Managing the Java Thread Lifecycle: Stopping a Thread via Volatile Flag

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Learning Objectives in this Part of the Lesson

• Know various ways to stop Java threads
• Stopping a thread with a volatile flag
Stopping a Java Thread via a Volatile Flag
Stopping a Java Thread via a Volatile Flag

• One way to stop a Java thread is to use a “stop” flag
Stopping a Java Thread via a Volatile Flag

- One way to stop a Java thread is to use a “stop” flag, e.g.
- Add a volatile boolean flag “mIsStopped” to a class

```java
public class MyRunnable implements Runnable {
    private volatile boolean mIsStopped = false;

    public void stopMe() {
        mIsStopped = true;
    }

    public void run() {
        while (!mIsStopped) {
            // a long-running operation
        }
    }

    ...
```
One way to stop a Java thread is to use a “stop” flag, e.g.

Add a volatile boolean flag “mIsStopped” to a class

Ensures changes to a variable are consistent & visible to other threads atomically

```java
class MyRunnable implements Runnable {
    private volatile boolean mIsStopped = false;
    public void stopMe() {
        mIsStopped = true;
    }
    public void run() {
        while(!mIsStopped) {
            // a long-running operation
        }
    }
}
```

See [en.wikipedia.org/wiki/Volatile_variable#In_Java](en.wikipedia.org/wiki/Volatile_variable#In_Java)
One way to stop a Java thread is to use a “stop” flag, e.g.

- Add a volatile boolean flag “mIsStopped” to a class
- Add a stopMe() method that sets “mIsStopped” to true

```java
public class MyRunnable implements Runnable {
    private volatile boolean mIsStopped = false;

    public void stopMe() {
        mIsStopped = true;
    }

    public void run() {
        while (mIsStopped != true) {
            // a long-running operation
        }
    }

    ...
}
```
One way to stop a Java thread is to use a “stop” flag, e.g.

- Add a volatile boolean flag “mIsStopped” to a class
- Add a stopMe() method that sets “mIsStopped” to true

public class MyRunnable
    implements Runnable {
    private volatile boolean mIsStopped = false;

    public void stopMe() {
        mIsStopped = true;
    }

    public void run() {
        while(mIsStopped != true) {
            // a long-running operation
        }
    }

    ...
Stopping a Java Thread via a Volatile Flag

- One way to stop a Java thread is to use a “stop” flag, e.g.
  - Add a volatile boolean flag “mIsStopped” to a class
  - Add a stopMe() method that sets “mIsStopped” to true
  - Check “mIsStopped” periodically to see if thread’s been stopped

```java
public class MyRunnable implements Runnable {
    private volatile boolean mIsStopped = false;

    public void stopMe() {
        mIsStopped = true;
    }

    public void run() {
        while (mIsStopped != true) {
            // a long-running operation
        }
    }
}
```

Stopping a Java Thread via a Volatile Flag

• One way to stop a Java thread is to use a “stop” flag, e.g.
  • Add a volatile boolean flag “mIsStopped” to a class
  • Add a stopMe() method that sets “mIsStopped” to true
  • Check “mIsStopped” periodically to see if thread’s been stopped
  • Return from the run() method when the thread’s been stopped

public class MyRunnable implements Runnable {
    private volatile boolean mIsStopped = false;

    public void stopMe() {
        mIsStopped = true;
    }

    public void run() {
        while(!mIsStopped) {
            // a long-running operation
        }
        return;
    }
}
Stopping a Java Thread via a Volatile Flag

Pros

• Using a volatile flag is lightweight

```java
public class MyRunnable implements Runnable {
    private volatile boolean mIsStopped = false;

    public void stopMe() {
        mIsStopped = true;
    }

    public void run() {
        while(mIsStopped != true) {
            // a long-running operation
        }
        return;
    }
}
```
Cons

• A volatile flag isn’t integrated into the Java execution environment transparently

```java
public class MyRunnable
    implements Runnable {
    private volatile boolean mIsStopped = false;

    public void stopMe() {
        mIsStopped = true;
    }

    public void run() {
        while(mIsStopped != true) {
            // a long-running operation
        }
        return;
    }
}
```
Cons

• A volatile flag isn’t integrated into the Java execution environment transparently

• e.g., blocking operations won’t be awakened, which impedes shut down processing

```java
public class MyRunnable implements Runnable {
    private volatile boolean mIsStopped = false;

    public void stopMe() {
        mIsStopped = true;
    }

    public void run() {
        while (mIsStopped != true) {
            // a long-running operation
            ... wait();
        }
        return;
    }
}
```
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