### Understand the Java Parallel Image StreamGang Structure & Functionality

Douglas C. Schmidt

<u>d.schmidt@vanderbilt.edu</u>

www.dre.vanderbilt.edu/~schmidt



**Professor of Computer Science** 

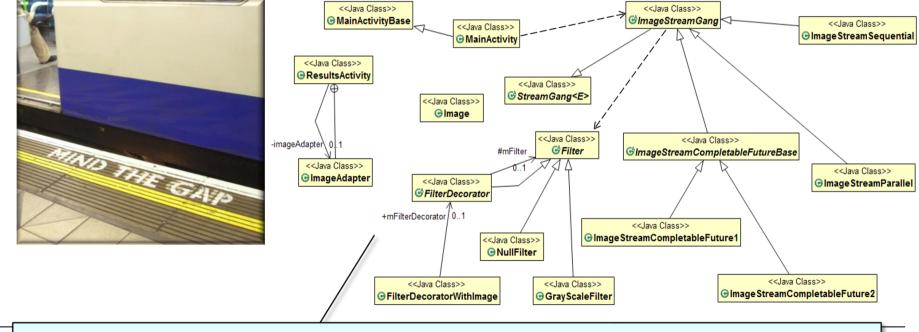
**Institute for Software Integrated Systems** 

Vanderbilt University Nashville, Tennessee, USA



#### Learning Objectives in this Part of the Lesson

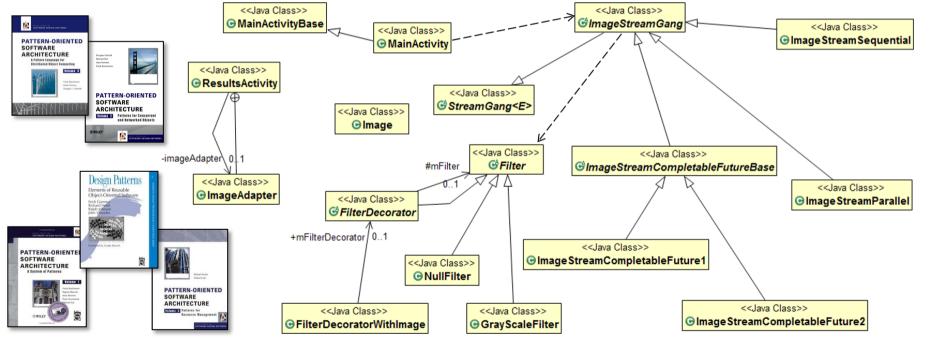
- Understand the structure & functionality of the ImageStreamGang app
  - It applies several Java parallelism frameworks
  - Focus is on integrating object-oriented & functional programming paradigms



This design shows the synergy between object-oriented & functional programming

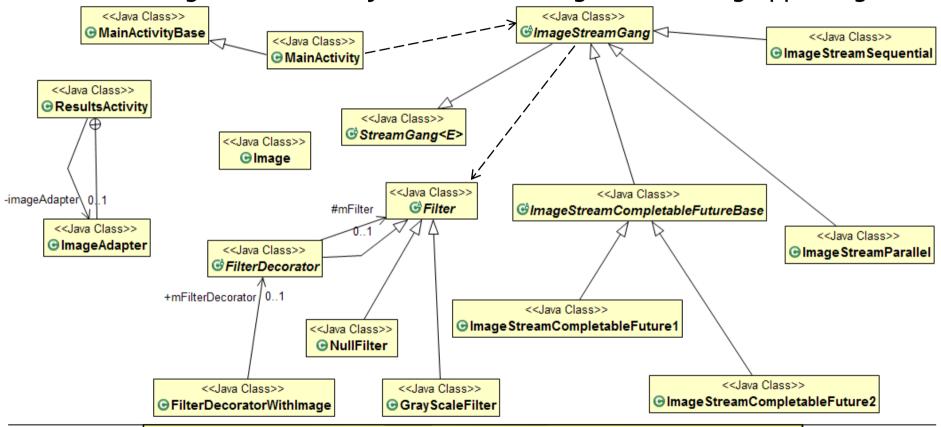
#### Learning Objectives in this Part of the Lesson

- Understand the structure & functionality of the ImageStreamGang app
  - It applies several Java parallelism frameworks
  - Focus is on integrating object-oriented & functional programming paradigms



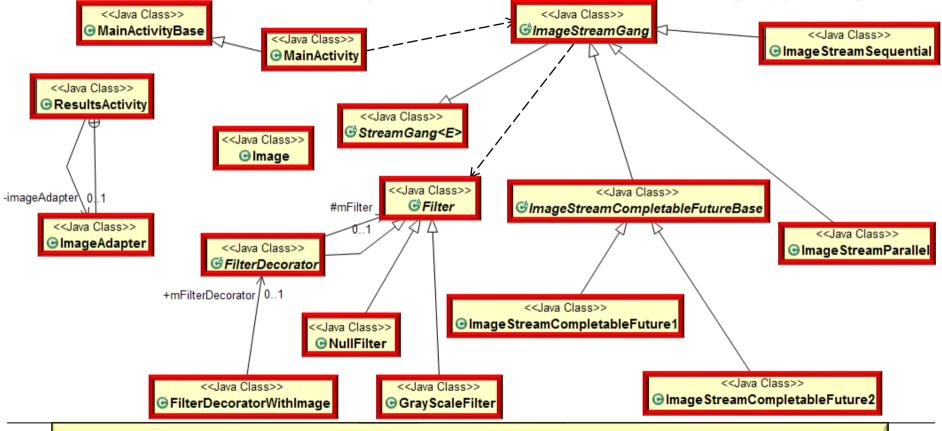
Patterns are used to emphasize key roles & responsibilities in the app's design

UML class diagram for the object-oriented ImageStreamGang app design



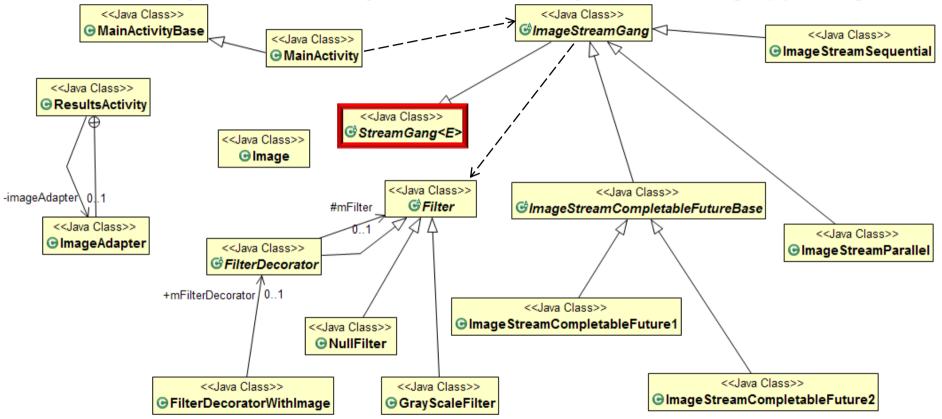
See <a href="mailto:en.wikipedia.org/wiki/Unified\_Modeling\_Language">en.wikipedia.org/wiki/Unified\_Modeling\_Language</a>

UML class diagram for the object-oriented ImageStreamGang app design



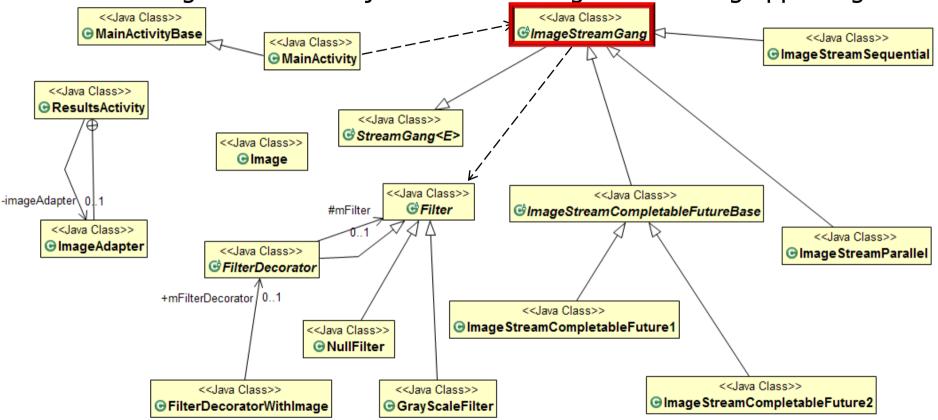
These classes apply Java features to image downloading & processing

UML class diagram for the object-oriented ImageStreamGang app design



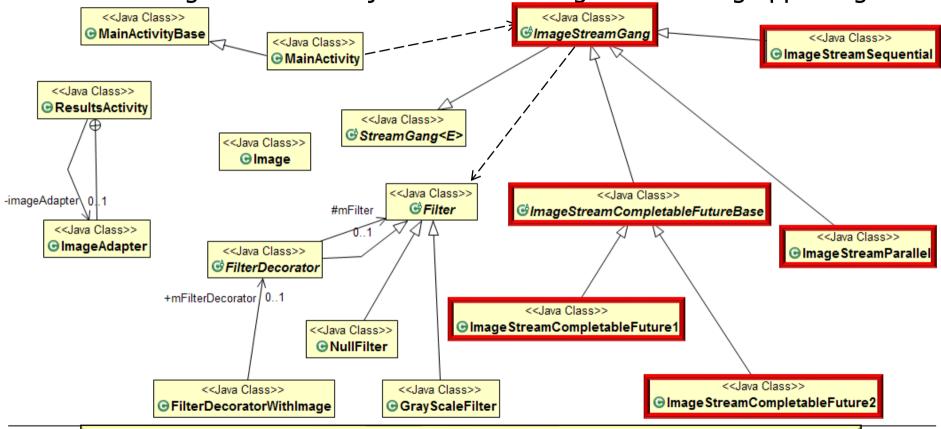
A framework for initiating streams that process input from a list of elements

• UML class diagram for the object-oriented ImageStreamGang app design



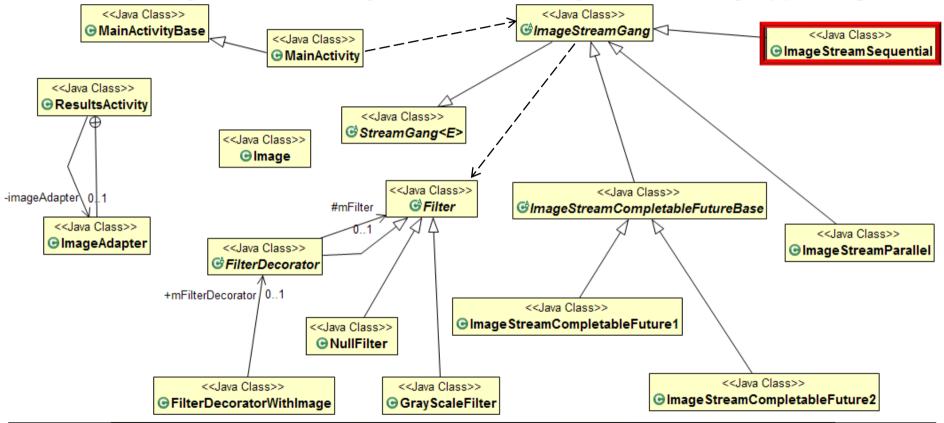
Customizes the StreamGang framework to download & process images ...

• UML class diagram for the object-oriented ImageStreamGang app design



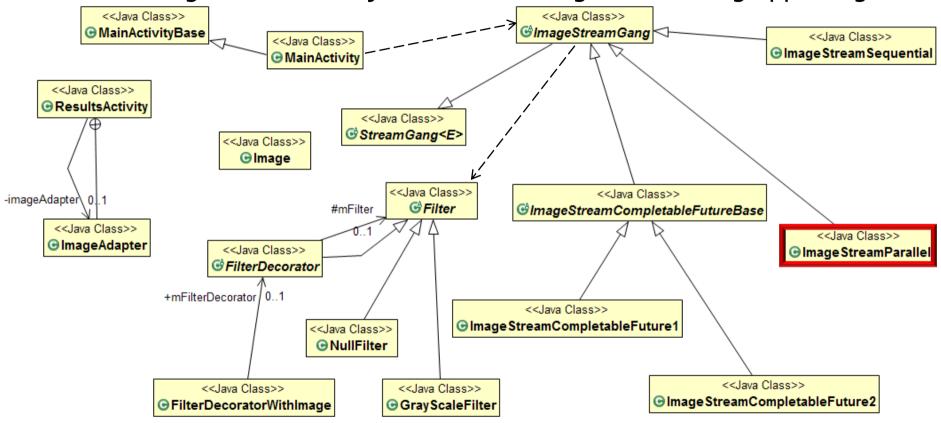
... based on different Java concurrency & parallelism frameworks

• UML class diagram for the object-oriented ImageStreamGang app design



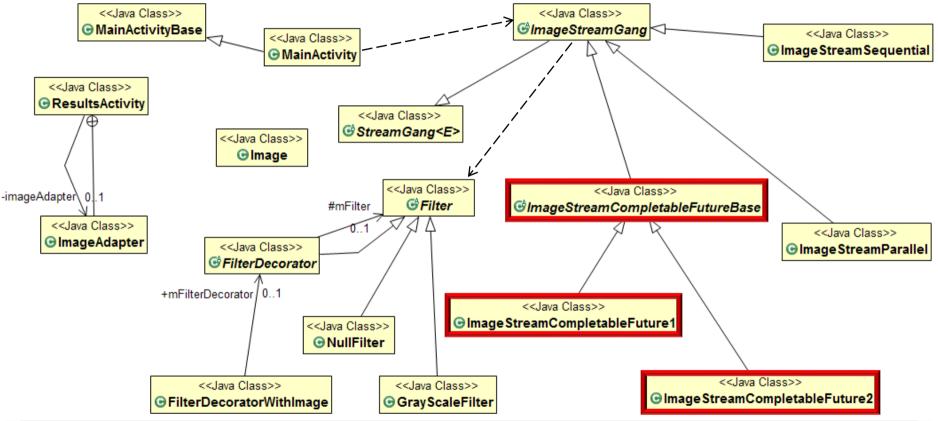
Uses Java streams to download & filter images sequentially

• UML class diagram for the object-oriented ImageStreamGang app design



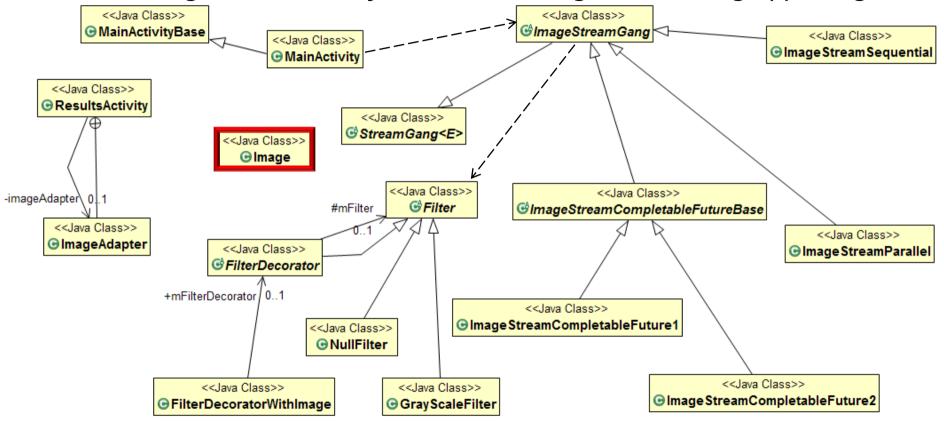
Uses Java parallel streams to download & filter images concurrently

UML class diagram for the object-oriented ImageStreamGang app design



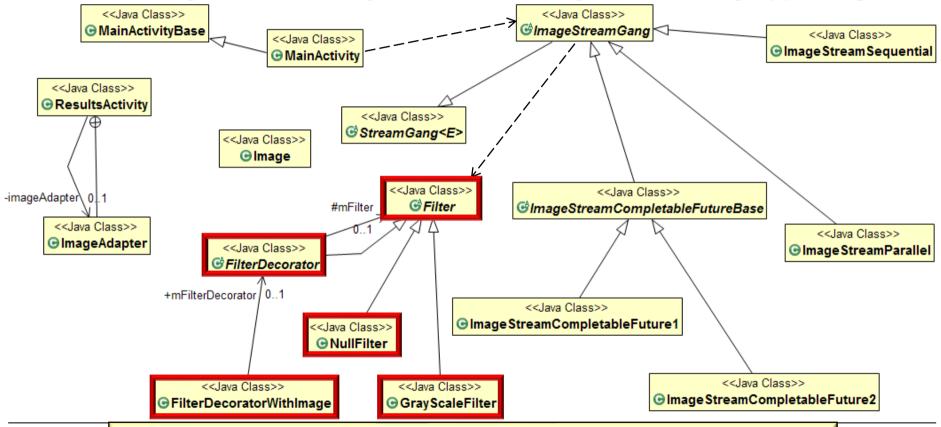
Uses Java CompletableFutures to download & filter images asynchronously

• UML class diagram for the object-oriented ImageStreamGang app design



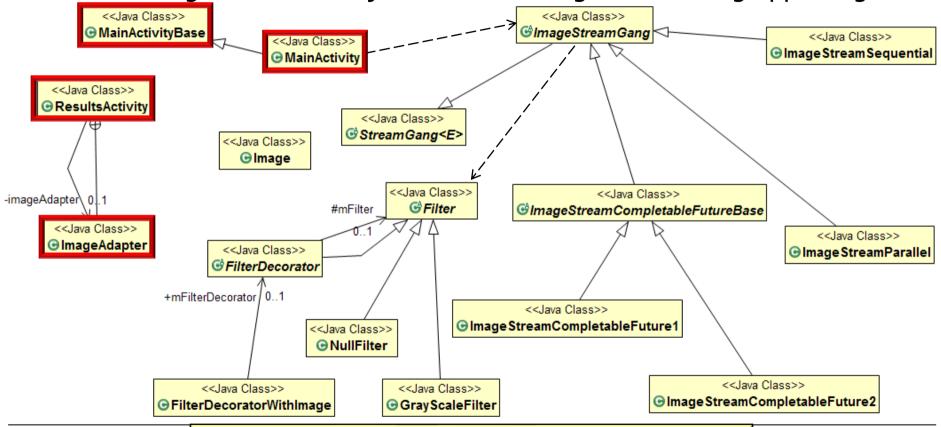
Stores image meta-data & provides methods for common image-/file-related tasks

• UML class diagram for the object-oriented ImageStreamGang app design



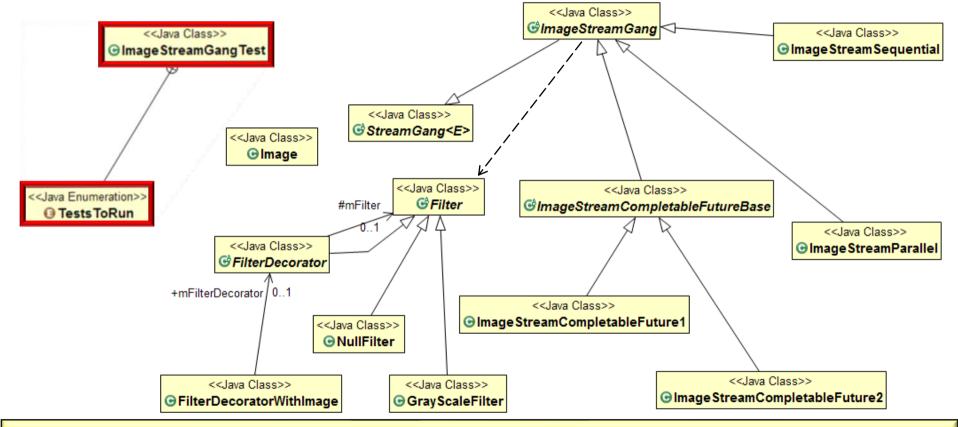
This class hierarchy applies operations to filter & store images

UML class diagram for the object-oriented ImageStreamGang app design



Provides the user interface for an Android app

UML class diagram for the object-oriented ImageStreamGang app design



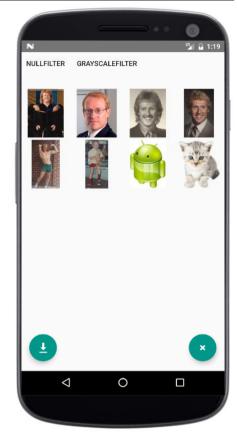
There's a Java console version of ImageStreamGang that shares most of the code

## Running the Image StreamGang App

#### Running the ImageStreamGang App

Starting ImageStreamGangTest
Printing 4 results for input file 1 from fastest to slowest
COMPLETABLE\_FUTURES\_2 executed in 153 msecs
COMPLETABLE\_FUTURES\_1 executed in 251 msecs
PARALLEL\_STREAM executed in 300 msecs
SEQUENTIAL STREAM executed in 1026 msecs

Printing 4 results for input file 2 from fastest to slowest PARALLEL\_STREAM executed in 62 msecs COMPLETABLE\_FUTURES\_1 executed in 68 msecs COMPLETABLE\_FUTURES\_2 executed in 70 msecs SEQUENTIAL\_STREAM executed in 261 msecs Ending ImageStreamGangTest



Tests conducted on a 2.4 GHz eight-core Lenovo P1 with 128 Gbytes of RAM

# End of Understand the Java Parallel ImageStreamGang Structure & Functionality