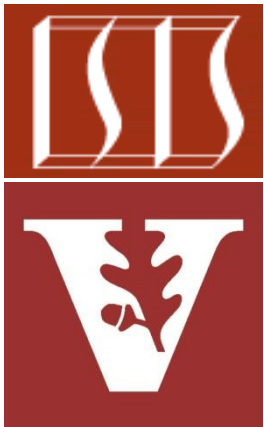


Safe Publication Techniques in Java



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Learning Objectives in this Part of the Lesson

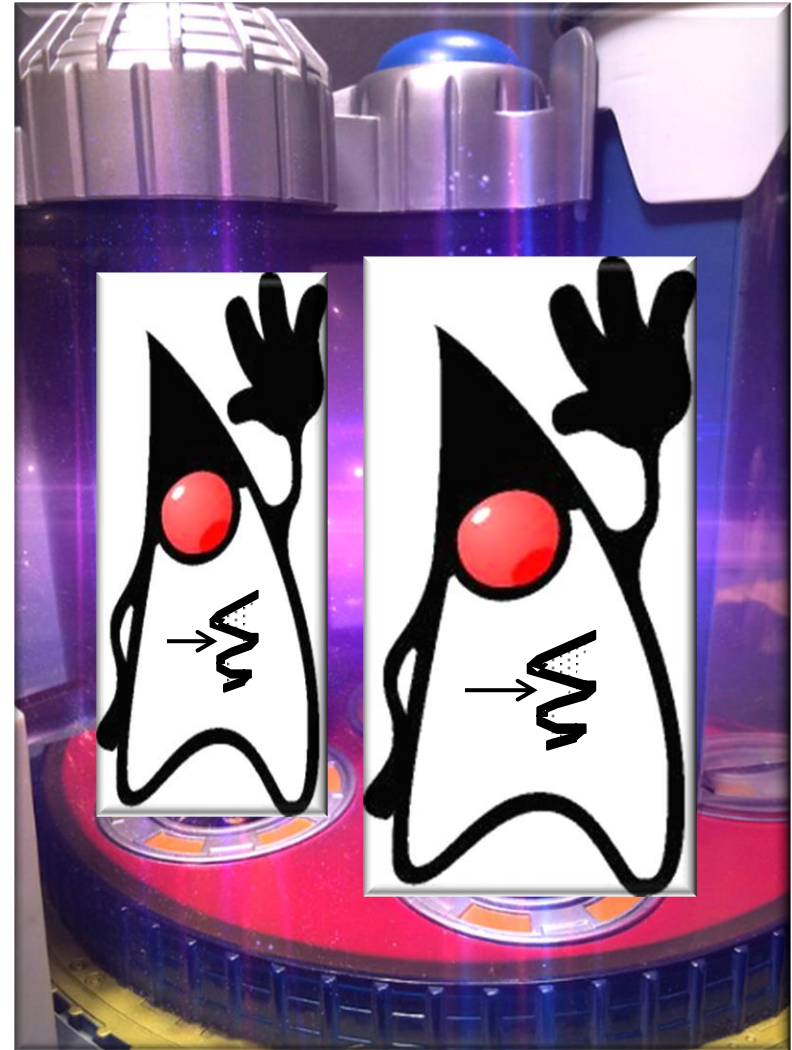
- Understand what “safe publication” means in the context of Java objects running in concurrent programs
- Recognize “safe publication” techniques in Java that enable multiple threads to share an object



Safe Publication Techniques in Java

Safe Publication Techniques in Java

- To publish a properly constructed Java object safely
 - The reference to the object &
 - The object's statemust be made visible to other threads at the same time



See flylib.com/books/en/2.558.1/safe_publication.html

Safe Publication Techniques in Java

- An object can be published safely in several ways



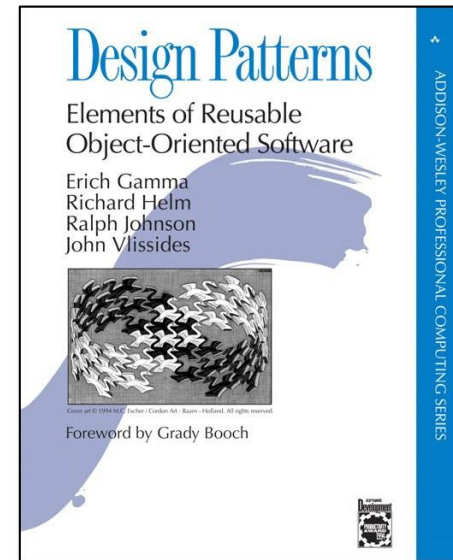
Safe Publication Techniques in Java

- An object can be published safely in several ways

We illustrate safe publication using the Singleton pattern

Singleton
static Instance() ○ SingletonOperation() GetSingletonData()
static uniqueInstance singletonData

If (uniqueInstance == null)
 uniqueInstance = new Singleton();
return uniqueInstance;



See en.wikipedia.org/wiki/Singleton_pattern

Safe Publication Techniques in Java

- An object can be published safely in several ways
- Storing a reference to it into a field protected by a lock

This critical section is protected by the Singleton Class instance's intrinsic lock

```
class Singleton {  
    private static Singleton sInst;  
  
    public static Singleton instance() {  
        synchronized(Singleton.class) {  
            if (sInst == null)  
                sInst = new Singleton();  
  
            return sInst;  
        }  
    }  
    ...  
}
```

Safe Publication Techniques in Java

- An object can be published safely in several ways
- Storing a reference to it into a field protected by a lock

This lock ensures that both the sInst reference & the Singleton's state will be published to other threads

```
class Singleton {  
    private static Singleton sInst;  
  
    public static Singleton instance() {  
        synchronized(Singleton.class) {  
            if (sInst == null)  
                sInst = new Singleton();  
  
            return sInst;  
        }  
    }  
    ...  
}
```


Safe Publication Techniques in Java

- An object can be published safely in several ways
- Storing a reference to it into a field protected by a lock

The drawback with this technique is that every call to `instance()` is synchronized

PROBLEM

```
class Singleton {  
    private static Singleton sInst;  
  
    public static Singleton instance() {  
        synchronized(Singleton.class) {  
            if (sInst == null)  
                sInst = new Singleton();  
  
            return sInst;  
        }  
    }  
    ...  
}
```

Safe Publication Techniques in Java

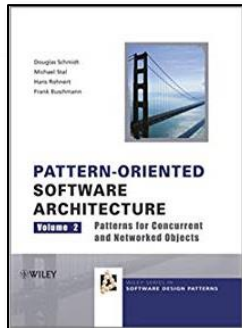
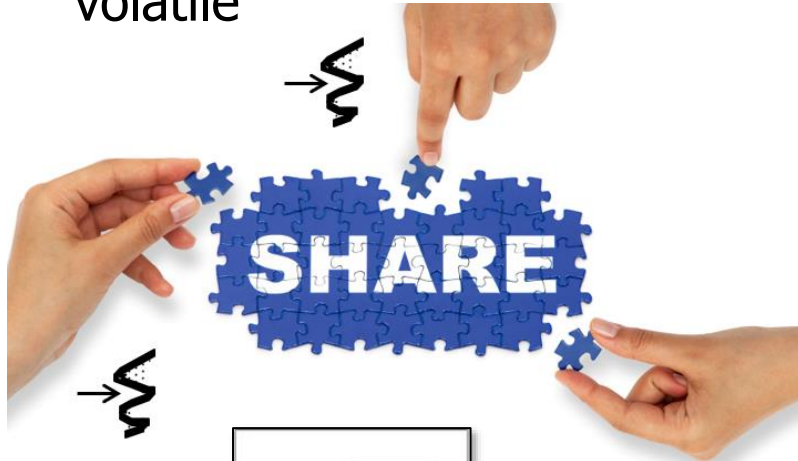
- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile

```
class Singleton {  
    private static volatile  
        Singleton sInst;  
  
    public static Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class) {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

See flylib.com/books/en/2.558.1.25/1

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile



```
class Singleton {  
    private static volatile  
        Singleton sInst;
```

volatile ensures that multiple threads share the singleton instance correctly

```
public static Singleton instance() {  
    Singleton result = sInst;  
    if (result == null) {  
        synchronized(Singleton.class) {  
            result = sInst;  
            if (result == null)  
                sInst = result =  
                    new Singleton();  
        }  
    }  
    return result;  
}  
...
```

See en.wikipedia.org/wiki/Double-checked_locking#Usage_in_Java

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile

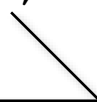
Only acquire the lock the "first time in"

```
class Singleton {  
    private static volatile  
        Singleton sInst;  
  
    public static Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class) {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile

```
class Singleton {  
    private static volatile  
        Singleton sInst;  
  
    public static Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class) {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```



Perform "lazy initialization" only the "first time in"

See en.wikipedia.org/wiki/Lazy_initialization

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile



```
class Singleton {  
    private static volatile  
        Singleton sInst;  
  
    public static Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class) {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

*volatile avoids problems with
partially constructed objects*

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile

```
class Singleton {  
    private static volatile  
        Singleton sInst;  
  
    public static Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class) {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

Return the singleton's value

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile

The drawback with this approach is that it only works with Java 1.5 or later

PROBLEM

```
class Singleton {  
    private static volatile  
        Singleton sInst;  
  
    public static Singleton instance() {  
        Singleton result = sInst;  
        if (result == null) {  
            synchronized(Singleton.class) {  
                result = sInst;  
                if (result == null)  
                    sInst = result =  
                        new Singleton();  
            }  
        }  
        return result;  
    }  
    ...  
}
```

See en.wikipedia.org/wiki/Double-checked_locking#Usage_in_Java

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference

```
class Singleton {  
    private static AtomicReference sInst  
        = new AtomicReference(null);  
  
    public static Singleton instance(){  
        Singleton sing = sInst.get();  
  
        if (sing == null) {  
            sing = new Singleton();  
            if (!sInst.compareAndSet  
                (null, sing))  
                sing = sInst.get();  
        }  
        return sing;  
    }  
    ...  
}
```

See day-to-day-stuff.blogspot.com/2011/06/lock-less-singleton-pattern.html

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference

```
class Singleton {  
    private static AtomicReference sInst  
        = new AtomicReference(null);
```

Create an AtomicReference

```
public static Singleton instance(){  
    Singleton sing = sInst.get();
```

```
    if (sing == null) {  
        sing = new Singleton();  
        if (!sInst.compareAndSet  
            (null, sing))  
            sing = sInst.get();  
    }  
    return sing;  
}  
...
```

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference

```
class Singleton {  
    private static AtomicReference sInst  
        = new AtomicReference(null);
```

```
public static Singleton instance() {  
    Singleton sing = sInst.get();
```

Get Singleton value & check for null

```
    if (sing == null) {  
        sing = new Singleton();  
        if (!sInst.compareAndSet  
            (null, sing))  
            sing = sInst.get();  
    }  
    return sing;  
}  
...
```

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference

```
class Singleton {  
    private static AtomicReference sInst  
        = new AtomicReference(null);  
  
    public static Singleton instance(){  
        Singleton sing = sInst.get();  
  
        if (sing == null) {  
            sing = new Singleton();  
            if (!sInst.compareAndSet  
                (null, sing))  
                sing = sInst.get();  
        }  
        return sing;  
    }  
    ...  
}
```

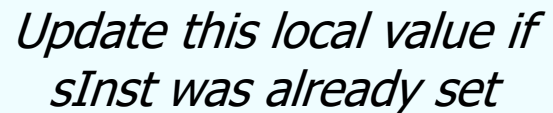
*Allocate Singleton &
atomically CAS with sInst*

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference

```
class Singleton {  
    private static AtomicReference sInst  
        = new AtomicReference(null);  
  
    public static Singleton instance(){  
        Singleton sing = sInst.get();  
  
        if (sing == null) {  
            sing = new Singleton();  
            if (!sInst.compareAndSet  
                (null, sing))  
                sing = sInst.get();  
        }  
        return sing;  
    }  
    ...  
}
```

*Update this local value if
sInst was already set*



Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference

```
class Singleton {  
    private static AtomicReference sInst  
        = new AtomicReference(null);  
  
    public static Singleton instance(){  
        Singleton sing = sInst.get();  
  
        if (sing == null) {  
            sing = new Singleton();  
            if (!sInst.compareAndSet  
                (null, sing))  
                sing = sInst.get();  
        }  
        return sing;  
    }  
    ...  
}
```

Return the singleton's value



Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference

The drawback is that singleton's constructor can be called multiple times..

PROBLEM

```
class Singleton {  
    private static AtomicReference sInst  
        = new AtomicReference(null);  
  
    public static Singleton instance(){  
        Singleton sing = sInst.get();  
  
        if (sing == null) {  
            sing = new Singleton();  
            if (!sInst.compareAndSet  
                (null, sing))  
                sing = sInst.get();  
        }  
        return sing;  
    }  
    ...  
}
```

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer

```
class Singleton {  
    private Singleton() {}  
  
    private static class LazyHolder {  
        private static final  
            Singleton sInst =  
                new Singleton();  
    }  
  
    public static Singleton instance() {  
        return LazyHolder.sInst;  
    }  
}
```

This idiom relies on the initialization phase of execution within the Java execution environment (e.g., JVM)

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer

```
class Singleton {  
    private Singleton() {}  
  
    private static class LazyHolder {  
        private static final  
            Singleton sInst =  
                new Singleton();  
    }  
  
    public static Singleton instance() {  
        return LazyHolder.sInst;  
    }  
}
```

*LazyHolder is only initialized when the static method **instance** is invoked on the class **Singleton**, which triggers the JVM to load & initialize the **LazyHolder** class*

See en.wikipedia.org/wiki/Initialization-on-demand_holder_idiom

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer
 - Storing a reference to it into a final field

```
class A {  
    long mNotFinal = 1;  
    final long mFinal = 2;  
    ...  
}  
...
```

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer
- Storing a reference to it into a final field
 - Final fields can be safely accessed without some form of synchronization

```
class A {  
    long mNotFinal = 1;  
    final long mFinal = 2;  
    ...  
}
```

```
// Thread T1  
A a = new A();
```

```
// Thread T2  
long l1 = a.mFinal;  
long l2 = a.mNotFinal;
```

mFinal is guaranteed to be initialized by the time thread T_2 gets a reference to object a

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer
- Storing a reference to it into a final field
 - Final fields can be safely accessed without some form of synchronization

```
class A {  
    long mNotFinal = 1;  
    final long mFinal = 2;  
    ...  
}  
  
// Thread T1  
A a = new A();  
  
// Thread T2  
long l1 = a.mFinal;  
long l2 = a.mNotFinal;
```

mNotFinal is not guaranteed to be initialized by the time thread T_2 gets a reference to object a

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer
- Storing a reference to it into a final field
 - Final fields can be safely accessed without some form of synchronization
 - Immutable objects in Java contain only final fields and/or only accessor methods

```
final class String {  
    private final char value[];  
    ...  
  
    public String(String s) {  
        value = s;  
        ...  
    }  
  
    public int length() {  
        return value.length;  
    }  
    ...  
}
```



Safe Publication Techniques in Java

- An object can be published safely in several ways
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 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer
- Storing a reference to it into a final field
 - Final fields can be safely accessed without some form of synchronization
 - Immutable objects in Java contain only final fields and/or only accessor methods

```
final class String {  
    private final char value[];  
    ...  
  
    public String(String s) {  
        value = s;  
        ...  
    }  
  
    public int length() {  
        return value.length;  
    }  
    ...  
}
```

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer
- Storing a reference to it into a final field
 - Final fields can be safely accessed without some form of synchronization
 - If a final field refers to a mutable object, synchronization is needed to access the *state* of the referenced object

```
class A {  
    final String[] QBs = new String[]{  
        "Brady", "Favre", "Newton", ...  
    };  
    ...  
};  
  
A a = new A();  
  
// Thread T1  
synchronized(m)  
{ a.QBs[1] = "Manning"; }  
  
// Thread T2  
synchronized(m)  
{ a.QBs[1] = "Montana"; }
```

Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer
- Storing a reference to it into a final field
 - Final fields can be safely accessed without some form of synchronization
- If a final field refers to a mutable object, synchronization is needed to access the *state* of the referenced object

```
class A {  
    final String[] QBs = new String[]{  
        "Brady", "Favre", "Newton", ...  
    };  
    ...  
};
```

QBs is final, but its contents are mutable

```
A a = new A();
```

```
// Thread T1  
synchronized(m)  
{ a.QBs[1] = "Manning"; }
```

```
// Thread T2  
synchronized(m)  
{ a.QBs[1] = "Montana"; }
```


Safe Publication Techniques in Java

- An object can be published safely in several ways
 - Storing a reference to it into a field protected by a lock
 - Storing a reference to it in a volatile or AtomicReference
 - Initializing an object reference from a static initializer
- Storing a reference to it into a final field
 - Final fields can be safely accessed without some form of synchronization
- If a final field refers to a mutable object, synchronization is needed to access the *state* of the referenced object

```
class A {  
    final String[] QBs = new String[]{  
        "Brady", "Favre", "Newton", ...  
    };  
    ...  
};
```

```
A a = new A();
```

```
// Thread T1  
synchronized(m)  
{ a.QBs[1] = "Manning"; }
```

```
// Thread T2  
synchronized(m)  
{ a.QBs[1] = "Montana"; }
```

*Access to QBs contents
must be synchronized*

End of Safe Publication Techniques in Java