Avoiding Programming Hazards with Java Parallel Streams

Douglas C. Schmidt <u>d.schmidt@vanderbilt.edu</u> www.dre.vanderbilt.edu/~schmidt



Professor of Computer Science

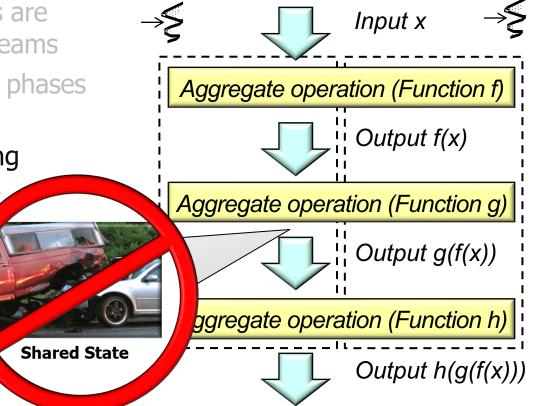
Institute for Software Integrated Systems

Vanderbilt University Nashville, Tennessee, USA



Learning Objectives in this Part of the Lesson

- Know how aggregate operations & functional programming features are applied seamlessly in parallel streams
- 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"

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- Be aware of how parallel stream phases work "under the hood"
- Recognize common programming hazards in Java parallel streams & how to avoid them, e.g.
 - Hazards with stateful lambda expressions

class BuggyFactorial2 {
 static long factorial(long n){
 return LongStream
 .rangeClosed(1, n)

.parallel()

.mapToObj(Mult::new)

.bigInteger();



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- Be aware of how parallel stream phases work "under the hood"
- Recognize common programming hazards in Java parallel streams & how to avoid them, e.g.
 - Hazards with stateful lambda expressions
 - Hazards from interference with the data source

List<Integer> list = IntStream

- .range(0, 10)
- .boxed()
- .collect(toCollection
 - (LinkedList::new));

list

.parallelStream()

.peek(list::remove)

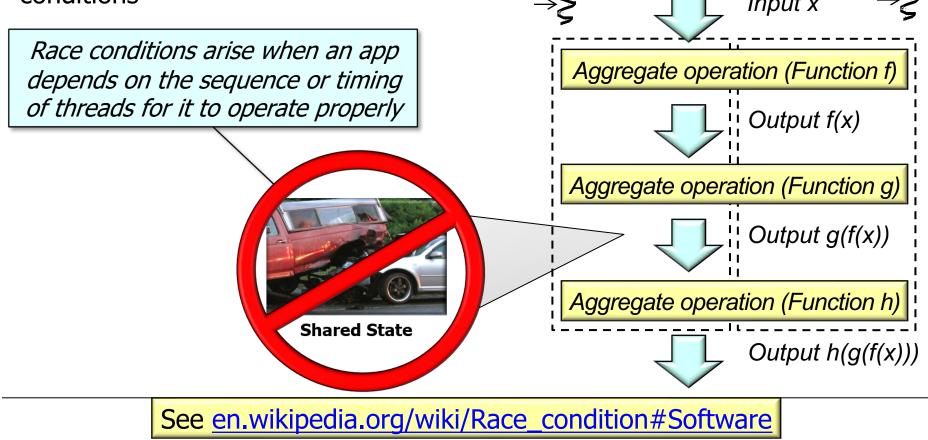
.forEach(System.out::println);



Avoiding Programming Hazards in Java Parallel Streams

Avoiding Programming Hazards in Java Parallel Streams

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

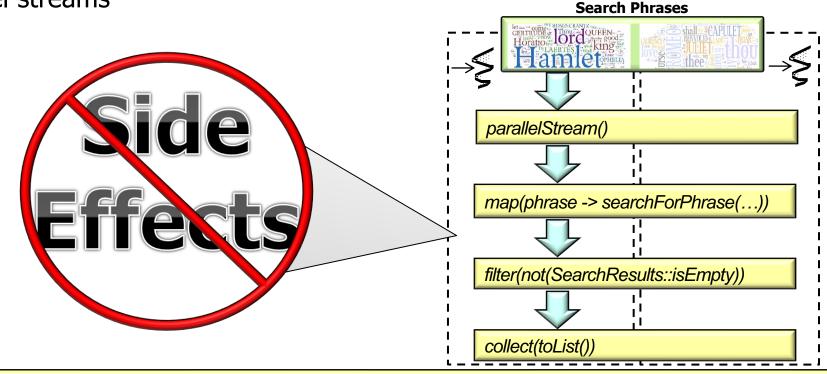


Avoiding Programming Hazards in Java Parallel Streams

Input Strings to Search

...

 Thus avoid (or at least) minimize behaviors that have side-effects when programming parallel streams



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

- Avoid/minimize behaviors that use stateful lambda expressions
 - i.e., where results depend on shared mutable state

class BuggyFactorial2 {
 static class Mult {
 long mLong;
}

```
Mult(long 1)
{ mLong = 1; }
```

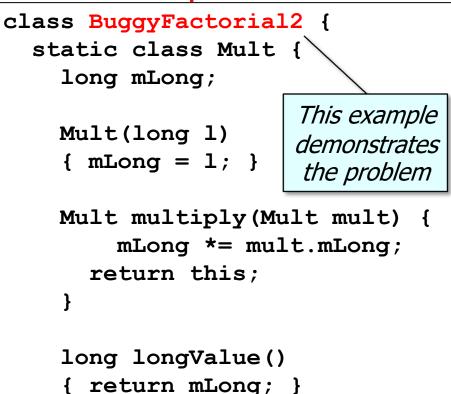
```
Mult multiply(Mult mult) {
    mLong *= mult.mLong;
    return this;
}
long longValue()
{ return mLong; }
```

} ...

See https://docs/api/java/util/stream/package-summary.html#Statelessness

- Avoid/minimize behaviors that use stateful lambda expressions
 - i.e., where results depend on shared mutable state





See github.com/douglascraigschmidt/LiveLessons/tree/master/Java8/ex16

- Avoid/minimize behaviors that use stateful lambda expressions
 - i.e., where results depend on shared mutable state

Defines mutable state that's shared between threads in a parallel stream class BuggyFactorial2 {
 static class Mult {
 long mLong;
 }
}

Mult(long l)
{ mLong = 1; }

```
Mult multiply(Mult mult) {
    mLong *= mult.mLong;
    return this;
}
```

```
long longValue()
{ return mLong; }
```

- Avoid/minimize behaviors that use stateful lambda expressions
 - i.e., where results depend on shared mutable state
 - & where this state that may change in parallel execution of a pipeline

```
Incorrectly compute the factorial
of param n using a parallel stream
```

```
class BuggyFactorial2 {
    ...
    static long factorial(long n){
        return LongStream
        .rangeClosed(1, n)
```

```
.parallel()
```

```
.mapToObj(Mult::new)
```

```
.bigInteger();
```

- Avoid/minimize behaviors that use stateful lambda expressions
 - i.e., where results depend on shared mutable state
 - & where this state that may change in parallel execution of a pipeline

```
...
static long factorial(long n){
  return LongStream
  .rangeClosed(1, n)
```

.parallel()

class BuggyFactorial2 {

```
.mapToObj(Mult::new)
```

Race conditions may arise from the unsynchronized access to the mutable mLong field in Mult objects .reduce(new Mult(0L), _____ Mult::multiply)

.bigInteger();



This problem occurs even though we're using the reduce() terminal operation!

- Avoid/minimize behaviors that use stateful lambda expressions
 - i.e., where results depend on shared mutable state
 - & where this state that may change in parallel execution of a pipeline

class ParallelFactorial {
 static long factorial(long n){

 $(x, y) \rightarrow x * y;$

return LongStream
.rangeClosed(1, n)

.parallel()

.reduce(1L,

Using the reduce() terminal operation with immutable objects trivially addresses these problems!

See github.com/douglascraigschmidt/LiveLessons/tree/master/Java8/ex16

Hazards from Interference with the Data Source

Hazards from Interference with the Data Source

- Also avoid behaviors that interfere with the data source
 - This 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);

See docs.oracle.com/javase/8/docs/api/java/util/stream/package-summary.html#NonInterference

Hazards from Interference with the Data Source

- Also avoid behaviors that interfere with the data source
 - This occurs when source of stream is modified within the pipeline

```
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);

See github.com/douglascraigschmidt/LiveLessons/tree/master/Java8/ex11

Hazards from Interference with the Data Source

- Also avoid behaviors that interfere with the data source
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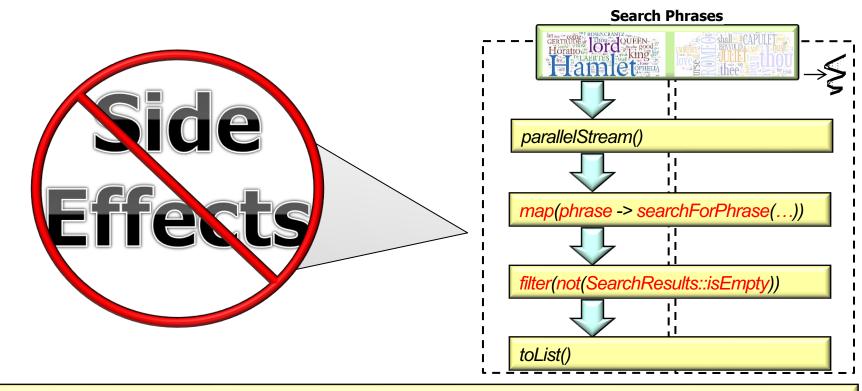
```
.peek(list::remove)
```

```
/.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 chao & insanity!!

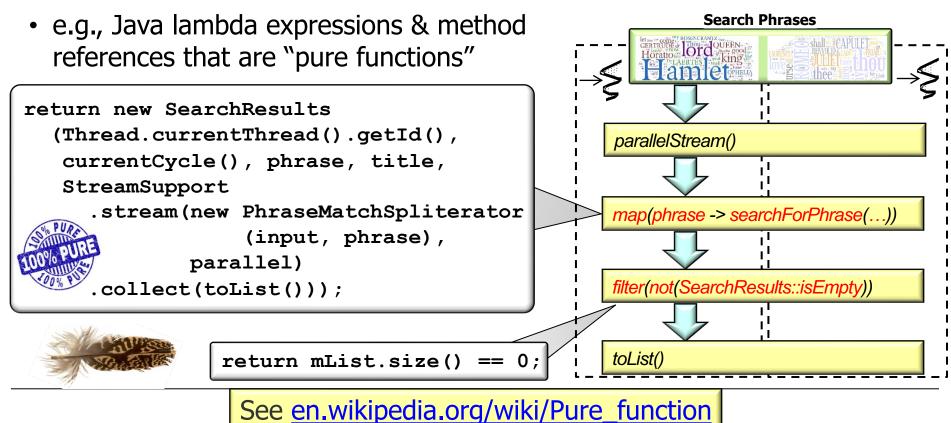
See <u>docs.oracle.com/javase/8/docs/api/java/util/stream/Stream.html#peek</u>

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



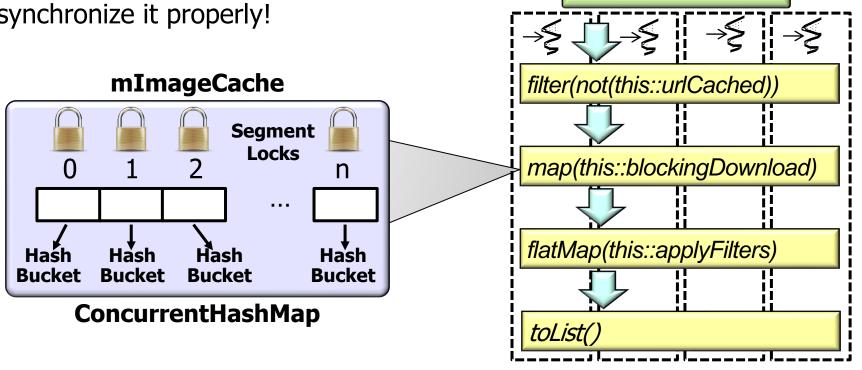
See henrikeichenhardt.blogspot.com/2013/06/why-shared-mutable-state-is-root-of-all.html

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



List of URLs to Download

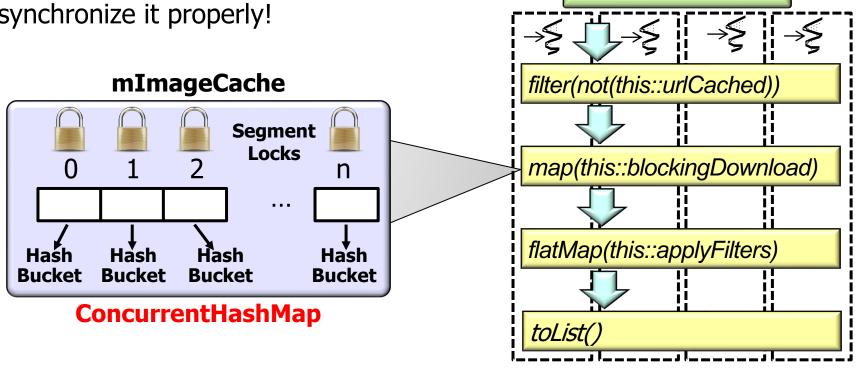
• If it's necessary to access & update shared mutable state in a parallel stream make sure to synchronize it properly!



See github.com/douglascraigschmidt/LiveLessons/tree/master/ImageStreamGang

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



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

End of Avoiding Programming Hazards with Java Parallel Streams