

Java 8 Parallel Stream Internals

(Part 2)

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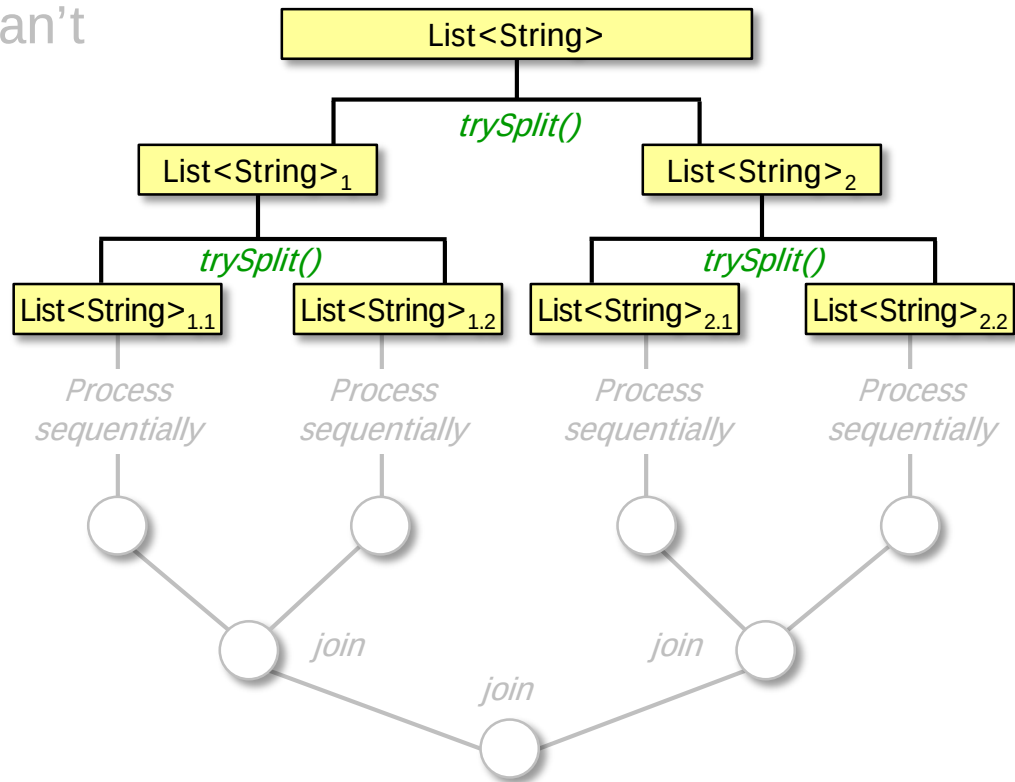
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Learning Objectives in this Part of the Lesson

- Understand parallel stream internals, e.g.
 - Know what can change & what can't
- Partition a parallel stream data source into “chunks”



Partitioning a Parallel Stream

Partitioning a Parallel Stream

- A “splittable iterator” (spliterator) partitions a Java 8 parallel stream into chunks

Interface `Spliterator<T>`

Type Parameters:

`T` - the type of elements returned by this `Spliterator`

All Known Subinterfaces:

`Spliterator.OfDouble`, `Spliterator.OfInt`, `Spliterator.OfLong`,
`Spliterator.OfPrimitive<T,T_CONS,T_SPLITER>`

All Known Implementing Classes:

`Spliterators.AbstractDoubleSpliterator`,
`Spliterators.AbstractIntSpliterator`,
`Spliterators.AbstractLongSpliterator`,
`Spliterators.AbstractSpliterator`

```
public interface Spliterator<T>
```

An object for traversing and partitioning elements of a source. The source of elements covered by a `Spliterator` could be, for example, an array, a `Collection`, an IO channel, or a generator function.

A `Spliterator` may traverse elements individually (`tryAdvance()`) or sequentially in bulk (`forEachRemaining()`).

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

Partitioning a Parallel Stream

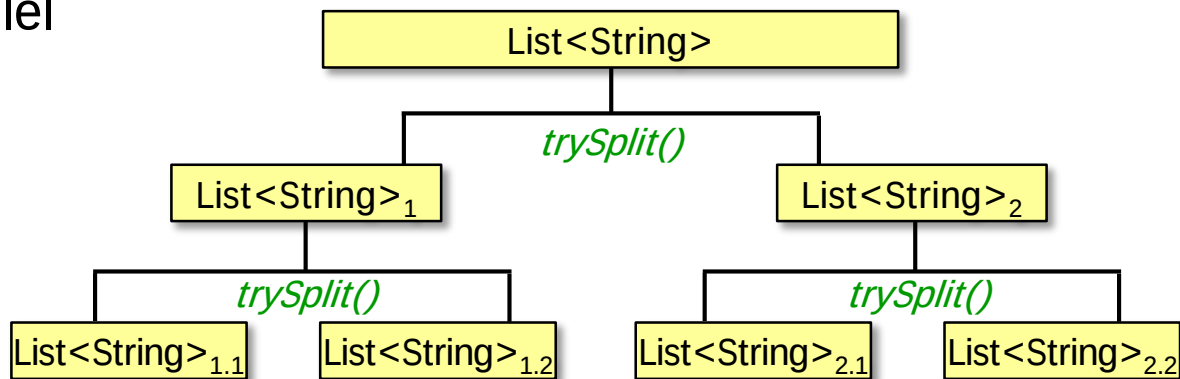
- We've shown how a spliterator can *traverse* elements in a source

```
List<String> quote = Arrays.asList  
    ("This ", "above ", "all- ",  
     "to ", "thine ", "own ",  
     "self ", "be ", "true", ",\n",  
     ...);  
  
for(Spliterator<String> s =  
    quote.spliterator();  
    s.tryAdvance(System.out::print)  
    != false;  
    )  
    continue;
```

See “*Overview of Java Streams (Part 3)*”

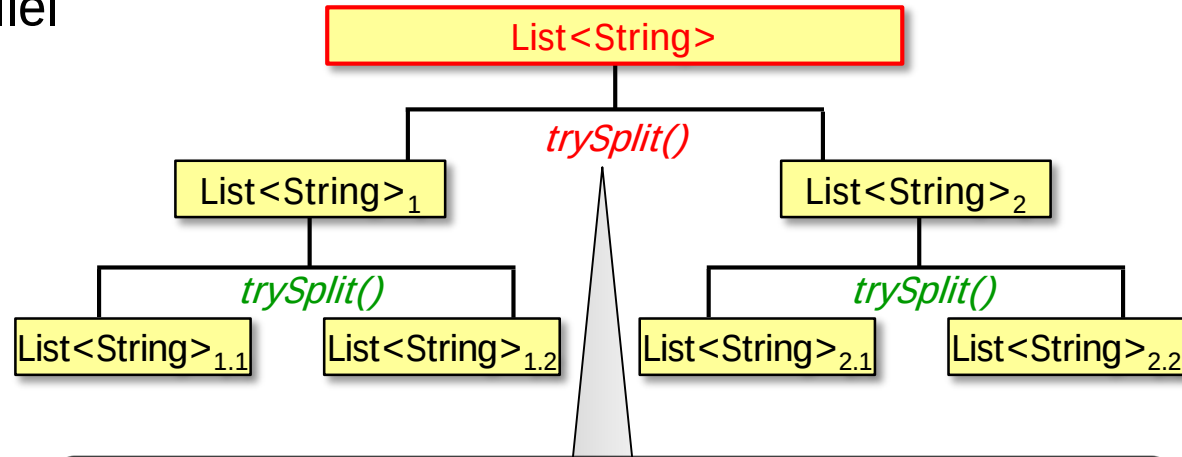
Partitioning a Parallel Stream

- We now outline how a parallel spliterator can *partition* all elements in a source



Partitioning a Parallel Stream

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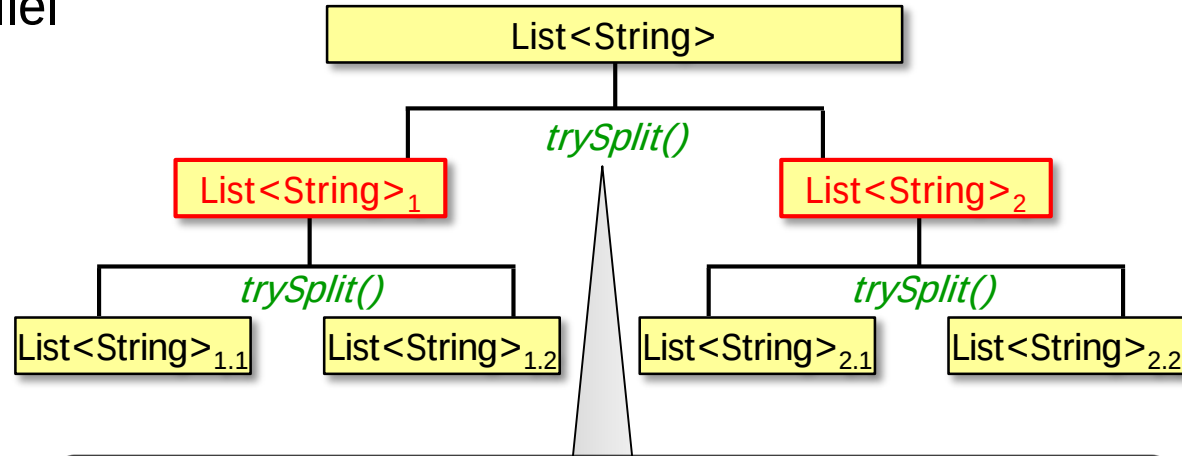


```
Spliterator<T> trySplit() {  
    if (input is below minimum size)  
        return null  
    else {  
        split input in 2 (even-sized) chunks  
        return a spliterator for "left chunk"  
    }  
}
```

The streams framework calls a spliterator's trySplit() method, not a user's app

Partitioning a Parallel Stream

- We now outline how a parallel spliterator can *partition* all elements in a source

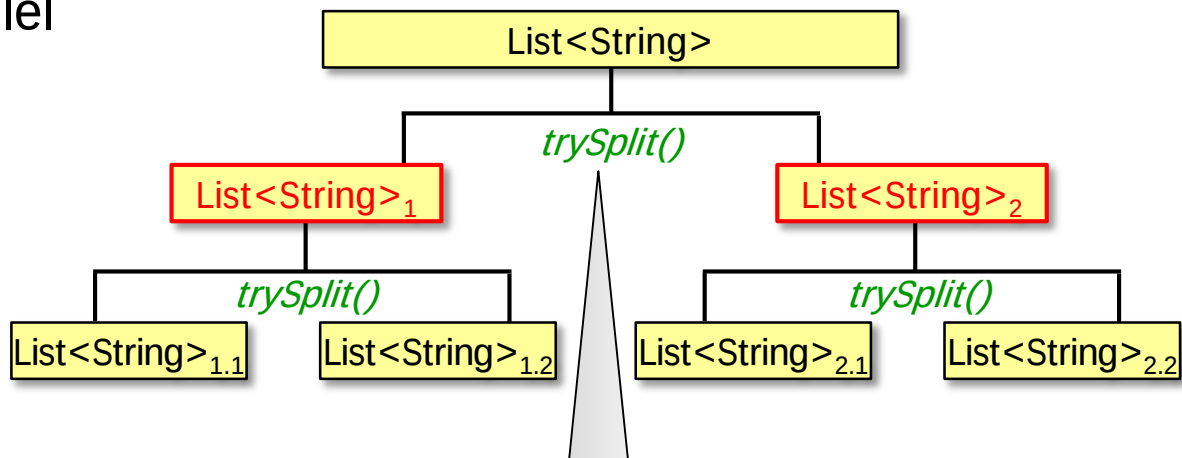


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Spliterator<T> trySplit() {  
    if (input is below minimum size)  
        return null  
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        split input in 2 (even-sized) chunks  
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}
```

`trySplit()` attempts to split the input evenly if it's not below the minimum size

Partitioning a Parallel Stream

- We now outline how a parallel spliterator can *partition* all elements in a source

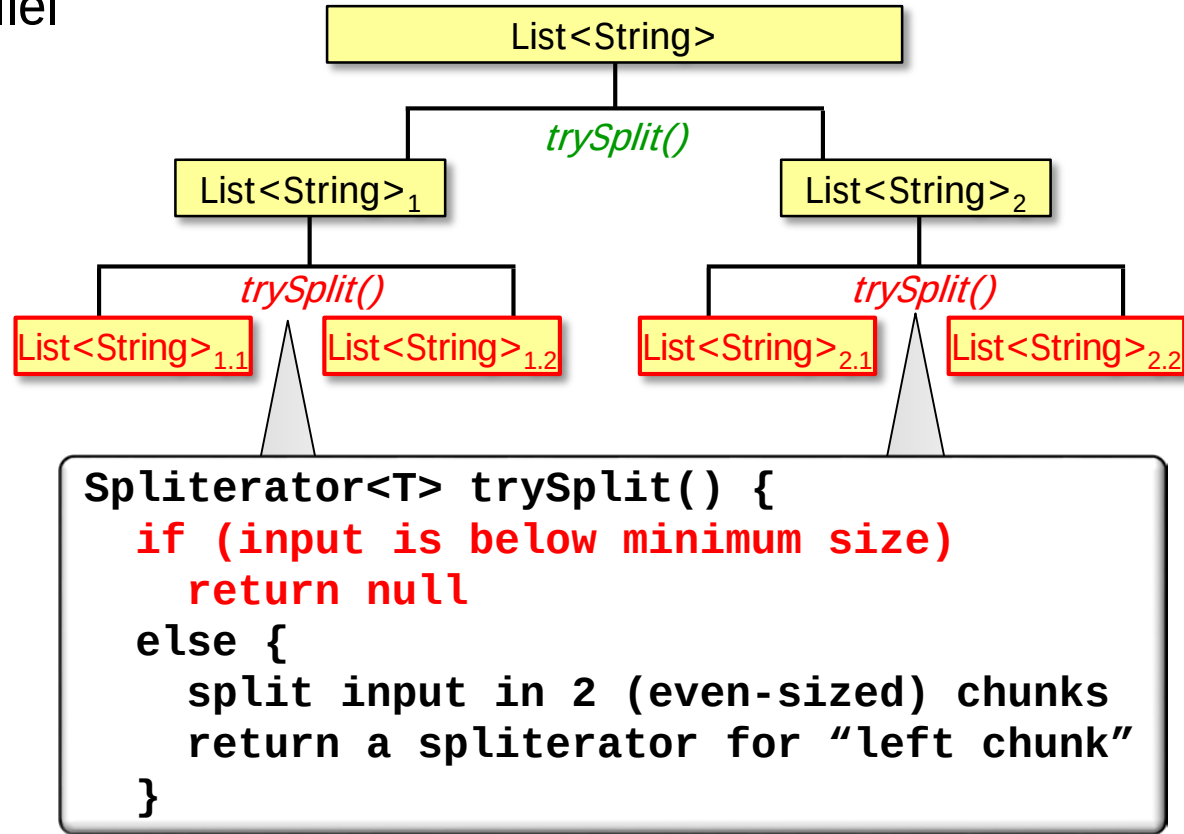


```
Spliterator<T> trySplit() {  
    if (input is below minimum size)  
        return null  
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    }  
}
```

A spliterator usually needs no synchronization nor does it need a “join” phase!

Partitioning a Parallel Stream

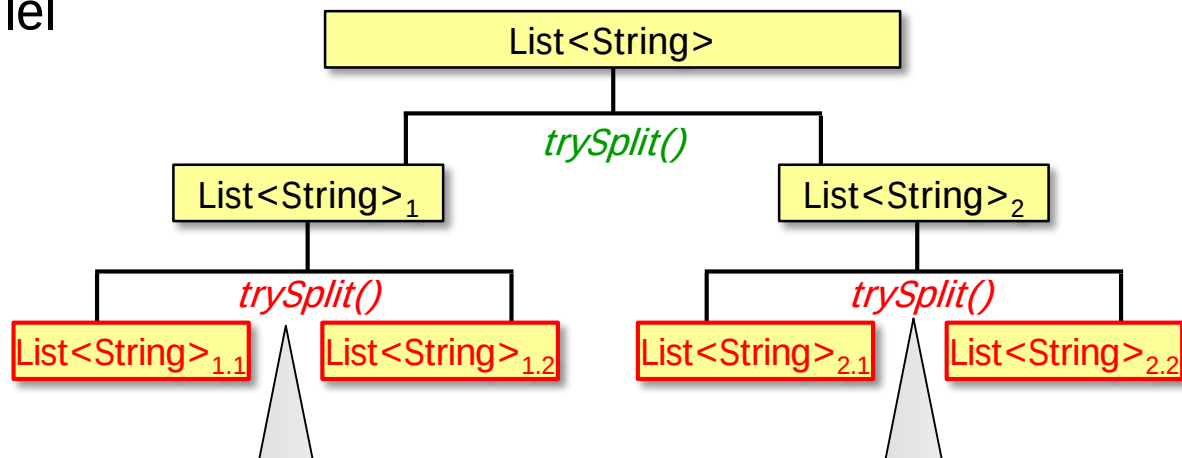
- We now outline how a parallel spliterator can *partition* all elements in a source



`trySplit()` is called recursively until all chunks are below the minimize size

Partitioning a Parallel Stream

- We now outline how a parallel spliterator can *partition* all elements in a source

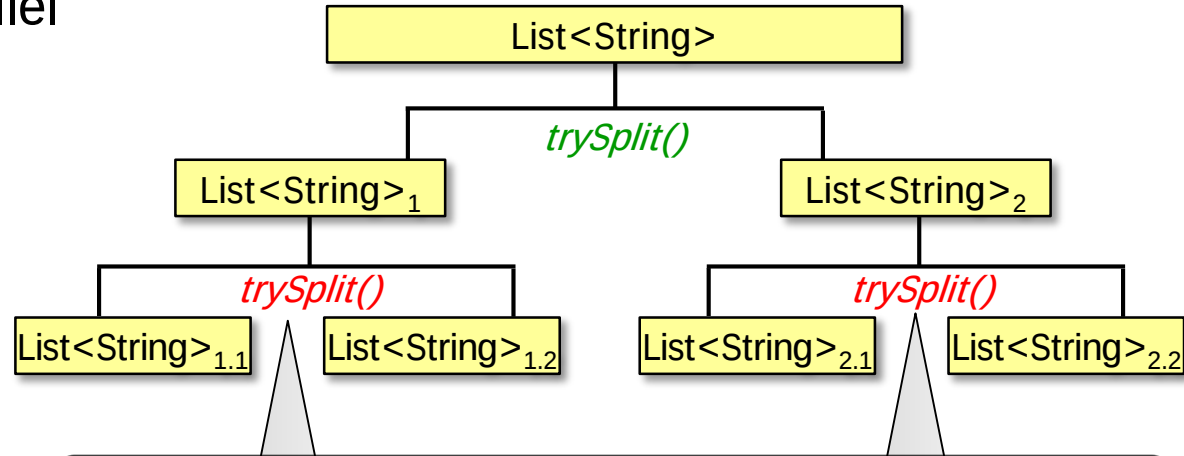


```
Spliterator<T> trySplit() {  
    if (input is below minimum size)  
        return null  
    else {  
        split input in 2 (even-sized) chunks  
        return a spliterator for "left chunk"  
    }  
}
```

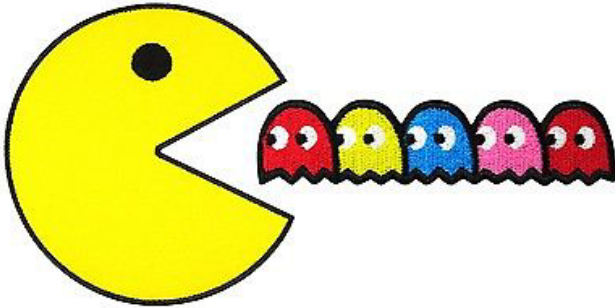
trySplit() is finished when a chunk is below the minimize size

Partitioning a Parallel Stream

- We now outline how a parallel spliterator can *partition* all elements in a source



```
Spliterator<T> trySplit() {  
    if (input is below minimum size)  
        return null  
    else {  
        split input in 2 (even-sized) chunks  
        return a spliterator for "left chunk"  
    }  
}
```



When null is returned the streams framework processes this chunk sequentially

Partitioning a Parallel Stream

- Some collections split evenly & efficiently, e.g., ArrayList

```
ArrayListSpliterator<E> trySplit() {  
    int hi = getFence(), lo = index, mid = (lo + hi) >>> 1;  
    // divide range in half unless too small  
    return lo >= mid ? null : new ArrayListSpliterator<E>  
        (list, lo, index = mid, ...);  
}
```

```
boolean tryAdvance(Consumer<? super E> action) {  
    ...  
    if (index < getFence()) {  
        action.accept((E) list.elementData[i]); ...  
        return true;  
    } return false;  
}
```

See openjdk/8u40-b25/java/util/ArrayList.java

Partitioning a Parallel Stream

- Other collections do *not* split evenly & efficiently, e.g., LinkedList

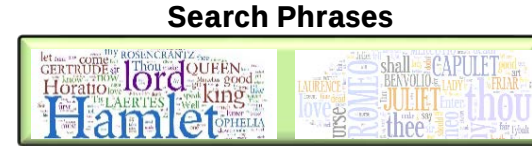
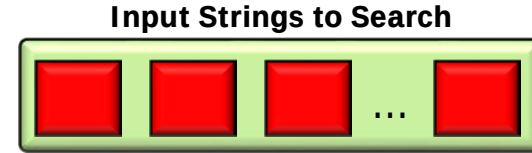
```
Spliterator<E> trySplit() { ...  
    int n = batch + BATCH_UNIT, j = 0; Object[] a = new Object[n];  
    do { a[j++] = p.item; }  
    while ((p = p.next) != null && j < n); ...  
    return Spliterators.spliterator(a, 0, j, Spliterator.ORDERED);  
}
```

```
boolean tryAdvance(Consumer<? super E> action) { ...  
    Node<E> p;  
    if (getEst() > 0 && (p = current) != null) {  
        --est; E e = p.item; current = p.next;  
        action.accept(e); return true;  
    } return false;  
}
```

See openjdk/8u40-b25/java/util/LinkedList.java

Partitioning a Parallel Stream

- We cover more parallel spliterator implementation details later



See “*Java 8 SearchWithParallelStream Example (Part 1)*”

End of Java 8 Parallel Stream Internals (Part 2)