

# Java 8 Parallel Stream Internals

## (Part 4)

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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"
  - Process chunks in parallel
- Configure the Java 8 parallel stream common fork-join pool

```
int desiredThreads = 8;  
System.setProperty  
("java.util.concurrent."  
 + "ForkJoinPool.common."  
 + "parallelism",  
desiredThreads);
```



# 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”
  - Process chunks in parallel
  - Configure the Java 8 parallel stream common fork-join pool
- Avoid pool starvation & improve performance w/ManagedBlocker

## 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.

---

# Configuring the Parallel Stream Common Fork-Join Pool

# Configuring the Parallel Stream Common Fork-Join Pool

- Java 8 parallel streams are intentionally designed with a limited # of “knobs” to configure their behavior



See [www.infoq.com/presentations/techniques-parallelism-java](http://www.infoq.com/presentations/techniques-parallelism-java)

# Configuring the Parallel Stream Common Fork-Join Pool

- In particular, the common fork-join pool optimizes resource utilization since it's aware of what cores are being used globally



See [dzone.com/articles/common-fork-join-pool-and-streams](https://dzone.com/articles/common-fork-join-pool-and-streams)

# Configuring the Parallel Stream Common Fork-Join Pool

- In particular, the common fork-join pool optimizes resource utilization since it's aware of what cores are being used globally
  - This “global” vs “local” resource management tradeoff is common in computing & other domains



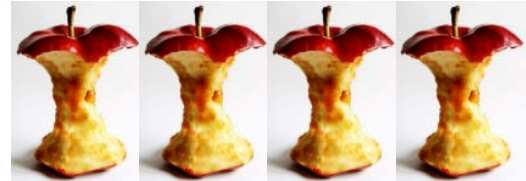
See [blog.tsia.com/blog/local-or-global-resource-management-which-model-is-better](http://blog.tsia.com/blog/local-or-global-resource-management-which-model-is-better)

# Configuring the Parallel Stream Common Fork-Join Pool

- By default the common ForkJoinPool has one less thread than the # of cores

```
System.out.println  
("The parallelism in the"  
+ "common fork-join pool is "  
+ ForkJoinPool  
  .getCommonPoolParallelism());
```

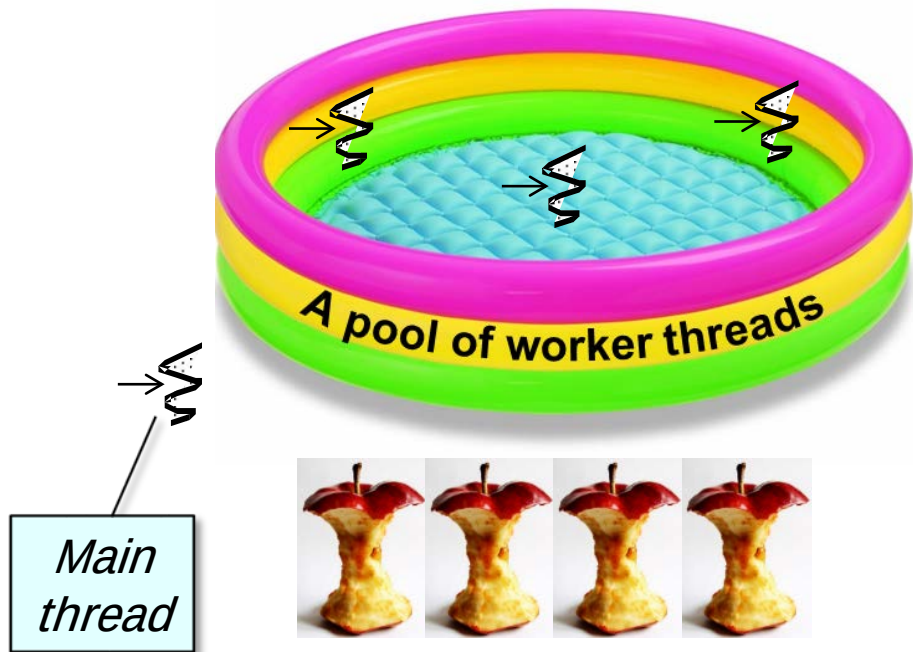
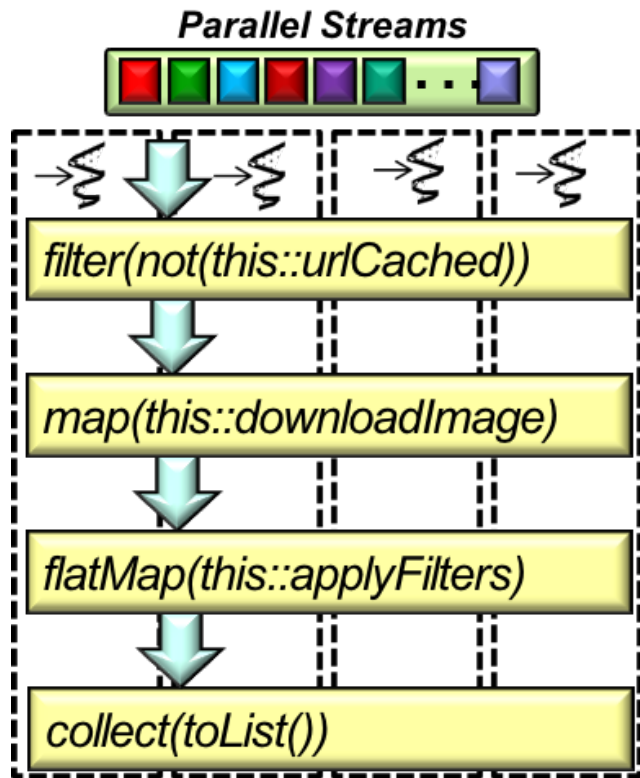
*e.g., returns 7 on my quad-core  
hyper-threaded processor*





# Configuring the Parallel Stream Common Fork-Join Pool

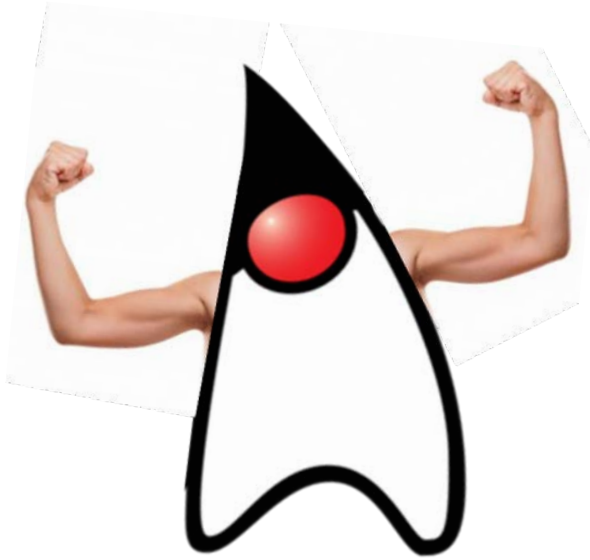
- By default the common ForkJoinPool has one less thread than the # of cores



A parallel stream can thus use all cores since it also uses the main thread

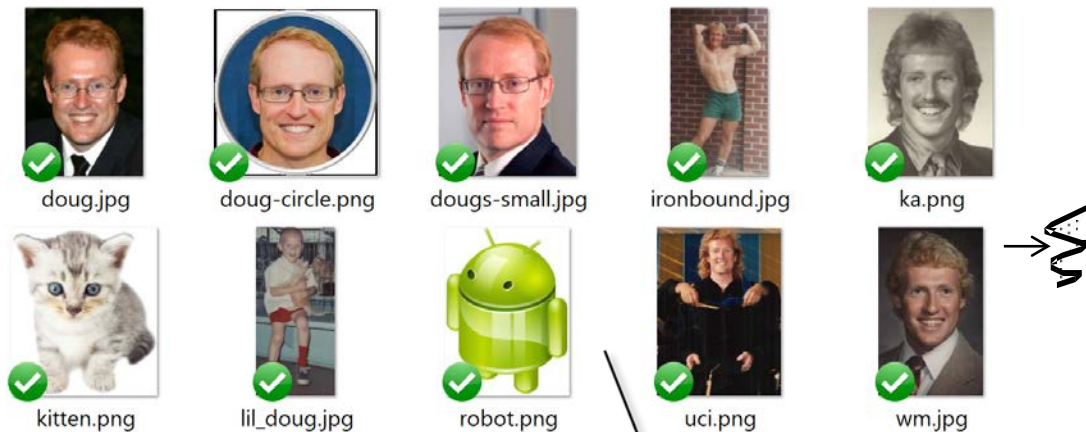
# Configuring the Parallel Stream Common Fork-Join Pool

- However, the default # of threads in the fork-join pool may be inadequate



# Configuring the Parallel Stream Common Fork-Join Pool

- However, the default # of threads in the fork-join pool may be inadequate
  - e.g., problems occur when blocking operations are used in a parallel stream



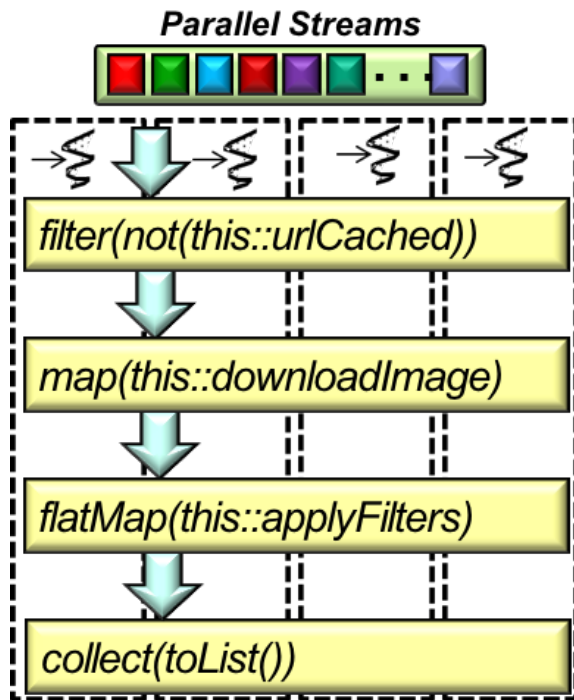
*e.g., downloading more images than # of cores*



These problems may range from underutilization of processor cores to deadlock..

# Configuring the Parallel Stream Common Fork-Join Pool

- The common pool size can be controlled programmatically



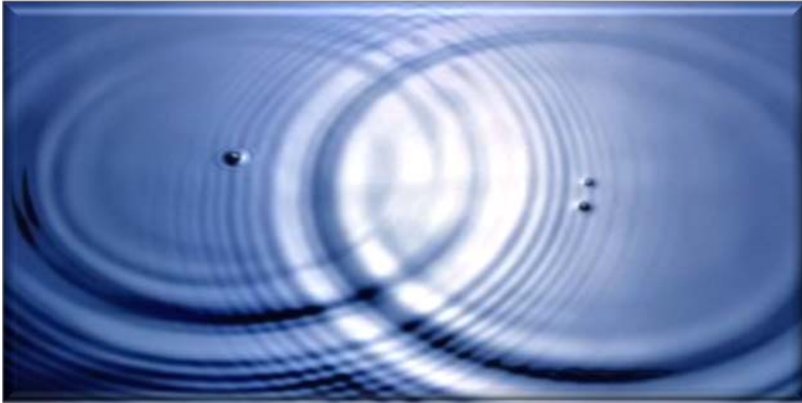
```
int numberOfDownloads = 10;  
System.setProperty  
    ("java.util.concurrent."  
     + "ForkJoinPool.common."  
     + "parallelism",  
     numberOfDownloads);
```



# Configuring the Parallel Stream Common Fork-Join Pool

- The common pool size can be controlled programmatically
- Setting this property affects all parallel streams in a process

```
int numberOfDownloads = 10;  
System.setProperty  
    ("java.util.concurrent."  
     + "ForkJoinPool.common."  
     + "parallelism",  
     numberOfDownloads);
```



It's hard to estimate the total # of threads to set in the common fork-join pool



# Configuring the Parallel Stream Common Fork-Join Pool

- The common pool size can be controlled programmatically
  - Setting this property affects all parallel streams in a process
- The ManagedBlocker class can be used to temporarily add worker threads to common fork-join pool



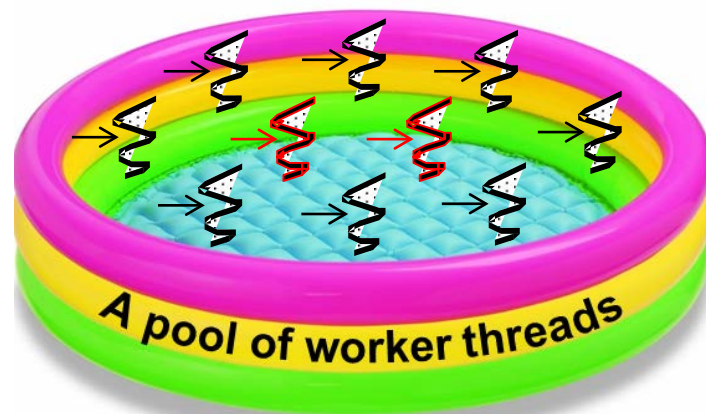
```
SupplierManagedBlocker<T> mb =  
    new SupplierManagedBlocker<>  
        (supplier);  
...  
ForkJoinPool.managedBlock(mb);  
...  
return mb.getResult();
```



# Configuring the Parallel Stream Common Fork-Join Pool

- The common pool size can be controlled programmatically
  - Setting this property affects all parallel streams in a process
- The ManagedBlocker class can be used to temporarily add worker threads to common fork-join pool
  - This is useful for behaviors that block on I/O and/or synchronizers

```
SupplierManagedBlocker<T> mb =  
    new SupplierManagedBlocker<>  
        (supplier);  
...  
ForkJoinPool.managedBlock(mb);  
...  
return mb.getResult();
```



---

# Overview of the ManagedBlocker Interface



# Overview of the ManagedBlocker Interface

- ManagedBlocker handles cases where more worker threads may be needed to ensure liveness/responsiveness



## 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.

# Overview of the ManagedBlocker Interface

- ManagedBlocker handles cases where more worker threads may be needed to ensure liveness/responsiveness
- e.g., to automatically/temporarily increase common fork/join pool size

## Interface ForkJoinPool.ManagedBlocker

Enclosing class:

ForkJoinPool

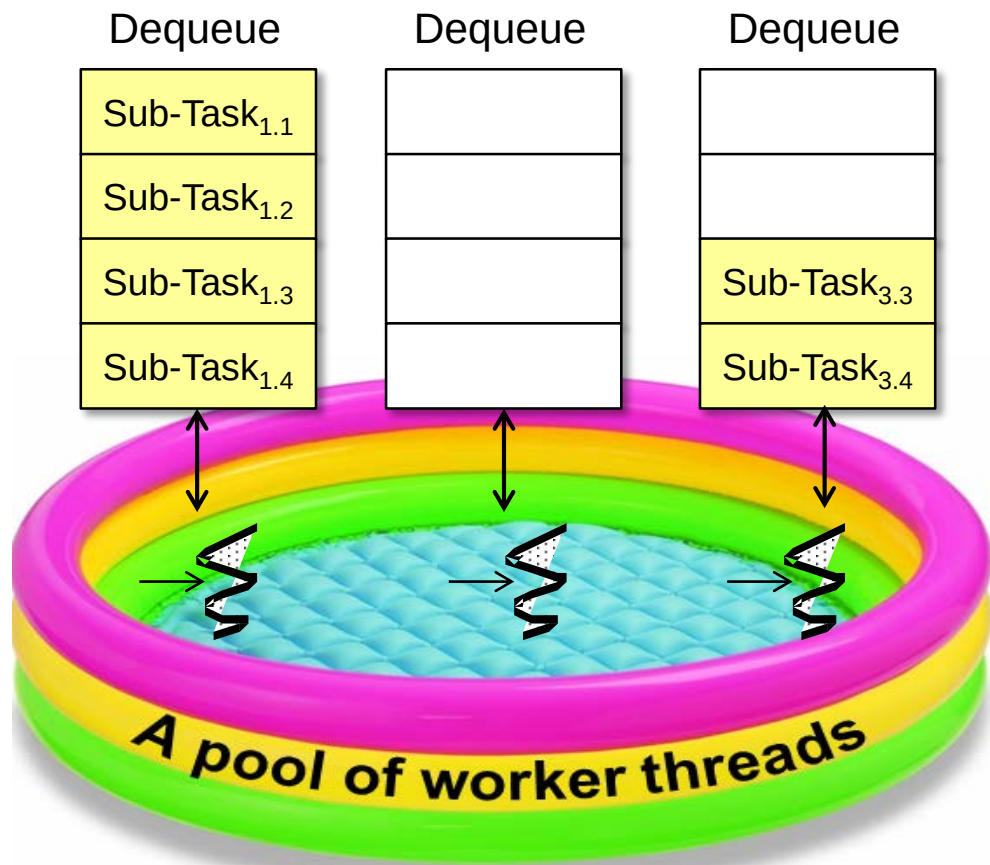
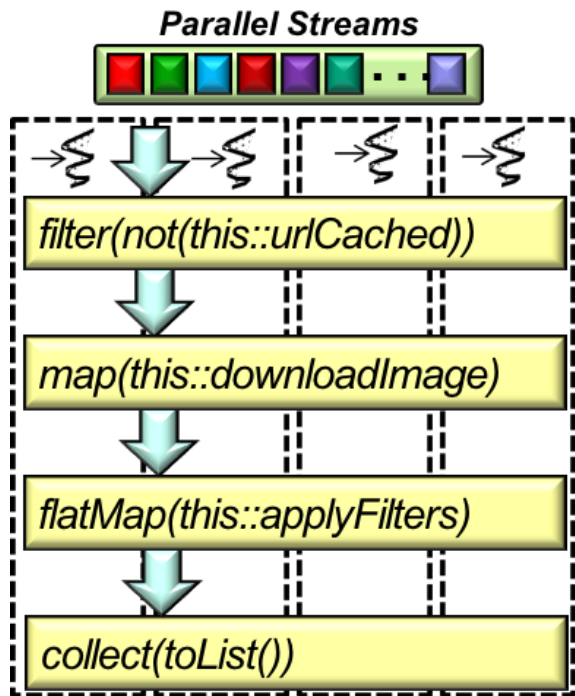
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Interface for extending managed parallelism for tasks running in ForkJoinPools.

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.

# Overview of the ManagedBlocker Interface

- ManagedBlocker can be used for both conventional fork-join & parallel stream use-cases



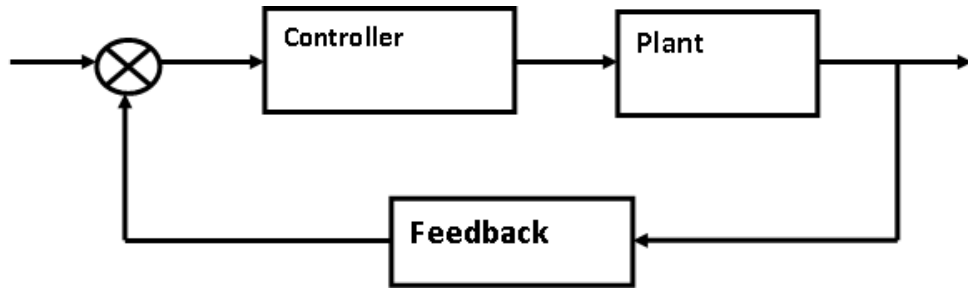
# Overview of the ManagedBlocker Interface

- ManagedBlocker can be used for both conventional fork-join & parallel stream use-cases
- ForkJoinPool reclaims threads during periods of non-use & reinstates them on later use



# Overview of the ManagedBlocker Interface

- ManagedBlocker can be used for both conventional fork-join & parallel stream use-cases
  - ForkJoinPool reclaims threads during periods of non-use & reinstates them on later use
  - ForkJoinPool also tries to create or activate threads to ensure the target parallelism level is met



# Overview of the ManagedBlocker Interface

---

- ManagedBlocker defines two methods

```
interface ManagedBlocker {  
    boolean isReleasable();  
  
    boolean block();  
}
```



# Overview of the ManagedBlocker Interface

---

- ManagedBlocker defines two methods
  - Returns true if blocking is unnecessary

```
interface ManagedBlocker {  
    boolean isReleasable();  
  
    boolean block();  
}
```



*e.g., was able to acquire  
a lock without blocking*

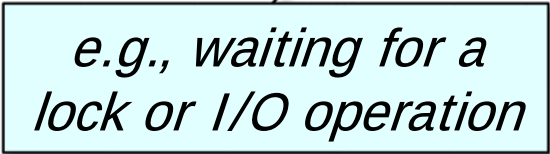


# Overview of the ManagedBlocker Interface

---

- ManagedBlocker defines two methods
  - Returns true if blocking is unnecessary
  - Possibly blocks the calling thread

```
interface ManagedBlocker {  
    boolean isReleasable();  
  
    boolean block();  
}
```



*e.g., waiting for a  
lock or I/O operation*

# Overview of the ManagedBlocker Interface

---

- ManagedBlocker defines two methods
  - Returns true if blocking is unnecessary
  - Possibly blocks the calling thread
    - Returns true if no additional blocking is necessary

```
interface ManagedBlocker {  
    boolean isReleasable();  
  
    boolean block();  
}
```



*i.e., if isReleasable()  
would return true*

---

# Applying the Managed Blocker Interface

# Applying the ManagedBlocker Interface

---

- The ForkJoinPool class uses a ManagedBlocker internally

```
class ForkJoinPool extends AbstractExecutorService {  
    ...  
    static void managedBlock(ManagedBlocker blocker) {  
        ...  
        while (!blocker.isReleasable()) {  
            if (p.tryCompensate(p.ctl)) {  
                ...  
                do {}  
                while (!blocker.isReleasable()  
                    && !blocker.block());  
                ...  
            }  
            ...  
        }  
        ...  
    }  
    ...  
}
```

---

See [openjdk/7-b147/java/util/concurrent/ForkJoinPool.java](https://openjdk/7-b147/java/util/concurrent/ForkJoinPool.java)

# Applying the ManagedBlocker Interface

- The ForkJoinPool class uses a ManagedBlocker internally

```
class ForkJoinPool extends AbstractExecutorService {  
    ...  
    static void managedBlock(ManagedBlocker blocker) {  
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        while (!blocker.isReleasable()) {  
            if (p.tryCompensate(p.ctl)) {  
                ...  
                do {}  
                while (!blocker.isReleasable()  
                    && !blocker.block());  
                ...  
            }  
            ...  
        }  
        ...  
    }  
    ...  
}
```

*This method activates a spare thread to ensure sufficient parallelism while calling thread is blocked*

See [openjdk/7-b147/java/util/concurrent/ForkJoinPool.java](https://openjdk/7-b147/java/util/concurrent/ForkJoinPool.java)

# Applying the ManagedBlocker Interface

- The ForkJoinPool class uses a ManagedBlocker internally

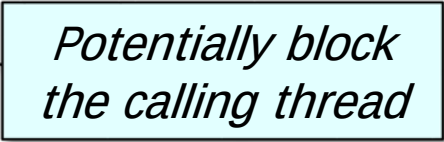
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        ...  
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            if (p.tryCompensate(p.ctl)) {  
                ...  
                do {}  
                while (!blocker.isReleasable()  
                    && !blocker.block());  
                ...  
            }  
            ...  
        }  
        ...  
    }  
    ...  
}
```

*If there aren't enough live threads, create or re-activate a spare thread to compensate for blocked joiners 'til they unblock*

# Applying the ManagedBlocker Interface

- The ForkJoinPool class uses a ManagedBlocker internally

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                ...  
                do {}  
                while (!blocker.isReleasable()  
                    && !blocker.block());  
                ...  
            }  
            ...  
        }  
        ...  
    }  
    ...  
}
```



*Potentially block  
the calling thread*



# Applying the ManagedBlocker Interface

- Here is a ManagedBlocker based on a ReentrantLock (from Java docs)

```
class ManagedLocker implements ManagedBlocker {
```

```
    final ReentrantLock mLock;
```

```
    boolean mHasLock = false;
```

*Handles a blocking  
synchronizer*

```
    ManagedLocker(ReentrantLock lock) { mLock = lock; }
```

```
    public boolean isReleasable()
```

```
    { return mHasLock || (mHasLock = mLock.tryLock()); }
```

```
    public boolean block() {
```

```
        if (!mHasLock)
```

```
            mLock.lock();
```

```
        return true;
```

```
    }
```

```
}
```

# Applying the ManagedBlocker Interface

- Here is a ManagedBlocker based on a ReentrantLock (from Java docs)

```
class ManagedLocker implements ManagedBlocker {
```

```
    final ReentrantLock mLock;
```

```
    boolean mHasLock = false;
```

*Constructor  
stores the lock*

```
ManagedLocker(ReentrantLock lock) { mLock = lock; }
```

```
public boolean isReleasable()
```

```
{ return mHasLock || (mHasLock = mLock.tryLock()); }
```

```
public boolean block() {
```

```
    if (!mHasLock)
```

```
        mLock.lock();
```

```
    return true;
```

```
}
```

```
}
```

# Applying the ManagedBlocker Interface

- Here is a ManagedBlocker based on a ReentrantLock (from Java docs)

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class ManagedLocker implements ManagedBlocker {  
    final ReentrantLock mLock;  
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    public boolean block() {  
        if (!mHasLock)  
            mLock.lock();  
        return true;  
    }  
}
```



*Tries to acquire the lock (non-blocking)*

# Applying the ManagedBlocker Interface

- Here is a ManagedBlocker based on a ReentrantLock (from Java docs)

```
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    final ReentrantLock mLock;  
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    public boolean isReleasable()  
    { return mHasLock || (mHasLock = mLock.tryLock()); }  
  
    public boolean block() {  
        if (!mHasLock)  
            mLock.lock();  
        return true;  
    }  
}
```

*Performs a blocking  
lock operation*

# Applying the ManagedBlocker Interface

- This class possibly blocks waiting for an item on a queue (from Java docs)

```
class QueueTaker<E> implements ManagedBlocker {
```

```
    final BlockingQueue<E> mQueue;
```

```
    volatile E mItem = null;
```

*Handles a blocking queue*

```
    QueueTaker(BlockingQueue<E> q) { mQueue = q; }
```

```
    public boolean isReleasable()
```

```
    { return mItem != null || (mItem = mQueue.poll()) != null; }
```

```
    public boolean block() throws InterruptedException
```

```
    { if (mItem == null) mItem = mQueue.take(); return true; }
```

```
    public E getItem()
```

```
    { return mItem; }
```

```
}
```

# Applying the ManagedBlocker Interface

- This class possibly blocks waiting for an item on a queue (from Java docs)

```
class QueueTaker<E> implements ManagedBlocker {
```

```
    final BlockingQueue<E> mQueue;
```

```
    volatile E mItem = null;
```

*The blocking queue*



```
    QueueTaker(BlockingQueue<E> q) { mQueue = q; }
```

```
    public boolean isReleasable()
```

```
    { return mItem != null || (mItem = mQueue.poll()) != null; }
```

```
    public boolean block() throws InterruptedException
```

```
    { if (mItem == null) mItem = mQueue.take(); return true; }
```

```
    public E getItem()
```

```
    { return mItem; }
```

```
}
```

# Applying the ManagedBlocker Interface

- This class possibly blocks waiting for an item on a queue (from Java docs)

```
class QueueTaker<E> implements ManagedBlocker {
```

```
    final BlockingQueue<E> mQueue;
```

```
    volatile E mItem = null;
```

```
    QueueTaker(BlockingQueue<E> q) { mQueue = q; }
```

```
    public boolean isReleasable()
```

*Try to get an item (non-blocking)*

```
    { return mItem != null || (mItem = mQueue.poll()) != null; }
```

```
    public boolean block() throws InterruptedException
```

```
    { if (mItem == null) mItem = mQueue.take(); return true; }
```

```
    public E getItem()
```

```
    { return mItem; }
```

```
}
```

# Applying the ManagedBlocker Interface

- This class possibly blocks waiting for an item on a queue (from Java docs)

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    final BlockingQueue<E> mQueue;  
    volatile E mItem = null;  
  
    QueueTaker(BlockingQueue<E> q) { mQueue = q; }  
  
    public boolean isReleasable()  
    { return mItem != null || (mItem = mQueue.poll()) != null; }  
  
    public boolean block() throws InterruptedException  
    { if (mItem == null) mItem = mQueue.take(); return true; }  
  
    public E getItem()  
    { return mItem; }  
}
```



*Block until an item is available*



# Applying the ManagedBlocker Interface

- This class possibly blocks waiting for an item on a queue (from Java docs)

```
class QueueTaker<E> implements ManagedBlocker {  
    final BlockingQueue<E> mQueue;  
    volatile E mItem = null;  
  
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    { return mItem != null || (mItem = mQueue.poll()) != null; }  
  
    public boolean block() throws InterruptedException  
    { if (mItem == null) mItem = mQueue.take(); return true; }  
  
    public E getItem()  
    { return mItem; }  
}
```



*Call after pool.managedBlock() completes*

---

# Using ManagedBlocker via the BlockingTask Class

# Using ManagedBlocker via the BlockingTask Class

- BlockingTask integrates blocking Suppliers with the common fork/join pool

```
public class BlockingTask {  
    ...  
    public static<T> T callInManagedBlocker(Supplier<T> supplier){  
  
        SupplierManagedBlocker<T> managedBlocker =  
            new SupplierManagedBlocker<T>(supplier);  
        ...  
        ForkJoinPool.managedBlock(managedBlocker);  
        ...  
        return managedBlocker.getResult();  
    }  
    ...  
}
```

# Using ManagedBlocker via the BlockingTask Class

- BlockingTask integrates blocking Suppliers with the common fork/join pool

```
public class BlockingTask {
```

```
...
```

```
public static<T> T callInManagedBlocker(Supplier<T> supplier){
```

*Enables the use of blocking Suppliers with the common Java fork/join thread pool*

```
    SupplierManagedBlocker<T> managedBlocker =  
        new SupplierManagedBlocker<T>(supplier);
```

```
...
```

```
ForkJoinPool.managedBlock(managedBlocker);
```

```
...
```

```
return managedBlocker.getResult();
```

```
}
```

```
...
```

See [stackoverflow.com/q/37512662](https://stackoverflow.com/q/37512662) for pros & cons of this approach

# Using ManagedBlocker via the BlockingTask Class

- BlockingTask integrates blocking Suppliers with the common fork/join pool

```
public class BlockingTask {
```

```
...
```

```
public static<T> T callInManagedBlocker(Supplier<T> supplier){
```

*Create a helper object to encapsulate the supplier*

```
    SupplierManagedBlocker<T> managedBlocker =  
        new SupplierManagedBlocker<T>(supplier);
```

```
    ...
```

```
    ForkJoinPool.managedBlock(managedBlocker);
```

```
    ...
```

```
    return managedBlocker.getResult();
```

```
}
```

```
...
```

# Using ManagedBlocker via the BlockingTask Class

- BlockingTask integrates blocking Suppliers with the common fork/join pool

```
public class BlockingTask {
```

```
...
```

```
public static<T> T callInManagedBlocker(Supplier<T> supplier){
```

```
    SupplierManagedBlocker<T> managedBlocker =  
        new SupplierManagedBlocker<T>(supplier);
```

```
...
```

```
ForkJoinPool.managedBlock(managedBlocker);
```

```
...
```

```
return managedBlocker.getResult();
```

```
}
```

```
...
```

*Submit managedBlock to common ForkJoin thread pool*

# Using ManagedBlocker via the BlockingTask Class

- BlockingTask integrates blocking Suppliers with the common fork/join pool

```
public class BlockingTask {
```

```
...
```

```
public static<T> T callInManagedBlocker(Supplier<T> supplier){
```

```
    SupplierManagedBlocker<T> managedBlocker =  
        new SupplierManagedBlocker<T>(supplier);
```

```
...
```

```
ForkJoinPool.managedBlock(managedBlocker);
```

```
...
```

```
return managedBlocker.getResult();
```

```
}
```

```
...
```



*Return the result of the blocking call*

# Using ManagedBlocker via the BlockingTask Class

- BlockingTask integrates blocking Suppliers with the common fork/join pool

```
public class BlockingTask {
```

```
...
```

```
private static class SupplierManagedBlocker<T>  
    implements ForkJoinPool.ManagedBlocker {
```

```
    /** The blocking supplier. */
```

```
    private final Supplier<T> mSupplier;
```

```
    /** Keeps track of whether blocking supplier is done. */
```

```
    private boolean mDone = false;
```

```
    /** Result obtained from supplier. */
```

```
    private T mResult;
```

*Blocking Supplier work  
w/common fork/join pool*

```
    /** Constructor initializes the field. */
```

```
    private SupplierManagedBlocker(final Supplier supplier)
```

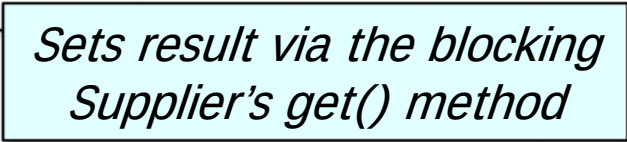
```
    { mSupplier = supplier; } ...
```



# Using ManagedBlocker via the BlockingTask Class

- BlockingTask integrates blocking Suppliers with the common fork/join pool

```
public class BlockingTask {  
    ...  
    private static class SupplierManagedBlocker<T>  
        implements ForkJoinPool.ManagedBlocker {  
        ...  
        public boolean block()  
        { mResult = mSupplier.get(); mDone = true; return true; }  
  
        public boolean isReleasable()  
        { return mDone; }  
  
        public T getResult()  
        { return mResult; }  
    }  
}
```



*Sets result via the blocking  
Supplier's get() method*

# Using ManagedBlocker via the BlockingTask Class

- BlockingTask integrates blocking Suppliers with the common fork/join pool

```
public class BlockingTask {  
    ...  
    private static class SupplierManagedBlocker<T>  
        implements ForkJoinPool.ManagedBlocker {  
        ...  
        public boolean block()  
        { mResult = mSupplier.get(); mDone = true; return true; }  
  
        public boolean isReleasable()  
        { return mDone; }  
  
        public T getResult()  
        { return mResult; }  
    }  
}
```

*True if blocking supplier  
has finished, else false*

# Using ManagedBlocker via the BlockingTask Class

- BlockingTask integrates blocking Suppliers with the common fork/join pool

```
public class BlockingTask {
```

```
...
```

```
    private static class SupplierManagedBlocker<T>  
        implements ForkJoinPool.ManagedBlocker {
```

```
        ...
```

```
        public boolean block()
```

```
        { mResult = mSupplier.get(); mDone = true; return true; }
```

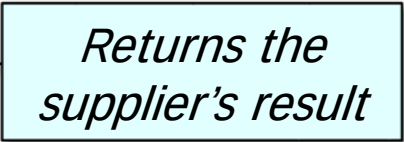
```
        public boolean isReleasable()
```

```
        { return mDone; }
```

```
        public T getResult()
```

```
        { return mResult; }
```

```
    }
```



*Returns the  
supplier's result*

# Using ManagedBlocker via the BlockingTask Class

---

- This app uses BlockingTask to ensure there are enough threads in the common thread pool

```
Image blockingDownload(URL url) {  
    return BlockingTask  
        .callInManagedBlocker  
            (() -> loadImage(url));  
}
```

# Using ManagedBlocker via the BlockingTask Class

- This app uses BlockingTask to ensure there are enough threads in the common thread pool

```
Image blockingDownload(URL url) {  
    return BlockingTask  
        .callInManagedBlocker  
        (() -> loadImage(url));  
}
```

*Transform a URL to an Image by  
downloading each image via its URL*

# Using ManagedBlocker via the BlockingTask Class

- This app uses BlockingTask to ensure there are enough threads in the common thread pool

```
Image blockingDownload(URL url) {  
    return BlockingTask  
        .callInManagedBlocker  
            (() -> downloadImage(url));  
}
```



*This call ensures the common fork/join thread pool is expanded to handle the blocking image download*

# Using ManagedBlocker via the BlockingTask Class

- This app uses BlockingTask to ensure there are enough threads in the common thread pool

```
Image blockingDownload(URL url) {  
    return BlockingTask  
        .callInManagedBlocker  
            (() -> downloadImage(url));  
}
```



Extra threads in the common fork-join pool are automatically terminated later

---

# End of Java 8 Parallel Stream Internals (Part 4)