Lecture #37

Today: Side excursions into nitty-gritty stuff: Threads, storage management.
Threads

- So far, all our programs consist of single sequence of instructions.
- Each such sequence is called a *thread* (for “thread of control”) in Java.
- Java supports programs containing *multiple* threads, which (conceptually) run concurrently.
- Actually, on a uniprocessor, only one thread at a time actually runs, while others wait, but this is largely invisible.
- To allow program access to threads, Java provides the type `Thread` in `java.lang`. Each `Thread` contains information about, and controls, one thread.
- Simultaneous access to data from two threads can cause chaos, so are also constructs for controlled communication, allowing threads to *lock* objects, to *wait* to be notified of events, and to *interrupt* other threads.
But Why?

• Typical Java programs always have > 1 thread: besides the main program, others clean up garbage objects, receive signals, update the display, other stuff.

• When programs deal with asynchronous events, is sometimes convenient to organize into subprograms, one for each independent, related sequence of events.

• Threads allow us to insulate one such subprogram from another.

• GUIs often organized like this: application is doing some computation or I/O, another thread waits for mouse clicks (like 'Stop'), another pays attention to updating the screen as needed.

• Large servers like search engines may be organized this way, with one thread per request.

• And, of course, sometimes we do have a real multiprocessor.
Java Mechanics

To specify the actions “walking” and “chewing gum”:

```java
class Chewer1 implements Runnable {
    public void run()
    {
        while (true) ChewGum();
    }
}

class Walker1 implements Runnable {
    public void run()
    {
        while (true) Walk();
    }
}
```

```java
// Walk and chew gum
Thread chomp = new Thread(new Chewer1);
Thread clomp = new Thread(new Walker1);
chomp.start(); clomp.start();
```

Concise Alternative (uses fact that Thread implements Runnable):

```java
class Chewer2 extends Thread {
    public void run()
    {
        while (true) ChewGum();
    }
}

class Walker2 extends Thread {
    public void run()
    {
        while (true) Walk();
    }
}
```

```java
Thread chomp = new Chewer2(),
    clomp = new Walker2();
chomp.start(); clomp.start();
```
Avoiding Interference

- When one thread has data for another, one must wait for the other to be ready.
- Likewise, if two threads use the same data structure, generally only one should modify it at a time; other must wait.
- E.g., what would happen if two threads simultaneously inserted an item into a linked list at the same point in the list?
- A: Both could conceivably execute

\[
p.next = \text{new ListCell}(x, \ p.next);
\]

with the \textit{same} values of \(p\) and \(p.next\); one insertion is lost.
- Can arrange for only one thread at a time to execute a method on a particular object with either of the following equivalent definitions:

\[
\begin{aligned}
\text{void f(...)} \ {\{} \\
\quad \text{synchronized (this)} \ {\{} \\
\quad \quad \text{body of f} \\
\quad {\}} \\
\text{\}}
\end{aligned}
\]

\[
\begin{aligned}
\text{synchronized void f(...)} \ {\{} \\
\quad \text{body of f} \\
\quad {\}}
\end{aligned}
\]
Communicating the Hard Way

• *Communicating* data is tricky: the faster party must wait for the slower.

• *Obvious* approaches for sending data from thread to thread don’t work:

```java
class DataExchanger {
    Object value = null;
    Object receive() {
        Object r; r = null;
        while (r == null) {
            r = value;
        }
        value = null;
        return r;
    }
    void deposit(Object data) {
        while (value != null) { }
        value = data;
    }
}
```

DataExchanger exchanger = new DataExchanger();

----------------------------------
// thread1 sends to thread2 with
exchanger.deposit("Hello!");
----------------------------------

// thread2 receives from thread1 with
msg = (String) exchanger.receive();

• *BAD:* One thread can monopolize machine while waiting; two threads executing deposit or receive simultaneously cause chaos.
Primitive Java Facilities

• *wait* method on Object makes thread wait (not using processor) until notified by *notifyAll*, unlocking the Object while it waits.

• Example, *ucb.util.mailbox* has something like this (simplified):

```java
interface Mailbox {
    void deposit(Object msg) throws InterruptedException;
    Object receive() throws InterruptedException;
}

class QueuedMailbox implements Mailbox {
    private List<Object> queue = new LinkedList<Object>();

    public synchronized void deposit(Object msg) {
        queue.add(msg);
        this.notifyAll(); // Wake any waiting receivers
    }

    public synchronized Object receive() throws InterruptedException {
        while (queue.isEmpty()) wait();
        return queue.remove(0);
    }
}
```
Message-Passing Style

- Use of Java primitives very error-prone. Wait until CS162.
- Mailboxes are higher-level, and allow the following program structure:

![Diagram showing information flow through Mailboxes #1 and #2]

- Where each Player is a thread that looks like this:

```java
while (!gameOver()) {
    if (myMove())
        outBox.deposit(computeMyMove(lastMove));
    else
        lastMove = inBox.receive();
}
```
More Concurrency

- Previous example can be done other ways, but mechanism is very flexible.

- E.g., suppose you want to think during opponent’s move:

```java
while (!gameOver()) {
    if (myMove())
        outBox.deposit(computeMyMove(lastMove));
    else {
        do {
            thinkAheadALittle();
            lastMove = inBox.receiveIfPossible();
        } while (lastMove == null);
    }
}
```

- `receiveIfPossible` (written `receive(0)` in our actual package) doesn’t wait; returns null if no message yet, perhaps like this:

```java
public synchronized Object receiveIfPossible() 
    throws InterruptedException {
    if (queue.isEmpty())
        return null;
    return queue.remove(0);
}
```
Coroutines

- A **coroutine** is a kind of synchronous thread that explicitly hands off control to other coroutines so that only one executes at a time, like Python generators. Can get similar effect with threads and mailboxes.

- Example: recursive inorder tree iterator:

```java
class TreeIterator extends Thread {
    Tree root; Mailbox r;
    TreeIterator(Tree T, Mailbox r) {
        this.root = T; this.dest = r;
    }
    public void run() {
        traverse(root);
        r.deposit(End marker);
    }
    void traverse(Tree t) {
        if (t == null) return;
        traverse(t.left);
        r.deposit(t.label);
        traverse(t.right);
    }
    void treeProcessor(Tree T) {
        Mailbox m = new QueuedMailbox();
        new TreeIterator(T, m).start();
        while (true) {
            Object x = m.receive();
            if (x is end marker)
                break;
            do something with x;
        }
    }
}
```

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Use In GUIs

- Java runtime library uses a special thread that does nothing but wait for *events* like mouse clicks, pressed keys, mouse movement, etc.
- You can designate an object of your choice as a *listener*; which means that Java's event thread calls a method of that object whenever an event occurs.
- As a result, your program can do work while the GUI continues to respond to buttons, menus, etc.
- Another special thread does all the drawing. You don't have to be aware when this takes place; just ask that the thread wake up whenever you change something.
Highlights of a GUI Component

/** A widget that draws multi-colored lines indicated by mouse. */
class Lines extends JComponent implements MouseListener {
    private List<Point> lines = new ArrayList<Point>();

    Lines() { // Main thread calls this to create one
        setPreferredSize(new Dimension(400, 400));
        addMouseListener(this);
    }

    public synchronized void paintComponent(Graphics g) { // Paint thread
        g.setColor(Color.white); g.fillRect(0, 0, 400, 400);
        int x, y; x = y = 200;
        Color c = Color.black;
        for (Point p : lines)
            g.setColor(c); c = chooseNextColor(c);
            g.drawLine(x, y, p.x, p.y); x = p.x; y = p.y;
    }

    public synchronized void mouseClicked(MouseEvent e) // Event thread
    { lines.add(new Point(e.getX(), e.getY())); repaint(); }

    ...
}
Interrupts

- An **interrupt** is an event that disrupts the normal flow of control of a program.

- In many systems, interrupts can be totally **asynchronous**, occurring at arbitrary points in a program, the Java developers considered this unwise; arranged that interrupts would occur only at controlled points.

- In Java programs, one thread can interrupt another to inform it that something unusual needs attention:

  ```java
  otherThread.interrupt();
  ```

- **But** otherThread **does not receive the interrupt** until it waits: methods **wait**, **sleep** (wait for a period of time), **join** (wait for thread to terminate), and mailbox deposit and receive.

- **Interrupt causes these methods to throw** **InterruptedException**, **so typical use is like this**:

  ```java
  try {
      msg = inBox.receive();
  } catch (InterruptedException e) {
      HandleEmergency();
  }
  ```
Remote Mailboxes (A Side Excursion)

- RMI: Remote Method Interface allows one program to refer to objects in another program.
- We use it to allow mailboxes in one program be received from or deposited into in another.
- To use this, you define an interface to the remote object:

```java
import java.rmi.*;
interface Mailbox extends Remote {
    void deposit( Object msg )
        throws InterruptedException, RemoteException;
    Object receive()
        throws InterruptedException, RemoteException;
    ...
}
```

- On machine that actually will contain the object, you define

```java
class QueuedMailbox ... implements Mailbox {
    Same implementation as before, roughly
}
```
Remote Objects Under the Hood

// On machine #1: // On Machine #2:
Mailbox outBox
    = new QueuedMailbox();
    = get outBox from machine #1

outBox:
    a QueuedMailbox
    queue: ['Hi',...]

    receive() request (I/O)
   response 'Hi' (I/O)

inBox:
    a Mailbox stub
    receive()

- Because Mailbox is an interface, hides fact that on Machine #2 doesn’t actually have direct access to it.
- Requests for method calls are relayed by I/O to machine that has real object.
- Any argument or return type OK if it also implements Remote or can be serialized—turned into stream of bytes and back, as can primitive types and String.
- Because I/O involved, expect failures, hence every method can throw RemoteException (subtype of IOException).
Scope and Lifetime

- **Scope** of a declaration is portion of program text to which it applies (is visible).
  - Need not be contiguous.
  - In Java, is static: independent of data.

- **Lifetime** or **extent** of storage is portion of program execution during which it exists.
  - Always contiguous
  - Generally dynamic: depends on data

- **Classes of extent:**
  - **Static:** entire duration of program
  - **Local** or **automatic:** duration of call or block execution (local variable)
  - **Dynamic:** From time of allocation statement (**new**) to deallocation, if any.
Explicit vs. Automatic Freeing

• Java has no explicit means to free dynamic storage.

• However, when no expression in any thread can possibly be influenced by or change an object, it might as well not exist:

```java
IntList wasteful()
{
    IntList c = new IntList(3, new IntList(4, null));
    return c.tail;
    // variable c now deallocated, so no way
    // to get to first cell of list
}
```

• At this point, Java runtime, like Scheme’s, recycles the object c pointed to: *garbage collection.*
Under the Hood: Allocation

- Java pointers (references) are represented as integer addresses.
- Corresponds to machine’s own practice.
- In Java, cannot convert integers ↔ pointers,
- But crucial parts of Java runtime implemented in C, or sometimes machine code, where you can.
- Crude allocator in C:

```c
char store[STORAGE_SIZE];  // Allocated array
size_t remainder = STORAGE_SIZE;

/** A pointer to a block of at least N bytes of storage */
void* simpleAlloc(size_t n) {  // void*: pointer to anything
    if (n > remainder) ERROR();
    remainder = (remainder - n) & ~0x7;  // Make multiple of 8
    return (void*) (store + remainder);
}
```
Example of Storage Layout: Unix

- OS gives way to turn chunks of unallocated region into heap.
- Happens automatically for stack.
Explicit deallocation

- C/C++ normally require explicit deallocation, because of
  - Lack of run-time information about what is array
  - Possibility of converting pointers to integers.
  - Lack of run-time information about *unions*:

  ```
  union Various {
    int Int;
    char* Pntr;
    double Double;
  }
  X;  // X is either an int, char*, or double
  ```

- Java avoids all three problems; automatic collection possible.

- Explicit freeing can be somewhat faster, but rather error-prone:
  - Memory corruption
  - Memory leaks
Free Lists

- Explicit allocator grabs chunks of storage from OS and gives to applications.
- Or gives recycled storage, when available.
- When storage is freed, added to a free list data structure to be recycled.
- Used both for explicit freeing and some kinds of automatic garbage collection.

Variables (visible to program)

The Heap

Free List
Free List Strategies

- Memory requests generally come in multiple sizes.
- Not all chunks on the free list are big enough, and one may have to search for a chunk and break it up if too big.
- Various strategies to find a chunk that fits have been used:
  - **Sequential fits:**
    * Link blocks in LIFO or FIFO order, or sorted by address.
    * Coalesce adjacent blocks.
    * Search for first fit on list, best fit on list, or next fit on list after last-chosen chunk.
  - **Segregated fits:** separate free lists for different chunk sizes.
  - **Buddy systems:** A kind of segregated fit where some newly adjacent free blocks of one size are easily detected and combined into bigger chunks.
- Coalescing blocks reduces fragmentation of memory into lots of little scattered chunks.
Garbage Collection: Reference Counting

- Idea: Keep count of number of pointers to each object. Release when count goes to 0.

```
Y: □
X: □ → 1 □ → 1 □ → 1 □
   1 A  → 1 B  → 1 C
Y = X.tail;
X = Y;
Y: □
X: □ → 0 □ → 3 □ → 1 □
   1 A  → 1 B  → 1 C
Y = X.tail;
X: □ → 2 □ → 1 □
   0 A  → 1 B  → 1 C
```

...etc., until:

```
Y: □
X: □ → 2 □ → 1 □
   0 A  → 1 B  → 1 C
```
Garbage Collection: Mark and Sweep

Roots (locals + statics)

1. Traverse and **mark** graph of objects.
2. **Sweep** through memory, freeing unmarked objects.

Before sweep:

<table>
<thead>
<tr>
<th>A</th>
<th>B*</th>
<th>C</th>
<th>D*</th>
<th>E*</th>
<th>F</th>
<th>G*</th>
</tr>
</thead>
<tbody>
<tr>
<td>42</td>
<td>D</td>
<td>G</td>
<td>F</td>
<td>A</td>
<td>7</td>
<td>G</td>
</tr>
</tbody>
</table>

After sweep:

<table>
<thead>
<tr>
<th>B</th>
<th>D</th>
<th>G</th>
<th>D*</th>
<th>E</th>
<th>G</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>D</td>
<td>G</td>
<td>7</td>
<td>G</td>
<td></td>
</tr>
</tbody>
</table>
Cost of Mark-and-Sweep

- Mark-and-sweep algorithms don’t move any existing objects—pointers stay the same.

- The total amount of work depends on the amount of memory swept—i.e., the total amount of active (non-garbage) storage + amount of garbage. Not necessarily a big hit: the garbage had to be active at one time, and hence there was always some “good” processing in the past for each byte of garbage scanned.
Copying Garbage Collection

Another approach: 

- Traversal and copying of active objects breadth first, 

- As you copy each object, mark it and copy a forwarding pointer into it that points to where you copied it.

- The next time you have to copy an already marked object, just use its forwarding pointer instead.

- When done, the space you copied from (“from-space”) becomes the next to-space; in effect, all its objects are freed in constant time.
**Copy Garbage Collection Illustrated**

(a) **Roots**

| B | 5 | E |

**from:**

| 42 | D | G | F | A | D* | 7 | G | D | C | E |

**to:**


**B:** Old object  
**B':** New object  
*: marked

(b) **Roots**

| B' | 5 | E' |

**from:**

| 42 | B' | G | F | A | D* | 7 | G | E* | F | C | E |

**to:**

| B' | E' |

**forwarding pointers**

(c) **Roots**

| B' | 5 | E' |

**from:**

| 42 | B' | G | F | A | D* | 7 | G | E* | F | C | G' | E |

**to:**

| D' | G' | D | 7 | G | E |

**Copy roots**

**Copy from to-space in (b).**  
**Only D is new**

(d) **Roots**

| B' | 5 | E' |

**from:**

| 42 | B' | G | F | A | D* | 7 | G | E* | F | C | G' | E |

**to:**

| D' | G' | D | 7 | G' | E' |

**Copy from to-space in (c).**  
**No new objects**

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Most Objects Die Young: Generational Collection

- Most older objects stay active, and need not be collected.
- Would be nice to avoid copying them over and over.
- *Generational garbage collection* schemes have two (or more) from spaces: one for newly created objects (*new space*) and one for “tenured” objects that have survived garbage collection (*old space*).
- A typical garbage collection collects only in new space, ignores pointers from new to old space, and moves objects to old space.
- As roots, uses usual roots plus pointers in old space that have changed (so that they might be pointing to new space).
- When old space full, collect all spaces.
- This approach leads to much smaller *pause times* in interactive systems.
There's Much More

- These are just highlights.
- Lots of work on how to implement these ideas efficiently.
- **Distributed garbage collection**: What if objects scattered over many machines?
- **Real-time collection**: where predictable pause times are important, leads to *incremental* collection, doing a little at a time.