

Evaluating the ThreadJoinTest Case Study

Douglas C. Schmidt

d.schmidt@vanderbilt.edu

www.dre.vanderbilt.edu/~schmidt

Professor of Computer Science

**Institute for Software
Integrated Systems**

**Vanderbilt University
Nashville, Tennessee, USA**



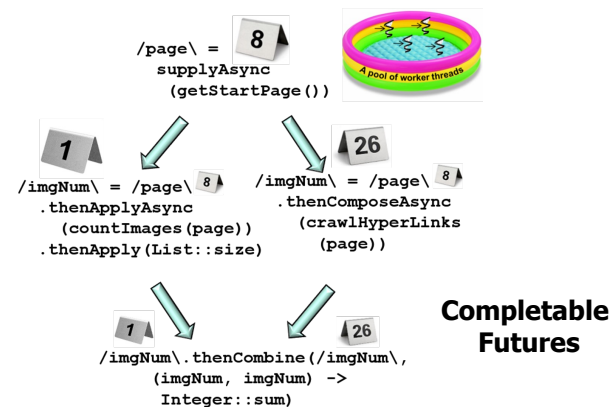
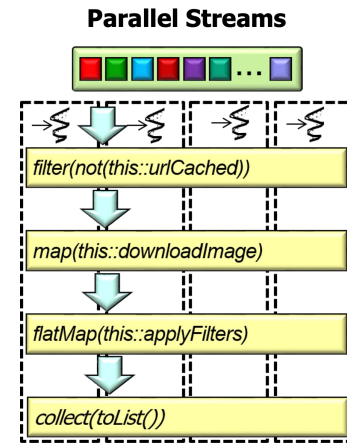
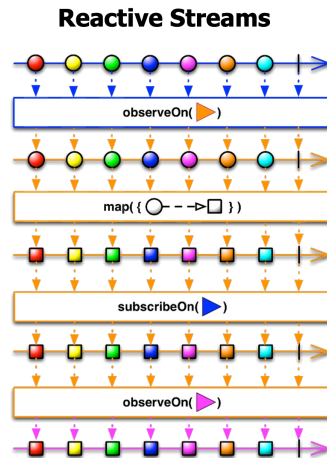
Learning Objectives in this Part of the Lesson

- Understand how Java functional features are applied in an “embarrassingly parallel” program
- Know how to create, start, process, & join Java Thread objects via functional programming features
- Recognize how to use modern Java functional programming features in conjunction with Java Thread methods
- Appreciate the pros & cons of using the Java features in this case study



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- Know how to create, start, process, & join Java Thread objects via functional programming features
- Recognize how to use modern Java functional programming features in conjunction with Java Thread methods
- Appreciate the pros & cons of using the Java features in this case study
 - These “cons” motivate the need for Java’s concurrency & parallelism frameworks

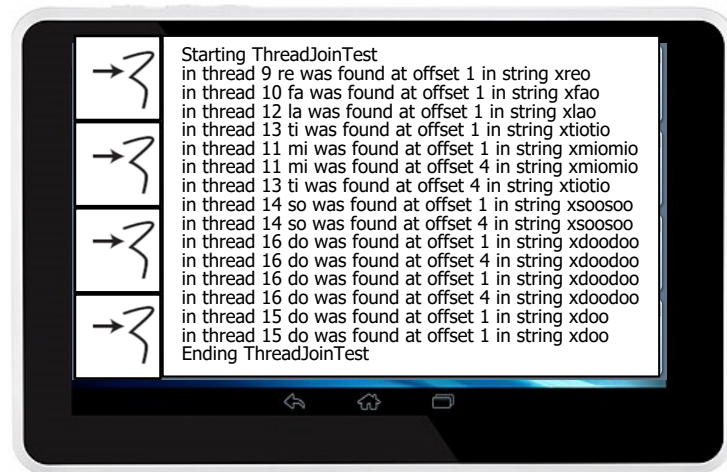
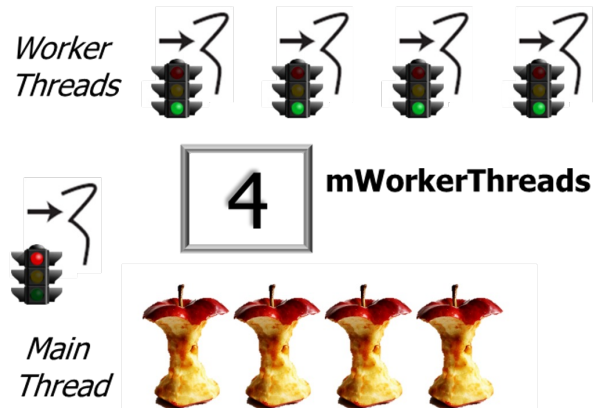


See www.dre.vanderbilt.edu/~schmidt/cs253

Pros of the ThreadJoin Test Program

Pros of the ThreadJoinTest Program

- Foundational Java functional programming features improve the ThreadJoinTest vis-à-vis an earlier Java object-oriented version



Pros of the ThreadJoinTest Program

- The earlier Java object-oriented implementation required more syntax & used traditional for loops

```
for (int i = 0;
     i < mInput.size(); ++i) {
    Thread t = new Thread
        (makeTask(i));

    mWorkerThreads.add(t);
}
...
Runnable makeTask(int i) {
    return new Runnable() {
        public void run() {
            String e = mInput.get(i);
            processInput(e);
        }
    }
    ...
}
```

See [LiveLessons/blob/master/ThreadJoinTest/original/src/ThreadJoinTest.java](https://livelessons.blob/master/ThreadJoinTest/original/src/ThreadJoinTest.java)

Pros of the ThreadJoinTest Program

- The earlier Java object-oriented implementation required more syntax & used traditional for loops

Index-based for loops often suffer from "off-by-one" errors

```
for (int i = 0;
     i < mInput.size(); ++i) {
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        }
    }
}
...
```

See en.wikipedia.org/wiki/Off-by-one_error

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for (int i = 0;
     i < mInput.size(); ++i) {
    Thread t = new Thread
        (makeTask(i));
```

```
    mWorkerThreads.add(t);
```

```
}
```

```
...
```

```
Runnable makeTask(int i) {
```

```
    return new Runnable() {
```

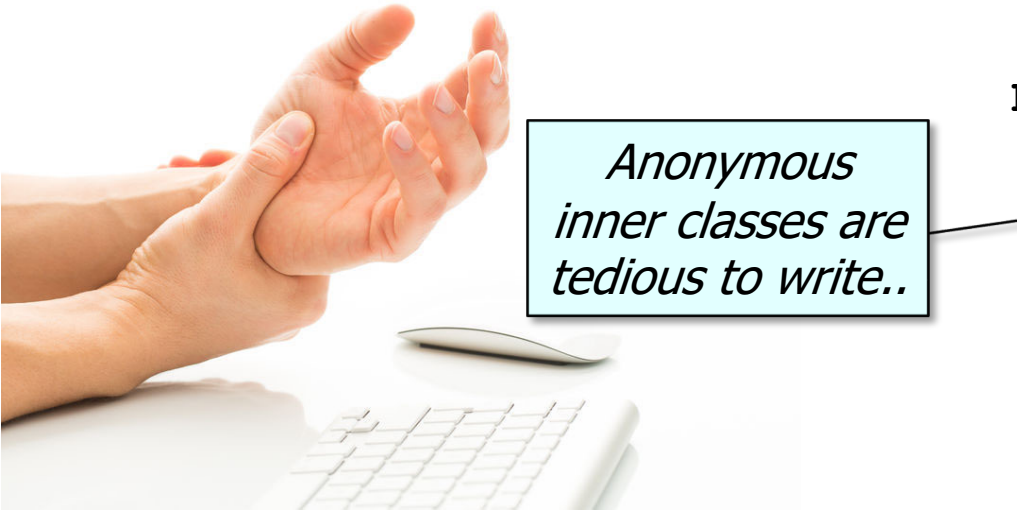
```
        public void run() {
```

```
            String e = mInput.get(i);
```

```
            processInput(e);
```

```
        }
```

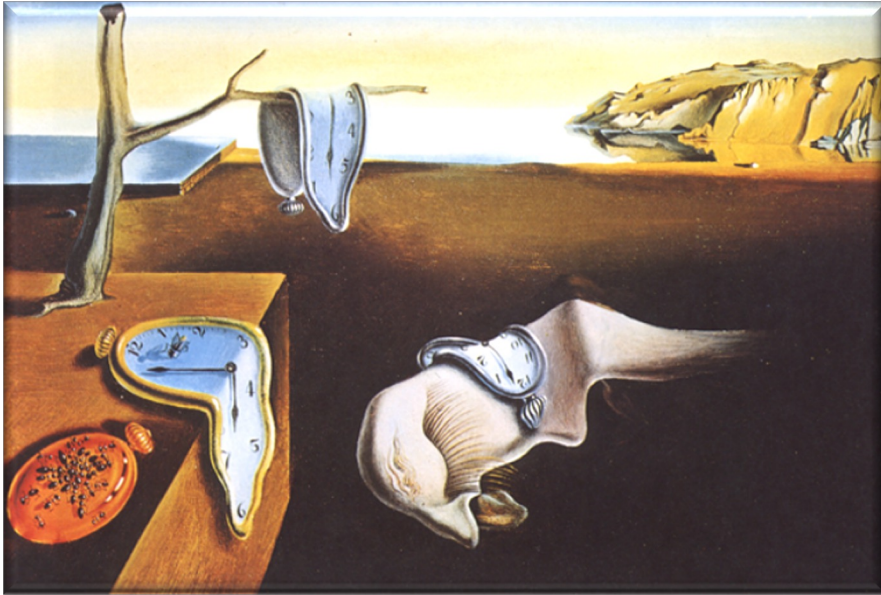
```
    ...
```



*Anonymous
inner classes are
tedious to write..*

Pros of the ThreadJoinTest Program

- The earlier Java object-oriented implementation required more syntax & used traditional for loops



```
for (int i = 0;
     i < mInput.size(); ++i) {
    Thread t = new Thread
        (makeTask(i));

    mWorkerThreads.add(t);
}

...

Runnable makeTask(int i) {
    return new Runnable() {
        public void run() {
            String e = mInput.get(i);
            processInput(e);
        }
    }
}

...
```

The object-oriented version was thus more tedious & error-prone to program..

Pros of the ThreadJoinTest Program

- In contrast, the Java functional programming implementation is more concise, extensible, & robust

```
<T, R> List<Thread> makeThreads
(List<T> inputList,
 Function<T, R> task) {
...
inputList.forEach(input ->
    workerThreads.add
        (new Thread(() -> task.apply(input))));
```

```
public void run() {
    var workerThreads =
        makeThreads
            (mInputList,
             this::processInput);

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

Pros of the ThreadJoinTest Program

- In contrast, the Java functional programming implementation is more concise, extensible, & robust
- e.g., Java features like `forEach()`, functional interfaces, method references, & lambda expressions

```
<T, R> List<Thread> makeThreads
(List<T> inputList,
 Function<T, R> task) {
    ...
    inputList.forEach(input ->
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```

```
public void run() {
    var workerThreads =
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```
<T, R> List<Thread> makeThreads  
  (List<T> inputList,  
   Function<T, R> task){  
  ...  
  inputList.forEach(input ->  
    workerThreads.add  
      (new Thread(() -> task.apply(input))));
```

```
public void run() {  
  var workerThreads =  
    makeThreads  
      (mInputList,  
       this::processInput);  
  
  workerThreads  
    .forEach(Thread::start);  
  ...
```

The `forEach()` method avoids "off-by-one" fence-post errors

See en.wikipedia.org/wiki/Off-by-one_error

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```
<T, R> List<Thread> makeThreads
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...
inputList.forEach(input ->
    workerThreads.add
        (new Thread(() -> task.apply(input))));
```

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

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

Functional interfaces, method references, & lambda expressions simplify behavior parameterization

See blog.indrek.io/articles/java-8-behavior-parameterization

Cons of the ThreadJoin Test Program

Cons of the ThreadJoinTest Program

- There are limitations with foundational Java functional programming features



These features are not all rainbows & unicorns!!

Cons of the ThreadJoinTest Program

- “Accidental complexity” still lurks in the functional programming version

Accidental complexities arise from limitations with software techniques, tools, & methods



See en.wikipedia.org/wiki/No_Silver_Bullet

Cons of the ThreadJoinTest Program

- “Accidental complexity” still lurks in the functional programming version, e.g.
 - Manually creating, starting, & joining Thread objects

You must remember to start each Thread!

REMEMBER

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

    workerThreads
        .forEach(Thread::start);

    workerThreads
        .forEach(thread -> {
            try { thread.join(); }
            catch(Exception e) {
                throw new
                    RuntimeException(e);
            }); ...
}
```

Cons of the ThreadJoinTest Program

- “Accidental complexity” still lurks in the functional programming version, e.g.
- Manually creating, starting, & joining Thread objects



VERBOSE

blah blah blah
blah blah blah
blah blah blah
blah blah blah
blah blah bla
blah blah blah

Note the verbosity of handling checked exceptions in modern Java programs..

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

    workerThreads
        .forEach(Thread::start);

    workerThreads
        .forEach(thread -> {
            try { thread.join(); }
            catch (Exception e) {
                throw new
                    RuntimeException(e);
            }
        }); ...
}
```

See codingjunkie.net/functional-interface-exceptions

Cons of the ThreadJoinTest Program

- “Accidental complexity” still lurks in the functional programming version, e.g.
 - Manually creating, starting, & joining Thread objects

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

A helper class can enable less verbose use of checked exceptions in Java functional programs, though there is some controversy about this type of "exception laundering"

See stackoverflow.com/a/27644392/3312330

Cons of the ThreadJoinTest Program

- “Accidental complexity” still lurks in the functional programming version, e.g.
 - Manually creating, starting, & joining Thread objects
 - One concurrency model supported
 - “thread-per-work” hard-codes the # of threads to # of input strings

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

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


















return workerThreads;
}
```

Cons of the ThreadJoinTest Program

- “Accidental complexity” still lurks in the functional programming version, e.g.
 - Manually creating, starting, & joining Thread objects
 - One concurrency model supported
- Not easily extensible without major changes to the code

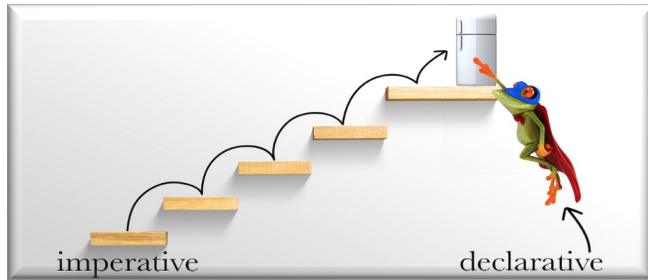


**Change is hard
but inevitable.**

| ThreadJoinTest | | |
|--|-------------------------------|--------------|
|   | <i>mInputList</i> | List<String> |
|   | <i>mPhrasesToFind</i> | List<String> |
|   | <i>sPHRASE_LIST_FILE</i> | String |
|   | <i>sSHAKESPEARE_DATA_FILE</i> | String |
|   | display(String) | void |
|  | getTitle(String) | String |
|   | main(String[]) | void |
|   | processInput(String) | Void? |
|   | run() | void |

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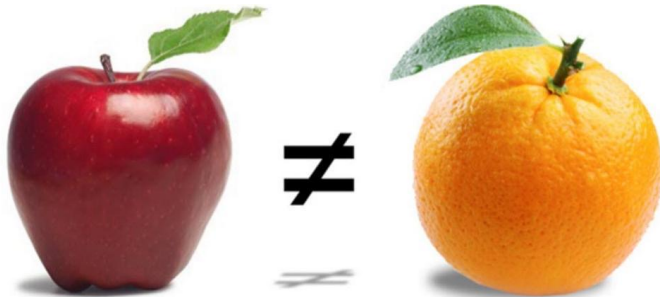


| ThreadJoinTest | | |
|----------------|---|--------------------------------------|
| f | 🔒 | <i>mInputList</i> List<String> |
| f | 🔒 | <i>mPhrasesToFind</i> List<String> |
| f | 🔒 | <i>sPHRASE_LIST_FILE</i> String |
| f | 🔒 | <i>sSHAKESPEARE_DATA_FILE</i> String |
| m | 🔒 | display(String) void |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

The ThreadJoinTest implementation is insufficiently declarative!

Cons of the ThreadJoinTest Program

- “Accidental complexity” still lurks in the functional programming version, e.g.
 - Manually creating, starting, & joining Thread objects
 - One concurrency model supported
 - Not easily extensible without major changes to the code



```
var workerThreads = makeThreads  
    (this::processInput) ;
```

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

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

*Concurrent implementation
vs. sequential implementation*

```
mInputList  
    .forEach (this::processInput) ;
```

The structure of the concurrent code is much different than the sequential code

Addressing the Cons of the ThreadJoinTest Program

Addressing the Cons of the ThreadJoinTest Program

- Solutions require more than foundational Java functional programming features

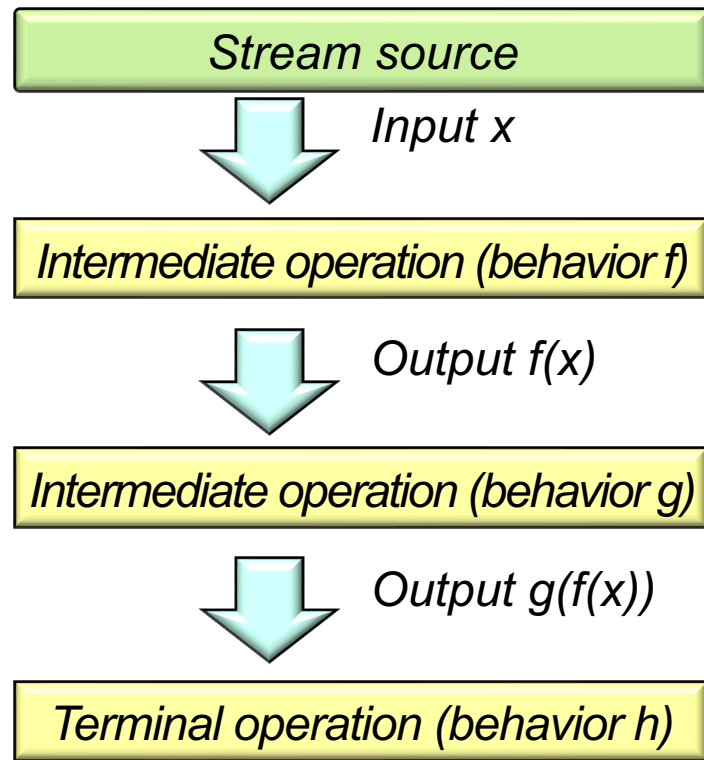


| ThreadJoinTest | | |
|----------------|------|--------------------------------------|
| f | lock | <i>mInputList</i> List<String> |
| f | lock | <i>mPhrasesToFind</i> List<String> |
| f | lock | <i>sPHRASE_LIST_FILE</i> String |
| f | lock | <i>sSHAKESPEARE_DATA_FILE</i> String |
| m | lock | <i>display(String)</i> void |
| m | lock | <i>getTitle(String)</i> String |
| m | lock | <i>main(String[])</i> void |
| m | lock | <i>processInput(String)</i> Void? |
| m | lock | <i>run()</i> void |

See www.youtube.com/watch?v=1OpAgZvYXLQ

Addressing the Cons of the ThreadJoinTest Program

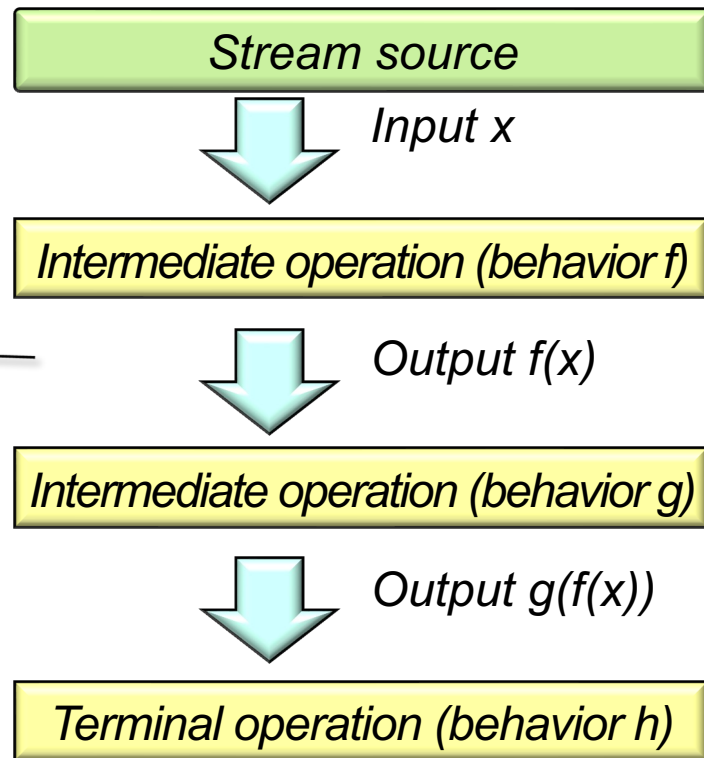
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Addressing the Cons of the ThreadJoinTest Program

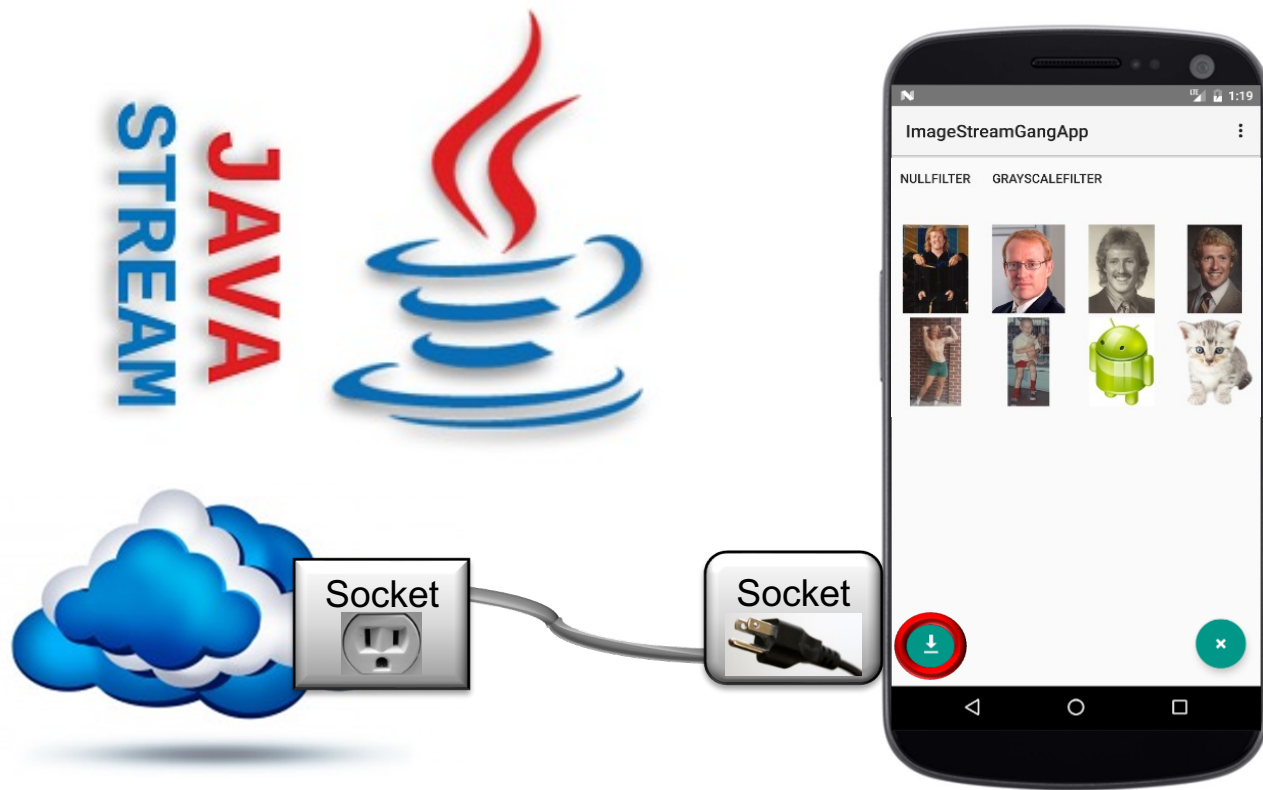
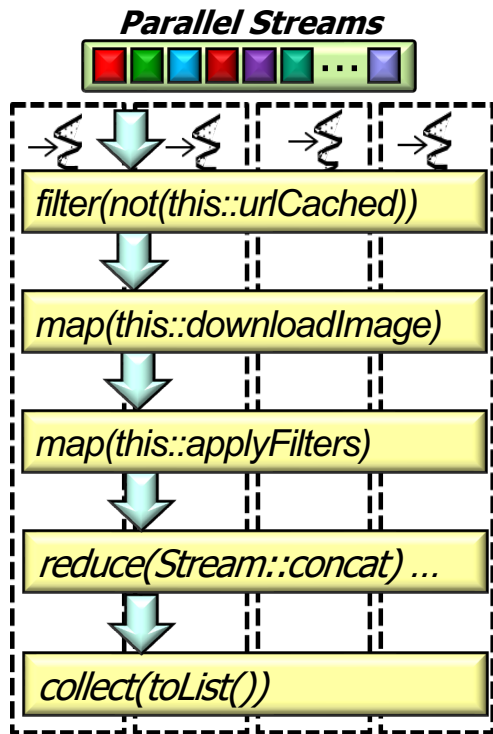
- Solutions require more than foundational Java functional programming features

Java Streams support functional-style operations on sequences of elements, such as map-reduce transformations, filtering, slicing, searching, matching, etc.



Addressing the Cons of the ThreadJoinTest Program

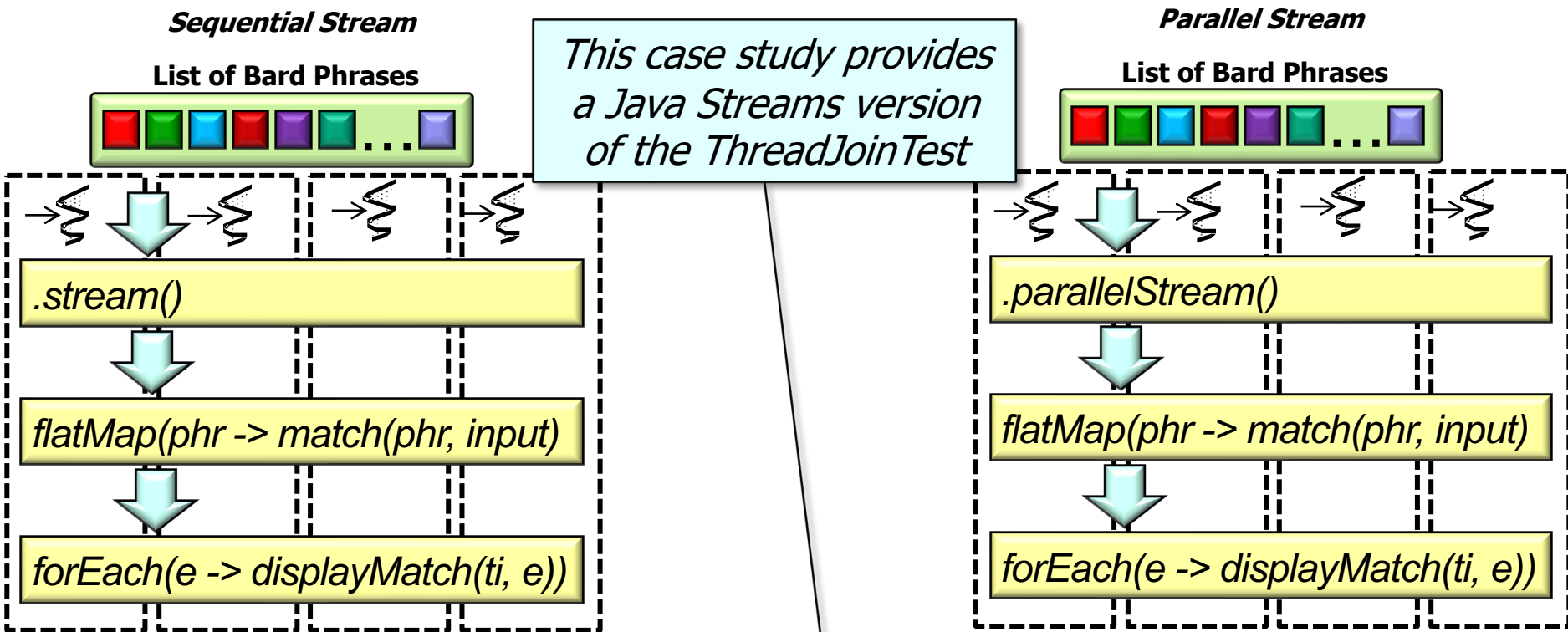
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Addressing the Cons of the ThreadJoinTest Program

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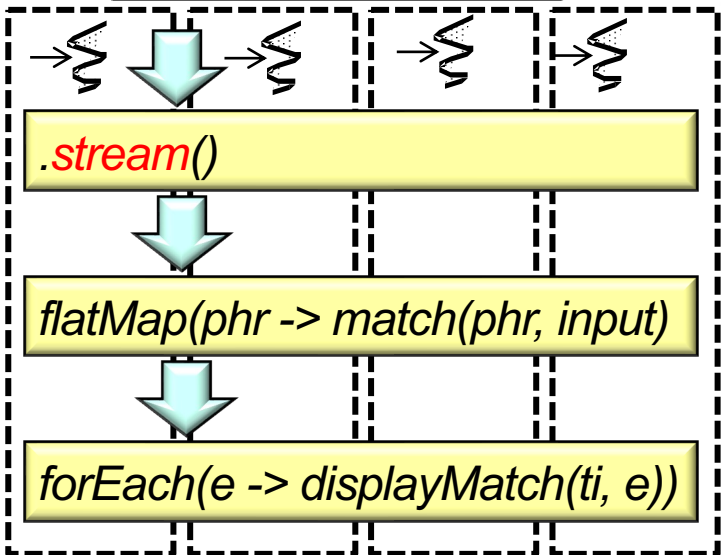
See github.com/douglasraigschmidt/ModernJava/tree/main/CS/BardStreamTest

Addressing the Cons of the ThreadJoinTest Program

- Solutions require more than foundational Java functional programming features

Sequential Stream

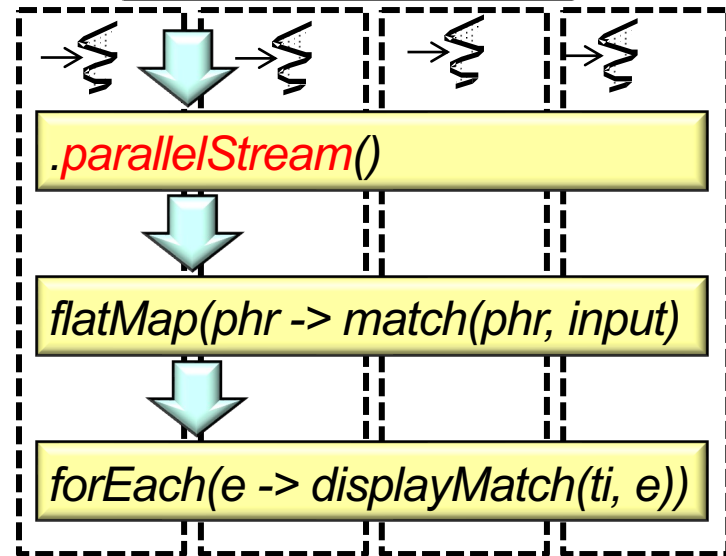
List of Bard Phrases



VS

Parallel Stream

List of Bard Phrases



The structure of the sequential code is nearly identical to the concurrent code

End of Evaluating the ThreadJoinTest Case Study