Java ReentrantLock

(Part 1)

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Learning Objectives in this Part of the Lesson

• Understand how the concept of mutual exclusion in concurrent programs

See en.wikipedia.org/wiki/Mutual_exclusion
Overview of Mutual Exclusion Locks
Overview of Mutual Exclusion Locks

- A mutual exclusion lock (mutex) defines a “critical section”

A critical section is a group of instructions or region of code that must be executed atomically.

See [en.wikipedia.org/wiki/Critical_section](en.wikipedia.org/wiki/Critical_section)
Overview of Mutual Exclusion Locks

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- Ensures only one thread can run in a block of code at a time

Critical Section
Overview of Mutual Exclusion Locks

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Acquire lock

Critical Section
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- Other threads are kept “at bay”
- Prevent corruption of shared (mutable) data that can be set/get by concurrent operations

Other threads must obey the locking protocol or chaos will ensue!!
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  - Ensures only one thread can run in a block of code at a time
- Other threads are kept “at bay”
  - Prevent corruption of shared (mutable) data that can be set/get by concurrent operations
  - Race conditions could occur if multiple threads run within a critical section

Race conditions can arise when a program depends on the sequence or timing of threads for it to operate properly

See en.wikipedia.org/wiki/Race_condition
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- A mutex is typically implemented in hardware via atomic operations

See en.wikipedia.org/wiki/Linearizability
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- Implemented in Java via the `compareAndSwap*()` methods in the Unsafe class.

Concurrency

And few words about concurrency with `Unsafe.compareAndSwap` methods are atomic and can be used to implement high-performance lock-free data structures.

For example, consider the problem to increment value in the shared object using lot of threads.

First we define simple interface `Counter`:

```java
interface Counter {
    void increment();
    long getCount();
}
```

Then we define worker thread `CounterClient`, that uses `Counter`:

```java
class CounterClient implements Runnable {
    private Counter c;
    private int num;

    public CounterClient(Counter c, int num) {
        this.c = c;
        this.num = num;
    }

    @Override
    public void run() {
        for (int i = 0; i < num; i++) {
            c.increment();
        }
    }
}
```

See earlier discussion of “Java Atomic Classes & Operations”
Human Known Use of Mutual Exclusion Locks
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- A human known use of mutual exclusion locks is an airplane restroom protocol
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Person can only enter if the restroom is vacant.
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Person atomically enters & locks the door.
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Other people who want to use the restroom must wait while it’s in use.
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This protocol is "fully-bracketed," i.e., person who locks must be the same as the person who unlocks.
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Once the restroom is vacant another person can enter
End of Java
ReentrantLock (Part 1)