



omega
point.



JEP-453

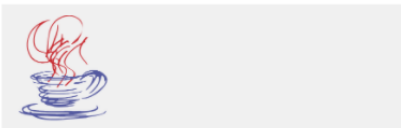
Snyggare samtidighet i Java

psst... JEP-505...

INTRO

Min bakgrund

Skola



Arbete



2000

2005

2010

2015

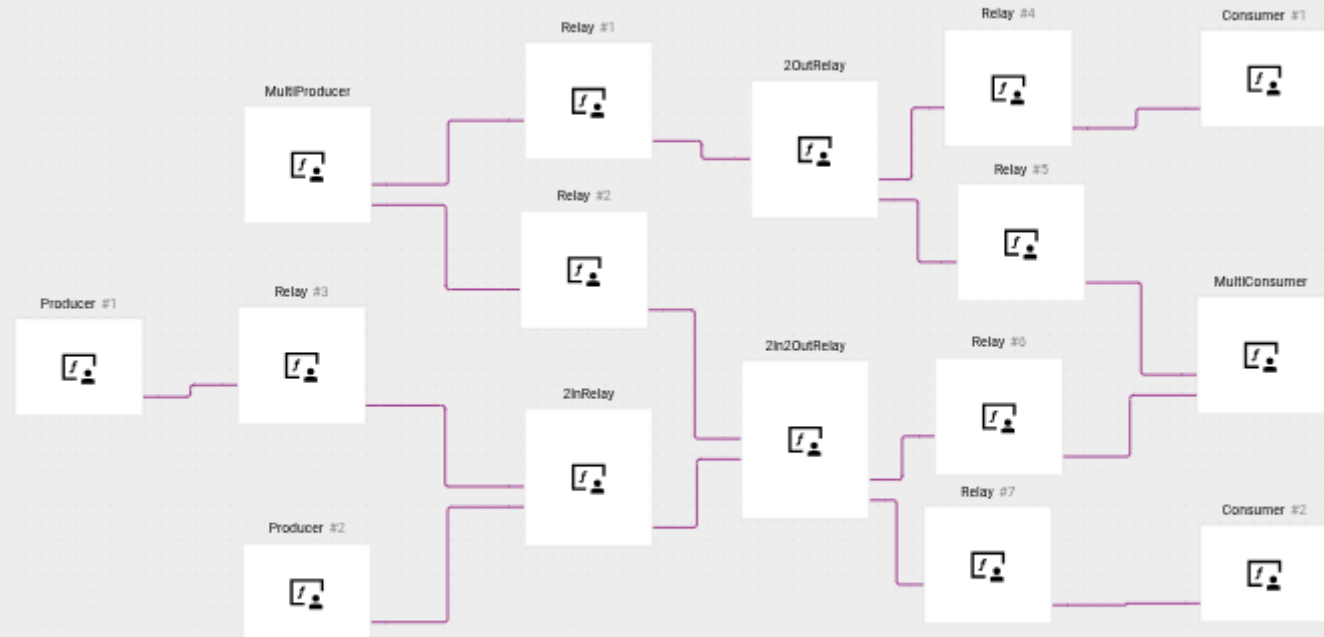
2020

2025



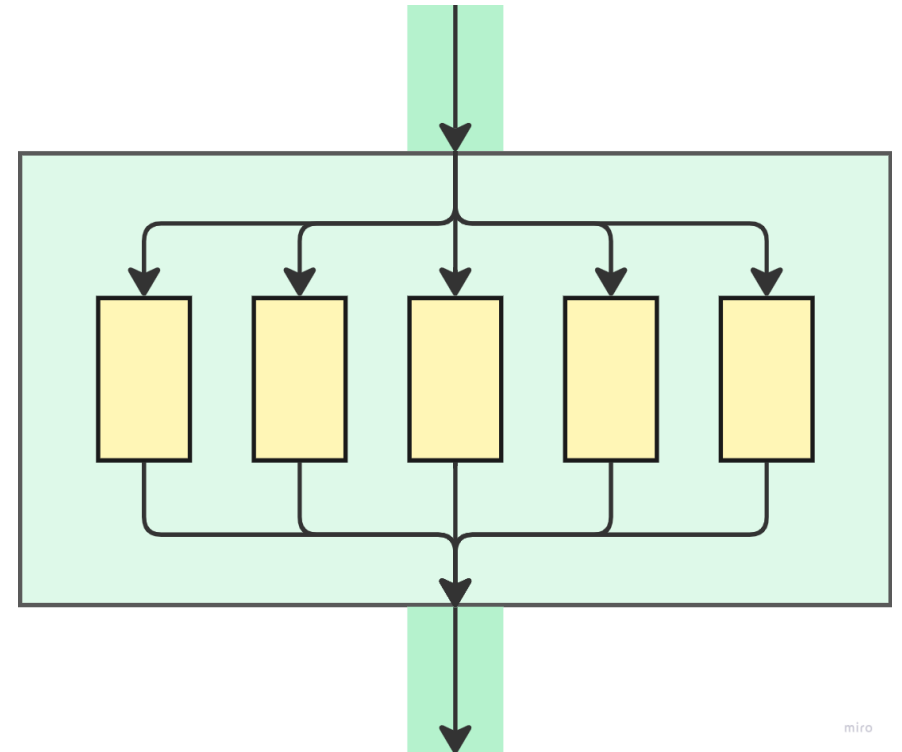
INTRO

Uppdrag Java (Scala)



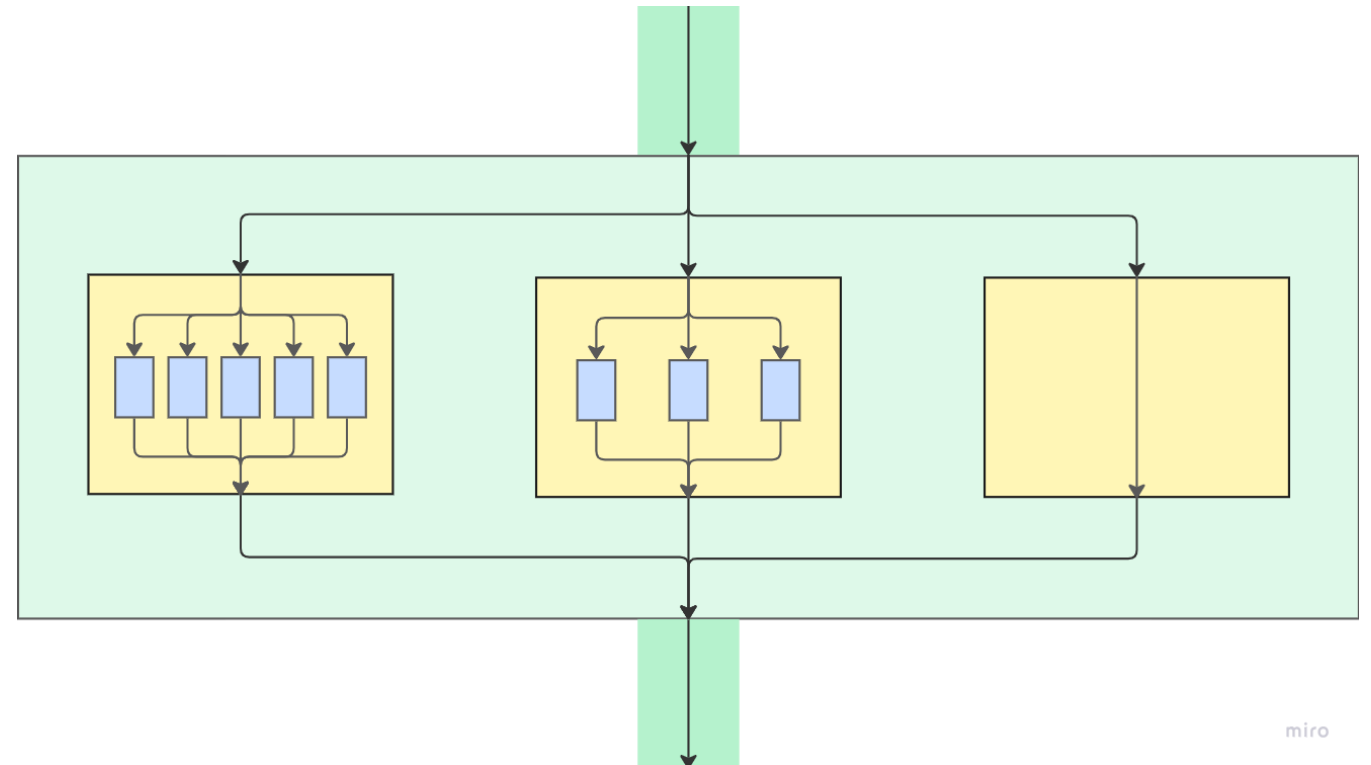
Structured Concurrency - hisspitchen

- Om man har en uppgift (*task*) som delas upp i samtidigt körande deluppgifter (*subtasks*) garanteras att alla deluppgifterna kört klart innan huvuduppgiften kan fortsätta
- Resultatet av deluppgifterna finns endast tillgängligt i det kodblock som skapade dem




Structured Concurrency - hisspitchen

- Deluppgifter kan i sin tur dela upp sig i ytterligare deluppgifter och bildar då en hierarki



OpenJDK - Project Loom

- Virtual Threads
 -  Java 21
- Scoped values
 - *Out of scope idag*
- Structured Concurrency...



Java Virtual Threads

```
List<Thread> threads = IntStream.range(0, 10000000).mapToObj(i -> Thread.ofVirtual().unstarted(() -> {  
    String poolName = readPoolName();  
    poolNames.add(poolName);  
    String workerName = readWorkerName();  
    pThreadsNames.add(workerName);  
})) .toList();|
```



Running 10 Millions Java Threads

JEP historik – Structured Concurrency

- JEP = *JDK Enhancement Proposal*
- JEP 453 (Preview) Java 21 september 2023
- JEP 462 (Second Preview) Java 22 (*no API changes*)
- JEP 480 (Third Preview) Java 23 (*no API changes*)
- JEP 499 (Fourth Preview) Java 24 (*no API changes*)
- Ny LTS i höst!?! Java 25 🦄
- JEP 505 (**Fifth Preview**) API changes! 😞
- *Bra API changes dock!*

OpenJDK

JEP Goals and non-goals

- Goals
 - Främja en programmeringsstil för samtidiga uppgifter som kan eliminera vanliga risker rörande avbrott och nedstängning såsom trådläckor och fördröjningar (*nästa slide*)
 - Ge bättre "observability"
- Non-goals
 - Ska inte ersätta något i `java.util.concurrent`
 - Inte låta subtasks/trådar prata med varandra
 - Inte ändra avbrottshantering, arbetar med existerande interrupt-mekanismer
 - Inte vara det definitiva/slutgiltiga "structured concurrency" api:t
- Resultat: litet api med stort design space



Problem #1 – trådläcka

```
// (1) submit two tasks
Future<String> futureHello = executorService.submit(ProblemThreadLeak::getHelloThrows);
Future<String> futureWorld = executorService.submit(ProblemThreadLeak::getWorld);

try {
    var helloResult = futureHello.get(); // (2) blocking on result from task getHello
    var worldResult = futureWorld.get();

    log("Main thread result: %s %s".formatted(helloResult, worldResult));
} catch (ExecutionException e) {
    log("Main thread handles exception: " + e.getCause()); // (3) handle getHello failure
}

// (4) getWorld() will still complete a while later
```



Problem #2 – fördröjda fel

```
try {  
    // (1) submit two tasks  
    Future<String> futureHello = executorService.submit(ProblemCancellationDelay::getHello);  
    Future<String> futureWorld = executorService.submit(ProblemCancellationDelay::getWorldThrows);  
  
    var helloResult = futureHello.get(); // (2) blocking (while getWorld fails in background)  
    var worldResult = futureWorld.get(); // (3) a while later we query for the result of getWorld  
                                         //      and only now find the Exception  
  
    log("Main thread result: %s %s".formatted(helloResult, worldResult));  
} catch (ExecutionException e) {  
    log("Main thread failed: " + e.getCause()); // (4) delayed exception handling  
}
```

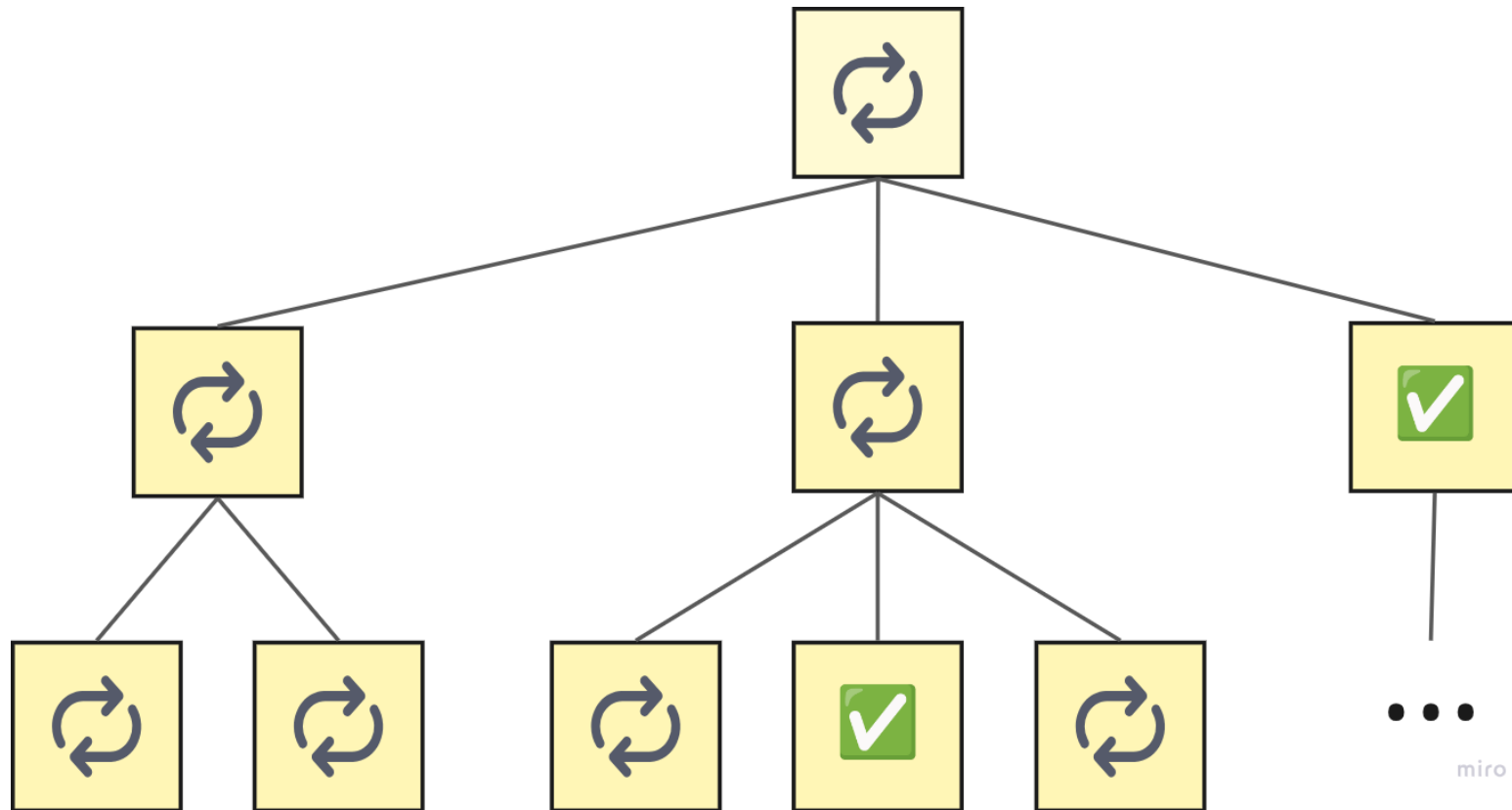


Hur ser API:t ut då!?

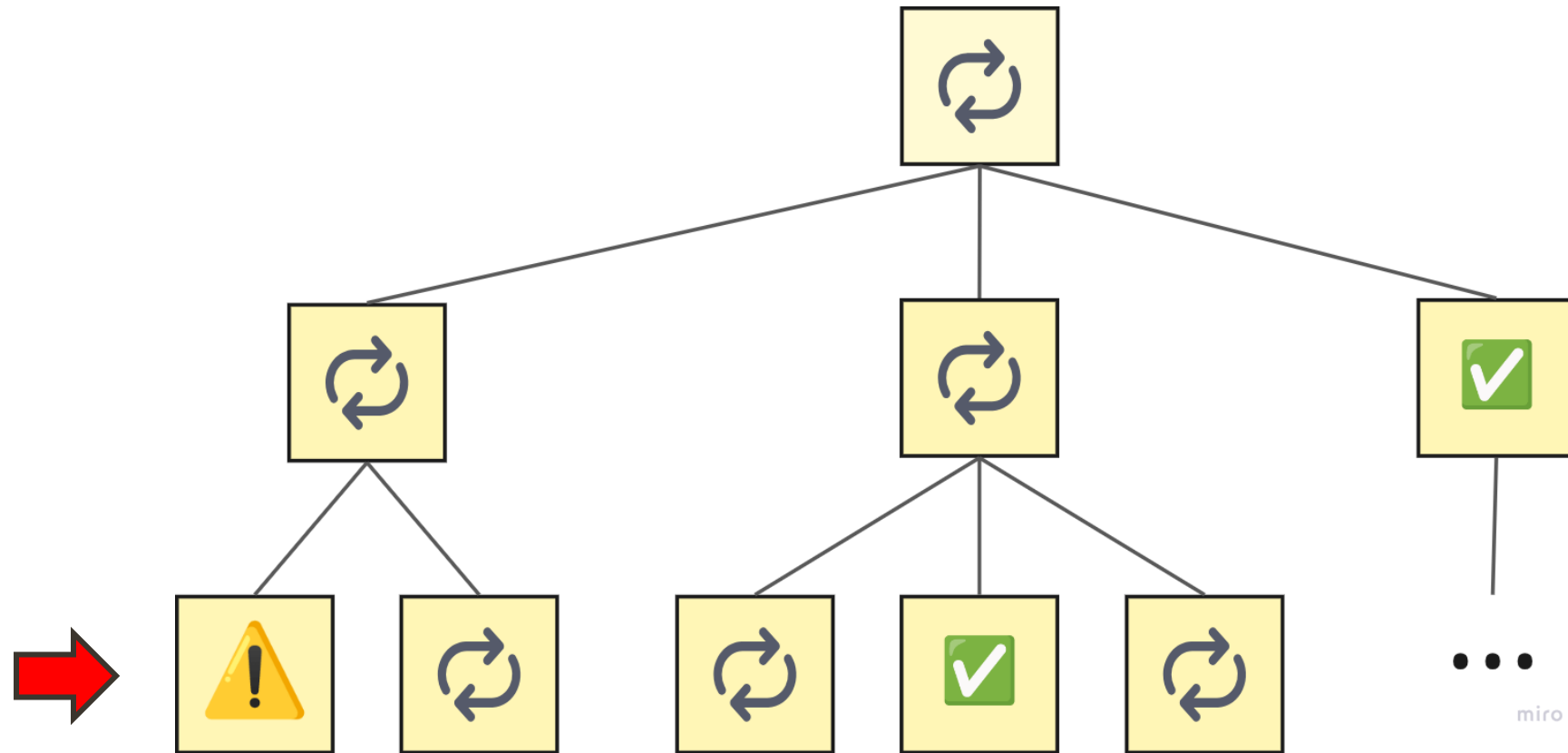
```
try (var scope = StructuredTaskScope.open()) {  
  
    Subtask subtask1 = scope.fork(() -> query(left));  
    Subtask subtask2 = scope.fork(() -> query(right));  
  
    // throws if either subtask fails  
    scope.join();  
  
    // both subtasks completed successfully  
    return new MyResult(subtask1.get(), subtask2.get());  
  
} // close
```



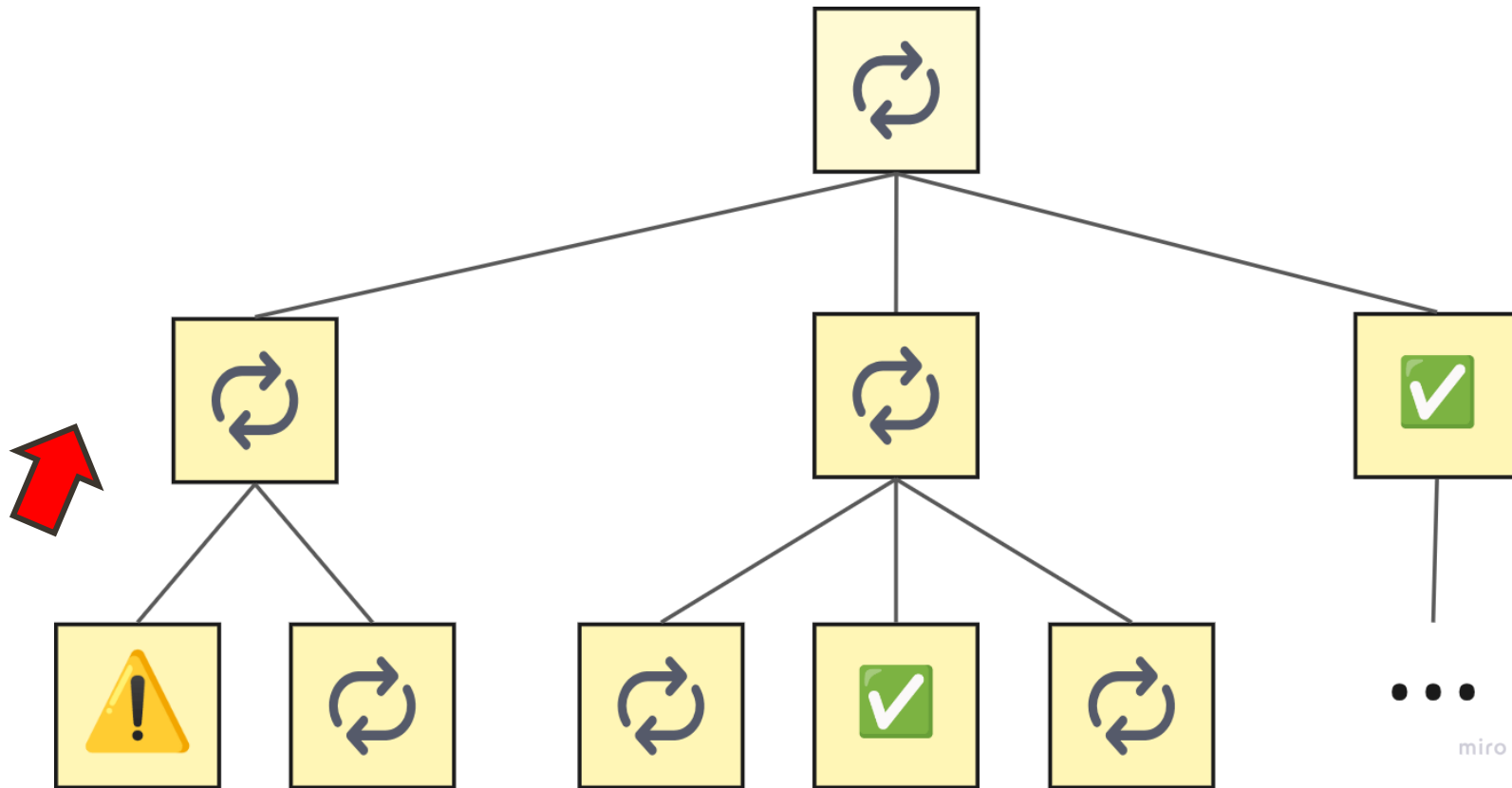
Felhantering



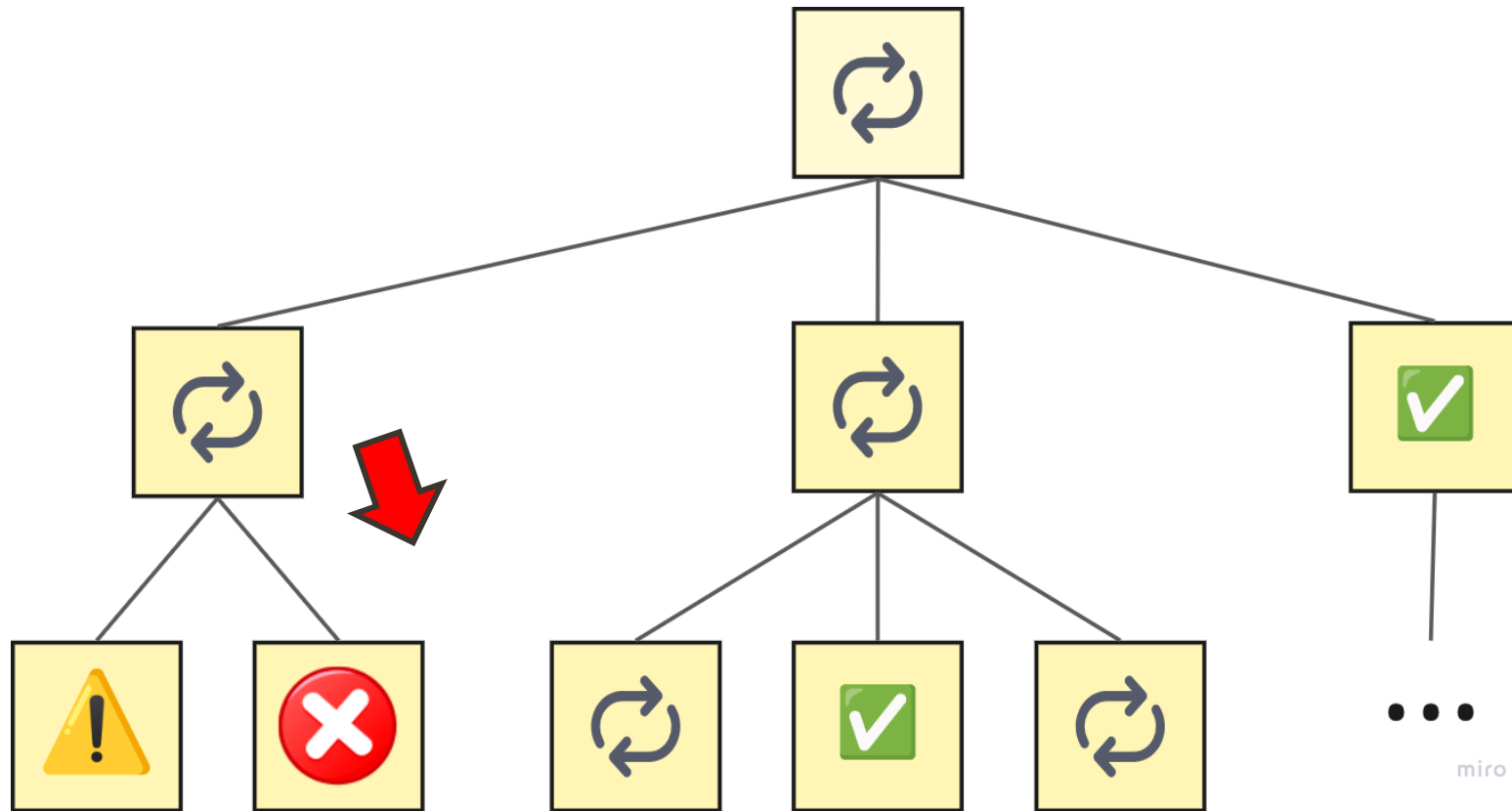
Felhantering



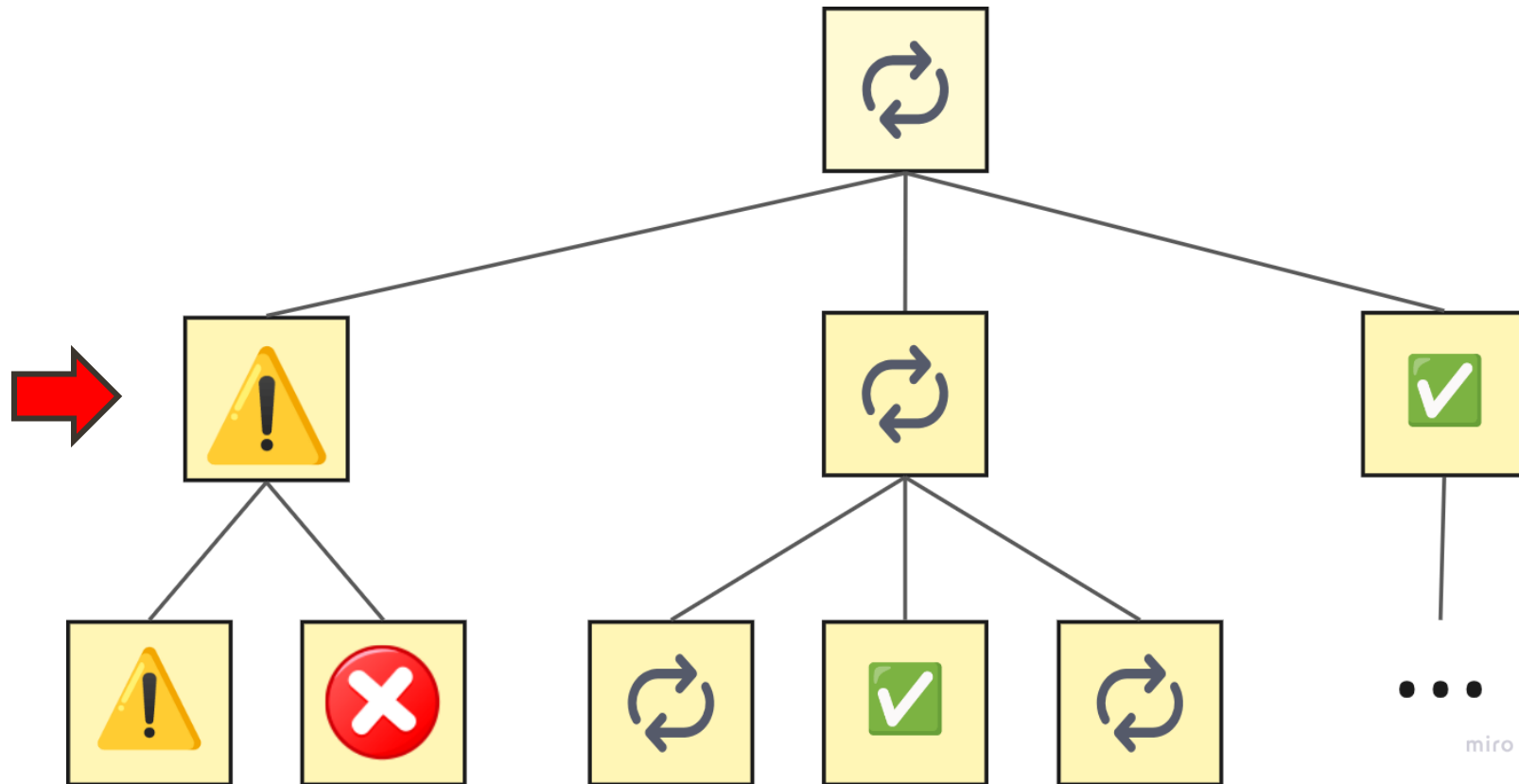
Felhantering



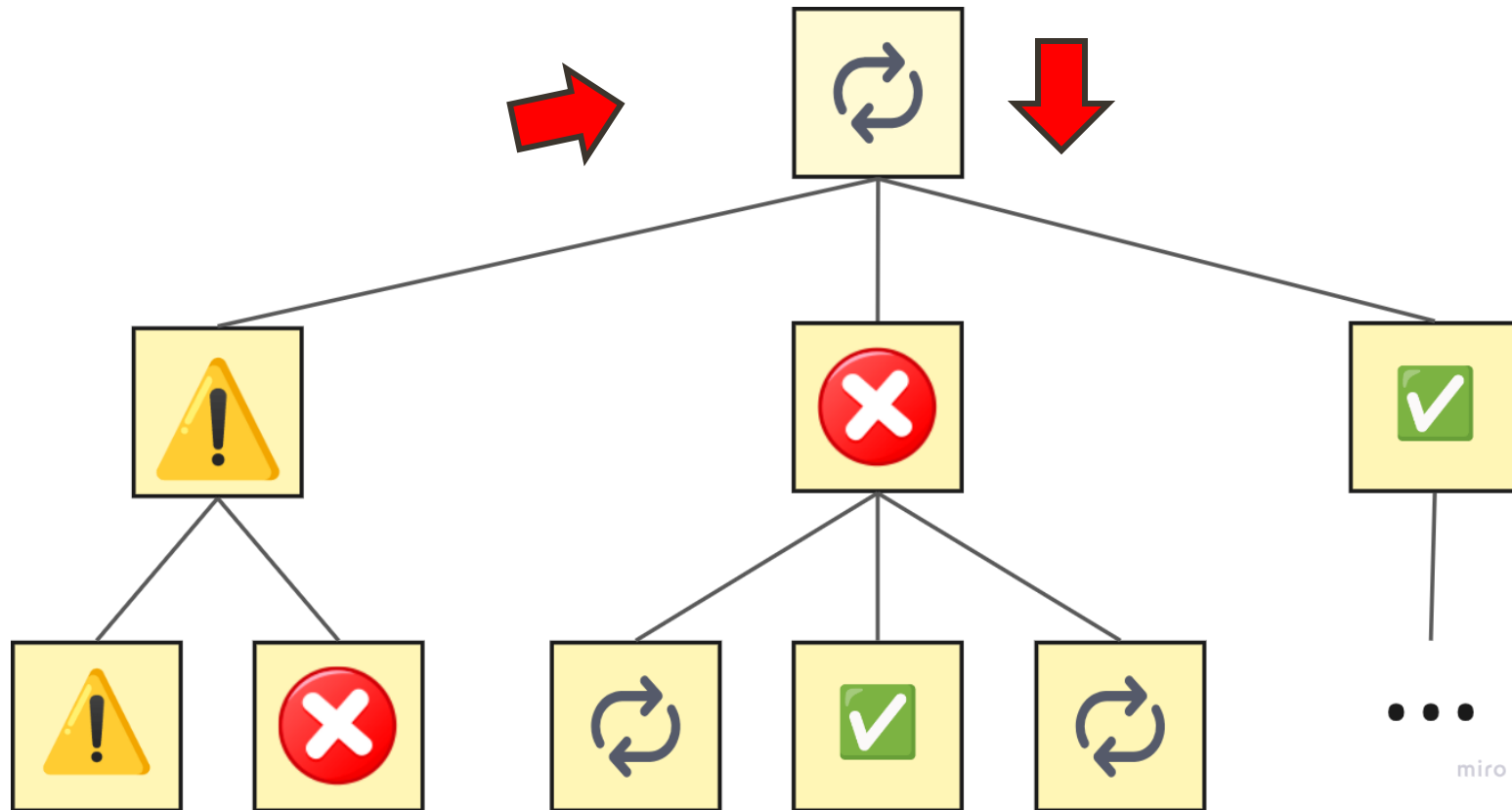
Felhantering



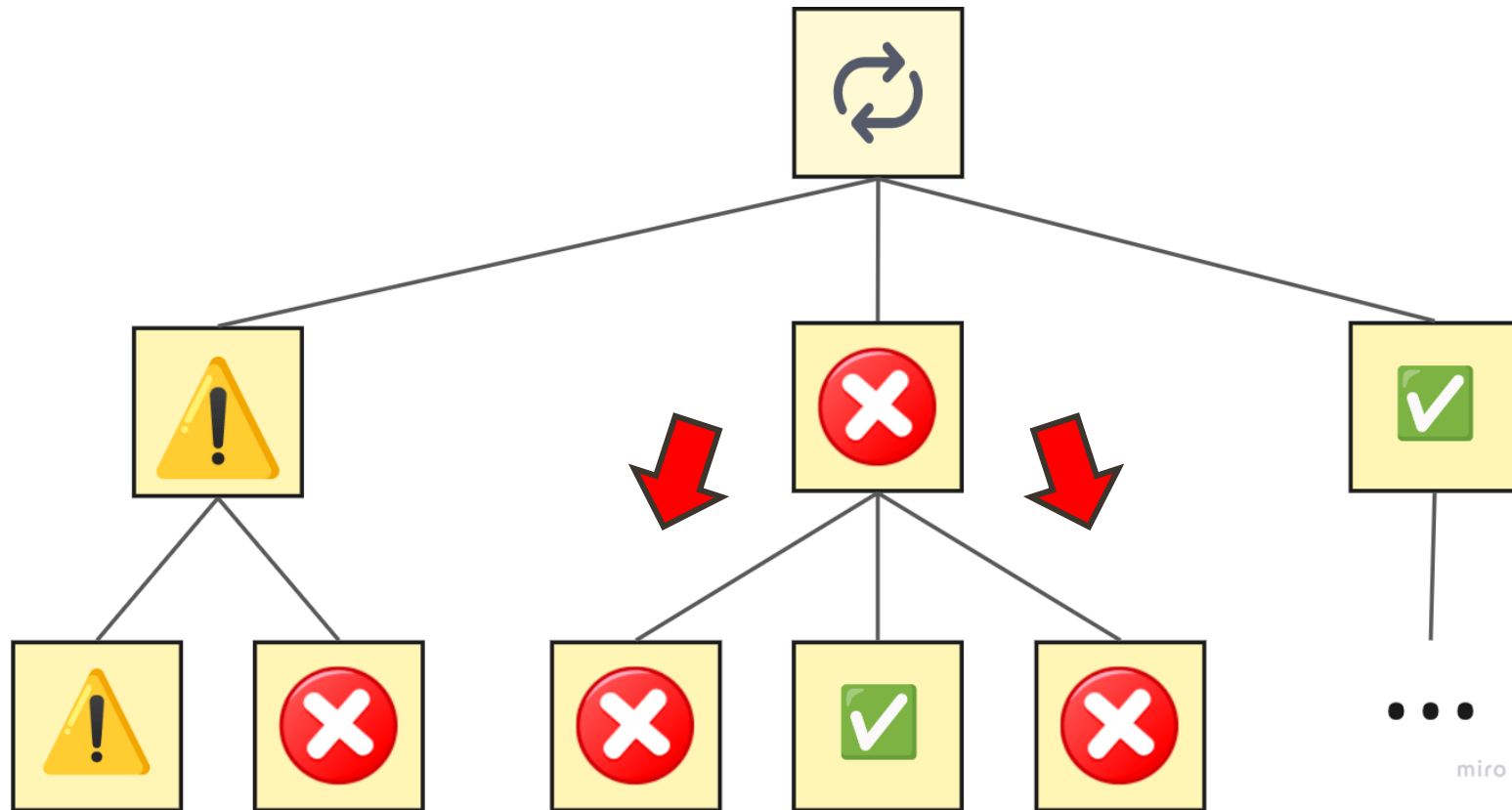
Felhantering



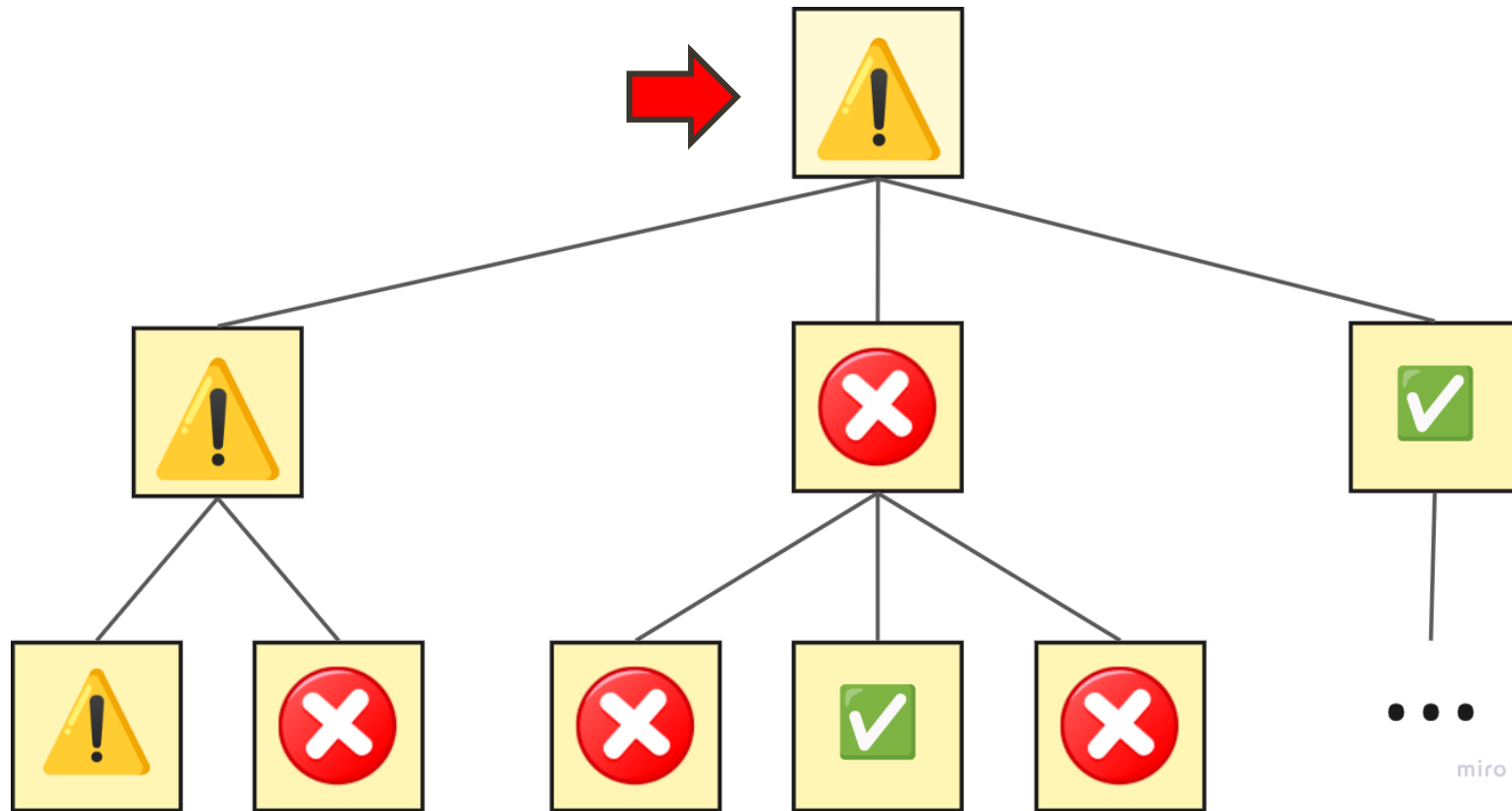
Felhantering



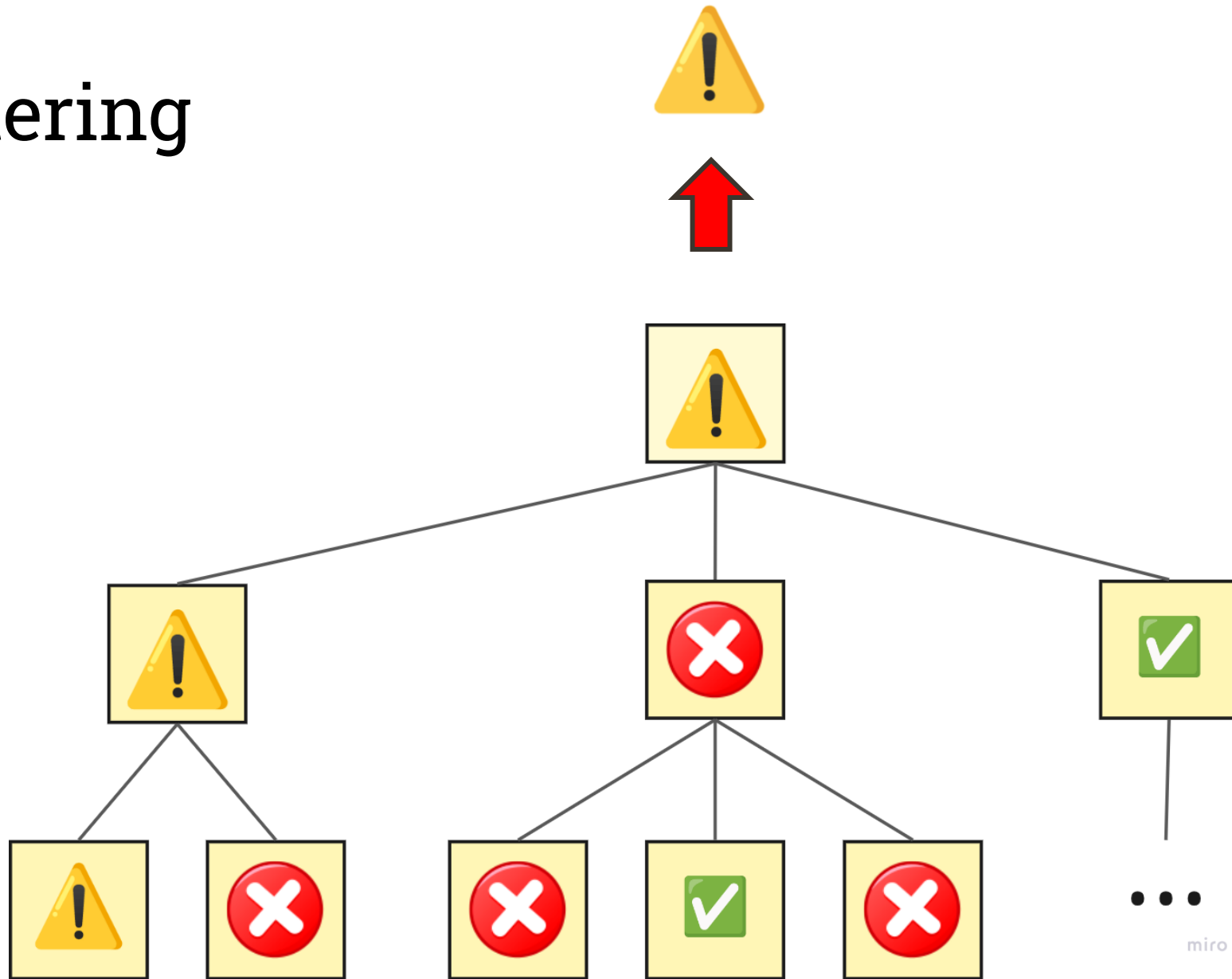
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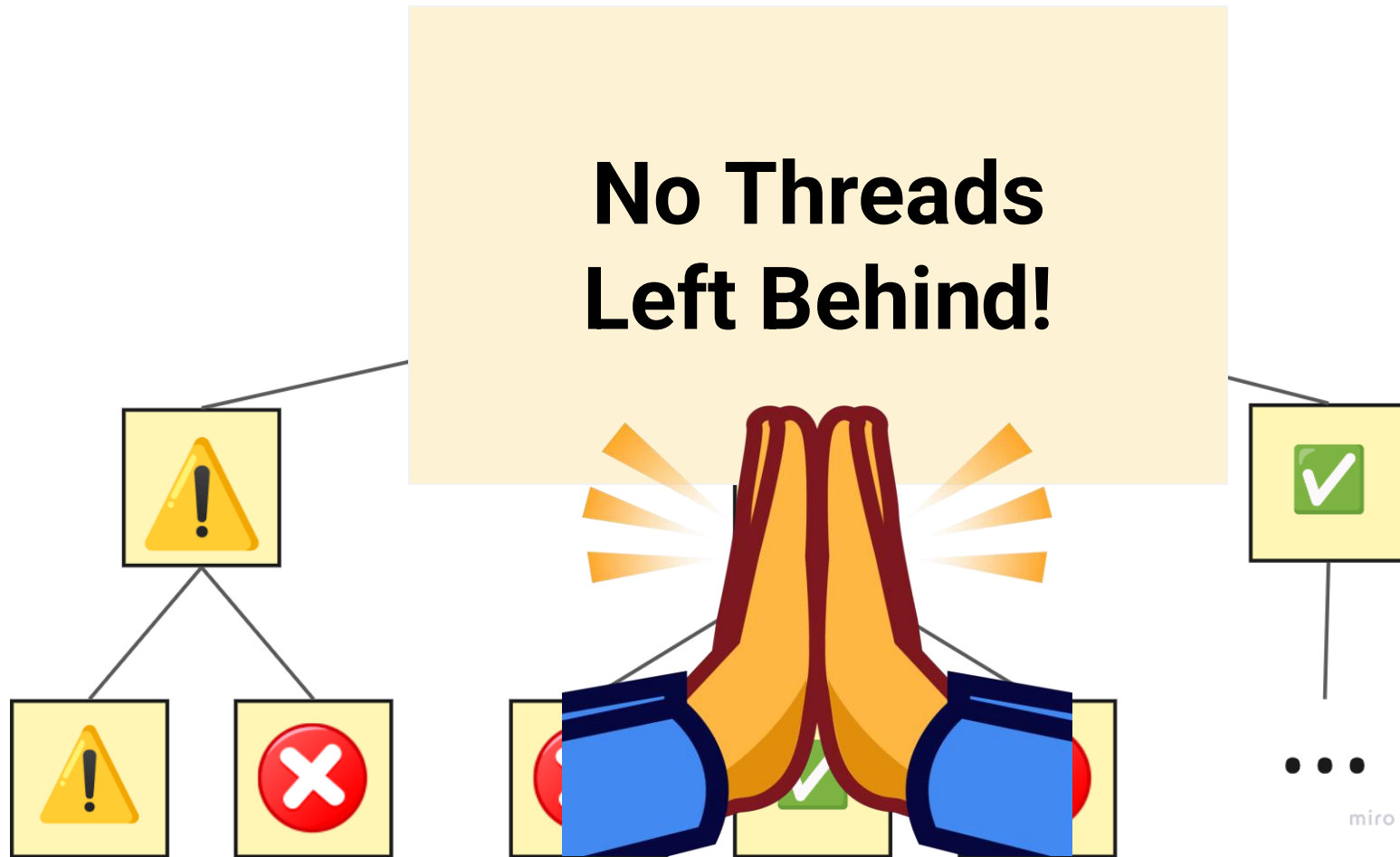
Felhantering



Felhantering



Felhantering



Slutmålet

- Imperativ kod...

```
private MyResult getResult(int left, int right) {  
  
    var leftQuery = query(left);  
    var rightQuery = query(right);  
  
    return new MyResult(leftQuery, rightQuery);  
}
```

- Imperativ samtidighet!

```
try (var scope = StructuredTaskScope.open()) {  
  
    var leftQuery = scope.fork(() -> query(left));  
    var rightQuery = scope.fork(() -> query(right));  
  
    scope.join();  
  
    return new MyResult(leftQuery.get(), rightQuery.get());  
}
```



Konfiguration

- `StructuredTaskScope.open()`
- `StructuredTaskScope.open(Joiner, Configuration)`
- Joiner (Policy)
 - `awaitAllSuccessfulOrThrow()` - default
 - `anySuccessfulResultOrThrow()`
 - ...
 - Implementera interfacet själv! (helst inte)
- Configuration
 - Namn
 - ThreadFactory
 - Timeout



Demo



THE END

Tack för idag!

<https://github.com/mnsc/koko-251-structured-concurrency/>

