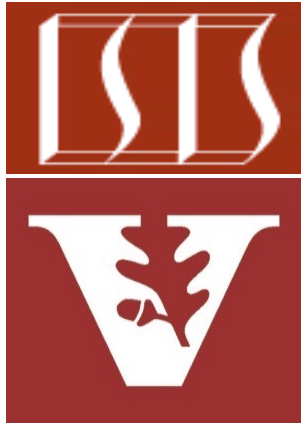


# Applying Java Functional Programming Features & Threads in ThreadJoinTest

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# Overview of the Concurrency Model

# Overview of the Concurrency Model

- This case study shows functional programming features the context of Java Thread objects

*The run() method creates a List of Java Thread objects & then starts & waits for the Thread objects to complete*

ThreadJoinTest		
f	🔒	<i>mInputList</i> List<String>
f	🔒	<i>mPhrasesToFind</i> List<String>
f	🔒	<i>sPHRASE_LIST_FILE</i> String
f	🔒	<i>sSHAKESPEARE_DATA_FILE</i> String
m	🔒	<b>display</b> (String) void
m	○	<b>getTitle</b> (String) String
m	🔓	<b>main</b> (String[]) void
m	🔒	<b>processInput</b> (String) Void?
m	🔓	<b>run</b> () void

See [CS/ThreadJoinTest/src/main/java/ThreadJoinTest.java](#)





# Overview of the Concurrency Model

- [42] "All that glisters is not gold" appears at offset 52032 in "The Merchant of Venice"
- [44] "The course of true love never did run smooth" appears at offset 7544 in "A Midsummer Night's Dream"
- [55] "Better a witty fool than a foolish wit" appears at offset 16295 in "Twelfth Night; or, What You Will"
- [38] "Sit you down, father; rest you" appears at offset 143305 in "The Tragedy of King Lear"
- [44] "Lord, what fools these mortals be!" appears at offset 55498 in "A Midsummer Night's Dream"
- [55] "If music be the food of love, play on" appears at offset 820 in "Twelfth Night; or, What You Will"
- [43] "I cannot tell what the dickens his name is" appears at offset 67121 in "The Merry Wives of Windsor"
- [29] "The better part of valour is discretion" appears at offset 149185 in "The First Part of King Henry IV"
- [48] "Now is the winter of our discontent" appears at offset 1804 in "King Richard III"
- [30] "Uneasy lies the head that wears a crown" appears at offset 76264 in "Second Part of King Henry IV"
- [28] "Get thee to a nunnery" appears at offset 86103 in "The Tragedy of Hamlet, Prince of Denmark"
- [28] "Get thee to a nunnery" appears at offset 86985 in "The Tragedy of Hamlet, Prince of Denmark"
- [48] "A horse! a horse! my kingdom for a horse!" appears at offset 193548 in "King Richard III"
- [48] "A horse! a horse! my kingdom for a horse!" appears at offset 193848 in "King Richard III"
- [48] "Off with his head!" appears at offset 103021 in "King Richard III"
- [49] "What light through yonder window breaks" appears at offset 41234 in "The Tragedy of Romeo and Juliet"

*The output displays the id for each Thread that found a match, demonstrating the "embarrassingly parallel" design*

See [en.wikipedia.org/wiki/Embarrassingly\\_parallel](https://en.wikipedia.org/wiki/Embarrassingly_parallel)

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# Creating & Starting Java Thread Objects



# Creating & Starting Thread Objects

- The ThreadJoinTest.run() method starts Thread objects to perform the concurrent Bard phrase searches

ThreadJoinTest		
f	🔒	<i>mInputList</i> List<String>
f	🔒	<i>mPhrasesToFind</i> List<String>
f	🔒	<i>sPHRASE_LIST_FILE</i> String
f	🔒	<i>sSHAKESPEARE_DATA_FILE</i> String
m	🔒	display(String) void
m	◦	getTitle(String) String
m	🔓	main(String[]) void
m	🔒	processInput(String) Void?
m	🔓	<b>run()</b> void

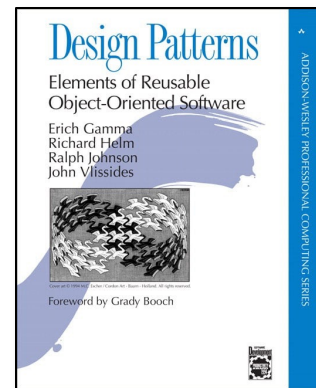
See [CS/ThreadJoinTest/src/main/java/ThreadJoinTest.java](#)

# Creating & Starting Thread Objects

- Thread objects are created via the `makeThreads()` method called in `run()`

```
public void run() {  
    var workerThreads =  
        makeThreads  
        (this::processInput);  
    ...  
}
```

*makeThreads() applies the Factory Method pattern to create a List of worker Thread objects*



See [en.wikipedia.org/wiki/Factory\\_method\\_pattern](https://en.wikipedia.org/wiki/Factory_method_pattern)

# Creating & Starting Thread Objects

---

- Thread objects are created via the `makeThreads()` method called in `run()`
- A method reference to the `processInput()` method is passed as a param

```
public void run() {  
    var workerThreads =  
        makeThreads  
            (this::processInput) ;  
    ...  
}
```

```
Void processInput(String input)  
{ ... }
```

# Creating & Starting Thread Objects

- Thread objects are created via the `makeThreads()` method called in `run()`
- A method reference to the `processInput()` method is passed as a param

```
public void run() {  
    var workerThreads =  
        makeThreads  
            (this::processInput);  
    ...  
}
```

```
Void processInput(String input)  
{ ... }
```

*This method searches for Bard phrases  
in a single work of William Shakespeare*

We'll examine the `processInput()` method implementation shortly

# Creating & Starting Thread Objects

---

- Thread objects are created via the `makeThreads()` method called in `run()`
  - A method reference to the `processInput()` method is passed as a param
  - `makeThreads()` expects a Function functional param

```
public void run() {  
    var workerThreads =  
        makeThreads  
            (this::processInput);  
    ...  
}
```

```
List<Thread> makeThreads  
    (Function<String, Void> task)  
{ ... }
```

# Creating & Starting Thread Objects

- Thread objects are created via the `makeThreads()` method called in `run()`
  - A method reference to the `processInput()` method is passed as a param
  - `makeThreads()` expects a Function functional param

```
public void run() {  
    var workerThreads =  
        makeThreads  
            (this::processInput);  
    ...  
}
```

```
List<Thread> makeThreads  
    (Function<String, Void> task)  
{ ... }
```

*This functional interface makes it simple to change the Function passed to `makeThreads()` if necessary*

# Creating & Starting Thread Objects

- The `makeThreads()` factory method applies the Function to create a Runnable for a Thread

```
<T, R> List<Thread> makeThreads  
    (List<T> inputList,  
     Function<T, R> task) {  
    List<Thread> workerThreads =  
        new ArrayList<>();
```

*This generic factory method creates a List of Thread objects that will be joined when their processing is done*

```
        inputList.forEach(input ->  
            workerThreads.add(new Thread  
                (() -> task.apply(input))));  
  
        return workerThreads;  
    }
```

# Creating & Starting Thread Objects

---

- The `makeThreads()` factory method applies the Function to create a Runnable for a Thread

```
<T, R> List<Thread> makeThreads  
(List<T> inputList,  
 Function<T, R> task) {  
 List<Thread> workerThreads =  
     new ArrayList<>();
```

*The 'inputList' param contains a List of items to process (e.g., a work of Shakespeare)*

```
    inputList.forEach(input ->  
        workerThreads.add(new Thread  
            (() -> task.apply(input))));  
  
    return workerThreads;  
}
```



# Creating & Starting Thread Objects

- The `makeThreads()` factory method applies the Function to create a Runnable for a Thread

```
<T, R> List<Thread> makeThreads  
    (List<T> inputList,  
     Function<T, R> task) {  
    List<Thread> workerThreads =  
        new ArrayList<>();
```

*The 'task' param is bound to the Function to perform on each input element (e.g., search for Bard phrases)*

```
        inputList.forEach(input ->  
            workerThreads.add(new Thread  
                (() -> task.apply(input))));  
  
        return workerThreads;  
    }
```

# Creating & Starting Thread Objects

---

- The `makeThreads()` factory method applies the Function to create a Runnable for a Thread

```
<T, R> List<Thread> makeThreads  
    (List<T> inputList,  
     Function<T, R> task) {  
    List<Thread> workerThreads =  
        new ArrayList<>();
```

*Create an empty List of Thread objects*

```
        inputList.forEach(input ->  
            workerThreads.add(new Thread  
                (() -> task.apply(input))));  
  
        return workerThreads;  
    }
```

# Creating & Starting Thread Objects

---

- The `makeThreads()` factory method applies the Function to create a Runnable for a Thread

```
<T, R> List<Thread> makeThreads  
  (List<T> inputList,  
   Function<T, R> task) {  
  List<Thread> workerThreads =  
    new ArrayList<>();
```

*Iterate through 'inputList'  
& create a new Thread*



```
    inputList.forEach(input ->  
      workerThreads.add(new Thread  
        (() -> task.apply(input))));  
  
    return workerThreads;  
  }
```

# Creating & Starting Thread Objects

- The `makeThreads()` factory method applies the Function to create a Runnable for a Thread

```
<T, R> List<Thread> makeThreads  
    (List<T> inputList,  
     Function<T, R> task) {  
    List<Thread> workerThreads =  
        new ArrayList<>();
```

```
        inputList.forEach(input ->  
            workerThreads.add(new Thread  
                (( () -> task.apply(input))));  
        return workerThreads;  
    }
```

*task.apply() creates a runnable that provides the computation for each of the Thread objects*

# Creating & Starting Thread Objects

- The `makeThreads()` factory method applies the Function to create a Runnable for a Thread

```
<T, R> List<Thread> makeThreads  
    (List<T> inputList,  
     Function<T, R> task) {  
    List<Thread> workerThreads =  
        new ArrayList<>();
```

```
        inputList.forEach(input ->  
            workerThreads.add(new Thread  
                ((() -> task.apply(input)))));  
  
        return workerThreads;  
    }
```

*Add each new Thread to the List of Thread objects*

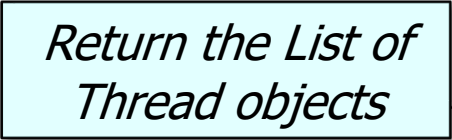
# Creating & Starting Thread Objects

---

- The `makeThreads()` factory method applies the Function to create a Runnable for a Thread

```
<T, R> List<Thread> makeThreads  
    (List<T> inputList,  
     Function<T, R> task) {  
    List<Thread> workerThreads =  
        new ArrayList<>();
```

*Return the List of  
Thread objects*



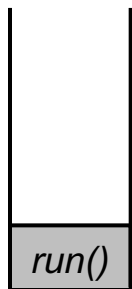
```
        inputList.forEach(input ->  
            workerThreads.add(new Thread  
                (() -> task.apply(input))));  
    return workerThreads;  
}
```



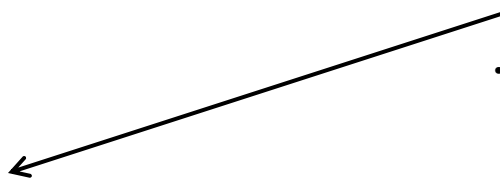
# Creating & Starting Thread Objects

- The run() method uses forEach() & a method reference to start all the Thread objects

```
public void run() {  
    List<Thread> workerThreads =  
        makeThreads  
        (this::processInput);  
  
    workerThreads  
        .forEach(Thread::start);  
    ...  
}
```



Runtime  
thread  
stack



*Each call to Thread::start creates a new platform Thread object that has its own runtime stack*





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# Processing & Joining Java Thread Objects

# Processing & Joining Java Thread Objects

---

- The processInput() method was passed to the makeThreads() factory method, which bound it to a Thread object for each work of Shakespeare

```
public void run() {  
    var workerThreads =  
        makeThreads  
            (this::processInput) ;  
    ...  
}
```

# Processing & Joining Java Thread Objects

---

- The processInput() method was passed to the makeThreads() factory method, which bound it to a Thread object for each work of Shakespeare
- Each Thread object was then started via forEach()

```
public void run() {  
    List<Thread> workerThreads =  
        makeThreads  
            (this::processInput);  
  
    workerThreads  
        .forEach(Thread::start);  
    ...  
}
```

# Processing & Joining Java Thread Objects

---

- processInput() runs in a Thread & searches its input param for all the occurrences of Bard phrases to find

```
Void processInput(String input) {  
    var title = getTitle(input);  
  
    for (var phrase :  
        mPhrasesToFind) {  
        for (int offset = input  
            .indexOf(phrase);  
            offset != -1;  
            offset = input  
                .indexOf(phrase,  
                    offset  
                    + phrase  
                        .length())) {  
            display(...);  
        } ...  
    }  
}
```

# Processing & Joining Java Thread Objects

- processInput() runs in a Thread & searches its input param for all the occurrences of Bard phrases to find

*The 'input' param contains  
a work of Shakespeare*

```
Void processInput(String input) {  
    var title = getTitle(input);  
  
    for (var phrase :  
        mPhrasesToFind) {  
        for (int offset = input  
            .indexOf(phrase);  
            offset != -1;  
            offset = input  
                .indexOf(phrase,  
                    offset  
                    + phrase  
                        .length())) {  
            display(...);  
        } ...  
    }  
}
```

# Processing & Joining Java Thread Objects

- processInput() runs in a Thread & searches its input param for all the occurrences of Bard phrases to find

*Extract the title from the work  
(uses Java regular expressions)*

```
Void processInput(String input) {  
    var title = getTitle(input);  
  
    for (var phrase :  
        mPhrasesToFind) {  
        for (int offset = input  
            .indexOf(phrase);  
            offset != -1;  
            offset = input  
                .indexOf(phrase,  
                    offset  
                    + phrase  
                        .length())) {  
            display(...);  
        } ...  
    }  
}
```

# Processing & Joining Java Thread Objects

- processInput() runs in a Thread & searches its input param for all the occurrences of Bard phrases to find

*Iterate through all the Bard phrases to search for*

```
Void processInput(String input) {  
    var title = getTitle(input);  
  
    for (var phrase :  
        mPhrasesToFind) {  
        for (int offset = input  
            .indexOf(phrase);  
            offset != -1;  
            offset = input  
                .indexOf(phrase,  
                    offset  
                    + phrase  
                        .length())) {  
            display(...);  
        } ...  
    }  
}
```

# Processing & Joining Java Thread Objects

- processInput() runs in a Thread & searches its input param for all the occurrences of Bard phrases to find

*Check to see how many times (if any) 'phrase' appears in 'input' ('offset' != -1 indicates a match)*

```
Void processInput(String input) {  
    var title = getTitle(input);  
  
    for (var phrase :  
        mPhrasesToFind) {  
        for (int offset = input  
            .indexOf(phrase);  
            offset != -1;  
            offset = input  
                .indexOf(phrase,  
                    offset  
                    + phrase  
                        .length())) {  
            display(...);  
        } ...  
    }  
}
```



# Processing & Joining Java Thread Objects

- processInput() runs in a Thread & searches its input param for all the occurrences of Bard phrases to find

[42] "All that glisters is not gold"  
appears at offset 52032 in "The  
Merchant of Venice"

*Display results when  
ever a match occurs*

```
Void processInput(String input) {  
    var title = getTitle(input);  
  
    for (var phrase :  
        mPhrasesToFind) {  
        for (int offset = input  
            .indexOf(phrase);  
            offset != -1;  
            offset = input  
                .indexOf(phrase,  
                    offset  
                    + phrase  
                        .length())) {  
            display(...);  
        } ...  
    }  
}
```

# Processing & Joining Java Thread Objects

- processInput() runs in a Thread & searches its input param for all the occurrences of Bard phrases to find

```
Void processInput(String input) {  
    var title = getTitle(input);  
  
    for (var phrase :  
        mPhrasesToFind) {  
        for (int offset = input  
            .indexOf(phrase);  
            offset != -1;  
            offset = input  
                .indexOf(phrase,  
                    offset  
                    + phrase  
                    .length())) {  
            display(...);  
        } ...  
    }  
}
```

*Update 'offset' to see if there are any more matches of 'phrase' in the 'input'*

# Processing & Joining Java Thread Objects

- The run() method waits for all worker Thread objects to finish via forEach() & a method reference

```
public void run() {  
    List<Thread> workerThreads =  
        makeThreads  
        (this::processInput);  
  
    workerThreads  
        .forEach(Thread::start);  
  
    workerThreads  
        .forEach  
        (rethrowConsumer  
        (Thread::join));  
}
```

*Uses forEach() & a  
method reference*

# Processing & Joining Java Thread Objects

- The run() method waits for all worker Thread objects to finish via forEach() & a method reference



```
public void run() {  
    List<Thread> workerThreads =  
        makeThreads  
        (this::processInput);  
  
    workerThreads  
        .forEach(Thread::start);  
  
    workerThreads  
        .forEach  
        (rethrowConsumer  
        (Thread::join));  
}
```

*Simple form of barrier synchronization*

See [en.wikipedia.org/wiki/Barrier\\_\(computer\\_science\)](https://en.wikipedia.org/wiki/Barrier_(computer_science))

# Processing & Joining Java Thread Objects

- The run() method waits for all worker Thread objects to finish via forEach() & a method reference

```
public void run() {  
    List<Thread> workerThreads =  
        makeThreads  
        (this::processInput);
```

```
workerThreads  
    .forEach(Thread::start);
```

```
workerThreads  
    .forEach  
        (rethrowConsumer  
         (Thread::join));
```



*No other Java synchronizers are needed!*

# Processing & Joining Java Thread Objects

- The run() method waits for all worker Thread objects to finish via forEach() & a method reference

```
public void run() {  
    List<Thread> workerThreads =  
        makeThreads  
        (this::processInput);  
  
    workerThreads  
        .forEach(Thread::start);  
  
    workerThreads  
        .forEach  
        (rethrowConsumer  
         (Thread::join));  
}
```

*Convert a checked exception  
to an unchecked exception*

See [stackoverflow.com/a/27644392/3312330](https://stackoverflow.com/a/27644392/3312330)

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# End of Applying Java Functional Programming Features & Threads in ThreadJoinTest