

Java 25

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CALVIN & HOBBS © BIL WATTERSON

Don't believe what I'm saying !

Me, myself and I

Rémi Forax

- Assistant Prof at University Gustave Eiffel
- Expert for lambda, module, record, etc

Feel free to google me if you want to know more ...

What is Java ?

Java the language ?

Write Once Run Anywhere

Java the language ?

Write Once Run Anywhere ... forever

Java the language ?

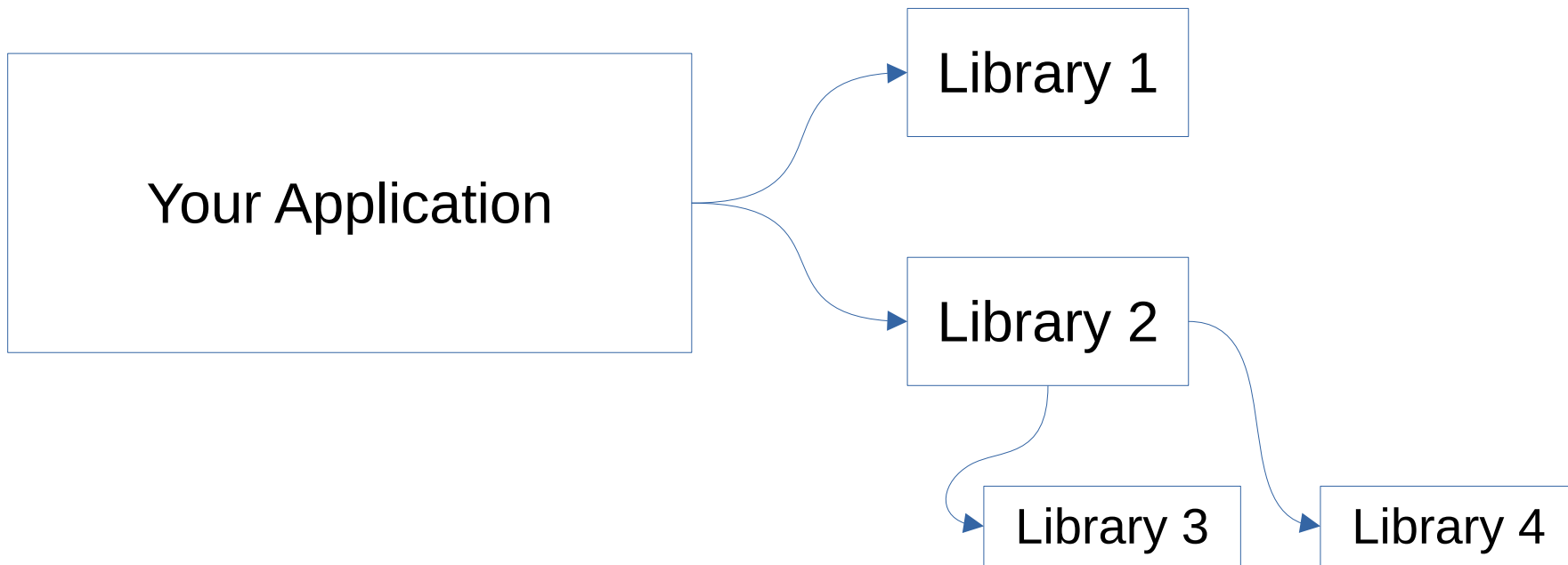
Write Once Run Anywhere ... forever

<==>

Composition at Scale

Composition at Scale

Fearless composition of libraries



API backward compatibility

Java provides binary backward compatibility

- Unlike C, C++, Rust, Python, or JS

Composition of libraries written with different versions of the language

- No: Python 2 vs Python 3

Java versions

Softwares change, Java too

- Java 1: OOP (1995)
- Java 5: Generics (2004)
- Java 8: Lambda (2014)
- Java 21: Record & Pattern Matching (2023)
- Java 2?: Value Type (202?)

Drift toward functional ...

Immutable atoms (String, Integer ...)

java.util.Date → java.time.*

Collections → List.of(), Set.of(), Map.of()

class → record
→ value class

loops → streams

Inheritance → Sealed Interface
Polymorphism → Pattern Matching

MUTABLE WORLD

IMMUTABLE WORLD

Don't of Java

Clash with the composition at scale

Cases of function coloring*

- Rust lifetime attributes (we have GCs)
- Async/Reactive methods (we have virtual threads)
- Use class/type for errors (we have exceptions)

I know checked exceptions are bad :(

* <https://journal.stuffwithstuff.com/2015/02/01/what-color-is-your-function/>

What's new in Java ?

Java 21 → Java 25

Language

- Compact classes, `main()` and `java.lang.IO`
- Import module
- Unnamed variable ('_') and the *any* pattern (released in 22)
- Flexible constructors

DEMO !

<https://github.com/forax/java-25-demo>

Java 21 → Java 25

APIs

- Scoped Values
- Structured Concurrency (new API, preview)
- Foreign Functions / Memory API (released in 22)
- Stream Gatherer (released in 24)
- Stable Value (preview)

Better Virtual Thread

Synchronized + IO calls

Until Java 24

- `synchronized(foo) {
 channel.read(...); // block the carrier thread
}` // aka virtual thread pinning
- Synchronized fast path (not contented) stores the lock inside the stack
 - The header of the object point to the lock on stack
 - To it can not be copied to heap :(

Synchronized + IO calls

In Java 24

- Synchronized is re-implemented
 - The fast lock is stored in a lock arena at the bottom of the stack
- Part of project Liliput
 - Move header from 96 bits to 64 bits
 - Enable with `-XX:+UseCompactObjectHeaders`
 - Should be default in Java 26

ScopeValue

ThreadLocal replacement

- ThreadLocal issues
 - Does not scale with many virtual threads
 - Not lightweight
 - Hard to optimize for the JIT (mutation)
- Need both a better API and a better implementation
 - ScopeValue

DEMO !

<https://github.com/forax/java-25-demo>

ScopeValue

- ScopeValue
 - Creation with `ScopeValue.newInstance()`
 - `ScopeValue.where(key, value)`
 - `ScopeValue.where(...)`
 `.run(runnable) // the value is available for the Runnable`
- Values are cached on stack (vs heap)
- Can be optimized by the JIT (with inlining)

Gatherer

Stream operations

Relation

- 1 to 0 or 1: filter
- 1 to 1: map
- 1 to many: flatMap, mapMulti
- many to many ?

DEMO !

<https://github.com/forax/java-25-demo>

StableValue

Double Check Locking

The version that **fails !**

```
static BigObject BIG_OBJECT;  
static BigObject getBigObject() {  
    if (BIG_OBJECT != null) {  
        return BIG_OBJECT;  
    }  
    synchronized(CurrentClass) {  
        if (BIG_OBJECT != null) {  
            return BIG_OBJECT;  
        }  
        return BIG_OBJECT = new BigObject();  
    }  
}
```

Double Check Locking (pseudo code)

The version that **fails !**

```
static BigObject BIG_OBJECT;
- static BigObject getBigObject() {
    if (BIG_OBJECT != null) {
        return BIG_OBJECT;
    }
    synchronized(CurrentClass) {
        if (BIG_OBJECT != null) {
            return BIG_OBJECT;
        }
        var tmp = new BigObject
        tmp.BigObject();
        BIG_OBJECT = tmp;
        return tmp;;
    }
}
```

// those two lines can be re-ordered

Double Check Locking

The **Okay** version

```
static volatile BigObject BIG_OBJECT;  
static BigObject getBigObject() {  
    if (BIG_OBJECT != null) {  
        return BIG_OBJECT;  
    }  
    synchronized(CurrentClass) {  
        if (BIG_OBJECT != null) {  
            return BIG_OBJECT;  
        }  
        return BIG_OBJECT = new BigObject();  
    }  
}
```

DEMO !

<https://github.com/forax/java-25-demo>

Structured Concurrency

j.u.c.Executor flaws

- Does not cancel other tasks when one fails
- Java 19: Executor implements AutoCloseable
- Need a new API
 - The first API proposed has be modified in 25

DEMO !

<https://github.com/forax/java-25-demo>

Predefined Joiners

Predefined joiners

- `awaitAllSuccessfulOrThrow`
 - Stores `firstException`
- `allSuccessfulOrThrow()`
 - Stores `firstException` + `List<SubTask>`
- `anySuccessfulOrThrow()`
 - Stores `Subtask`
- `allUntil(Predicate)`
 - Stores `Predicate`

Execute Summary

Java 25 is the LTS

A lot of preview features are now released

- Unnamed variable, unnamed pattern
 - Improve expressiveness
- Compact class, better main, import module
 - Cool for demos and beginners
- Flexible constructor (value class will land soon)

Better runtime (liliput, ZGC, Shenandoah, G1, ...)

Better APIs (ScopeValue, FFM, Gatherer)