CONCURRENCY IN JAVA

Course “Parallel Computing”

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Java on a NUMA Architecture

- Loading Java 11 (default is Java 6):

```
zusie> module avail
...
zusie> module load jdk/11.0.1+13
Module for jdk 11.0.1+13 loaded.
zusie> java
Picked up _JAVA_OPTIONS:  -XX:+UseParallelGC -XX:ParallelGCThreads=4
...
```

- Advanced Runtime Options:

```
-XX:+UseParallelGC
  Enables the use of the parallel scavenge garbage collector
  (also known as the throughput collector) to improve the performance
  of your application by leveraging multiple processors. ...
-XX:ParallelGCThreads=N
  Sets the number of threads used for parallel garbage collection in
  the young and old generations. ...
-XX:+UseNUMA
  Enables performance optimization of an application on a machine
  with nonuniform memory architecture (NUMA) by increasing the
  application's use of lower latency memory. ...
```

Additional threads are created for garbage collection.

Java on a NUMA Architecture

- Pinning threads to cores:

```
zusie> man 1 dplace
...
       Dplace is used to bind a related set of processes to specific
       cpus or nodes to prevent process migrations. In some cases,
       this will improve performance since a higher percentage of
       memory accesses  will be to the local node.
...
OPTIONS
       -c     Cpu numbers. Specified as a list of cpus, optionally
              strided cpu ranges, or a striding pattern. Example:
              "-c 1",  "-c  2-4",  "-c 1,4-8,3",  "-c  2-8:3",  ...
...
       In some cases, version 2 of numatools will give better
       performance than version  1.  ... In version 2, this
       memory is usually allocated local to the task's node.
...
```

- Pin Java threads to physical cores in current CPU set:

```
zusie> dplace -c 16-31 java ... // all threads on second blade
```

Java on a NUMA Architecture

- Control NUMA policy for processes or shared memory:

```
zusie> man 1 numactl
...
       numactl runs processes with a specific NUMA scheduling
       or memory placement policy. ...
...
OPTIONS
       -physcpubind=cpus, -C cpus
              Only execute process on cpus.  ...  Physical cpus may be
              specified as N,N,N or  N-N or N,N-N or  N-N,N-N  and  so
              forth. Relative  cpus  may be specifed as +N,N,N or +N-N
              or +N,N-N and so forth. The + indicates that the cpu
              numbers are  relative  to the  process' set of allowed
              cpus in its current cpuset. ...
       ...
```

- Place Java threads on physical cores in current CPU set:

```
zusie> numactl -C +16-31 java ... // all threads on second blade
```

- No pinning: threads may migrate among cores.

Java on a NUMA Architecture

`top -H -u` *login*: press `f j <ENTER>`

```
top - 08:17:23 up 8 days, 17:01, 12 users,  load average: 2.34, 0.53, 0.18
Tasks: 16842 total,   1 running, 16840 sleeping,   1 stopped,   0 zombie
Cpu(s):  0.8%us,  0.0%sy,  0.0%ni, 99.2%id,  0.0%wa,  0.0%hi,  0.0%si,  0.0%st
Mem:   2051061M total,  1958678M used,    92382M free,        0M buffers
Swap:   262143M total,        0M used,   262143M free,  1952269M cached

    PID USER      PR  NI  VIRT  RES  SHR S %CPU %MEM    TIME+     P COMMAND
 331708 k313270   20   0 62444  15m 1972 R   20  0.0   0:08.14  529 top
 331467 k313270   20   0  106m 2536 1476 S    0  0.0   0:00.02  513 sshd
 331468 k313270   20   0 55824 5704 2776 S    0  0.0   0:00.10   10 bash
 331633 k313270   20   0  106m 2536 1476 S    0  0.0   0:00.02  513 sshd
 331634 k313270   20   0 55824 5724 2796 S    0  0.0   0:00.10  580 bash
 331709 k313270   20   0 32.8g 116m  12m S    0  0.0   0:00.01   64 java
 331710 k313270   20   0 32.8g 116m  12m S    0  0.0   0:00.29   65 java
 331711 k313270   20   0 32.8g 116m  12m S    0  0.0   0:00.00   66 java
 331712 k313270   20   0 32.8g 116m  12m S    0  0.0   0:00.00   67 java
 331713 k313270   20   0 32.8g 116m  12m S    0  0.0   0:00.00   68 java
 331714 k313270   20   0 32.8g 116m  12m S    0  0.0   0:00.00   69 java
 331715 k313270   20   0 32.8g 116m  12m S    0  0.0   0:00.00   70 java
```

Column “P”: the core executing the thread.

Multi-Threading in Java

```
public class HelloRunnable
    implements Runnable {
  public void run() {
    System.out.println("Hello!");
  }
}

public static
void main(String args[]) {
  Thread t =
    new Thread(new HelloRunnable());
  t.start();
  try { t.join() }
  catch(InterruptedException e) { }
}
```

```
public class HelloThread
    extends Thread {
  public void run() {
    System.out.println("Hello!");
  }
}

public static
void main(String args[]) {
  Thread t =
    new HelloThread();
  t.start();
  try { t.join() }
  catch(InterruptedException e) { }
}
```

Creating threads and waiting for their termination.

Example: Matrix Multiplication

```
public class MatMultThreads {

  private static int N;
  private static int T;
  private static double[][] A;
  private static double[][] B;
  private static double[][] C;

  private static final class MultThread
      extends Thread {
    private int begin; private int end;
    public MultThread(int begin, int end) {
      this.begin = begin; this.end = end;
    }
    public void run() {
      for (int i = begin; i < end; i++)
      {
        for (int j = 0; j < N; j++) {
          C[i][j] = 0;
          for (int k = 0; k < N; k++)
            C[i][j] += A[i][k]*B[k][j];
        }
      }
    }
  }
```

```
  private static void multiply() {
    int n = N/T;
    Thread[] thread = new MultThread[T];
    for (int i = 0; i < T; i++) {
      thread[i] =
        new MultThread(i*n, Math.min((i+1)*n,N));
      thread[i].start();
    }
    try {
      for (int i = 0; i < T; i++)
        thread[i].join();
    }
    catch(InterruptedException e) { }
  }
  public static void main(String[] args) {
    ...
    try {
      N = Integer.parseInt(args[0]);
      T = Integer.parseInt(args[1]);
    }
    catch(NumberFormatException e) { return; }
    A = new double[N][N];
    B = new double[N][N];
    C = new double[N][N];
    multiply();
  }
}
```

Synchronization of Threads

- Synchronized methods:

```
public class SynchronizedCounter {
  private int c = 0;
  public synchronized void increment() { c++; }
  public synchronized int value() { return c; }
}
```

- Synchronized statements:

```
public static void push(List<String> list, String name) {
  synchronized(list) { list.add(name); }
}
public static void pop(List<String> list) {
  synchronized(list) { list.remove(list.size()-1); }
}
```

The executions of two synchronized methods/statements on the same lock object do not overlap.

Example: Dynamic Task Scheduling

```
public class MatMultWorkers {

  private static int N;
  private static int T;
  private static double[][] A;
  private static double[][] B;
  private static double[][] C;
  private static int rows;

  private static final class MultWorker
    extends Thread {
    public void run() {
      while (true) {
        int i;
        synchronized (C) {
          i = rows;
          rows++;
        }
        if (i >= N) return;
        for (int j = 0; j < N; j++) {
          C[i][j] = 0;
          for (int k = 0; k < N; k++)
            C[i][j] += A[i][k]*B[k][j];
        }
      }
    }
  }

  private static void multiply() {
    int n = N/T;
    Thread[] thread = new MultWorker[T];
    for (int i = 0; i < T; i++)
    {
      thread[i] = new MultWorker();
      thread[i].start();
    }
    try
    {
      for (int i = 0; i < T; i++)
        thread[i].join();
    }
    catch(InterruptedException e) { }
  }
  public static void main(String[] args)  {
    ...
    try {
      N = Integer.parseInt(args[0]);
      T = Integer.parseInt(args[1]);
    }
    catch(NumberFormatException e) { return; }
    A = new double[N][N];
    B = new double[N][N];
    C = new double[N][N];
    rows = 0;
    multiply();
  }
}
```

Memory Consistency Properties

Be careful: the effect of a write action by one thread is only guaranteed to be seen by the read action of another thread, if the actions are in the (transitive) happens-before relationship:

- Each action in a thread happens-before every later action (in program order) in the same thread.
- A `synchronized` method or statement exit happens-before every subsequent `synchronized` entry on the same lock object.
- A write to a `volatile` field happens-before every read to the same field.
- The `start` of a thread happens-before all actions of the thread.
- All actions of a thread happen-before every `join` of the thread.

The constructs `synchronized`, `volatile`, `start` and `join` define the happens-before relationship of a program.

The High-Level Concurrency API

Package `java.util.concurrent`.

- Lock objects
  - Package `java.util.concurrent.locks`
- Executors
  - Executor interfaces, thread pools, the Fork/Join framework.
- Concurrent collections
  - Interfaces `BlockingQueue`, `ConcurrentMap`, `ConcurrentNavigableMap`.
- Atomic variables
  - Package `java.util.concurrent.atomic`
- Pseudorandom numbers from multiple threads.
  - Class `ThreadLocalRandom`

We will investigate the “executors” in more detail.

Executors

- Core idea: separate “tasks” from “threads”.
  - Tasks: computations to be performed.
  - Threads: the unit of execution mapped to a processor core.
- Executors: an object that executes tasks.
  - Receives tasks and schedules them on a pool of threads.
- Tasks may or may not return a result:
  - interface `Executor`:

    ```
    void execute(Runnable command)
    interface Runnable { void run(); }
    ```

  - interface `ExecutorService`:

    ```
    <T> Future<T> submit(Callable<T> task)
        Future<?> submit(Runnable task)
    interface Callable<T> { T call(); ... }
    interface Future<T> { T get(); ... }
    ```

Thread Pools

- Factory methods of class `Executors`:

```
static ExecutorService newFixedThreadPool(int nThreads)
  Creates a thread pool that reuses a fixed number of threads operating
  off a shared unbounded queue.
static ExecutorService newSingleThreadExecutor()
  Creates an Executor that uses a single worker thread
  operating off an unbounded queue.
static ExecutorService newWorkStealingPool(int parallelism)
  Creates a thread pool that maintains enough threads to support given
  parallelism level, and may use multiple queues to reduce contention.
```

- Manual creation of a `ThreadPoolExecutor`:

```
  ThreadPoolExecutor(int corePoolSize, int maximumPoolSize,
      long keepAliveTime, TimeUnit unit,
      BlockingQueue<Runnable> workQueue)
  Creates a new ThreadPoolExecutor with the given initial parameters
  and default thread factory and rejected execution handler.
```

Creation may be also parameterized by a “thread factory”.

Example: Tasks without Results

```
import java.util.*;
import java.util.concurrent.*;

public class MatMultPool {

  private static int N;
  private static int T;
  private static double[][] A;
  private static double[][] B;
  private static double[][] C;

  private static final class MultTask
      implements Runnable {
    private int i;
    public MultTask(int i) {
      this.i = i;
    }
    public void run() {
      for (int j = 0; j < N; j++) {
        C[i][j] = 0;
        for (int k = 0; k < N; k++)
          C[i][j] += A[i][k]*B[k][j];
      }
    }
  }

  private static void multiply() {
    ExecutorService pool =
      Executors.newFixedThreadPool(T);
    Vector<Future<?> > result =
      new Vector<Future<?> >(N);
    for (int i = 0; i < N; i++)
      result.add(pool.submit(new MultTask(i)));
    try {
      for (int i = 0; i < N; i++)
        result.get(i).get();
    }
    catch (InterruptedException e) { }
    catch (ExecutionException e) { }
    pool.shutdown();
  }
  public static void main(String[] args) {
    ...
    try
    {
      N = Integer.parseInt(args[0]);
      T = Integer.parseInt(args[1]);
    }
    catch(NumberFormatException e) { return; }
    A = new double[N][N];
    B = new double[N][N];
    C = new double[N][N];
    multiply();
  }
}
```

Example: Tasks with Results

```
import java.util.*;
import java.util.concurrent.*;

public class MatMultFuture {

  private static int N;
  private static int T;
  private static double[][] A;
  private static double[][] B;
  private static double[][] C;

  private static final class MultResult
      implements Callable<double[]> {
    private int i;
    public MultResult(int i) {
      this.i = i;
    }
    public double[] call() throws Exception
    {
      double[] C = new double[N];
      for (int j = 0; j < N; j++)
      {
        C[j] = 0;
        for (int k = 0; k < N; k++)
          C[j] += A[i][k]*B[k][j];
      }
      return C;
    }
  }
```

```
private static void multiply()  {
  ExecutorService pool =
    Executors.newFixedThreadPool(T);
  Vector<Future<double[]> > result =
    new Vector<Future<double[]> >(N);
  for (int i = 0; i < N; i++)
    result.add(pool.submit(new MultResult(i)));
  try {
    for (int i = 0; i < N; i++)
      C[i] = result.get(i).get();
  }
  catch(InterruptedException e) { }
  catch(ExecutionException e) { }
  pool.shutdown();
}
public static void main(String[] args) {
  ...
  try
  {
    N = Integer.parseInt(args[0]);
    T = Integer.parseInt(args[1]);
  }
  catch(NumberFormatException e) { return; }
  A = new double[N][N];
  B = new double[N][N];
  C = new double[N][];
  multiply();
}
```

The Fork/Join Framework

A framework for recursive tasks.

- Class `ForkJoinPool`

  ```
  ForkJoinPool(int parallelism)
  <T> ForkJoinTask<T> submit(ForkJoinTask<T> task)
  ```

- Abstract class `ForkJoinTask<T>`:

  ```
  ForkJoinTask<T> fork()
  public final T join()
  static void invokeAll(ForkJoinTask<?>... tasks)
  ```

  - Abstract subclass `RecursiveAction`:

    ```
    protected abstract void compute()
    ```

  - Abstract subclass `RecursiveTask<T>`:

    ```
    protected abstract T compute()
    ```

Applies *work stealing*: when one thread runs out of tasks, it steals tasks created by another thread.

Example: Recursive Tasks

```
import java.util.*;
import java.util.concurrent.*;
public class MatMultRec {
  private static int N;
  private static int T;
  private static double[][] A;
  private static double[][] B;
  private static double[][] C;
  private static final class MultRec
      extends RecursiveAction {
    private int begin; private int end;
    public MultRec(int begin, int end) {
      this.begin = begin; this.end = end;
    }
    public void compute() {
      if (begin == end-1) {
        int i = begin;
        for (int j = 0; j < N; j++) {
          C[i][j] = 0;
          for (int k = 0; k < N; k++)
            C[i][j] += A[i][k]*B[k][j];
        }
      }
      else if (begin < end) {
        int mid = (begin+end)/2;
        invokeAll(new MultRec(begin, mid), new MultRec(mid, end));
      }
    }
  }
```

```
  private static void multiply() {
    ForkJoinPool pool = new ForkJoinPool(T);
    ForkJoinTask<Void> task =
      pool.submit(new MultRec(0,N));
    task.join();
    pool.shutdown();
  }
  public static void main(String[] args) {
    ...
    try {
      N = Integer.parseInt(args[0]);
      T = Integer.parseInt(args[1]);
    }
    catch(NumberFormatException e) { return; }
    A = new double[N][N];
    B = new double[N][N];
    C = new double[N][N];
    multiply();
  }
}
```

Distributed Memory Programming

- Use networking API for “message passing” programming.
  - TCP-based sockets for transfering streams of bytes.
- On a remote node a server process has to be started.
  - For instance, by “secure shell”.
  - Process waits on some port for connection requests.
  - By accepting a request, server receives socket to client.
- Client processes may request connections to the server.
  - Server identified by IP address and port number.
  - Upon acceptance, client receives socket to server.
- Sockets provide conventional input/output streams.
  - Standard I/O operations may be used for communication.
  - Output has to be (explicitly/automatically) flushed.

Low-level approach; there also exist high level alternatives, e.g., Java Remote Method Invocation (RMI).

Example: A Client/Server Program

```
import java.io.*;
import java.net.*;

public class MatMultNet {

  private final static String URL = "localhost";
  private final static int port = 9999;
  private static int N;
  private static int T;
  private static double[][] A;
  private static double[][] B;
  private static double[][] C;

  private static final class MultThread
      extends Thread {
    private int begin; private int end;
    public MultThread(int begin, int end) {
      this.begin = begin; this.end = end;
    }
    public void run() {
      for (int i = begin; i < end; i++) {
        for (int j = 0; j < N; j++) {
          C[i][j] = 0;
          for (int k = 0; k < N; k++)
            C[i][j] += A[i][k]*B[k][j];
        }
      }
    }
  }
```

```
private static void multiply() {
  int n = N/T;
  Thread[] thread = new MultThread[T];
  for (int i = 0; i < T; i++) {
    thread[i] =
      new MultThread(i*n, Math.min((i+1)*n,N));
    thread[i].start();
  }
  try {
    for (int i = 0; i < T; i++)
      thread[i].join();
  }
  catch(InterruptedException e) { }
}
public static void main(String[] args)
{
  ...
  if (args[0].equals("-client"))
    client();
  else
    server();
}
```

Example: A Client/Server Program

```
public static void server() {
  try {
    ServerSocket server = new ServerSocket(port);
    while (true) {
      Socket socket = server.accept();
      BufferedReader in =
        new BufferedReader(new InputStreamReader
          (socket.getInputStream()));
      PrintWriter out =
        new PrintWriter(new OutputStreamWriter
          (socket.getOutputStream()), true);
      String line = in.readLine();
      if (line == null) return;
      ...
      try {
        N = Integer.parseInt(args[0]);
        T = Integer.parseInt(args[1]);
      }
      catch(NumberFormatException e) { ... }
      A = new double[N][N];
      B = new double[N][N];
      C = new double[N][N];
      long t1 = System.currentTimeMillis();
      multiply();
      long t2 = System.currentTimeMillis();
      out.println((t2-t1) + " ms");
    }
  }
  catch(IOException e) { System.exit(-1); }
}
```

```
static void client() {
  try {
    BufferedReader console =
      new BufferedReader(new InputStreamReader
        (System.in));
    while (true) {
      String line = console.readLine();
      if (line == null) return;
      Socket socket = new Socket(URL, port);
      BufferedReader in =
        new BufferedReader(new InputStreamReader
          (socket.getInputStream()));
      PrintWriter out =
        new PrintWriter(new OutputStreamWriter
          (socket.getOutputStream()), true);
      out.println(line);
      String answer = in.readLine();
      if (answer == null) return;
      System.out.println(answer);
    }
  }
  catch(IOException e) { System.exit(-1); }
}
}
```