ ) {
            try { // sleep 0 to 3 seconds, then place value in Buffer
                Thread.sleep( generator.nextInt( 3000 ) ); // sleep thread
                sharedLocation.set( count ); // set value in buffer
                sum += count; // increment sum of values
                System.out.printf( "\t%2d\n", sum );
            } // end try
            // if sleeping thread interrupted, print stack trace
            catch ( InterruptedException exception ) {
                exception.printStackTrace();
            } // end catch
        } // end for

        System.out.printf( "\n%s\n%s\n", "Producer done producing.", "Terminating Producer." );
    } // end method run
} // end class Producer
// Consumer's run method loops ten times reading a value from buffer.
import java.util.Random;
public class Consumer implements Runnable {
    private static Random generator = new Random();
    private Buffer sharedLocation; // reference to shared object
    // constructor
    public Consumer( Buffer shared ) {
        sharedLocation = shared;
    } // end Consumer constructor
    // read sharedLocation's value four times and sum the values
    public void run() {
        int sum = 0;
        for ( int count = 1; count <= 10; count++ ) {
            // sleep 0 to 3 seconds, read value from buffer and add to sum
            try {
                Thread.sleep( generator.nextInt( 3000 ) );
                sum += sharedLocation.get();
                System.out.printf( "\t\t\t%2d\n", sum );
            } // end try
            // if sleeping thread interrupted, print stack trace
            catch ( InterruptedException exception ) {
                exception.printStackTrace();
            } // end catch
        } // end for
        System.out.printf( "\n%s %d.\n%s\n", "Consumer read values totaling", sum, "Terminating Consumer." );
    } // end method run
} // end class Consumer
// Buffer interface specifies methods called by Producer and Consumer.
public interface Buffer {
    public void set( int value ); // place int value into Buffer (WRITE)
    public int get(); // return int value from Buffer (READ)
} // end interface Buffer

// UnsynchronizedBuffer represents a single shared integer.
public class UnsynchronizedBuffer implements Buffer {
    private int buffer = -1; // shared by producer and consumer threads
    // place value into buffer
    public void set( int value ) {
        System.out.printf( "Producer writes\t%2d", value );
        buffer = value;
    } // end method set

    // return value from buffer
    public int get() {
        System.out.printf( "Consumer reads\t%2d", buffer );
        return buffer;
    } // end method get
} // end class UnsynchronizedBuffer
// Application shows two threads manipulating an unsynchronized buffer.
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;

public class SharedBufferTest {
  public static void main( String[] args ){
    // create new thread pool with two threads
    ExecutorService application = Executors.newFixedThreadPool( 2 );

    // create UnsynchronizedBuffer to store ints
    Buffer sharedLocation = new UnsynchronizedBuffer();
    System.out.println( "				Sum     	Sum" );
    System.out.println( "Action		Value	Produced	Consumed" );
    System.out.println( "------		-----	--------	--------" );

    // try to start producer and consumer giving each of them access to SharedLocation
    try {
      application.execute( new Producer( sharedLocation ) );
      application.execute( new Consumer( sharedLocation ) );
    } // end try
    catch ( Exception exception ) {
      exception.printStackTrace();
    } // end catch

    application.shutdown(); // terminate application when threads end
  } // end main
} // end class SharedBufferTest
Unsynchronized Case

Producer Side

```
sharedLocation.set(count)
```

get method returns

Consumer Side

```
sum += sharedLocation.get()
```

set method returns

Both the producer and consumer threads are always in the running state – never blocked.
The unsynchronized threads did not produce the same sum. The producer produced values that sum to 55, but the consumer consumed values that sum to 84! Notice that the consumer read the value 9 and 10 four times but failed to read the value of several values at all (e.g. 1 and 5).
In this execution, the sum produced by the consumer is much closer to the correct result, but still off because the consumer read the values 2 and 5 twice and failed to read the values 1, 3 and 4 at all.
Synchronized Buffer synchronizes access to a single shared integer.

```java
import java.util.concurrent.locks.Lock;
import java.util.concurrent.locks.ReentrantLock;
import java.util.concurrent.locks.Condition;

public class SynchronizedBuffer implements Buffer {
    // Lock to control synchronization with this buffer
    private Lock accessLock = new ReentrantLock();
    // condition variables to control reading and writing
    private Condition canWrite = accessLock.newCondition();
    private Condition canRead = accessLock.newCondition();

    private int buffer = -1; // shared by producer and consumer threads
    private boolean occupied = false; // whether buffer is occupied

    public void set(int value) {
        accessLock.lock(); // lock this object
        // output thread information and buffer information, then wait
        try {
            // while buffer is not empty, place thread in waiting state
            while (occupied)
                System.out.println("Producer tries to write.");
            displayState("Buffer full. Producer waits.");
            canWrite.await(); // wait until buffer is empty
        } // end while
        // acquire lock
        accessLock.unlock(); // unlock this object
    }
}
```

### Synchronized Buffer Class

No fairness policy needed since only a single producer thread and single consumer thread.

Condition variables on the lock. Condition `canWrite` contains a queue for threads waiting to write while the buffer is full. If the buffer is full, the Producer calls method `await` on this condition. When the Consumer reads data from a full buffer, it calls method `signal` on this `Condition`. Condition `canRead` contains a queue for threads waiting while the buffer is empty. If the buffer is empty, the Consumer calls method `await` on this `Condition`. When the Producer writes to the empty buffer, it will call method `signal` on this `Condition`. 
buffer = value; // set new buffer value
// indicate producer cannot store another value
// until consumer retrieves current buffer value
occupied = true;
displayState( "Producer writes " + buffer );
// signal thread waiting to read from buffer
canRead.signal();
} // end try
catch ( InterruptedException exception ) {
    exception.printStackTrace();
} // end catch
finally {
    accessLock.unlock(); // unlock this object
} // end finally
} // end method set

// return value from buffer
public int get() {
    int readValue = 0; // initialize value read from buffer
    accessLock.lock(); // lock this object
    // output thread information and buffer information, then wait
    try {
        // while no data to read, place thread in waiting state
        while ( !occupied ) {
            System.out.println( "Consumer tries to read." );
displayState( "Buffer empty. Consumer waits." );
canRead.await(); // wait until buffer is full
        } // end while
    } // end try
    accessLock.unlock(); // unlock this object
} // end method get
// indicate that producer can store another value
// because consumer just retrieved buffer value
occupied = false;
readValue = buffer; // retrieve value from buffer
displayState( "Consumer reads " + readValue );
// signal thread waiting for buffer to be empty
canWrite.signal();
} // end try
// if waiting thread interrupted, print stack trace
catch ( InterruptedException exception ) {
    exception.printStackTrace();
} // end catch
finally {
    accessLock.unlock(); // unlock this object
} // end finally

return readValue;
} // end method get

// display current operation and buffer state
public void displayState( String operation )
{
    System.out.printf( "%-40s%d\t\t\t%b\n", operation, buffer,
occupied );
} // end method displayState
} // end class SynchronizedBuffer
// Application shows two threads manipulating a synchronized buffer.
import java.util.concurrent.ExecutorService;
import java.util.concurrent.Executors;
public class SharedBufferTest2
{
    public static void main( String[] args )
    {
        // create new thread pool with two threads
        ExecutorService application = Executors.newFixedThreadPool( 2 );

        // create SynchronizedBuffer to store ints
        Buffer sharedLocation = new SynchronizedBuffer();
        System.out.println("Using Standard Locking");
        System.out.printf( "%-40s\t%-40s\n%-40s\n\n", "Operation", "Buffer Contents", "Occupied" );

        try   { // try to start producer and consumer
            application.execute( new Producer( sharedLocation ) );
            application.execute( new Consumer( sharedLocation ) );
        } // end try
        catch ( Exception exception )
        {
            exception.printStackTrace();
        } // end catch

        application.shutdown();
    } // end main
} // end class SharedBufferTest2
Synchronized Case

Producer Side

accessLock.lock(); //acquire lock
released

while (occupied) //buffer not empty
canWrite.await(); block on condition

signal from consumer

buffer = value; //perform write
occupied = true; //indicate write
canRead.signal(); //signal thread

accessLock.unlock(); //release lock
set method returns

Consumer Side

accessLock.lock(); //acquire lock
released

while (!occupied) //buffer empty
canRead.await(); block

signal from producer

occupied = false; //indicate read
readValue= buffer;
canWrite.signal(); //signal thread
accessLock.unlock(); //release lock
get method returns

sharedLocation (Buffer)
Producer Thread

Running

buffer full (occupied)
canWrite signaled
lock request fails
lock released
lock request fails
buffer empty
canRead signaled

Blocked

canWrite condition queue
accessLock queue
canRead condition queue
Both the Producer and Consumer threads produced the same sum – synchronized threads

<table>
<thead>
<tr>
<th>Operation</th>
<th>Buffer Contents</th>
<th>Occupied</th>
</tr>
</thead>
<tbody>
<tr>
<td>Producer writes 1</td>
<td>1</td>
<td>true</td>
</tr>
<tr>
<td>Producer tries to write.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer full. Producer waits.</td>
<td>1</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 1</td>
<td>1</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 2</td>
<td>2</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 2</td>
<td>3</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 3</td>
<td>3</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 3</td>
<td>3</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 4</td>
<td>4</td>
<td>true</td>
</tr>
<tr>
<td>Producer tries to write.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer full. Producer waits.</td>
<td>4</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 4</td>
<td>4</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 5</td>
<td>5</td>
<td>true</td>
</tr>
<tr>
<td>Producer tries to write.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer full. Producer waits.</td>
<td>5</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 5</td>
<td>5</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 6</td>
<td>6</td>
<td>true</td>
</tr>
<tr>
<td>Producer tries to write.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer full. Producer waits.</td>
<td>6</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 6</td>
<td>6</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 7</td>
<td>7</td>
<td>true</td>
</tr>
<tr>
<td>Producer tries to write.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer full. Producer waits.</td>
<td>7</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 7</td>
<td>7</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 8</td>
<td>8</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 8</td>
<td>8</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 9</td>
<td>9</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 9</td>
<td>9</td>
<td>false</td>
</tr>
<tr>
<td>Consumer tries to read.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer empty. Consumer waits.</td>
<td>9</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 10</td>
<td>10</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 10</td>
<td>10</td>
<td>false</td>
</tr>
</tbody>
</table>

Producer done producing.
Terminating Producer.

Consumer read values totaling 55.
Terminating Consumer.
Producer produced values totaling: 55
<table>
<thead>
<tr>
<th>Operation</th>
<th>Buffer Contents</th>
<th>Occupied</th>
</tr>
</thead>
<tbody>
<tr>
<td>Producer writes 1</td>
<td>1</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 1</td>
<td>1</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 2</td>
<td>2</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 2</td>
<td>2</td>
<td>false</td>
</tr>
<tr>
<td>Consumer tries to read.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer empty. Consumer waits.</td>
<td>3</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 3</td>
<td>3</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 3</td>
<td>3</td>
<td>false</td>
</tr>
<tr>
<td>Consumer tries to read.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer empty. Consumer waits.</td>
<td>3</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 4</td>
<td>4</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 4</td>
<td>4</td>
<td>false</td>
</tr>
<tr>
<td>Consumer tries to read.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer empty. Consumer waits.</td>
<td>4</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 5</td>
<td>5</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 5</td>
<td>5</td>
<td>false</td>
</tr>
<tr>
<td>Consumer tries to read.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer empty. Consumer waits.</td>
<td>5</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 6</td>
<td>6</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 6</td>
<td>6</td>
<td>false</td>
</tr>
<tr>
<td>Consumer tries to read.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer empty. Consumer waits.</td>
<td>6</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 7</td>
<td>7</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 7</td>
<td>7</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 8</td>
<td>8</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 8</td>
<td>8</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 9</td>
<td>9</td>
<td>true</td>
</tr>
<tr>
<td>Producer tries to write.</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Buffer full. Producer waits.</td>
<td>9</td>
<td>true</td>
</tr>
<tr>
<td>Consumer reads 9</td>
<td>9</td>
<td>false</td>
</tr>
<tr>
<td>Producer writes 10</td>
<td>10</td>
<td>true</td>
</tr>
</tbody>
</table>

Producer done producing.
Terminating Producer.
Producer produced values totaling: 55

Consumer reads 10          | 10              | false

Consumer read values totaling 55.
Monitors and Monitor Locks

- Another way to perform synchronization is to use Java’s built-in monitors. Every object has a monitor. Strictly speaking, the monitor is not allocated unless it is used.

- A monitor allows one thread at a time to execute inside a synchronized statement on the object. This is accomplished by acquiring a lock on the object when the program enters the synchronized statement.

```java
synchronized (object) {
    statements
} //end synchronized statement
```

- Where `object` is the object whose monitor lock will be acquired.

- If there are several synchronized statements attempting to execute on an object at the same time, only one of them may be active on the object at once – all the other threads attempting to enter a synchronized statement on the same object are placed into the blocked state (see next page).
Monitors and Monitor Locks (cont.)

- When a synchronized statement finishes executing, the monitor lock on the object is released and the highest priority blocked thread attempting to enter a synchronized statement proceeds.

- Java also allows synchronized methods. A synchronized method is equivalent to a synchronized statement enclosing the entire body of a method.

- If a thread obtains the monitor lock on an object and then discovers that it cannot continue with its task until some condition is satisfied, the thread can invoke Object method `wait`, releasing the monitor lock on the object. This will place the thread in the `wait state`.

- When a thread executing a synchronized statement completes or satisfies the condition on which another thread may be waiting, it can invoke Object method `notify` to allow a waiting thread to transition to the `blocked state` again.
//thread class to raise the pressure in the Boiler
class pressure extends Thread {
    synchronized void RaisePressure() {
        if (SteamBoiler.pressureGauge < SteamBoiler.safetyLimit-15) {
            //wait briefly to simulate some calculations
            try {sleep(100); } catch (Exception e) { }
            SteamBoiler.pressureGauge+= 15; //raise the pressure 15 psi
            System.out.println("Thread " + getName() + " finds pressure within limits - increases pressure");
        }
        else ; //the pressure is too high - do nothing
    }

    public void run() {
        RaisePressure(); //this thread is to raise the pressure
    }
}
//thread class to raise the pressure in the Boiler

class pressure extends Thread {
  static Object o = new Object();
  synchronized void RaisePressure() {
    synchronized(o) {
      if (SteamBoiler.pressureGauge < SteamBoiler.safetyLimit-15) {
        //wait briefly to simulate some calculations
        try {sleep(100);} catch (Exception e) {
      }
      SteamBoiler.pressureGauge+= 15; //raise the pressure 15 psi
      System.out.println(this.getName() + " finds pressure within limits - increases pressure");
    } else
      System.out.println(this.getName() + " finds pressure too high - does nothing");
    } //end synchronized block
  }
  public void run() {
    RaisePressure(); //this thread is to raise the pressure
  }
}
Mutual Exclusion Over a Block of Statements

• Applying mutual exclusion to a block of statements rather than to an entire class or an entire method is handled in much the same manner, by attaching the keyword synchronized before a block of code.

• You must explicitly mention in parentheses the object whose lock must be acquired before the block can be entered.

• The following example illustrates mutual exclusion over a block using the pressure gauge example on pages 7 and 8.
//thread class to raise the pressure in the Boiler
class pressure extends Thread {
    static Object O = new Object();
    void RaisePressure() {
        synchronized(O) {
            if (SteamBoiler.pressureGauge < SteamBoiler.safetyLimit-15) {
                //wait briefly to simulate some calculations
                try {sleep(100); } catch (Exception e) { }
                SteamBoiler.pressureGauge+= 15; //raise the pressure 15 psi
                System.out.println("Thread " + this.getName() + " finds pressure within limits - increases pressure");
            } else
                System.out.println("Thread" + this.getName() + " finds pressure too high - do nothing");
        } //end synchronized block
    }
    public void run() {
        RaisePressure(); //this thread is to raise the pressure
    }
}
Each thread sleeps for 100 msec before checking pressure gauge.
Increased limit from earlier example

Each thread immediately checks pressure gauge.

```java
// thread class to raise the pressure in the Boiler
class pressure extends Thread {
    static Object O = new Object();
    void RaisePressure() {
        synchronized(O) {
            if (SteamBoiler.pressureGauge < SteamBoiler.safetyLimit-15) {
                // wait briefly to simulate some calculations
                try {sleep(100);} catch (Exception e) {}
                SteamBoiler.pressureGauge+= 15; // raise the pressure 15 psi
                System.out.println("Thread " + this.getName() + " finds pressure within limits - incr
            } else
                System.out.println("Thread" + this.getName() + " finds pressure too high - do nothing
        } // end synchronized block
    }
```
Caution When Using Synchronization

- As with any multi-threaded application, care must be taken when using synchronization to achieve the desired effect and not introduce some serious defect in the application.

- Consider the variation of the pressure gauge example that we’ve been dealing with on the following page. Study the code carefully and try to determine if it will achieve the same effect as the previous version of the code.

- Is it correct? Why or why not?

No! The “this” object is one of the 10 different threads that are created. Each thread will successfully grab its own lock, and there will be no exclusion between the different threads.

Synchronization excludes threads working on the same object; it does not synchronize the same method on different objects!
Does this code correctly synchronize the pressure gauge reading threads?

//thread class to raise the pressure in the Boiler
class pressure extends Thread {

    synchronized void RaisePressure() {
        if (SteamBoiler.pressureGauge < SteamBoiler.safetyLimit-15) {
            //wait briefly to simulate some calculations
            try {sleep(100); } catch (Exception e) { }
            SteamBoiler.pressureGauge+= 15; //raise the pressure 15 psi
            System.out.println("Thread " + this.getName() + " finds pressure within limits - increases pressure");
        }
        else
            System.out.println("Thread" + this.getName() + " finds pressure too high - do nothing");
    }

    public void run() {
        RaisePressure(); //this thread is to raise the pressure
    }
}