

# Java Virtual Threads

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# Project Loom

easy-to-use, high-throughput lightweight  
concurrency (first commit 2007)

JEP 444: Virtual Threads

<https://openjdk.org/jeps/444>

JEP 428: Structured Concurrency

<https://openjdk.org/jeps/428>

# Thread

construct of operating system (1967) to achieve concurrency

large stack and other resources that are maintained by the operating system – expensive context switching

process vs thread

# Threads in Java

java.lang.Thread  
since 1.0

mapped 1:1 to kernel threads scheduled by the  
operating system

Runnable 1.0 vs Callable 1.5

```
new Thread(() -> System.out.println("I am alive")).start();
```

# Virtual Threads

Java 19 preview, Java 20 second preview, Java 21!

JVM construct

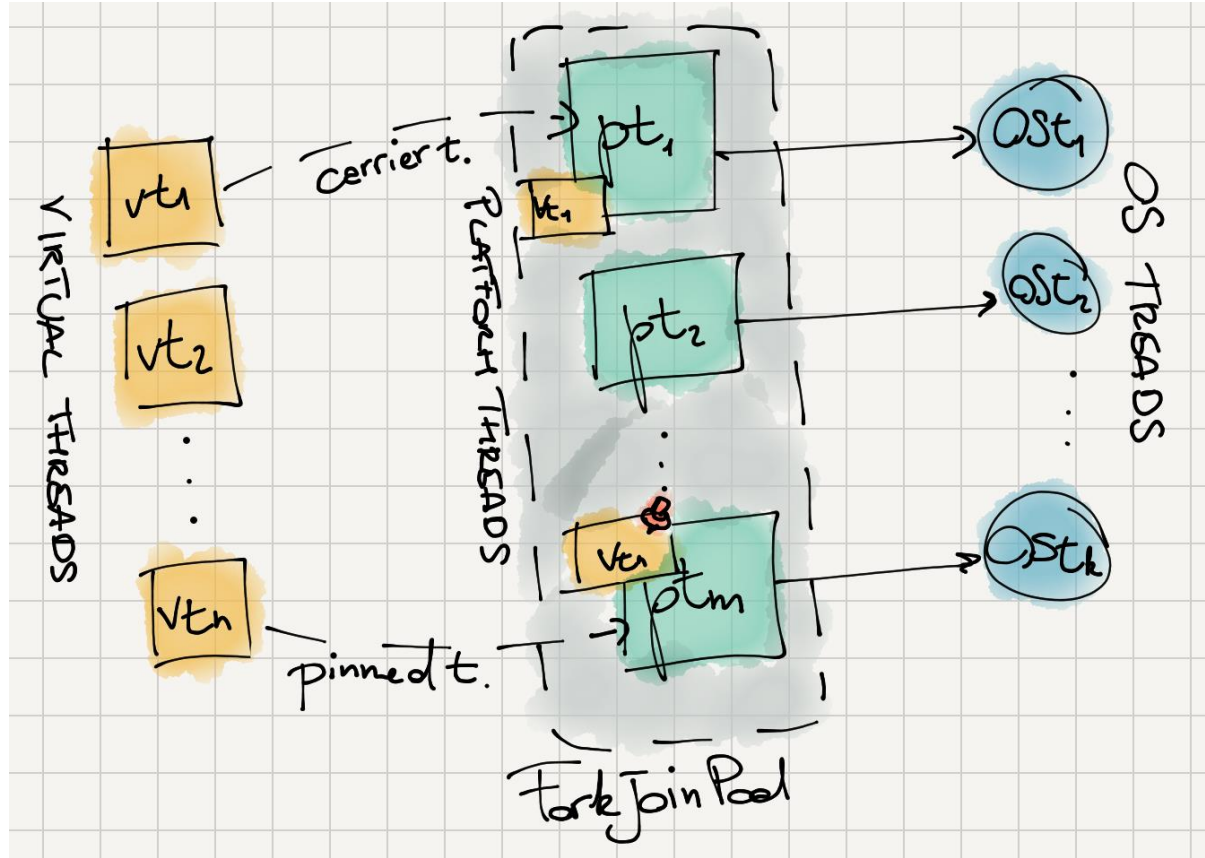
platform thread vs virtual thread

`java.lang.VirtualThread`

`Thread` -> `BaseVirtualThread` -> `VirtualThread`

default scheduler - `ForkJoinPool`

# Virtual Threads



# Virtual Threads

```
Thread.startVirtualThread(runnable);
```

```
Thread.ofVirtual().name(name).start(runnable);
```

```
try (var executor =  
    Executors.newVirtualThreadPerTaskExecutor()) {  
    executor.submit(() -> {  
        System.out.println("I am virtual and alive.");  
    });  
}
```

# Virtual Threads

```
final ThreadFactory factory = Thread.ofVirtual().factory();  
try (var executor =  
    Executors.newThreadPerTaskExecutor(factory)) {  
    executor.submit(() -> {  
        System.out.println("I am virtual and alive.");  
    });  
}
```



# Advantages

JVM schedules execution not the system

less resources, faster context switching

(almost) no blocking operations

virtual threads vs reactive programming

increased throughput

# Limitations

concurrency and performance based on CPUs/cores

synchronized blocks

- replace by ReentrantLock, ReadWriteReentrantLock, StampedLock

native method or a foreign function (JNI)

ThreadLocal

platform threads are the default

# Let's see some code

[https://github.com/robo-jacko/virtual\\_threads](https://github.com/robo-jacko/virtual_threads)

# Virtual Threads Support

Helidon Nima

Spring Boot

Tomcat

Quarkus

...

# Virtual Threads Support

## Spring Boot

```
@Bean(TaskExecutionAutoConfiguration.APPLICATION_TASK_EXECUTOR_BEAN_NAME)

public AsyncTaskExecutor asyncTaskExecutor() {

    return new TaskExecutorAdapter(Executors.newVirtualThreadPerTaskExecutor());

}


@Bean

public TomcatProtocolHandlerCustomizer<?> protocolHandlerVirtualThreadExecutorCustomizer() {

    return protocolHandler -> {

        protocolHandler.setExecutor(Executors.newVirtualThreadPerTaskExecutor());

    };

}
```

[COPY](#)

# Java 21



**Next Java Release**

@nextjavarelease

...

[#Java](#) [#JDK21](#)

126 more days until [#Java21](#) is released on 2023-09-19



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Questions?



# References

**JEP 444: Virtual Threads**

<https://openjdk.org/jeps/444>

**JEP 453: Structured Concurrency**

<https://openjdk.org/jeps/453>

**The Ultimate Guide to Java Virtual Threads**

<https://blog.rockthejvm.com/ultimate-guide-to-java-virtual-threads/>



# References

## Kotlin Coroutines vs Java Virtual Threads

<https://itnext.io/kotlin-coroutines-vs-java-virtual-threads-a-good-story-but-just-that-91038c7d21eb>

## WRITING SIMPLER REACTIVE REST SERVICES WITH QUARKUS VIRTUAL THREAD SUPPORT

<https://quarkus.io/guides/virtual-threads>

[https://github.com/robo-jacko/virtual\\_threads](https://github.com/robo-jacko/virtual_threads)