

NEW SCHOOL LIBRARIES – CALLABLES, EXECUTORS

JAVA SUPPORT FOR CONCURRENCY IMPROVED
DRAMATICALLY WITH NEW FEATURES ADDED IN
JAVA 5.0

CALLABLE

IS A NEW INTERFACE SIMILAR TO RUNNABLE,
USED TO SPECIFY CODE TO RUN ON A NEW
THREAD, BUT WITH 2 MAJOR IMPROVEMENTS
OVER RUNNABLE

EXECUTORS

ARE A HIGH-LEVEL ABSTRACTION FOR
THREADS. THIS MEANS A PROGRAMMER
NEED NEVER DIRECTLY WORK WITH THREAD
OBJECTS NOW

THREAD POOLS

ANY SERIOUS THREADING NEEDS A
LOT OF THREADS. AND IN THE OLD DAYS
PROGRAMMERS HAD TO BUILD THEIR
OWN 'THREAD BANKS'

LOCK OBJECTS

ALL JAVA OBJECTS HAVE AN INTRINSIC LOCK,
BUT LOCK OBJECTS HAVE A WAY TO TRY
AND ACQUIRE, AND BACK OFF IF DOING
SO WOULD CAUSE LIVELOCK, DEADLOCK ETC

CONCURRENT COLLECTIONS

ATOMIC VARIABLES

OLD SCHOOL MULTI-THREADING

IMPLEMENT THE RUNNABLE INTERFACE

IN THE RUN() METHOD OF YOUR RUNNABLE CLASS,
PLACE WHATEVER YOU WOULD LIKE DONE ON
A DIFFERENT THREAD

CREATE A THREAD OBJECT AND HAVE THE RUNNABLE RUN ON THAT THREAD

A THREAD OBJECT IS INSTANTIATED (PASSING IN
THE RUNNABLE IN THE CONSTRUCTOR) AND
THEN THREAD.RUN IS CALLED

IF YOU NEED TO INTERRUPT THE THREAD MIDWAY..

...CALL THREAD.INTERRUPT, AND HAVE THE RUNNABLE HANDLE
THIS EXCEPTION APPROPRIATELY

THREAD.JOIN TO WAIT FOR THE THREAD TO FINISH

AND RELY ON SHARED MEMBER VARIABLES
TO CONSUME THE RESULTS

OLD SCHOOL MULTI-THREADING

IMPLEMENT THE RUNNABLE INTERFACE

BY THE WAY, IMPLEMENTED BY YOUR OWNABLE CLASS.
PLACES AND THE WAY YOU WOULD LIKE TO RUN ON
A DIFFERENT THREAD

CREATE A THREAD OBJECT AND HAVE THE RUNNABLE
RUN ON THAT THREAD

A THREAD OBJECT IS INSTANTIATED (PASSING IN
THE RUNNABLE IN THE CONSTRUCTOR) AND
THEN THREAD.RUN IS CALLED

IF YOU NEED TO INTERRUPT THE THREAD MIDWAY

...CALL THREAD.INTERRUPT, AND HAVE THE RUNNABLE HANDLE
THIS EXCEPTION APPROPRIATELY

THREAD JOIN TO WAIT FOR THE THREAD TO FINISH

AND RELY ON SHARED MEMBER VARIABLES
TO CONSUME THE RESULTS

**FUTURE.GET TO WAIT
FOR THE CALLABLE
TO FINISH RUNNING**

THIS IS A BLOCKING CALL,
IE IT WILL SIMPLY WAIT
UNTIL THE UNDERLYING
CALLABLE.CALL HAS
FINISHED RUNNING

FUTURE.GET WILL ALSO RELAY ON ANY
EXCEPTION THROWN IN THE CALLABLE.
THIS IS A HUGE DEBUGGING AID

MODERN MULTI-THREADING

**IMPLEMENT THE
CALLABLE INTERFACE**

CALLABLE HAS 2 ADVANTAGES OVER RUNNABLE

1. IT IS A GENERIC CLASS THAT EXPLICITLY RETURNS
THE THREAD RESULT (SO NO SHARED MEMORY TO
BE RELIED UPON)

2. IT CORRECTLY PASSES EXCEPTIONS FROM
ONE THREAD TO ANOTHER (MORE BELOW)

**SUBMIT THE CALLABLE TO AN EXECUTOR OBJECT,
AND GET A FUTURE OBJECT AS THE RESULT**

AN EXECUTOR OBJECT IS AN ABSTRACTION TO
ONE OR MORE THREAD OBJECTS. FOR INSTANCE,
USING EXECUTORS, IT IS POSSIBLE TO SUBMIT
THE CALLABLE OBJECT TO A THREAD POOL (RATHER
THAN HAVING TO IMPLEMENT A THREAD POOL
AFRESH)

EXECUTOR IS AN EXCELLENT
ABSTRACTION FOR THREAD POOLS,
WHICH WERE WIDELY USED,
BUT EASY TO GET WRONG

THERE ARE BUILT-IN
EXECUTORS FOR
COMMON USAGE
TYPES

**IF YOU NEED TO INTERRUPT THE OPERATION
MIDWAY, CALL FUTURE.CANCEL**

THE FUTURE OBJECT IS A GENERIC OBJECT
THAT WILL TAKE THE OUTPUT OF CALLABLE.CALL
AND SEND IT BACK TO THE MAIN THREAD.
CALLING FUTURE.CANCEL IS LIKE CALLING
THREAD.INTERRUPT IN THE OLD WAY