

Chapter 13

Concurrency

OCP EXAM OBJECTIVES COVERED IN THIS CHAPTER:

✓ Managing concurrent code execution

- Create worker threads using Runnable and Callable, manage the thread lifecycle, including automations provided by different Executor services and concurrent API
- Develop thread-safe code, using different locking mechanisms and concurrent API
- Process Java collections concurrently including the use of parallel streams.

✓ Working with Streams and Lambda expressions

- Perform decomposition, concatenation and reduction, and grouping and partitioning on sequential and parallel streams

As you will learn in [Chapter 14](#), “I/O,” and [Chapter 15](#), “JDBC,” computers are capable of reading and writing data to external resources. Unfortunately,

as compared to CPU operations, these disk/network operations tend to be extremely slow—so slow, in fact, that if your computer’s operating system were to stop and wait for every disk or network operation to finish, your computer would appear to freeze constantly.

Luckily, all operating systems support what is known as *multithreaded processing*. The idea behind multithreaded processing is to allow an application or group of applications to execute multiple tasks at the same time. This allows tasks waiting for other resources to give way to other processing requests.

In this chapter, we introduce you to the concept of threads and provide numerous ways to manage threads using the Concurrency API. Threads and concurrency are challenging topics for many programmers to grasp, as problems with threads can be frustrating even for veteran developers. In practice, concurrency issues are among the most difficult problems to diagnose and resolve.

Introducing Threads

We begin this chapter by reviewing common terminology associated with threads. A *thread* is the smallest unit of execution that can be scheduled by the operating system. A *process* is a group of associated threads that execute in the same shared environment. It follows, then, that a *single-threaded*

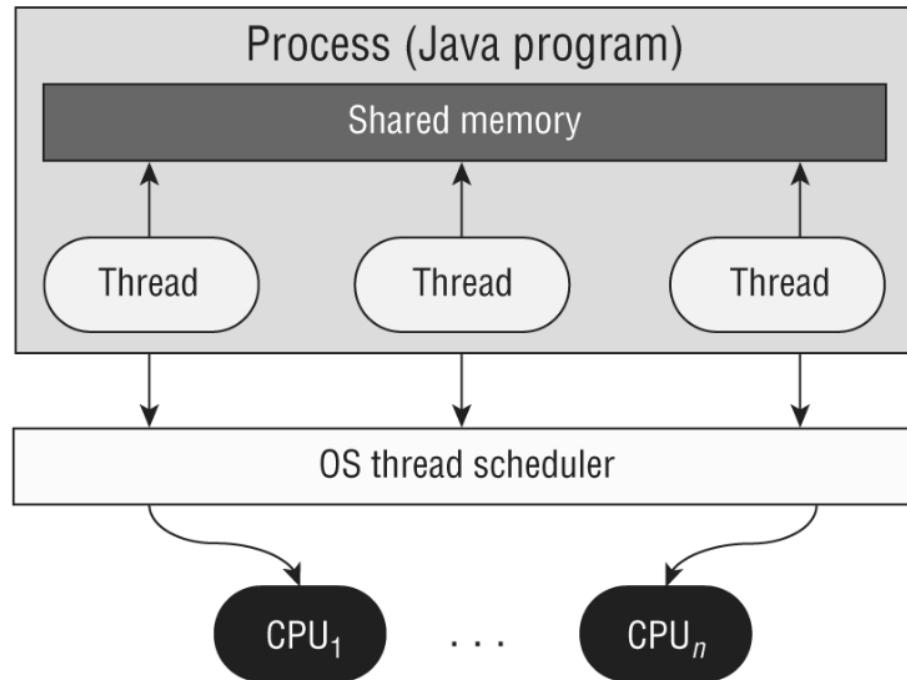


process is one that contains exactly one thread, whereas a *multithreaded process* supports more than one thread.

By *shared environment*, we mean that the threads in the same process share the same memory space and can communicate directly with one another. Refer to [Figure 13.1](#) for an overview of threads and their shared environment within a process.

This figure shows a single process with three threads. It also shows how they are mapped to an arbitrary number of n CPUs available within the system. Keep this diagram in mind when we discuss task schedulers later in this section.

In this chapter, we talk a lot about tasks and their relationships to threads. A *task* is a single unit of work performed by a thread. Throughout this chapter, a task will commonly be implemented as a lambda expression. A thread can complete multiple independent tasks but only one task at a time.



[FIGURE 13.1](#) Process model

By *shared memory* in [Figure 13.1](#), we are generally referring to static variables as well as instance and local variables passed to a thread. Yes, you finally see how static variables can be useful for performing complex, multithreaded tasks! Remember from [Chapter 5](#), “Methods,” that static methods and

variables are defined on a single class object that all instances share. For example, if one thread updates the value of a static object, this information is immediately available for other threads within the process to read.

Understanding Thread Concurrency

The property of executing multiple threads and processes at the same time is referred to as *concurrency*. How does the system decide what to execute when there are more threads available than CPUs? Operating systems use a *thread scheduler* to determine which threads should be currently executing, as shown in [Figure 13.1](#). For example, a thread scheduler may employ a *round-robin schedule* in which each available thread receives an equal number of CPU cycles with which to execute, with threads visited in a circular order.

When a thread's allotted time is complete but the thread has not finished processing, a context switch occurs. A *context switch* is the process of storing a thread's current state and later restoring the state of the thread to continue execution. Be aware that a cost is often associated with a context switch due to lost time and having to reload a thread's state. Intelligent thread schedulers do their best to minimize the number of context switches while keeping an application running smoothly.

Finally, a thread can interrupt or supersede another thread if it has a higher thread priority than the other thread. A *thread priority* is a numeric value associated with a thread that is taken into consideration by the thread

scheduler when determining which threads should currently be executing. In Java, thread priorities are specified as integer values.

Creating a Thread

One of the most common ways to define a task for a thread is by using the **Runnable** instance. **Runnable** is a functional interface that takes no arguments and returns no data.

```
@FunctionalInterface public interface Runnable {  
    void run();  
}
```

With this, it's easy to create and start a thread. In fact, you can do so in one line of code using the **Thread** class:

```
new Thread(() -> System.out.print("Hello")).start();  
System.out.print("World");
```

The first line creates a new **Thread** object and then starts it with the **start()** method. Does this code print HelloWorld or WorldHello? The answer is that we don't know. Depending on the thread priority/scheduler, either is possible. Remember that order of thread execution is not often guaranteed. The exam

commonly presents questions in which multiple tasks are started at the same time, and you must determine the result.

Let's take a look at a more complex example:

```
Runnable printInventory = () -> System.out.println("Printing zoo
inventory");
Runnable printRecords = () -> {
    for (int i = 0; i < 3; i++)
        System.out.println("Printing record: " + i);
};
```

Given these instances, what is the output of the following?

```
3: System.out.println("begin");
4: new Thread(printInventory).start();
5: new Thread(printRecords).start();
6: new Thread(printInventory).start();
7: System.out.println("end");
```

The answer is that it is unknown until runtime. The following is just one possible output:

```
begin
Printing record: 0
```

```
Printing zoo inventory
end
Printing record: 1
Printing zoo inventory
Printing record: 2
```

This sample uses a total of four threads: the main() user thread and three additional threads created on lines 4–6. Each thread created on these lines is executed as an asynchronous task. By *asynchronous*, we mean that the thread executing the main() method does not wait for the results of each newly created thread before continuing. For example, lines 5 and 6 may be executed before the thread created on line 4 finishes. The opposite of this behavior is a *synchronous* task in which the program waits (or *blocks*) on line 4 for the thread to finish executing before moving on to the next line. The vast majority of method calls used in this book have been synchronous up until this chapter.

While the order of thread execution is indeterminate once the threads have been started, the order within a single thread is still linear. In particular, the for() loop is still ordered. Also, begin always appears before end.

Calling `run()` Instead of `start()`

On the exam, be mindful of code that attempts to start a thread by calling `run()` instead of `start()`. Calling `run()` on a `Thread` or a `Runnable` *does not start a new thread*. While the following code snippets will compile, none will execute a task on a separate thread:

```
System.out.println("begin");
new Thread(printInventory).run();
new Thread(printRecords).run();
new Thread(printInventory).run();
System.out.println("end");
```

Unlike the previous example, each line of this code will wait until the `run()` method is complete before moving on to the next line. Also unlike the previous program, the output for this code sample will be the same every time it is executed.

More generally, we can create a `Thread` and its associated task one of two ways in Java:

- Provide a `Runnable` object or lambda expression to the `Thread` constructor.

- Create a class that extends `Thread` and overrides the `run()` method.

Throughout this book, we prefer creating tasks with lambda expressions. After all, it's a lot easier, especially when we get to the Concurrency API! Creating a class that extends `Thread` is relatively uncommon and should only be done under certain circumstances, such as if you need to overwrite other thread methods.

Distinguishing Thread Types

It might surprise you that all Java applications, including all of the ones that we have presented in this book, are multithreaded because they include system threads. A *system thread* is created by the Java Virtual Machine (JVM) and runs in the background of the application. For example, garbage collection is managed by a system thread created by the JVM.

Alternatively, a *user-defined thread* is one created by the application developer to accomplish a specific task. The majority of the programs we've presented so far have contained only one user-defined thread, which calls the `main()` method. For simplicity, we commonly refer to programs that contain only a single user-defined thread as *single-threaded applications*.

System and user-defined threads can both be created as daemon threads. A *daemon thread* is one that will not prevent the JVM from exiting when the program finishes. A Java application terminates when the only threads that are running are daemon threads. For example, if garbage collection is the only thread left running, the JVM will automatically shut down.

Let's take a look at an example. What do you think this outputs?

```
1: public class Zoo {  
2:   public static void pause() {           // Defines the thread task  
3:     try {  
4:       Thread.sleep(10_000);            // Wait for 10 seconds  
5:     } catch (InterruptedException e) {}  
6:     System.out.println("Thread finished!");  
7:   }  
8:  
9:   public static void main(String[] unused) {  
10:    var job = new Thread(() -> pause()); // Create thread  
11:  
12:    job.start();                   // Start thread  
13:    System.out.println("Main method finished!");  
14:  }
```

The program will output two statements roughly 10 seconds apart:

Main method finished!

--- 10 second wait ---

Thread finished!

That's right. Even though the main() method is done, the JVM will wait for the user thread to be done before ending the program. What if we change job to be a daemon thread by adding this to line 11?

```
11:  job.setDaemon(true);
```

The program will print the first statement and terminate without ever printing the second line.

Main method finished!

For the exam, just remember that by default, user-defined threads are not daemons, and the program will wait for them to finish.

Managing a Thread's Life Cycle

After a thread has been created, it is in one of six states, shown in [Figure 13.2](#). You can query a thread's state by calling getState() on the thread object.



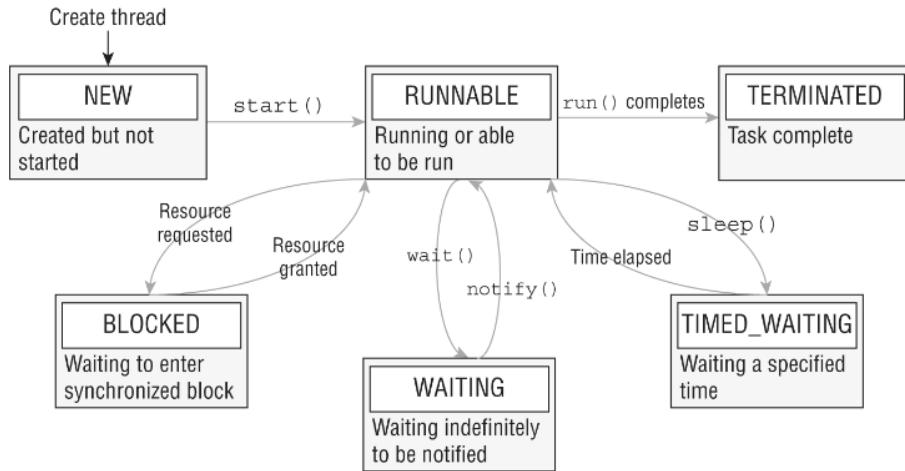


FIGURE 13.2 Thread states

Every thread is initialized with a NEW state. As soon as start() is called, the thread is moved to a RUNNABLE state. Does that mean it is actually running? Not exactly: it may be running, or it may not be. The RUNNABLE state just means the thread is able to be run. Once the work for the thread is completed or an uncaught exception is thrown, the thread state becomes TERMINATED, and no more work is performed.

While in a RUNNABLE state, the thread may transition to one of three states where it pauses its work: BLOCKED, WAITING, or TIMED_WAITING. This figure includes common transitions between thread states, but there

are other possibilities. For example, a thread in a WAITING state might be triggered by notifyAll(). Likewise, a thread that is interrupted by another thread will exit TIMED_WAITING and go straight back into RUNNABLE.

We cover some (but not all) of these transitions in this chapter. Some thread-related methods—such as wait(), notify(), and join()—are beyond the scope of the exam and, frankly, difficult to use well. You should avoid them and use the Concurrency API as much as possible. It takes a large amount of skill (and some luck!) to use these methods correctly.

Polling with Sleep

Even though multithreaded programming allows you to execute multiple tasks at the same time, one thread often needs to wait for the results of another thread to proceed. One solution is to use polling. *Polling* is the process of intermittently checking data at some fixed interval.

Let's say you have a thread that modifies a shared static counter value, and your main() thread is waiting for the thread to reach 1 million:

```

public class CheckResults {
    private static int counter = 0;
    public static void main(String[] args) {
        new Thread(() -> {
            for(int i = 0; i < 1_000_000; i++) counter++;
        }).start();
        while(counter < 1_000_000) {
            try {
                Thread.sleep(10);
            } catch(InterruptedException e) {
                e.printStackTrace();
            }
        }
    }
}
  
```

```
}).start();
while(counter < 1_000_000) {
    System.out.println("Not reached yet");
}
System.out.println("Reached: "+counter);
}}
```

How many times does this program print Not reached yet? The answer is, we don't know! It could output 0, 10, or a million times. Using a while() loop to check for data without some kind of delay is considered a bad coding practice as it ties up CPU resources for no reason.

We can improve this result by using the Thread.sleep() method to implement polling and sleep for 1,000 milliseconds, aka 1 second:

```
public class CheckResultsWithSleep {
    private static int counter = 0;
    public static void main(String[] a) {
        new Thread(() -> {
            for(int i = 0; i < 1_000_000; i++) counter++;
        }).start();
        while(counter < 1_000_000) {
            System.out.println("Not reached yet");
            try {

```

```
                Thread.sleep(1_000); // 1 SECOND
            } catch (InterruptedException e) {
                System.out.println("Interrupted!");
            }
        }
        System.out.println("Reached: "+counter);
    }}
```

While one second may seem like a small amount, we have now freed the CPU to do other work instead of checking the counter variable infinitely within a loop. Notice that the main() thread alternates between TIMED_WAITING and RUNNABLE when sleep() is entered and exited, respectively.

How many times does the while() loop execute in this revised class? Still unknown! While polling does prevent the CPU from being overwhelmed with a potentially infinite loop, it does not guarantee when the loop will terminate. For example, the separate thread could be losing CPU time to a higher-priority process, resulting in multiple executions of the while() loop before it finishes.

Another issue to be concerned about is the shared counter variable. What if one thread is reading the counter variable while another thread is writing it? The thread reading the shared variable may end up with an invalid or unexpected value. We discuss these issues in detail in the upcoming section on writing thread-safe code.

Interrupting a Thread

While our previous solution prevented the CPU from waiting endlessly on a `while()` loop, it did come at the cost of inserting one-second delays into our program. If the task takes 2.1 seconds to run, the program will use the full 3 seconds, wasting 0.9 seconds.

One way to improve this program is to allow the thread to interrupt the `main()` thread when it's done:

```
public class CheckResultsWithSleepAndInterrupt {  
    private static int counter = 0;  
    public static void main(String[] a) {  
        final var mainThread = Thread.currentThread();  
        new Thread(() -> {  
            for(int i = 0; i < 1_000_000; i++) counter++;  
            mainThread.interrupt();  
        }).start();  
        while(counter < 1_000_000) {  
            System.out.println("Not reached yet");  
            try {  
                Thread.sleep(1_000); // 1 SECOND  
            } catch (InterruptedException e) {  
        }  
    }  
}
```

```
System.out.println("Interrupted!");  
}  
}  
System.out.println("Reached: "+counter);  
}}
```

This improved version includes both `sleep()`, to avoid tying up the CPU, and `interrupt()`, so the thread's work ends without delaying the program. As before, our `main()` thread's state alternates between `TIMED_WAITING` and `RUNNABLE`. Calling `interrupt()` on a thread in the `TIMED_WAITING` or `WAITING` state causes the `main()` thread to become `RUNNABLE` again, triggering an `InterruptedException`. The thread may also move to a `BLOCKED` state if it needs to reacquire resources when it wakes up.



Calling `interrupt()` on a thread already in a `RUNNABLE` state doesn't change the state. In fact, it only changes the behavior if the thread is periodically checking the `Thread.isInterrupted()` value state.

Creating Threads with the Concurrency API

Java includes the `java.util.concurrent` package, which we refer to as the Concurrency API, to handle the complicated work of managing threads for you. The Concurrency API includes the `ExecutorService` interface, which defines services that create and manage threads.

You first obtain an instance of an `ExecutorService` interface, and then you send the service tasks to be processed. The framework includes numerous useful features, such as thread pooling and scheduling. It is recommended that you use this framework any time you need to create and execute a separate task, even if you need only a single thread.



When writing multithreaded programs in practice, it is often better to use the Concurrency API (or some other multithreaded SDK) rather than work with `Thread` objects directly. The libraries are much more robust, and it is easier to handle complex interactions.

Introducing the Single-Thread Executor

Since `ExecutorService` is an interface, how do you obtain an instance of it? The Concurrency API includes the `Executors` factory class that can be used to create instances of the `ExecutorService` object. Let's rewrite our earlier example with the two `Runnable` instances to using an `ExecutorService`.

```
ExecutorService service = Executors.newSingleThreadExecutor();
try {
    System.out.println("begin");
    service.execute(printInventory);
    service.execute(printRecords);
    service.execute(printInventory);
    System.out.println("end");
} finally {
    service.shutdown();
}
```

In this example, we use the `newSingleThreadExecutor()` method to create the service. Unlike our earlier example, in which we had four threads (one `main()` and three new threads), we have only two threads (one `main()` and one new thread). This means that the output, while still unpredictable, will have less variation than before. For example, the following is one possible output:

```
begin
Printing zoo inventory
Printing record: 0
Printing record: 1
end
Printing record: 2
Printing zoo inventory
```

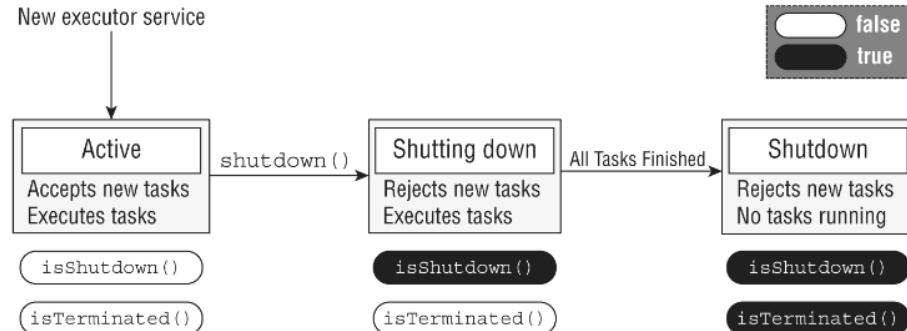
Notice that the printRecords loop is no longer interrupted by other Runnable tasks sent to the thread executor. With a single-thread executor, tasks are guaranteed to be executed sequentially. Notice that the end text is output while our thread executor tasks are still running. This is because the main() method is still an independent thread from the ExecutorService.

Shutting Down a Thread Executor

Once you have finished using a thread executor, it is important that you call the shutdown() method. A thread executor creates a *non-daemon* thread on the first task that is executed, so failing to call shutdown() will result in your application *never terminating*.

The shutdown process for a thread executor involves first rejecting any new tasks submitted to the thread executor while continuing to execute any previously submitted tasks. During this time, calling isShutdown()

will return true, while isTerminated() will return false. If a new task is submitted to the thread executor while it is shutting down, a RejectedExecutionException will be thrown. Once all active tasks have been completed, isShutdown() and isTerminated() will both return true. [Figure 13.3](#) shows the life cycle of an ExecutorService object.



[FIGURE 13.3](#) ExecutorService life cycle

For the exam, you should be aware that shutdown() does not stop any tasks that have already been submitted to the thread executor.

What if you want to cancel all running and upcoming tasks? The ExecutorService provides a method called shutdownNow(), which *attempts to stop* all running tasks and discards any that have not been started yet. It is not guaranteed to succeed because it is possible to create a thread that will never terminate, so any attempt to interrupt it may be ignored.



As you learned in [Chapter 11](#), “Exceptions and Localization,” resources such as thread executors should be properly closed to prevent memory leaks. Unfortunately, the ExecutorService interface does not extend the AutoCloseable interface, so you cannot use a try-with-resources statement. You can still use a finally block, as we do throughout this chapter. While you are not required to use a finally block, it is considered a good practice to do so.

Submitting Tasks

You can submit tasks to an ExecutorService instance multiple ways. The first method we presented, execute(), is inherited from the Executor interface, which the ExecutorService interface extends. The execute() method takes a Runnable instance and completes the task asynchronously. Because the return type of the method is void, it does not tell us anything about the result of the task. It is considered a “fire-and-forget” method, as once it is submitted, the results are not directly available to the calling thread.

Fortunately, the writers of Java added submit() methods to the ExecutorService interface, which, like execute(), can be used to complete

tasks asynchronously. Unlike execute(), though, submit() returns a Future instance that can be used to determine whether the task is complete. It can also be used to return a generic result object after the task has been completed.

[Table 13.1](#) shows the five methods, including execute() and two submit() methods, that you should know for the exam. Don’t worry if you haven’t seen Future or Callable before; we discuss them in detail in the next section.

In practice, using the submit() method is quite similar to using the execute() method, except that the submit() method returns a Future instance that can be used to determine whether the task has completed execution.

TABLE 13.1 ExecutorService methods

Method name	Description
void execute(Runnable command)	Executes Runnable task at some point in future.
Future<?> submit(Runnable task)	Executes Runnable task at some point in future and returns Future representing task.

<T> Future<T> submit(Callable<T> task)	Executes Callable task at some point in future and returns Future representing pending results of task.
<T> List<Future<T>> invokeAll(Collection<? extends Callable<T>> tasks)	Executes given tasks and waits for all tasks to complete. Returns List of Future instances in same order in which they were in original collection.
<T> T invokeAny(Collection<? extends Callable<T>> tasks)	Executes given tasks and waits for at least one to complete.

Submitting Tasks: *execute()* vs. *submit()*

As you might have noticed, the `execute()` and `submit()` methods are nearly identical when applied to `Runnable` expressions. The `submit()` method has the obvious advantage of doing the same thing `execute()` does, but with a return object that can be used to track the result. Because

of this advantage and the fact that `execute()` does not support `Callable` expressions, we tend to prefer `submit()` over `execute()`, even if we don't store the Future reference.

For the exam, you need to be familiar with both `execute()` and `submit()`, but in your own code we recommend `submit()` over `execute()` whenever possible.

Waiting for Results

How do we know when a task submitted to an `ExecutorService` is complete? As mentioned in the previous section, the `submit()` method returns a `Future<V>` instance that can be used to determine this result.

```
Future<?> future = service.submit(() -> System.out.println("Hello"));
```

The `Future` type is actually an interface. For the exam, you don't need to know any of the classes that implement `Future`, just that a `Future` instance is returned by various API methods. [Table 13.2](#) includes useful methods for determining the state of a task.

[**TABLE 13.2**](#) Future methods

Method name	Description
boolean isDone()	Returns true if task was completed, threw exception, or was cancelled.
boolean isCancelled()	Returns true if task was cancelled before it completed normally.
boolean cancel(boolean mayInterruptIfRunning)	Attempts to cancel execution of task and returns true if it was successfully cancelled or false if it could not be cancelled or is complete.
V get()	Retrieves result of task, waiting endlessly if it is not yet available.
V get(long timeout, TimeUnit unit)	Retrieves result of task, waiting specified amount of time. If result is not ready by time timeout is reached,

	checked TimeoutException will be thrown.
--	--

The following is an updated version of our earlier polling example CheckResults class, which uses a Future instance to wait for the results:

```
import java.util.concurrent.*;
public class CheckResults {
    private static int counter = 0;
    public static void main(String[] unused) throws Exception {
        ExecutorService service = Executors.newSingleThreadExecutor();
        try {
            Future<?> result = service.submit(() -> {
                for(int i = 0; i < 1_000_000; i++) counter++;
            });
            result.get(10, TimeUnit.SECONDS); // Returns null for Runnable
            System.out.println("Reached!");
        } catch (TimeoutException e) {
            System.out.println("Not reached in time");
        } finally {
            service.shutdown();
        }
    }
}
```



This example is similar to our earlier polling implementation, but it does not use the Thread class directly. In part, this is the essence of the Concurrency API: to do complex things with threads without having to manage threads directly. It also waits at most 10 seconds, throwing a TimeoutException on the call to result.get() if the task is not done.

What is the return value of this task? As Future<V> is a generic interface, the type V is determined by the return type of the Runnable method. Since the return type of Runnable.run() is void, the get() method always returns null when working with Runnable expressions.

The Future.get() method can take an optional value and enum type java.util.concurrent.TimeUnit. [Table 13.3](#) presents the full list of TimeUnit values since numerous methods in the Concurrency API use this enum.

TABLE 13.3 TimeUnit values

Enum name	Description
TimeUnit.NANOSECONDS	Time in one-billionths of a second (1/1,000,000,000)
TimeUnit.MICROSECONDS	Time in one-millionths of a second (1/1,000,000)

TimeUnit.MILLISECONDS	Time in one-thousandths of a second (1/1,000)
TimeUnit.SECONDS	Time in seconds
TimeUnit.MINUTES	Time in minutes
TimeUnit.HOURS	Time in hours
TimeUnit.DAYS	Time in days

Introducing Callable

The java.util.concurrent.Callable functional interface is similar to Runnable except that its call() method returns a value and can throw a checked exception. The following is the definition of the Callable interface:

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

The Callable interface is often preferable over Runnable, since it allows more details to be retrieved easily from the task after it is completed. That said, we use both interfaces throughout this chapter, as they are interchangeable in situations where the lambda does not throw an exception, and there is no return type. Luckily, the ExecutorService includes an overloaded version

of the submit() method that takes a Callable object and returns a generic Future<T> instance.

Unlike Runnable, in which the get() methods always return null, the get() methods on a Future instance return the matching generic type (which could also be a null value).

Let's take a look at an example using Callable:

```
var service = Executors.newSingleThreadExecutor();
try {
    Future<Integer> result = service.submit(() -> 30 + 11);
    System.out.println(result.get()); // 41
} finally {
    service.shutdown();
}
```

We could rewrite this example using Runnable, some shared object, and an interrupt() or timed wait, but this implementation is a lot easier to code and understand. In essence, that's the spirit of the Concurrency API, giving you the tools to write multithreaded code that is thread-safe, performant, and easy to follow.

Waiting for All Tasks to Finish

After submitting a set of tasks to a thread executor, it is common to wait for the results. As you saw in the previous sections, one solution is to call get() on each Future object returned by the submit() method. If we don't need the results of the tasks and are finished using our thread executor, there is a simpler approach.

First, we shut down the thread executor using the shutdown() method. Next, we use the awaitTermination() method available for all thread executors. The method waits the specified time to complete all tasks, returning sooner if all tasks finish or an InterruptedException is detected. You can see an example of this in the following code snippet:

```
ExecutorService service = Executors.newSingleThreadExecutor();
try {
    // Add tasks to the thread executor
    ...
} finally {
    service.shutdown();
}
service.awaitTermination(1, TimeUnit.MINUTES);

// Check whether all tasks are finished
```

```
if(service.isTerminated()) System.out.println("Finished!");
else System.out.println("At least one task is still running");
```

In this example, we submit a number of tasks to the thread executor and then shut down the thread executor and wait up to one minute for the results. Notice that we can call `isTerminated()` after the `awaitTermination()` method finishes to confirm that all tasks are finished.

Scheduling Tasks

Often in Java, we need to schedule a task to happen at some future time. We might even need to schedule the task to happen repeatedly, at some set interval. For example, imagine that we want to check the supply of food for zoo animals once an hour and fill it as needed. `ScheduledExecutorService`, which is a subinterface of `ExecutorService`, can be used for just such a task.

Like `ExecutorService`, we obtain an instance of `ScheduledExecutorService` using a factory method in the `Executors` class, as shown in the following snippet:

```
ScheduledExecutorService service
= Executors.newSingleThreadScheduledExecutor();
```

We could store an instance of `ScheduledExecutorService` in an `ExecutorService` variable, although doing so would mean we'd have to cast the object to call any scheduling methods.

Refer to [Table 13.4](#) for our summary of `ScheduledExecutorService` methods. Each of these methods returns a `ScheduledFuture` object.

TABLE 13.4 ScheduledExecutorService methods

Method name	Description
<code>schedule(Callable<V> callable, long delay, TimeUnit unit)</code>	Creates and executes Callable task after given delay
<code>schedule(Runnable command, long delay, TimeUnit unit)</code>	Creates and executes Runnable task after given delay
<code>scheduleAtFixedRate(Runnable command, long initialDelay, long period, TimeUnit unit)</code>	Creates and executes Runnable task after given initial delay, creating new task every period value that passes

scheduleWithFixedDelay(Runnable command,
long initialDelay, long delay, TimeUnit unit)

Creates and executes
Runnable task after
given initial delay
and subsequently
with given delay
between termination
of one execution and
commencement of
next

In practice, these methods are among the most convenient in the Concurrency API, as they perform relatively complex tasks with a single line of code. The delay and period parameters rely on the TimeUnit argument to determine the format of the value, such as seconds or milliseconds.

The first two schedule() methods in [Table 13.4](#) take a Callable or Runnable, respectively; perform the task after some delay; and return a ScheduledFuture instance. The ScheduledFuture interface is identical to the Future interface, except that it includes a getDelay() method that returns the remaining delay. The following uses the schedule() method with Callable and Runnable tasks:

ScheduledExecutorService service

```
= Executors.newSingleThreadScheduledExecutor();
Runnable task1 = () -> System.out.println("Hello Zoo");
Callable<String> task2 = () -> "Monkey";
ScheduledFuture<?> r1 = service.schedule(task1, 10, TimeUnit.SECONDS);
ScheduledFuture<?> r2 = service.schedule(task2, 8, TimeUnit.MINUTES);
```

The first task is scheduled 10 seconds in the future, whereas the second task is scheduled 8 minutes in the future.



NOTE While these tasks are scheduled in the future, the actual execution may be delayed. For example, there may be no threads available to perform the tasks, at which point they will just wait in the queue. Also, if the ScheduledExecutorService is shut down by the time the scheduled task execution time is reached, then these tasks will be discarded.

Each of the ScheduledExecutorService methods is important and has real-world applications. For example, you can use the schedule() command to check on the state of cleaning a lion's cage. It can then send out notifications if it is not finished or even call schedule() to check again later.

The last two methods in [Table 13.4](#) might be a little confusing if you have not seen them before. Conceptually, they are similar as they both perform the same task repeatedly after an initial delay. The difference is related to the timing of the process and when the next task starts.

The `scheduleAtFixedRate()` method creates a new task and submits it to the executor every period, regardless of whether the previous task finished. The following example executes a `Runnable` task every minute, following an initial five-minute delay:

```
service.scheduleAtFixedRate(command, 5, 1, TimeUnit.MINUTES);
```

The `scheduleAtFixedRate()` method is useful for tasks that need to be run at specific intervals, such as checking the health of the animals once a day. Even if it takes two hours to examine an animal on Monday, this doesn't mean that Tuesday's exam should start any later in the day.



Bad things can happen with `scheduleAtFixedRate()` if each task consistently takes longer to run than the execution interval. Imagine if your boss came by your desk every minute and dropped off a piece of paper. Now imagine that it took you five minutes to read each

piece of paper. Before long, you would be drowning in piles of paper. This is how an executor feels. Given enough time, the program would submit more tasks to the executor service than could fit in memory, causing the program to crash.

On the other hand, the `scheduleWithFixedDelay()` method creates a new task only after the previous task has finished. For example, if a task runs at 12:00 and takes five minutes to finish, with a period between executions of two minutes, the next task will start at 12:07.

```
service.scheduleWithFixedDelay(task1, 0, 2, TimeUnit.MINUTES);
```

The `scheduleWithFixedDelay()` method is useful for processes that you want to happen repeatedly but whose specific time is unimportant. For example, imagine that we have a zoo cafeteria worker who periodically restocks the salad bar throughout the day. The process can take 20 minutes or more, since it requires the worker to haul a large number of items from the back room. Once the worker has filled the salad bar with fresh food, they don't need to check at some specific time, just after enough time has passed for it to become low on stock again.

Increasing Concurrency with Pools

All of our examples up until now have been with a single-thread executor,



which, while interesting, weren't particularly useful. After all, the name of this chapter is "Concurrency," and you can't do a lot of that with a single-thread executor!

We now present three additional factory methods in the Executors class that act on a pool of threads rather than on a single thread. A *thread pool* is a group of pre-instantiated reusable threads that are available to perform a set of arbitrary tasks. [Table 13.5](#) includes our two previous single-thread executor methods, along with the new ones that you should know for the exam.

TABLE 13.5 Executors factory methods

Method name	Description
ExecutorService newSingleThreadExecutor()	Creates single-threaded executor that uses single worker thread operating off unbounded queue. Results are processed sequentially in order in which they are submitted.
ScheduledExecutorService newSingleThreadScheduledExecutor()	Creates single-threaded executor that can schedule commands to run after given delay or to execute periodically.

ExecutorService newCachedThreadPool()	Creates thread pool that creates new threads as needed but reuses previously constructed threads when they are available.
ExecutorService newFixedThreadPool(int)	Creates thread pool that reuses fixed number of threads operating off shared unbounded queue.
ScheduledExecutorService newScheduledThreadPool(int)	Creates thread pool that can schedule commands to run after given delay or execute periodically.

As shown in [Table 13.5](#), these methods return the same instance types, ExecutorService and ScheduledExecutorService, that we used earlier in this chapter. In other words, all of our previous examples are compatible with these new pooled-thread executors!

The difference between a single-thread and a pooled-thread executor is what happens when a task is already running. While a single-thread executor will wait for the thread to become available before running the next task, a pooled-thread executor can execute the next task concurrently. If the pool

runs out of available threads, the task will be queued by the thread executor and wait to be completed.

Writing Thread-Safe Code

Thread-safety is the property of an object that guarantees safe execution by multiple threads at the same time. Since threads run in a shared environment and memory space, how do we prevent two threads from interfering with each other? We must organize access to data so that we don't end up with invalid or unexpected results.

In this part of the chapter, we show how to use a variety of techniques to protect data, including atomic classes, synchronized blocks, the Lock framework, and cyclic barriers.

Understanding Thread-Safety

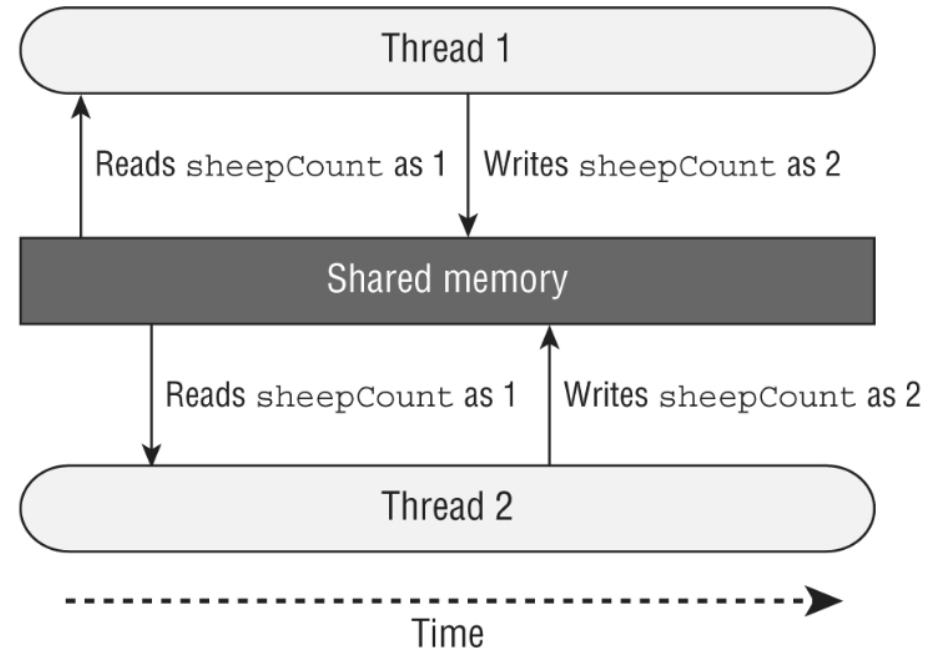
Imagine that our zoo has a program to count sheep, preferably one that won't put the zoo workers to sleep! Each zoo worker runs out to a field, adds a new sheep to the flock, counts the total number of sheep, and runs back to us to report the results. We present the following code to represent this conceptually, choosing a thread pool size so that all tasks can be run concurrently:

```
1: import java.util.concurrent.*;
2: public class SheepManager {
3:     private int sheepCount = 0;
4:     private void incrementAndReport() {
5:         System.out.print((++sheepCount) + " ");
6:     }
7:     public static void main(String[] args) {
8:         ExecutorService service = Executors.newFixedThreadPool(20);
9:         try {
10:             SheepManager manager = new SheepManager();
11:             for(int i = 0; i < 10; i++)
12:                 service.submit(() -> manager.incrementAndReport());
13:         } finally {
14:             service.shutdown();
15:         }
16:     }
17: }
```

What does this program output? You might think it will output numbers from 1 to 10, in order, but that is far from guaranteed. It may output in a different order. Worse yet, it may print some numbers twice and not print some numbers at all! The following are possible outputs of this program:

```
1 2 3 4 5 6 7 8 9 10  
1 9 8 7 3 6 6 2 4 5  
1 8 7 3 2 6 5 4 2 9
```

So, what went wrong? In this example, we use the pre-increment (`++`) operator to update the `sheepCount` variable. A problem occurs when two threads both execute the right side of the expression, reading the “old” value before either thread writes the “new” value of the variable. The two assignments become redundant; they both assign the same new value, with one thread overwriting the results of the other. [Figure 13.4](#) demonstrates this problem with two threads, assuming that `sheepCount` has a starting value of 1.



[FIGURE 13.4](#) Lack of thread synchronization

You can see in [Figure 13.4](#) that both threads read and write the same values, causing one of the two `++sheepCount` operations to be lost. Therefore, the increment operator `++` is not thread-safe. As you will see later in this chapter, the unexpected result of two tasks executing at the same time is referred to as a *race condition*.

Conceptually, the idea here is that some zoo workers may run faster on their way to the field but more slowly on their way back and report late. Other workers may get to the field last but somehow be the first ones back to report the results.

Accessing Data with *volatile*

The volatile keyword is used to guarantee that access to data within memory is consistent. For example, it is possible (albeit unlikely) that our SheepManager example using `++sheepCount` returns an unexpected value due to invalid memory access while the code is executing a critical section. Conceptually, this corresponds to one of our zoo employees tripping on the way back from the field and someone asking them the current number of sheep while they are still trying to get up!

The volatile attribute ensures that only one thread is modifying a variable at one time and that data read among multiple threads is consistent. In this manner, we don't interrupt one of our zoo workers in the middle of running. So, does volatile provide thread-safety? Not exactly. Consider this replacement to our previous application:

```
3: private volatile int sheepCount = 0;  
4: private void incrementAndReport() {
```

```
5:     System.out.print((++sheepCount)+" ");  
6: }
```

Unfortunately, this code is not thread-safe and could still result in numbers being missed:

2 6 1 7 5 3 2 9 4 8

The reason this code is not thread-safe is that `++sheepCount` is still two distinct operations. Put another way, if the increment operator represents the expression `sheepCount = sheepCount + 1`, then each read and write operation is thread-safe, but the combined operation is not. Referring back to our sheep example, we don't interrupt the employee while running, but we could still have multiple people in the field at the same time.



In practice, volatile is rarely used. We only cover it because it has been known to show up on the exam from time to time.

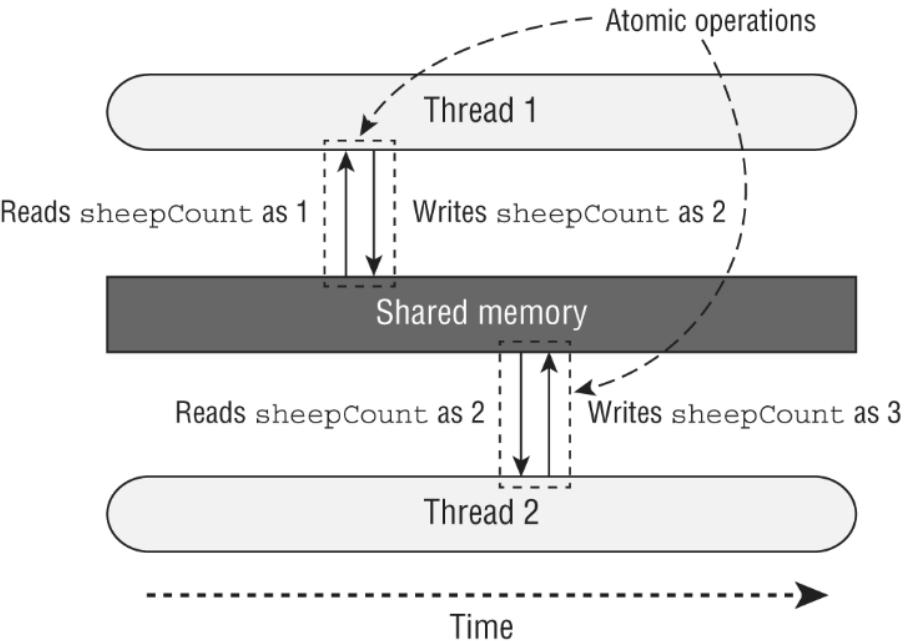
Protecting Data with Atomic Classes

In our previous SheepManager applications, the same values were printed

twice, with the highest counter being 9 instead of 10. As we saw, the increment operator `++` is not thread-safe, even when `volatile` is used. It is not thread-safe because the operation is not atomic, carrying out two tasks, read and write, that can be interrupted by other threads.

Atomic is the property of an operation to be carried out as a single unit of execution without any interference from another thread. A thread-safe atomic version of the increment operator would perform the read and write of the variable as a single operation, not allowing any other threads to access the variable during the operation. [Figure 13.5](#) shows the result of making the `sheepCount` variable atomic.

In this case, any thread trying to access the `sheepCount` variable while an atomic operation is in process will have to wait until the atomic operation on the variable is complete. Conceptually, this is like setting a rule for our zoo workers that there can be only one employee in the field at a time, although they may not each report their results in order.



[FIGURE 13.5](#) Thread synchronization using atomic operations

Since accessing primitives and references is common in Java, the Concurrency API includes numerous useful classes in the `java.util.concurrent.atomic` package. [Table 13.6](#) lists the atomic classes with which you should be familiar for the exam. As with many of the classes in the Concurrency API, these classes exist to make your life easier.

TABLE 13.6 Atomic classes

Class name	Description
AtomicBoolean	A boolean value that may be updated atomically
AtomicInteger	An int value that may be updated atomically
AtomicLong	A long value that may be updated atomically

How do we use an atomic class? Each class includes numerous methods that are equivalent to many of the primitive built-in operators that we use on primitives, such as the assignment operator (`=`) and the increment operators (`++`). We describe the common atomic methods that you should know for the exam in [Table 13.7](#). The `type` is determined by the class.

In the following example, assume we import the atomic package and then update our SheepManager class with an AtomicInteger:

```
3: private AtomicInteger sheepCount = new AtomicInteger(0);
4: private void incrementAndReport() {
5:     System.out.print(sheepCount.incrementAndGet()+" ");
6: }
```

TABLE 13.7 Common atomic methods

Method	Description
get()	Retrieves current value
set(<i>type</i> newValue)	Sets given value, equivalent to assignment <code>=</code> operator
getAndSet(<i>type</i> newValue)	Atomically sets new value and returns old value
incrementAndGet()	For numeric classes, atomic pre-increment operation equivalent to <code>++value</code>
getAndIncrement()	For numeric classes, atomic post-increment operation equivalent to <code>value++</code>
decrementAndGet()	For numeric classes, atomic pre-decrement operation equivalent to <code>--value</code>
getAndDecrement()	For numeric classes, atomic post-decrement operation equivalent to <code>value--</code>

How does this implementation differ from our previous examples? When we run this modification, we get varying output, such as the following:

```
2 3 1 4 5 6 7 8 9 10
1 4 3 2 5 6 7 8 9 10
1 4 3 5 6 2 7 8 10 9
```

Unlike our previous sample output, the numbers 1 through 10 will always be printed, although the order is still not guaranteed. Don't worry; we address that issue shortly. The key in this section is that using the atomic classes ensures that the data is consistent between workers and that no values are lost due to concurrent modifications.

Improving Access with *synchronized* Blocks

While atomic classes are great at protecting a single variable, they aren't particularly useful if you need to execute a series of commands or call a method. For example, we can't use them to update two atomic variables at the same time. How do we improve the results so that each worker is able to increment and report the results in order?

The most common technique is to use a monitor to synchronize access. A *monitor*, also called a *lock*, is a structure that supports *mutual exclusion*, which is the property that at most one thread is executing a particular segment of code at a given time.

In Java, any Object can be used as a monitor, along with the synchronized keyword, as shown in the following example:

```
var manager = new SheepManager();
synchronized(manager) {
```

```
// Work to be completed by one thread at a time
```

```
}
```

This example is referred to as a *synchronized block*. Each thread that arrives will first check if any threads are already running the block. If the lock is not available, the thread will transition to a BLOCKED state until it can "acquire the lock." If the lock is available (or the thread already holds the lock), the single thread will enter the block, preventing all other threads from entering. Once the thread finishes executing the block, it will release the lock, allowing one of the waiting threads to proceed.



To synchronize access across multiple threads, each thread must have access to the *same* Object. If each thread synchronizes on different objects, the code is not thread-safe.

Let's revisit our SheepManager example that used `++sheepCount` and see whether we can improve the results so that each worker increments and outputs the counter in order. Let's say that we replaced our `for()` loop with the following implementation:

```
11: for(int i = 0; i < 10; i++) {  
12:     synchronized(manager) {  
13:         service.submit(() -> manager.incrementAndReport());  
14:     }  
15: }
```

Does this solution fix the problem? No, it does not! Can you spot the problem? We've synchronized the *creation* of the threads but not the *execution* of the threads. In this example, the threads would be created one at a time, but they might all still execute and perform their work simultaneously, resulting in the same type of output that you saw earlier. We did say diagnosing and resolving thread problems is difficult in practice!

We now present a corrected version of the SheepManager class that orders the workers:

```
1: import java.util.concurrent.*;  
2: public class SheepManager {  
3:     private int sheepCount = 0;  
4:     private void incrementAndReport() {  
5:         synchronized(this) {  
6:             System.out.print((++sheepCount)+" ");  
7:         }  
8:     }
```

```
9:     public static void main(String[] args) {  
10:         ExecutorService service = Executors.newFixedThreadPool(20);  
11:         try {  
12:             var manager = new SheepManager();  
13:             for(int i = 0; i < 10; i++)  
14:                 service.submit(() -> manager.incrementAndReport());  
15:         } finally {  
16:             service.shutdown();  
17:         } } }
```

When this code executes, it will consistently output the following:

1 2 3 4 5 6 7 8 9 10

Although all threads are still created and executed at the same time, they each wait at the synchronized block for the worker to increment and report the result before entering. In this manner, each zoo worker waits for the previous zoo worker to come back before running out on the field. While it's random which zoo worker will run out next, it is guaranteed that there will be at most one on the field and that the results will be reported in order.

We could have synchronized on any object, as long as it was the same object. For example, the following code snippet would also work:



```
4: private final Object herd = new Object();
5: private void incrementAndReport() {
6:     synchronized(herd) {
7:         System.out.print((++sheepCount)+" ");
8:     }
9: }
```

Although we didn't need to make the herd variable final, doing so ensures that it is not reassigned after threads start using it.

Synchronizing on Methods

In the previous example, we established our monitor using synchronized(this) around the body of the method. Java provides a more convenient compiler enhancement for doing so. We can add the synchronized modifier to any instance method to synchronize automatically on the object itself. For example, the following two method definitions are equivalent:

```
void sing() {
    synchronized(this) {
        System.out.print("La la la!");
    }
}
```

```
synchronized void sing() {
    System.out.print("La la la!");
}
```

The first uses a synchronized block, whereas the second uses the synchronized method modifier. Which you use is completely up to you.

We can also apply the synchronized modifier to static methods. What object is used as the monitor when we synchronize on a static method? The class object, of course! For example, the following two methods are equivalent for static synchronization inside our SheepManager class:

```
static void dance() {
    synchronized(SheepManager.class) {
        System.out.print("Time to dance!");
    }
}

static synchronized void dance() {
    System.out.print("Time to dance!");
}
```

As before, the first uses a synchronized block, with the second example using the synchronized modifier. You can use static synchronization if you need to order thread access across all instances rather than a single instance.

Understanding the *Lock* Framework

A synchronized block supports only a limited set of functionality. For example, what if we want to check whether a lock is available and, if it is not, perform some other task? Furthermore, if the lock is never available and we synchronize on it, we might wait forever.

The Concurrency API includes the Lock interface, which is conceptually similar to using the synchronized keyword but with a lot more bells and whistles. Instead of synchronizing on any Object, though, we can “lock” only on an object that implements the Lock interface.

Applying a *ReentrantLock*

The Lock interface is pretty easy to use. When you need to protect a piece of code from multithreaded processing, create an instance of Lock that all threads have access to. Each thread then calls lock() before it enters the protected code and calls unlock() before it exits the protected code.

For contrast, the following shows two implementations, one with a synchronized block and one with a Lock instance. While longer, the Lock solution has a number of features not available to the synchronized block.

```
// Implementation #1 with a synchronized block  
Object object = new Object();
```

```
synchronized(object) {
```

```
    // Protected code
```

```
}
```

```
// Implementation #2 with a Lock
```

```
Lock lock = new ReentrantLock();
```

```
try {
```

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

```
    // Protected code
```

```
} finally {
```

```
    lock.unlock();
```

```
}
```

These two implementations are conceptually equivalent. The ReentrantLock class is a simple monitor that implements the Lock interface and supports mutual exclusion. In other words, at most one thread is allowed to hold a lock at any given time.



While certainly not required, it is a good practice to use a try/finally block with Lock instances. Doing so ensures that any acquired locks are properly released.

The ReentrantLock class ensures that once a thread has called lock() and obtained the lock, all other threads that call lock() will wait until the first thread calls unlock(). Which thread gets the lock next depends on the parameters used to create the Lock object.

The ReentrantLock class includes a constructor that takes a single boolean and sets a “fairness” parameter. If the parameter is set to true, the lock will usually be granted to each thread in the order in which it was requested. It is false by default when using the no-argument constructor. In practice, you should enable fairness only when ordering is absolutely required, as it could lead to a significant slowdown.

Besides always making sure to release a lock, you also need to be sure that you only release a lock that you have. If you attempt to release a lock that you do not have, you will get an exception at runtime.

```
Lock lock = new ReentrantLock();
lock.unlock(); // IllegalMonitorStateException
```

The Lock interface includes four methods you should know for the exam, as listed in [Table 13.8](#).

Attempting to Acquire a Lock

While the ReentrantLock class allows you to wait for a lock, it so far suffers

from the same problem as a synchronized block. A thread could end up waiting forever to obtain a lock. Luckily, [Table 13.8](#) includes two additional methods that make the Lock interface a lot safer to use than a synchronized block.

TABLE 13.8 Lock methods

Method	Description
void lock()	Requests lock and blocks until lock is acquired.
void unlock()	Releases lock.
boolean tryLock()	Requests lock and returns immediately. Returns boolean indicating whether lock was successfully acquired.
boolean tryLock(long timeout, TimeUnit unit)	Requests lock and blocks for specified time or until lock is acquired. Returns boolean indicating whether lock was successfully acquired.

For convenience, we use the following printHello() method for the code in this section:

```
public static void printHello(Lock lock) {  
    try {  
        lock.lock();  
        System.out.println("Hello");  
    } finally {  
        lock.unlock();  
    }  
}
```

tryLock()

The `tryLock()` method will attempt to acquire a lock and immediately return a boolean result indicating whether the lock was obtained. Unlike the `lock()` method, it does not wait if another thread already holds the lock. It returns immediately, regardless of whether a lock is available.

The following is a sample implementation using the `tryLock()` method:

```
Lock lock = new ReentrantLock();  
new Thread(() -> printHello(lock)).start();  
if(lock.tryLock()) {  
    try {  
        System.out.println("Lock obtained, entering protected code");  
    } finally {  
        lock.unlock();  
    }  
}
```

```
} else {  
    System.out.println("Unable to acquire lock, doing something else");  
}
```

When you run this code, it could produce either the `if` or `else` message, depending on the order of execution. It will always print Hello, though, as the call to `lock()` in `printHello()` will wait indefinitely for the lock to become available. A fun exercise is to insert some `Thread.sleep()` delays into this snippet to encourage a particular message to be displayed.

Like `lock()`, the `tryLock()` method should be used with a `try/finally` block. Fortunately, you need to release the lock only if it was successfully acquired. For this reason, it is common to use the output of `tryLock()` in an `if` statement, so that `unlock()` is called only when the lock is obtained.



It is imperative that your program always check the return value of the `tryLock()` method. It tells your program whether it is safe to proceed with the operation and whether the lock needs to be released later.



tryLock(long, TimeUnit)

The Lock interface includes an overloaded version of tryLock(long,TimeUnit) that acts like a hybrid of lock() and tryLock(). Like the other two methods, if a lock is available, it will immediately return with it. If a lock is unavailable, though, it will wait up to the specified time limit for the lock.

The following code snippet uses the overloaded version of tryLock(long,TimeUnit):

```
Lock lock = new ReentrantLock();
new Thread(() -> printHello(lock)).start();
if(lock.tryLock(10,TimeUnit.SECONDS)) {
    try {
        System.out.println("Lock obtained, entering protected code");
    } finally {
        lock.unlock();
    }
} else {
    System.out.println("Unable to acquire lock, doing something else");
}
```

The code is the same as before, except this time, one of the threads waits up to 10 seconds to acquire the lock.

Acquiring the Same Lock Twice

The ReentrantLock class maintains a counter of the number of times a lock has been successfully granted to a thread. To release the lock for other threads to use, unlock() must be called the same number of times the lock was granted. The following code snippet contains an error. Can you spot it?

```
Lock lock = new ReentrantLock();
if(lock.tryLock()) {
    try {
        lock.lock();
        System.out.println("Lock obtained, entering protected code");
    } finally {
        lock.unlock();
    }
}
```

The thread obtains the lock twice but releases it only once. You can verify this by spawning a new thread after this code runs that attempts to obtain a lock. The following prints false:

```
new Thread(() -> System.out.print(lock.tryLock())).start(); // false
```

It is critical that you release a lock the same number of times it is acquired! For calls with tryLock(), you need to call unlock() only if the method returned true.

Reviewing the Lock Framework

To review, the ReentrantLock class supports the same features as a synchronized block while adding a number of improvements:

- Ability to request a lock without blocking.
- Ability to request a lock while blocking for a specified amount of time.
- A lock can be created with a fairness property, in which the lock is granted to threads in the order in which it was requested.



While not on the exam, ReentrantReadWriteLock is a really useful class. It includes separate locks for reading and writing data and is useful on data structures where reads are far more common than writes. For example, if you have a thousand threads reading data but only one thread writing data, this class can help you maximize concurrent access.

Orchestrating Tasks with a CyclicBarrier

We started the thread-safety topic by discussing protecting individual variables and then moved on to blocks of code and locks. We complete our discussion of thread-safety by showing how to orchestrate complex tasks with many steps.

Our zoo workers are back, and this time they are cleaning pens. Imagine a lion pen that needs to be emptied, cleaned, and then refilled with the lions. To complete the task, we have assigned four zoo workers. Obviously, we don't want to start cleaning the cage while a lion is roaming in it, lest we end up losing a zoo worker! Furthermore, we don't want to let the lions back into the pen while it is still being cleaned.

We could have all of the work completed by a single worker, but this would be slow and ignore the fact that we have three zoo workers standing by to help. A better solution would be to have all four zoo employees work concurrently, pausing between the end of one set of tasks and the start of the next.

To coordinate these tasks, we can use the CyclicBarrier class:

```
import java.util.concurrent.*;  
public class LionPenManager {  
    private void removeLions() { System.out.println("Removing lions"); }  
    private void cleanPen() { System.out.println("Cleaning the pen"); }
```

```
private void addLions() { System.out.println("Adding lions"); }

public void performTask() {
    removeLions();
    cleanPen();
    addLions();
}

public static void main(String[] args) {
    var service = Executors.newFixedThreadPool(4);
    try {
        var manager = new LionPenManager();
        for (int i = 0; i < 4; i++)
            service.submit(() -> manager.performTask());
    } finally {
        service.shutdown();
    }
}
```

The following is sample output based on this implementation:

```
Removing lions
Removing lions
Cleaning the pen
Adding lions
Removing lions
```

```
Cleaning the pen
Adding lions
Removing lions
Cleaning the pen
Adding lions
Cleaning the pen
Adding lions
```

Although the results are ordered within a single thread, the output is entirely random among multiple workers. We see that some lions are still being removed while the cage is being cleaned, and other lions are added before the cleaning process is finished. Let's hope none of the zoo workers get eaten!

We can improve these results by using the CyclicBarrier class. The CyclicBarrier takes in its constructors a limit value, indicating the number of threads to wait for. As each thread finishes, it calls the await() method on the cyclic barrier. Once the specified number of threads have each called await(), the barrier is released, and all threads can continue.

```
import java.util.concurrent.*;
public class LionPenManager {
    private void removeLions() { System.out.println("Removing lions"); }
    private void cleanPen() { System.out.println("Cleaning the pen"); }
    private void addLions() { System.out.println("Adding lions"); }
```

```
public void performTask(CyclicBarrier c1, CyclicBarrier c2) {
    try {
        removeLions();
        c1.await();
        cleanPen();
        c2.await();
        addLions();
    } catch (InterruptedException | BrokenBarrierException e) {
        // Handle checked exceptions here
    }
}

public static void main(String[] args) {
    var service = Executors.newFixedThreadPool(4);
    try {
        var manager = new LionPenManager();
        var c1 = new CyclicBarrier(4,
            () -> System.out.println("## Pen Cleaned!"));
        var c2 = new CyclicBarrier(4,
            () -> System.out.println("## Lions Added!"));
        for (int i = 0; i < 4; i++)
            service.submit(() -> manager.performTask(c1, c2));
    } finally {
        service.shutdown();
    }
}
```

The following is sample output based on this revised implementation of our LionPenManager class:

```
Removing lions
Removing lions
Removing lions
Removing lions
Cleaning the pen
Cleaning the pen
Cleaning the pen
Cleaning the pen
*** Pen Cleaned!
Adding lions
Adding lions
Adding lions
Adding lions
```

As you can see, all of the results are now organized. Removing the lions happens in one step, as does cleaning the pen and adding the lions back in. In this example, we used two different constructors for our CyclicBarrier objects, the latter of which executes a Runnable instance upon completion.

The CyclicBarrier class allows us to perform complex, multithreaded tasks while all threads stop and wait at logical barriers. This solution is superior



to a single-threaded solution, as the individual tasks, such as removing the lions, can be completed in parallel by all four zoo workers.

Reusing *CyclicBarrier*

After a *CyclicBarrier* limit is reached (aka the barrier is broken), all threads are released, and the number of threads waiting on the *CyclicBarrier* goes back to zero. At this point, the *CyclicBarrier* may be used again for a new set of waiting threads. For example, if our *CyclicBarrier* limit is 5 and we have 15 threads that call `await()`, the *CyclicBarrier* will be activated a total of three times.

Using Concurrent Collections

Besides managing threads, the Concurrency API includes interfaces and classes that help you coordinate access to collections shared by multiple tasks. By collections, we are of course referring to the Java Collections Framework that we introduced in [Chapter 9](#), “Collections and Generics.” In this section, we demonstrate many of the concurrent classes available to you when using the Concurrency API.

Understanding Memory Consistency Errors

The purpose of the concurrent collection classes is to solve common memory consistency errors. A *memory consistency error* occurs when two threads have inconsistent views of what should be the same data. Conceptually, we want writes on one thread to be available to another thread if it accesses the concurrent collection after the write has occurred.

When two threads try to modify the same nonconcurrent collection, the JVM may throw a `ConcurrentModificationException` at runtime. In fact, it can happen with a single thread. Take a look at the following code snippet:

```
11: var foodData = new HashMap<String, Integer>();  
12: foodData.put("penguin", 1);  
13: foodData.put("flamingo", 2);  
14: for(String key: foodData.keySet())  
15:   foodData.remove(key);
```

This snippet will throw a `ConcurrentModificationException` during the second iteration of the loop, since the iterator on `keySet()` is not properly updated after the first element is removed. Changing the first line to use a `ConcurrentHashMap` will prevent the code from throwing an exception at runtime.

```
11: var foodData = new ConcurrentHashMap<String, Integer>();
```

Although we don't usually modify a loop variable, this example highlights the fact that the ConcurrentHashMap is ordering read/write access such that all access to the class is consistent. In this code snippet, the iterator created by keySet() is updated as soon as an object is removed from the Map.

The concurrent classes were created to help avoid common issues in which multiple threads are adding and removing objects from the same collections. At any given instance, all threads should have the same consistent view of the structure of the collection.

Working with Concurrent Classes

You should use a concurrent collection class any time you have multiple threads modify a collection outside a synchronized block or method, even if you don't expect a concurrency problem. Without the concurrent collections, multiple threads accessing a collection could result in an exception being thrown or, worse, corrupt data!



If the collection is immutable (and contains immutable objects), the concurrent collections are not necessary. Immutable

objects can be accessed by any number of threads and do not require synchronization. By definition, they do not change, so there is no chance of a memory consistency error.

When passing around a concurrent collection, a caller may need to know the particular implementation class. That said, it is considered a good practice to pass around a nonconcurrent interface reference when possible, similar to how we instantiate a HashMap but often pass around a Map reference:

```
Map<String, Integer> map = new ConcurrentHashMap<>();
```

[Table 13.9](#) lists the common concurrent classes with which you should be familiar for the exam.

TABLE 13.9 Concurrent collection classes

Class name	Java Collections interfaces	Sorted?	Blocking?
ConcurrentHashMap	Map ConcurrentMap	No	No
ConcurrentLinkedQueue	Queue	No	No
ConcurrentSkipListMap	Map SortedMap	Yes	No

	NavigableMap ConcurrentMap ConcurrentNavigableMap		
ConcurrentSkipListSet	Set SortedSet NavigableSet	Yes	No
CopyOnWriteArrayList	List	No	No
CopyOnWriteHashSet	Set	No	No
LinkedBlockingQueue	Queue BlockingQueue	No	Yes

Most of the classes in [Table 13.9](#) are just concurrent versions of their nonconcurrent counterpart classes, such as ConcurrentHashMap vs. Map, or ConcurrentLinkedQueue vs. Queue. For the exam, you don't need to know any class-specific concurrent methods. You just need to know the inherited methods, such as get() and set() for List instances.

The Skip classes might sound strange, but they are just “sorted” versions of the associated concurrent collections. When you see a class with Skip in the name, just think “sorted concurrent” collections, and the rest should follow naturally.

The CopyOnWrite classes behave a little differently than the other concurrent examples you have seen. These classes create a copy of the collection any time a reference is added, removed, or changed in the collection and then update the original collection reference to point to the copy. These classes are commonly used to ensure an iterator doesn't see modifications to the collection.

Let's take a look at how this works with an example:

```
List<Integer> favNumbers = new CopyOnWriteArrayList<>(List.of(4, 3, 42));
for (var n : favNumbers) {
    System.out.print(n + " ");           // 4 3 42
    favNumbers.add(n+1);
}
System.out.println();
System.out.println("Size: " + favNumbers.size()); // Size: 6
```

Despite adding elements, the iterator is not modified, and the loop executes exactly three times. Alternatively, if we had used a regular ArrayList object, a ConcurrentModificationException would have been thrown at runtime. The CopyOnWrite classes can use a lot of memory, since a new collection structure is created any time the collection is modified. Therefore, they are

commonly used in multithreaded environment situations where reads are far more common than writes.



A CopyOnWrite instance is similar to an immutable object, as a new underlying structure is created every time the collection is modified. Unlike a true immutable object, though, the reference to the object stays the same even while the underlying data is changed.

Finally, [Table 13.9](#) includes `LinkedBlockingQueue`, which implements the concurrent `BlockingQueue` interface. This class is just like a regular `Queue`, except that it includes overloaded versions of `offer()` and `poll()` that take a timeout. These methods wait (or block) up to a specific amount of time to complete an operation.

Obtaining Synchronized Collections

Besides the concurrent collection classes that we have covered, the Concurrency API also includes methods for obtaining synchronized versions of existing nonconcurrent collection objects. These synchronized methods are defined in the `Collections` class. They operate on the inputted collection

and return a reference that is the same type as the underlying collection. We list these static methods in [Table 13.10](#).

TABLE 13.10 Synchronized Collections methods

synchronizedCollection(Collection<T> c)
synchronizedList(List<T> list)
synchronizedMap(Map<K,V> m)
synchronizedNavigableMap(NavigableMap<K,V> m)
synchronizedNavigableSet(NavigableSet<T> s)
synchronizedSet(Set<T> s)
synchronizedSortedMap(SortedMap<K,V> m)
synchronizedSortedSet(SortedSet<T> s)

If you're writing code to create a collection and it requires synchronization, you should use the classes defined in [Table 13.9](#). On the other hand, if you are passed a nonconcurrent collection and need synchronization, use the methods in [Table 13.10](#).

Identifying Threading Problems

Now that you know how to write thread-safe code, let's talk about

what qualifies as a threading problem. A threading problem can occur in multithreaded applications when two or more threads interact in an unexpected and undesirable way. For example, two threads may block each other from accessing a particular segment of code.

The Concurrency API was created to help eliminate potential threading issues common to all developers. As you have seen, the Concurrency API creates threads and manages complex thread interactions for you, often in just a few lines of code.

Although the Concurrency API reduces the potential for threading issues, it does not eliminate them. In practice, finding and identifying threading issues within an application is often one of the most difficult tasks a developer can undertake.

Understanding Liveness

As you have seen in this chapter, many thread operations can be performed independently, but some require coordination. For example, synchronizing on a method requires all threads that call the method to wait for other threads to finish before continuing. You also saw earlier in the chapter that threads in a CyclicBarrier will each wait for the barrier limit to be reached before continuing.

What happens to the application while all of these threads are waiting? In many cases, the waiting is ephemeral, and the user has very little idea that any delay has occurred. In other cases, though, the waiting may be extremely long, perhaps infinite.

Liveness is the ability of an application to be able to execute in a timely manner. Liveness problems, then, are those in which the application becomes unresponsive or is in some kind of “stuck” state. More precisely, liveness problems are often the result of a thread entering a BLOCKING or WAITING state forever, or repeatedly entering/exiting these states. For the exam, there are three types of liveness issues with which you should be familiar: deadlock, starvation, and livelock.

Deadlock

Deadlock occurs when two or more threads are blocked forever, each waiting on the other. We can illustrate this principle with the following example. Imagine that our zoo has two foxes: Foxy and Tails. Foxy likes to eat first and then drink water, while Tails likes to drink water first and then eat. Furthermore, neither animal likes to share, and they will finish their meal only if they have exclusive access to both food and water.

The zookeeper places the food on one side of the environment and the water on the other side. Although our foxes are fast, it still takes them 100 milliseconds to run from one side of the environment to the other.

What happens if Foxy gets the food first and Tails gets the water first? The following application models this behavior:

```
import java.util.concurrent.*;
class Food {}
class Water {}
public record Fox(String name) {
    public void eatAndDrink(Food food, Water water) {
        synchronized(food) {
            System.out.println(name() + " Got Food!");
            move();
        }
        synchronized(water) {
            System.out.println(name() + " Got Water!");
        }
    }
    public void drinkAndEat(Food food, Water water) {
        synchronized(water) {
            System.out.println(name() + " Got Water!");
            move();
        }
        synchronized(food) {
            System.out.println(name() + " Got Food!");
        }
    }
    public void move() {
        try { Thread.sleep(100); } catch (InterruptedException e) {}
```

```
}
```

```
public static void main(String[] args) {
    // Create participants and resources
    var foxy = new Fox("Foxy");
    var tails = new Fox("Tails");
    var food = new Food();
    var water = new Water();
    // Process data
    var service = Executors.newScheduledThreadPool(10);
    try {
        service.submit(() -> foxy.eatAndDrink(food,water));
        service.submit(() -> tails.drinkAndEat(food,water));
    } finally {
        service.shutdown();
    }
}
```

In this example, Foxy obtains the food and then moves to the other side of the environment to obtain the water. Unfortunately, Tails already drank the water and is waiting for the food to become available. The result is that our program outputs the following, and it hangs indefinitely:

Foxy Got Food!
Tails Got Water!



This example is considered a deadlock because both participants are permanently blocked, waiting on resources that will never become available.

Starvation

Starvation occurs when a single thread is perpetually denied access to a shared resource or lock. The thread is still active, but it is unable to complete its work as a result of other threads constantly taking the resource that it is trying to access.

In our fox example, imagine that we have a pack of very hungry, very competitive foxes in our environment. Every time Foxy stands up to go get food, one of the other foxes sees her and rushes to eat before her. Foxy is free to roam around the enclosure, take a nap, and howl for a zookeeper but is never able to obtain access to the food. In this example, Foxy literally and figuratively experiences starvation. It's a good thing that this is just a theoretical example!

Livelock

Livelock occurs when two or more threads are conceptually blocked forever, although they are each still active and trying to complete their task. Livelock is a special case of resource starvation in which two or more threads actively try to acquire a set of locks, are unable to do so, and restart part of the process.

Livelock is often a result of two threads trying to resolve a deadlock. Returning to our fox example, imagine that Foxy and Tails are both holding their food and water resources, respectively. They each realize that they cannot finish their meal in this state, so they both let go of their food and water, run to the opposite side of the environment, and pick up the other resource. Now Foxy has the water, Tails has the food, and neither is able to finish their meal!

If Foxy and Tails continue this process forever, it is referred to as *livelock*. Both Foxy and Tails are active, running back and forth across their area, but neither can finish their meal. Foxy and Tails are executing a form of failed deadlock recovery. Each fox notices that they are potentially entering a deadlock state and responds by releasing all of its locked resources. Unfortunately, the lock and unlock process is cyclical, and the two foxes are conceptually deadlocked.

In practice, livelock is often a difficult issue to detect. Threads in a livelock state appear active and able to respond to requests, even when they are stuck in an endless cycle.

Managing Race Conditions

A *race condition* is an undesirable result that occurs when two tasks that should be completed sequentially are completed at the same time. We

encountered examples of race conditions earlier in the chapter when we introduced synchronization.

While [Figure 13.4](#) shows a classical thread-based example of a race condition, we now provide a more illustrative example. Imagine that two zoo patrons, Olivia and Sophia, are signing up for an account on the zoo's new visitor website. Both of them want to use the same username, ZooFan, and each sends a request to create the account at the same time, as shown in [Figure 13.6](#).

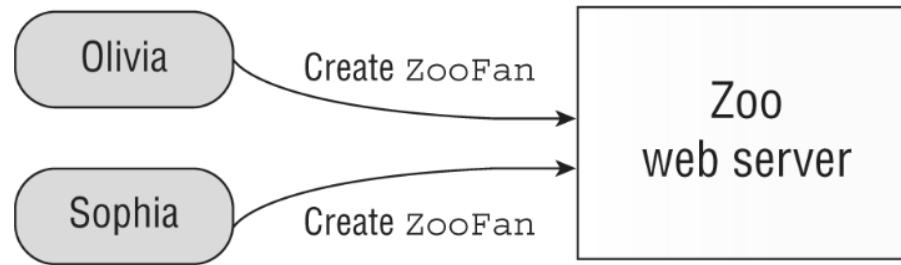


FIGURE 13.6 Race condition on user creation

What result does the web server return when both users attempt to create an account with the same username in [Figure 13.6](#)?

Possible Outcomes for This Race Condition

- Both users are able to create accounts with the username ZooFan.

- Neither user is able to create an account with the username ZooFan, and an error message is returned to both users.
- One user is able to create an account with the username ZooFan, while the other user receives an error message.

The first outcome is *really bad*, as it leads to users trying to log in with the same username. Whose data do they see when they log in? The second outcome causes both users to have to try again, which is frustrating but at least doesn't lead to corrupt or bad data.

The third outcome is often considered the best solution. Like the second situation, we preserve data integrity; but unlike the second situation, at least one user is able to move forward on the first request, avoiding additional race condition scenarios.

For the exam, you should understand that race conditions lead to invalid data if they are not properly handled. Even the solution where both participants fail to proceed is preferable to one in which invalid data is permitted to enter the system.

Working with Parallel Streams

We conclude this chapter by combining what you learned in [Chapter 10](#), "Streams," with the concepts you learned about in this chapter. One of the

most powerful features of the Stream API is built-in concurrency support. Up until now, all of the streams you have worked with have been serial streams. A *serial stream* is a stream in which the results are ordered, with only one entry being processed at a time.

A *parallel stream* is capable of processing results concurrently, using multiple threads. For example, you can use a parallel stream and the map() operation to operate concurrently on the elements in the stream, vastly improving performance over processing a single element at a time.

Using a parallel stream can change not only the performance of your application but also the expected results. As you shall see, some operations also require special handling to be able to be processed in a parallel manner.



The number of threads available in a parallel stream is proportional to the number of available CPUs in your environment.

Creating Parallel Streams

The Stream API was designed to make creating parallel streams quite easy. For the exam, you should be familiar with two ways of creating a parallel stream.

```
Collection<Integer> collection = List.of(1,2);
```

```
Stream<Integer> p1 = collection.stream().parallel();  
Stream<Integer> p2 = collection.parallelStream();
```

The first way to create a parallel stream is from an existing stream. Isn't this cool? Any stream can be made parallel! The second way to create a parallel stream is from a Java Collection class. We use both of these methods throughout this section.



The Stream interface includes a method isParallel() that can be used to test whether the instance of a stream supports parallel processing. Some operations on streams preserve the parallel attribute, while others do not.

Performing a Parallel Decomposition

A *parallel decomposition* is the process of taking a task, breaking it into smaller pieces that can be performed concurrently, and then reassembling the results. The more concurrent a decomposition, the greater the performance improvement of using parallel streams.

Let's try it out. First, let's define a reusable function that "does work" just by waiting for five seconds.

```
private static int doWork(int input) {  
    try {  
        Thread.sleep(5000);  
    } catch (InterruptedException e) {}  
    return input;  
}
```

We can pretend that in a real application, this work might involve calling a database or reading a file. Now let's use this method with a serial stream.

```
10: long start = System.currentTimeMillis();  
11: List.of(1,2,3,4,5)  
12: .stream()  
13: .map(w -> doWork(w))  
14: .forEach(s -> System.out.print(s + " "));  
15:  
16: System.out.println();  
17: var timeTaken = (System.currentTimeMillis()-start)/1000;  
18: System.out.println("Time: "+timeTaken+" seconds");
```

What do you think this code will output when executed as part of a main() method? Let's take a look:

```
1 2 3 4 5  
Time: 25 seconds
```

As you might expect, the results are ordered and predictable because we are using a serial stream. It also took around 25 seconds to process all five results, one at a time. What happens if we replace line 12 with one that uses a parallelStream()? The following is some sample output:

```
3 2 1 5 4  
Time: 5 seconds
```

As you can see, the results are no longer ordered or predictable. The map() and forEach() operations on a parallel stream are equivalent to submitting multiple Runnable lambda expressions to a pooled thread executor and then waiting for the results.

What about the time required? In this case, our system had enough CPUs for all of the tasks to be run concurrently. If you ran this same code on a computer with fewer processors, it might output 10 seconds, 15 seconds, or some other value. The key is that we've written our code to take advantage of parallel processing when available, so our job is done.



Ordering Results

If your stream operation needs to guarantee ordering and you're not sure if it is serial or parallel, you can replace line 14 with one that uses `forEachOrdered()`:

```
14: .forEachOrdered(s -> System.out.print(s + "));
```

This outputs the results in the order in which they are defined in the stream:

1 2 3 4 5

Time: 5 seconds

While we've lost some of the performance gains of using a parallel stream, our `map()` operation can still take advantage of the parallel stream.

Processing Parallel Reductions

Besides potentially improving performance and modifying the order of operations, using parallel streams can impact how you write your

application. A *parallel reduction* is a reduction operation applied to a parallel stream. The results for parallel reductions can differ from what you expect when working with serial streams.

Performing Order-Based Tasks

Since order is not guaranteed with parallel streams, methods such as `findAny()` on parallel streams may result in unexpected behavior. Consider the following example:

```
System.out.print(List.of(1,2,3,4,5,6)
    .parallelStream()
    .findAny()
    .get());
```

The JVM allocates a number of threads and returns the value of the first one to return a result, which could be 4, 2, and so on. While *neither* the serial nor the parallel stream is guaranteed to return the first value, the serial stream often does. With a parallel stream, the results are likely to be more random.

What about operations that consider order, such as `findFirst()`, `limit()`, and `skip()`? Order is still preserved, but performance may *suffer* on a parallel stream as a result of a parallel processing task being forced to coordinate all of its threads in a synchronized-like fashion.

On the plus side, the results of ordered operations on a parallel stream will be consistent with a serial stream. For example, calling `skip(5).limit(2).findFirst()` will return the same result on ordered serial and parallel streams.



Real World Scenarios

Creating Unordered Streams

All of the streams you have been working with are considered ordered by default. It is possible to create an unordered stream from an ordered stream, similar to how you create a parallel stream from a serial stream.

```
List.of(1,2,3,4,5,6).stream().unordered();
```

This method does not reorder the elements; it just tells the JVM that if an order-based stream operation is applied, the order can be ignored. For example, calling `skip(5)` on an unordered stream will skip any 5 elements, not necessarily the first 5 required on an ordered stream.

For serial streams, using an unordered version has no effect. But on parallel streams, the results can greatly improve performance.

```
List.of(1,2,3,4,5,6).stream().unordered().parallel();
```

Even though unordered streams will not be on the exam, if you are developing applications with parallel streams, you should know when to apply an unordered stream to improve performance.

Combining Results with `reduce()`

As you learned in [Chapter 10](#), the stream operation `reduce()` combines a stream into a single object. Recall that the first parameter to the `reduce()` method is called the *identity*, the second parameter is called the *accumulator*, and the third parameter is called the *combiner*. The following is the signature for the method:

```
<U> U reduce(U identity,  
 BiFunction<U,? super T,U> accumulator,  
 BinaryOperator<U> combiner)
```

We can concatenate a list of char values using the `reduce()` method, as shown in the following example:

```
System.out.println(List.of('w', 'o', 'l', 'f')  
.parallelStream())
```

```
.reduce("",  
       (s1,c) -> s1 + c,  
       (s2,s3) -> s2 + s3)); // wolf
```



The naming of the variables in this stream example is not accidental. We used `c` for char, whereas `s1`, `s2`, and `s3` are String values.

On parallel streams, the `reduce()` method works by applying the reduction to pairs of elements within the stream to create intermediate values and then combining those intermediate values to produce a final result. Put another way, in a serial stream, `wolf` is built one character at a time. In a parallel stream, the intermediate values `w0` and `l1` are created and then combined.

With parallel streams, we now have to be concerned about order. What if the elements of a string are combined in the wrong order to produce `wlfo` or `fwo`? The Stream API prevents this problem while still allowing streams to be processed in parallel, as long as you follow one simple rule: make sure that the accumulator and combiner produce the same result regardless of the order they are called in.



While this is not in scope for the exam, the accumulator and combiner must be associative, non-interfering, and stateless. Don't panic; you don't need to know advanced math terms for the exam!

While the requirements for the input arguments to the `reduce()` method hold true for both serial and parallel streams, you may not have noticed any problems in serial streams because the result was always ordered. With parallel streams, though, order is no longer guaranteed, and any argument that violates these rules is much more likely to produce side effects or unpredictable results.

Let's take a look at an example using a problematic accumulator. In particular, order matters when subtracting numbers; therefore, the following code can output different values depending on whether you use a serial or parallel stream. We can omit a combiner parameter in these examples, as the accumulator can be used when the intermediate data types are the same.

```
System.out.println(List.of(1,2,3,4,5,6)
    .parallelStream()
    .reduce(0, (a, b) -> (a - b))); // PROBLEMATIC ACCUMULATOR
```

It may output -21, 3, or some other value.

You can see other problems if we use an identity parameter that is not truly an identity value. For example, what do you expect the following code to output?

```
System.out.println(List.of("w", "o", "l", "f")
    .parallelStream()
    .reduce("X", String::concat)); // XwXoXlXf
```

On a serial stream, it prints Xwolf, but on a parallel stream, the result is XwXoXlXf. As part of the parallel process, the identity is applied to multiple elements in the stream, resulting in very unexpected data.

Selecting a `reduce()` Method

Although the one- and two-argument versions of `reduce()` support parallel processing, it is recommended that you use the three-argument version of `reduce()` when working with parallel streams. Providing an

explicit combiner method allows the JVM to partition the operations in the stream more efficiently.

Combining Results with `collect()`

Like `reduce()`, the Stream API includes a three-argument version of `collect()` that takes *accumulator* and *combiner* operators along with a *supplier* operator instead of an identity.

```
<R> R collect(Supplier<R> supplier,
    BiConsumer<R, ? super T> accumulator,
    BiConsumer<R, R> combiner)
```

Also, like `reduce()`, the accumulator and combiner operations must be able to process results in any order. In this manner, the three-argument version of `collect()` can be performed as a parallel reduction, as shown in the following example:

```
Stream<String> stream = Stream.of("w", "o", "l", "f").parallel();
SortedSet<String> set = stream.collect(ConcurrentSkipListSet::new,
    Set::add,
    Set::addAll);
System.out.println(set); // [f, l, o, w]
```

Recall that elements in a `ConcurrentSkipListSet` are sorted according to their natural ordering. You should use a concurrent collection to combine the results, ensuring that the results of concurrent threads do not cause a `ConcurrentModificationException`.

Performing parallel reductions with a collector requires additional considerations. For example, if the collection into which you are inserting is an ordered data set, such as a `List`, the elements in the resulting collection must be in the same order, regardless of whether you use a serial or parallel stream. This may reduce performance, though, as some operations cannot be completed in parallel.

Performing a Parallel Reduction on a Collector

While we covered the `Collector` interface in [Chapter 10](#), we didn't go into detail about its properties. Every `Collector` instance defines a `characteristics()` method that returns a set of `Collector.Characteristics` attributes. When using a `Collector` to perform a parallel reduction, a number of properties must hold true. Otherwise, the `collect()` operation will execute in a single-threaded fashion.

Requirements for Parallel Reduction with `collect()`

- The stream is parallel.

- The parameter of the `collect()` operation has the `Characteristics.CONCURRENT` characteristic.
- Either the stream is unordered or the collector has the characteristic `Characteristics.UNORDERED`.

For example, while `Collectors.toSet()` does have the `UNORDERED` characteristic, it does not have the `CONCURRENT` characteristic. Therefore, the following is not a parallel reduction even with a parallel stream:

```
parallelStream.collect(Collectors.toSet()); // Not a parallel reduction
```

The `Collectors` class includes two sets of static methods for retrieving collectors, `toConcurrentMap()` and `groupingByConcurrent()`, both of which are `UNORDERED` and `CONCURRENT`. These methods produce `Collector` instances capable of performing parallel reductions efficiently. Like their nonconcurrent counterparts, there are overloaded versions that take additional arguments.

Here is a rewrite of an example from [Chapter 10](#) to use a parallel stream and parallel reduction:

```
Stream<String> ohMy = Stream.of("lions", "tigers", "bears").parallel();
ConcurrentMap<Integer, String> map = ohMy
    .collect(Collectors.toConcurrentMap(String::length,
```

```
k -> k,  
(s1, s2) -> s1 + "," + s2));  
System.out.println(map);      // {5=lions,bears, 6=tigers}  
System.out.println(map.getClass()); //  
java.util.concurrent.ConcurrentHashMap
```

We use a `ConcurrentMap` reference, although the actual class returned is likely `ConcurrentHashMap`. The particular class is not guaranteed; it will just be a class that implements the interface `ConcurrentMap`.

Finally, we can rewrite our `groupingBy()` example from [Chapter 10](#) to use a parallel stream and parallel reduction.

```
var ohMy = Stream.of("lions", "tigers", "bears").parallel();  
ConcurrentMap<Integer, List<String>> map = ohMy.collect(  
    Collectors.groupingByConcurrent(String::length));  
System.out.println(map);      // {[5=lions, bears], [6=tigers]}
```

As before, the returned object can be assigned to a `ConcurrentMap` reference.

Avoiding Stateful Streams

Side effects can appear in parallel streams if your lambda expressions are stateful. A *stateful lambda expression* is one whose result depends on any state that might change during the execution of a pipeline. For example, the following method that filters out even numbers is stateful:

```
public List<Integer> addValues(IntStream source) {  
    var data = Collections.synchronizedList(new ArrayList<Integer>());  
    source.filter(s -> s % 2 == 0)  
        .forEach(i -> { data.add(i); }); // STATEFUL: DON'T DO THIS!  
    return data;  
}
```

Let's say this method is executed with a serial stream:

```
var list = addValues(IntStream.range(1, 11));  
System.out.print(list);      // [2, 4, 6, 8, 10]
```

Great, the results are in the same order that they were entered. But what if someone else passes in a parallel stream?

```
var list = addValues(IntStream.range(1, 11).parallel());
System.out.print(list);      // [6, 8, 10, 2, 4]
```

Oh, no: our results no longer match our input order! The problem is that our lambda expression is stateful and modifies a list that is outside our stream. We can fix this solution by rewriting our stream operation to be stateless:

```
public List<Integer> addValuesBetter(IntStream source) {
    return source.filter(s -> s % 2 == 0)
        .boxed()
        .collect(Collectors.toList());
}
```

This method processes the stream and then collects all the results into a new list. It produces the same ordered result on both serial and parallel streams. It is strongly recommended that you avoid stateful operations when using parallel streams, to remove any potential data side effects. In fact, they should be avoided in serial streams since doing so limits the code's ability to someday take advantage of parallelization.

Summary

This chapter introduced you to threads and outlined some of the key concurrency concepts you need to know for the exam (and to be a better software developer!). You should know how to create and define the thread's work using a `Runnable` instance, as well as how to pause and interrupt the thread. When working with the Concurrency API, you should also know how to create threads using Callable lambda expressions.

At this point, you should know how to concurrently execute tasks using `ExecutorService` like a pro. You should also know which `ExecutorService` instances are available, including scheduled and pooled services.

Thread-safety is about protecting data from being corrupted by multiple threads modifying it at the same time. Java offers many tools to keep data safe, including atomic classes, synchronized methods/blocks, the Lock framework, and CyclicBarrier. The Concurrency API also includes numerous collection classes that handle multithreaded access for you. You should be familiar with the concurrent collections, including the `CopyOnWrite` classes, which create a new underlying structure any time the underlying collection is modified.

When processing tasks concurrently, a variety of potential threading issues can arise. Deadlock, starvation, and livelock can result in programs that

