How Parallel Programs are Developed in Java (Part 1) Douglas C. Schmidt

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Learning Objectives in this Part of the Lesson

- Recognize the parallelism frameworks supported by Java, e.g.
 - Fork-join pools
 - An object-oriented data parallelism framework





See <u>docs.oracle.com/javase/tutorial/essential/concurrency/forkjoin.html</u>

• The fork-join framework defines an object-oriented parallelism model





See www.infoq.com/interviews/doug-lea-fork-join

- The fork-join framework defines an object-oriented parallelism model
 - Provides high performance, fine-grained task execution



Designed to scale up to processors with many cores (*cf.* the executor framework)

- The fork-join framework defines an object-oriented parallelism model
 - Provides high performance, fine-grained task execution
 - The focus is on data parallelism
 - i.e., data is partitioned across multiple threads/cores, which operate on the data in parallel



See en.wikipedia.org/wiki/Data_parallelism

- The fork-join framework defines an object-oriented parallelism model
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 - The key abstraction is the ForkJoinTask

Class ForkJoinTask<V>

java.lang.Object java.util.concurrent.ForkJoinTask<V>

All Implemented Interfaces: Serializable, Future<V>

Direct Known Subclasses: CountedCompleter, RecursiveAction, RecursiveTask

public abstract class ForkJoinTask<V>
extends Object
implements Future<V>, Serializable

Abstract base class for tasks that run within a ForkJoinPool. A ForkJoinTask is a thread-like entity that is much lighter weight than a normal thread. Huge numbers of tasks and subtasks may be hosted by a small number of actual threads in a ForkJoinPool, at the price of some usage limitations.

A "main" ForkJoinTask begins execution when it is explicitly submitted to a ForkJoinPool, or, if not already engaged in a ForkJoin computation, commenced in the ForkJoinPool.commonPool() via fork(), invoke(), or related methods. Once started, it will usually in turn start other subtasks. As indicated by the name of this class, many programs using ForkJoinTask employ only methods fork() and join(), or derivatives such as invokeAll. However, this class also provides a number of other methods that can come into play in advanced usages, as well as extension mechanics that allow support of new forms of fork/join processing.

See docs.oracle.com/javase/8/docs/api/java/util/concurrent/ForkJoinTask.html

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e.g., it doesn't maintain its own run-time stack, registers, thread-local storage, etc.

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 - A ForkJoinTask is lighter weight than a Java thread
 - A large # of ForkJoinTasks can thus run in a small # of worker threads in a fork-join pool



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 - Supports parallel programming by solving problems via "divide & conquer"

solve(Problem problem) {
 if (problem is small)
 directly solve problem
 else {

- a. split problem into independent parts
- b. fork new sub-tasks
 to solve each part
- c. join all sub-tasks
- d. compose result from sub-results

See en.wikipedia.org/wiki/Divide_and_conquer_algorithm

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• Pros of the fork-join framework



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 - Employs *work-stealing* to maximize multi-core processor utilization





See gee.cs.oswego.edu/dl/papers/fj.pdf

Fork-Join Pool

- Pros of the fork-join framework
 - Employs *work-stealing* to maximize multi-core processor utilization
 - The common fork-join pool size can be expanded automatically via the ManagedBlocker mechanism



Interface ForkJoinPool.ManagedBlocker

Enclosing class: ForkJoinPool

public static interface ForkJoinPool.ManagedBlocker

Interface for extending managed parallelism for tasks running in ForkJoinPools.

A ManagedBlocker provides two methods. Method isReleasable() must return true if blocking is not necessary. Method block() blocks the current thread if necessary (perhaps internally invoking isReleasable before actually blocking). These actions are performed by any thread invoking ForkJoinPool.managedBlock(ManagedBlocker). The unusual methods in this API accommodate synchronizers that may, but don't usually, block for long periods. Similarly, they allow more efficient internal handling of cases in which additional workers may be, but usually are

not, needed to ensure sufficient parallelism. Toward this end, implementations of method **isReleasable** must be amenable to repeated invocation.

See docs.oracle.com/javase/8/docs/api/java/util/concurrent/ForkJoinPool.ManagedBlocker.html

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 - It uses a "white-box" objectoriented design based on inheritance



See www.laputan.org/drc.html

- Cons of the fork-join framework
 - It can be tedious & error-prone to program, e.g.,
 - It uses a "white-box" objectoriented design based on inheritance
 - It's not well integrated with modern Java's functional programming features



See docs.oracle.com/javase/tutorial/java/javaOO/lambdaexpressions.html

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Overcoming these `cons' motivates Java's parallel functional programming frameworks, both of which encapsulate the Java fork-join framework End of How Parallel Programs Are Developed in Java (Part 1)

- a. Which of the following statements accurately describes the cons of the Fork-Join framework in Java as mentioned in the presentation?
 - *a. It is highly integrated with modern Java's functional programming features*
 - *b.* The Fork-Join framework uses a "black-box" object-oriented design based on composition
 - *C. The framework is focused on task parallelism rather than data parallelism*
 - *d.* The Fork-Join framework can be tedious & error-prone to program due to its "white-box" object-oriented design based on inheritance