# *Simpler, Faster, Better: Concurrency Utilities in JDK™ Software Version 5.0*


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TS-4915

# Goal

Learn how to use the new concurrency utilities (the **`java.util.concurrent`** package) to replace error-prone or inefficient code and to better structure applications

# Agenda

**Overview of `java.util.concurrent`**

Concurrent Collections

Threads Pools and Task Scheduling

Locks, Conditions, and Synchronizers

Atomic Variables

# Rationale for `java.util.concurrent`

## Developing Concurrent Classes Was Just Too Hard

- The built-in concurrency primitives—**`wait()`**, **`notify()`**, and **`synchronized`**—are, well, primitive
  - Hard to use correctly
  - Easy to use incorrectly
  - Specified at too low a level for most applications
  - Can lead to poor performance if used incorrectly
- Too much wheel-reinventing!

# Goals for `java.util.concurrent`

## Simplify Development of Concurrent Applications

- Provide a set of basic concurrency building blocks
- Something for everyone
  - Make some problems trivial to solve by everyone
    - Develop thread-safe classes, such as servlets, built on concurrent building blocks like **`ConcurrentHashMap`**
  - Make some problems easier to solve by concurrent programmers
    - Develop concurrent applications using thread pools, barriers, latches, and blocking queues
  - Make some problems possible to solve by concurrency experts
    - Develop custom locking classes, lock-free algorithms

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# Concurrent Collections

## Concurrent vs. Synchronized

- Pre Java™ 5 platform: *Thread-safe but not concurrent classes*
- Thread-safe synchronized collections
  - **`Hashtable, Vector, Collections.synchronizedMap`**
  - Monitor is source of contention under concurrent access
  - Often require locking during iteration
- Concurrent collections
  - Allow multiple operations to overlap each other
    - Big performance advantage
    - At the cost of some slight differences in semantics
  - Might not support atomic operations

# Concurrent Collections

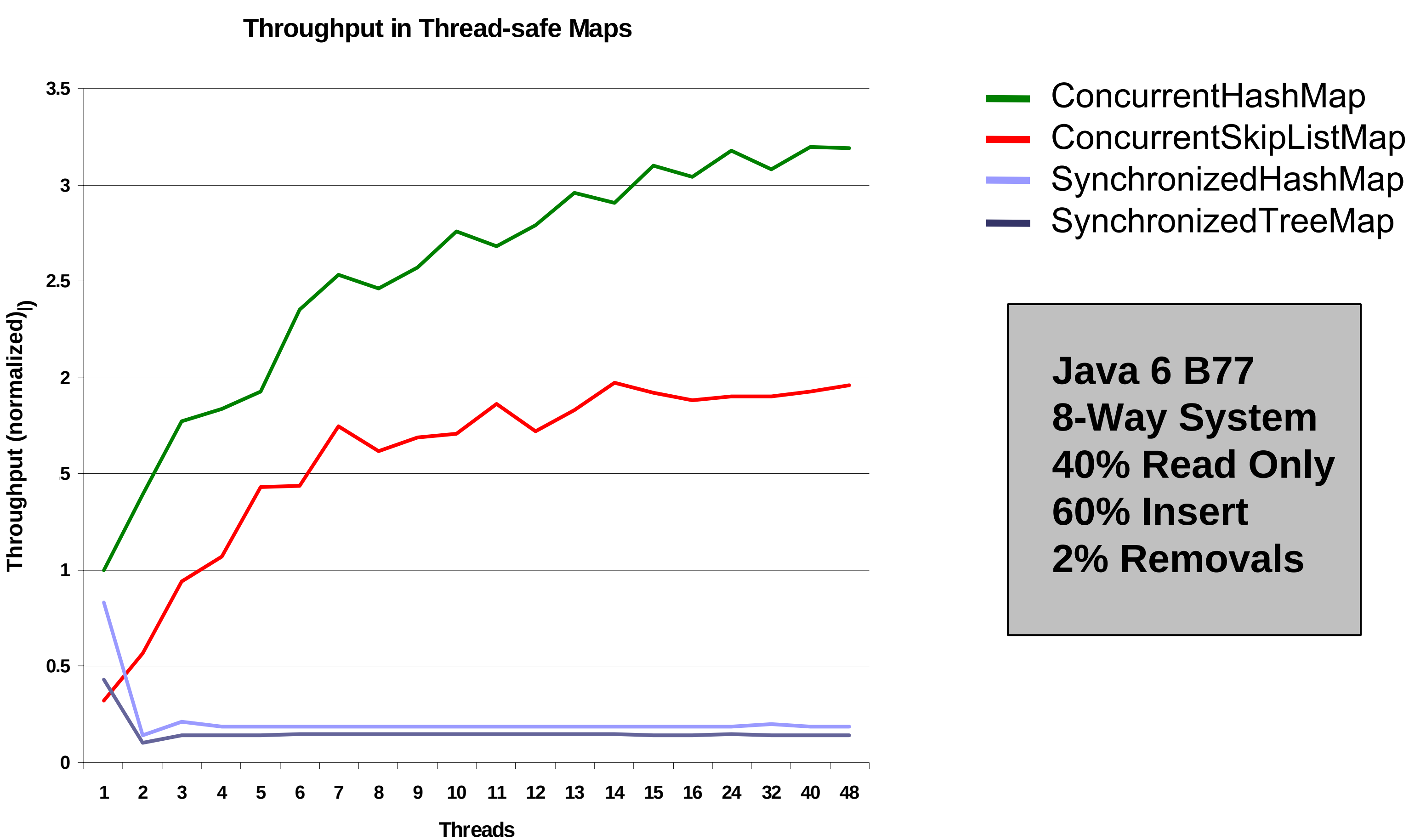
- **`ConcurrentHashMap`**
  - Concurrent (scalable) replacement for **`Hashtable`** or **`Collections.synchronizedMap`**
  - Allows reads to overlap each other
  - Allows reads to overlap writes
  - Allows up to 16 writes to overlap
  - Iterators don't throw **`ConcurrentModificationException`**
- **`CopyOnWriteArrayList`**
  - Optimized for case where iteration is much more frequent than insertion or removal
  - Ideal for event listeners

# Concurrent Collections

## Iteration Semantics

- Synchronized collection iteration broken by concurrent changes in another thread
  - Throws **`ConcurrentModificationException`**
  - Locking a collection during iteration hurts scalability
- Concurrent collections can be modified concurrently during iteration
  - Without locking the whole collection
  - Without **`ConcurrentModificationException`**
  - But changes may not be seen

# Concurrent Collection Performance




**Java 6 B77**
**8-Way System**
**40% Read Only**
**60% Insert**
**2% Removals**

# Queues

## New Interface Added to **java.util**

```
interface Queue<E> extends Collection<E>   {
    boolean offer(E x);
    E poll();
    E remove() throws NoSuchElementException;
    E peek();
    E element() throws NoSuchElementException;
}
```

- Retrofit (non-thread-safe)—implemented by **`LinkedList`**
- Add (non-thread-safe) **`PriorityQueue`**
- Fast thread-safe non-blocking **`ConcurrentLinkedQueue`**
- Better performance than **`LinkedList`** is possible as random-access requirement has been removed

# Blocking Queues

## `BlockingQueue` Interface

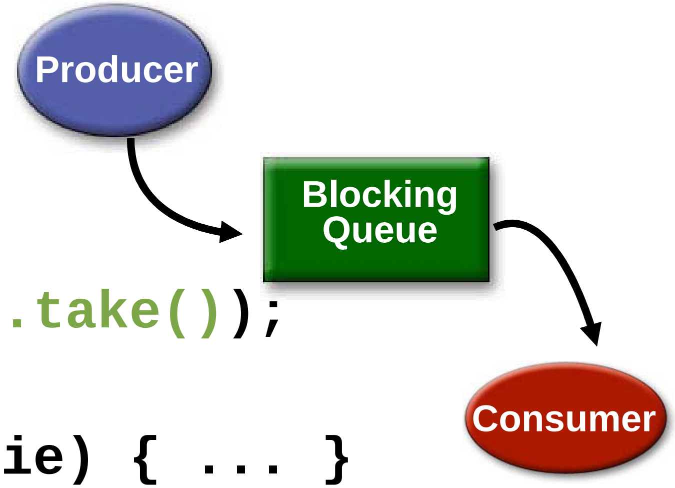
- Extends **`Queue`** to provide blocking operations
  - Retrieval: `take`—Wait for queue to become nonempty
  - Insertion: `put`—Wait for capacity to become available
- Several implementations:
  - `LinkedBlockingQueue`
    - Ordered FIFO, may be bounded, two-lock algorithm
  - `PriorityBlockingQueue`
    - Unordered but retrieves least element, unbounded, lock-based
  - `ArrayBlockingQueue`
    - Ordered FIFO, bounded, lock-based
  - `SynchronousQueue`
    - Rendezvous channel, lock-based in Java 5 platform, lock-free in Java 6 platform

# BlockingQueue Example

```
class LogWriter {
   final BlockingQueue msgQ =
                         new LinkedBlockingQueue();

   public void writeMessage(String msg) throws IE {
      msgQ.put(msg);
   }

   // run in background thread
   public void logServer() {
      try {
         while (true) {
            System.out.println(msqQ.take());
         }
      }
      catch(InterruptedException ie) { ... }
   }
}
```



# Producer-Consumer Pattern

- **`LogWriter`** example illustrates the *producer-consumer* pattern
  - Ubiquitous concurrency pattern, nearly always relies on some form of blocking queue
  - Decouples identification of work from doing the work
    - Simpler and more flexible
- **`LogWriter`** had many producers, one consumer
  - Thread pool has many producers, many consumers
- **`LogWriter`** moves IO from caller to log thread
  - Shorter code paths, fewer context switches, no contention for IO locks → more efficient

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# Executors

## Framework for Asynchronous Execution

- Standardize asynchronous invocation
  - Framework to execute `Runnable` and `Callable` tasks
- Separate submission from execution policy
  - Use `anExecutor.execute(aRunnable)`
  - Not `new Thread(aRunnable).start()`
- Cancellation and shutdown support
- Usually created via `Executors` factory class
  - Configures flexible `ThreadPoolExecutor`
  - Customize shutdown methods, before/after hooks, saturation policies, queuing

# Executors

## Decouple Submission From Execution Policy

```
public interface Executor {
  void execute(Runnable command);
}
```

- Code which submits a task doesn't have to know in what thread the task will run
  - Could run in the calling thread, in a thread pool, in a single background thread
  - Executor implementation determines *execution policy*
    - Execution policy controls resource utilization, saturation policy, thread usage, logging, security, etc.
    - Calling code need not know the execution policy

# Executor and ExecutorService

## ExecutorService Adds Lifecycle Management

- ExecutorService supports both graceful and immediate shutdown

```
public interface ExecutorService extends Executor {
   void shutdown();
   List<Runnable> shutdownNow();
   boolean isShutdown();
   boolean isTerminated();
   boolean awaitTermination(long time,TimeUnit unit)
                             throws InterruptedException


  // other convenience methods for submitting tasks
}
```

- **Many useful utility methods too**

# Creating Executors

## Factory Methods in the Executors Class

```
public class Executors {
    static ExecutorService
        newSingleThreadedExecutor();

    static ExecutorService
        newFixedThreadPool(int poolSize);

    static ExecutorService
        newCachedThreadPool();

    static ScheduledExecutorService
        newScheduledThreadPool(int corePoolSize);

    // additional versions specifying ThreadFactory
    // additional utility methods
}
```

# Executors Example

## Web Server—Poor Resource Management

```
class UnstableWebServer {

  public static void main(String[] args) {
    ServerSocket socket = new ServerSocket(80);
    while (true) {
      final Socket connection = socket.accept();
      Runnable r = new Runnable() {
        public void run() {
          handleRequest(connection);
        }
      };
      // Don't do this!
      new Thread(r).start();
    }
  }
}
```

# Executors Example

## Web Server—Better Resource Management

```
class BetterWebServer {
  Executor pool = Executors.newFixedThreadPool(7);

  public static void main(String[] args) {
    ServerSocket socket = new ServerSocket(80);
    while (true) {
      final Socket connection = socket.accept();
      Runnable r = new Runnable() {
        public void run() {
          handleRequest(connection);
        }
      };
      pool.execute(r);
    }
  }
}
```

# Saturation Policies

- An Executor which execute tasks in a thread pool
  - Can guarantee you will not run out of threads
  - Can manage thread competition for CPU resources
- There is still a risk of running out of memory
  - Tasks could queue up without bound
- Solution: Use a *bounded task queue*
  - Just so happens that JUC provides several of these…
- If queue fills up, the *saturation policy* is applied
  - Policies available: Throw, discard oldest, discard newest, or run-in-calling-thread
    - The last has the benefit of throttling the load

# Saturation Policy Example

## Web Server With Bounded Work Queue

```
class StableWebServer {
  Executor pool = new ThreadPoolExecutor(10, 10,
      Long.MAX_VALUE, TimeUnit.SECONDS,
      new LinkedBlockingQueue<Runnable>(1000),
      new ThreadPoolExecutor.DiscardOldestPolicy());

  public static void main(String[] args) {
    ServerSocket socket = new ServerSocket(80);
    while (true) {
      final Socket connection = socket.accept();
      Runnable r = new Runnable() {
        public void run() {
          handleRequest(connection);
        }
      };
      pool.execute(r);
    }
  }
}
```

# Futures and Callables

## Representing Asynchronous Tasks

- **Callable** is functional analog of **Runnable**

```
interface Callable<V> {
    V call() throws Exception;
}
```

- **Future** holds result of asynchronous call, normally a **Callable**

```
interface Future<V> {
    V get() throws InterruptedException,
                   ExecutionException;
    V get(long timeout, TimeUnit unit) throws ...;
    boolean cancel(boolean mayInterrupt);
    boolean isCancelled();
    boolean isDone();
}
```

# Futures Example

## Implementing a Concurrent Cache

```
public class Cache<K, V> {
  final ConcurrentMap<K, FutureTask<V>> map =
                   new ConcurrentHashMap<K, FutureTask<V>>();

  public V get(final K key) throws InterruptedException {
    FutureTask<V> f = map.get(key);
    if (f == null) {
      Callable<V> c = new Callable<V>() {
        public V call() {
          // return value associated with key
        }
      };
      f = new FutureTask<V>(c);
      FutureTask<V> old = map.putIfAbsent(key, f);
      if (old == null)
        f.run();
      else
        f = old;
    }
    try { return f.get(); }
    catch(ExecutionException ex) { /* rethrow ex.getCause() */ }
  }
}
```

# ScheduledExecutorService

## Deferred and Recurring Tasks

- **ScheduledExecutorService** can be used to:
  - Schedule a **Callable** or **Runnable** to run once with a fixed delay after submission
  - Schedule a **Runnable** to run periodically at a fixed rate
  - Schedule a **Runnable** to run periodically with a fixed delay between executions
- Submission returns a **ScheduledFutureTask** handle which can be used to cancel the task
- Like **java.util.Timer**, but supports pooling

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# Locks

- Use of monitor synchronization is just fine for most applications, but it has some shortcomings
  - Single wait-set per lock
  - No way to interrupt or time-out when waiting for a lock
  - Locking must be block-structured
    - Inconvenient to acquire a variable number of locks at once
    - Advanced techniques, such as hand-over-hand locking, are not possible
- Lock objects address these limitations
  - But harder to use: Need **`finally`** block to ensure release
  - So if you don’t need them, stick with **`synchronized`**

# Framework for Flexible Locking

```
interface Lock {
   void      lock();
   void      lockInterruptibly() throws
                                 InterruptedException;
   boolean   tryLock();
   boolean   tryLock(long time,TimeUnit unit) throws
                                 InterruptedException;
   void      unlock();
   Condition newCondition() throws
                        UnsupportedOperationException;
}
```

- High-performance implementation: `ReentrantLock`
  - **Basic semantics same as use of `synchronized`**
  - **Condition object semantics like `wait/notify`**

# Simple Lock Example

- Used extensively within **java.util.concurrent**

```
final Lock lock = new ReentrantLock();
 ...
 lock.lock();
 try {
   // perform operations protected by lock
 }
 catch(Exception ex) {
   // restore invariants & rethrow
 }
 finally {
   lock.unlock();
 }
```

- **Must manually ensure lock is released**

# Conditions

## Monitor-like Operations for Working With Locks

- `Condition` is an abstraction of **`wait`**/**`notify`**

```
interface Condition {
   void    await() throws InterruptedException;
   boolean await(long time, TimeUnit unit)
                     throws InterruptedException;
   long    awaitNanos(long nanosTimeout)
                     throws InterruptedException;
   boolean awaitUntil(Date deadline)
                     throws InterruptedException;
   void    awaitUninterruptibly();

   void    signal();
   void    signalAll();
}
```

  - Timed **`await`** versions report reason for return

# Condition Example

```
class BoundedBuffer {
  final Lock lock           = new ReentrantLock();
  final Condition notFull   = lock.newCondition();
  final Condition notEmpty = lock.newCondition();
  ...
  void put(Object x)throws InterruptedException {
    lock.lock(); try {
      while (isFull()) notFull.await();
      doPut(x);
      notEmpty.signal();
    } finally { lock.unlock(); }
  }
  Object take() throws InterruptedException {
    lock.lock(); try {
      while (isEmpty()) notEmpty.await();
      notFull.signal();
      return doTake();
    } finally { lock.unlock(); }
  }
}
```

# Synchronizers

## Utility Classes for Coordinating Access and Control

- `Semaphore`—Dijkstra counting semaphore, managing a specified number of permits
- `CountDownLatch`—Allows one or more threads to wait for a set of threads to complete an action
- `CyclicBarrier`—Allows a set of threads to wait until they all reach a specified barrier point
- `Exchanger`—Allows two threads to rendezvous and exchange data
  - Such as exchanging an empty buffer for a full one

# Semaphore **Example**

## Bound the Submission of Tasks to an Executor

```
public class ExecutorProxy implements Executor {
  private final Semaphore tasks;
  private final Executor master;

  ExecutorProxy(Executor master, int limit) {
    this.master = master;
    tasks = new Semaphore(limit);
  }

  public void execute(Runnable r) {
    tasks.acquireUninterruptibly(); // for simplicity
    try {
      master.execute(r);
    }
    finally {
      tasks.release();
    }
  }
}
```

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# Atomic Variables

## Holder Classes for Scalars, References, and Fields

- Support atomic operations
  - Compare-and-set (CAS)
  - Get, set, and arithmetic operations (where applicable)
    - Increment, decrement operations
- Abstraction of **`volatile`** variables
- Nine main classes:
  - { int, long, reference } X { value, field, array }
- e.g., **`AtomicInteger`** useful for counters, sequence numbers, statistics gathering

# AtomicInteger Example

## Construction Counter for Monitoring/Management

- Replace this:

```
class Service {
    static int services;
    public Service() {
        synchronized(Service.class) {
            services++;
        }
    } // ...
}
```

- With this:

```
class Service {
    static AtomicInteger services =
        new AtomicInteger();
    public Service() {
        services.getAndIncrement();
    }
    // ...
}
```

# Atomic Compare-and-Set (CAS)

```
boolean compareAndSet(int expected, int update)
```

- Atomically sets value to `update` if currently `expected`
- Returns true on successful update

- Direct hardware support in all modern processors
  - CAS, cmpxchg, ll/sc
- High-performance on multi-processors
  - No locks, so no lock contention and no blocking
  - But can fail
    - So algorithms must implement retry loop
- Foundation of many concurrent algorithms

# Sneak Preview of Java 6 Platform (Code-Named Mustang)

- Double-ended queues: **`Deque`**, **`BlockingDeque`**
  - Implementations: **`ArrayDeque`**, **`LinkedBlockingDeque`**, **`ConcurrentLinkedDeque`**
- Concurrent skiplists: **`ConcurrentSkipList{Map|Set}`**
- Enhanced navigation of sorted maps/sets
  - **`Navigable{Map|Set}`**
- Miscellaneous algorithmic enhancements
  - More use of lock-free algorithms in utilities
  - VM performance improvements for intrinsic locking
- M&M support for locks and conditions

# java.util.concurrent

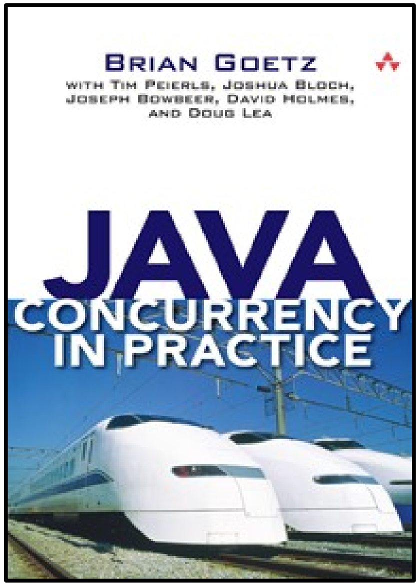
- Executors
  - `Executor`
  - `ExecutorService`
  - `ScheduledExecutorService`
  - `Callable`
  - `Future`
  - `ScheduledFuture`
  - `Delayed`
  - `CompletionService`
  - `ThreadPoolExecutor`
  - `ScheduledThreadPoolExecutor`
  - `AbstractExecutorService`
  - `Executors`
  - `FutureTask`
  - `ExecutorCompletionService`
- Queues
  - `BlockingQueue`
  - `ConcurrentLinkedQueue`
  - `LinkedBlockingQueue`
  - `ArrayBlockingQueue`
  - `SynchronousQueue`
  - `PriorityBlockingQueue`
  - `DelayQueue`
- Concurrent collections
  - `ConcurrentMap`
  - `ConcurrentHashMap`
  - `CopyOnWriteArray{List,Set}`
- Synchronizers
  - `CountDownLatch`
  - `Semaphore`
  - `Exchanger`
  - `CyclicBarrier`
- Locks: `java.util.concurrent.locks`
  - `Lock`
  - `Condition`
  - `ReadWriteLock`
  - `AbstractQueuedSynchronizer`
  - `LockSupport`
  - `ReentrantLock`
  - `ReentrantReadWriteLock`
- Atomics: `java.util.concurrent.atomic`
  - `Atomic[Type]`
  - `Atomic[Type]Array`
  - `Atomic[Type]FieldUpdater`
  - `Atomic{Markable,Stampable}Reference`

# Summary

- Whenever you are about to use
  - `Object.wait`, `notify`, `notifyAll`
  - `new Thread(aRunnable).start();`
  - `synchronized`
- Check first in `java.util.concurrent` if there is a class that…
  - Does it already, or
  - Let’s you do it a simpler, or better way, or
  - Provides a better starting point for your own solution
- Don’t reinvent the wheel!

# For More Information

- Documentation for **`java.util.concurrent`**—In JDK™ 5.0 software download or on Sun website
- Doug Lea's concurrency-interest mailing list
  - http://gee.cs.oswego.edu/dl/concurrency-interest/index.html
- Java Concurrency in Practice (Goetz, et al)
  - Addison-Wesley, 2006, ISBN 0-321-34960-1
- Concurrent Programming in Java (Lea)
  - Addison-Wesley, 1999 ISBN 0-201-31009-0
- JUC Backport to JDK 1.4 software
  - **http://www.mathcs.emory.edu/dcl/util/backport-util-concurrent/**



# Q&A

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