Threads I

IS 313
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Outline

- Quiz #3
- Solution
- Homework #2 /
  Grades
- Threads
Quiz #3
Solution
Homework #2

- Ave. 13.5
Midquarter

Midquarter grades (no curve)
Midquarter

Midquarter grades (with curve)

- A: 7
- B: 9
- C: 1
- D: 2
- F: 1
The Problem
Problem

- Interface freezes during loading
- Single event handling thread
  - Action event on load menu takes too long
Threads in the JVM
Example from Horstman
Event handling

```java
addButton(buttonPanel, "Start",
    new ActionListener()
    {
        public void actionPerformed(ActionEvent evt)
        {
            addBall();
        }
    });

... other code ...
public void addBall()
{
    try
    {
        Ball b = new Ball(canvas);
        canvas.add(b);
        for (int i = 1; i <= 1000; i++)
        {
            b.move();
            Thread.sleep(5);
        }
    }
    catch (InterruptedException exception)
    {
    }
}
```
What is a Thread?

- Not a process
- Threads in JVM
  - share the same memory / objects
  - terminate when application terminates
- A thread is an object
  - whether or not it is running
Thread methods

Thread myThread = new Thread ();
String name = myThread.getName();
Multi-threaded execution
Thread types (origin)

- System threads
  - perform system tasks
- User threads
  - run your program
Thread types (status)

- Ordinary threads
  - most user threads
- Daemon threads
  - most system threads
- Termination rule
  - when the last non-daemon thread exits
The problem with BlueJ

```java
public class HotelGUIMode {
    public static void main (String [] args) {
        HotelFrame frm = new HotelFrame ();
    }
}
```
What we need

- **New Thread**
  - to bounce the ball

- **Event handler**
  - creates thread
  - starts it running
  - returns right away
  - then other stuff can happen
public void addBall()
{
    Ball b = new Ball(canvas);
    canvas.add(b);
    ballThread = new BallThread(b); // create the thread
    ballThread.start(); // start the thread
}
... more code ...
class BallThread extends Thread
{
    public BallThread(Ball aBall)
    {
        b = aBall;
    } 

    public void run() // does the actual animation
    {
        try
        {
            for (int i = 1; i <= 1000; i++)
            {
                b.move();
                sleep(5);
            }
        }
        catch (InterruptedException exception)
        {
        }
    }
... more code ...
Note

- Subclass of Thread
- As many threads as we want
  - more BounceThread objects
- Thread stops
  - when run method exits
- Call to
  - ballThread.start()
  - not ballThread.run ()
Note

- Call to
  - Thread.sleep(5)
  - this was in initial version

- Call to
  - canvas.repaint()
  - was canvas.paint(canvas.getGraphics())
Thread Lifecycle
Thread priorities

- **Scheduling**
  - threads with highest priority run
  - unless they’re unable to run
  - then lower threads run

- **Not ideal!**
  - starvation is possible
  - proportional prioritization is better
addButton(buttonPanel, "Start",
    new ActionListener()
    {  public void actionPerformed(ActionEvent evt)
        {
            addBall(Thread.NORM_PRIORITY, Color.black);
        }
    });

addButton(buttonPanel, "Express",
    new ActionListener()
    {  public void actionPerformed(ActionEvent evt)
        {
            addBall(Thread.NORM_PRIORITY + 2, Color.red);
        }
    });

public void addBall(int priority, Color color)
{  Ball b = new Ball(canvas, color);
    canvas.add(b);
    BallThread thread = new BallThread(b);
    thread.setPriority(priority);  
    thread.start();
}
Note

- Why does this happen?
  - black thread only executes when no red thread is available
Synchronization

- Switching between threads
  - can happen at any time

- Inconsistent state
  - if an operation is half-complete
  - (like an incomplete DB transaction)
Horstmann Example

- Couldn’t get it to work as written
  - Machine too fast?
Transfer method

```java
public void transfer(int from, int to, int amount)
    throws InterruptedException
{
    accounts[from] -= amount;
    accounts[to] += amount;
    ntransacts++;
    if (ntransacts % NTEST == 0) test();
}
```


**Actual method**

```java
public void transfer(int from, int to, int amount) throws InterruptedException {
    int fromAmount = accounts[from];
    int newAmount = fromAmount - amount;
    accounts[from] = newAmount;
    int toAmount = accounts[to];
    newAmount = toAmount + amount;
    accounts[to] = newAmount;
    int newTransacts = ntransacts + 1;
    ntransacts = newTransacts;
    if (ntransacts % NTEST == 0) test();
}
```
Conflict

- Thread 1
  - accounts[from] = 5000
  - amount = 500
  - fromAmount = 4500

- Thread 2
  - account[from] = 5000
  - amount = 200
  - fromAmount = 4800
To avoid interruption

- An object is “locked”
  - inside a synchronized method
  - or a synchronized block
- Other threads
  - calling synchronized methods
  - on the same object
  - will block
  - become runnable when the locking thread leaves the synchronized method
Synchronized version

```java
public synchronized void transfer(int from, int to, int amount)
    throws InterruptedException
{
    accounts[from] -= amount;
    accounts[to] += amount;
    ntransacts++;
    if (ntransacts % NTEST == 0) test();
}
```
Note

- The synchronized “lock” only affects synchronized methods
  - `account.getName()` might not be synchronized
  - other threads would not have to wait when calling this method
Producer / Consumer

- Thread A computes values
  - A calls value.put()
- Thread B adds them to a data structure
  - B calls value.get()
- What happens:
  - A computes a new value before B has grabbed the current one?
  - B is ready for a new value before A has produced it
Bad solutions

- Busy waiting
  - B loops until A is ready
  - yuck!

- Zzzzz
  - B sleeps
  - If A is ready, grabs data
  - otherwise sleep again
Better solution

- Want B not to run at all
  - until A is ready

- Solution
  - B calls A.getValue()
    - if no new value is ready, wait()
  - When A has a value
    - A calls notify()
    - or notifyAll() if more than one thread might be waiting
public synchronized int get()
{
    while (available == false)
    {
        try
        {
            // wait for Producer to put value
            wait();
        }
        catch (InterruptedException e) { }
    }

    available = false;
    return contents;
}
What about the producer?

- A’s new value might clobber old one
  - before B can read it
- Same solution
  - wait until old value has been grabbed
  - then put new and notify
public synchronized void put(int value) {
    while (available == true) {
        try {
            wait();
        } catch (InterruptedException e) { }
    }
    contents = value;
    available = true;
    notifyAll();
}
Scenario

- B calls get
  - available = false
  - B waits

- A calls put
  - available = false
  - so new value is put and notify is called

- B runs
  - available is true
  - so loop exits
  - value is grabbed
  - now B yields (before exiting get)

- A calls put
  - blocks because of synchronization

- B gets more time
  - exits get
  - immediately calls get again
  - waits

- A wakes
  - finishes call to put
  - immediately calls put again
  - but available = true so waits for B

- B runs

- etc.
Deadlock

- Threads all waiting for each other
  - Thread A
    - has resource 1
    - needs resource 2
  - Thread B
    - has resource 2
    - needs resource 1