Java ConditionObject: Structure & Functionality

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Learning Objectives in this Part of the Lesson

- Understand what condition variables are
- Note a human known use of condition variables
- Know what pattern they implement
- Recognize common use cases where condition variables are applied
- Recognize the structure & functionality of Java ConditionObject
Overview of Java ConditionObject
Overview of Java ConditionObject

- ConditionObject provides the condition variable abstraction

```java
public class ConditionObject implements Condition, java.io.Serializable {
    ...
}
```

**Class AbstractQueuedSynchronizer.ConditionObject**

java.lang.Object
    java.util.concurrent.locks.AbstractQueuedSynchronizer.ConditionObject

All implemented Interfaces:

    Serializable, Condition

Enclosing class:

    AbstractQueuedSynchronizer

```
public class AbstractQueuedSynchronizer.ConditionObject extends Object
    implements Condition, Serializable

Condition implementation for an AbstractQueuedSynchronizer serving as the basis of a Lock implementation.

Method documentation for this class describes mechanics, not behavioral specifications from the point of view of Lock and Condition users. Exported versions of this class will in general need to be accompanied by documentation describing condition semantics that rely on those of the associated AbstractQueuedSynchronizer.
```

See [docs.oracle.com/javase/8/docs/api/java/util/concurrent/locks/AbstractQueuedSynchronizer.ConditionObject.html](docs.oracle.com/javase/8/docs/api/java/util/concurrent/locks/AbstractQueuedSynchronizer.ConditionObject.html)
public class ConditionObject implements Condition, java.io.Serializable {


Interface Condition

All Known Implementing Classes:
AbstractQueuedLongSynchronizer.ConditionObject, AbstractQueuedSynchronizer.ConditionObject

public interface Condition

Condition factors out the Object monitor methods (wait, notify and notifyAll) into distinct objects to give the effect of having multiple wait-sets per object, by combining them with the use of arbitrary Lock implementations. Where a Lock replaces the use of synchronized methods and statements, a Condition replaces the use of the Object monitor methods.

Conditions (also known as condition queues or condition variables) provide a means for one thread to suspend execution (to "wait") until notified by another thread that some state condition may now be true. Because access to this shared state information occurs in different threads, it must be protected, so a lock of some form is associated with the condition. The key property that waiting for a condition provides is that it atomically releases the associated lock and suspends the current thread, just like Object.wait.

A Condition instance is intrinsically bound to a lock. To obtain a Condition instance for a particular Lock instance use its newCondition() method.
Overview of Java ConditionObject

- ConditionObject is nested within the AbstractQueuedSynchronizer class
- This framework is used by Java synchronizers that rely on FIFO wait queues

See docs.oracle.com/javase/8/docs/api/java/util/concurrent/locks/AbstractQueuedSynchronizer.html
A ConditionObject provides a “wait queue” of nodes

See gee.cs.oswego.edu/dl/papers/aqs.pdf
Overview of Java ConditionObject

- A ConditionObject provides a "wait queue" of nodes
- Enables a set of threads (i.e., the "wait set") to coordinate their interactions
An **ConditionObject** provides a “wait queue” of nodes

- Enables a set of threads (i.e., the “wait set”) to coordinate their interactions
- e.g., by selecting the order & conditions under which they run

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**Overview of Java `ConditionObject`**

![Diagram of Java `ConditionObject`]

- `ConditionObject` represents a node in a wait queue for a `Node` object.
- Methods include:
  - `ConditionObject()`: Constructor.
  - `wait()`: Waits for a signal.
  - `wait(long, TimeUnit)`: Waits for a specified time.
  - `signal()`: Signals one thread.
  - `signalAll()`: Signals all waiting threads.
  - `doSignal(Node)`: Sends a signal.
  - `doSignalAll(Node)`: Sends a signal to all nodes.

- Classes involved:
  - `Node`:
    - `EXCLUSIVE`, `SHARED` states.
    - `prev`, `next`, `thread`, `nextWaiter`.
  - `AbstractQueuedSynchronizer`:
    - Methods for acquiring, releasing, and comparing states.

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**Java Class Diagram**

- `ConditionObject` as a node in a wait queue.
- `Node` with states and methods.
- `AbstractQueuedSynchronizer` with methods for synchronization.

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![Diagram of Java `ConditionObject` and `Node` classes](image)

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![Diagram of Java `ConditionObject` and `Node` classes](image)
Overview of Java ConditionObject

- A ConditionObject is *always* used with a lock

See earlier part on “Java ReentrantLock”
Overview of Java ConditionObject

- A ConditionObject is *always* used with a lock
- This lock protects shared state in a condition expression from concurrent manipulation.
Overview of Java ConditionObject

- A ConditionObject is *always* used with a lock
- This lock protects shared state in a condition expression from concurrent manipulation

`newCondition()` is a factory method that returns a ConditionObject that can be used with this lock

See docs.oracle.com/javase/8/docs/api/java/util/concurrent/locks/ReentrantLock.html#newCondition
Overview of Java ConditionObject

- Both ReentrantLock & ConditionObject have internal queues
Overview of Java ConditionObject

- Both ReentrantLock & ConditionObject have internal queues

Queues up threads that are waiting to acquire the lock
Overview of Java ConditionObject

- Both ReentrantLock & ConditionObject have internal queues

Queues up threads waiting for some condition(s) to become true
Overview of Java ConditionObject

- User-defined Java objects can have multiple ConditionObjects (COs)

Two COs: mNotEmpty & mNotFull

[Diagram showing the relationship between consumer, producer, array blocking queue, condition object, and reentrant lock with their respective methods.]
Overview of Java ConditionObject

- User-defined Java objects can have multiple ConditionObjects (COs)
- Multiple COs enable more sophisticated & efficient ways to coordinate multiple threads
Overview of Java ConditionObject

- User-defined Java objects can have multiple ConditionObjects (COs)
- Multiple COs enable more sophisticated & efficient ways to coordinate multiple threads
  - e.g., multiple wait-sets per user object that share a lock & are notified on different conditions

Overview of Java ConditionObject

- In contrast, Java’s built-in monitor objects only support *one* monitor condition.

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```
SimpleBlockingQueue
  put()
  take()

Wait Queue
  wait()
  notify()
  notifyAll()

Entrance Queue
```

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See [github.com/douglascraigschmidt/LiveLessons/tree/master/SimpleBlockingQueue](https://github.com/douglascraigschmidt/LiveLessons/tree/master/SimpleBlockingQueue)
In contrast, Java’s built-in monitor objects only support one monitor condition. i.e., there’s just a single “wait queue”.

See upcoming lesson on “Java Built-in Monitor Objects"
In contrast, Java’s built-in monitor objects only support one monitor condition. Yields inefficient programs that require excessive notifications & use of notifyAll().

See [www.dre.vanderbilt.edu/~schmidt/C++2Java.html#concurrency](http://www.dre.vanderbilt.edu/~schmidt/C++2Java.html#concurrency)
Overview of Java ConditionObject

- In contrast, Java’s built-in monitor objects only support *one* monitor condition
  - Yields inefficient programs that require excessive notifications & use of notifyAll()
    - e.g., producers & consumers must both wake up on every change to the queue, even if a given thread can’t proceed

```java
synchronized(this) {
    while (mList.isEmpty())
        wait();
    notifyAll();
    return mList.poll();
}
```

End of Java ConditionObject: Structure & Functionality