

Tecniche di Progettazione: Design Patterns

GoF: Singleton

Singleton pattern

▶ Intent

- ▶ Ensure a class only has one instance
- ▶ Provide a global point of access to it

▶ Motivation

- ▶ Sometimes we want just a single instance of a class to exist in the system
- ▶ For example, we want just one window manager. Or just one factory for a family of products.
- ▶ We need to have that one instance easily accessible
- ▶ And we want to ensure that additional instances of the class can not be created

Overview

- ▶ Singleton Mechanics
- ▶ Lazy initialization
- ▶ Singletons and Threads
- ▶ Recognizing Singleton



Recognizing Singleton

- ▶ Unique objects are not uncommon
- ▶ Most objects in an application bear a unique responsibility
- ▶ Yet singleton classes are relatively rare
- ▶ Fact that an object/class is unique doesn't mean that the Singleton pattern is at work

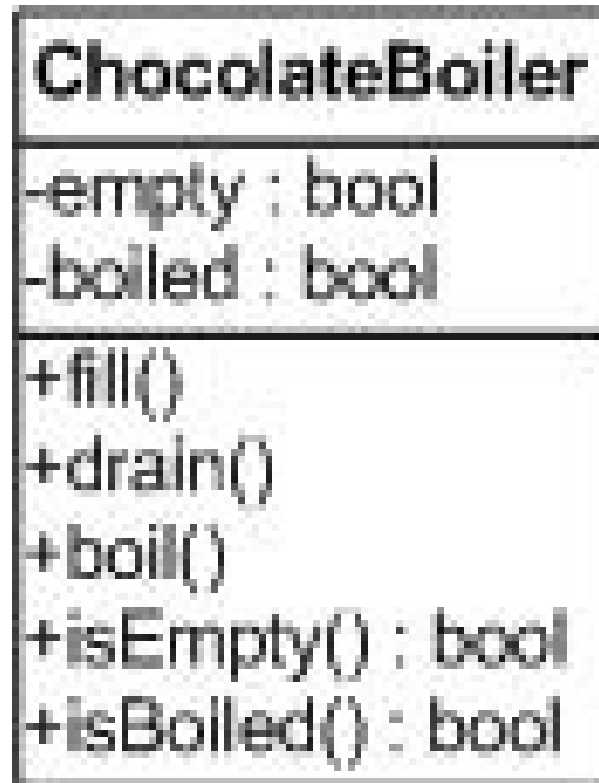


Chocolate Factory Case Study

- ▶ Choc-O-Holic Inc's industrial strength Chocolate Boiler mixes ingredients and milk at a high temperature to make liquid chocolate
- ▶ The `ChocolateBoiler` class also has two boolean attributes `empty` and `boiled`
- ▶ The `ChocolateBoiler` class contains five methods `fill()`, `drain()`, `boil()`, `isEmpty()` and `isBoiled()`
- ▶ **Model this class**



ChocolateFactory



Problems...

- ▶ The Chocolate Boiler has overflowed! It added more milk to the mix even though it was full!!
- ▶ What happened?
- ▶ **Hint:** What happens if more than two instances of `ChocolateBoiler` are created?
- ▶ **Solution:** The problem is with two instances controlling the same physical boiler

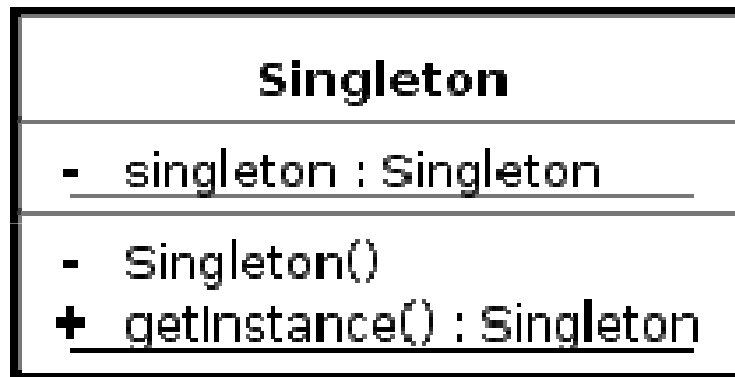


Static Attributes in a Class

- ▶ Each object of a class has its own copy of all the instance variables of that class. However, in certain cases all class objects should share only one copy of a particular variable. Such variables are called static variables. A program contains only one copy of each of a class's static variables in memory, no matter how many objects of the class have been instantiated.
- ▶ A static variable represents class-wide information. All class objects share the same static data item.
- ▶ The public static attributes of a class can be accessed through the class name and dot operator (e.g. `Math.PI`). Private static attributes can only be accessed through methods and properties of that class.



UML Class Diagram



Prevent multiple instances

- ▶ How can you prevent other developers from constructing new instances of your class?
 - Create a single constructor with `private` access
 - `private static ChocolateBoiler
_chocolateboiler = new
ChocolateBoiler()`
 - Make the unique instance available through a public `static GetChocolateBoiler()` method



Lazy Initialization

- ▶ Rather than creating a singleton instance ahead of time – wait until instance is first needed

```
public static ChocolateBoiler GetChocolateBoiler()
{
    if (_chocolateboiler == null)
    {
        _chocolateboiler = new ChocolateBoiler();
        // ...
    }
    return _chocolateboiler
}
```



Why use Lazy Initialization?

1. Might not have enough information to instantiate a singleton at static initialization time
 - ▶ **Example:** a `ChocolateBoiler` singleton may have to wait for the real factory's machines to establish communication channels
2. If the singleton is resource intensive and may not be required
 - ▶ **Example:** a program that has an optional query function that requires a database connection



Full Picture

```
public class ChocolateBoiler {
    private static ChocolateBoiler _chocolateboiler;
    private ChocolateBoiler () {};
    public static ChocolateBoiler GetChocolateBoiler()
    {
        if (_chocolateboiler == null)
        {
            _chocolateboiler = new ChocolateBoiler();
            // ...
        }
        return _chocolateboiler
    }
}
```



Our class so far...

ChocolateBoiler
-empty : bool -boiled : bool
-fill() -drain() -boil() -isEmpty() : bool -isBoiled() : bool +GetChocolateBoiler()

• **Will not work for threads ...**



Thread Example

- ▶ If the program is run in a multi-threaded environment it is possible for two threads to initialize a singleton at roughly the same time

Thread 1

```
public static ChocolateBoiler
getInstance ()

if (uniqueInstance == null)

uniqueInstance =
    new ChocolateBoiler()

return uniqueInstance;
```

Thread 2

```
public static ChocolateBoiler
getInstance ()

if (uniqueInstance == null)

uniqueInstance =
    new ChocolateBoiler()

return uniqueInstance;
```

Problems with Multithreading

- ▶ In the case of multithreading with more than one processor the `getInstance()` method could be called at more or less the same time resulting in to more than one instance being created.
- ▶ Possible solutions:
 - ▶ Synchronize the `getInstance()` method
 - ▶ Move to an eagerly created instance rather than a lazily created one.
 - ▶ Use double—checked—locking



Synchronizing the getInstance() Method

Code

```
public static synchronized Singleton getInstance()  
    {  
        ...  
    }
```

- ▶ Disadvantage – synchronizing can decrease system performance by a factor of 100.
- ▶ Synchronization is expensive, however, and is really only needed the first time the unique instance is created.
- ▶ Use only if the performance of the getInstance() method is not critical to the application.



Use an Eagerly Created Instance Rather than a Lazy One

- **Code:**

```
//Data elements
private static Singleton uniqueInstance = new
    Singleton()

private Singleton() {}

public static Singleton getInstance() {
    return uniqueInstance
}
```

- **Disadvantage – Memory may be allocated and not used.**
-



Use double—checked—locking

- ▶ In an effort to make this method more efficient, an idiom called double-checked locking was created. The idea is to avoid the costly synchronization for all invocations of the method except the first. The cost of synchronization differs from JVM to JVM. In the early days, the cost could be quite high. As more advanced JVMs have emerged, the cost of synchronization has decreased, but there is still a performance penalty for entering and leaving a synchronized method or block. Regardless of the advancements in JVM technology, programmers never want to waste processing time unnecessarily.

Use double—checked—locking

- **Code:**

```
//Data elements
private volatile static Singleton uniqueInstance
private Singleton() {}
public static Singleton getInstance() {
    if (uniqueInstance == null)
        synchronized (Singleton.class) {
            if (uniqueInstance == null) {
                uniqueInstance = new Singleton()
            }
        }
    return uniqueInstance
}
```

- **Disadvantage – Memory may be allocated and not used.**
- **Volatile:** direttiva alla macchina virtuale per dire che la variabile può essere condivisa tra più threads, e che non devono essere fatte ottimizzazioni tipo caching

Singleton With Subclassing

- ▶ What if we want to be able to subclass Singleton and have the single instance be a subclass instance?
- ▶ For example, suppose MazeFactory had subclasses EnchantedMazeFactory and AgentMazeFactory. We want to instantiate just one factory, either an EnchantedMazeFactory or an AgentMazeFactory.
- ▶ How could we do this? Several methods:
 - ▶ Have the static instance() method of MazeFactory determine the particular subclass instance to instantiate. This could be done via an argument or environment variable. The constructors of the subclasses can not be private in this case, and thus clients *could instantiate other instances of the subclasses*.
 - ▶ Have each subclass provide a static instance() method. Now the subclass constructors can be private.

Singleton With Subclassing Method 1

- ▶ **Method 1: Have the MazeFactory instance() method determine the subclass to instantiate**

```
/**  
 * Class MazeFactory is an implementation of a class that  
 * only allows one instantiation of a subclass.  
 */  
public abstract class MazeFactory {  
    // The private reference to the one and only instance.  
    private static MazeFactory uniqueInstance = null;  
    // The MazeFactory constructor.  
    // If you have a default constructor, it can not be private here!  
    protected MazeFactory() {}  
}
```

Singleton With Subclassing Method 1 (Continued)

```
// Return a reference to the single instance.  
// If instance not yet created, create "enchanted" as default.  
public static MazeFactory instance() {  
    if (uniqueInstance == null) return instance("enchanted");  
    else return uniqueInstance;  
}  
  
// Create the instance using the specified String name.  
public static MazeFactory instance(String name) {  
    if(uniqueInstance == null)  
        if (name.equals("enchanted"))  
            uniqueInstance = new EnchantedMazeFactory();  
        else if (name.equals("agent"))  
            uniqueInstance = new AgentMazeFactory();  
    return uniqueInstance;}}
```

Singleton With Subclassing Method 1 (Continued)

- ▶ Client code to create factory the first time:

```
MazeFactory factory = MazeFactory.instance("enchanted");
```

- ▶ Client code to access the factory:

```
MazeFactory factory = MazeFactory.instance();
```

- ▶ Note that the constructors of `EnchantedMazeFactory` and `AgentMazeFactory` can not be private, since `MazeFactory` must be able to instantiate them. Thus, clients could potentially instantiate other instances of these subclasses.

Singleton With Subclassing Method 1 (Continued)

- ▶ The instance(String) methods violates the Open-Closed Principle, since it must be modified for each new MazeFactory subclass
- ▶ We could use Java class names as the argument to the instance(String) method, yielding simpler code:

```
public static MazeFactory instance(String name) {  
    if (uniqueInstance == null)  
        uniqueInstance = Class.forName(name).newInstance();  
    return uniqueInstance;  
}
```

Singleton With Subclassing Method 2

Have each subclass provide a static instance method()

```
/**
```

```
* Class MazeFactory is an implementation of a class that only allows one  
* instantiation of a subclass. This version requires its subclasses to provide  
* an implementation of a static instance() method.
```

```
*/
```

```
public abstract class MazeFactory {
```

```
    // The protected reference to the one and only instance.
```

```
    protected static MazeFactory uniqueInstance = null;
```

```
    // The MazeFactory constructor.
```

```
    // If you have a default constructor, it can not be private here!
```

```
    protected MazeFactory() {}
```

```
    // Return a reference to the single instance.
```

```
    public static MazeFactory instance() {return uniqueInstance;}
```

Singleton With Subclassing Method 2 (Continued)

```
/**
 * Class EnchantedMazeFactory is an implementation of a class
 * that only allows one instantiation.
 */
public class EnchantedMazeFactory extends MazeFactory {
    // Return a reference to the single instance.
    public static MazeFactory instance() {
        if(uniqueInstance == null)
            uniqueInstance = new EnchantedMazeFactory();
        return uniqueInstance;
    }
    // Private subclass constructor!!
    private EnchantedMazeFactory() {}
}
```

Singleton With Subclassing Method 2 (Continued)

- ▶ Client code to create factory the first time:
`MazeFactory factory = EnchantedMazeFactory.instance();`
- ▶ Client code to access the factory:
`MazeFactory factory = MazeFactory.instance();`
- ▶ Note that now the constructors of the subclasses are private. Only one subclass instance can be created!
- ▶ Also note that the client can get a null reference if it invokes `MazeFactory.instance()` before the unique subclass instance is first created
- ▶ Finally, note that `uniqueInstance` is now protected!