# We are all to gather

Rémi Forax Université Gustave Eiffel – January 2024

# We are all together

Rémi Forax Université Gustave Eiffel – January 2024

# We are all to gather

Rémi Forax Université Gustave Eiffel – January 2024



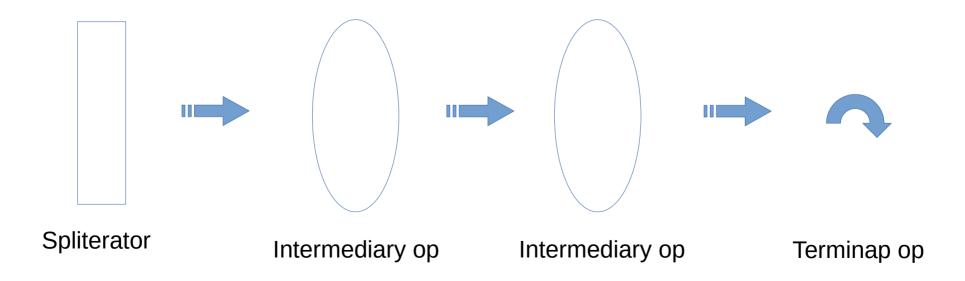
### Don't believe what I'm saying!

### Outline

- Stream operations
- The Gatherer API
- Performance and limitations

# Stream == pipeline

The terminal operation drives the pipeline



# Intermediary Ops

#### 3 axis

- Can be parallelizable? sequential/parallel
- Have an internal state? stateless/stateful
- Can stop the computation? greedy/short-circuiting

**Operations** 

- map() ??

- map() parallelizable, stateless, greedy
- filter() ??

- map() parallelizable, stateless, greedy
- filter() parallelizable, stateless, greedy
- takeWhile() ??

- map() parallelizable, stateless, greedy
- filter() parallelizable, stateless, greedy
- takeWhile() sequential, stateless, short-circuit
- limit() ??

- map() parallelizable, stateless, greedy
- filter() parallelizable, stateless, greedy
- takeWhile() sequential, stateless, short-circuit
- limit() sequential, stateful, short-circuit
- reduce() ??

- map() parallelizable, stateless, greedy
- filter() parallelizable, stateless, greedy
- takeWhile() sequential, stateless, short-circuit
- limit() sequential, stateful, short-circuit
- reduce() parallelizable, stateful, greedy

### Live Code!

### Gatherer API

### Gatherer<E, A, T>

initializer: Supplier<A>

- Create a state

integrator (A state, E element, Downstream<T> downstream) → boolean

Accumulate in state and/or push downstream (back-propagate return type)

combiner: BinaryOperator<A>

Combine two states, return a new state

finisher: BiConsumer<A, Downstream<T>>

push downstream

## Creating a Gatherer: 3 axis

### Sequential only vs Parallelizable

- Gatherer.ofSequential() vs Gatherer.of() + combiner?

#### Stateless vs Stateful

- integrator vs initializer + integrator + finisher?

### Short-circuit vs Greedy

integrator vs Integrator.ofGreedy()

# What's missing?

# Performance (map + sum)

```
public int stream_map_sum() {
   return values.stream().map(String::length).reduce(0, Integer::sum);
} // 481.222 ± 1.560 us/op

public int stream_mapToInt_sum() {
   return values.stream().mapToInt(String::length).sum();
} // 102.089 ± 0.672 us/op

public int gatherer_map_sum() {
   return values.stream().gather(map(String::length)).reduce(0, Integer::sum);
} // 552.384 ± 3.405 us/op
```

No primitive specialization ...

# Performance (map + toList)

```
public List<Integer> stream_map_toList() {
  return values.stream().map(String::length).toList();
}  // 332.322 ± 0.512 us/op

public List<Integer> gatherer_map_toList() {
  return values.stream().gather(map(String::length)).toList();
}  // 558.873 ± 6.200 us/op
```

Why using a Gatherer is slower? ...

# Performance (map + count)

```
public long stream_map_count() {
   return values.stream().map(String::length).count();
} // 0.009 ± 0.001 us/op

public long stream_mapToInt_count() {
   return values.stream().mapToInt(String::length).count();
} // 0.009 ± 0.001 us/op

public long gatherer_map_count() {
   return values.stream().gather(map(String::length)).count();
} // 101.993 ± 0.105 us/op
```

=> spliterator characteristics are not propagated!

### Performance issues

#### No primitive specialization

- mapToInt/flatMapToInt, etc
  - Same issue with collectors
  - Valhalla generics to the rescue ??

#### Spliterator characteristics are not propagated

- Same issue with collectors
  - For ex: Stream.toList() can presize, not Collectors.toList()

## **Executive Summary**

### Gatherer API

#### User defined intermediary operations

• 3 axis: short-circuitability / statefulness / only-sequential

#### Gatherers contains predefined Gatherers

#### Still In preview

- Not enough predefined Gatherers
- Spliterator characteristics should be propagated
- "default operations" design is controversial

## Questions?

https://github.com/forax/we\_are\_all\_to\_gather