### Android Concurrency Frameworks: Motivation



Douglas C. Schmidt

<u>d.schmidt@vanderbilt.edu</u>

www.dre.vanderbilt.edu/~schmidt

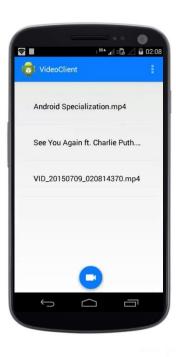
Institute for Software Integrated Systems Vanderbilt University Nashville, Tennessee, USA

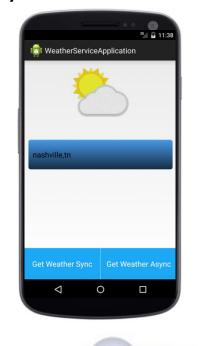


#### Learning Objectives in this Part of the Lesson

Know the motivations for Android concurrency & its concurrency frameworks



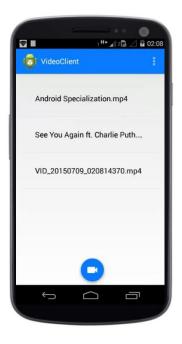








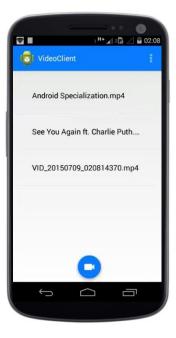
 Many Android apps require and/or benefit from concurrency

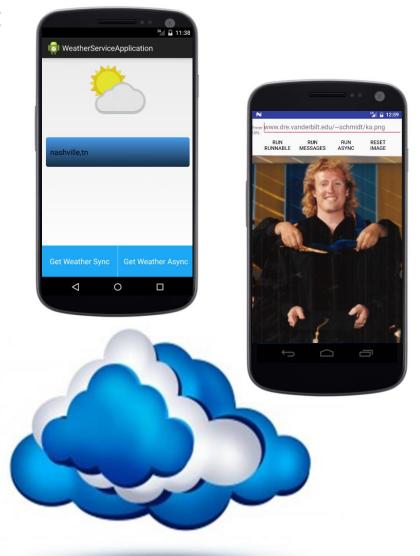






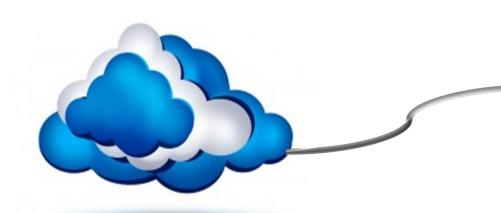
- Many Android apps require and/or benefit from concurrency
  - These apps perform long-duration operations and/or access remote resources in the background

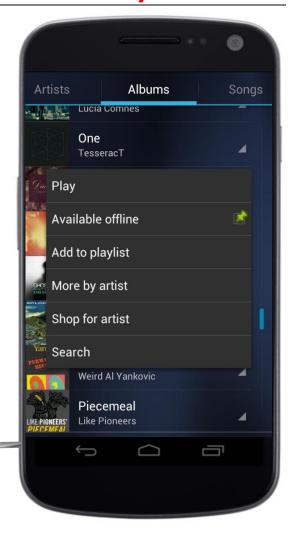




Often (but not always), apps interact with servers that reside in the cloud

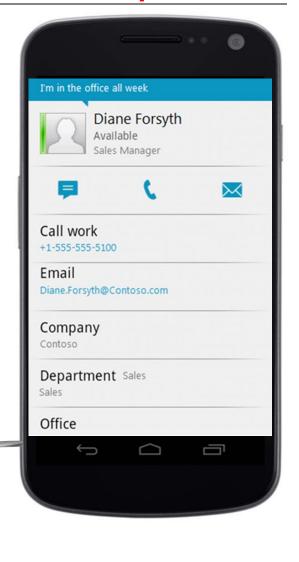
- Many Android apps require and/or benefit from concurrency
  - These apps perform long-duration operations and/or access remote resources in the background, e.g.
    - Play multimedia content on a device
      - e.g., music or videos





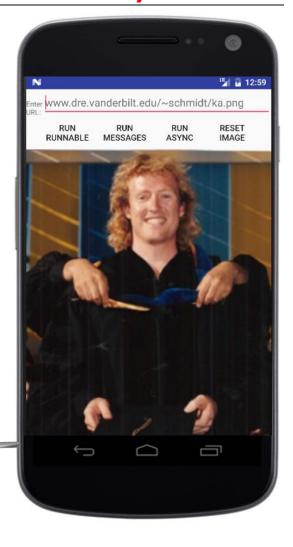
- Many Android apps require and/or benefit from concurrency
  - These apps perform long-duration operations and/or access remote resources in the background, e.g.
    - Play multimedia content on a device
    - Synchronize contents of phone databases with cloud servers
      - e.g., email, contacts, calendar, MMS/SMS, etc.





- Many Android apps require and/or benefit from concurrency
  - These apps perform long-duration operations and/or access remote resources in the background, e.g.
    - Play multimedia content on a device
    - Synchronize contents of phone databases with cloud servers
    - Download & store images

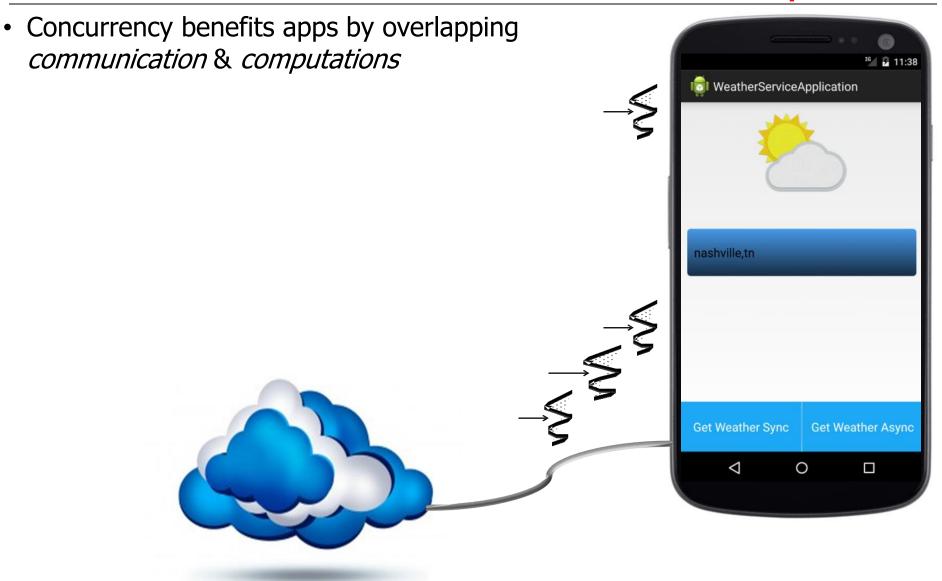




- Many Android apps require and/or benefit from concurrency
  - These apps perform long-duration operations and/or access remote resources in the background, e.g.
    - Play multimedia content on a device
    - Synchronize contents of phone databases with cloud servers
    - Download & store images
    - Access web services







See earlier lessons on "Motivation for Concurrency"

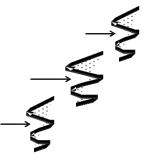
- Concurrency benefits apps by overlapping communication & computations, e.g.
  - Increase performance via multi-core parallelism

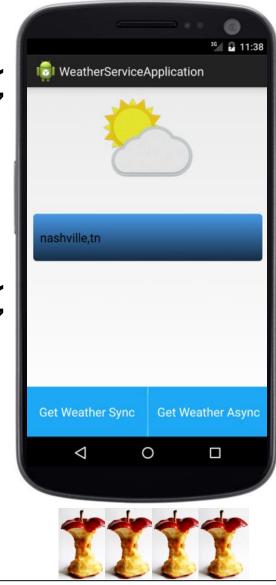


See <u>developer.qualcomm.com/blog/multi-threading</u> -android-apps-multi-core-processors-part-1-2

- Concurrency benefits apps by overlapping communication & computations, e.g.
  - Increase performance via multi-core parallelism
  - Improve responsiveness by running longduration operations in background thread(s)

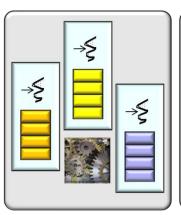




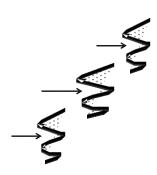


See developer.android.com/training/articles/perf-anr.html

- Concurrency benefits apps by overlapping communication & computations, e.g.
  - Increase performance via multi-core parallelism
  - Improve responsiveness by running longduration operations in background thread(s)
  - Simplify program structure by allowing threads to block synchronously











- Concurrency benefits apps by overlapping communication & computations, e.g.
  - Increase performance via multi-core parallelism
  - Improve responsiveness by running longduration operations in background thread(s)
  - Simplify program structure by allowing threads to block synchronously
    - Can yield more natural control flow & collaboration within an app





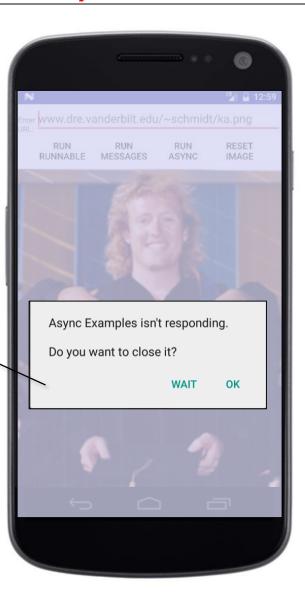
 Android's concurrency frameworks also address design constraints



See <u>developer.android.com/guide/components/</u> <u>processes-and-threads.html#Threads</u>

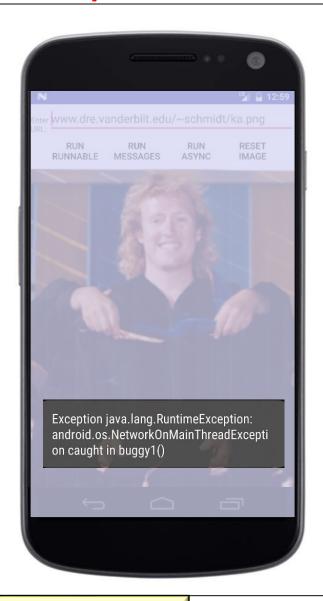
- Android's concurrency frameworks also address design constraints, e.g.
  - "ANR" dialog is generated if the UI thread blocks too long

The UI thread can't block for more than several seconds, so it can't be used for long-duration operations

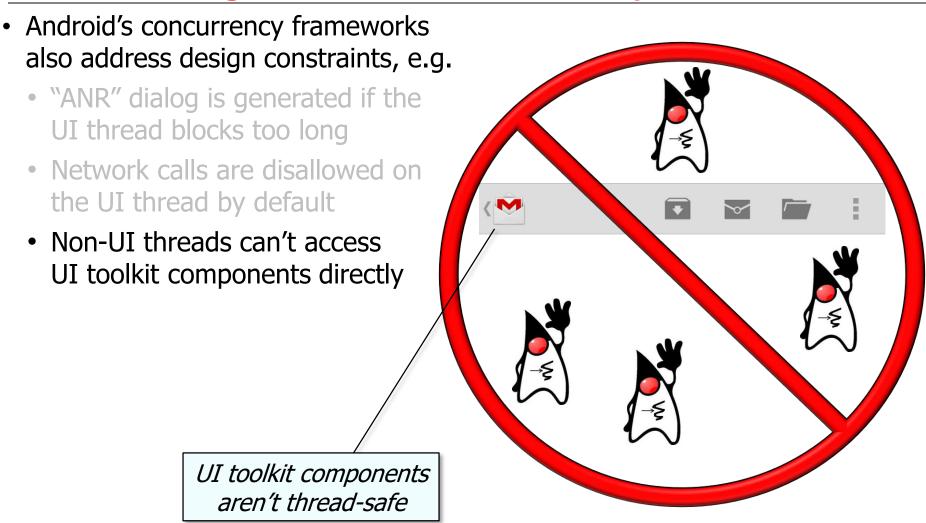


See <u>developer.android.com/training/articles/perf-anr.html</u>

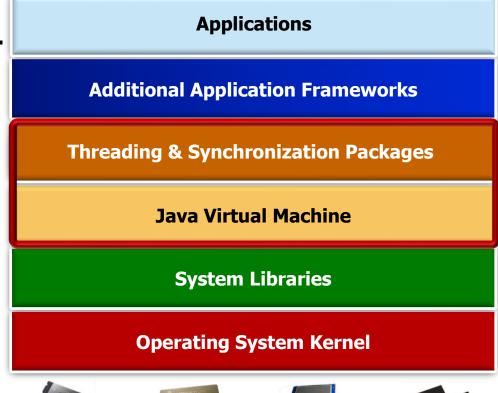
- Android's concurrency frameworks also address design constraints, e.g.
  - "ANR" dialog is generated if the UI thread blocks too long
  - Network calls are disallowed on the UI thread by default



See <u>blog.vogella.com/2012/02/22/android-</u> strictmode-networkonmainthreadexception



- Android's concurrency frameworks also address design constraints, e.g.
  - "ANR" dialog is generated if the UI thread blocks too long
  - Network calls are disallowed on the UI thread by default
  - Non-UI threads can't access
     UI toolkit components directly





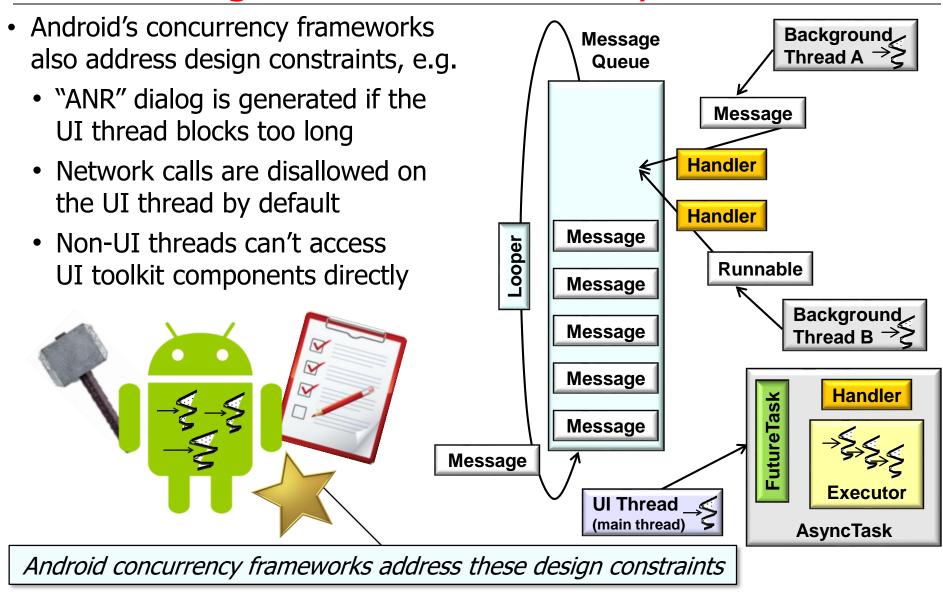






Java concurrency mechanisms alone cannot address these constraints!!

See www.dre.vanderbilt.edu/~schmidt/LiveLessons/CPiJava



See <u>developer.android.com/guide/components</u> /processes-and-threads.html#WorkerThreads

 The "Buggy Downloader" app motivates the need for Android's concurrency frameworks



See github.com/douglascraigschmidt/POSA/ tree/master/ex/M4/BuggyDownloader

- The "Buggy Downloader" app motivates the need for Android's concurrency frameworks
  - "Buggy1" throws an exception since the image is downloaded in the UI thread



- The "Buggy Downloader" app motivates the need for Android's concurrency frameworks
  - "Buggy1" throws an exception since the image is downloaded in the UI thread
  - "Buggy2" throws an exception since a UI component is accessed via a background thread



## End of Android Concurrency Frameworks: Motivation