Executors

Concurrent and parallel programming

Lecture 7. Academic year: 2018/19

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Executor

• Executor – a mechanism that allows to run various tasks with the use of separate threads.

```
public interface Executor {
  void execute(Runnable);
}
```

2

```
ExecutorService interface
                         public interface ExecutorService extends Executor {
                             void shutdown();
                            List<Runnable> shutdownNow();
                            boolean isShutdown();
                            boolean isTerminated();
                            boolean awaitTermination(long timeout,
                                                                   TimeUnit unit);
                             // additional methods not listed
                               igava.util.concurrent

    ExecutorService

                                       awaitTermination(long, TimeUnit) : boolean
                                           invokeAll(Collection) : List<Future<T>>
invokeAll(Collection, long, TimeUnit) : List<Future<
                                            invokeAny(Collection) : T
                                          invokeAny(Collection, long, TimeUnit) : T isShutdown() : boolean
                                          isTerminated() : boolean
                                          shutdown(): void
shutdownNow(): List<Runnable>
                                          submit(Callable) : Future<T>
submit(Runnable) : Future<?>
                                           submit(Runnable, Object) : Future<T>
                                                                                                                         3
```

| java.util.concurrent | Class Executors | java.lang.Object | java.util.concurrent.Executors | static ExecutorService | newSingleThreadExecutor() | Creates an Executor that uses a single worker thread operating off an unbounded queue. | static ExecutorService | newFixedThreadPool(int nThreads) | Creates a thread pool that reuses a fixed number of threads operating off a shared unbounded queue. | Example: | 1 | ExecutorService executor = Executors.newFixedThreadPool(10);

Types of tasks

- Represented by Runnable interface can't deliver results
- Represented by Callable interface can deliver results

```
public interface Callable<V> {
     V call() throws Exception;
}
```

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5

Commands for starting task execution

The *execute()* method is *void*, and it doesn't give any possibility to get the result of task's execution or to check the task's status (is it running or executed).

```
1 executorService.execute(runnableTask);
```

submit() submits a Callable or a Runnable task to an ExecutorService and returns a result of type Future.

```
1 Future(String> future =
2 executorService.submit(callableTask);
```

invokeAny() assigns a collection of tasks to an ExecutorService, causing each to be executed, and returns the result of a successful execution of one task (if there was a successful execution).

```
1 | String result = executorService.invokeAny(callableTasks);
```

invokeAll() assigns a collection of tasks to an ExecutorService, causing each to be executed, and returns the result of all task executions in the form of a list of objects of type Future.

```
1 List<Future<String>> futures = executorService.invokeAll(callableTasks);
```

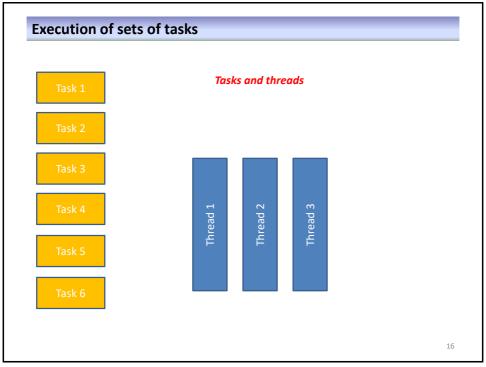
Source: https://www.baeldung.com/java-executor-service-tutorial

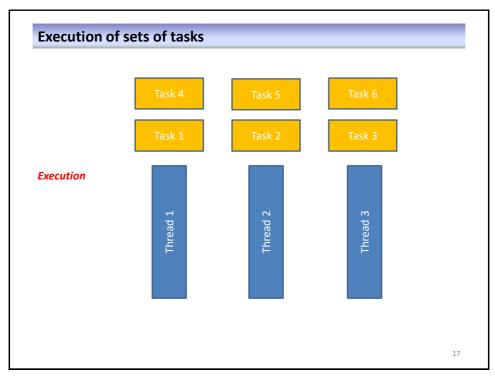
```
class MyTask implements Runnable {
    private char c;
    public MyTask(char c) {
        this.c = c;
    }
    public void run() {
        for (int i = 1; i <= 10;i++) {
            System.out.print(c);
            try {
                  Thread.sleep(500);
            }
            catch(Exception e) {}
        }
}</pre>
```

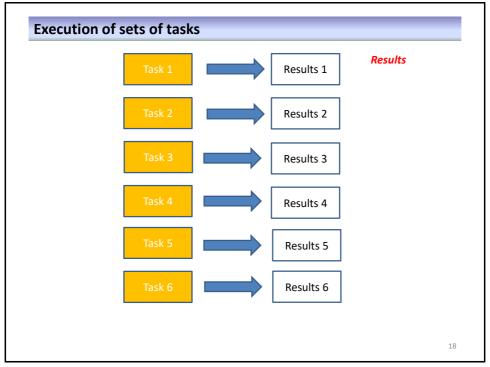
```
Result returning
1 | Future(String) future = executorService.submit(callableTask);
2 String result = null;
                                                     ---- Result getting
   try {
       result = future.get(); +
   } catch (InterruptedException | ExecutionException e) {
5
6
      e.printStackTrace();
   Future future = ... // Get Future from somewhere
                                                             Checking of
                                                             result's
   if(future.isDone()) { ←
                                                             availability
       Object result = future.get();
   } else {
      // do something else
```

```
Example 4
 class MyResults {
     private String s;
     void setResult(String s) {
         this.s = s;
     String getResult() {
         return s;
 class MyTask implements Callable<MyResults> {
     private String taskName;
     private int sleepTime;
     MyTask(String taskName,int sleepTime) {
         this.taskName = taskName;
          this.sleepTime = sleepTime;
     public MyResults call() throws Exception {
   MyResults res = new MyResults();
          try {
                  Thread.sleep(sleepTime);
         catch(Exception e) {}
res.setResult(taskName + ": " + String.valueOf(System.currentTimeMillis()));
                                                                                                        13
```

```
Example 4
         if (f2.isDone()) {
           System.out.println("f2 - done");
         else {
           System.out.println("f2 - not done");
         if (f3.isDone()) {
         System.out.println("f3 - done");
}
         System.out.println("f3 - not done");
         MyResults res= null;
         res = fl.get();
         catch(Exception e){};
                                                    run:
                                                    f1 - not done
f2 - not done
f3 - not done
        System.out.println(res.getResult());
                                                    Task 1: 1545164033733
                                                     BUILD SUCCESSFUL (total time: 5 seconds)
                                                                                             15
```







```
class MyResults (
    private String s;
    void settlesult(String s) {
        this.s = s;
    }
    String getResult() {
            return s;
    }
}

class MyTask implements Callable<MyResults> {
            private String taskName;
            private String taskName;
            private int sleepTime;
            MyTask(String taskName; this.staskName = taskName;
            this.staskName = taskName;
            this.staskName = taskName;
            this.staskName = taskName;
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```

```
Example 5
public class InvokeAllTest {
      public static void main(String[] args) {
            ExecutorService exec = Executors.newFixedThreadPool(4);
            Set<Callable<MyResults>> tasks = new HashSet<Callable<MyResults>>();
for (int i = 1; i <= 10;i++) {
   tasks.add(new MyTask("Task: " + String.valueOf(i),1000 ));
             List<Future<MyResults>> futureResults = null;
                   futureResults = exec.invokeAll(tasks);
             catch(Exception e) { };
            MvResults mr;
            for (Future<MyResults> res: futureResults) {
                   try {
    mr = res.get();
                                                                                                        Task: 1: 1545164383309
Task: 4: 1545164383309
Task: 5: 1545164383309
Task: 3: 1545164383309
                        System.out.println(mr.getResult());
                   catch(Exception e){};
                                                                                                        Task: 3: 1545164383309
Task: 10: 1545164384309
Task: 8: 1545164384309
Task: 7: 1545164384309
                                                                                                       rask: 7: 1545164384309
Task: 2: 1545164384309
Task: 5: 1545164385309
Task: 6: 1545164385309
BUILD SUCCESSFUL (total time: 3 seconds)
            exec.shutdown();
                                                                                                                                                                    20
```