Evaluating the Java SearchWith ParallelStreams Case Study

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Learning Objectives in this Part of the Lesson

- Know how Java parallel streams are applied in SearchWithParallelStreams
- Understand the pros & cons of the SearchWithParallelStreams class

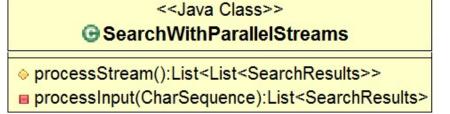
<<Java Class>>

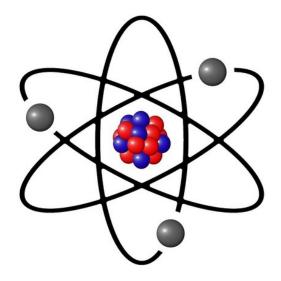
GearchWithParallelStreams

- processStream():List<List<SearchResults>>
- processInput(CharSequence):List<SearchResults>



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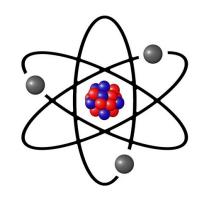
> Here's processStream() from SearchWithSequentialStreams that we examined earlier

 This example shows that the difference between sequential & parallel streams is often minuscule!

```
List<List<SearchResults>>
            processStream()
  return getInput()
    .stream()
    .map(this::processInput)
    .collect(toList());
VS
List<List<SearchResults>>
            processStream() {
  return getInput()
    .parallelStream()
    .map(this::processInput)
    .collect(toList());
```

 This example shows that the difference between sequential & parallel streams is often minuscule!

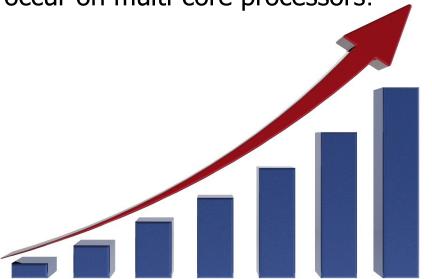
Changing all the stream() calls to parallelStream() calls is the minuscule difference between implementations!!

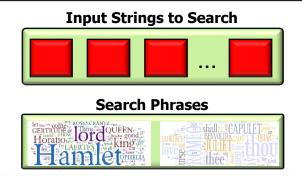


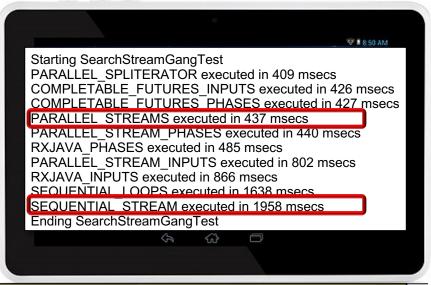
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 This example shows that the difference between sequential & parallel streams is often minuscule!

 Moreover, substantial speedups can occur on multi-core processors!



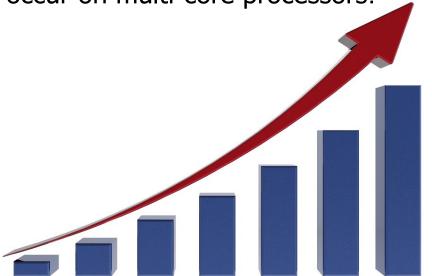


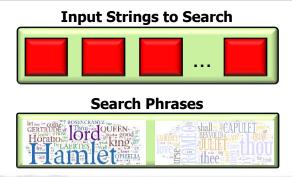


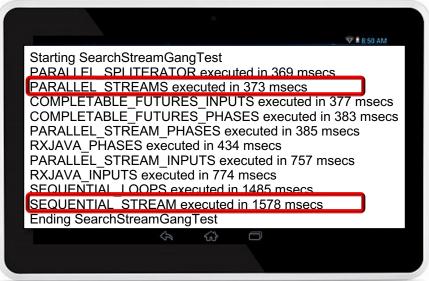
Tests conducted on a 2.7GHz quad-core Lenovo P50 with 32 Gbytes of RAM

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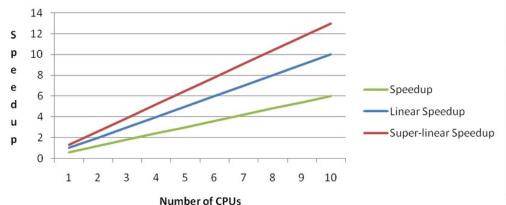


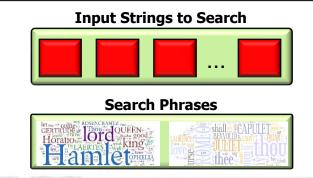


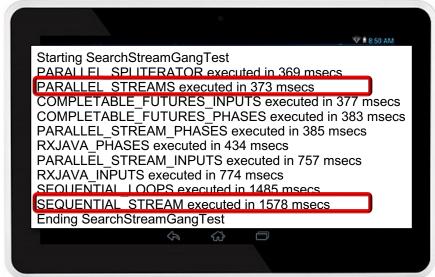


Tests conducted on a 2.9GHz quad-core MacBook Pro with 16 Gbytes of RAM

- This example shows that the difference between sequential & parallel streams is often minuscule!
 - Moreover, substantial speedups can occur on multi-core processors!
 - Superlinear speed-ups arise from "hyper-threaded" (virtual) cores

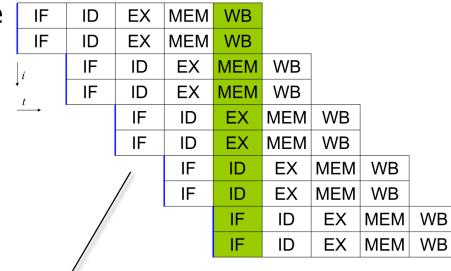






See en.wikipedia.org/wiki/Hyper-threading

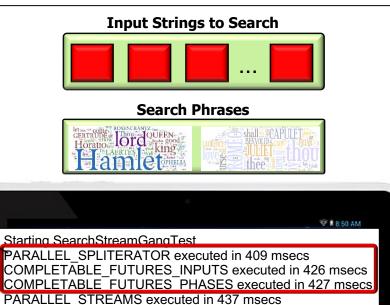
- This example shows that the difference between sequential & parallel streams is often minuscule!
 - Moreover, substantial speedups can occur on multi-core processors!
 - Superlinear speed-ups arise from "hyper-threaded" (virtual) cores
 - Increases the # of independent instructions in the pipeline via a superscalar architecture



A superscalar processor can execute more than one instruction during a clock cycle by simultaneously dispatching multiple instructions to different execution units

 Just because two minuscule changes are needed doesn't mean this is the best implementation!

Other Java concurrency/parallelism strategies are even more efficient...



PARALLEL STREAM PHASES executed in 440 msecs

PARALLEL STREAM INPUTS executed in 802 msecs

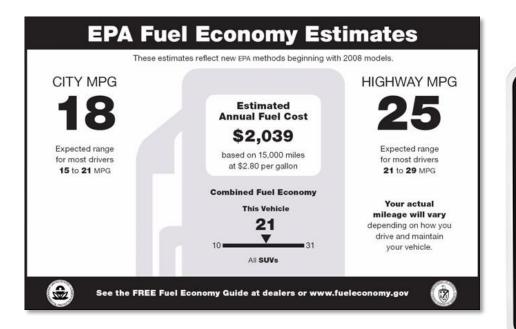
RXJAVA PHASES executed in 485 msecs

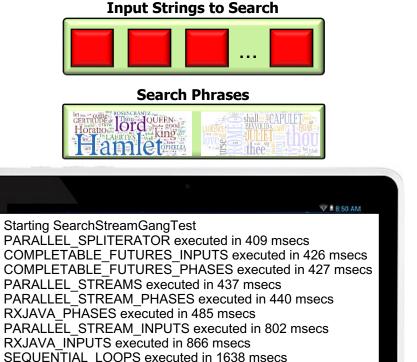
RXJAVA_INPUTS executed in 866 msecs SEQUENTIAL_LOOPS executed in 1638 msecs SEQUENTIAL_STREAM executed in 1958 msecs

Ending SearchStreamGangTest

Tests conducted on a 2.7GHz quad-core Lenovo P50 with 32 Gbytes of RAM

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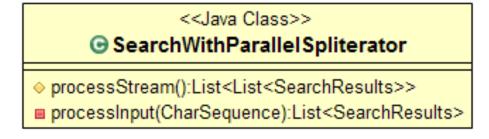


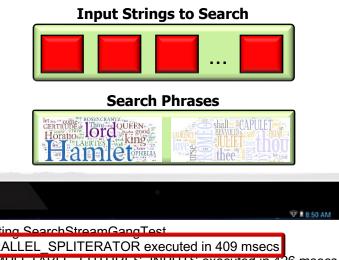
SEQUENTIAL STREAM executed in 1958 msecs

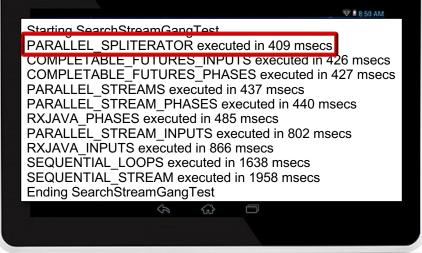
Ending SearchStreamGangTest

There's no substitute for systematic benchmarking & experimentation

 We'll show how to overcome these cons in an upcoming lesson that focuses on the SearchWithParallelSpliterator class

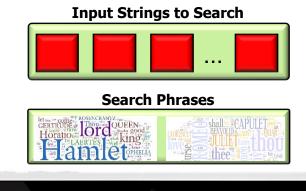


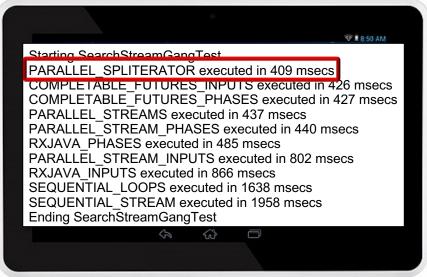




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SearchWithParallelSpliterator is thus the most aggressive parallelism strategy!

End of Evaluating the Java Search WithParallelStreams Case Study