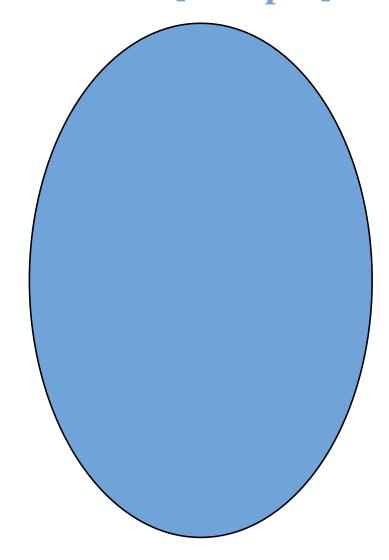
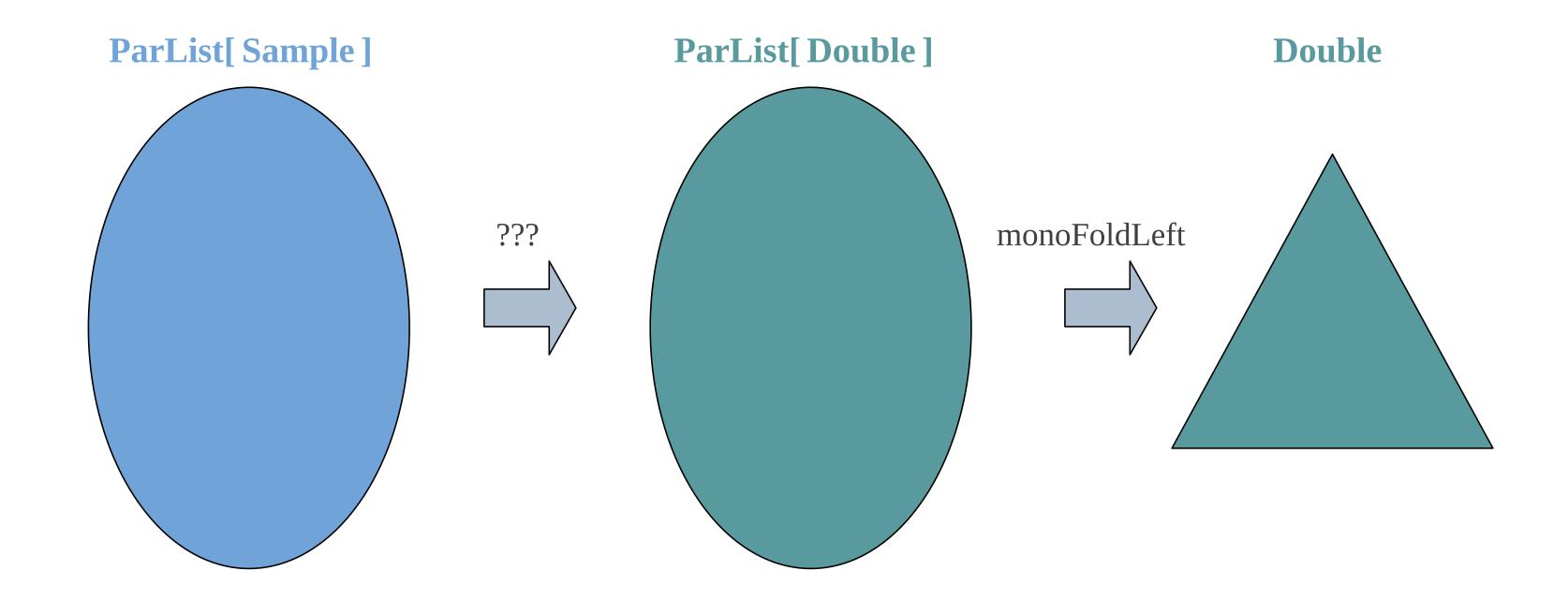
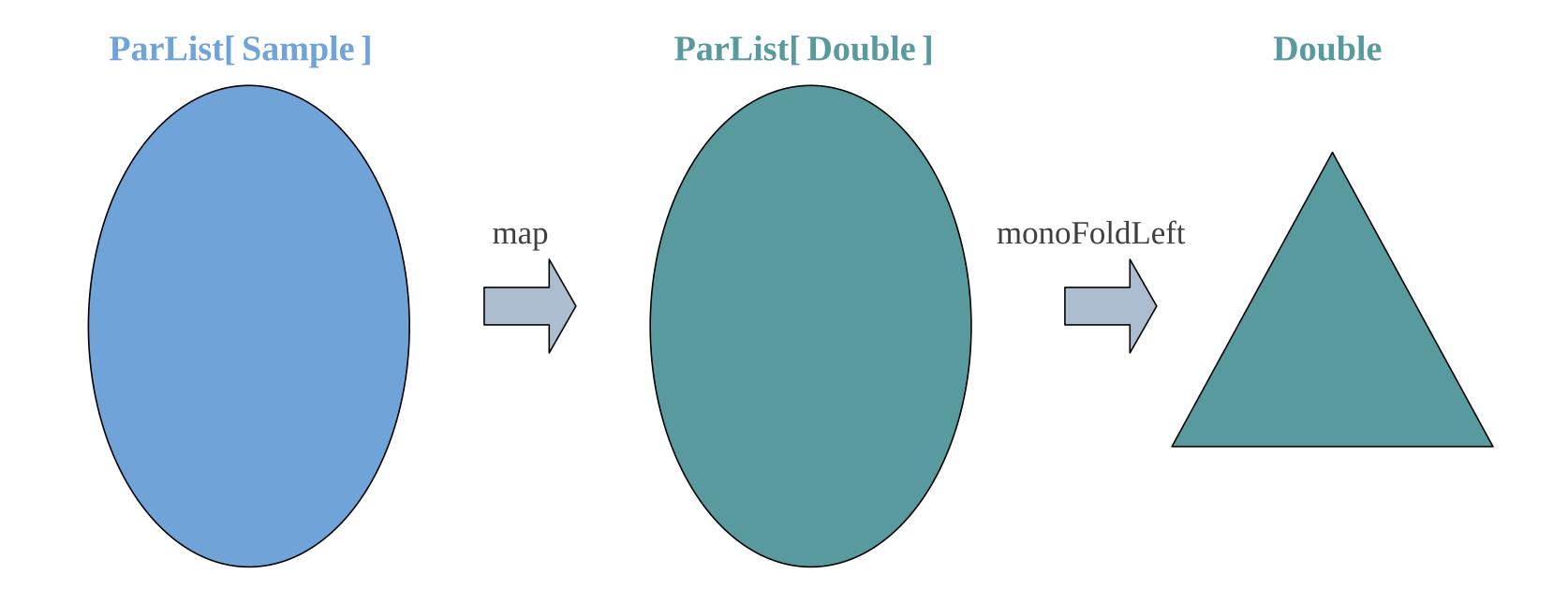


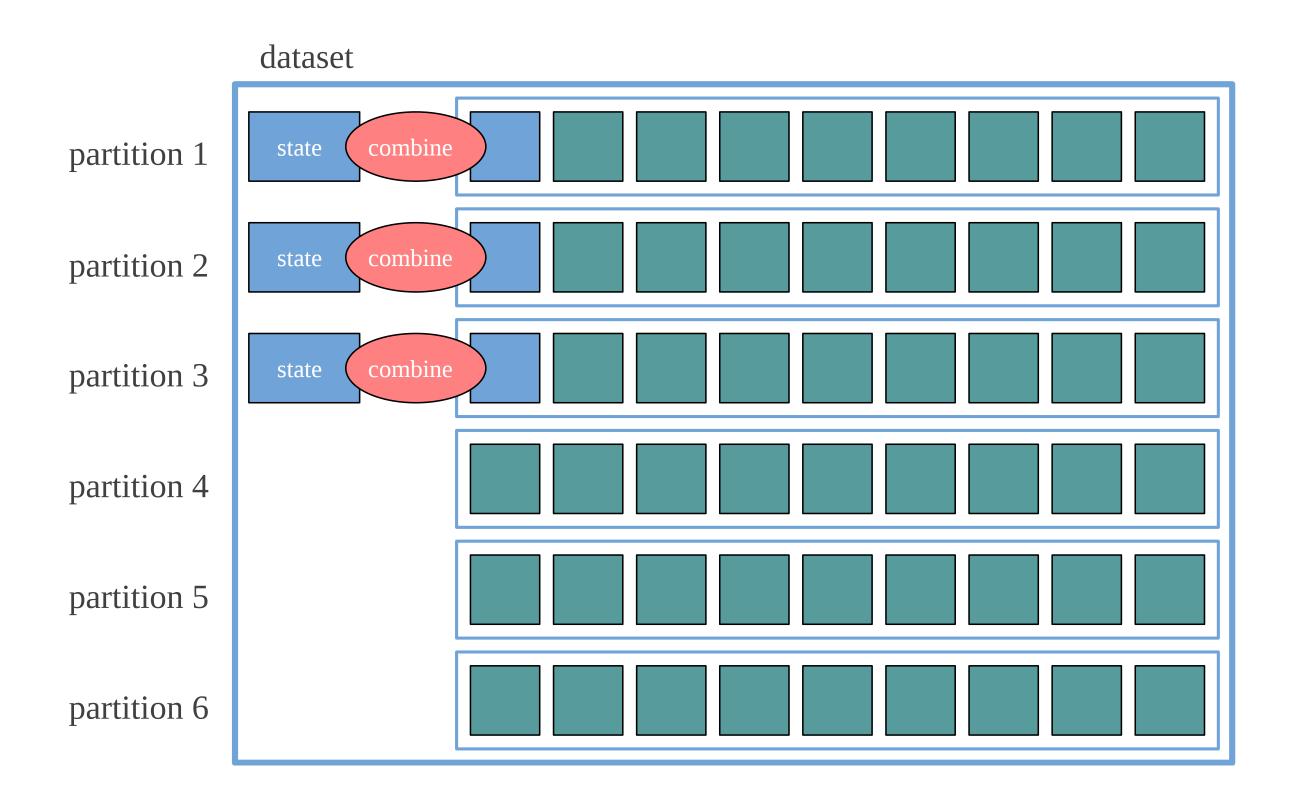
ParList[Sample]

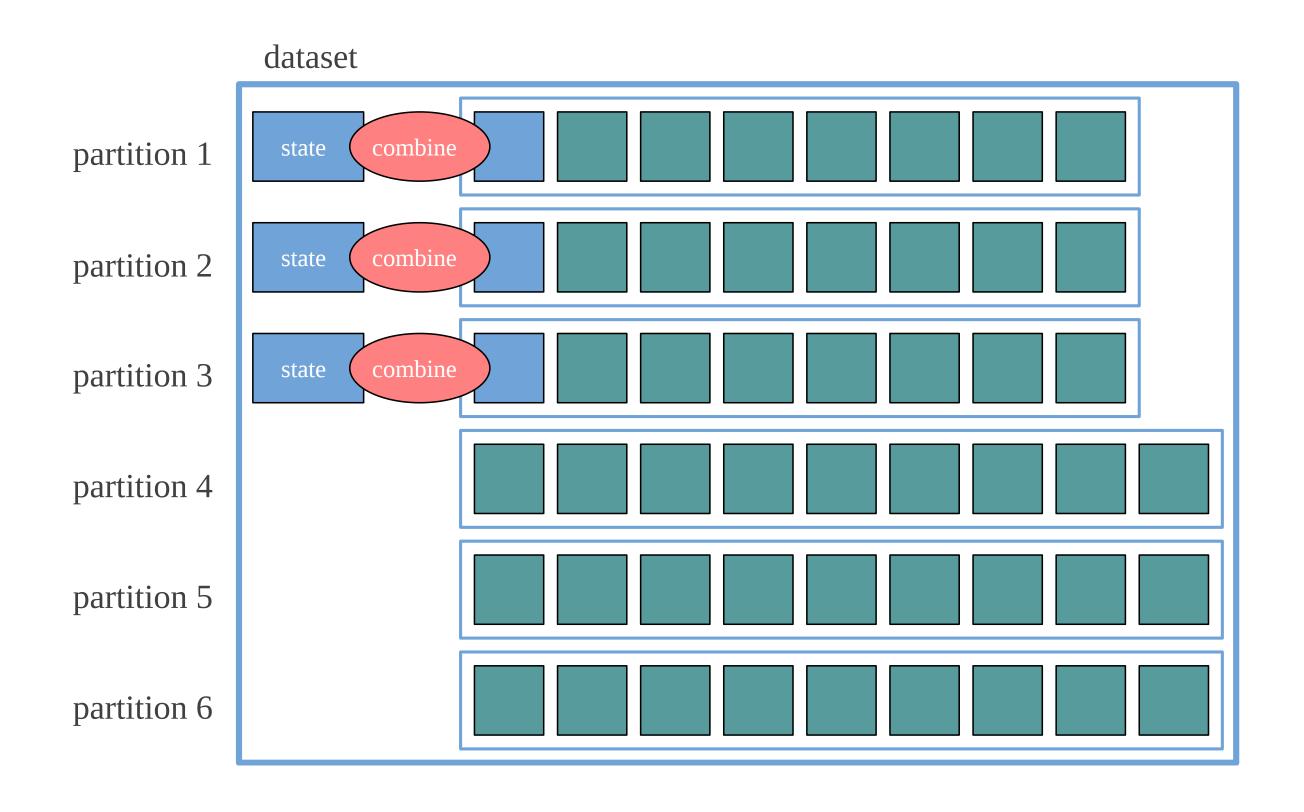


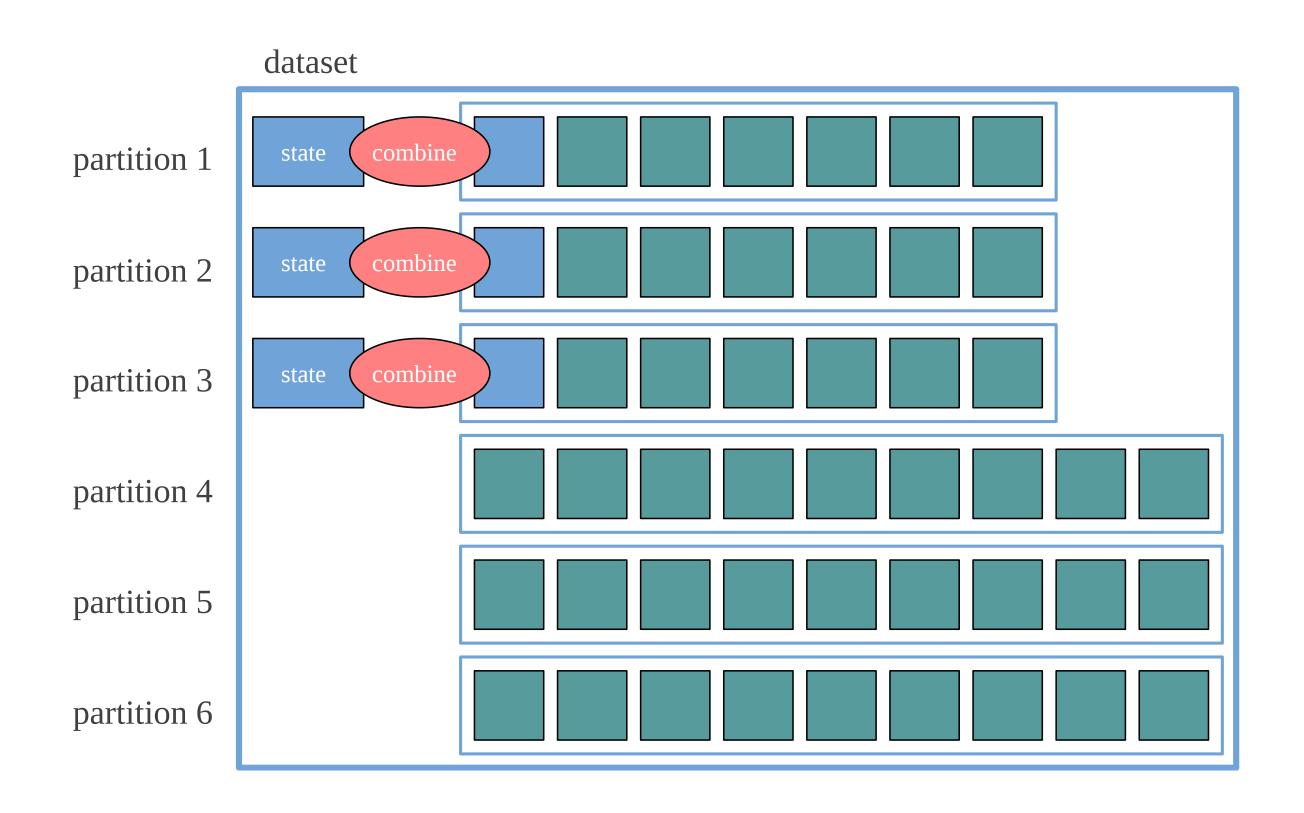
ParList[Double] **Double** monoFoldLeft







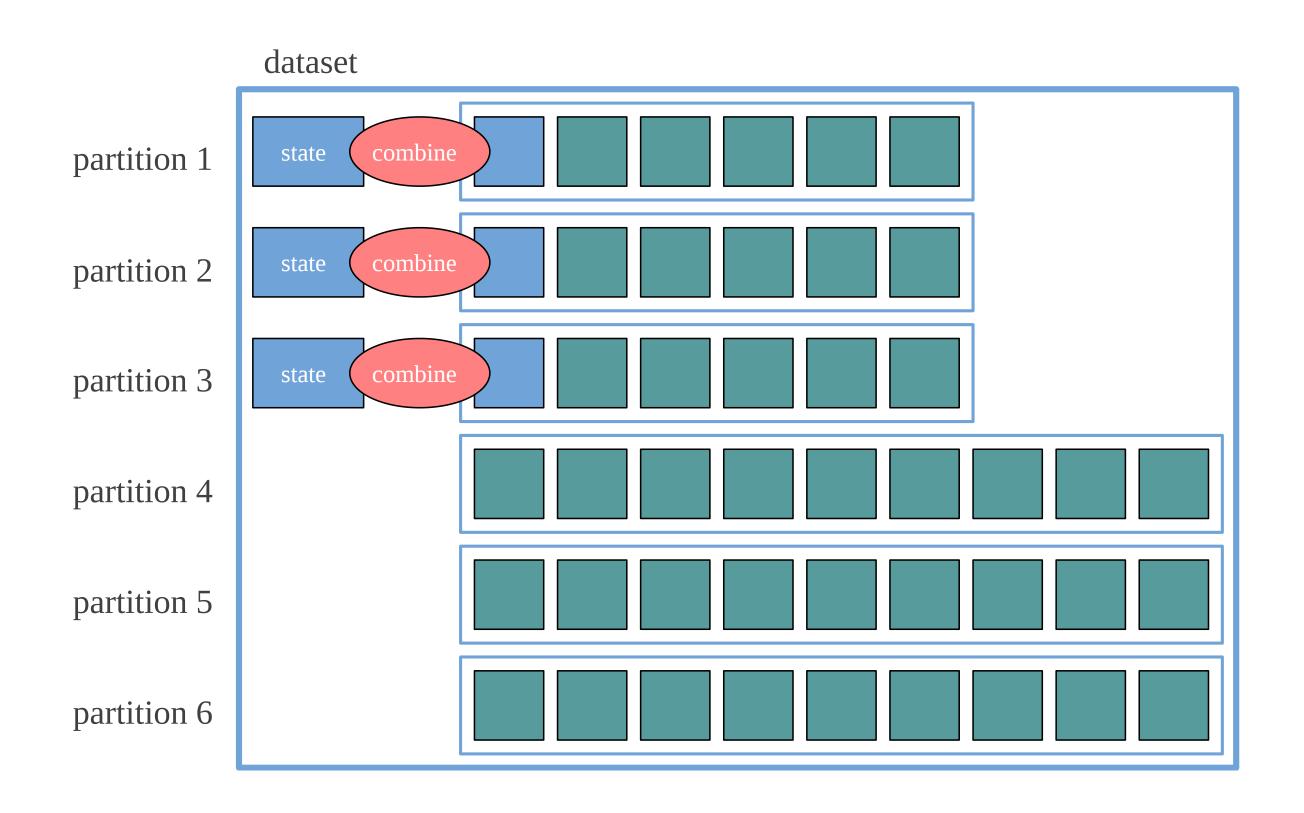








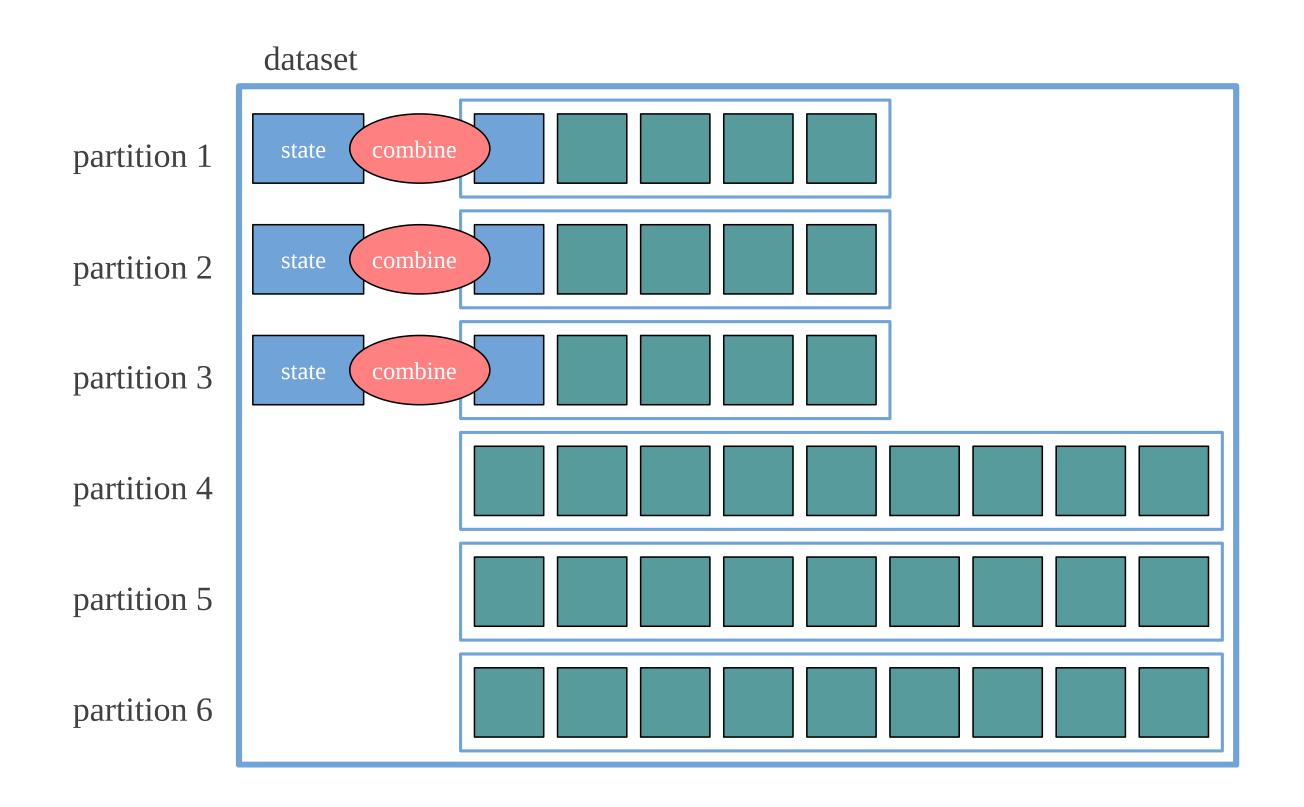








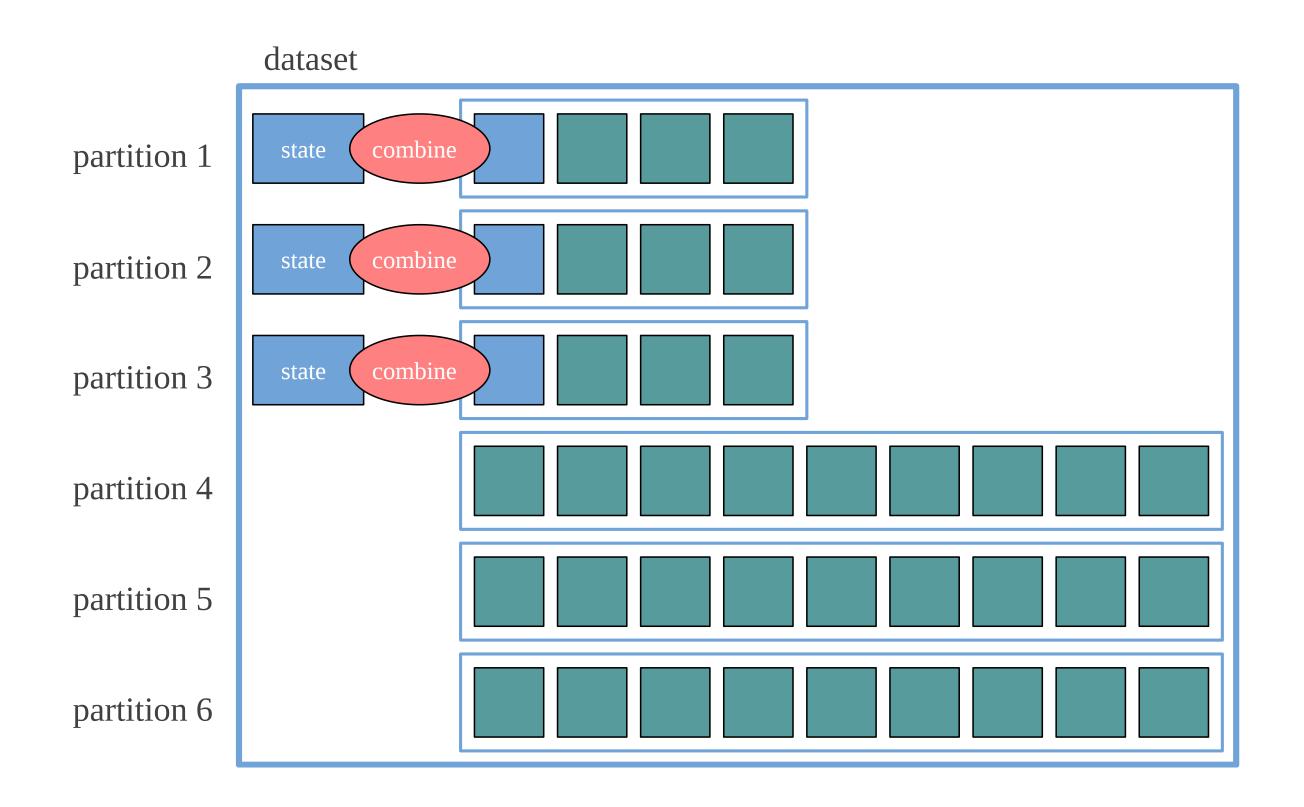








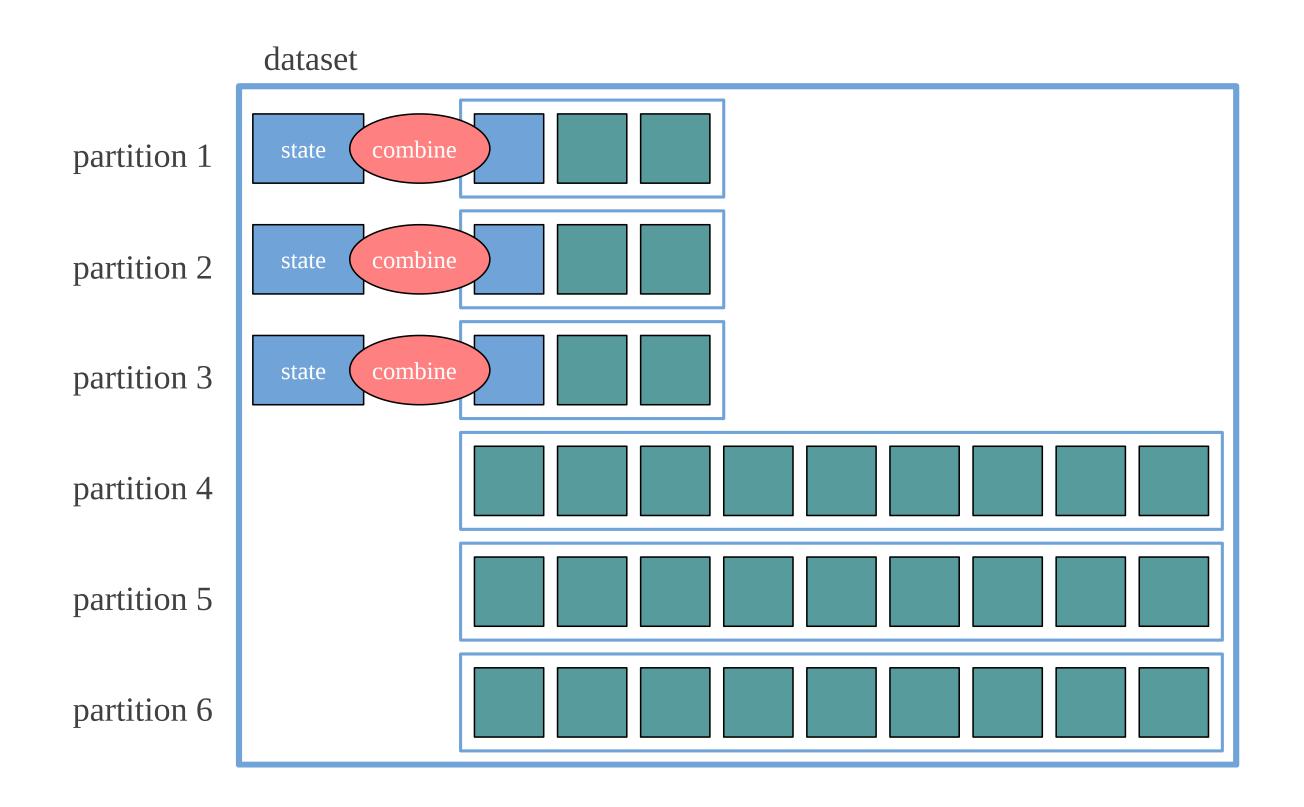








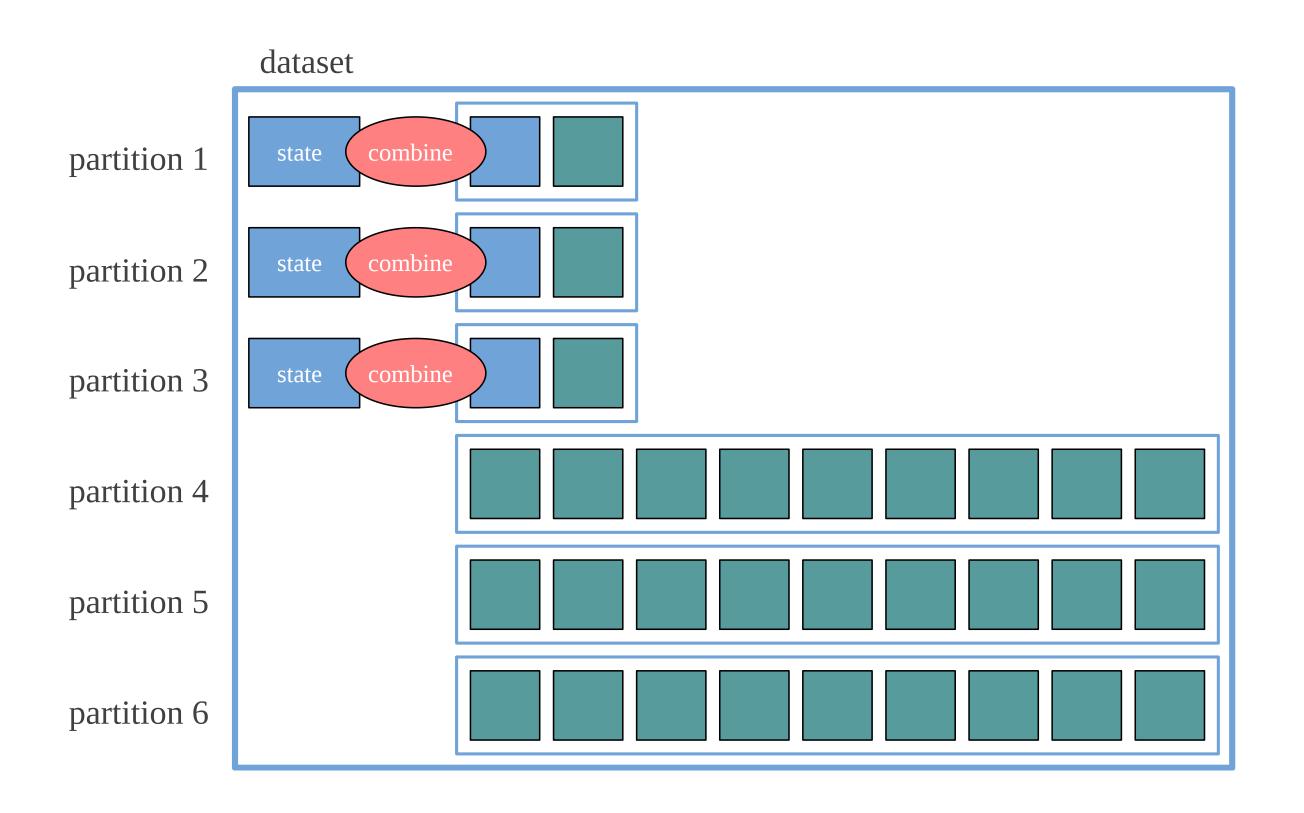








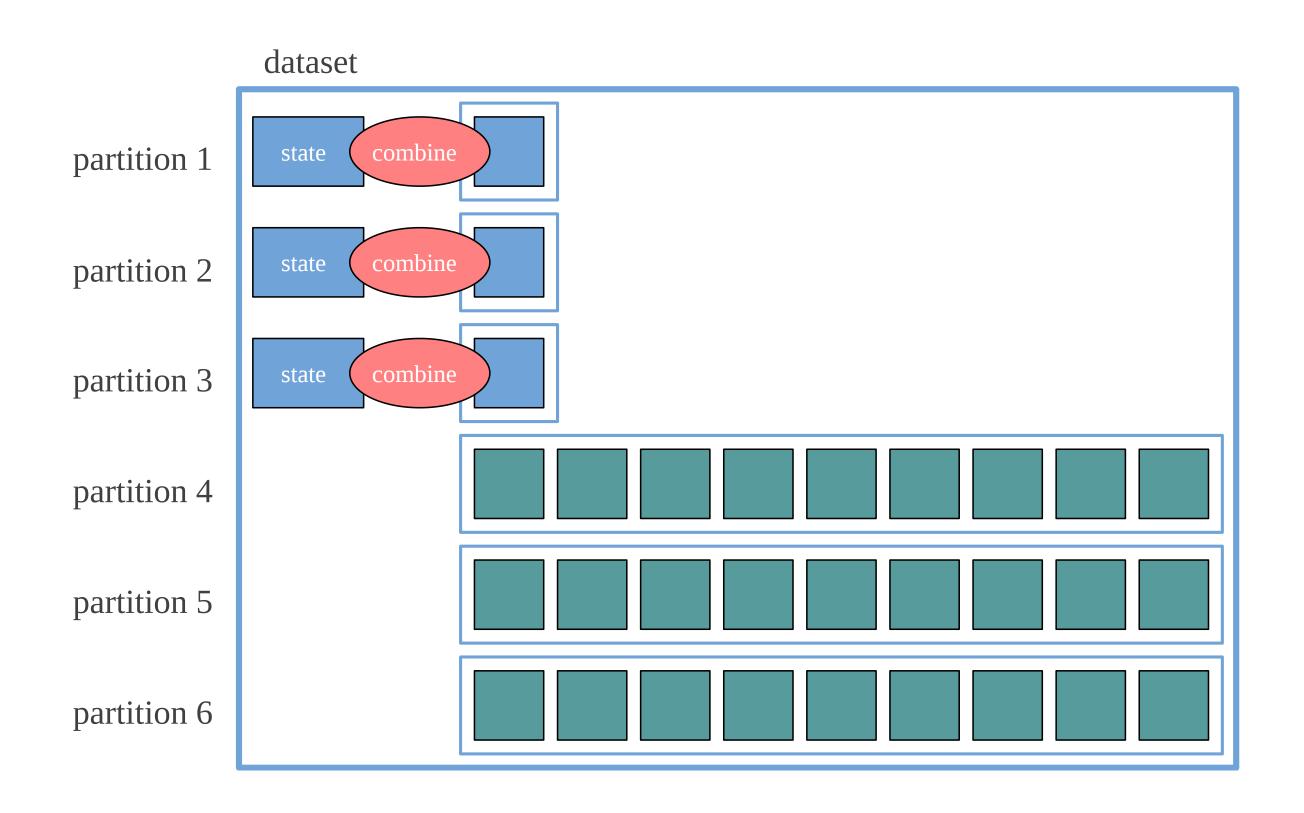








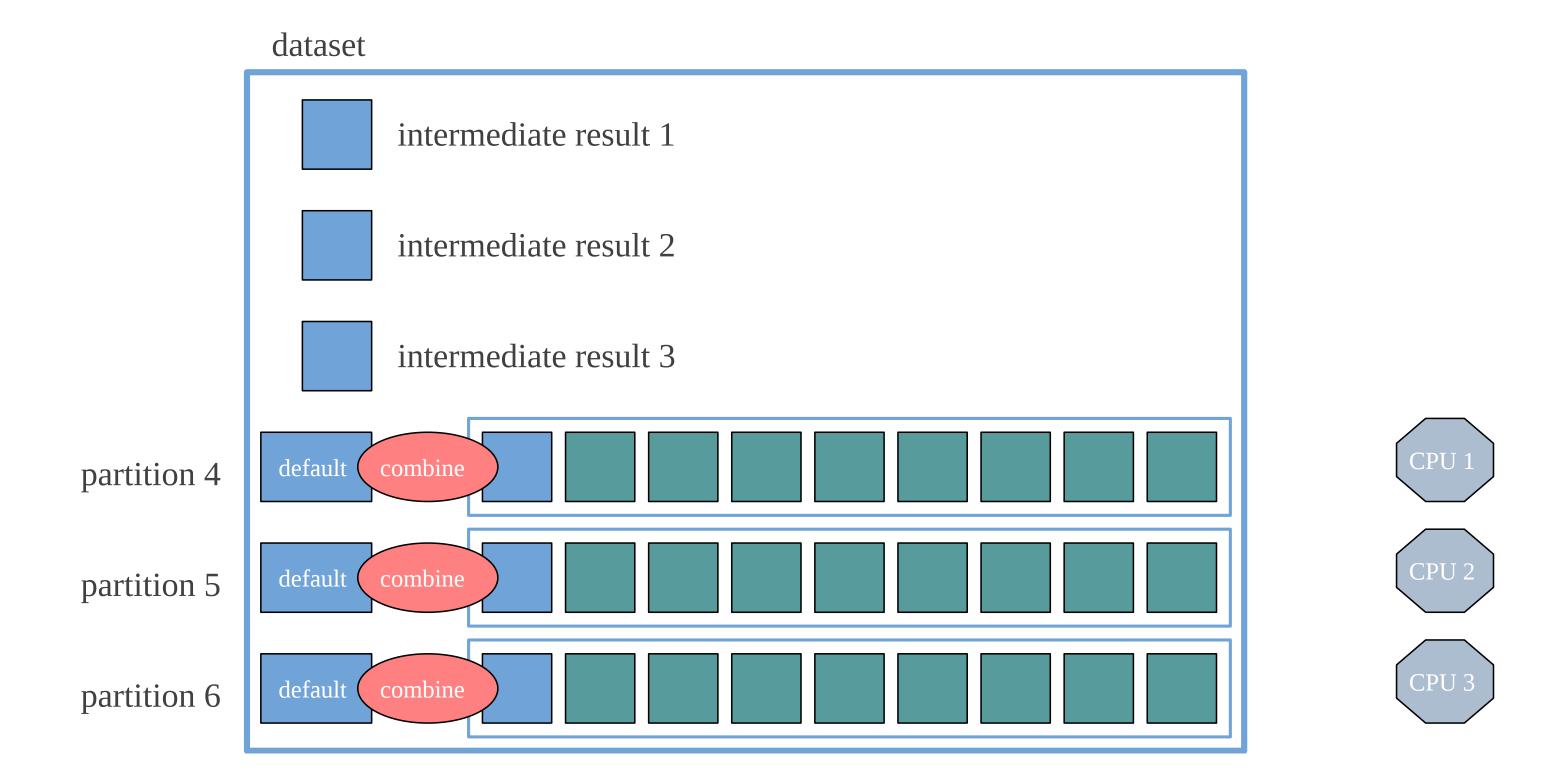


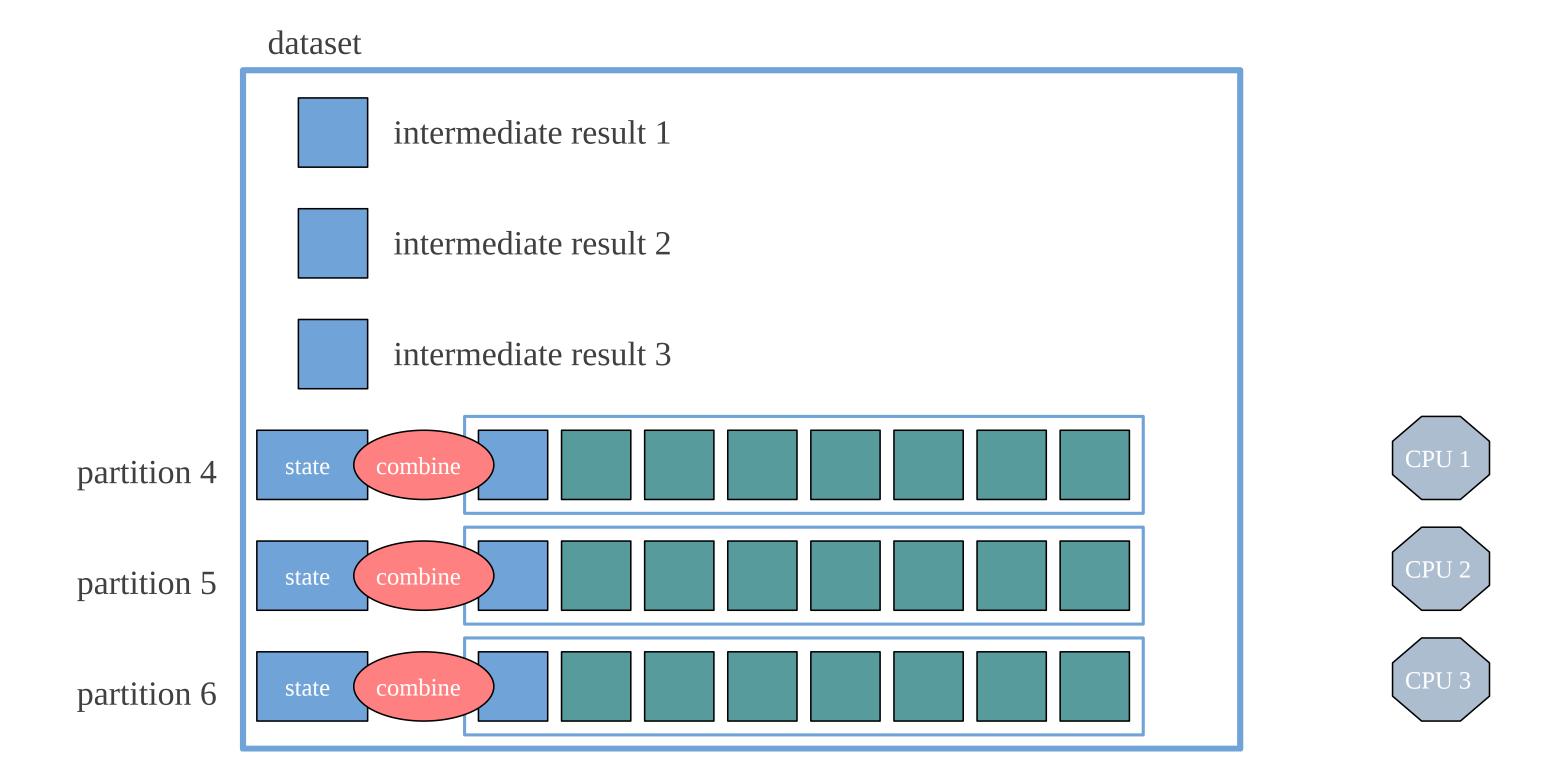


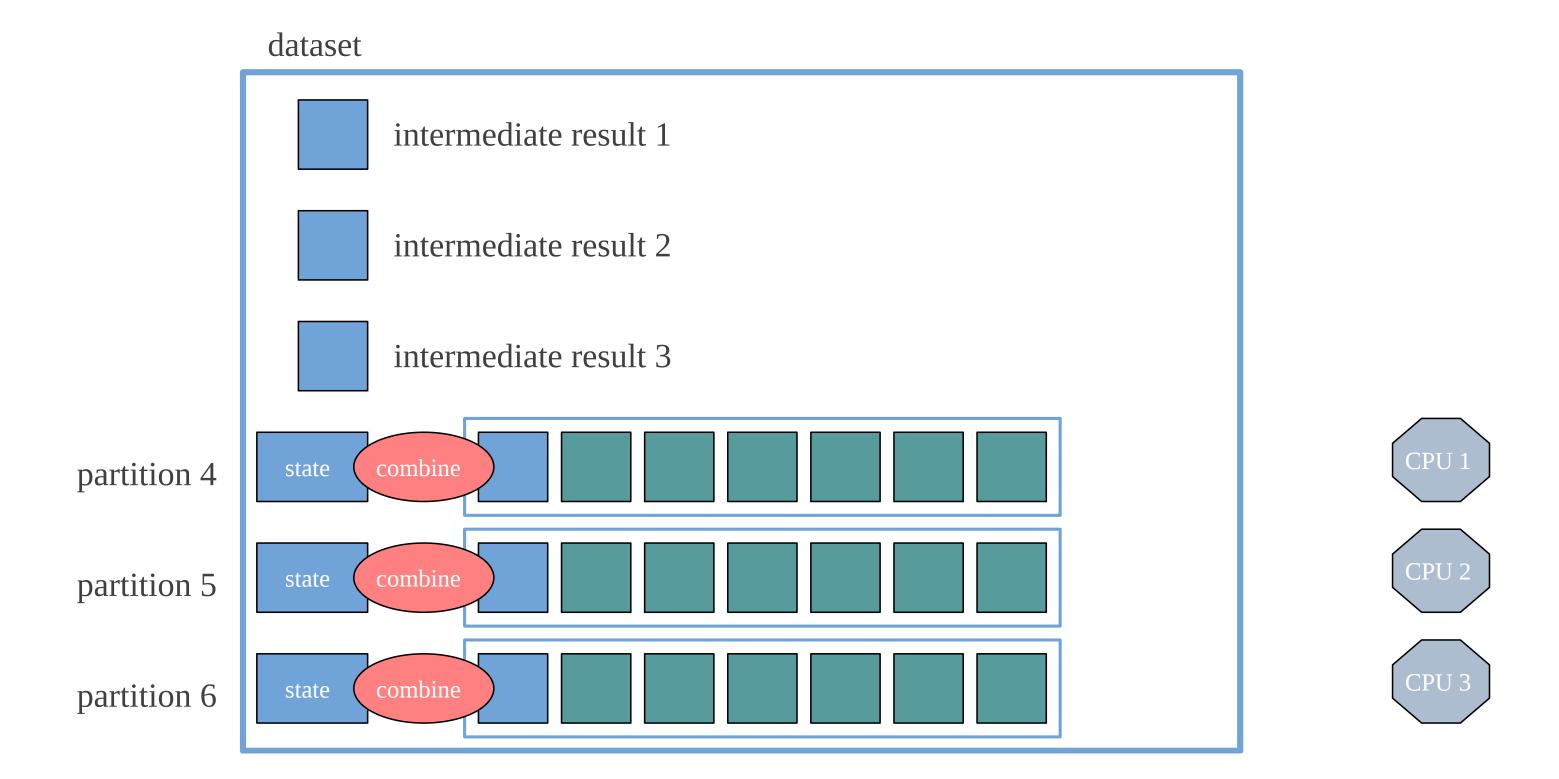


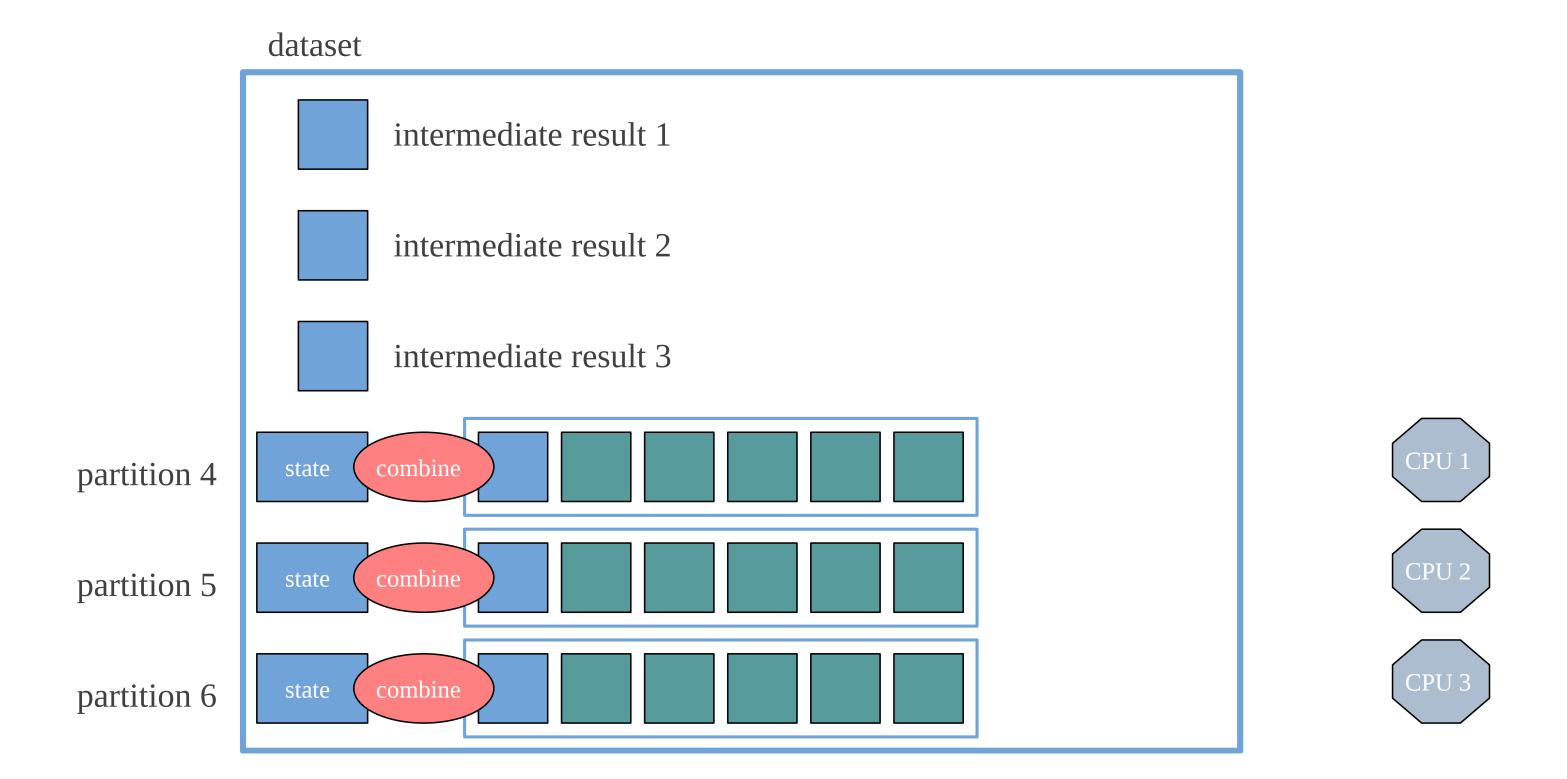


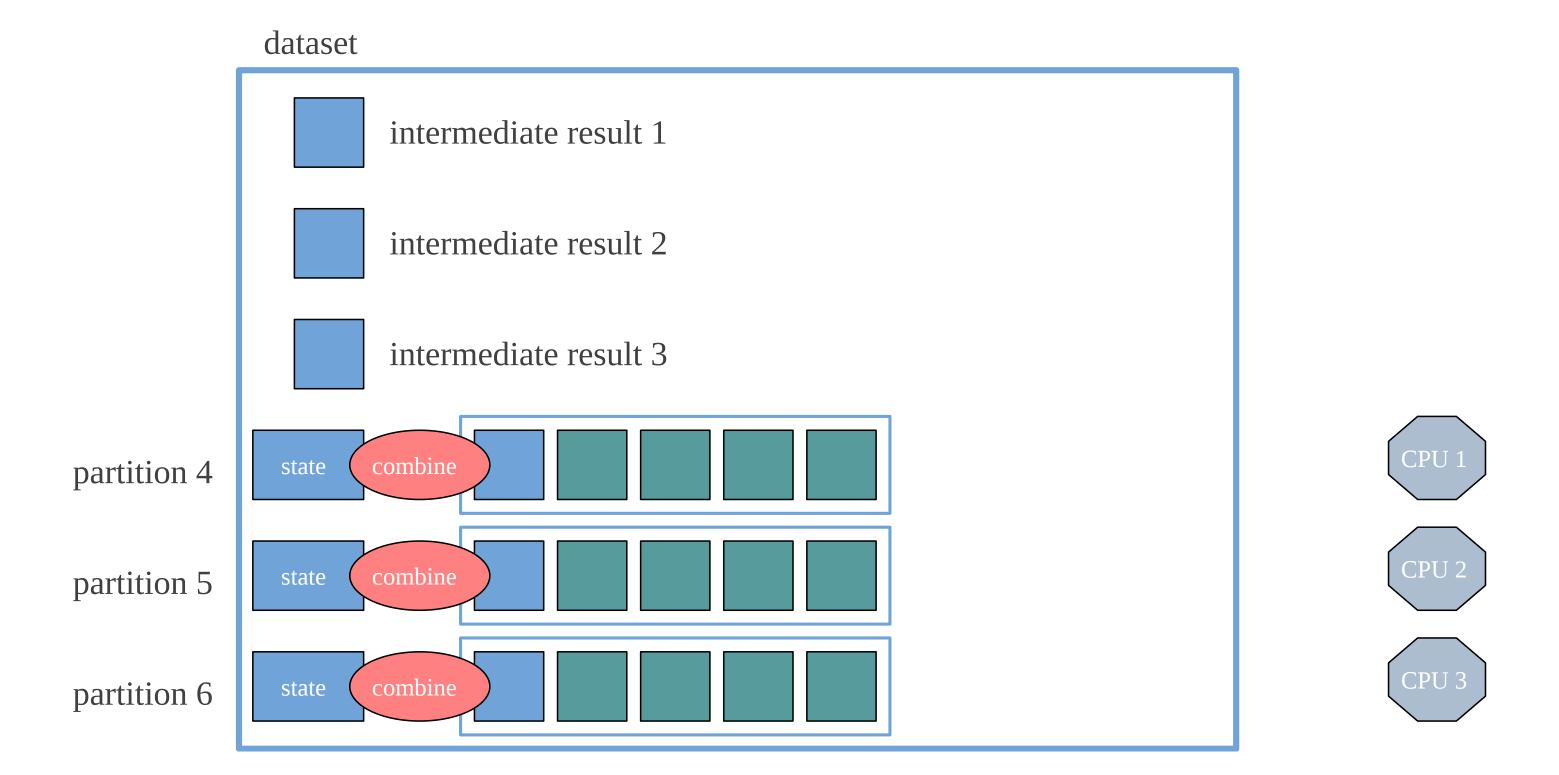


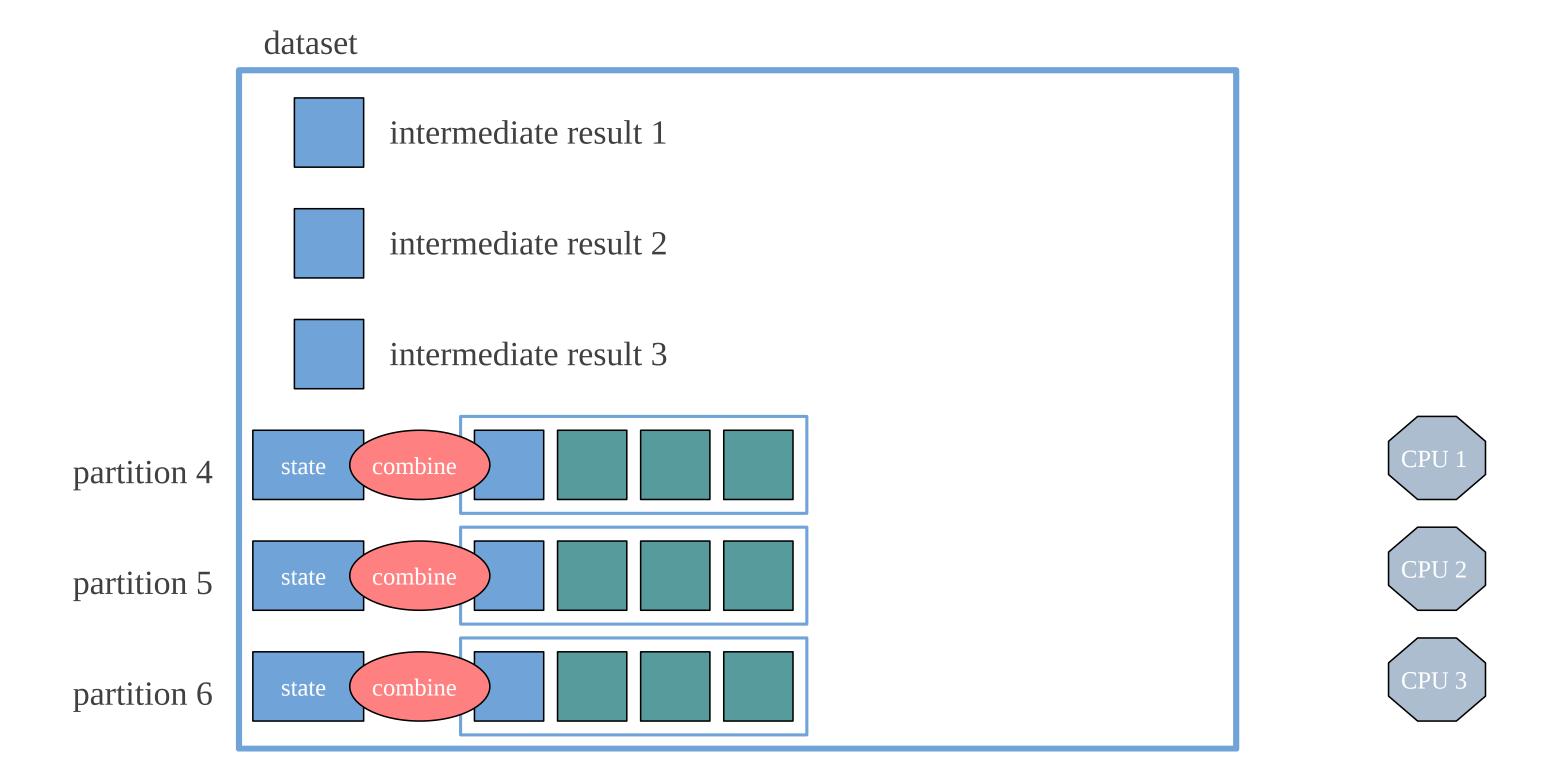


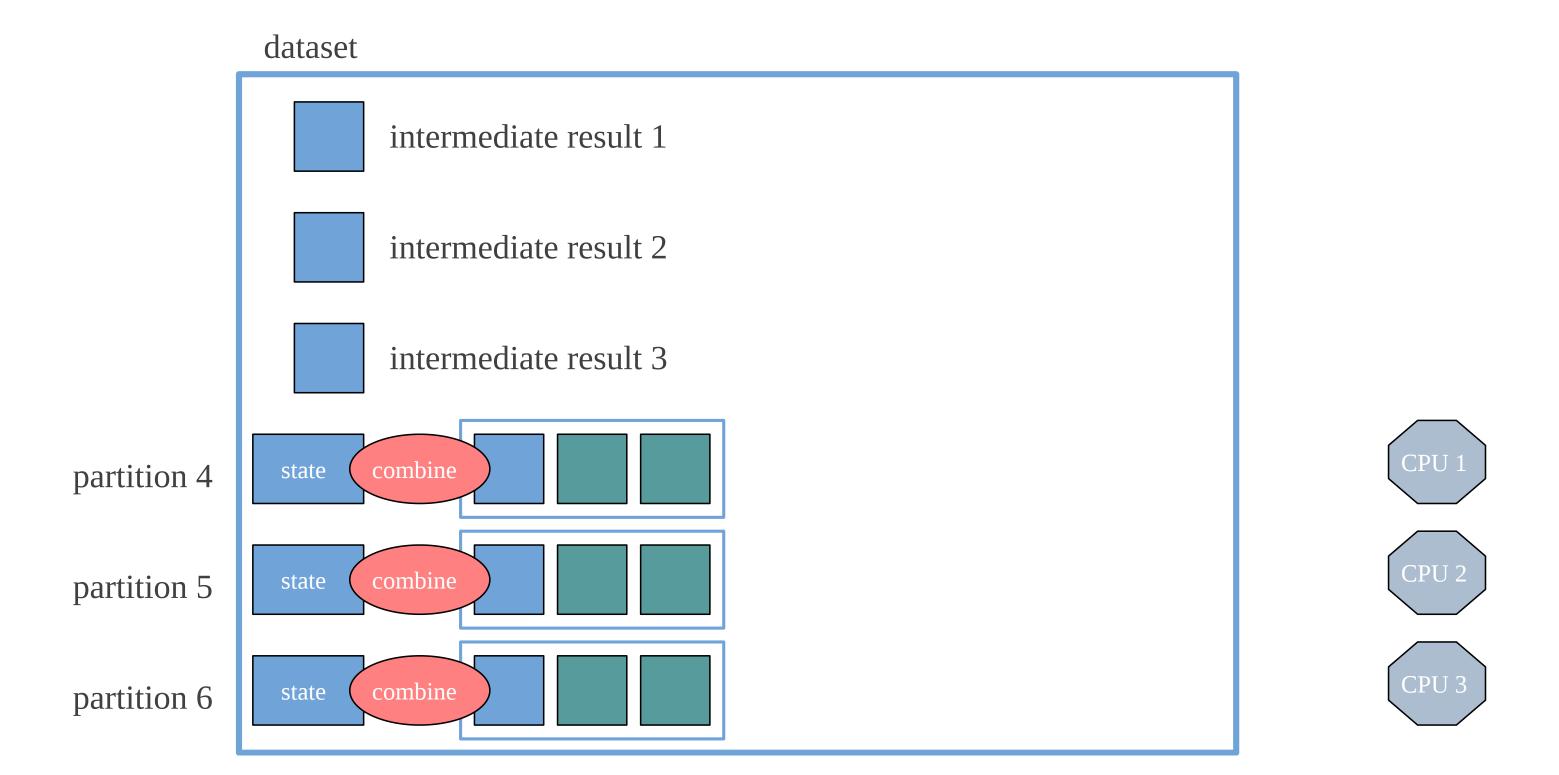


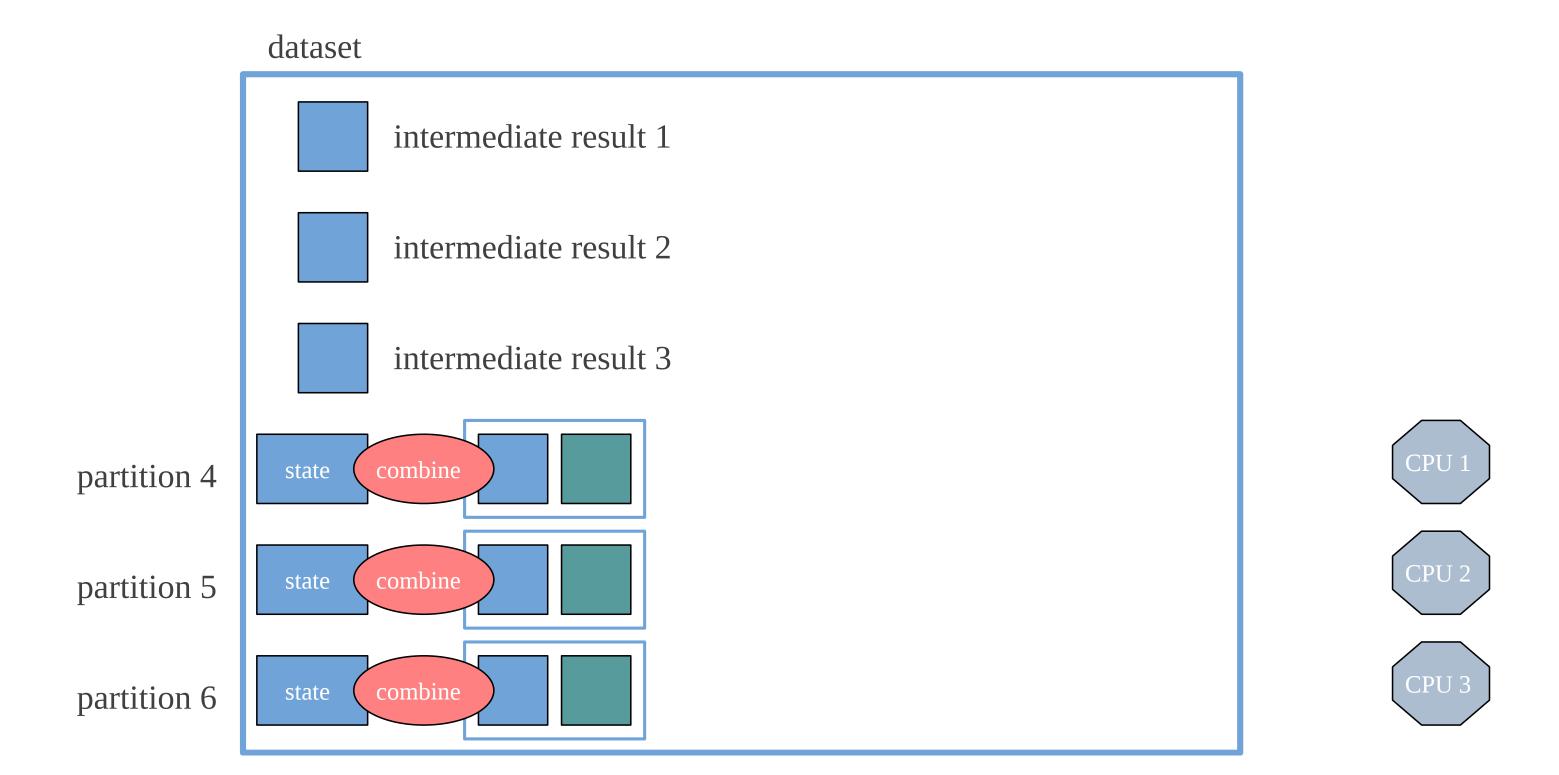


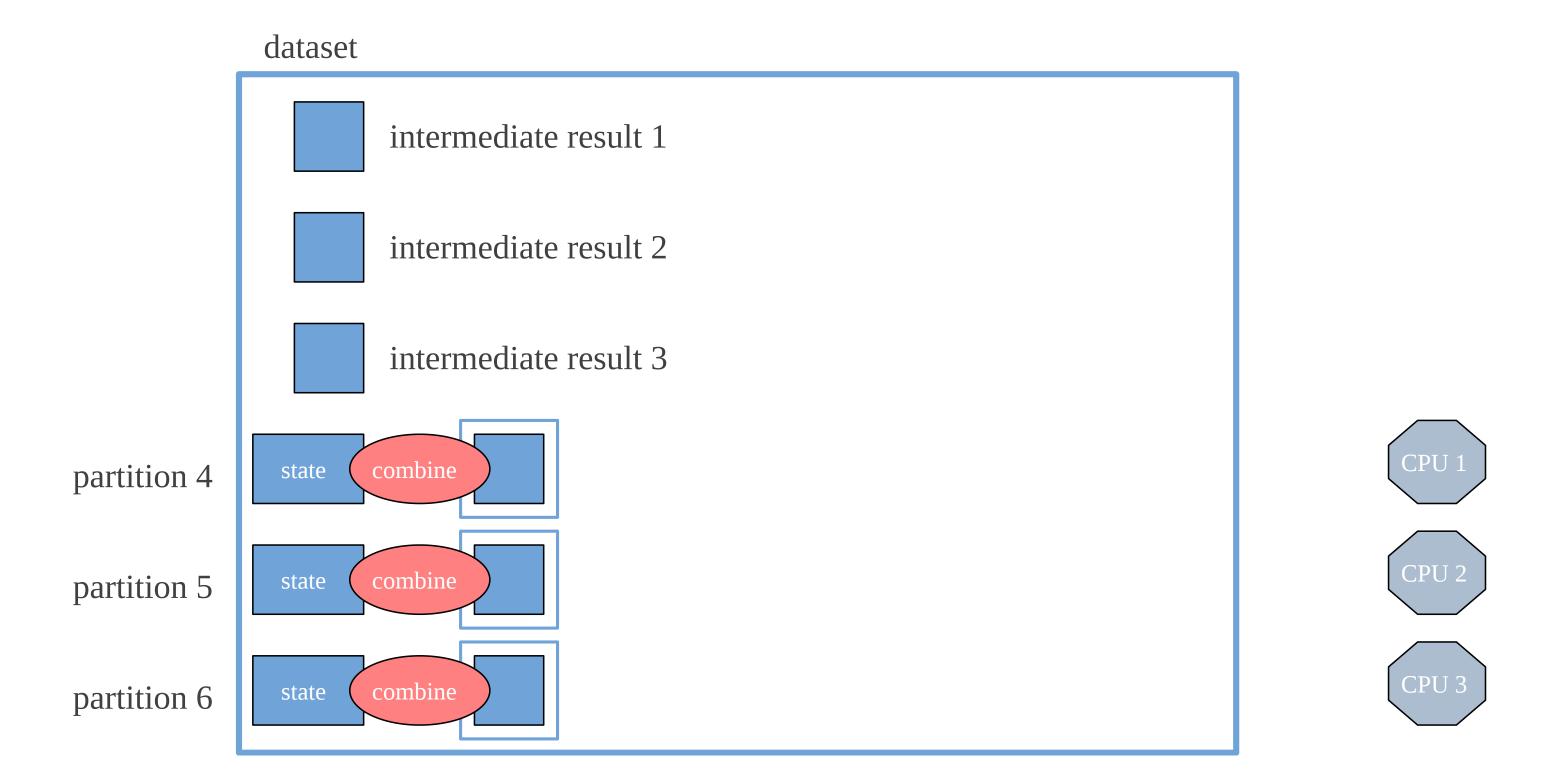










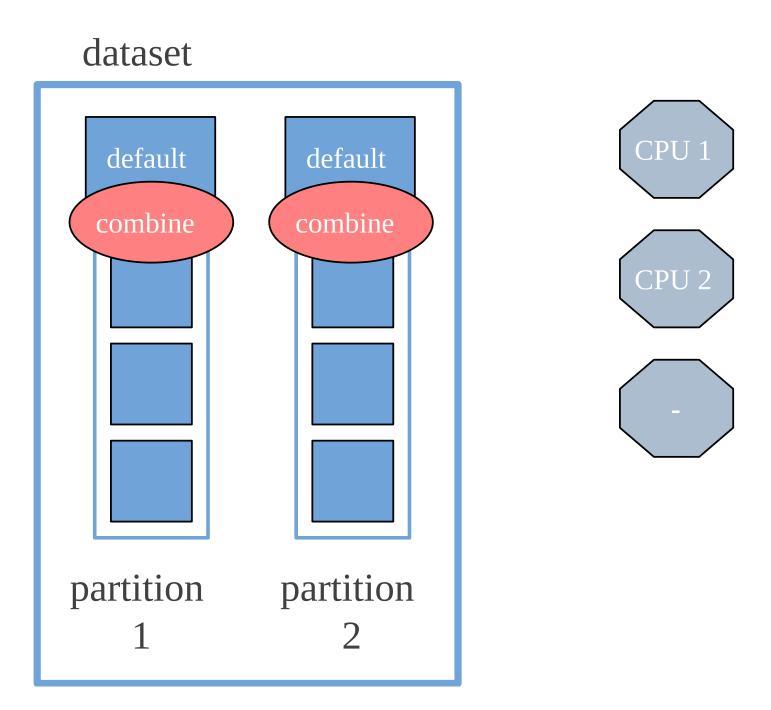


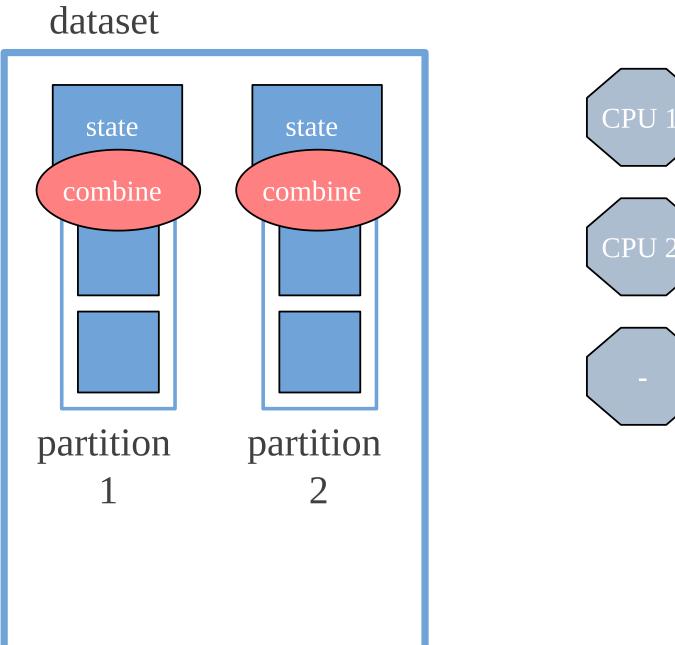
dataset intermediate result 1 intermediate result 2 intermediate result 3 intermediate result 4 intermediate result 5 intermediate result 6

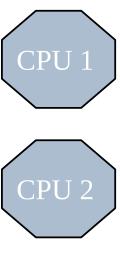


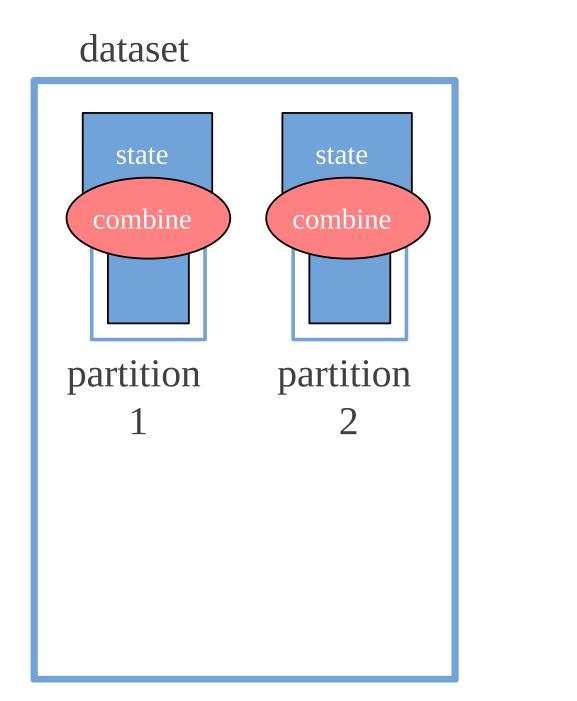


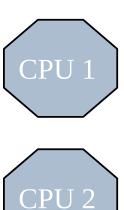


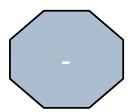


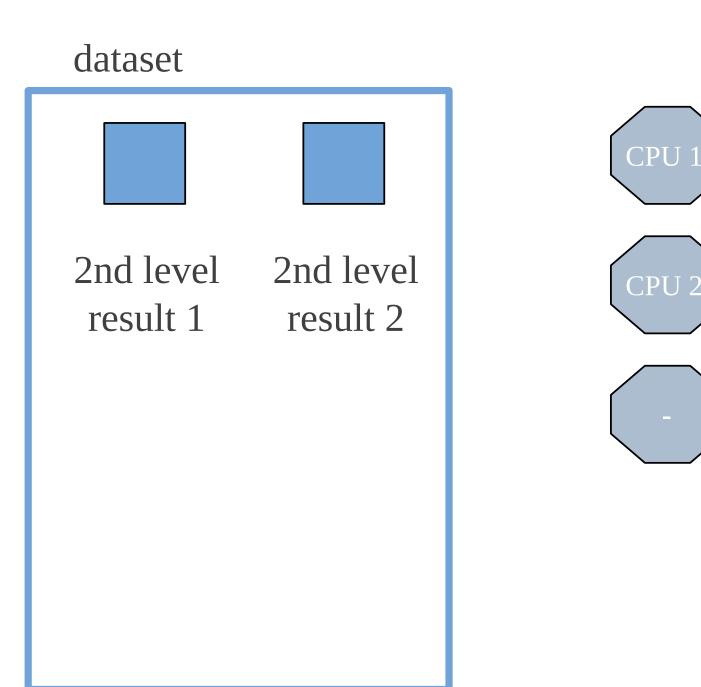


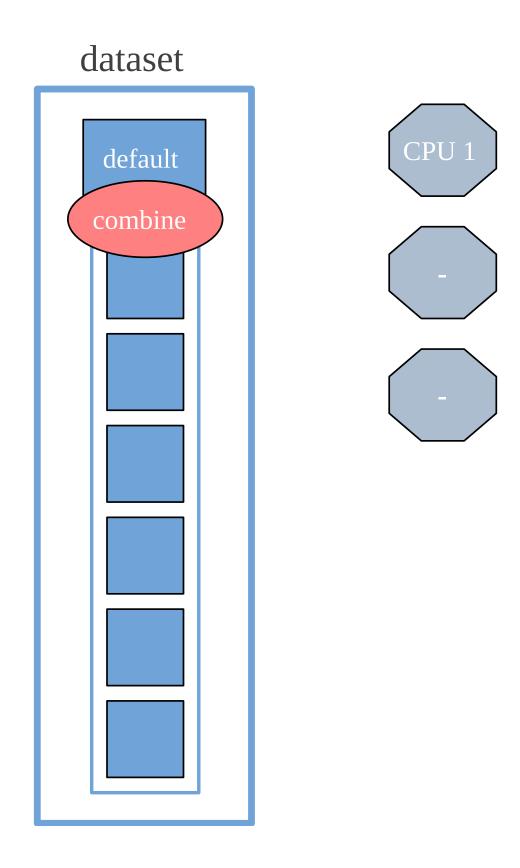


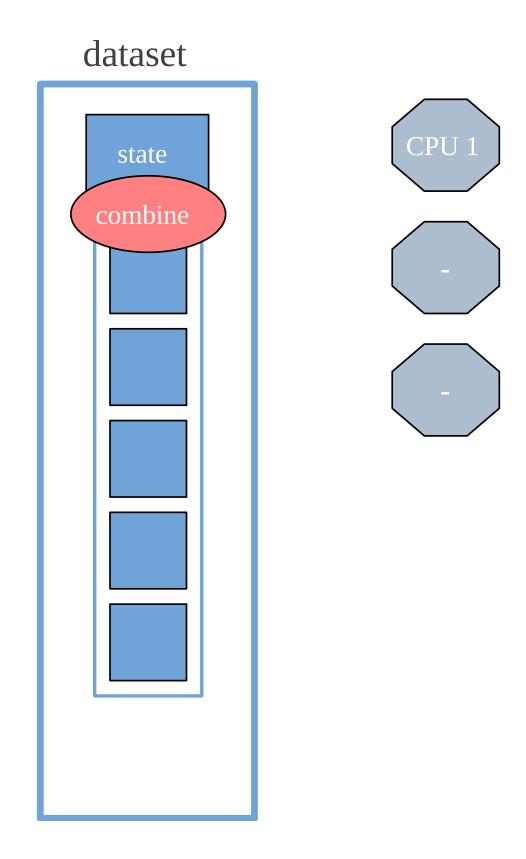


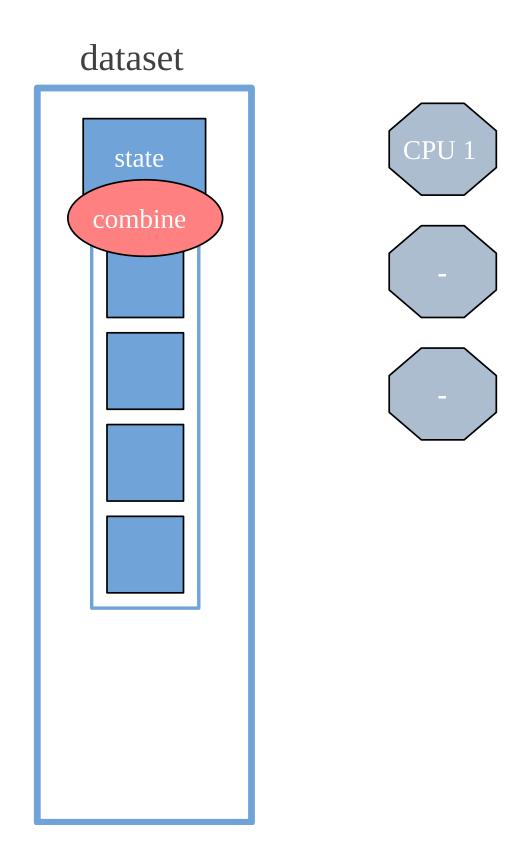


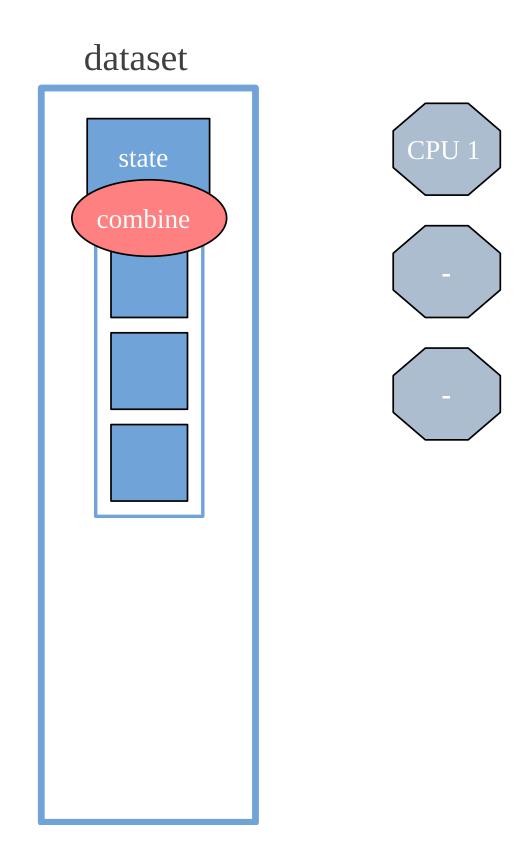


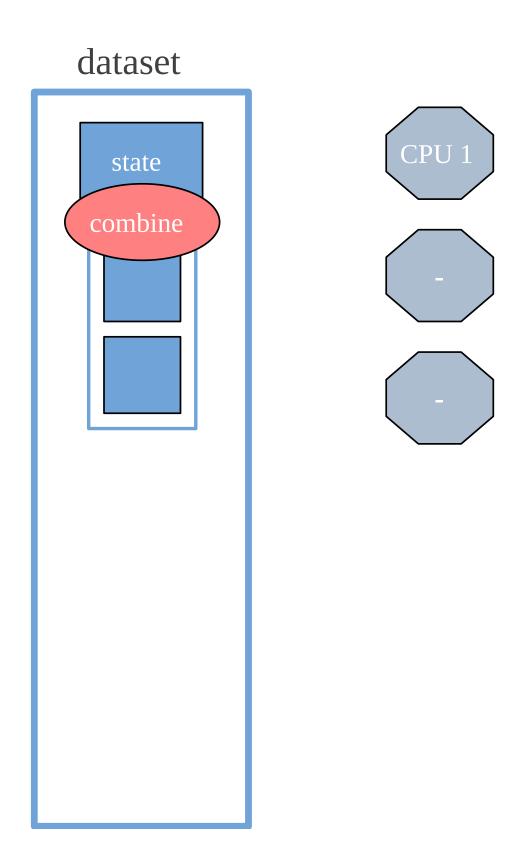


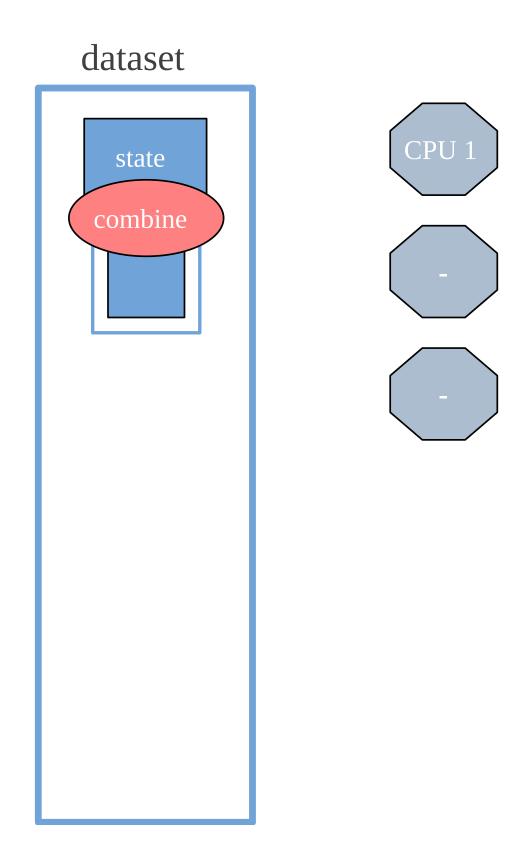




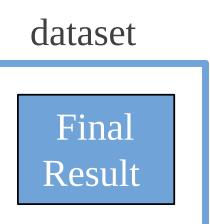








foldMap



Thread

```
def createThread(n: Int): Thread = new Thread {
  override def run(): Unit =
    println(s"Thread ${n}")
}

val threads = 1.to(4).map(createThread)
```

```
threads.foreach(_.start())
// Thread 1
// Thread 3
// Thread 2
// Thread 4
```

Executor and Runnable

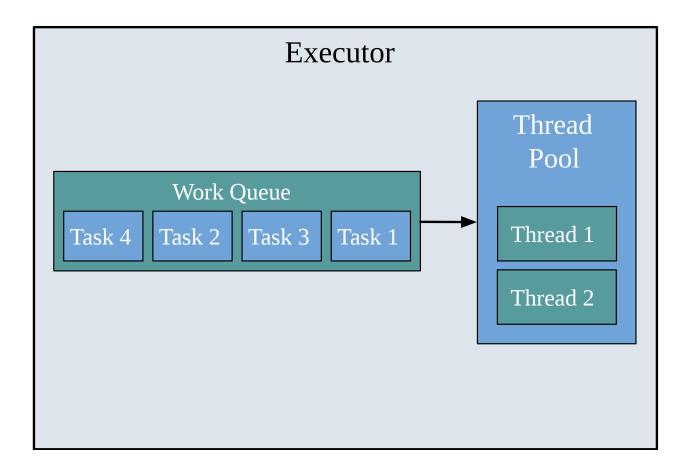
```
import java.util.concurrent.Executors

val fixedPool = Executors.newFixedThreadPool(2)

def createRunnable(n: Int): Runnable =
    new Runnable {
    def run(): Unit =
        println(s"Runnable ${n}")
    }

val runnables = 1.to(4).map(createRunnable)
```

```
runnables.foreach(fixedPool.submit)
// Runnable 1
// Runnable 3
// Runnable 2
// Runnable 4
```



Executor and Runnable

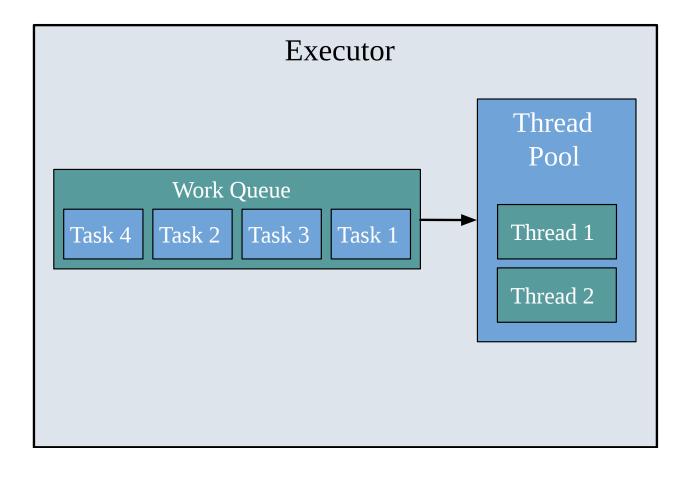
```
import java.util.concurrent.Executors

val fixedPool = Executors.newFixedThreadPool(2)

def createRunnable(n: Int): Runnable =
    new Runnable {
        def run(): Unit = {
            val thread = Thread.currentThread
            println(s"[${thread.getName}] Runnable ${n}")
        }
    }

val runnables = 1.to(4).map(createRunnable)
```

```
runnables.foreach(fixedPool.submit)
// [pool-19-thread-1] Runnable 1
// [pool-19-thread-2] Runnable 3
// [pool-19-thread-1] Runnable 2
// [pool-19-thread-2] Runnable 4
```



```
val future = Future {
  Thread.sleep(1000) // sleep 1 second
  1
}(executionContext)
// future: Future[Int] = Future(<not completed>)
```

```
val task = Future {
  Thread.sleep(1000) // sleep 1 second
  3
}
// task: Future[Int] = Future(<not completed>)
```

```
val task = Future {
  Thread.sleep(1000) // sleep 1 second
  3
}
// task: Future[Int] = Future(<not completed>)
```

```
Await.result(task, 2.minutes)
// res: Int = 3
```

```
val task = Future {
  Thread.sleep(1000 * 60 * 5) // sleep 5 minutes
  3
}
// task: Future[Int] = Future(<not completed>)
```

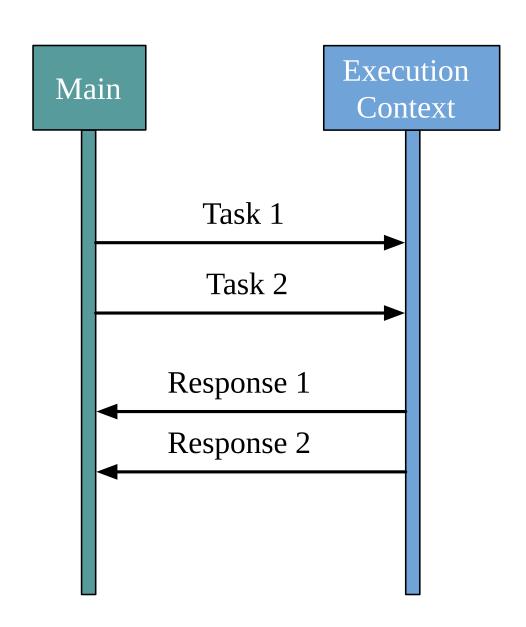
```
Await.result(task, 2.minutes)
// java.util.concurrent.TimeoutException: Future timed out after [2 minutes]
```

```
val task = Future {
  Thread.sleep(1000 * 60 * 5) // sleep 5 minutes
  3
}
// task: Future[Int] = Future(<not completed>)
```

```
Await.result(task, Duration.Inf)
// res: Int = 3
```

```
val future1 = Future { task(1) }
val future2 = Future { task(2) }

val response1 = Await.result(future1, Duration.Inf)
val response2 = Await.result(future2, Duration.Inf)
```



```
val future1 = Future { task(1) }
val response1 = Await.result(future1, Duration.Inf)

val future2 = Future { task(2) }
val response2 = Await.result(future2, Duration.Inf)
```

