Symbols 64-bit operations nonatomic nature of; 36

A

ABA problem; 336 abnormal thread termination handling; 161-163 abort saturation policy; 174 See also lifecycle; termination; abrupt shutdown limitations; 158–161 triggers for; 164 vs. graceful shutdown; 153 AbstractExecutorService task representation use; 126 abstractions See models/modeling; representation; AbstractQueuedSynchronizer See AQS framework; access See also encapsulation; sharing; visibility; exclusive and concurrent collections; 86 integrity nonblocking algorithm use; 319 mutable state importance of coordinating; 110 remote resource as long-running GUI task; 195 serialized WorkerThread example; 227_{li} vs. object serialization; 27_{fn} visibility role in; 33 AccessControlContext custom thread factory handling; 177 acquisition of locks See locks, acquisition; action(s) See also compound actions; condition, predicate; control flow; task(s); barrier; 99 JMM specification; 339-342 listener; 195–197 activity(s) See also task(s); cancellation; 135, 135-150 tasks as representation of; 113 ad-hoc thread confinement; 43 See also confinement; algorithm(s) See also design patterns; idioms; representation; comparing performance; 263-264 design role of representation; 104 lock-free; 329 Michael-Scott nonblocking queue; 332 nonblocking; 319, 329, 329-336 backoff importance for; 231_{fn} synchronization; 319-336 SynchronousQueue; 174fn parallel iterative barrier use in; 99 recursive parallelizing; 181-188 Treiber's nonblocking stack; 331_{1i} work stealing deques and; 92 alien method; 40 See also untrusted code behavior; deadlock risks posed by; 211 publication risks; 40

allocation advantages vs. synchronization; 242 immutable objects and; 48fn object pool use disadvantages of; 241 scalability advantages; 263 Amdahl's law; 225-229 See also concurrent/concurrency; performance; resource(s); throughput; utilization; lock scope reduction advantage; 234 qualitative application of; 227 analysis See also instrumentation; measurement; static analysis tools; deadlock thread dump use; 216-217 escape; 230 for exploitable parallelism; 123-133 lock contention thread dump use; 240 performance; 221-245 annotations; 353-354 See also documentation; for concurrency documentation; 6 @GuardedBy; 28, 354 synchronization policy documentation use; 75 @Immutable; 353 @NotThreadSafe; 353 @ThreadSafe; 353 AOP (aspect-oriented programming) in testing; 259, 273 application(s) See also frameworks(s); service(s); tools; -scoped objects thread safety concerns; 10 frameworks, and ThreadLocal; 46 GUI; 189-202 thread safety concerns; 10-11 parallelizing task decomposition; 113 shutdown and task cancellation; 136 AQS (AbstractQueuedSynchronizer) framework; 308, 311-317 exit protocol use; 306 FutureTask implementation piggybacking use; 342

ArrayBlockingQueue; 89 as bounded buffer example; 292 performance advantages over BoundedBuffer; 263 ArrayDeque; 92 arrays See also collections; data structure(s); atomic variable; 325 asymmetric two-party tasks Exchanger management of; 101 asynchrony/asynchronous events, handling; 4 I/O, and non-interruptable blocking; 148 sequentiality vs.; 2 tasks execution, Executor framework use; 117 FutureTask handling; 95–98 atomic variables; 319-336 and lock contention; 239-240 classes; 324-329 locking vs.; 326–329 strategies for use; 34 volatile variables vs.; 39, 324-326 atomic/atomicity; 22 See also invariant(s); synchronization; visibility; 64-bit operations nonatomic nature of; 36 and compound actions; 22-23 and multivariable invariants; 57, 67-68 and open call restructuring; 213 and service shutdown; 153 and state transition constraints; 56 caching issues; 24-25 client-side locking support for; 80 field updaters; 335-336 immutable object use for; 48 in cache implementation design; 106 intrinsic lock enforcement of; 25-26 loss risk of lock scope reduction; 234 Map operations; 86 put-if-absent; 71-72 statistics gathering hooks use; 179 thread-safety issues in servlets with state; 19-23

AtomicBoolean; 325 AtomicInteger; 324 nonblocking algorithm use; 319 random number generator using; 3271i AtomicLong; 325 AtomicReference; 325 nonblocking algorithm use; 319 safe publication use; 52 AtomicReferenceFieldUpdater; 335 audit(ing) See also instrumentation; audit(ing) tools; 28fn **AWT (Abstract Window Toolkit)** See also GUI: thread use; 9 safety concerns and; 10-11

B

backoff and nonblocking algorithms; 231_{fn} barging; 283 See also fairness; ordering; synchronization; and read-write locks; 287 performance advantages of; 284 barrier(s); 99, 99-101 See also latch(es); semaphores; synchronizers; -based timer; 260-261 action; 99 memory; 230, 338 point; 99 behavior See also activities; task(s); bias See testing, pitfalls; bibliography; 355-357 binary latch; 304 AQS-based; 313-314 binary semaphore mutex use; 99 Bloch, Joshua (bibliographic reference); 69 block(ing); 92 bounded collections semaphore management of; 99 testing; 248 context switching impact of; 230 interruptible methods and; 92-94 interruption handling methods; 138

methods and interruption; 143 non-interruptable; 147-150 operations testing; 250–252 thread pool size impact; 170 queues; 87-94 See also Semaphore; and thread pool management; 173 cancellation, problems; 138 cancellation, solutions; 140 Executor functionality combined with; 129 producer-consumer pattern and; 87-92 spin-waiting; 232 state-dependent actions; 291-308 and polling; 295-296 and sleeping; 295-296 condition queues; 296-308 structure; 292_{li} threads, costs of; 232 waits timed vs. unbounded; 170 BlockingQueue; 84–85 and state-based preconditions; 57 safe publication use; 52 thread pool use of; 173 bound(ed) See also constraints; encapsulation; blocking collections semaphore management of; 99 buffers blocking operations; 292 scalability testing; 261 size determination; 261 queues and producer-consumer pattern; 88 saturation policies; 174-175 thread pool use; 172 thread pool use of; 173 resource; 221 boundaries See also encapsulation; task; 113 analysis for parallelism; 123-133 broken multi-threaded programs strategies for fixing; 16

BrokenBarrierException parallel iterative algorithm use; 99 buffer(s) See also cache/caching; bounded blocking state-dependent operations with; 292 scalability testing; 261 size determination; 261 BoundedBuffer example; 249_{li} condition queue use; 297 test case development for; 248 BoundedBufferTest example; 2501; capacities comparison testing; 261-263 testing; 248 bug pattern(s); 271, 271 See also debugging; design patterns; testing; detector; 271 busy-waiting; 295 See also spin-waiting;

С

cache/caching See also performance; atomicity issues; 24-25 flushing and memory barriers; 230 implementation issues atomic/atomicity; 106 safety; 104 misses as cost of context switching; 229 result building; 101-109 **Callable**; 126_{*li*} FutureTask use; 95 results handling capabilities; 125 callbacks testing use; 257-259 caller-runs saturation policy; 174 cancellation; 135-150 See also interruption; lifecycle; shutdown; activity; 135 as form of completion; 95 Future use; 145-147 interruptible lock acquisition; 279-281 interruption relationship to; 138

long-running GUI tasks; 197-198 non-standard encapsulation of; 148-150 reasons and strategies; 147-150 points; 140 policy; 136 and thread interruption policy; 141 interruption advantages as implementation strategy; 140 reasons for; 136 shutdown and; 135-166 task Executor handling; 125 in timed task handling; 131 timed locks use; 279 CancellationException Callable handling; 98 CAS (compare-and-swap) instructions; 321-324 See also atomic/atomicity, variables; Java class support in Java 5.0; 324 lock-free algorithm use; 329 nonblocking algorithm use; 319, 329 cascading effects of thread safety requirements; 28 cellular automata barrier use for computation of; 101 check-then-act operation See also compound actions; as race condition cause; 21 atomic variable handling; 325 compound action in collection operations; 79 multivariable invariant issues; 67-68 service shutdown issue; 153 checkpoint state shutdown issues; 158 checksums safety testing use; 253 class(es) as instance confinement context; 59 extension strategies and risks; 71 with helper classes; 72-73 synchronized wrapper client-side locking support; 73 thread-safe and object composition; 55-78

cleanup See also lifecycle; and interruption handling protecting data integrity; 142 in end-of-lifecycle processing; 135 JVM shutdown hooks use for; 164 client(s) See also server; requests as natural task boundary; 113 client-side locking; 72-73, 73 See also lock(ing); and compound actions; 79-82 and condition queues; 306 class extension relationship to; 73 stream class management; 150fn coarsening See also lock(ing); lock; 231, 235fn, 286 code review as quality assurance strategy; 271 collections See also hashtables; lists; set(s); bounded blocking semaphore management of; 99 concurrent; 84-98 building block; 79-110 copying as alternative to locking; 83 lock striping use; 237 synchronized; 79-84 concurrent collections vs.; 84 Collections.synchronizedList safe publication use; 52 Collections.synchronizedXxx synchronized collection creation; 79 communication mechanisms for; 1 compare-and-swap (CAS) instructions See CAS; comparison priority-ordered queue use; 89 compilation dynamic and performance testing; 267-268 timing and ordering alterations thread safety risks; 7 completion; 95 See also lifecycle; notification

of long-running GUI task; 198 service Future; 129 task measuring service time variance; 264-266 volatile variable use with; 39 CompletionService in page rendering example; 129 composition; 73 See also delegation; encapsulation; as robust functionality extension mechanism; 73 of objects; 55-78 compound actions; 22 See also atomic/atomicity; concurrent/concurrency, collections; race conditions; atomicity handling of; 22-23 concurrency design rules role; 110 concurrent collection support for; 84 examples of See check-then-act operation; iteration; navigation; putif-absent operation; readmodify-write; remove-ifequal operation; replace-ifequal operation; in cache implementation; 106 in synchronized collection class use mechanisms for handling; 79-82 synchronization requirements; 29 computation compute-intensive code impact on locking behavior; 34 thread pool size impact; 170 deferred design issues; 125 thread-local and performance testing; 268 Concurrent Programming in Java; 42, 57, 59, 87, 94, 95, 98, 99, 101, 124, 201, 211, 279, 282, 304 concurrent/concurrency See also parallelizing/parallelism; safety; synchronization/synchronized; and synchronized collections; 84 and task independence; 113 annotations; 353-354 brief history; 1-2

building blocks; 79-110 cache implementation issues; 103 collections; 84-98 ConcurrentHashMap locking strategy advantages; 85 debugging costs vs. performance optimization value; 224 design rules; 110 errors See deadlock; livelock; race conditions; starvation; fine-grained and thread-safe data models; 201 modifying synchronized collection problems with; 82 object pool disadvantages; 241 poor; 30 prevention See also single-threaded; single-threaded executor use; 172, 177-178 read-write lock advantages; 286-289 testing; 247-274 **ConcurrentHashMap**; 84–86 performance advantages of; 242 ConcurrentLinkedDeque: 92 **ConcurrentLinkedQueue**; 84-85 algorithm; 319-336 reflection use; 335 safe publication use; 52 ConcurrentMap; 84, 871i safe publication use; 52 ConcurrentModificationException avoiding; 85 fail-fast iterators use; 82-83 **ConcurrentSkipListMap**; 85 ConcurrentSkipListSet; 85 Condition; 3071i explicit condition object use; 306 intrinsic condition queues vs. performance considerations; 308 condition predicate; 299, 299-300 lock and condition variable relationship; 308 queues; 297 See also synchronizers; AQS support for; 312

blocking state-dependent operations use; 296-308 explicit; 306-308 intrinsic; 297 intrinsic, disadvantages of; 306 using; 298 variables explicit; 306-308 waits and condition predicate; 299 canonical form; 301_{li} interruptible, as feature of Condition; 307 uninterruptable, as feature of Condition; 307 waking up from, condition queue handling; 300-301 conditional See also blocking/blocks; notification; 303 as optimization; 303 subclassing safety issues; 304 use; 3041i read-modify-writer operations atomic variable support for; 325 configuration of ThreadPoolExecutor; 171-179 thread creation and thread factories; 175 thread pool post-construction manipulation; 177-179 confinement See also encapsulation; singlethread(ed); instance; 59, 58-60 stack; 44, 44-45 thread; 42, 42-46 ad-hoc; 43 and execution policy; 167 in Swing; 191-192 role, synchronization policy specification; 56 serial; 90, 90-92 single-threaded GUI framework use; 190 ThreadLocal; 45-46 Connection thread confinement use; 43 ThreadLocal variable use with; 45

consistent/consistency copy timeliness vs. as design tradeoff; 62 data view timeliness vs. as design tradeoff; 66, 70 lock ordering and deadlock avoidance; 206 weakly consistent iterators; 85 constraints See also invariant(s); post-conditions; pre-conditions; state transition; 56 thread creation importance of; 116 construction/constructors See also lifecycle; object publication risks; 41–42 thread handling issues; 41-42 partial unsafe publication influence; 50 private constructor capture idiom; 69_{fn} starting thread from as concurrency bug pattern; 272 ThreadPoolExecutor; 1721; post-construction customization; 177 consumers See also blocking, queues; producerconsumer pattern; blocking queues use; 88 producer-consumer pattern blocking queues and; 87-92 containers See also collections; blocking queues as; 94 scoped thread safety concerns; 10 contention/contended as performance inhibiting factor; 263 intrinsic locks vs. ReentrantLock performance considerations; 282-286 lock costs of; 320 measurement; 240-241 reduction impact; 211 reduction, strategies; 232-242 scalability impact; 232

signal method reduction in; 308

locking vs. atomic variables; 328 resource and task execution policy; 119 deque advantages; 92 scalability under as AQS advantage; 311 scope atomic variable limitation of; 324 synchronization; 230 thread collision detection help with; 321 latches help with; 95 throughput impact; 228 unrealistic degrees of as performance testing pitfall; 268-269 context switching; 229 See also performance; as cost of thread use; 229-230 condition queues advantages; 297 cost(s); 8 message logging reduction strategies; 243-244 performance impact of; 221 reduction; 243-244 signal method reduction in; 308 throughput impact; 228 control flow See also event(s); lifecycle; MVC (model-view-controller) pattern; coordination in producer-consumer pattern; 94 event handling model-view objects; 195fg simple; 194_{fg} latch characteristics; 94 model-view-controller pattern and inconsistent lock ordering; 190 vehicle tracking example; 61 convenience See also responsiveness; as concurrency motivation; 2 conventions annotations concurrency documentation; 6 Java monitor pattern; 61

cooperation/cooperating See also concurrent/concurrency; synchronization; end-of-lifecycle mechanisms interruption as; 93, 135 model, view, and controller objects in GUI applications inconsistent lock ordering; 190 objects deadlock, lock-ordering; 212_{li} deadlock, possibilities; 211 livelock possibilities; 218 thread concurrency mechanisms for; 79 coordination See also synchronization/synchronized: control flow producer-consumer pattern, blocking queues use; 94 in multithreaded environments performance impact of; 221 mutable state access importance of; 110 copying collections as alternative to locking; 83 data thread safety consequences; 62 CopyOnWriteArrayList; 84, 86-87 safe publication use; 52 versioned data model use in GUI applications; 201 CopyOnWriteArraySet safe publication use; 52 synchronized Set replacement; 86 core pool size parameter thread creation impact; **171**, 172_{fn} correctly synchronized program; 341 correctness; 17 See also safety; testing; 248-260 goals; 247 thread safety defined in terms of; 17 corruption See also atomic/atomicity; encapsulation; safety; state; data and interruption handling; 142 causes, stale data; 35

cost(s) See also guidelines; performance; safety; strategies; tradeoffs; thread; 229-232 context switching; 8 locality loss; 8 tradeoffs in performance optimization strategies; 223 CountDownLatch; 95 AQS use; 315-316 puzzle-solving framework use; 184 TestHarness example use; 96 counting semaphores; 98 See also Semaphore; permits, thread relationships; 248 SemaphoreOnLock example; 310_{1i} coupling See also dependencies; behavior blocking queue handling; 89 implicit between tasks and execution policies; 167-170 **CPU** utilization See also performance; and sequential execution; 124 condition queues advantages; 297 impact on performance testing; 261 monitoring; 240-241 optimization as multithreading goal; 222 spin-waiting impact on; 295 creation See also copying; design; policy(s); representation; atomic compound actions; 80 class existing thread-safe class reuse advantages over; 71 collection copy as immutable object strategy; 86 of immutable objects; 48 of state-dependent methods; 57 synchronizer; 94 thread; 171-172 explicitly, for tasks; 115 thread factory use; 175-177 unbounded, disadvantages; 116 thread pools; 120 wrappers

during memoization; 103 **customization** thread configuration ThreadFactory use; 175 thread pool configuration post-construction; 177–179 **CyclicBarrier**; 99 parallel iterative algorithm use; 102_{li} testing use; 255_{li}, 260_{li}

D

Index

daemon threads; 165 data See also state; contention avoidance and scalability; 237 hiding thread-safety use; 16 nonatomic 64-bit operations; 36 sharing; 33-54 See also page renderer examples; access coordination; 277-290, 319 advantages of threads; 2 shared data models; 198-202 synchronization costs; 8 split data models; 201, 201-202 stale; 35-36 versioned data model; 201 data race; 341 race condition vs.; 20fn data structure(s) See also collections; object(s); queue(s); stack(s); trees; handling See atomic/atomicity; confinement; encapsulation; iterators/iteration; recursion; protection and interruption handling; 142 shared as serialization source; 226 testing insertion and removal handling; 248 database(s) deadlock recovery capabilities; 206 JDBC Connection thread confinement use; 43 thread pool size impact; 171

Date

effectively immutable use; 53 dead-code elimination and performance testing; 269-270 deadline-based waits as feature of Condition; 307 deadlock(s); 205, 205-217 See also concurrent/concurrency, errors; liveness; safety; analysis thread dump use; 216-217 as liveness failure; 8 avoidance and thread confinement; 43fn nonblocking algorithm advantages; 319, 329 strategies for; 215-217 cooperating objects; 211 diagnosis strategies for; 215-217 dynamic lock order; 207-210 in GUI framework; 190 lock splitting as risk factor for; 235 locking during iteration risk of; 83 recovery database capabilities; 206 polled and timed lock acquisition use; 279, 280 timed locks use; 215 reentrancy avoidance of; 27 resource; 213-215 thread starvation; 169, 168-169, 215 deadly embrace See deadlock; death, thread abnormal, handling; 161-163 debugging See also analysis; design; documentation; recovery; testing; annotation use; 353 concurrency costs vs. performance optimization value; 224 custom thread factory as aid for; 175 JVM optimization pitfalls; 38_{fn} thread dump use; 216_{fn} thread dumps intrinsic lock advantage over ReentrantLock; 285-286 unbounded thread creation risks; 116

decomposition See also composition; delegation; encapsulation; producer-consumer pattern; 89 tasks-related; 113–134 **Decorator pattern** collection class use for wrapper factories; 60 decoupling of activities as producer-consumer pattern advantage; 87 task decomposition as representation of; 113 of interrupt notification from handling in Thread interruption handling methods; 140 task submission from execution and Executor framework; 117 delayed tasks See also time/timing; handling of; 123 **DelayQueue** time management; 123 delegation See also composition; design; safety; advantages class extension vs.; 314 for class maintenance safety; 234 thread safety; 234 failure causes; 67-68 management; 62 dependencies See also atomic/atomicity; invariant(s); postconditions; preconditions; state; code as removal, as producerconsumer pattern advantage; 87 in multiple-variable invariants thread safety issues; 24 state blocking operations; 291-308 classes; 291 classes, building; 291-318 managing; 291-298 operations; 57 operations, condition queue handling; 296–308

task freedom from, importance of; 113 task and execution policy; 167 thread starvation deadlock; 168 task freedom from importance; 113 Deque; 92 deques See also collections; data structure(s); queue(s); work stealing and; 92 design See also documentation; guidelines; policies; representation; strategies; class state ownership as element of; 57-58 concurrency design rules; 110 concurrency testing; 250-252 condition queue encapsulation; 306 condition queues and condition predicate; 299 control flow latch characteristics; 94 execution policy influencing factors; 167 GUI single-threaded use rationale for; 189-190 importance in thread-safe programs; 16 of thread-safe classes guidelines; 55-58 parallelism application analysis for; 123-133 parallelization criteria; 181 performance analysis, monitoring, and improvement; 221-245 performance tradeoffs evaluation of; 223-225 principles simplicity of final fields; 48 producer-consumer pattern decoupling advantages; 117 Executor framework use; 117 program and task decomposition; 113-134 result-bearing tasks representation issues; 125

strategies for InterruptedException; 93 thread confinement; 43 thread pool size relevant factors for; 170 timed tasks; 131-133 tradeoffs collection copying vs. locking during iteration; 83 concurrent vs. synchronized collections; 85 copy-on-write collections; 87 synchronized block; 34 timeliness vs. consistency; 62, 66, 70 design patterns antipattern example double-checked locking; 348-349 examples See Decorator pattern; MVC (model-view-controller) pattern; producer-consumer pattern; Singleton pattern; destruction See teardown; dining philosophers problem; 205 See also deadlock; discard saturation policy; 174 discard-oldest saturation policy; 174 documentation See also debugging; design; good practices; guidelines; policy(s); annotation use; 6, 353 concurrency design rules role; 110 critical importance for conditional notification use; 304 importance for special execution policy requirements; 168 stack confinement usage; 45 of synchronization policies; 74-77 safe publication requirements; 54 double-checked locking (DCL); 348-349 as concurrency bug pattern; 272 downgrading read-write lock implementation

strategy; 287

for TimedPutTakeTest example; 262 dynamic See also responsiveness; compilation as performance testing pitfall; 267-268 lock order deadlocks; 207-210 Ε EDT (event dispatch thread) GUI frameworks use; 5 single-threaded GUI use; 189 thread confinement use; 42 Effective Java Programming Language Guide; 46-48, 73, 166, 257, 292, 305, 314, 347 efficiency See also performance; responsiveness vs. polling frequency; 143 result cache, building; 101-109 elision lock; 231_{fn} JVM optimization; 286 encapsulation *See also* access; atomic/atomicity; confinement; safety; state; visibility; breaking costs of; 16-17 code as producer-consumer pattern advantage; 87 composition use; 74 concurrency design rules role; 110 implementation class extension violation of; 71 instance confinement relationship with; 58-60 invariant management with; 44 locking behavior reentrancy facilitation of; 27 non-standard cancellation; 148-150 of condition queues; 306 of lifecycle methods; 155 of synchronization hidden iterator management through; 83 publication dangers for; 39 state

driver program

breaking, costs of; 16-17 invariant protection use; 83 ownership relationship with; 58 synchronizer role; 94 thread-safe class use; 23 synchronization policy and client-side locking; 71 thread ownership; 150 thread-safety role; 55 thread-safety use; 16 end-of-lifecycle See also thread(s); management techniques; 135-166 enforcement locking policies, lack of; 28 entry protocols state-dependent operations; 306 Error Callable handling; 97 error(s) as cancellation reason; 136 concurrency See deadlock; livelock; race conditions; escape; 39 analysis; 230 prevention in instance confinement; 59 publication and; 39-42 risk factors in instance confinement; 60 Ethernet protocol exponential backoff use; 219 evaluation See also design; measurement; testing; of performance tradeoffs; 223-225 event(s); 191 as cancellation reason; 136 dispatch thread GUI frameworks use; 5 handling control flow, simple; 194_{fg} model-view objects; 195fg threads benefits for; 4 latch handling based on; 99 main event loop vs. event dispatch thread; 5 notification copy-on-write collection advantages; 87

sequential processing in GUI applications; 191 timing and liveness failures; 8 example classes AtomicPseudoRandom; 3271i AttributeStore; 2331i BackgroundTask; 199li BarrierTimer; 261_{li} BaseBoundedBuffer; 2931i BetterAttributeStore; 234li BetterVector; 72_{1i} Big; 2581; BoundedBuffer; 248, 249 $_{li}$, 297, 298 $_{li}$ BoundedBufferTest; 2501i BoundedExecutor; 175 BoundedHashSet; 1001i BrokenPrimeProducer; 1391i CachedFactorizer; 31_{1i} CancellableTask; 1511 CasCounter; 323_{li} CasNumberRange; 326_{1i} CellularAutomata; 102_{li} Computable; 103li ConcurrentPuzzleSolver; 186_{1i} ConcurrentStack; 331_{1i} ConditionBoundedBuffer; 308, 3091i Consumer; 256_{1i} Counter; 56_{li} CountingFactorizer; 231i CrawlerThread; 1571i DelegatingVehicleTracker; 6511, 201 DemonstrateDeadlock; 210/i Dispatcher; 212_{li}, 214_{li} DoubleCheckedLocking; 349_{li} ExpensiveFunction; 1031i Factorizer; 1091; FileCrawler; 911; FutureRenderer; 128_{li} GrumpyBoundedBuffer; 292, 294_{li} GuiExecutor; 192, 194_{li} HiddenIterator; 841i ImprovedList; 74_{li} Indexer; 91_{1i} IndexerThread; 1571 IndexingService; 156_{li} LazyInitRace; 21_{li} LeftRightDeadlock; 2071i LifecycleWebServer; 122_{li} LinkedQueue; 3341i

ListHelper; 73, 74_{li} LogService; 153, 154_{li} LogWriter; 152_{li} Memoizer; 103_{li}, 108_{li} Memoizer2; 104_{1i} Memoizer3; 106_{1i} MonitorVehicleTracker; 631i MutableInteger; 36_{li} MutablePoint; 64_{li} MyAppThread; 177, 1781i MyThreadFactory; 177_{li} Node; 1841i NoVisibility; 341i NumberRange; 671i OneShotLatch; 313/i OneValueCache; 49_{li}, 51_{li} OutOfTime; 1241, 161 PersonSet; 591i Point; 641i PossibleReordering; 3401i Preloader; 971i PrimeGenerator; 137_{li} PrimeProducer; 141_{*li*} PrivateLock; 611i Producer; 256_{1i} PutTakeTest; 2551, 260 Puzzle; 1831; PuzzleSolver; 1881 QueueingFuture; 129_{li} ReaderThread; 1491i ReadWriteMap; 288_{1i} ReentrantLockPseudoRandom; 3271i Renderer; 1301; SafeListener; 421i SafePoint; 691i SafeStates; 3501i ScheduledExecutorService; 145/i SemaphoreOnLock; 310_{1i} Sequence; 71i SequentialPuzzleSolver; 1851; ServerStatus; 2361; SimulatedCAS; 3221i SingleThreadRenderer; 1251i SingleThreadWebServer; 114_{1i} SleepyBoundedBuffer; 295, 296_{li} SocketUsingTask; 151_{1i} SolverTask; 1861i StatelessFactorizer; 18_{li} StripedMap; 238_{li} SwingUtilities; 191, 192, 193_{li} Sync; 3431i

SynchronizedFactorizer; 26_{li} SynchronizedInteger; 36_{1i} TaskExecutionWebServer; 118_{li} TaskRunnable; 941; Taxi; 212_{li}, 214_{li} TestHarness; 961i TestingThreadFactory; 258_{1i} ThisEscape; 41_{li} ThreadDeadlock; 169_{li} ThreadGate; 3051i ThreadPerTaskExecutor; 118_{1i} ThreadPerTaskWebServer; 115/i ThreeStooges; 471i TimedPutTakeTest; 261 TimingThreadPool; 1801; TrackingExecutorService; 159_{li} UEHLogger; 1631i UnsafeCachingFactorizer; 241i UnsafeCountingFactorizer; 191i UnsafeLazyInitialization; 3451i UnsafeStates; 40_{li} ValueLatch; 184, 1871; VisualComponent; 66_{li} VolatileCachedFactorizer; 501i WebCrawler; 1601; Widget; 271i WithinThreadExecutor; 1191i WorkerThread; 2271i exceptions See also error(s); interruption; lifecycle; and precondition failure; 292–295 as form of completion; 95 Callable handling; 97 causes stale data; 35 handling Runnable limitations; 125 logging UEHLogger example; 163_{1i} thread-safe class handling; 82 Timer disadvantages; 123 uncaught exception handler; 162-163 unchecked catching, disadvantages; 161 Exchanger See also producer-consumer pattern; as two-party barrier; 101 safe publication use; 53

execute submit vs., uncaught exception handling; 163 execution policies design, influencing factors; 167 Executors factory methods; 171 implicit couplings between tasks and; 167–170 parallelism analysis for; 123–133 task; 113–134 policies; 118-119 sequential; 114 ExecutionException Callable handling; 98 Executor framework; 117_{li}, 117–133 and GUI event processing; 191, 192 and long-running GUI tasks; 195 as producer-consumer pattern; 88 execution policy design; 167 FutureTask use; 97 GuiExecutor example; 1941i single-threaded deadlock example; 169*li* ExecutorCompletionService in page rendering example; 129 Executors factory methods thread pool creation with; 120 ExecutorService and service shutdown; 153-155 cancellation strategy using; 146 checkMail example; 158 lifecycle methods; 121/i, 121–122 exhaustion See failure; leakage; resource exhaustion; exit protocols state-dependent operations; 306 explicit locks; 277-290 interruption during acquisition; 148 exponential backoff and avoiding livelock; 219 extending existing thread-safe classes and client-side locking; 73 strategies and risks; 71 ThreadPoolExecutor; 179

F factory(s) See also creation; methods constructor use with; 42 newTaskFor; 148 synchronized collections; 79, 171 thread pool creation with; 120 thread; 175, 175-177 fail-fast iterators; 82 See also iteration/iterators; failure See also exceptions; liveness, failure; recovery; safety; causes stale data; 35 graceful degradation task design importance; 113 management techniques; 135-166 modes testing for; 247-274 precondition bounded buffer handling of; 292 propagation to callers; 292-295 thread uncaught exception handlers; 162-163 timeout deadlock detection use; 215 fairness See also responsiveness; synchronization; as concurrency motivation; 1 fair lock; 283 nonfair lock; 283 nonfair semaphores vs. fair performance measurement; 265 queuing intrinsic condition queues; 297fn ReentrantLock options; 283-285 ReentrantReadWriteLock; 287 scheduling thread priority manipulation risks; 218 'fast path' synchronization CAS-based operations vs.; 324 costs of; 230

external locking; 73

feedback See also GUI: user in long-running GUI tasks; 1961i fields atomic updaters; 335-336 hot fields avoiding; 237 updating, atomic variable advantages; 239-240 initialization safety final field guarantees; 48 **FIFO** queues BlockingQueue implementations; 89 files See also data; database(s); as communication mechanism: 1 final and immutable objects; 48 concurrency design rules role; 110 immutability not guaranteed by; 47 safe publication use; 52 volatile vs.; 158_{fn} finalizers JVM orderly shutdown use; 164 warnings; 165-166 finally block See also interruptions; lock(ing); importance with explicit locks; 278 FindBugs code auditing tool See also tools; as static analysis tool example; 271 locking failures detected by; 28_{fn} unreleased lock detector; 278_{fn} fire-and-forget event handling strategy drawbacks of; 195 flag(s) See mutex; cancellation request as cancellation mechanism; 136 interrupted status; 138 flexibility See also responsiveness; scalability; and instance confinement; 60 decoupling task submission from execution, advantages for; 119 immutable object design for; 47 in CAS-based algorithms; 322 interruption policy; 142 resource management

as blocking queue advantage; 88 task design guidelines for; 113 task design role; 113 flow control communication networks, thread pool comparison; 173fn fragility See also debugging; guidelines; robustness; safety; scalability; testing; issues and causes as class extension; 71 as client-side locking; 73 interruption use for nonstandard purposes; 138 issue; 43 piggybacking; 342 state-dependent classes; 304 volatile variables; 38 solutions composition; 73 encapsulation; 17 stack confinement vs. ad-hoc thread confinement; 44 frameworks See also AQS framework; data structure(s); Executor framework; RMI framework: Servlets framework; application and ThreadLocal; 46 serialization hidden in; 227 thread use; 9 thread use impact on applications; 9 threads benefits for; 4 functionality extending for existing thread-safe classes strategies and risks; 71 tests vs. performance tests; 260 Future; 1261i cancellation of long-running GUI task; 197 strategy using; 145-147 characteristics of; 95 encapsulation of non-standard cancellation use; 148 results handling capabilities; 125 safe publication use; 53 task lifecycle representation by; 125

task representation implementation strategies; 126 FutureTask; 95 AQS use; 316 as latch; 95–98 completion notification of long-running GUI task; 198 efficient and scalable cache implementation with; 105 example use; 97_{li}, 108_{li}, 151_{li}, 199_{li} task representation use; 126

G

garbage collection as performance testing pitfall; 266 gate See also barrier(s); conditional; latch(es); as latch role; 94 ThreadGate example; 304 global variables ThreadLocal variables use with; 45 good practices See design; documentation; encapsulation; guidelines; performance; strategies; graceful degradation and execution policy; 121 and saturation policy; 175 limiting task count; 119 task design importance; 113 shutdown vs. abrupt shutdown; 153 granularity See also atomic/atomicity; scope; atomic variable advantages; 239-240 lock Amdahl's law insights; 229 reduction of; 235-237 nonblocking algorithm advantages; 319 serialization throughput impact; 228 timer measurement impact; 264 guarded objects; 28, 54 state

locks use for; 27-29

@GuardedBy; 353-354 and documenting synchronization policy; 7_{fn}, 75 **GUI (Graphical User Interface)** *See also* event(s); single-thread(ed); Swing; applications; 189–202 thread safety concerns; 10-11 frameworks as single-threaded task execution example; 114_{fn} long-running task handling; 195–198 MVC pattern use in vehicle tracking example; 61 response-time sensitivity and execution policy; 168 single-threaded use rationale for; 189-190 threads benefits for; 5 guidelines See also design; documentation; policy(s); strategies; allocation vs. synchronization; 242 atomicity definitions; 22 concurrency design rules; 110 Condition methods potential confusions; 307 condition predicate documentation; 299 lock and condition queue relationship; 300 condition wait usage; 301 confinement; 60 deadlock avoidance alien method risks; 211 lock ordering; 206 open call advantages; 213 thread starvation; 169 documentation value for safety; 16 encapsulation; 59, 83 value for safety; 16 exception handling; 163 execution policy design; 119 special case implications; 168 final field use; 48 finalizer precautions; 166 happens-before use; 346 immutability

effectively immutable objects; 53 objects; 46 requirements for; 47 value for safety; 16 initialization safety; 349, 350 interleaving diagrams; 6 interruption handling cancellation relationship; 138 importance of interruption policy knowledge; 142, 145 interrupt swallowing precautions; 143 intrinsic locks vs. ReentrantLock; 285 invariants locking requirements for; 29 thread safety importance; 57 value for safety; 16 lock contention, reduction; 233 contention, scalability impact; 231 holding; 32 ordering, deadlock avoidance; 206 measurement importance; 224 notification; 303 objects stateless, thread-safety of; 19 operation ordering synchronization role; 35 optimization lock contention impact; 231 premature, avoidance of; 223 parallelism analysis; 123-133 performance optimization questions; 224 simplicity vs.; 32 postconditions; 57 private field use; 48 publication; 52, 54 safety definition; 18 testing; 252 scalability; 84 attributes; 222 locking impact on; 232 sequential loops parallelization criteria; 181 serialization sources; 227

sharing safety strategies; 16 sharing objects; 54 simplicity performance vs.; 32 starvation avoidance thread priority precautions; 218 state consistency preservation; 25 managing; 23 variables, independent; 68 stateless objects thread-safety of; 19 synchronization immutable objects as replacement for; 52 shared state requirements for; 28 task cancellation criteria for; 147 testing effective performance tests; 270 timing-sensitive data races; 254 this reference publication risks; 41 threads daemon thread precautions; 165 handling encapsulation; 150 lifecycle methods; 150 pools; 174 safety; 18, 55 volatile variables; 38

Н

hand-over-hand locking; 282 happens-before JMM definition; 340-342 piggybacking; 342-344 publication consequences; 244-249 hardware See also CPU utilization; concurrency support; 321-324 JVM interaction reordering; 34 platform memory models; 338 timing and ordering alterations by thread safety risks; 7 hashcodes/hashtables See also collections; ConcurrentHashMap; 84-86 performance advantages of; 242 Hashtable; 79

safe publication use; 52 inducing lock ordering with; 208 lock striping use; 237 heap inspection tools See also tools; measuring memory usage; 257 Heisenbugs; 247fn helper classes and extending class functionality; 72-73 heterogeneous tasks parallelization limitations; 127-129 hijacked signal See missed signals; Hoare, C. A. R. Java monitor pattern inspired by (bibliographic reference); 60_{fn} hoisting variables as JVM optimization pitfall; 38_{fn} homogeneous tasks parallelism advantages; 129 hooks See also extending; completion in FutureTask; 198 shutdown; 164 JVM orderly shutdown; 164-165 single shutdown orderly shutdown strategy; 164 ThreadPoolExecutor extension; 179 hot fields avoidance scalability advantages; 237 updating atomic variable advantages; 239-240 HotSpot JVM dynamic compilation use; 267 'how fast'; 222 See also GUI; latency; responsiveness vs. 'how much'; 222 'how much'; 222 See also capacity; scalability; throughput; importance for server applications; 223 vs. 'how fast'; 222

HttpSession thread-safety requirements; 58_{fn} I

I/O

See also resource(s); asynchronous non-interruptable blocking; 148 message logging reduction strategies; 243-244 operations thread pool size impact; 170 sequential execution limitations; 124 server applications task execution implications; 114 synchronous non-interruptable blocking; 148 threads use to simulate; 4 utilization measurement tools; 240 idempotence and race condition mitigation; 161 idioms See also algorithm(s); conventions; design patterns; documentation; policy(s); protocols; strategies; double-checked locking (DCL) as bad practice; 348-349 lazy initialization holder class; 347-348 private constructor capture; 69fn safe initialization; 346-348 safe publication; 52-53 **IllegalStateException** Callable handling; 98 @Immutable; 7, 353 immutable/immutability; 46-49 See also atomic/atomicity; safety; concurrency design rules role; 110 effectively immutable objects; 53 initialization safety guarantees; 51 initialization safety limitation; 350 objects; 46 publication with volatile; 48-49 requirements for; 47 role in synchronization policy; 56 thread-safety use; 16 implicit coupling See also dependencies; between tasks and execution policies; 167-170

improper publication; 51 See also safety; increment operation (++) as non-atomic operation; 19 independent/independence; 25 See also dependencies; encapsulation; invariant(s); state; multiple-variable invariant lack of thread safety issues; 24 parallelization use; 183 state variables; 66, 66-67 lock splitting use with; 235 task concurrency advantages; 113 inducing lock ordering for deadlock avoidance; 208-210 initialization See also construction/constructors; lazy; 21 as race condition cause; 21-22 safe idiom for; 348_{li} unsafe publication risks; 345 safety and immutable objects; 51 final field guarantees; 48 idioms for; 346-348 JMM support; 349-350 inner classes publication risks; 41 instance confinement; 59, 58-60 See also confinement; encapsulation; instrumentation See also analysis; logging; monitoring; resource(s), management; statistics; testing; of thread creation thread pool testing use; 258 potential as execution policy advantage; 121 service shutdown use; 158 support Executor framework use; 117 thread pool size requirements determination use of; 170 ThreadPoolExecutor hooks for; 179 interfaces user threads benefits for; 5

interleaving diagram interpretations; 6 generating testing use; 259 logging output and client-side locking; 150fn operation; 81_{fg} ordering impact; 339 thread dangers of; 5-8 timing dependencies impact on race conditions; 20 thread execution in thread safety definition; 18 interrupted (Thread) usage precautions; 140 InterruptedException flexible interruption policy advantages; 142 interruption API; 138 propagation of; 143li strategies for handling; 93 task cancellation criteria for; 147 interruption(s); 93, 135, 138-150 See also completion; errors; lifecycle; notification; termination; triggering; and condition waits; 307 blocking and; 92-94 blocking test use; 251 interruption response strategy exception propagation; 142 status restoration; 142 lock acquisition use; 279-281 non-cancellation uses for; 143 non-interruptable blocking handling; 147-150 reasons for; 148 policies; 141, 141-142 preemptive deprecation reasons; 135fn request strategies for handling; 140 responding to; 142-150 swallowing as discouraged practice; 93 bad consequences of; 140 when permitted; 143 thread; 138 volatile variable use with; 39

intransitivity encapsulation characterized by; 150 intrinsic condition queues; 297 disadvantages of; 306 intrinsic locks; 25, 25-26 See also encapsulation; lock(ing); safety; synchronization; thread(s); acquisition, non-interruptable blocking reason; 148 advantages of; 285 explicit locks vs.; 277-278 intrinsic condition queue relationship to; 297 limitations of: 28 recursion use; 237fn ReentrantLock vs.; 282-286 visibility management with; 36 invariant(s) See also atomic/atomicity; postconditions; pre-conditions; state: and state variable publication; 68 BoundedBuffer example; 250 callback testing; 257 concurrency design rules role; 110 encapsulation state, protection of; 83 value for; 44 immutable object use; 49 independent state variables requirements; 66-67 multivariable and atomic variables; 325-326 atomicity requirements; 57, 67-68 locking requirements for; 29 preservation of, as thread safety requirement; 24 thread safety issues; 24 preservation of immutable object use; 46 mechanisms and synchronization policy role; 55-56 publication dangers for; 39 specification of thread-safety use; 16 thread safety role; 17 iostat application See also measurement; tools; I/O measurement; 240

iterators/iteration See also concurrent/concurrency; control flow; recursion; as compound action in collection operations; 79 atomicity requirements during; 80 fail-fast; 82 ConcurrentModificationException exception with; 82–83 hidden; 83-84 locking concurrent collection elimination of need for; 85 disadvantages of; 83 parallel iterative algorithms barrier management of; 99 parallelization of; 181 unreliable and client-side locking; 81 weakly consistent; 85

J

Java Language Specification, The; 53, 218_{fn}, 259, 358 Java Memory Model (JMM); 337–352 See also design; safety; synchronization; visibility; initialization safety guarantees for immutable objects; 51 Java monitor pattern; 60, 60-61 composition use; 74 vehicle tracking example; 61-71 Java Programming Language, The; 346 java.nio package synchronous I/O non-interruptable blocking; 148 JDBC (Java Database Connectivity) Connection thread confinement use; 43 JMM (Java Memory Model) See Java Memory Model (JMM); join (Thread) timed problems with; 145 JSPs (JavaServer Pages) thread safety requirements; 10 JVM (Java Virtual Machine) See also optimization; deadlock handling limitations; 206 escape analysis; 230–231 lock contention handling; 320fn

nonblocking algorithm use; 319 optimization pitfalls; 38_{fn} optimizations; 286 service shutdown issues; 152–153 shutdown; 164–166 and daemon threads; 165 orderly shutdown; 164 synchronization optimization by; 230 thread timeout interaction and core pool size; 172_{fn} thread use; 9 uncaught exception handling; 162_{fn}

Κ

keep-alive time thread termination impact; 172

L

latch(es); 94, 94-95 See also barriers; blocking; semaphores; synchronizers; barriers vs.; 99 binary; 304 AQS-based; 313-314 FutureTask; 95-98 puzzle-solving framework use; 184 ThreadGate example; 304 layering three-tier application as performance vs. scalability illustration; 223 lazy initialization; 21 as race condition cause; 21-22 safe idiom for; 348_{li} unsafe publication risks; 345 leakage See also performance; resource testing for; 257 thread; **161** Timer problems with; 123 UncaughtExceptionHandler prevention of; 162-163 lexical scope as instance confinement context; 59 library thread-safe collections safe publication guarantees; 52

Life cellular automata game barrier use for computation of; 101 lifecycle See also cancellation; completion; construction/constructors; Executor; interruption; shutdown; termination; thread(s); time/timing; encapsulation; 155 Executor implementations; 121-122 management strategies; 135-166 support Executor framework use; 117 task and Future; 125 Executor phases; 125 thread performance impact; 116 thread-based service management; 150 lightweight processes See threads; linked lists LinkedBlockingDeque; 92 LinkedBlockingQueue; 89 performance advantages; 263 thread pool use of; 173-174 LinkedList; 85 Michael-Scott nonblocking queue; 332-335 nonblocking; 330 List CopyOnWriteArrayList as concurrent collection for; 84, 86 listeners See also event(s); action; 195-197 Swing single-thread rule exceptions; 190 Swing event handling; 194 lists See also collections; CopyOnWriteArrayList safe publication use; 52 versioned data model use; 201 LinkedList; 85 List CopyOnWriteArrayList as concurrent replacement; 84, 86

Little's law lock contention corollary; 232_{fn} livelock; 219, 219 See also concurrent/concurrency, errors; liveness; as liveness failure; 8 liveness See also performance; responsiveness failure; causes See deadlock; livelock; missed signals; starvation; failure avoidance; 205-220 improper lock acquisition risk of; 61 nonblocking algorithm advantages; 319-336 performance and in servlets with state; 29-32 safety vs. See safety; term definition; 8 testing criteria; 248 thread safety hazards for; 8 local variables See also encapsulation; state; variables: for thread confinement; 43 stack confinement use; 44 locality, loss of as cost of thread use; 8 Lock; 2771i, 277-282 and Condition; 307 interruptible acquisition; 148 timed acquisition; 215 lock(ing); 85 See also confinement; encapsulation; @GuardedBy; safety; synchronization; acquisition AQS-based synchronizer operations; 311-313 improper, liveness risk; 61 interruptible; 279-281 intrinsic, non-interruptable blocking reason; 148 nested, as deadlock risk; 208 polled; 279 protocols, instance confinement use; 60

reentrant lock count; 26 timed; 279 and instance confinement; 59 atomic variables vs.; 326-329 avoidance immutable objects use; 49 building AQS use; 311 client-side; 72-73, 73 and compound actions; 79-82 condition queue encapsulation impact on; 306 stream class management; 150fn vs. class extension; 73 coarsening; 231 as JVM optimization; 286 impact on splitting synchronized blocks; 235fn concurrency design rules role; 110 ConcurrentHashMap strategy; 85 ConcurrentModificationException avoidance with: 82 condition variable and condition predicate relationship; 308 contention measurement; 240-241 reduction, guidelines; 233 reduction, impact; 211 reduction, strategies; 232-242 scalability impact of; 232 coupling; 282 cyclic locking dependencies as deadlock cause; 205 disadvantages of; 319-321 double-checked as concurrency bug pattern; 272 elision; 231fn as JVM optimization; 286 encapsulation of reentrancy facilitation; 27 exclusive alternative to; 239-240 alternatives to; 321 inability to use, as Concurrent-HashMap disadvantage; 86 timed lock use; 279 explicit; 277-290 interruption during lock acquisition use; 148 granularity Amdahl's law insights; 229

reduction of; 235-237 hand-over-hand; 282 in blocking actions; 292 intrinsic; 25, 25-26 acquisition, non-interruptable blocking reason; 148 advantages of; 285 explicit locks vs.; 277-278 intrinsic condition queue relationship to; 297 limitations of; 28 private locks vs.; 61 recursion use; 237_{fn} ReentrantLock vs., performance considerations: 282-286 iteration concurrent collection elimination of need for; 85 disadvantages of; 83 monitor See intrinsic locks; non-block-structured; 281-282 nonblocking algorithms vs.; 319 open calls for deadlock avoidance; 211-213 ordering deadlock risks; 206–213 dynamic, deadlocks resulting from; 207-210 inconsistent, as multithreaded GUI framework problem; 190 private intrinsic locks vs.; 61 protocols shared state requirements for; 28 read-write; 286-289 implementation strategies; 287 reentrant semantics; 26-27 semantics, ReentrantLock capabilities; 278 ReentrantLock fairness options; 283-285 release in hand-over-hand locking; 282 intrinsic locking disadvantages; 278 preference, in read-write lock implementation; 287 role synchronization policy; 56

scope See also lock(ing), granularity; narrowing, as lock contention reduction strategy; 233-235 splitting; 235 Amdahl's law insights; 229 as lock granularity reduction strategy; 235 ServerStatus examples; 236_{li} state guarding with; 27-29 striping; 237 Amdahl's law insights; 229 ConcurrentHashMap use; 85 stripping; 237 thread dump information about; 216 thread-safety issues in servlets with state; 23-29 timed; 215-216 unreleased as concurrency bug pattern; 272 visibility and; 36-37 volatile variables vs.; 39 wait and condition predicate; 299 lock-free algorithms; 329 logging See also instrumentation; exceptions UEHLogger example; 163_{li} service as example of stopping a threadbased service; 150-155 thread customization example; 177 ThreadPoolExecutor hooks for; 179 logical state; 58 loops/looping and interruption; 143 Μ main event loop vs. event dispatch thread; 5

Map ConcurrentHashMap as concurrent replacement; 84 performance advantages; 242 atomic operations; 86 maximum pool size parameter; 172 measurement importance for effective optimization; 224 performance; 222

profiling tools; 225 lock contention; 240 responsiveness; 264-266 strategies and tools profiling tools; 225 ThreadPoolExecutor hooks for; 179 memoization; 103 See also cache/caching; memory See also resource(s); barriers; 230, 338 depletion avoiding request overload; 173 testing for; 257 thread-per-task policy issue; 116 models hardware architecture; 338 JMM; 337-352 reordering operations; 339 shared memory multiprocessors; 338-339 synchronization performance impact of; 230-231 thread pool size impact; 171 visibility; 33-39 ReentrantLock effect; 277 synchronized effect; 33 Michael-Scott nonblocking queue; 332-335 missed signals; 301, 301 See also liveness; as single notification risk; 302 model(s)/modeling See also Java Memory Model (JMM); MVC (model-viewcontroller) design pattern; representation; views; event handling model-view objects; 195fo memory hardware architecture; 338 JMM; 337-352 model-view-controller pattern deadlock risk; 190 vehicle tracking example; 61 programming sequential; 2 shared data See also page renderer examples; in GUI applications; 198-202

simplicity threads benefit for; 3 split data models; 201, 201-202 Swing event handling; 194 three-tier application performance vs. scalability; 223 versioned data model; 201 modification concurrent synchronized collection problems with; 82 frequent need for copy-on-write collection not suited for; 87 monitor(s) See also Java monitor pattern; locks See intrinsic locks; monitoring See also instrumentation; performance; scalability; testing; tools: CPU utilization; 240-241 performance; 221-245 ThreadPoolExecutor hooks for; 179 tools for quality assurance; 273 monomorphic call transformation JVM use; 268fn mpstat application; 240 See also measurement; tools; multiple-reader, single-writer locking and lock contention reduction; 239 read-write locks; 286-289 multiprocessor systems See also concurrent/concurrency; shared memory memory models; 338-339 threads use of; 3 multithreaded See also safety; single-thread(ed); thread(s); GUI frameworks issues with; 189-190 multivariable invariants and atomic variables; 325-326 atomicity requirements; 57, 67-68 dependencies, thread safety issues; 24 locking requirements for; 29

preservation of, as thread safety requirement; 24 mutable; 15 objects safe publication of; 54 state managing access to, as thread safety goal; 15 mutexes (mutual exclusion locks); 25 binary semaphore use as; 99 intrinsic locks as; 25 ReentrantLock capabilities; 277 MVC (model-view-controller) pattern deadlock risks; 190 vehicle tracking example use of; 61

Ν

narrowing lock scope as lock contention reduction strategy; 233-235 native code finalizer use and limitations; 165 navigation as compound action in collection operations; 79 newTaskFor; 126_{li} encapsulating non-standard cancellation; 148 nonatomic 64-bit operations; 36 nonblocking algorithms; 319, 329, 329-336 backoff importance for; 231_{fn} synchronization; 319-336 SynchronousQueue; 174fn thread-safe counter use; 322-324 nonfair semaphores advantages of; 265 notification; 302-304 See also blocking; condition, queues; event(s); listeners; notify; notifyAll; sleeping; wait(s); waking up; completion of long-running GUI task; 198 conditional; 303 as optimization; 303 use; 304_{li} errors as concurrency bug pattern; 272 event notification systems

copy-on-write collection advantages; 87 notify as optimization; 303 efficiency of; 298_{fn} missed signal risk; 302 notifyAll vs.; 302 subclassing safety issues documentation importance; 304 usage guidelines; 303 notifyAll notify vs.; 302 @NotThreadSafe; 6, 353 NPTL threads package Linux use; 4_{fn} nulling out memory references testing use; 257

0

object(s) See also resource(s); composing; 55-78 condition explicit; 306-308 effectively immutable; 53 guarded; 54 immutable; 46 initialization safety; 51 publication using volatile; 48-49 mutable safe publication of; 54 pools appropriate uses; 241_{fn} bounded, semaphore management of; 99 disadvantages of; 241 serial thread confinement use; 90 references and stack confinement; 44 sharing; 33-54 state; 55 components of; 55 Swing thread-confinement; 191-192 objects guarded; 28 open calls; 211, 211-213 See also encapsulation; operating systems concurrency use historical role; 1

operations 64-bit, nonatomic nature of; 36 state-dependent; 57 optimistic concurrency management See atomic variables; CAS; nonblocking algorithms; optimization compiler as performance testing pitfall; 268-270 IVM pitfalls; 38fn strategies; 286 lock contention impact; 231 reduction strategies; 232-242 performance Amdahl's law; 225-229 premature, avoidance of; 223 questions about; 224 scalability requirements vs.; 222 techniques See also atomic variabless; nonblocking synchronization; condition queues use; 297 conditional notification; 303 order(ing) See also reordering; synchronization; acquisition, in ReentrantRead-WriteLock; 317fn checksums safety testing use; 253 FIFO impact of caller state dependence handling on; 294fn lock deadlock risks; 206–213 dynamic deadlock risks; 207-210 inconsistent, as multithreaded GUI framework problem; 190 operation synchronization role; 35 partial; 340fn happens-before, JMM definition; 340-342 happens-before, piggybacking; 342-344 happens-before, publication consequences; 244-249 performance-based alterations in

thread safety risks; 7

total synchronization actions; 341 orderly shutdown; 164 OutOfMemoryError unbounded thread creation risk; 116 overhead See also CPU utilization; measurement; performance; impact of See performance; throughput; reduction See nonblocking algorithms; optimization; thread(s), pools; sources See blocking/blocks; contention; context switching; multithreaded environments; safety; suspension; synchronization; thread(s), lifecycle; ownership shared; 58 split; 58 state class design issues; 57-58 thread; 150 Р page renderer examples See also model(s)/modeling, shared data; heterogenous task partitioning; 127-129

parallelism analysis; 124-133 sequential execution; 124-127

parallelizing/parallelism See also concurrent/concurrency; Decorator pattern; application analysis; 123-133 heterogeneous tasks; 127-129 iterative algorithms barrier management of; 99 puzzle-solving framework; 183-188 recursive algorithms; 181-188 serialization vs. Amdahl's law; 225-229 task-related decomposition; 113 thread-per-task policy; 115 partial ordering; 340fn happens-before and publication; 244-249

JMM definition; 340

piggybacking; 342-344 partitioning as parallelizing strategy; 101 passivation impact on HttpSession threadsafety requirements; 58fn perfbar application See also measurement; tools; CPU performance measure; 261 performance measurement use; 225 perfmon application; 240 See also measurement; tools; I/O measurement; 240 performance measurement use; 230 performance; 8, 221, 221-245 See also concurrent/concurrency; liveness; scalability; throughput; utilization; and heterogeneous tasks; 127 and immutable objects; 48fn and resource management; 119 atomic variables locking vs.; 326-329 cache implementation issues; 103 composition functionality extension mechanism; 74fn costs thread-per-task policy; 116 fair vs. nonfair locking; 284 hazards See also overhead; priority(s), inversion; IVM interaction with hardware reordering; 34 liveness in servlets with state; 29-32 locking during iteration impact on; 83 measurement of; 222 See also capacity; efficiency; latency; scalability; service time; throughput; locks vs. atomic variables; 326-329 memory barrier impact on; 230 notifyAll impact on; 303 optimization See also CPU utilization; piggybacking; Amdahl's law; 225–229 bad practices; 348-349

CAS-based operations; 323 reduction strategies; 232-242 page renderer example with CompletionService improvements; 130 producer-consumer pattern advantages; 90 read-write lock advantages; 286-289 ReentrantLock vs. intrinsic locks; 282-286 requirements thread-safety impact; 16 scalability vs.; 222-223 issues, three-tier application model as illustration; 223 lock granularity reduction; 239 object pooling issues; 241 sequential event processing; 191 simplicity vs. in refactoring synchronized blocks; 34 synchronized block scope; 30 SynchronousQueue; 174fn techniques for improving atomic variables; 319–336 nonblocking algorithms; 319-336 testing; 247-274 criteria; 248 goals; 260 pitfalls, avoiding; 266-270 thread pool size impact; 170 tuning; 171-179 thread safety hazards for; 8 timing and ordering alterations for thread safety risks; 7 tradeoffs evaluation of; 223-225 permission codebase and custom thread factory; 177 permits; 98 See also semaphores; pessimistic concurrency management See lock(ing), exclusive; piggybacking; 344 on synchronization; 342-344 point(s) barrier; 99 cancellation; 140

poison message; 219 See also livelock; pill; 155, 155-156 See also lifecycle; shutdown; CrawlerThread; 157li IndexerThread; 1571i IndexingService; 156_{li} unbounded queue shutdown with; 155 policy(s) See also design; documentation; guidelines; protocol(s); strategies; application thread pool advantages; 120 cancellation; 136 for tasks, thread interruption policy relationship to; 141 interruption advantages as implementation strategy; 140 execution design, influencing factors; 167 Executors, for ThreadPoolExecutor configuration; 171 implicit couplings between tasks and; 167-170 parallelism analysis for; 123–133 task; 118-119 task, application performance importance; 113 interruption; **141**, 141–142 saturation; 174–175 security custom thread factory handling; 177 sequential task execution; 114 sharing objects; 54 synchronization; 55 requirements, impact on class extension; 71 requirements, impact on class modification; 71 shared state requirements for; 28 task scheduling sequential; 114 thread pools; 117 thread pools advantages over thread-per-task; 121 thread-per-task; 115

thread confinement; 43 polling blocking state-dependent actions; 295-296 for interruption; 143 lock acquisition; 279 pool(s) See also resource(s); object appropriate uses; 241_{fn} bounded, semaphore use; 99 disadvantages of; 241 serial thread confinement use; 90 resource semaphore use; 98–99 thread pool size impact; 171 size core; 171, 172_{fn} maximum; 172 thread; 119-121 adding statistics to; 179 application; 167–188 as producer-consumer design; 88 as thread resource management mechanism; 117 callback use in testing; 258 combined with work queues, in Executor framework; 119 configuration post-construction manipulation; 177-179 configuring task queue; 172-174 creating; 120 deadlock risks; 215 factory methods for; 171 sizing; 170-171 uncaught exception handling; 163 portal timed task example; 131–133 postconditions See also invariant(s); preservation of mechanisms and synchronization policy role; 55-56 thread safety role; 17 precondition(s) See also dependencies, state; invariant(s); condition predicate as; 299 failure bounded buffer handling of; 292

propagation to callers; 292-295 state-based in state-dependent classes; 291 management; 57 predictability See also responsiveness; measuring; 264–266 preemptive interruption deprecation reasons; 135fn presentation See GUI; primitive local variables, safety of; 44 wrapper classes atomic scalar classes vs.; 325 priority(s) inversion; 320 avoidance, nonblocking algorithm advantages; 329 thread manipulation, liveness hazards; 218 when to use; 219 PriorityBlockingQueue; 89 thread pool use of; 173-174 PriorityQueue; 85 private constructor capture idiom; 69_{fn} locks Java monitor pattern vs.; 61 probability deadlock avoidance use with timed and polled locks; 279 determinism vs. in concurrent programs; 247 process(es); 1 communication mechanisms; 1 lightweight See threads; threads vs.; 2 producer-consumer pattern and Executor functionality in CompletionService; 129 blocking queues and; 87–92 bounded buffer use; 292 control flow coordination blocking queues use; 94 Executor framework use; 117 pathological waiting conditions;

300_{*fn*} performance testing; 261

safety testing; 252 work stealing vs.; 92 profiling See also measurement; JVM use; 320fn tools lock contention detection; 240 performance measurement; 225 quality assurance; 273 programming models sequential; 2 progress indication See also GUI; in long-running GUI task; 198 propagation of interruption exception; 142 protocol(s) See also documentation; policy(s); strategies; entry and exit state-dependent operations; 306 lock acquisition instance confinement use; 60 locking shared state requirements for; 28 race condition handling; 21 thread confinement atomicity preservation with open calls; 213 pthreads (POSIX threads) default locking behavior; 26fn publication; 39 See also confinement; documentation; encapsulation; sharing; escape and; 39-42 improper; 51, 50-51 JMM support; 244-249 of immutable objects volatile use; 48-49 safe; 346 idioms for; 52-53 in task creation; 126 of mutable objects; 54 serial thread confinement use; 90 safety guidelines; 49-54 state variables safety, requirements for; 68-69 unsafe; 344-346

put-if-absent operation
 See also compound actions;
 as compound action
 atomicity requirements; 71
 concurrent collection support for; 84
puzzle solving framework
 as parallelization example; 183–188

Q

quality assurance See also testing; strategies; 270-274 quality of service measuring; 264 requirements and task execution policy; 119 Queue; 84-85 queue(s) See also data structures; blocking; 87-94 cancellation, problems; 138 cancellation, solutions; 140 CompletionService as; 129 producer-consumer pattern and; 87-92 bounded saturation policies; 174-175 condition; 297 blocking state-dependent operations use; 296-308 intrinsic; 297 intrinsic, disadvantages of; 306 FIFO; 89 implementations serialization differences; 227 priority-ordered; 89 synchronous design constraints; 89 thread pool use of; 173 task thread pool use of; 172-174 unbounded poison pill shutdown; 156 using; 298 work in thread pools; 88, 119

R

race conditions; 7, 20-22 See also concurrent/concurrency, errors; data, race; time/timing; avoidance immutable object use; 48 in thread-based service shutdown; 153 in GUI frameworks; 189 in web crawler example idempotence as mitigating circumstance; 161 random(ness) livelock resolution use; 219 pseudorandom number generation scalability; 326-329 test data generation use; 253 reachability publication affected by; 40 read-modify-write operation See also compound actions; as non-atomic operation; 20 read-write locks; 286-289 **ReadWriteLock**; 286_{li} exclusive locking vs.; 239 reaping See termination; reclosable thread gate; 304 recovery, deadlock See deadlock, recovery; recursion See also control flow; iterators/iteration; intrinsic lock acquisition; 237fn parallelizing; 181-188 See also Decorator pattern; reentrant/reentrancy; 26 and read-write locks; 287 locking semantics; 26-27 ReentrantLock capabilities; 278 per-thread lock acquisition; 26-27 ReentrantLock; 277-282 ReentrantLock AQS use; 314-315 intrinsic locks vs. performance; 282-286 Lock implementation; 277-282 random number generator using; 327_{li} Semaphore relationship with; 308

ReentrantReadWriteLock AQS use; 316-317 reentrant locking semantics; 287 references stack confinement precautions; 44 reflection atomic field updater use; 335 rejected execution handler ExecutorService post-termination task handling; 121 puzzle-solving framework; 187 RejectedExecutionException abort saturation policy use; 174 post-termination task handling; 122 puzzle-solving framework use; 187 **RejectedExecutionHandler** and saturation policy; 174 release AQS synchronizer operation; 311 lock in hand-over-hand locking; 282 intrinsic locking disadvantages; 278 preferences in read-write lock implementation; 287 unreleased lock bug pattern; 271 permit semaphore management; 98 remote objects thread safety concerns; 10 remove-if-equal operation as atomic collection operation; 86 reordering; 34 See also deadlock; optimization; order(ing); ordering; synchronization; time/timing; initialization safety limitation; 350 memory barrier impact on; 230 operations; 339 volatile variables warning; 38 replace-if-equal operation as atomic collection operation; 86 representation See also algorithm(s); design; documentation; state(s); activities tasks use for; 113 algorithm design role; 104 result-bearing tasks; 125 task

lifecycle, Future use for; 125 Runnable use for; 125 with Future; 126 thread; 150 request interrupt strategies for handling; 140 requirements See also constraints; design; documentation; performance; concrete importance for effective performance optimization; 224 concurrency testing TCK example; 250 determination importance of; 223 independent state variables; 66-67 performance Amdahl's law insights; 229 thread-safety impact; 16 synchronization synchronization policy component; 56-57 synchronization policy documentation; 74-77 resource exhaustion, preventing bounded queue use; 173 execution policy as tool for; 119 testing strategies; 257 thread pool sizing risks; 170 resource(s) See also CPU; instrumentation; memory; object(s); pool(s); utilization; accessing as long-running GUI task; 195 bound; 221 consumption thread safety hazards for; 8 deadlocks; 213-215 depletion thread-per-task policy issue; 116 increase scalability relationship to; 222 leakage testing for; 257 management See also instrumentation; testing; dining philosophers problem;

blocking queue advantages; 88 execution policy as tool for; 119 Executor framework use; 117 finalizer use and limitations; 165 graceful degradation, saturation policy advantages; 175 long-running task handling; 170 saturation policies; 174-175 single-threaded task execution disadvantages; 114 testing; 257 thread pools; 117 thread pools, advantages; 121 thread pools, tuning; 171-179 thread-per-task policy disadvantages; 116 threads, keep-alive time impact on; 172 timed task handling; 131 performance analysis, monitoring, and improvement; 221-245 pools semaphore use; 98–99 thread pool size impact; 171 utilization Amdahl's law; 225 as concurrency motivation; 1 response-time-senstive tasks execution policy implications; 168 responsiveness See also deadlock; GUI; livelock; liveness; performance; as performance testing criteria; 248 condition queues advantages; 297 efficiency vs. polling frequency; 143 interruption policy InterruptedException advantages; 142 long-running tasks handling; 170 measuring; 264-266 page renderer example with CompletionService improvements; 130 performance analysis, monitoring, and improvement; 221-245 poor causes and resolution of; 219

safety vs. graceful vs. abrupt shutdown; 153 sequential execution limitations; 124 server applications importance of; 113 single-threaded execution disadvantages; 114 sleeping impact on; 295 thread pool tuning, ThreadPoolExecutor use; 171-179 request overload impact; 173 safety hazards for; 8 restoring interruption status; 142 result(s) -bearing latches puzzle framework use; 184 cache building; 101-109 Callable handling of; 125 Callable use instead of Runnable; 95 dependencies task freedom from, importance of; 113 Future handling of; 125 handling as serialization source; 226 irrelevancy as cancellation reason; 136, 147 non-value-returning tasks; 125 Runnable limitations; 125 retry randomness, in livelock resolution; 219 return values Runnable limitations; 125 reuse existing thread-safe classes strategies and risks; 71 **RMI (Remote Method Invocation)** thread use; 9, 10 safety concerns and; 10 threads benefits for; 4 robustness See also fragility; safety; blocking queue advantages; 88 InterruptedException advantages; 142 thread pool advantages; 120

rules See also guidelines; policy(s); strategies; happens-before; 341 Runnable handling exceptions in; 143 task representation limitations; 125 running ExecutorService state; 121 FutureTask state; 95 runtime timing and ordering alterations by thread safety risks; 7 RuntimeException as thread death cause: 161 Callable handling; 98 catching disadvantages of; 161

S

safety See also encapsulation; immutable objects; synchronization; thread(s), confinement; cache implementation issues; 104 initialization guarantees for immutable objects; 51 idioms for; 346-348 JMM support; 349-350 liveness vs.; 205-220 publication idioms for; 52-53 in task creation; 126 of mutable objects; 54 responsiveness vs. as graceful vs. abrupt shutdown; 153 split ownership concerns; 58 subclassing issues; 304 testing; 252-257 goals; 247 tradeoffs in performance optimization strategies; 223-224 untrusted code behavior protection mechanisms; 161 saturation policies; 174-175

scalability; 222, 221-245 algorithm comparison testing; 263-264 Amdahl's law insights; 229 as performance testing criteria; 248 client-side locking impact on; 81 concurrent collections vs. synchronized collections; 84 ConcurrentHashMap advantages; 85, 242 CPU utilization monitoring; 240-241 enhancement reducing lock contention; 232-242 heterogeneous task issues; 127 hot field impact on; 237 intrinsic locks vs. ReentrantLock performance; 282-286 lock scope impact on; 233 locking during iteration risk of; 83 open call strategy impact on; 213 performance vs.; 222-223 lock granularity reduction; 239 object pooling issues; 241 three-tier application model as illustration; 223 queue implementations serialization differences; 227 result cache building; 101-109 serialization impact on; 228 techniques for improving atomic variables; 319-336 nonblocking algorithms; 319-336 testing; 261 thread safety hazards for; 8 under contention as AQS advantage; 311 ScheduledThreadPoolExecutor as Timer replacement; 123 scheduling overhead performance impact of; 222 priority manipulation risks; 218 tasks sequential policy; 114 thread-per-task policy; 115 threads as basic unit of; 3 work stealing deques and; 92

scope/scoped See also granularity; containers thread safety concerns; 10 contention atomic variable limitation of; 324 escaping publication as mechanism for; 39 lock narrowing, as lock contention reduction strategy; 233-235 synchronized block; 30 search depth-first breadth-first search vs.; 184 parallelization of; 181-182 security policies and custom thread factory; 177 Selector non-interruptable blocking; 148 semantics See also documentation; representation; atomic arrays; 325 binary semaphores; 99 final fields; 48 of interruption; 93 of multithreaded environments ThreadLocal variable considerations; 46 reentrant locking; 26–27 ReentrantLock capabilities; 278 ReentrantReadWriteLock capabilities; 287 undefined of Thread.yield; 218 volatile; 39 weakly consistent iteration; 85 within-thread-as-if-serial; 337 Semaphore; 98 AQS use; 315-316 example use; 100_{*li*}, 176_{*li*}, 249_{*li*} in BoundedBuffer example; 248 saturation policy use; 175 similarities to ReentrantLock; 308 state-based precondition management with; 57 semaphores; 98, 98–99 as coordination mechanism; 1 binary mutex use; 99

counting; 98 permits, thread relationships; 248_{fn} SemaphoreOnLock example; 310_{1i} fair vs. nonfair performance comparison; 265 nonfair advantages of; 265 sendOnSharedLine example; 281_{li} sequential/sequentiality See also concurrent/concurrency; asynchrony vs.; 2 consistency; 338 event processing in GUI applications; 191 execution of tasks; 114 parallelization of; 181 orderly shutdown strategy; 164 page renderer example; 124-127 programming model; 2 task execution policy; 114 tests, value in concurrency testing; 250 threads simulation of; 4 serialized/serialization access object serialization vs.; 27fn timed lock use; 279 WorkerThread; 227_{li} granularity throughput impact; 228 impact on HttpSession threadsafety requirements; 58fn parallelization vs. Amdahl's law; 225–229 scalability impact; 228 serial thread confinement; 90, 90-92 sources identification of, performance impact; 225 server See also client; applications context switch reduction; 243-244 design issues; 113 service(s) See also applications; frameworks; logging

as thread-based service example; 150-155 shutdown as cancellation reason; 136 thread-based stopping; 150-161 servlets framework thread safety requirements; 10 threads benefits for; 4 stateful, thread-safety issues atomicity; 19-23 liveness and performance; 29-32 locking; 23-29 stateless as thread-safety example; 18-19 session-scoped objects thread safety concerns; 10 set(s) See also collection(s); BoundedHashSet example; 1001i CopyOnWriteArraySet as synchronized Set replacement; 86 safe publication use; 52 PersonSet example; 591; SortedSet ConcurrentSkipListSet as concurrent replacement; 85 TreeSet ConcurrentSkipListSet as concurrent replacement; 85 shared/sharing; 15 See also concurrent/concurrency; publication; data See also page renderer examples; access coordination, explicit lock use; 277–290 models, GUI application handling; 198–202 synchronization costs; 8 threads advantages vs. processes; 2 data structures as serialization source; 226 memory as coordination mechanism; 1 memory multiprocessors memory models; 338-339

mutable objects

guidelines; 54 objects; 33-54 split data models; 201-202 state managing access to, as thread safety goal; 15 strategies ExecutorCompletionService use; 130 thread necessities and dangers in GUI applications; 189–190 volatile variables as mechanism for; 38 shutdown See also lifecycle; abrupt JVM, triggers for; 164 limitations; 158-161 as cancellation reason; 136 cancellation and; 135–166 ExecutorService state; 121 graceful vs. abrupt tradeoffs; 153 hooks; 164 in orderly shutdown; 164-165 JVM; 164–166 and daemon threads; 165 of thread-based services; 150-161 orderly; 164 strategies lifecycle method encapsulation; 155 logging service example; 150-155 one-shot execution service example; 156–158 support LifecycleWebServer example; 122_{li} shutdown; 121 logging service shutdown alternatives; 153 shutdownNow; 121 limitations; 158-161 logging service shutdown alternatives; 153 side-effects as serialization source; 226 freedom from importance for task independence; 113

synchronized Map implementations not available from Concurrent-HashMap; 86 signal ConditionBoundedBuffer example; 308 signal handlers as coordination mechanism; 1 simplicity See also design; Java monitor pattern advantage; 61 of modeling threads benefit for; 3 performance vs. in refactoring synchronized blocks; 34 simulations barrier use in; 101 single notification See notify; signal; single shutdown hook See also hook(s); orderly shutdown strategy; 164 single-thread(ed) See also thread(s); thread(s), confinement; as Timer restriction; 123 as synchronization alternative; 42-46 deadlock avoidance advantages; 43fn subsystems GUI implementation as; 189-190 task execution disadvantages of; 114 executor use, concurrency prevention; 172, 177-178 Singleton pattern ThreadLocal variables use with; 45 size(ing) See also configuration; instrumentation; as performance testing goal; 260 bounded buffers determination of; 261 heterogeneous tasks; 127 pool core; **171**, 172_{fn} maximum; 172 task appropriate; 113

thread pools; 170–171

sleeping blocking state-dependent actions blocking state-dependent actions; 295-296 sockets as coordination mechanism; 1 synchronous I/O non-interruptable blocking reason; 148 solutions See also interruption; results; search; termination; SortedMap ConcurrentSkipListMap as concurrent replacement; 85 SortedSet ConcurrentSkipListSet as concurrent replacement; 85 space state; 56 specification See also documentation; correctness defined in terms of; 17 spell checking as long-running GUI task; 195 spin-waiting; 232, 295 See also blocking/blocks; busywaiting; as concurrency bug pattern; 273 split(ing) data models; 201, 201-202 lock; 235 Amdahl's law insights; 229 as lock granularity reduction strategy; 235 ServerStatus examples; 236_{1i} ownership; 58 stack(s) address space thread creation constraint; 116_{fn} confinement; 44, 44-45 See also confinement; encapsulation; nonblocking; 330 size search strategy impact; 184 trace thread dump use; 216 stale data; 35-36 improper publication risk; 51 race condition cause; 20_{fn}

starvation; 218, 218 See also deadlock; livelock; liveness; performance; as liveness failure; 8 locking during iteration risk of; 83 thread starvation deadlock; 169, 168-169 thread starvation deadlocks; 215 state(s); 15 See also atomic/atomicity; encapsulation; lifecycle; representation; safety; visibility; application framework threads impact on; 9 code vs. thread-safety focus; 17 dependent classes; 291 classes, building; 291-318 operations; 57 operations, blocking strategies; 291-308 operations, condition queue handling; 296–308 operations, managing; 291 task freedom from, importance of; 113 encapsulation breaking, costs of; 16-17 invariant protection use; 83 synchronizer role; 94 thread-safe class use; 23 lifecvle ExecutorService methods; 121 locks control of; 27–29 logical; 58 management AQS-based synchronizer operations; 311 managing access to as thread safety goal; 15 modification visibility role; 33 mutable coordinating access to; 110 object; 55 components of; 55 remote and thread safety; 10 ownership class design issues; 57-58 servlets with

thread-safety issues, atomicity; 19-23 thread-safety issues, liveness and performance concerns; 29-32 thread-safety issues, locking; 23-29 space; 56 stateless servlet as thread-safety example; 18-19 task impact on Future.get; 95 intermediate, shutdown issues; 158-161 transformations in puzzle-solving framework example; 183-188 transition constraints; 56 variables condition predicate use; 299 independent; 66, 66-67 independent, lock splitting; 235 safe publication requirements; 68-69 stateDependentMethod example; 301_{li} static initializer safe publication mechanism; 53, 347 static analysis tools; 271-273 statistics gathering *See also* instrumentation; adding to thread pools; 179 ThreadPoolExecutor hooks for; 179 status flag volatile variable use with; 38 interrupted; 138 thread shutdown issues; 158 strategies See also design; documentation; guidelines; policy(s); representation; atomic variable use; 34 cancellation Future use; 145-147 deadlock avoidance; 208, 215-217 delegation vehicle tracking example; 64

design

interruption policy; 93 documentation use annotations value; 6 end-of-lifecycle management; 135-166 InterruptedException handling; 93 interruption handling; 140, 142–150 Future use; 146 lock splitting; 235 locking ConcurrentHashMap advantages; 85 monitor vehicle tracking example; 61 parallelization partitioning; 101 performance improvement; 30 program design order correctness then performance; 16 search stack size impact on; 184 shutdown lifecycle method encapsulation; 155 logging service example; 150-155 one-shot execution service example; 156-158 poison pill; 155-156 split ownership safety; 58 thread safety delegation; 234-235 thread-safe class extension; 71 stream classes client-side locking with; 150fn thread safety; 150 String immutability characteristics; 47fn striping See also contention; lock; 237, 237 Amdahl's law insights; 229 ConcurrentHashMap use; 85 structuring thread-safe classes object composition use; 55-78 subclassing safety issues; 304 submit, execute vs. uncaught exception handling; 163

suspension, thread costs of; 232, 320 elimination by CAS-based concurrency mechanisms; 321 Thread.suspend, deprecation reasons; 135fn swallowing interrupts as discouraged practice; 93 bad consequences of; 140 when permitted; 143 Swing See also GUI; listeners single-thread rule exceptions; 192 methods single-thread rule exceptions; 191-192 thread confinement; 42 confinement in; 191-192 use; 9 use, safety concerns and; 10-11 untrusted code protection mechanisms in; 162 SwingWorker long-running GUI task support; 198 synchronization/synchronized; 15 See also access; concurrent/concurrency; lock(ing); safety;; allocation advantages vs.; 242 bad practices double-checked locking; 348-349 blocks; 25 Java objects as; 25 cache implementation issues; 103 collections; 79-84 concurrent collections vs.; 84 problems with; 79-82 concurrent building blocks; 79-110 contended; 230 correctly synchronized program; 341 data sharing requirements for; 33-39 encapsulation hidden iterator management through; 83 requirement for thread-safe classes; 18 'fast path' CAS-based operations vs.; 324 costs of; 230

immutable objects as replacement; 52 inconsistent as concurrency bug pattern; 271 memory performance impact of; 230-231 memory visibility use of; 33-39 operation ordering role; 35 piggybacking; 342-344 policy; 55 documentation requirements; 74-77 encapsulation, client-side locking violation of; 71 race condition prevention with; 7 requirements, impact on class extension; 71 requirements, impact on class modification; 71 shared state requirements for; 28 ReentrantLock capabilities; 277 requirements synchronization policy component; 56-57 thread safety need for; 5 types See barriers; blocking, queues; FutureTask; latches; semaphores; uncontended; 230 volatile variables vs.; 38 wrapper client-side locking support; 73 synchronizedList (Collections) safe publication use; 52 synchronizer(s); 94, 94-101 See also Semaphore; CyclicBarrier; FutureTask; Exchanger; CountDownLatch; behavior and interface; 308-311 building with AQS; 311 with condition queues; 291-318 synchronous I/O non-interruptable blocking; 148 SynchronousQueue; 89 performance advantages; 174fn thread pool use of; 173, 174

Т

task(s); 113 See also activities; event(s); lifecycle; asynchronous FutureTask handling; 95–98 boundaries; 113 parallelism analysis; 123–133 using ThreadLocal in; 168 cancellation; 135-150 policy; **136** thread interruption policy relationship to; 141 completion as cancellation reason; 136 service time variance relationship to; 264–266 dependencies execution policy implications; 16 thread starvation deadlock risks; 168 execution; 113-134 in threads; 113-115 policies; 118-119 policies and, implicit couplings between; 167-170 policies, application performance importance; 113 sequential; 114 explicit thread creation for; 115 GUI long-running tasks; 195–198 short-running tasks; 192-195 heterogeneous tasks parallelization limitations; 127-129 homogeneous tasks parallelism advantages; 129 lifecycle Executor phases; 125 ExecutorService methods; 121 representing with Future; 125 long-running responsiveness problems; 170 parallelization of homogeneous vs. heterogeneous; 129 post-termination handling; 121 queues management, thread pool configuration issues; 172–174

thread pool use of; 172-174 representation Runnable use for; 125 with Future; 126 response-time sensitivity and execution policy; 168 scheduling thread-per-task policy; 115 serialization sources identifying; 225 state effect on Future.get; 95 intermediate, shutdown issues; 158-161 thread(s) vs. interruption handling; 141 timed handling of; 123 two-party Exchanger management of; 101 TCK (Technology Compatibility Kit) concurrency testing requirements; 250 teardown thread; 171–172 techniques See also design; guidelines; strategies; temporary objects and ThreadLocal variables; 45 terminated ExecutorService state; 121 termination See also cancellation; interruption; lifecycle; puzzle-solving framework; 187 safety test criteria for; 254, 257 thread abnormal, handling; 161-163 keep-alive time impact on; 172 reasons for deprecation of; 135fn timed locks use; 279 test example method; 262_{li} testing See also instrumentation; logging; measurement; monitoring; quality assurance; statistics; concurrent programs; 247-274 deadlock risks; 210fn functionality

vs. performance tests; 260 liveness criteria; 248 performance; 260-266 criteria; 248 goals; 260 pitfalls avoiding; 266-270 dead code elimination; 269 dynamic compilation; 267-268 garbage collection; 266 progress quantification; 248 proving a negative; 248 timing and synchronization artifacts; 247 unrealistic code path sampling; 268 unrealistic contention; 268-269 program correctness; 248-260 safety; 252-257 criteria; 247 strategies; 270-274 testPoolExample example; 258₁₁ testTakeBlocksWhenEmpty example; 2521; this reference publication risks; 41 Thread join timed, problems with; 145 getState use precautions; 251 interruption methods; 138, 139_{li} usage precautions; 140 thread safety; 18, 15-32 and mutable data; 35 and shutdown hooks; 164 characteristics of; 17-19 data models, GUI application handling; 201 delegation; 62 delegation of; 234 in puzzle-solving framework; 183 issues, atomicity; 19-23 issues, liveness and performance; 29-32 mechanisms, locking; 23-29 risks; 5–8 thread(s); 2 See also concurrent/concurrency; safety; synchronization;

abnormal termination of; 161–163 as instance confinement context; 59 benefits of; 3-5 blocking; 92 confinement; **42**, 42-46 See also confinement; encapsulation; ad-hoc; 43 and execution policy; 167 in GUI frameworks; 190 in Swing; 191-192 role, synchronization policy specification; 56 stack; 44, 44-45 ThreadLocal; 45-46 cost context locality loss; 8 context switching; 8 costs; 229-232 creation; 171–172 explicit creation for tasks; 115 unbounded, disadvantages; 116 daemon; 165 dumps; 216 deadlock analysis use; 216–217 intrinsic lock advantage over ReentrantLock; 285 lock contention analysis use; 240 factories; 175, 175-177 failure uncaught exception handlers; 162-163 forced termination reasons for deprecation of; 135fn interleaving dangers of; 5-8 interruption; 138 shutdown issues; 158 status flag; 138 leakage; 161 testing for; 257 Timer problems with; 123 UncaughtExceptionHandler prevention of; 162–163 lifecycle performance impact; 116 thread-based service management; 150 overhead in safety testing, strategies for mitigating; 254

ownership; 150 pools; 119-121 adding statistics to; 179 and work queues; 119 application; 167–188 as producer-consumer design; 88 as thread resource management mechanism; 117 callback use in testing; 258 creating; 120 deadlock risks; 215 factory methods for; 171 post-construction configuration; 177-179 sizing; 170-171 task queue configuration; 172-174 priorities manipulation, liveness risks; 218 priority when to use; 219 processes vs.; 2 queued SynchronousQueue management of; 89 risks of; 5–8 serial thread confinement; 90, 90-92 services that own stopping; 150-161 sharing necessities and dangers in GUI applications; 189–190 single sequential task execution; 114 sources of; 9-11 starvation deadlock; 169, 168-169 suspension costs of; 232, 320 Thread.suspend, deprecation reasons; 135_{fn} task execution in; 113-115 scheduling, thread-per-task policy; 115 scheduling, thread-per-task policy disadvantages; 116 vs. interruption handling; 141 teardown; 171-172 termination keep-alive time impact on; 172 thread starvation deadlocks; 215

thread-local See also stack, confinement; computation role in accurate performance testing; 268 Thread.stop deprecation reasons; 135fn Thread.suspend deprecation reasons; 135fn ThreadFactory; 176_{1i} customizing thread pool with; 175 ThreadInfo and testing; 273 ThreadLocal; 45-46 and execution policy; 168 for thread confinement; 43 risks of; 46 ThreadPoolExecutor and untrusted code; 162 configuration of; 171-179 constructor; 172_{li} extension hooks; 179 newTaskFor; 126_{li}, 148 @ThreadSafe; 7, 353 throttling as overload management mechanism; 88, 173 saturation policy use; 174 Semaphore use in BoundedExecutor example; 176_{li} throughput See also performance; as performance testing criteria; 248 locking vs. atomic variables; 328 producer-consumer handoff testing; 261 queue implementations serialization differences; 227 server application importance of; 113 server applications single-threaded task execution disadvantages; 114 thread safety hazards for; 8 threads benefit for; 3 Throwable FutureTask handling; 98 time/timing See also deadlock; lifecycle; order/ordering; race condi-

tions;

-based task handling; 123 management design issues; 131-133 barrier handling based on; 99 constraints as cancellation reason; 136 in puzzle-solving framework; 187 interruption handling; 144-145 deadline-based waits as feature of Condition; 307 deferred computations design issues; 125 dynamic compilation as performance testing pitfall; 267 granularity measurement impact; 264 keep-alive thread termination impact; 172 LeftRightDeadlock example; 207_{fg} lock acquisition; 279 lock scope narrowing, as lock contention reduction strategy; 233-235 long-running GUI tasks; 195–198 long-running tasks responsiveness problem handling; 170 measuring in performance testing; 260-263 ThreadPoolExecutor hooks for; 179 performance-based alterations in thread safety risks; 7 periodic tasks handling of; 123 progress indication for long-running GUI tasks; 198 relative vs. absolute class choices based on; 123fn response task sensitivity to, execution policy implications; 168 short-running GUI tasks; 192-195 thread timeout core pool size parameter impact on; 172_{fn} timed locks; 215-216

weakly consistent iteration semantics: 86 TimeoutException in timed tasks; 131 task cancellation criteria; 147 Timer task-handling issues; 123 thread use; 9 timesharing systems as concurrency mechanism; 2 tools See also instrumentation; measurement; annotation use; 353 code auditing locking failures detected by; 28_{fn} heap inspection; 257 measurement I/O utilization; 240 importance for effective performance optimization; 224 performance; 230 monitoring quality assurance use; 273 profiling lock contention detection; 240 performance measurement; 225 quality assurance use; 273 static analysis; 271-273 transactions See also events; concurrent atomicity similar to; 25 transformations state in puzzle-solving framework example; 183-188 transition See also state; state transition constraints; 56 impact on safe state variable publication; 69 travel reservations portal example as timed task example; 131-133 tree(s) See also collections; models GUI application handling; 200 traversal parallelization of; 181-182

TreeMap ConcurrentSkipListMap as concurrent replacement; 85 TreeSet ConcurrentSkipListSet as concurrent replacement; 85 Treiber's nonblocking stack algorithm; 331_{li} trigger(ing) See also interruption; JVM abrupt shutdown; 164 thread dumps; 216 try-catch block See also exceptions; as protection against untrusted code behavior; 161 try-finally block See also exceptions; and uncaught exceptions; 163 as protection against untrusted code behavior; 161 tryLock barging use; 283fn deadlock avoidance; 2801i trySendOnSharedLine example; 281_{li} tuning See also optimization; thread pools; 171-179 U unbounded See also bounded; constraints; queue(s); blocking waits

timed vs., in long-running task management; 170 queues nonblocking characteristics; 87 poison pill shutdown use; 155 thread pool use of; 173 thread creation disadvantages of; 116 uncaught exception handlers; 162-163 See also exceptions; UncaughtExceptionHandler; 163_{li} custom thread class use; 175 thread leakage detection; 162-163 unchecked exceptions See also exceptions; catching

disadvantages of; 161

uncontended synchronization; 230 unit tests for BoundedBuffer example; 250 issues; 248 untrusted code behavior See also safety; ExecutorService code protection strategies; 179 protection mechanisms; 161 updating See also lifecycle; atomic fields; 335-336 immutable objects; 47 views in GUI tasks; 201 upgrading read-write locks; 287 usage scenarios performance testing use; 260 user See also GUI; cancellation request as cancellation reason; 136 feedback in long-running GUI tasks; 1961; interfaces threads benefits for; 5 utilization; 225 See also performance; resource(s); CPU Amdahl's law; 225, 226_{fg} optimization, as multithreading goal; 222 sequential execution limitations; 124 hardware improvement strategies; 222

V

value(s) See result(s); variables See also encapsulation; state; atomic classes; 324–329 locking vs.; 326–329 nonblocking algorithms and; 319–336 volatile variables vs.; 39, 325–326 condition

explicit; 306-308 hoisting as JVM optimization pitfall; 38fn local stack confinement use; 44 multivariable invariant requirements for atomicity; 57 state condition predicate use; 299 independent; 66, 66-67 independent, lock splitting use with; 235 object data stored in; 15 safe publication requirements; 68-69 ThreadLocal; 45-46 volatile; 38, 37-39 atomic variable class use; 319 atomic variable vs.; 39, 325–326 multivariable invariants prohibited from; 68 variance service time; 264 Vector as safe publication use; 52 as synchronized collection; 79 check-then-act operations; 801i, 79-80 client-side locking management of compound actions; 81li vehicle tracking example delegation strategy; 64 monitor strategy; 61 state variable publication strategy; 69-71 thread-safe object composition design; 61-71 versioned data model; 201 views event handling model-view objects; 195fg model-view-controller pattern deadlock risks; 190 vehicle tracking example; 61 reflection-based by atomic field updaters; 335 timeliness vs. consistency; 66, 70 updating in long-running GUI task handling; 201 with split data models; 201

visibility See also encapsulation; safety; scope; condition queue control, explicit Condition and Lock use; 306 guarantees JMM specification of; 338 lock management of; 36-37 memory; 33-39 ReentrantLock capabilities; 277 synchronization role; 33 volatile reference use; 49 vmstat application See also measurement; tools; CPU utilization measurement; 240 performance measurement; 230 thread utilization measurement; 241 Void non-value-returning tasks use; 125 volatile cancellation flag use; 136 final vs.; 158_{fn} publishing immutable objects with; 48-49 safe publication use; 52 variables; **38**, 37–39 atomic variable class use; 319 atomic variable vs.; 39, 325-326 atomicity disadvantages; 320 multivariable invariants prohibited from; 68 thread confinement use with; 43

W

wait(s) blocking timed vs. unbounded; 170 busy-waiting; 295 condition and condition predicate; 299 canonical form; 301_{li} errors, as concurrency bug pattern; 272 interruptible, as feature of Condition; 307 uninterruptable, as feature of Condition; 307 waking up from, condition queue handling; 300-301 sets; 297

multiple, as feature of Condition; 307 spin-waiting; 232 as concurrency bug pattern; 273 waiting to run FutureTask state; 95 waking up See also blocking/blocks; condition, queues; notify; sleep; wait; condition queue handling; 300-301 weakly consistent iterators; 85 See also iterators/iteration; web crawler example; 159-161 within-thread usage See stack, confinement; within-thread-as-if-serial semantics; 337 work queues and thread pools, as producerconsumer design; 88 in Executor framework use; 119 thread pool interaction, size tuning requirements; 173 sharing deques advantages for; 92 stealing scheduling algorithm; 92 deques and; 92 tasks as representation of; 113 wrapper(s) factories Decorator pattern; 60 synchronized wrapper classes as synchronized collection classes; 79 client-side locking support; 73