

# **Java ExecutorService: Application to PrimeChecker App**

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**Professor of Computer Science**

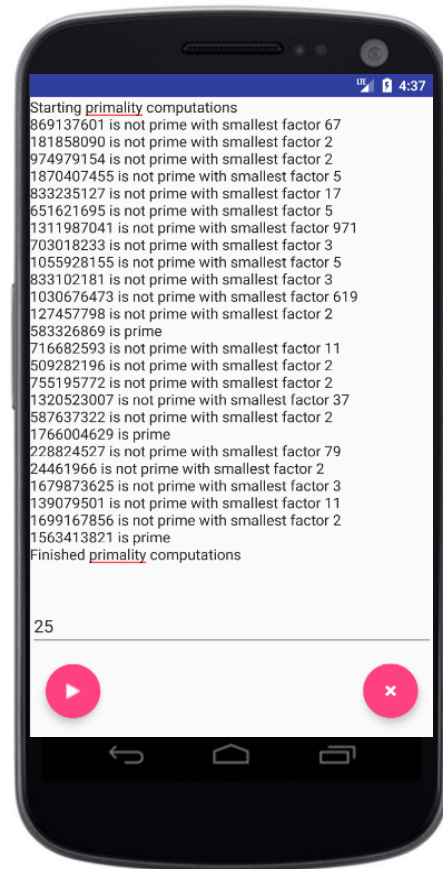
**Institute for Software  
Integrated Systems**

**Vanderbilt University  
Nashville, Tennessee, USA**



# Learning Objectives in this Part of the Lesson

- Recognize the powerful features defined in the Java ExecutorService interface
- Understand other interfaces related to ExecutorService
- Know the key methods provided by ExecutorService
- Be aware of how ThreadPoolExecutor implements ExecutorService
- Learn how to program the PrimeChecker app using ExecutorService

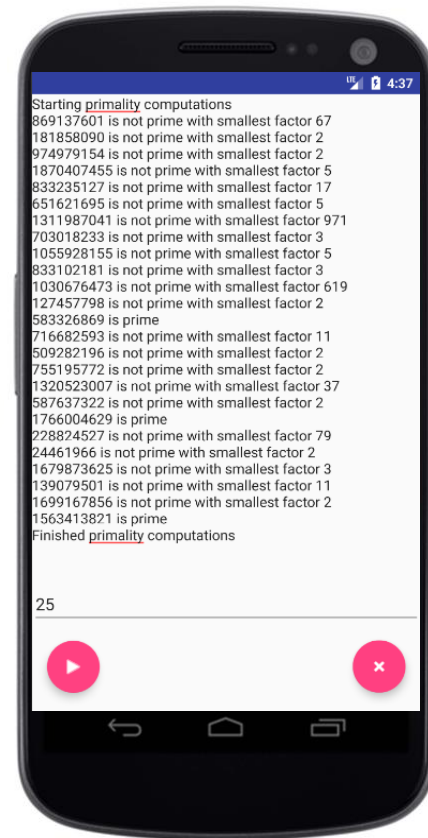
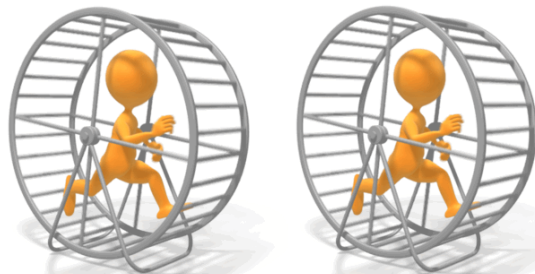


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# Overview of the PrimeChecker App

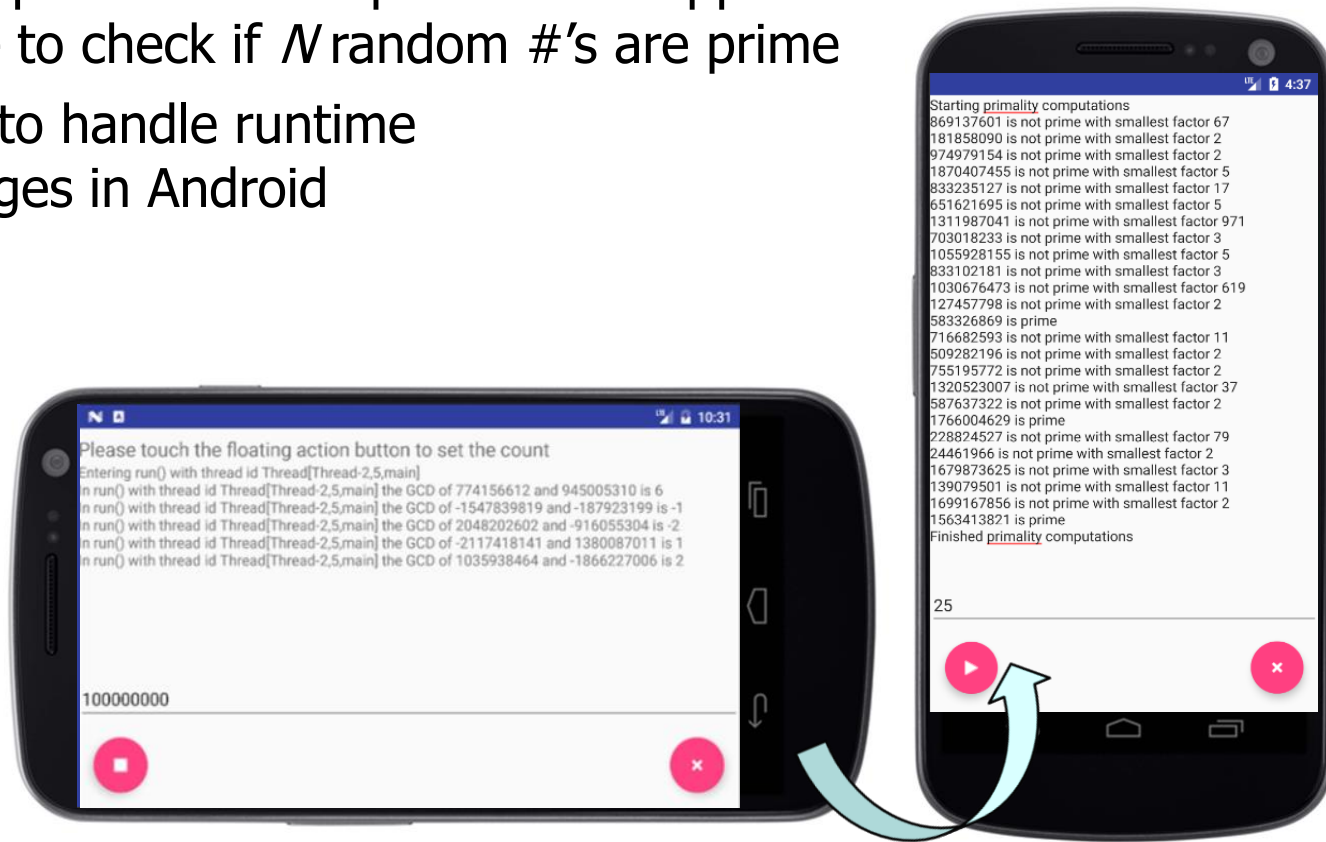
# Overview of the PrimeChecker App

- This “embarrassingly parallel” & compute-bound app uses the Java ExecutorService to check if  $N$  random #'s are prime



# Overview of the PrimeChecker App

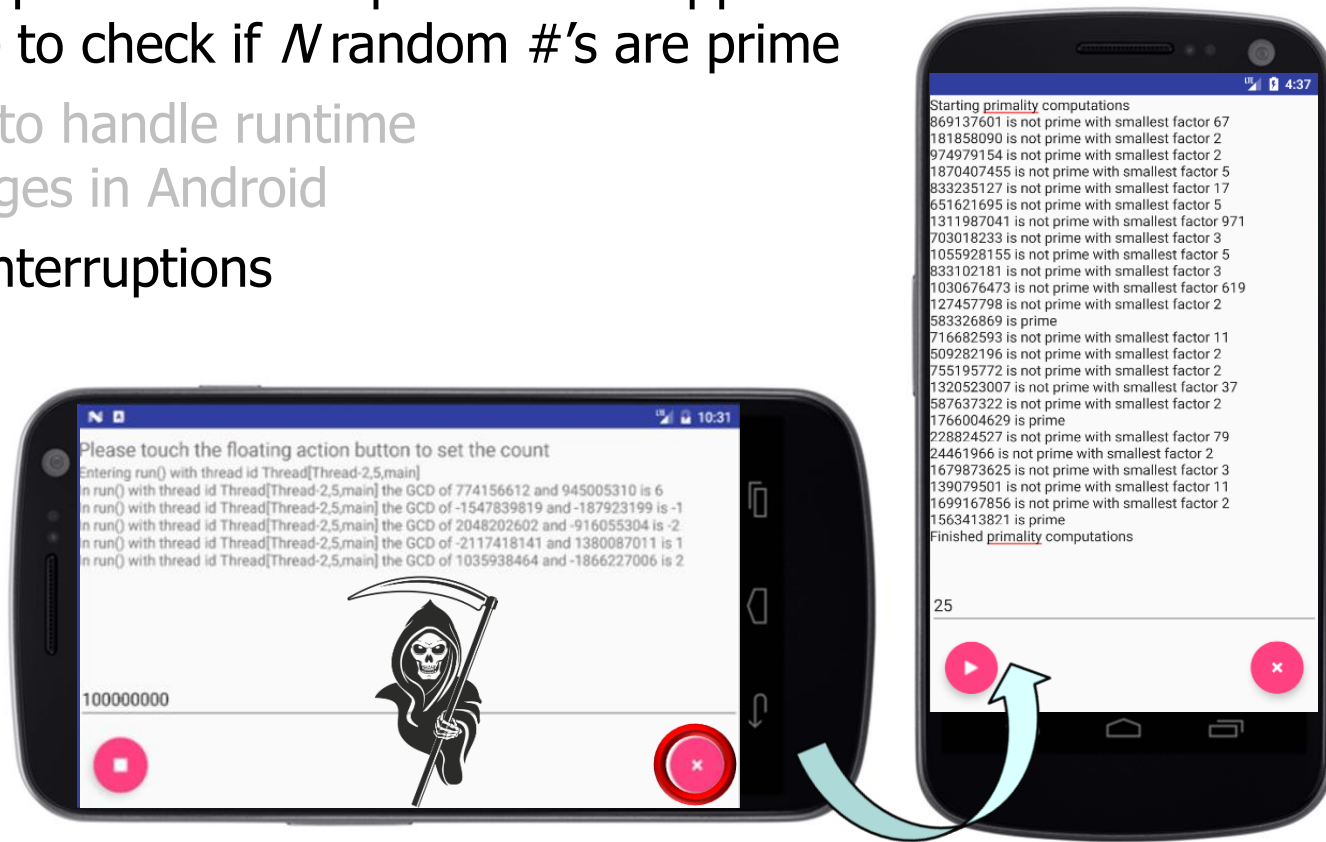
- This “embarrassingly parallel” & compute-bound app uses the Java ExecutorService to check if  $N$  random #'s are prime
- It also shows how to handle runtime configuration changes in Android



See [developer.android.com/guide/topics/resources/runtime-changes.html](https://developer.android.com/guide/topics/resources/runtime-changes.html)

# Overview of the PrimeChecker App

- This “embarrassingly parallel” & compute-bound app uses the Java ExecutorService to check if  $N$  random #'s are prime
  - It also shows how to handle runtime configuration changes in Android
  - As well as thread interruptions

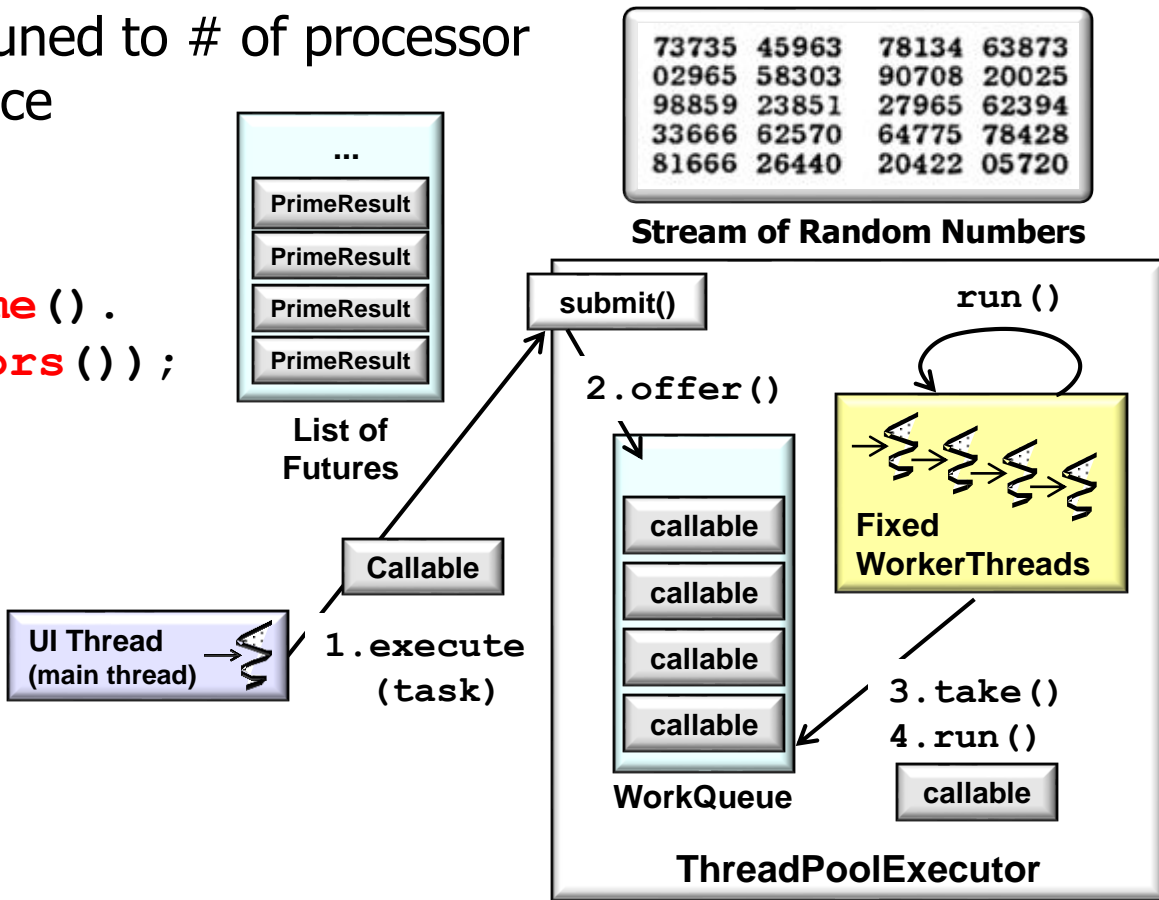


See [docs.oracle.com/javase/tutorial/essential/concurrency/interrupt.html](https://docs.oracle.com/javase/tutorial/essential/concurrency/interrupt.html)

# Overview of the PrimeChecker App

- A fixed-size thread pool is tuned to # of processor cores in the computing device

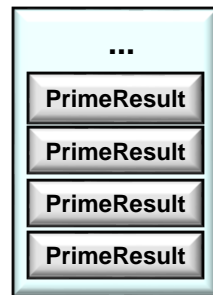
```
mExecutor = Executors  
    .newFixedThreadPool  
    (Runtime.getRuntime().  
     availableProcessors());
```



# Overview of the PrimeChecker App

- A fixed-size thread pool is tuned to # of processor cores in the computing device

```
mExecutor = Executors  
    .newFixedThreadPool  
    (Runtime.getRuntime().  
     availableProcessors());
```



List of  
Futures

Callable

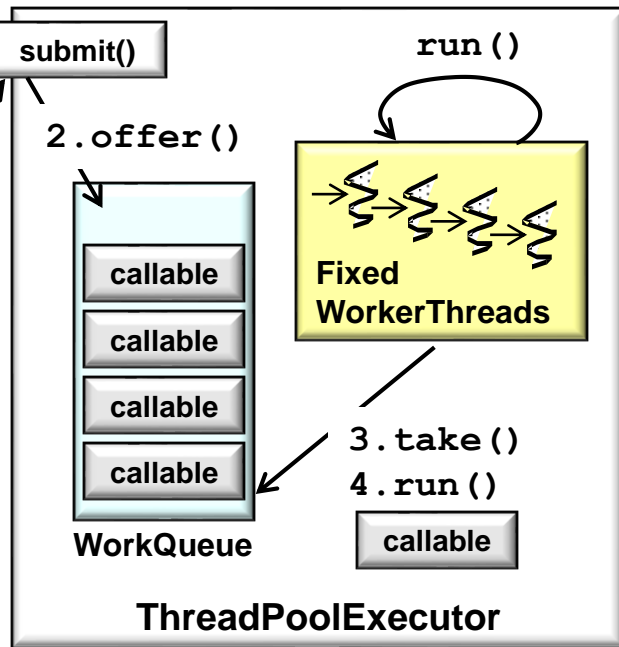
1. execute  
(task)

UI Thread  
(main thread)

*The UI thread generates random #'s  
that are processed via the thread pool*

73735	45963	78134	63873
02965	58303	90708	20025
98859	23851	27965	62394
33666	62570	64775	78428
81666	26440	20422	05720

Stream of Random Numbers





# Overview of the PrimeChecker App

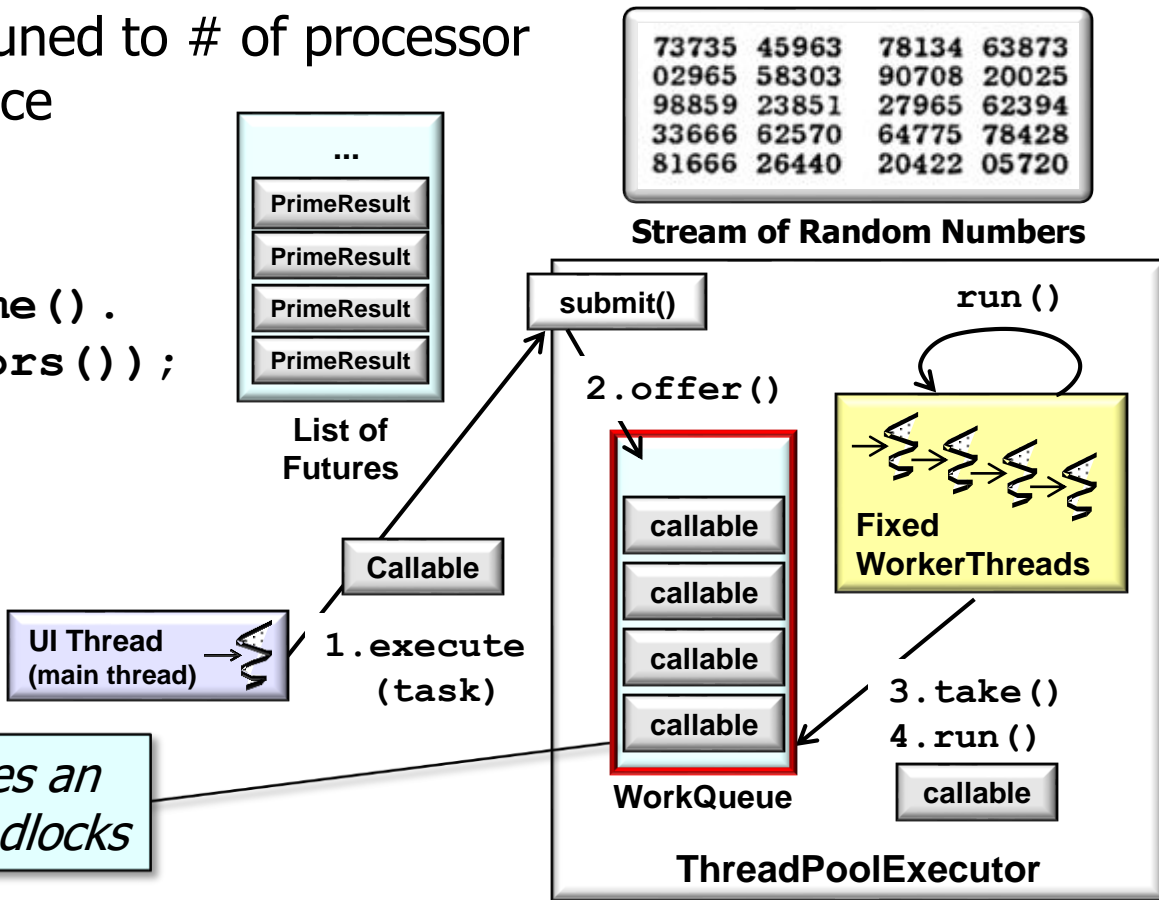
- A fixed-size thread pool is tuned to # of processor cores in the computing device

```
mExecutor = Executors
```

```
.newFixedThreadPool
```

```
(Runtime.getRuntime().  
availableProcessors());
```

*This fixed-size thread pool uses an unbounded queue to avoid deadlocks*



See [asznajder.github.io/thread-pool-induced-deadlocks](https://asznajder.github.io/thread-pool-induced-deadlocks)

# Overview of the PrimeChecker App

- A fixed-size thread pool is tuned to # of processor cores in the computing device

```
mExecutor = Executors  
    .newFixedThreadPool  
    (Runtime.getRuntime().  
        availableProcessors());
```

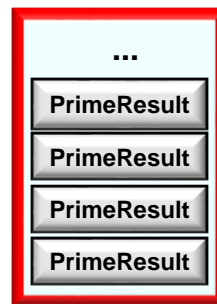
```
...mThread = new Thread(...);
```

```
...mThread.start();
```

*Start a 2<sup>nd</sup> thread to wait for the completion of all futures in the list of futures*

UI Thread  
(main thread)

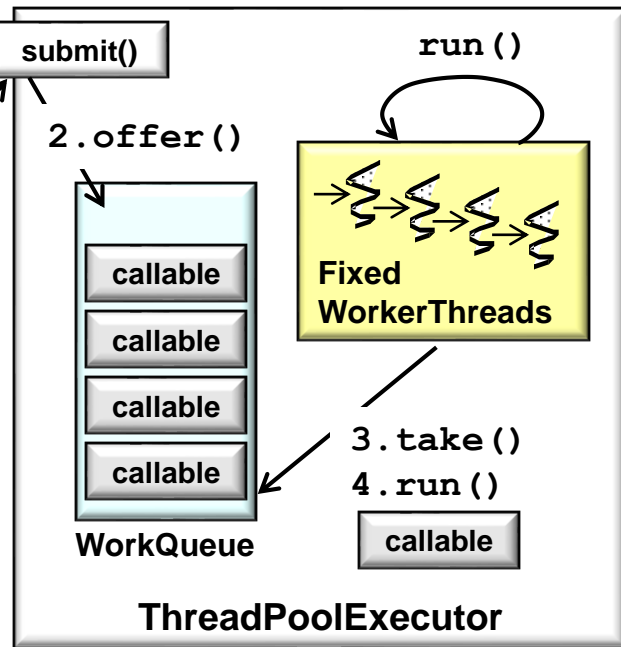
Background Thread



List of Futures

Callable

1. submit  
(task)



73735	45963	78134	63873
02965	58303	90708	20025
98859	23851	27965	62394
33666	62570	64775	78428
81666	26440	20422	05720

Stream of Random Numbers

This background thread ensures no blocking occurs in the UI thread

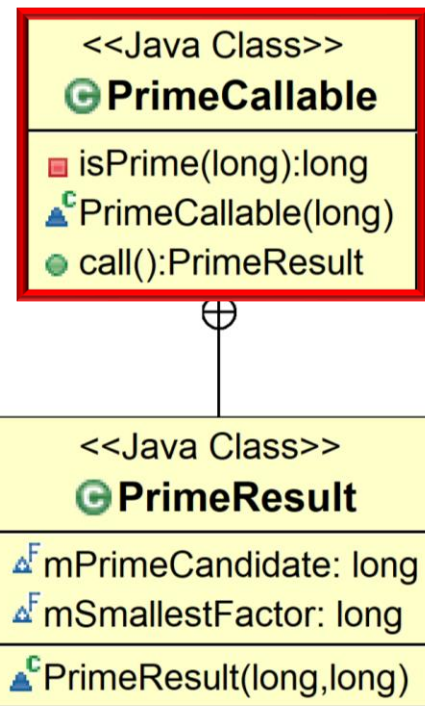
# Overview of the PrimeChecker App

- PrimeCallable defines a two-way means of determining whether a # is prime

```
class PrimeCallable
    implements Callable<PrimeResult> {
    long mPrimeCandidate;
    ...

    PrimeCallable(Long primeCandidate)
    { mPrimeCandidate = primeCandidate; }

    PrimeResult call() {
        return new PrimeResult
            (mPrimeCandidate,
             isPrime(mPrimeCandidate));
    } ...
}
```



See <src/main/java/vandy/mooc/prime/activities/PrimeCallable.java>

# Overview of the PrimeChecker App

- PrimeCallable defines a two-way means of determining whether a # is prime

```
class PrimeCallable
```

```
    implements Callable<PrimeResult> {
```

```
    long mPrimeCandidate;
```

```
    ...
```

```
    PrimeCallable(Long primeCandidate)
```

```
    { mPrimeCandidate = primeCandidate; }
```

```
    PrimeResult call() {
```

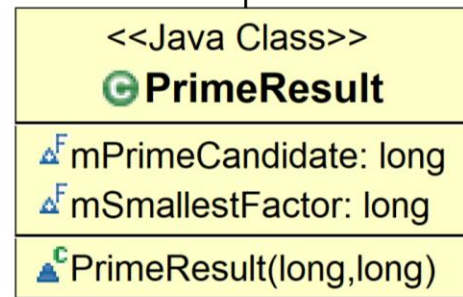
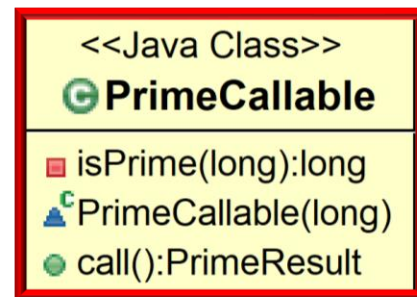
```
        return new PrimeResult
```

```
            (mPrimeCandidate,
```

```
            isPrime(mPrimeCandidate));
```

```
    } ...
```

*Implements Callable*



# Overview of the PrimeChecker App

- PrimeCallable defines a two-way means of determining whether a # is prime

```
class PrimeCallable
```

```
    implements Callable<PrimeResult> {
```

```
    long mPrimeCandidate;
```

```
    ...
```

```
    PrimeCallable(Long primeCandidate)
```

```
    { mPrimeCandidate = primeCandidate; }
```

```
    PrimeResult call() {
```

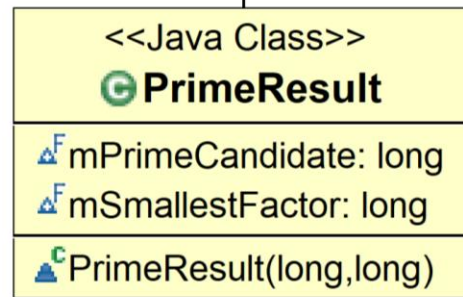
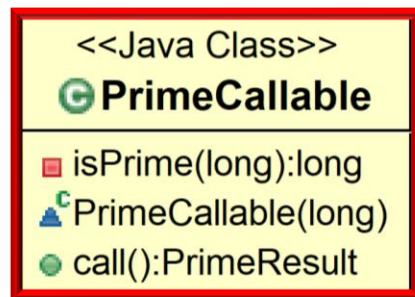
```
        return new PrimeResult
```

```
            (mPrimeCandidate,
```

```
             isPrime(mPrimeCandidate));
```

```
    } ...
```

*Constructor stores prime  
# candidate in a field*



See "Java Executor: Application to PrimeChecker App"

# Overview of the PrimeChecker App

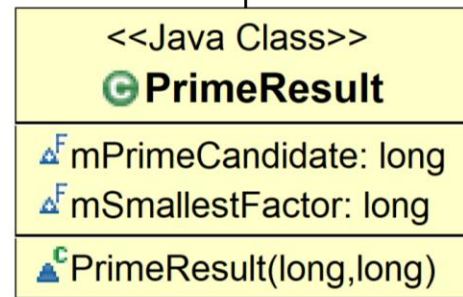
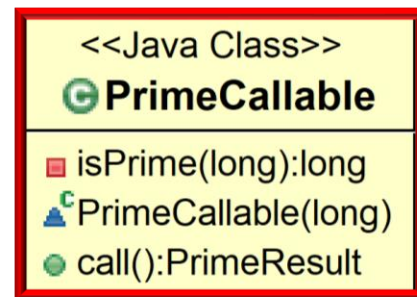
- PrimeCallable defines a two-way means of determining whether a # is prime

```
class PrimeCallable
    implements Callable<PrimeResult> {
    long mPrimeCandidate;
    ...

    PrimeCallable(Long primeCandidate)
    { mPrimeCandidate = primeCandidate; }

    PrimeResult call() {
        return new PrimeResult
            (mPrimeCandidate,
             isPrime(mPrimeCandidate));
    } ...
```

*call() hook method invokes isPrime() in a pool thread*



Interruptible isPrime() based on "Java Executor: Application to PrimeChecker App"

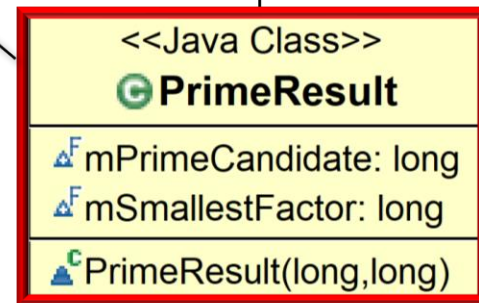
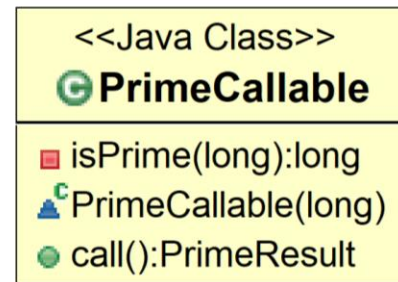
# Overview of the PrimeChecker App

- PrimeCallable defines a two-way means of determining whether a # is prime

```
class PrimeCallable
    implements Callable<PrimeResult> {
    long mPrimeCandidate;
    ...
```

*PrimeResult is a tuple that matches the prime # candidate with the result of checking primality*

```
PrimeResult call() {
    return new PrimeResult
        (mPrimeCandidate,
         isPrime(mPrimeCandidate));
} ...
```



These two-way semantics eliminate the need for a dependency on MainActivity!

# Overview of the PrimeChecker App

- PrimeCallable defines a two-way means of determining whether a # is prime

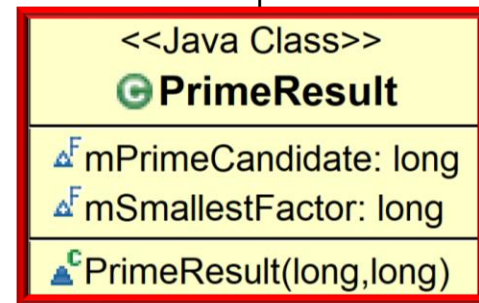
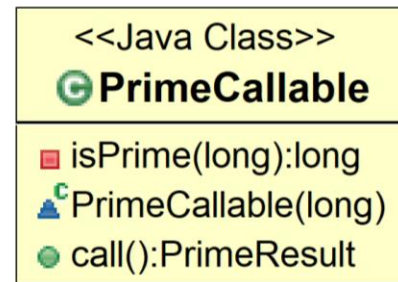
```
class PrimeCallable
    implements Callable<PrimeResult> {
    long mPrimeCandidate;
    ...

    PrimeCallable(Long primeCandidate)
    { mPrimeCandidate = primeCandidate; }
```

```
    PrimeResult call() {
        return new PrimeResult
            (mPrimeCandidate,
             isPrime(mPrimeCandidate));
    }
```



*These two-way call semantics eliminate the need for any dependency on MainActivity!*





# Overview of the PrimeChecker App

- PrimeCallable defines a two-way means of determining whether a # is prime

```
class PrimeCallable
```

```
implements Callable<PrimeResult> {
```

```
...
```

```
long isPrime(long n) {
```

```
    if (n > 3)
```

```
        for (long factor = 2;
```

```
            factor <= n / 2; ++factor)
```

```
                if (Thread.interrupted()) break;
```

```
                else if (n / factor * factor == n)
```

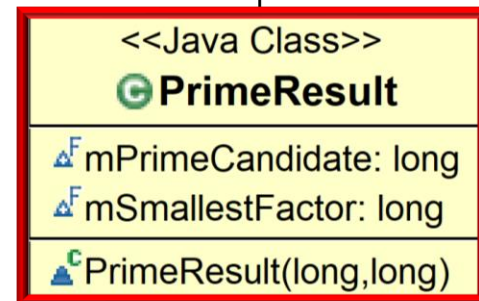
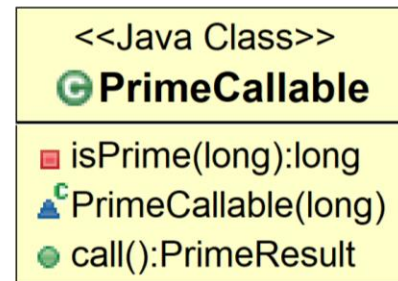
```
                    return factor;
```

```
    return 0L;
```

```
}
```

```
...
```

*Returns 0 if n is prime or  
smallest factor if it's not*



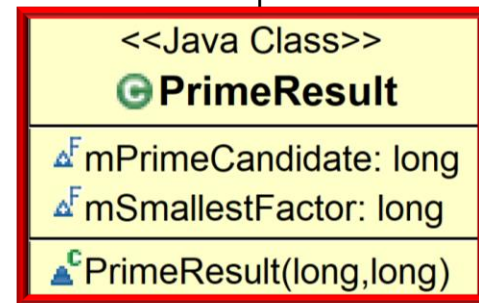
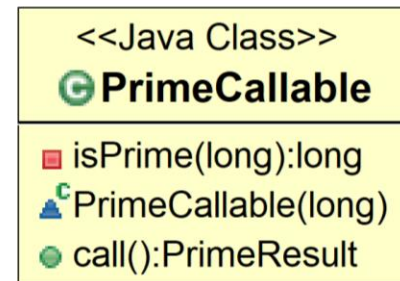
# Overview of the PrimeChecker App

- PrimeCallable defines a two-way means of determining whether a # is prime

```
class PrimeCallable
    implements Callable<PrimeResult> {
    ...

    long isPrime(long n) {
        if (n > 3)
            for (long factor = 2;
                factor <= n / 2; ++factor)
                if (Thread.interrupted()) break;
                else if (n / factor * factor == n)
                    return factor;
        return 0L;
    }
    ...
```

*isPrime() repeatedly checks  
to see if it's been interrupted*



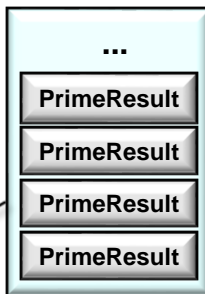
See lesson on "Managing the Java Thread Lifecycle"

# Overview of the PrimeChecker App

- MainActivity creates a list of futures that store results of concurrently checking primality of "count" random #'s within a range

**List<Future<PrimeResult>>**

**futures = ...**



List of  
Futures

*This list of futures is initialized  
via a Java sequential stream*

<<Java Class>>

**MainActivity**

```
MainActivity()  
onCreate(Bundle):void  
initializeViews():void  
setCount(View):void  
startOrStopComputations(View):void  
startComputations(int):void  
interruptComputations():void  
done():void  
println(String):void  
onRetainNonConfigurationInstance():Object  
onDestroy():void
```

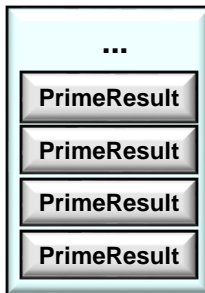
See <src/main/java/vandy/mooc/prime/activities/MainActivity.java>

# Overview of the PrimeChecker App

- MainActivity creates a list of futures that store results of concurrently checking primality of "count" random #'s within a range

```
List<Future<PrimeResult>>
```

```
futures = new Random()  
    .longs(count,  
           sMAX_VALUE - count,  
           sMAX_VALUE)
```



List of  
Futures

*Generates "count" random #'s ranging  
from sMAX\_VALUE - count & sMAX\_VALUE*

<<Java Class>>

**MainActivity**

```
MainActivity()  
onCreate(Bundle):void  
initializeViews():void  
setCount(View):void  
startOrStopComputations(View):void  
startComputations(int):void  
interruptComputations():void  
done():void  
println(String):void  
onRetainNonConfigurationInstance():Object  
onDestroy():void
```

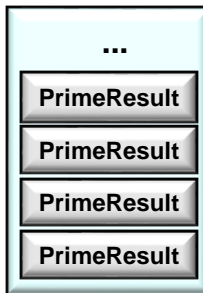
# Overview of the PrimeChecker App

- MainActivity creates a list of futures that store results of concurrently checking primality of "count" random #'s within a range

```
List<Future<PrimeResult>>
```


```
    futures = new Random()  
        .longs(count,  
            sMAX_VALUE - count,  
            sMAX_VALUE)
```

```
    .mapToObj (PrimeCallable::new)
```



List of  
Futures

<<Java Class>>

 MainActivity

```
MainActivity()  
onCreate(Bundle):void  
initializeViews():void  
setCount(View):void  
startOrStopComputations(View):void  
startComputations(int):void  
interruptComputations():void  
done():void  
println(String):void  
onRetainNonConfigurationInstance():Object  
onDestroy():void
```

*This constructor reference converts random #'s into PrimeCallables*

See [docs.oracle.com/javase/tutorial/java/javaOO/methodreferences.html](https://docs.oracle.com/javase/tutorial/java/javaOO/methodreferences.html)

# Overview of the PrimeChecker App

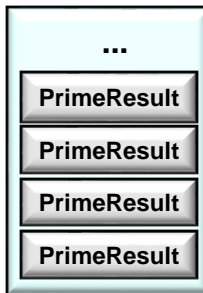
- MainActivity creates a list of futures that store results of concurrently checking primality of "count" random #'s within a range

```
List<Future<PrimeResult>>
```

```
futures = new Random()  
    .longs(count,  
           sMAX_VALUE - count,  
           sMAX_VALUE)
```


```
.mapToObj(PrimeCallable::new)
```

```
.map(mRetainedState.mExecutorService::submit)
```



List of  
Futures

<<Java Class>>

 MainActivity

```
MainActivity()  
onCreate(Bundle):void  
initializeViews():void  
setCount(View):void  
startOrStopComputations(View):void  
startComputations(int):void  
interruptComputations():void  
done():void  
println(String):void  
onRetainNonConfigurationInstance():Object  
onDestroy():void
```

*Submit a two-way task for execution & return a future representing pending task results*

See [docs.oracle.com/javase/8/docs/api/java/util/concurrent/ExecutorService.html#submit](https://docs.oracle.com/javase/8/docs/api/java/util/concurrent/ExecutorService.html#submit)

# Overview of the PrimeChecker App

- MainActivity creates a list of futures that store results of concurrently checking primality of "count" random #'s within a range

```
List<Future<PrimeResult>>
```

```
futures = new Random()
```

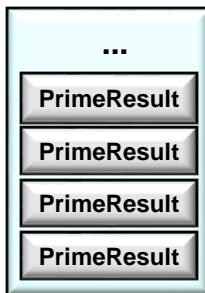
```
.longs(count,  
        sMAX_VALUE - count,  
        sMAX_VALUE)
```

```
.mapToObj(PrimeCallable::new)
```

```
.map(mRetainedState.mExecutorService::submit)
```


```
.collect(toList());
```

*Collect results into a list of futures to PrimeResults*



List of  
Futures

<<Java Class>>

 MainActivity

```
MainActivity()  
onCreate(Bundle):void  
initializeViews():void  
setCount(View):void  
startOrStopComputations(View):void  
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```

# Overview of the PrimeChecker App

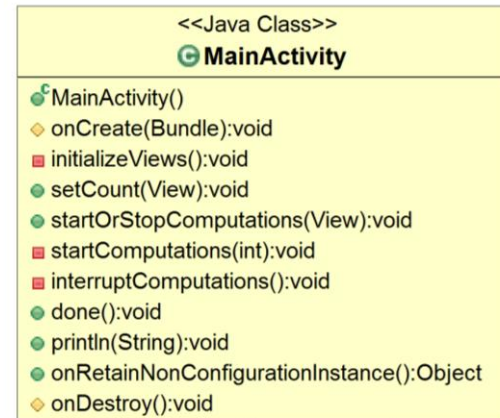
- FutureRunnable runs in a background thread & gets the results of all futures as they complete

...

```
class FutureRunnable implements Runnable {  
    List<Future<PrimeResult>>  
        mFutures;  
}
```

```
MainActivity mActivity;  
...
```

```
FutureRunnable(MainActivity a,  
                List<Future<PrimeResult>> f)  
{ mActivity = a; mFutures = f; }  
...
```



~mActivity 0..1



# Overview of the PrimeChecker App

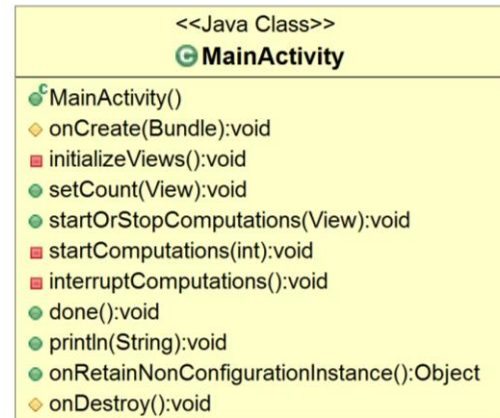
- FutureRunnable runs in a background thread & gets the results of all futures as they complete

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```
class FutureRunnable implements Runnable {  
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}
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```
MainActivity mActivity;  
...
```

```
FutureRunnable(MainActivity a,  
                List<Future<PrimeResult>> f)  
{ mActivity = a; mFutures = f; }  
...
```



~mActivity 0..1

# Overview of the PrimeChecker App

- FutureRunnable runs in a background thread & gets the results of all futures as they complete

...

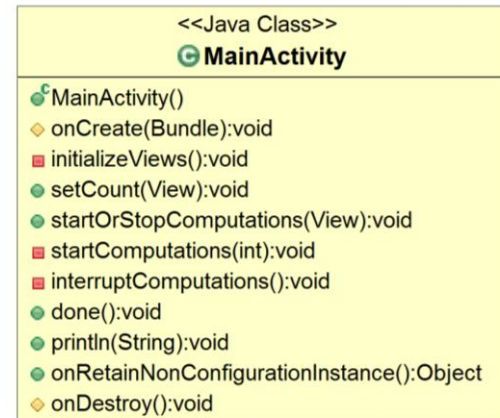
```
class FutureRunnable implements Runnable {  
    List<Future<PrimeResult>>  
        mFutures;
```

*List of futures to results of  
PrimeCallable computations*

```
MainActivity mActivity;
```

...

```
FutureRunnable(MainActivity a,  
                List<Future<PrimeResult>> f)  
{ mActivity = a; mFutures = f; }  
...
```



~mActivity 0..1

# Overview of the PrimeChecker App

- FutureRunnable runs in a background thread & gets the results of all futures as they complete

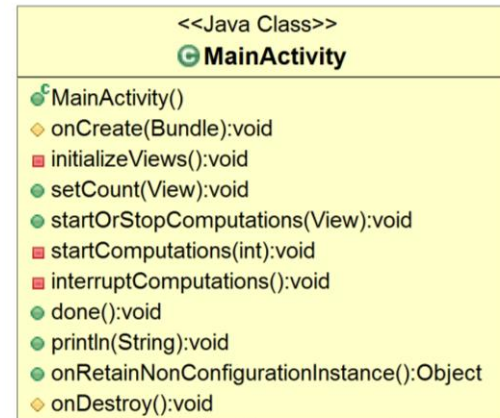
...

```
class FutureRunnable implements Runnable {  
    List<Future<PrimeResult>>  
        mFutures;  
    MainActivity mActivity;
```

*Reference back to enclosing activity*

```
    MainActivity mActivity;  
    ...
```

```
    FutureRunnable(MainActivity a,  
                    List<Future<PrimeResult>> f)  
    { mActivity = a; mFutures = f; }  
    ...
```



~mActivity 0..1

# Overview of the PrimeChecker App

- FutureRunnable runs in a background thread & gets the results of all futures as they complete

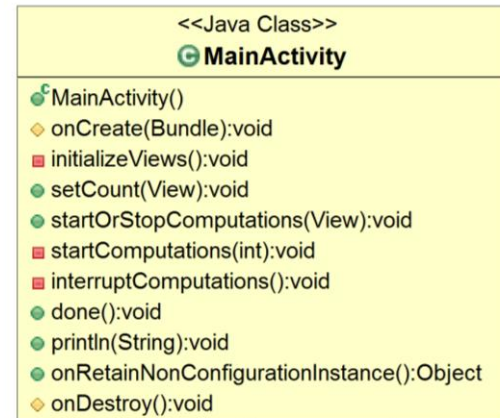
...

```
class FutureRunnable implements Runnable {  
    List<Future<PrimeResult>>  
        mFutures;  
}
```

```
MainActivity mActivity;  
...
```

*Constructor initializes the fields*

```
FutureRunnable(MainActivity a,  
                List<Future<PrimeResult>> f)  
{ mActivity = a; mFutures = f; }  
...
```



~mActivity 0..1

# Overview of the PrimeChecker App

- FutureRunnable runs in a background thread & gets the results of all futures as they complete

...

```
public void run() {  
    mFutures.forEach(future -> {  
        PrimeCallable.PrimeResult pr =  
            rethrowSupplier(future::get).get();
```

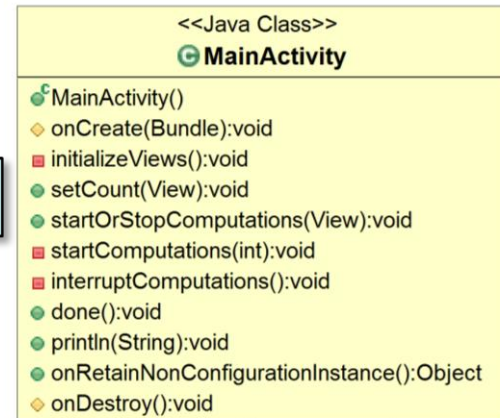
*Runnable hook method*

```
        if (pr.mSmallestFactor != 0)
```

...

```
    else ...});
```

```
mActivity.done(); ...
```



~mActivity 0..1

# Overview of the PrimeChecker App

- FutureRunnable runs in a background thread & gets the results of all futures as they complete

...

```
public void run() {  
    mFutures.forEach(future -> {  
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            rethrowSupplier(future::get).get();
```

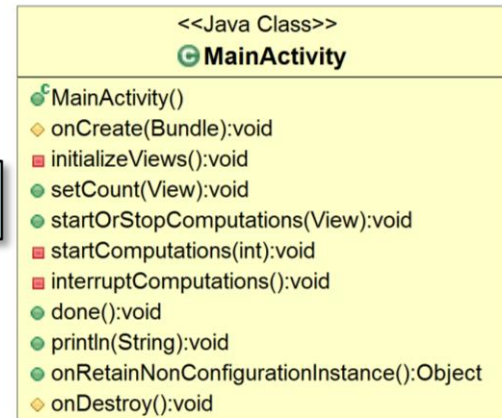
*Iterate thru all futures*

```
        if (pr.mSmallestFactor != 0)
```

...

```
    else ...});
```

```
mActivity.done(); ...
```



~mActivity 0..1

# Overview of the PrimeChecker App

- FutureRunnable runs in a background thread & gets the results of all futures as they complete

...

```
public void run() {  
    mFutures.forEach(future -> {  
        PrimeCallable.PrimeResult pr =  
            rethrowSupplier(future::get).get();
```

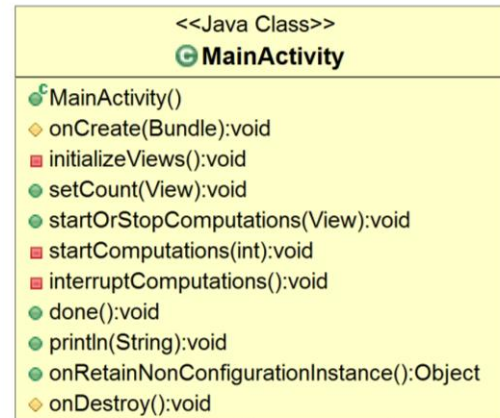
```
        if (pr.mSmallestFactor != 0)
```

```
            ...
```

```
        else ...});
```

*future::get blocks if async processing  
associated with future hasn't completed*

```
mActivity.done(); ...
```



~mActivity 0..1

This is an example of the "synchronous future" processing model



# Overview of the PrimeChecker App

- FutureRunnable runs in a background thread & gets the results of all futures as they complete

...

```
public void run() {  
    mFutures.forEach(future -> {  
        PrimeCallable.PrimeResult pr =  
            rethrowSupplier(future::get).get();
```

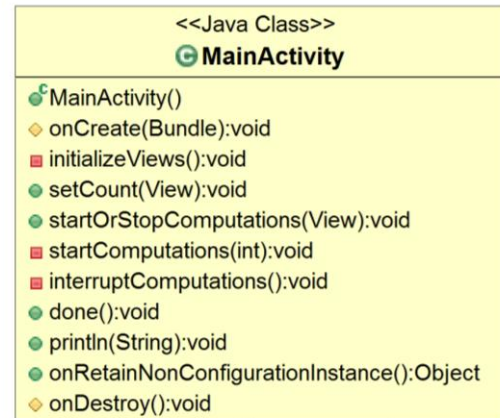
```
        if (pr.mSmallestFactor != 0)
```

```
            ...
```

```
        else ...});
```

*Convert checked exception  
to a runtime exception*

```
mActivity.done(); ...
```



See [stackoverflow.com/a/27644392/3312330](https://stackoverflow.com/a/27644392/3312330)



# Overview of the PrimeChecker App

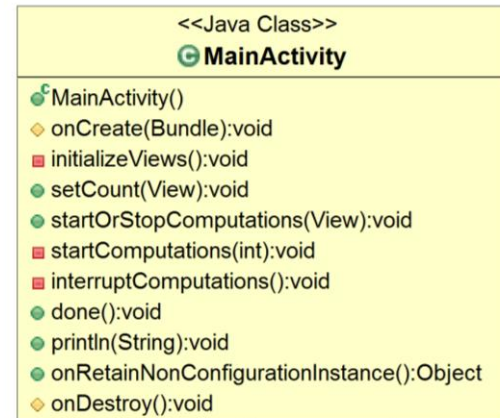
- FutureRunnable runs in a background thread & gets the results of all futures as they complete

...

```
public void run() {  
    mFutures.forEach(future -> {  
        PrimeCallable.PrimeResult pr =  
            rethrowSupplier(future::get).get();  
  
        if (pr.mSmallestFactor != 0)  
            ...  
        else ...});  
}
```

*Get the result from the supplier*

```
mActivity.done(); ...
```



See [docs.oracle.com/javase/8/docs/api/java/util/function/Supplier.html#get](https://docs.oracle.com/javase/8/docs/api/java/util/function/Supplier.html#get)

# Overview of the PrimeChecker App

- FutureRunnable runs in a background thread & gets the results of all futures as they complete

...

```
public void run() {  
    mFutures.forEach(future -> {  
        PrimeCallable.PrimeResult pr =  
            rethrowSupplier(future::get).get();
```

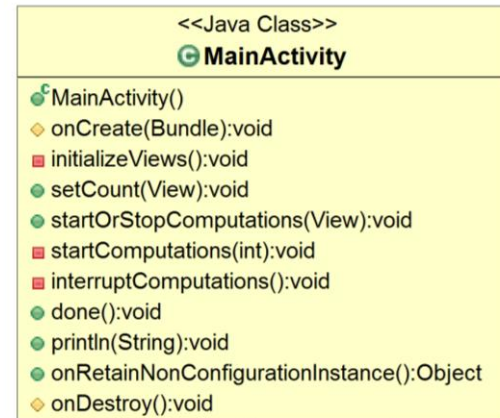
```
        if (pr.mSmallestFactor != 0)
```

```
            ...
```

```
        else ...});
```

*Process each result & produce output*

```
mActivity.done(); ...
```



~mActivity 0..1

# Overview of the PrimeChecker App

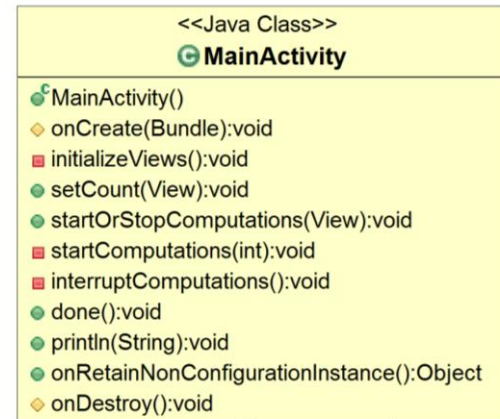
- FutureRunnable runs in a background thread & gets the results of all futures as they complete

...

```
public void run() {  
    mFutures.forEach(future -> {  
        PrimeCallable.PrimeResult pr =  
            rethrowSupplier(future::get).get();  
  
        if (pr.mSmallestFactor != 0)  
            ...  
        else ...});  
}
```

*Inform MainActivity that we're all done*

```
mActivity.done(); ...
```



~mActivity 0..1

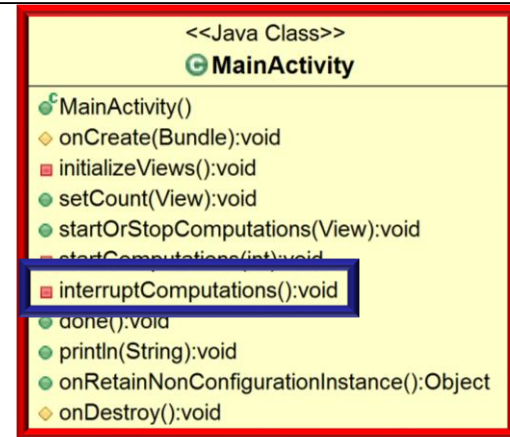
# Overview of the PrimeChecker App

- The `interruptComputations()` method shuts down all the concurrent computations via the UI thread

```
void interruptComputations() {  
    mRetainedState.mExecutorService  
        .shutdownNow();  
}
```

```
mRetainedState.mThread.interrupt();  
...
```

```
mRetainedState  
    .mExecutorService.awaitTermination  
        (500, TimeUnit.MILLISECONDS);
```



# Overview of the PrimeChecker App

- The `interruptComputations()` method shuts down all the concurrent computations via the UI thread

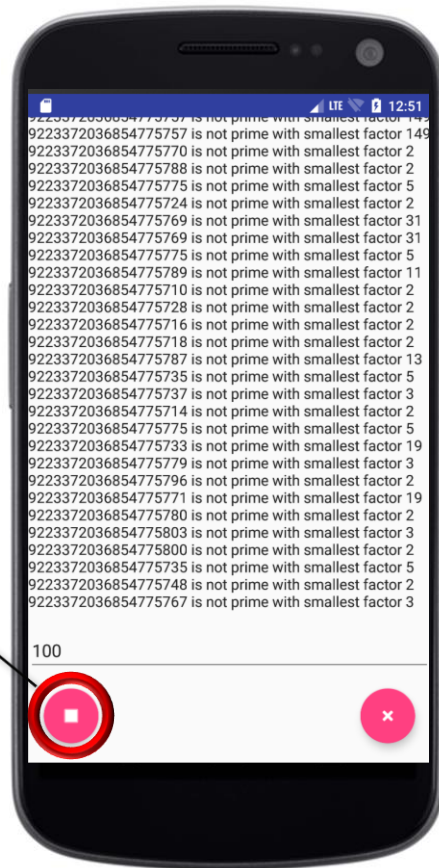
```
void interruptComputations() {  
    mRetainedState.mExecutorService  
        .shutdownNow();  
}
```

*Called when user presses the cancel button*



```
mRetainedState.mThread.interrupt();  
...
```

```
mRetainedState  
    .mExecutorService.awaitTermination  
        (500, TimeUnit.MILLISECONDS);
```



# Overview of the PrimeChecker App

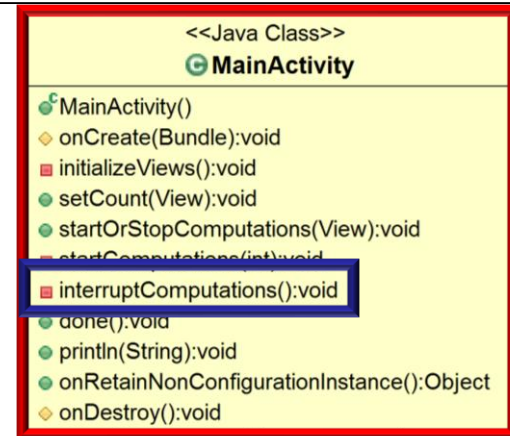
- The `interruptComputations()` method shuts down all the concurrent computations via the UI thread

```
void interruptComputations() {  
    mRetainedState.mExecutorService  
        .shutdownNow();  
}
```

*Abruptly shutdown the executor service,  
which interrupts all threads running tasks*

```
mRetainedState.mThread.interrupt();  
...
```

```
mRetainedState  
    .mExecutorService.awaitTermination  
        (500, TimeUnit.MILLISECONDS);
```



# Overview of the PrimeChecker App

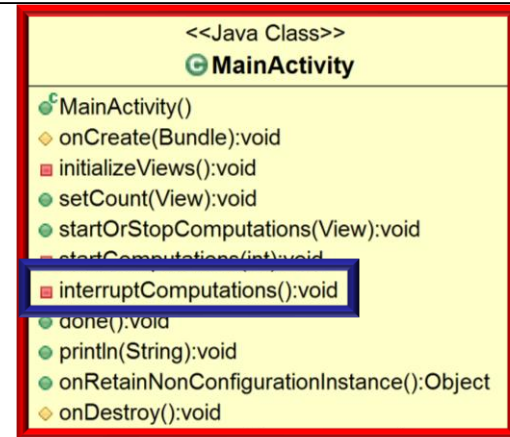
- The interruptComputations() method shuts down all the concurrent computations via the UI thread

```
void interruptComputations() {  
    mRetainedState.mExecutorService  
        .shutdownNow();  
}
```

```
mRetainedState.mThread.interrupt();  
...
```

*Interrupt the background thread*

```
mRetainedState  
    .mExecutorService.awaitTermination  
        (500, TimeUnit.MILLISECONDS);
```



See [docs.oracle.com/javase/8/docs/api/java/lang/Thread.html#interrupt](https://docs.oracle.com/javase/8/docs/api/java/lang/Thread.html#interrupt)



# Overview of the PrimeChecker App

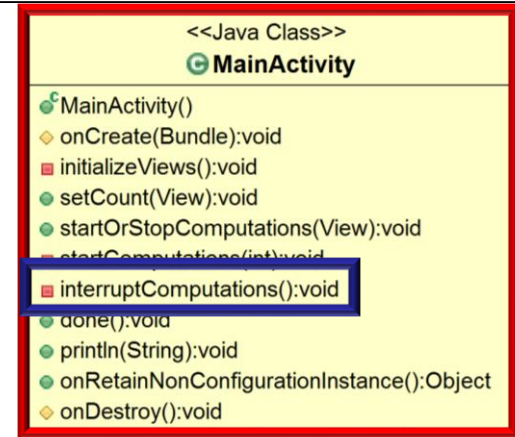
- The interruptComputations() method shuts down all the concurrent computations via the UI thread

```
void interruptComputations() {  
    mRetainedState.mExecutorService  
        .shutdownNow();  
}
```

```
mRetainedState.mThread.interrupt();  
...
```

*Block until all tasks have completed execution*

```
mRetainedState  
    .mExecutorService.awaitTermination  
    (500, TimeUnit.MILLISECONDS);
```



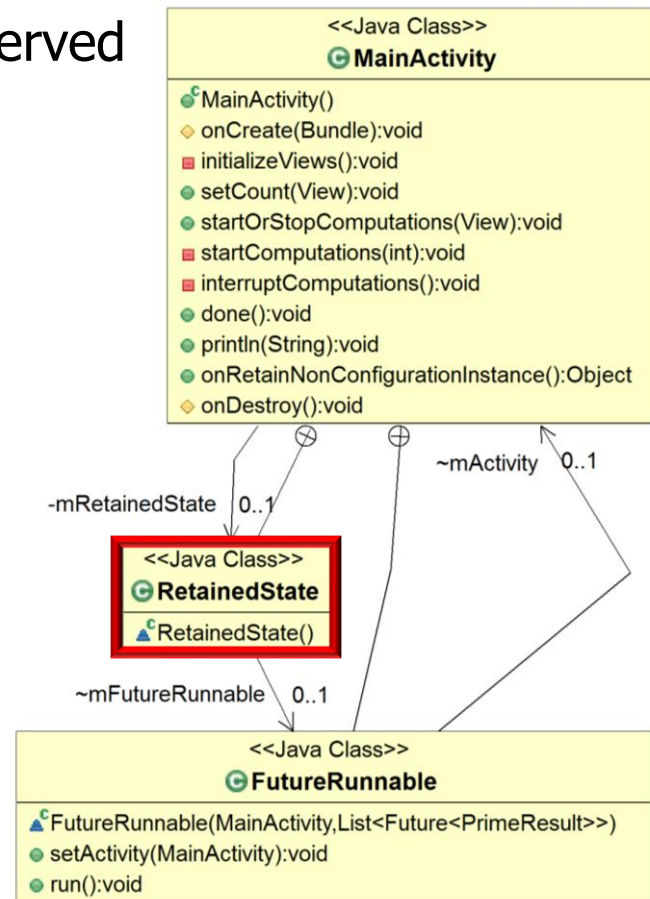


# Overview of the PrimeChecker App

- RetainedState contains fields that must be preserved across Android runtime configuration changes

```
class RetainedState {  
    ExecutorService mExecutorService;  
    FutureRunnable mFutureRunnable;  
    Thread mThread;  
}
```

*These fields store concurrency-related objects*



# Overview of the PrimeChecker App

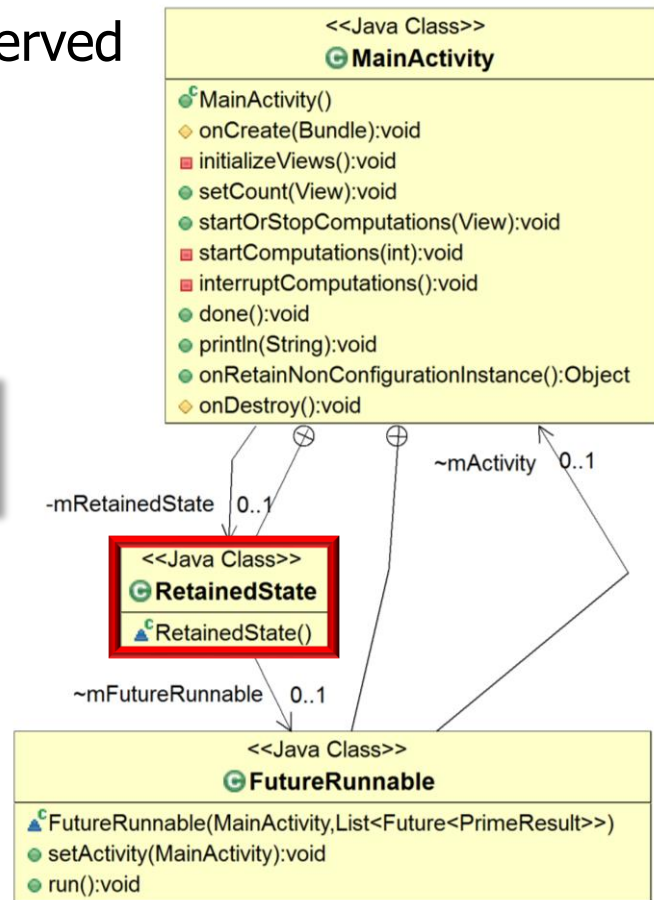
- RetainedState contains fields that must be preserved across Android runtime configuration changes  
...

```
mRetainedState.mFutureRunnable =  
    new FutureRunnable(this, futures);
```

*FutureRunnable is stored in a field so its state can be updated during a runtime configuration change*

```
mRetainedState.mThread =  
    new Thread(mRetainedState  
        .mFutureRunnable);
```

```
mRetainedState.mThread.start();
```



See [developer.android.com/guide/topics/resources/runtime-changes.html](https://developer.android.com/guide/topics/resources/runtime-changes.html)

# Overview of the PrimeChecker App

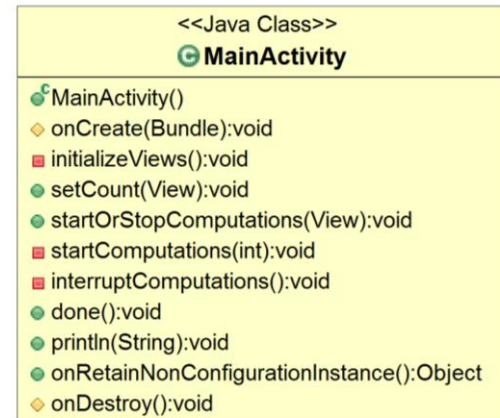
- RetainedState contains fields that must be preserved across Android runtime configuration changes  
...

```
mRetainedState.mFutureRunnable =  
    new FutureRunnable(this, futures);
```

*A background thread is started to wait for all future results to avoid blocking the UI thread*

```
mRetainedState.mThread =  
    new Thread(mRetainedState  
        .mFutureRunnable);
```

```
mRetainedState.mThread.start();
```



See [developer.android.com/training/articles/perf-anr.html](https://developer.android.com/training/articles/perf-anr.html)

# Overview of the PrimeChecker App

- Android provides hook methods to store & retrieve app state across runtime configuration changes

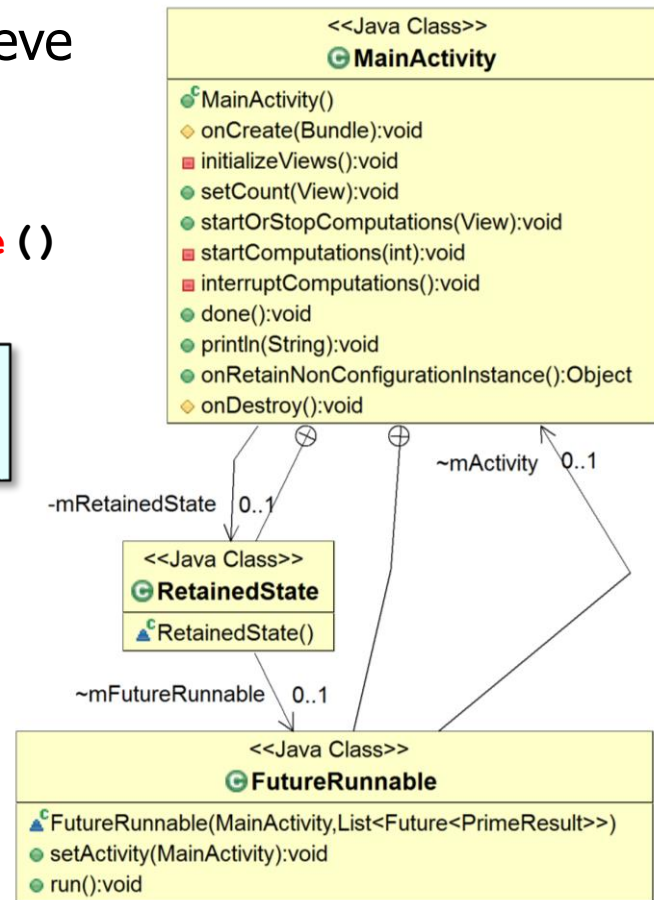
...

```
Object onRetainNonConfigurationInstance ()  
{ return mRetainedState; }  
...
```

*Retained state is loaded/stored  
via Android hook methods*

```
void onCreate (...) {  
    mRetainedState = (RetainedState)  
        getLastNonConfigurationInstance ();  
    ...  
}
```

```
if (mRetainedState != null) {  
    ...  
}
```



See [developer.android.com/reference/android/app/Activity.html#onRetainNonConfigurationInstance\(\)](https://developer.android.com/reference/android/app/Activity.html#onRetainNonConfigurationInstance())

---

# End of Java Executor Service: Application to PrimeChecker App