The Readers/Writers Problem

- The producer/consumer problem is one classic distributed computing problem.
- Another is the readers/writers problem.
- The problem is to allow concurrent access to some data.
- You want to allow multiple readers, but you do not want a reader and a writer to overlap. This could result in the reader reading inconsistent data.

```
public class ReadWriteNoPref {
    public synchronized void startRead() {
        while(writers > 0) wait();
        readers++;
    }
    public synchronized void endRead() {
        readers--;
        notify();
    }
    //continued
    public synchronized void startWrite() {
        while(readers > 0 || writers > 0) wait();
        writers++;
    }
    public synchronized void endWrite() {
        writers--;
        notify();
    }
    private int readers, writers, writersWaiting;
}
```

notify() vs notifyAll()

- notify() awakens at most one thread.
- notifyAll() awakens all threads blocked on the lock for the specified object.
- Use notifyAll() when
  - there are many threads to wake up simultaneously, or
  - only one thread should continue but the determination of which one is up to the threads themselves.

```
public synchronized void startWrite() {
    while(readers > 0 || writers > 0) wait();
    writers++;
}
```

Give Writers Priority

```
public synchronized void startRead() {
    while(writers > 0 || writersWaiting > 0) wait();
    readers++;
}
```

```
public synchronized void startWrite() {
    writersWaiting++;
    while(readers > 0 || writers > 0) wait();
    writersWaiting--;
    writers++;
}
```
Protecting read/write

```java
public class ReadWritePriority2 {
    private int readers, writers, writersWaiting;
    private Vector readList = new Vector();
    private Thread theWriter;

    public synchronized void startRead() {
        while (writers > 0 || writersWaiting > 0)
            wait();
        readers++;
        readList.add(Thread.currentThread());
    }

    public synchronized void endRead() {
        readers--;
        readList.remove(Thread.currentThread());
        notifyAll();
    }

    public synchronized void startWrite() {
        writersWaiting++;
        while (readers > 0 || writers > 0)
            wait();
        writersWaiting--;
        writers++;
        theWriter = Thread.currentThread();
    }

    public synchronized void endWrite() {
        writers--;
        theWriter = null;
        notifyAll();
    }

    public Object read(ObjectInput in) {
        if (!readList.contains(Thread.currentThread()))
            throw new IllegalReadException();
        return in.readObject();
    }

    public void write(ObjectOutput out) {
        if (theWriter != Thread.currentThread())
            throw new IllegalWriteException();
        out.writeObject();
    }

    private int readers, writers, writersWaiting;
    private Vector readList = new Vector();
    private Thread theWriter;
}
```

More about java.lang.Thread

- yield()
- sleep(milliseconds)
- join(), join(milliseconds)
- suspend(), resume()
- setPriority()
- Thread.currentThread()

Remote Method Invocation

- RMI allows a program running on one computer, to contain a reference to an object on another computer.
- After the initial setup, this makes communicating with another program, as easy as calling a method.

A Brief Look at RMI

- First let's assume that someone else has created a remote object and registered it with some lookup service.
- In addition, we will assume that the client will not be passing objects to the remote objects methods, that are instances of classes the server doesn't know about.
import java.rmi.*;

public interface MessageServer extends Remote {
    public String getMessage() throws RemoteException;
}

// Lookup the remote object.
try {
    String name = “//” + args[0] + “/MessageServer”;
    server = (MessageServer) Naming.lookup(name);
} catch (Exception e) {
    System.err.println(“client failed “ + e);
    e.printStackTrace();
}

// We can now use the object referenced by server
// just like any other object. It may throw a RemoteException
// hence the throws clause above.
System.out.println(“Message Received: “ + server.getMessage());
System.out.println(“Message Received: “ + server.getMessage());

Server Client

import java.rmi.*;

public class Client {
    public static void main(String[] args)
        throws java.rmi.RemoteException {
        MessageServer server = null;

        // Using rmi requires a security manager.
        if(System.getSecurityManager() == null)
            System.setSecurityManager(new RMISecurityManager());

        // Lookup the remote object.
        try {
            String name = “//” + args[0] + “/MessageServer”;
            server = (MessageServer) Naming.lookup(name);
        } catch (Exception e) {
            System.err.println(“client failed “ + e);
            e.printStackTrace();
        }

        // We can now use the object referenced by server
        // just like any other object. It may throw a RemoteException
        // hence the throws clause above.
        System.out.println(“Message Received: “ + server.getMessage());
        System.out.println(“Message Received: “ + server.getMessage());
    }
}

Run the Client

You must provide a security policy file.
The one shown is sufficient for opening sockets between
the client/server and web servers, serving up the required classes.

cd -Djava.security.policy=java.policy Client sundance

Where java.policy contains:

grant {
    permission java.net.SocketPermission “*:1024-65535”,
         “connect,accept”;
    permission java.net.SocketPermission “*:80”,
         “connect”;
};

Server Client

import java.rmi.*;

public class Client {
    public static void main(String[] args)
        throws java.rmi.RemoteException {
        MessageServer server = null;

        // Using rmi requires a security manager.
        if(System.getSecurityManager() == null)
            System.setSecurityManager(new RMISecurityManager());

        // Lookup the remote object.
        try {
            String name = “//” + args[0] + “/MessageServer”;
            server = (MessageServer) Naming.lookup(name);
        } catch (Exception e) {
            System.err.println(“client failed “ + e);
            e.printStackTrace();
        }

        // We can now use the object referenced by server
        // just like any other object. It may throw a RemoteException
        // hence the throws clause above.
        System.out.println(“Message Received: “ + server.getMessage());
        System.out.println(“Message Received: “ + server.getMessage());
    }
}
Creating the Remote Object

1. Create the interface that will be used by both the client and the server.
2. Create the remote class that implements the remote interface from step 1.
3. Create stub and skeleton files and put them where the rmiserver can find them via http.
4. Create the server that instantiates the remote object and registers it with the lookup service.
5. Start the lookup service (rmiregistry).
6. Run the server created in step 4.