

Avoiding Programming Hazards with Java Parallel Streams

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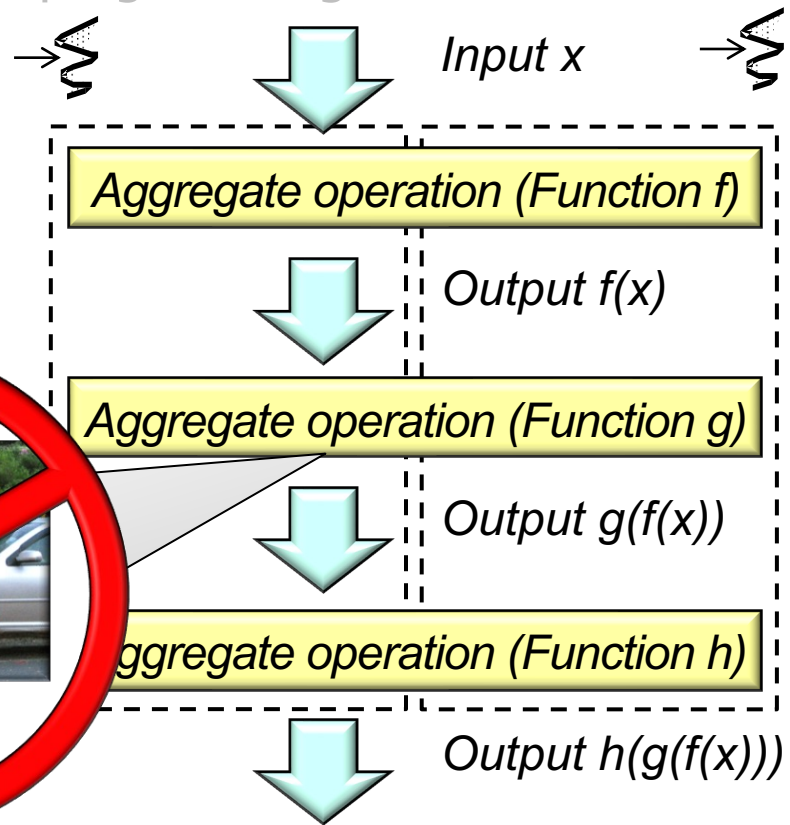
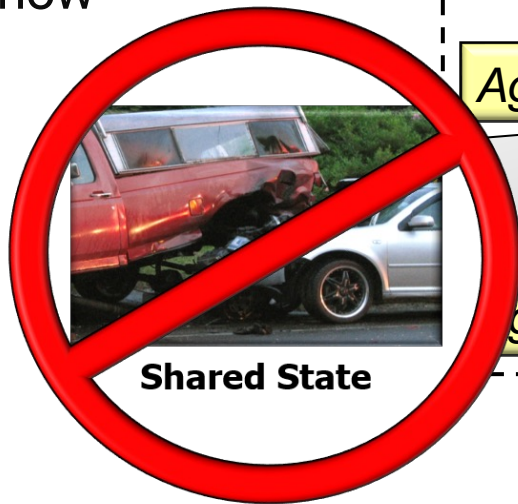
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**Vanderbilt University
Nashville, Tennessee, USA**



Learning Objectives in this Part of the Lesson

- Know how aggregate operations & functional programming features are applied in the parallel streams framework
- Be aware of how parallel stream phases work “under the hood”
- Recognize common programming hazards in Java parallel streams & how to avoid them



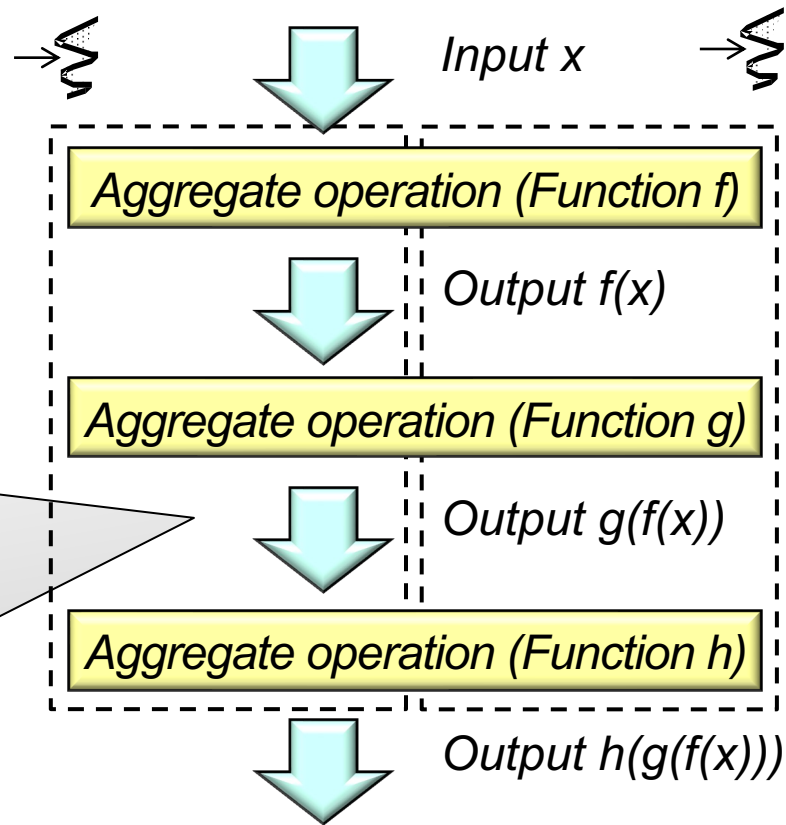
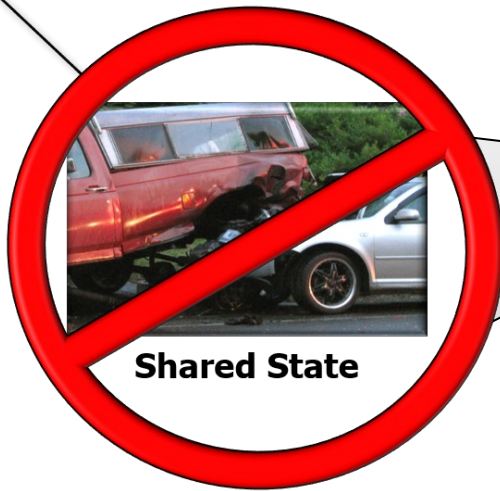
See earlier lesson on “*Java Streams: Avoiding Common Programming Mistakes*”

Avoiding Programming Hazards in Java Parallel Streams

Avoiding Programming Hazards in Java Parallel Streams

- The Java parallel streams framework assumes behaviors don't incur race conditions

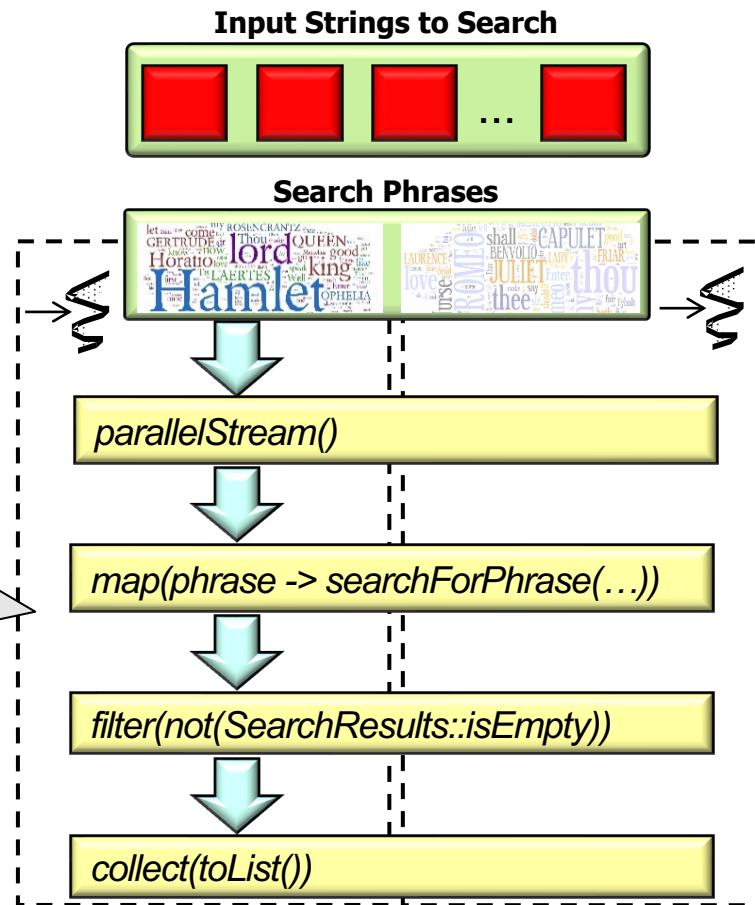
Race conditions arise when an app depends on the sequence or timing of threads for it to operate properly



See en.wikipedia.org/wiki/Race_condition#Software

Avoiding Programming Hazards in Java Parallel Streams

- Thus avoid/minimize behaviors with side-effects in parallel streams



See docs.oracle.com/javase/tutorial/collections/streams/parallelism.html#side_effects

Avoiding Programming Hazards in Java Parallel Streams

- Thus avoid/minimize behaviors with side-effects in parallel streams, e.g.
 - *Stateful lambda expressions*
 - Where results depend on shared mutable state



```
class BuggyFactorial {  
    static class Total {  
        long mTotal = 1;  
        void mult(long n)  
        { mTotal *= n; }  
    }  
}
```

```
static long factorial(long n){  
    Total t = new Total();  
    LongStream  
        .rangeClosed(1, n)  
        .parallel()  
        .forEach(t::mult);  
  
    return t.mTotal;  
} ...
```

Avoiding Programming Hazards in Java Parallel Streams

- Thus avoid/minimize behaviors with side-effects in parallel streams, e.g.
 - *Stateful lambda expressions*
 - Where results depend on shared mutable state
 - i.e., state that may change in parallel execution of a pipeline

```
class BuggyFactorial {  
    static class Total {  
        long mTotal = 1;  
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        return t.mTotal;  
    } ...  
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```

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Incorrectly compute the factorial of param n using a parallel stream

```
class BuggyFactorial {  
    static class Total {  
        long mTotal = 1;  
        void mult(long n)  
        { mTotal *= n; }  
    }  
  
    static long factorial(long n) {  
        Total t = new Total();  
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        return t.mTotal;  
    } ...  
}
```

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Define mutable state that's shared between threads in parallel stream

```
class BuggyFactorial {  
    static class Total {  
        long mTotal = 1;  
        void mult(long n)  
        { mTotal *= n; }  
    }  
  
    static long factorial(long n) {  
        Total t = new Total();  
        LongStream  
            .rangeClosed(1, n)  
            .parallel()  
            .forEach(t::mult);  
  
        return t.mTotal;  
    } ...  
}
```

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Race conditions & inconsistent memory visibility may arise from the unsynchronized access to mTotal field

```
class BuggyFactorial {  
    static class Total {  
        long mTotal = 1;  
        void mult(long n)  
        { mTotal *= n; }  
    }  
  
    static long factorial(long n) {  
        Total t = new Total();  
        LongStream  
            .rangeClosed(1, n)  
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        return t.mTotal;  
    } ...  
}
```



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 - *Stateful lambda expressions*
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Using terminal operations like `reduce()` (or `collect()`) trivially addresses these problems!

```
class ParallelFactorial {  
    static long factorial(long n) {  
  
        return LongStream  
            .rangeClosed(1, n)  
  
            .parallel()  
  
            .reduce(1L,  
                (x, y) -> x * y);  
    } ...  
}
```

Avoiding Programming Hazards in Java Parallel Streams

- Thus avoid/minimize behaviors with side-effects in parallel streams, e.g.
 - *Stateful lambda expressions*
 - *Interference w/the data source*
 - Occurs when source of stream is modified within the pipeline



```
List<Integer> list = IntStream
    .range(0, 10)
    .boxed()
    .collect(toCollection
              (LinkedList::new));
```

```
list
    .parallelStream()
    .peek(list::remove)
    .forEach(System.out::println);
```

Avoiding Programming Hazards in Java Parallel Streams

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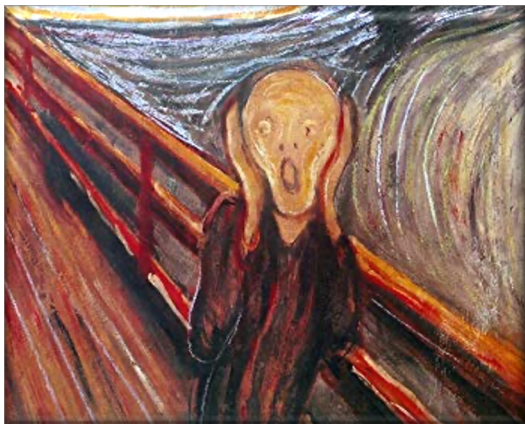
```
List<Integer> list = IntStream
    .range(0, 10)
    .boxed()
    .collect(toCollection
              (LinkedList::new));
```

Create a list of ten integers in range 0..9

```
list
    .parallelStream()
    .peek(list::remove)
    .forEach(System.out::println);
```

Avoiding Programming Hazards in Java Parallel Streams

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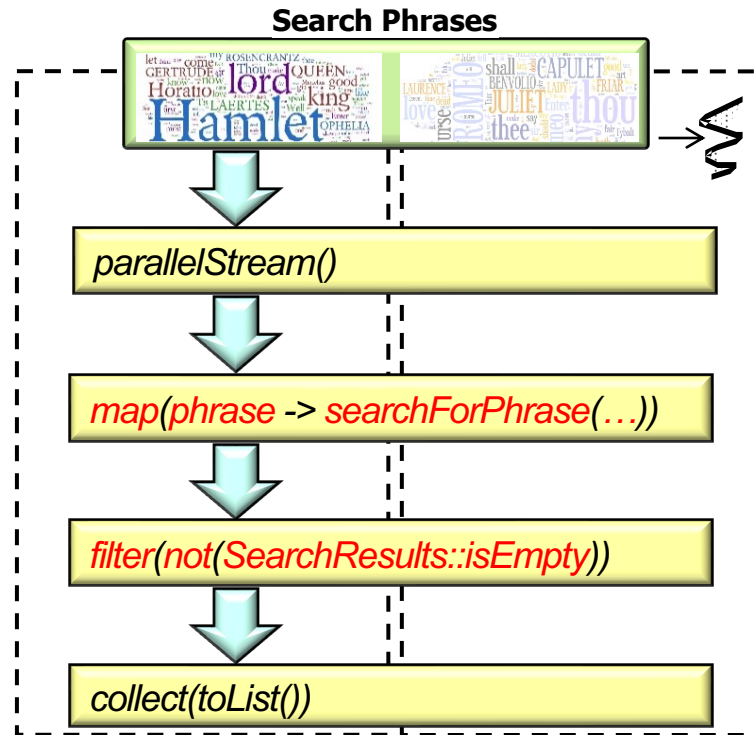
```
List<Integer> list = IntStream
    .range(0, 10)
    .boxed()
    .collect(toCollection
              (LinkedList::new));
```

```
list
    .parallelStream()
    .peek(list::remove)
    .forEach(System.out::println);
```

If a non-concurrent collection is modified while it's being operated on by the parallel stream the results will be chaos & insanity!!

Avoiding Programming Hazards in Java Parallel Streams

- Behaviors involving no shared state or side-effects are useful for parallel streams since they needn't be synchronized explicitly



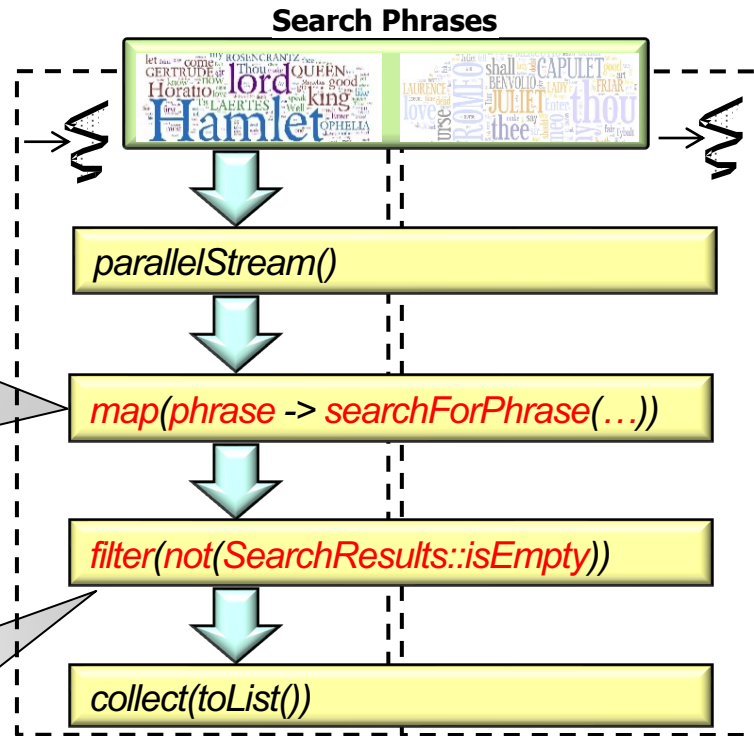
Avoiding Programming Hazards in Java Parallel Streams

- Behaviors involving no shared state or side-effects are useful for parallel streams since they needn't be synchronized explicitly
 - e.g., Java lambda expressions & method references that are "pure functions"

```
return new SearchResults  
(Thread.currentThread().getId(),  
currentCycle(), phrase, title,  
StreamSupport  
    .stream(new PhraseMatchSpliterator  
        (input, phrase),  
        parallel)  
    .collect(toList()));
```



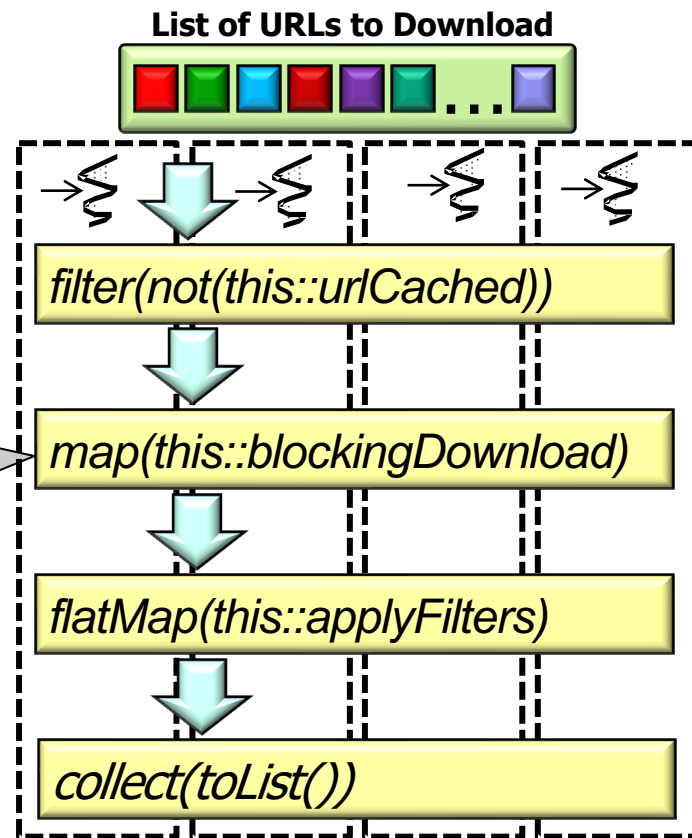
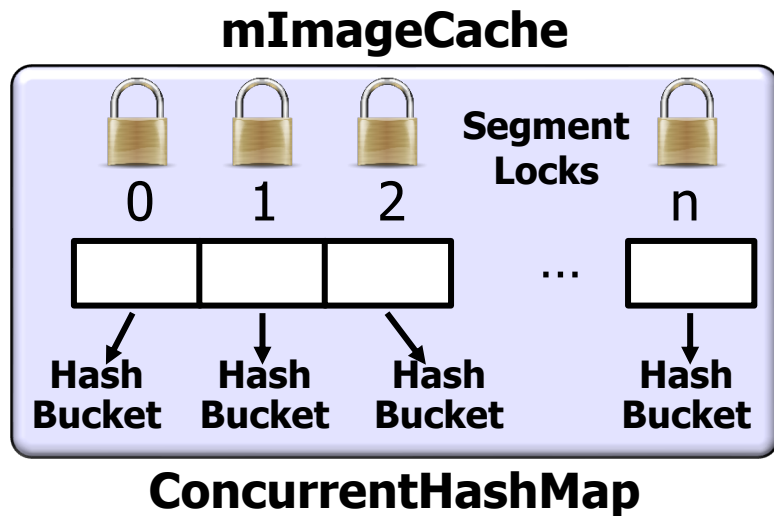
```
return mList.size() == 0;
```



See en.wikipedia.org/wiki/Pure_function

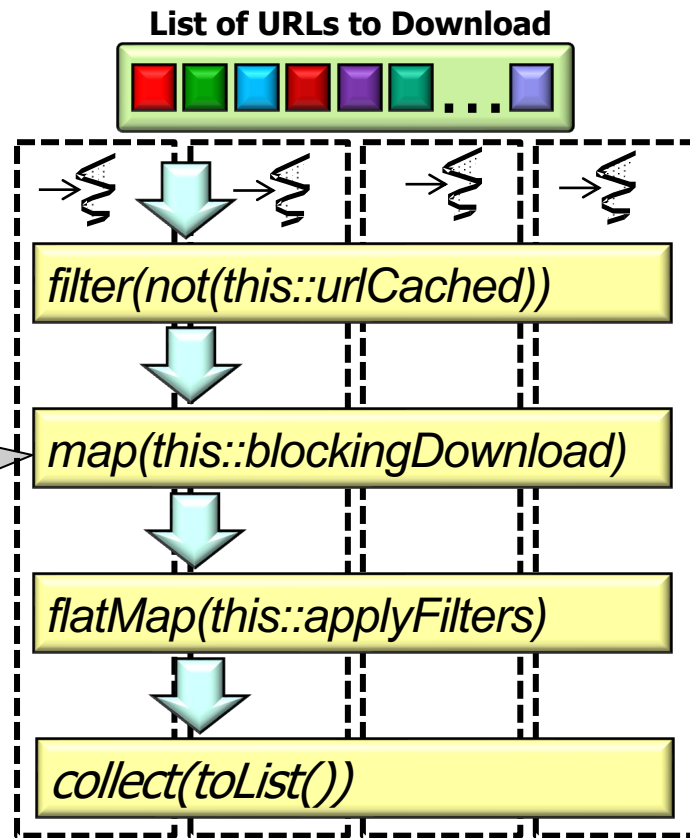
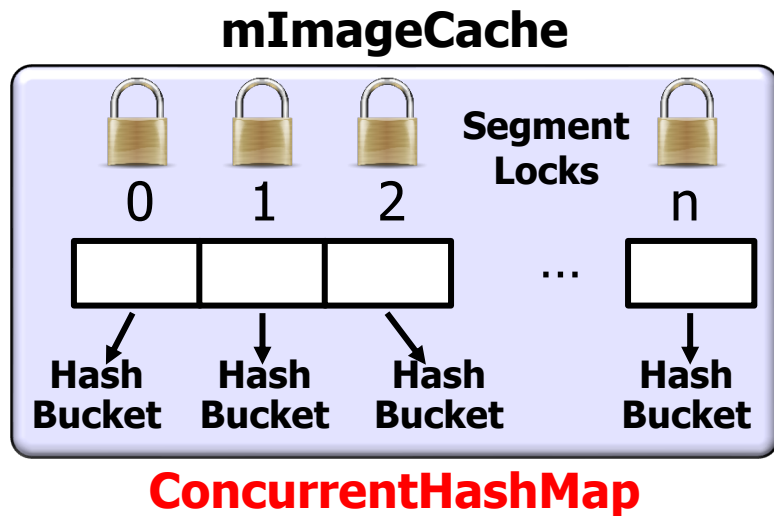
Avoiding Programming Hazards in Java Parallel Streams

- If it's necessary to access & update shared mutable state in a parallel stream make sure to synchronize it properly!



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End of Avoiding Programming Hazards with Java Parallel Streams