

The Java ExecutorService Interface

(Part 2)

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Learning Objectives in this Part of the Lesson

- Recognize the powerful features defined in the Java ExecutorService interface & related interfaces/classes
- Know key methods provided by the Java ExecutorService

<<Java Interface>>  ExecutorService	
	<code>shutdown():void</code>
	<code>shutdownNow():List<Runnable></code>
	<code>isShutdown():boolean</code>
	<code>isTerminated():boolean</code>
	<code>awaitTermination(long,TimeUnit):boolean</code>
	<code>submit(Callable<T>):Future<T></code>
	<code>submit(Runnable,T):Future<T></code>
	<code>submit(Runnable):Future<?></code>
	<code>invokeAll(Collection<? extends Callable<T>>):List<Future<T>></code>
	<code>invokeAny(Collection<? extends Callable<T>>)</code>
	<code>invokeAny(Collection<? extends Callable<T>>,long,TimeUnit)</code>

Key Methods in the ExecutorService Interface (Part 1)

Key Methods in the ExecutorService Interface

- ExecutorService can execute individual tasks

```
public interface ExecutorService
    extends Executor {
    // Inherited from Executor
    void execute(Runnable command);

    <T> Future<T> submit
        (Callable<T> task);
    ...
}
```

Key Methods in the ExecutorService Interface

- ExecutorService can execute individual tasks
 - execute() runs one-way tasks that return void



```
public interface ExecutorService
    extends Executor {

    // Inherited from Executor
    void execute(Runnable command);

    <T> Future<T> submit
        (Callable<T> task);

    ...
}
```

However, this method isn't very useful/common in practice

Key Methods in the ExecutorService Interface

- ExecutorService can execute individual tasks
 - `execute()` runs one-way tasks that return void
 - `submit()` runs two-way async tasks that return a value via a future

```
public interface ExecutorService
    extends Executor {

    // Inherited from Executor
    void execute(Runnable command);

    <T> Future<T> submit
        (Callable<T> task);

    ...
}
```



This method is the most useful/common in practice

Key Methods in the ExecutorService Interface

- ExecutorService can execute individual tasks
 - `execute()` runs one-way tasks that return void
 - `submit()` runs two-way async tasks that return a value via a future
 - Supports “synchronous future” processing model

```
public interface ExecutorService
    extends Executor {
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    <T> Future<T> submit
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    ...
}
```

Key Methods in the ExecutorService Interface

- ExecutorService can execute individual tasks
 - `execute()` runs one-way tasks that return void
 - `submit()` runs two-way async tasks that return a value via a future
 - Supports “synchronous future” processing model
 - `Future.get()` can block until task completes successfully

```
public interface ExecutorService
    extends Executor {

    // Inherited from Executor
    void execute(Runnable command);

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    ...
}
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Key Methods in the ExecutorService Interface

- ExecutorService can execute individual tasks
 - `execute()` runs one-way tasks that return void
 - `submit()` runs two-way async tasks that return a value via a future
 - Supports “synchronous future” processing model
 - `Future.get()` can block until task completes successfully
 - After which point `get()` returns the task’s result

```
public interface ExecutorService
    extends Executor {

    // Inherited from Executor
    void execute(Runnable command);

    <T> Future<T> submit
        (Callable<T> task);

    ...
}
```

Key Methods in the ExecutorService Interface

- ExecutorService can execute individual tasks
 - `execute()` runs one-way tasks that return void
 - `submit()` runs two-way async tasks that return a value via a future
 - `submit()` can also run one-way async tasks that return no value

```
public interface ExecutorService
    extends Executor {

    // Inherited from Executor
    void execute(Runnable command);

    <T> Future<T> submit
        (Callable<T> task);

    <T> Future<T> submit
        (Runnable task);

    ...
}
```

Key Methods in the ExecutorService Interface

- ExecutorService can execute individual tasks
 - `execute()` runs one-way tasks that return void
 - `submit()` runs two-way async tasks that return a value via a future
 - `submit()` can also run one-way async tasks that return no value
 - It is possible to cancel this computation, however

```
public interface ExecutorService
    extends Executor {

    // Inherited from Executor
    void execute(Runnable command);

    <T> Future<T> submit
        (Callable<T> task);

    <T> Future<T> submit
        (Runnable task);
    ...
}
```



Key Methods in the ExecutorService Interface

- ExecutorService can also execute groups of tasks

```
public interface ExecutorService
    extends Executor {

    ...

    <T> List<Future<T>> invokeAll
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny(Collection<?
        extends Callable<T>> tasks,
        long timeout, TimeUnit unit)
        ...; ...
}
```

Key Methods in the ExecutorService Interface

- ExecutorService can also execute groups of tasks
- Returns a list of futures when all tasks complete

All futures returned in this list are "done"!

```
public interface ExecutorService
    extends Executor {

    ...

    <T> List<Future<T>> invokeAll
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny(Collection<?
        extends Callable<T>> tasks,
        long timeout, TimeUnit unit)
        ...; ...
}
```

Key Methods in the ExecutorService Interface

- ExecutorService can also execute groups of tasks

- Returns a list of futures when all tasks complete
- Return the result of *one* successful completion

```
public interface ExecutorService
    extends Executor {

    ...

    <T> List<Future<T>> invokeAll
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny(Collection<?
        extends Callable<T>> tasks,
        long timeout, TimeUnit unit)
        ...; ...
}
```

Useful for concurrent algorithms that just want the result that completes first

Key Methods in the ExecutorService Interface

- ExecutorService can also execute groups of tasks

- Returns a list of futures when all tasks complete
- Return the result of *one* successful completion
 - Cancel uncompleted tasks

```
public interface ExecutorService
    extends Executor {

    ...

    <T> List<Future<T>> invokeAll
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny(Collection<?
        extends Callable<T>> tasks,
        long timeout, TimeUnit unit)
        ...; ...
}
```

Key Methods in the ExecutorService Interface

- ExecutorService can also execute groups of tasks

- Returns a list of futures when all tasks complete
- Return the result of *one* successful completion
 - Cancel uncompleted tasks
 - Ignore other completed task results

```
public interface ExecutorService
    extends Executor {

    ...

    <T> List<Future<T>> invokeAll
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny(Collection<?
        extends Callable<T>> tasks,
        long timeout, TimeUnit unit)
        ...; ...
}
```

Key Methods in the ExecutorService Interface

- ExecutorService can also execute groups of tasks

- Returns a list of futures when all tasks complete
- Return the result of *one* successful completion

Don't modify the collection param while invokeAll() or invokeAny() are running!!!

```
public interface ExecutorService
    extends Executor {

    ...

    <T> List<Future<T>> invokeAll
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny(Collection<?
        extends Callable<T>> tasks,
        long timeout, TimeUnit unit)
        ...; ...
}
```

Key Methods in the ExecutorService Interface

- ExecutorService can also execute groups of tasks

- Returns a list of futures when all tasks complete
- Return the result of *one* successful completion

These methods block the calling thread until they are finished, which may be non-intuitive..

```
public interface ExecutorService
    extends Executor {

    ...

    <T> List<Future<T>> invokeAll
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny
        (Collection<? extends
         Callable<T>> tasks) ...;

    <T> T invokeAny(Collection<?
        extends Callable<T>> tasks,
        long timeout, TimeUnit unit)
        ...; ...
}
```

Key Methods in the ExecutorService Interface (Part 2)

Key Methods in the ExecutorService Interface

- An ExecutorService client can initiate shutdown operations to manage its lifecycle



```
public interface ExecutorService
    extends Executor {

    ...
    void shutdown();

    List<Runnable> shutdownNow();
    ...
}
```

Key Methods in the ExecutorService Interface

- An ExecutorService client can initiate shutdown operations to manage its lifecycle
- Perform “orderly shutdown” that completes active tasks



```
public interface ExecutorService
    extends Executor {

    ...
    void shutdown();

    List<Runnable> shutdownNow();
    ...
}
```

Key Methods in the ExecutorService Interface

- An ExecutorService client can initiate shutdown operations to manage its lifecycle
- Perform “orderly shutdown” that completes active tasks
 - But ignores new tasks

```
public interface ExecutorService
    extends Executor {

    ...

    void shutdown() ;

    List<Runnable> shutdownNow() ;

    ...
}
```



Key Methods in the ExecutorService Interface

- An ExecutorService client can initiate shutdown operations to manage its lifecycle
 - Perform “orderly shutdown” that completes active tasks
 - Attempt to cancel active tasks & don’t process waiting tasks

```
public interface ExecutorService
    extends Executor {

    ...
    void shutdown();

    List<Runnable> shutdownNow();
    ...
}
```



Key Methods in the ExecutorService Interface

- An ExecutorService client can initiate shutdown operations to manage its lifecycle
 - Perform “orderly shutdown” that completes active tasks
 - Attempt to cancel active tasks & don’t process waiting tasks
 - Active tasks are cancelled by posting an interrupt request to executor thread(s)

Remember that all these Java interrupt requests are “voluntary”!!

```
public interface ExecutorService
    extends Executor {

    ...
    void shutdown() ;

    List<Runnable> shutdownNow() ;
    ...
}
```



Key Methods in the ExecutorService Interface

- An ExecutorService client can initiate shutdown operations to manage its lifecycle
 - Perform “orderly shutdown” that completes active tasks
 - Attempt to cancel active tasks & don’t process waiting tasks
 - Active tasks are cancelled by posting an interrupt request to executor thread(s)
 - Returns waiting tasks

```
public interface ExecutorService
    extends Executor {

    ...

    void shutdown() ;

    List<Runnable> shutdownNow() ;

    ...
}
```



Key Methods in the ExecutorService Interface

- ExecutorService can query status of a shutdown, as well as wait for termination to finish

```
public interface ExecutorService
    extends Executor {

    ...

    boolean isShutdown();

    boolean isTerminated();

    boolean awaitTermination
        (long timeout,
         TimeUnit unit) ...;
```

Key Methods in the ExecutorService Interface

- ExecutorService can query status of a shutdown, as well as wait for termination to finish
- True if Executor shut down

```
public interface ExecutorService
    extends Executor {

    ...

    boolean isShutdown();

    boolean isTerminated();

    boolean awaitTermination
        (long timeout,
         TimeUnit unit) ...;
```

Key Methods in the ExecutorService Interface

- ExecutorService can query status of a shutdown, as well as wait for termination to finish

- True if Executor shut down
- True if all tasks completed after shut down

```
public interface ExecutorService
    extends Executor {

    ...

    boolean isShutdown();

    boolean isTerminated();

    boolean awaitTermination
        (long timeout,
         TimeUnit unit) ...;
```

Key Methods in the ExecutorService Interface

- ExecutorService can query status of a shutdown, as well as wait for termination to finish

- True if Executor shut down
- True if all tasks completed after shut down
- Blocks until all tasks complete

```
public interface ExecutorService
    extends Executor {

    ...

    boolean isShutdown();

    boolean isTerminated();

    boolean awaitTermination
        (long timeout,
         TimeUnit unit) ...;
```

shutdownNow() *may* reduce blocking time for awaitTermination()

Key Methods in the ExecutorService Interface

- ExecutorService can query status of a shutdown, as well as wait for termination to finish

- True if Executor shut down
- True if all tasks completed after shut down
- Blocks until all tasks complete



```
public interface ExecutorService
    extends Executor {

    ...

    boolean isShutdown();

    boolean isTerminated();

    boolean awaitTermination
        (long timeout,
         TimeUnit unit) ...;
```

shutdown() & awaitTermination()
provide barrier synchronization*

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

End of Overview of Java ExecutorService (Part 2)