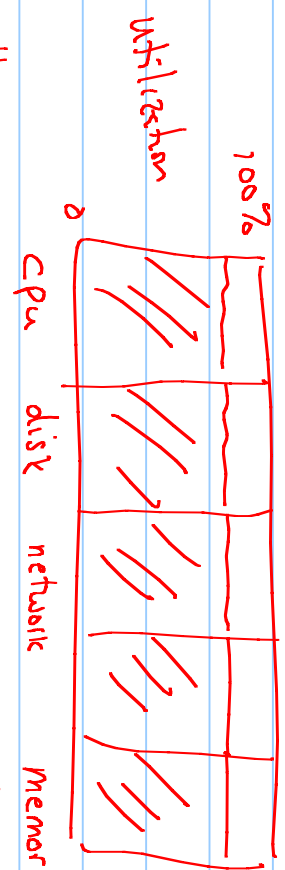


## Chapter 6

What are threads used for?

- exploiting parallel resources — processors, I/O, networks.



Threads organize work — mostly for cpu.

Thrashing — high utilization, less useful work

Too many threads - time spent creating / disposing  
switching between

Memory  
Too much working set - time spent swapping pages  
in and out -  
100% busy disk

- Organizing extremely concurrent activities
- deferring work to later
- periodic task - a little bit of work every once in a while

→ They use a lot of memory  
- cron scheduler  
fs read; top; task manager  
memory resource doing nothing useful.

Example of balancing resources:

Web server

- while (1) {

new request

read file ←

send reply

}

- while (1) {

new request

new Thread (request).start()

}

read file  
send reply  
threads

Create too many threads — Thrashing on thread switching

— running out of memory

policies

· Want just the right number of threads

\* Thread Pool - a collection of threads of given size -  
that get re-used for different requests.

Task - a unit to be done

- A task is represented in Java by a Runnable  
or a Callable

- you can directly call the run method.

- you can create a thread and call t.start()

Idea: Executor - interface w/  
void execute(Runnable cmd)

Different implementation of Executor:

- Run in current thread
  - Run in new thread
  - Run in thread pool.
- Executor sets the policy about use of threads

## Executors class

Executors, new FixedThreadPool (N)

Cached

- no maximum

- new SingleThreadExecutor ()

- exactly one thread.

guarantees visibility of earlier tasks memory to later tasks.

- ScheduledPool returns ScheduledExecutorService  
has add'l methods

schedule (cmd, delay, timeUnit)

scheduleAtFixedRate (cmd, initialDelay, period)

Wonderful where the tasks depend on each other?

Executors let us tell the system we want to run some tasks.

How do we get results?

Each task call to `execute` returns a `Future`.

`get()` — when result is available it returns it?  
`get(timeout)`

`f1 = execute(c1); f2 = execute(c2) ... fn = execute(cn)`

`f1.get()`

`f2.get()`

`fn.get()`

To process results in order they are ready:

Executor Completion Service — combines Executor with a completion queue.

- constructed from an Executor, possibly a Blocking Queue.

- it has an execute method and a take() method for getting results

- Listing 6.14 is really confusing — it's intended to Executor Completion Service