

Volatile Keyword

CS 272 Software Development

Synchronized Keyword

- Protects blocks of code, not objects
- Provides **mutual exclusion**, which causes **blocking**, which slows down code
- Can be used to prevent **thread interference** (atomicity) and prevent **memory consistency** errors (visibility)

<http://docs.oracle.com/javase/tutorial/essential/concurrency/sync.html>



Volatile Keyword

- Indicates a variable is **unstable** (i.e. volatile) and may be accessed concurrently
- Provides *lightweight* synchronization
 - Changes are always visible to other threads
 - Does not causes blocking
- Does not eliminate need for other synchronization!

<http://docs.oracle.com/javase/tutorial/essential/concurrency/atomic.html>



Volatile Keyword

- Threads always read latest value (not cached value)
- Write operations cannot depend on current value
 - e.g. `shutdown = true;`
- Read operations cannot be used with other variables
 - ~~◦ e.g. `if (volatileVar < otherVar)`~~
 - e.g. `if (volatileVar == true)`

<http://www.ibm.com/developerworks/java/library/j-jtp06197/index.html>



Proper Use Patterns

Java Theory and Practice: Managing Volatility

Brian Goetz for IBM Developer

<https://www.ibm.com/developerworks/java/library/j-jtp06197/>

Archived:

<https://web.archive.org/web/20210228140403/https://www.ibm.com/developerworks/java/library/j-jtp06197/index.html>



Proper Use Patterns

- Pattern #1: Status flags
 - Write of flag does not depend on current value
 - Read of flag does not depend on other variables
- Pattern #2: One-Time Safe Publication
 - Object must be thread-safe or effectively immutable
 - Object must be initialized only once



```
1. private volatile boolean active;
2.
3. public void shutdown() {
4.     active = false;
5. }
6.
7. public void run() {
8.     while (active) {
9.         // do stuff ...
10.    }
11. }
```



```
1. public class WidgetLoader extends Thread {
2.     public volatile Widget widget;
3.     public void run() {
4.         widget = loadWidget();
5.     }
6. }
7.
8. public class MainThread extends Thread {
9.     public void run() {
10.        while (true) {
11.            if (widgetLoader.widget ≠ null) {
12.                // do stuff ...
```



Proper Use Patterns

- Pattern #3: Independent Observations
 - Similar to one-time safe publication, except multiple independent writes of effectively immutable object
- Pattern #5: Cheap Read-Write Lock
 - Use **volatile** for non-blocking reads
 - Use **synchronized** for blocking writes

<https://www.ibm.com/developerworks/java/library/j-jtp06197/>



```
1. private volatile String lastUser;
2.
3. public void auth(String user, String pass) {
4.     boolean valid = checkPass(user, pass);
5.     if (valid) {
6.         activeUsers.add(user);
7.         lastUser = user;
8.     }
9.     return valid;
10. }
11. }
```

<https://www.ibm.com/developerworks/java/library/j-jtp06197/>



```
1. private volatile int counter;
2.
3. public int getCount() {
4.     return counter;
5. }
6.
7. public synchronized void increment() {
8.     counter++;
9. }
```

<https://www.ibm.com/developerworks/java/library/j-jtp06197/>



Proper Use Patterns

- Use **carefully**, or not at all
 - This class does not require the use of this keyword
- Use for **simplicity** when full synchronization is not necessary
- Use for **scalability** when reads outnumber writes
 - Or, use an actual read/write lock

<https://www.ibm.com/developerworks/java/library/j-jtp06197/>





CHANGE THE WORLD FROM HERE