

# Java Streams: Sequential vs. Parallel Streams

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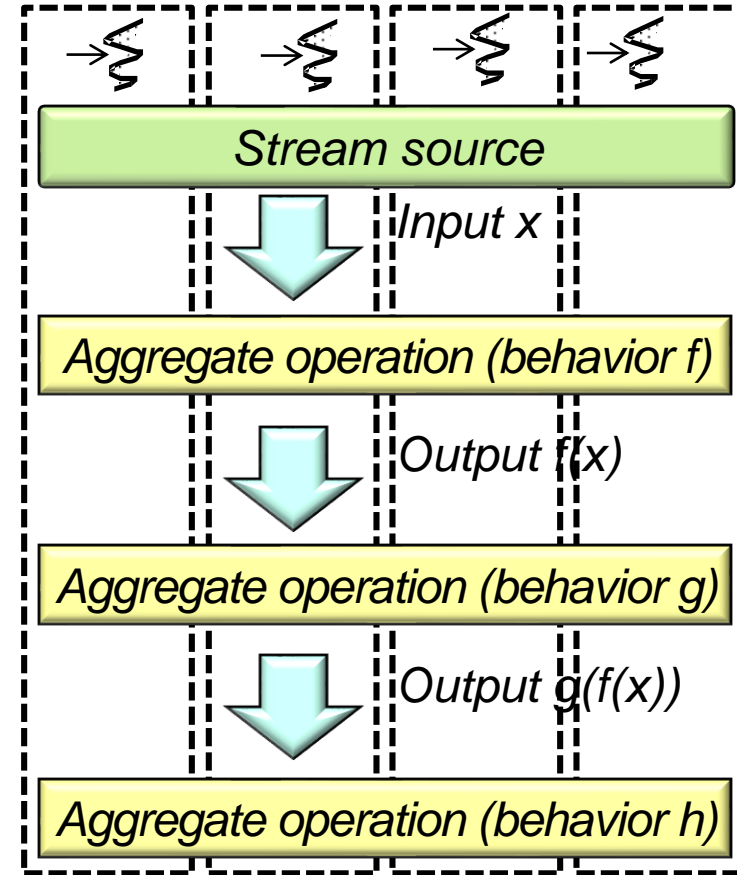
**Institute for Software  
Integrated Systems**

**Vanderbilt University  
Nashville, Tennessee, USA**



# Learning Objectives in this Part of the Lesson

- Understand the structure & functionality of Java streams, e.g.,
  - Fundamentals of streams
  - Benefits of streams
  - Creating a stream
  - Aggregate operations in a stream
  - Applying streams in practice
  - Sequential vs. parallel streams



See [radar.oreilly.com/2015/02/java-8-streams-api-and-parallelism.html](http://radar.oreilly.com/2015/02/java-8-streams-api-and-parallelism.html)

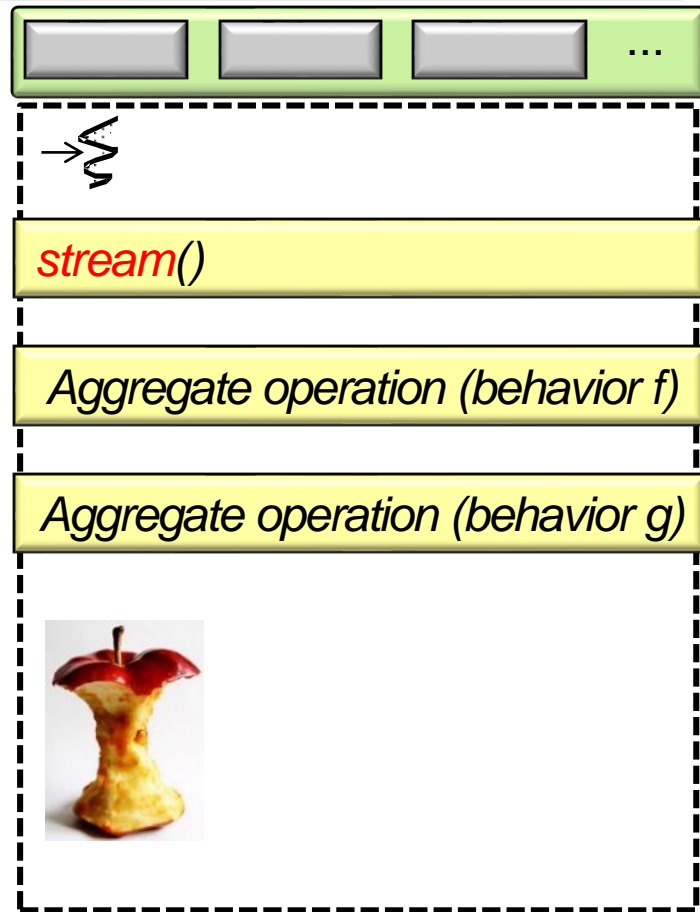
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# Sequential vs. Parallel Streams

# Sequential vs. Parallel Streams

- Stream operations run sequentially

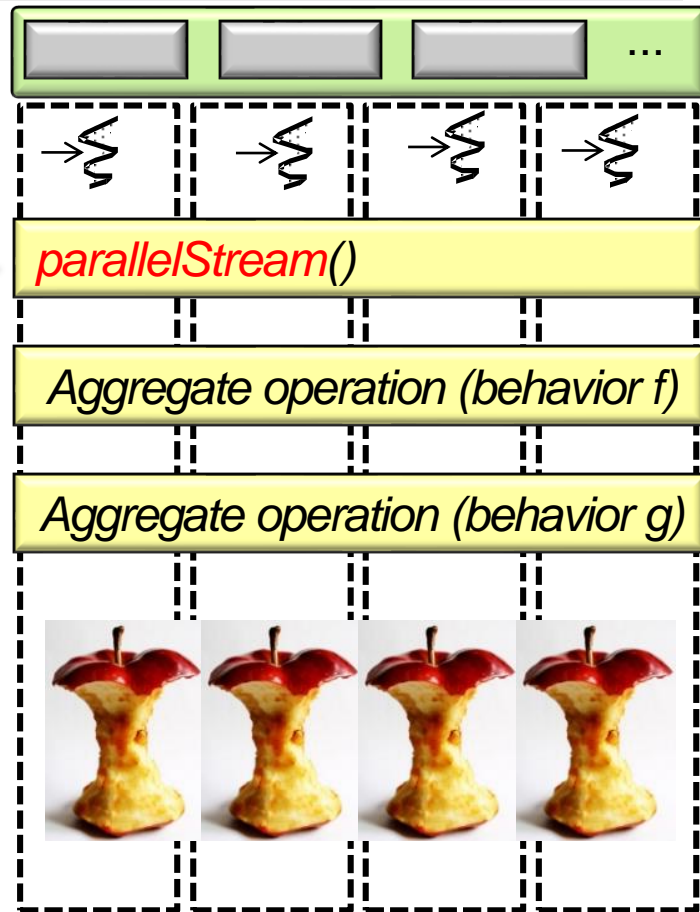
*We'll cover sequential streams first*



See [docs.oracle.com/javase/tutorial/collections/streams](https://docs.oracle.com/javase/tutorial/collections/streams)

# Sequential vs. Parallel Streams

- Stream operations run sequentially or in parallel

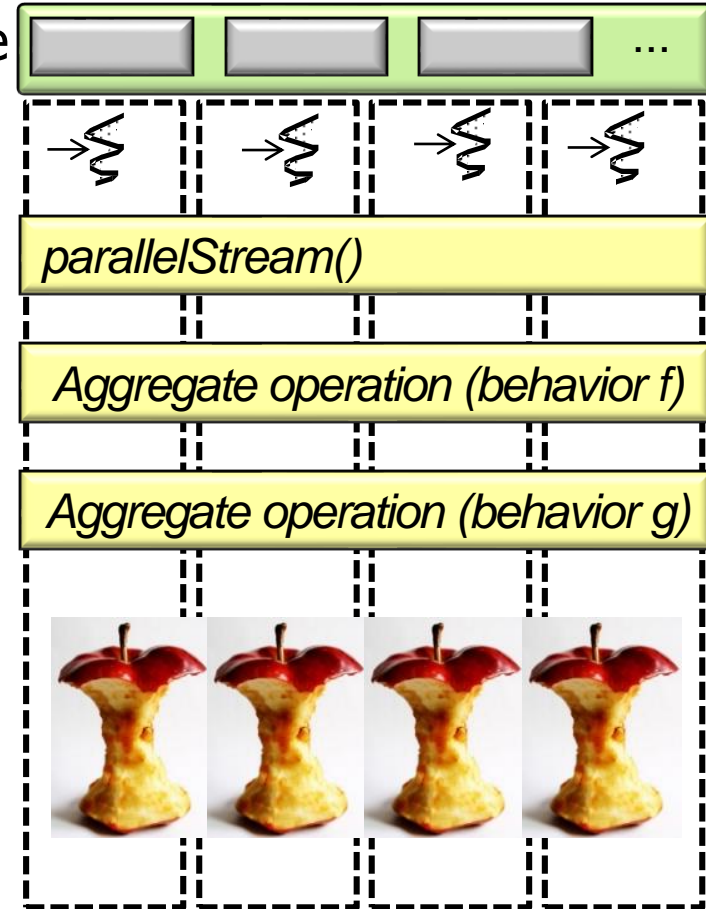
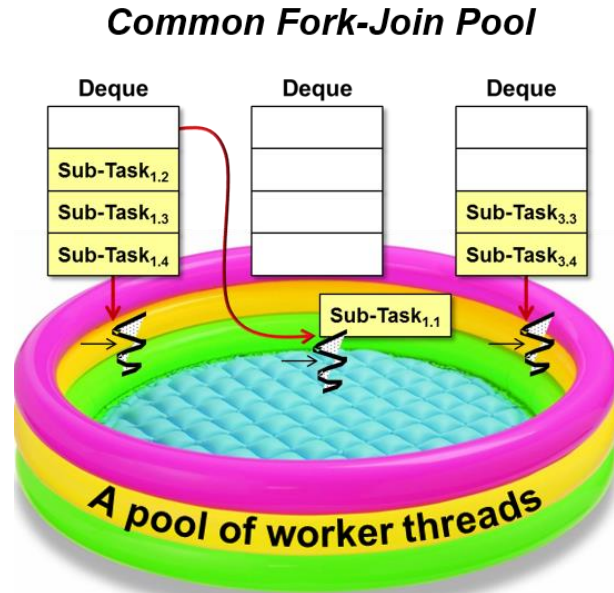


*We'll cover parallel streams later*

See [docs.oracle.com/javase/tutorial/collections/streams/parallelism.html](https://docs.oracle.com/javase/tutorial/collections/streams/parallelism.html)

# Sequential vs. Parallel Streams

- A parallel stream splits its elements into multiple chunk & uses the common fork-join pool to process these chunks independently



See [dzone.com/articles/common-fork-join-pool-and-streams](http://dzone.com/articles/common-fork-join-pool-and-streams)

# Sequential vs. Parallel Streams

- A parallel stream splits its elements into multiple chunk & uses the common fork-join pool to process these chunks independently

*A parallel stream is often more efficient and scalable than a sequential stream.*

Starting SearchStreamGangTest

PARALLEL\_SPLITTERATOR executed in 409 msec

COMPLETABLE\_FUTURES\_INPUTS executed in 426 msec

COMPLETABLE\_FUTURES\_PHASES executed in 427 msec

PARALLEL\_STREAMS executed in 437 msec

PARALLEL\_STREAM\_PHASES executed in 440 msec

RXJAVA\_PHASES executed in 485 msec

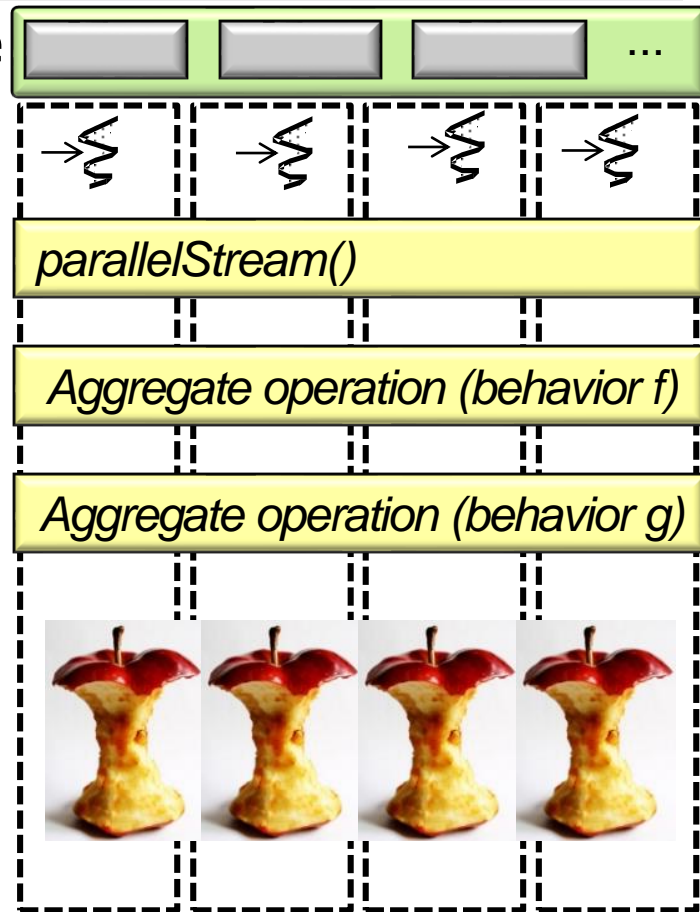
PARALLEL\_STREAM\_INPUTS executed in 802 msec

RXJAVA\_INPUTS executed in 866 msec

SEQUENTIAL\_LOOPS executed in 1638 msec

SEQUENTIAL\_STREAM executed in 1958 msec

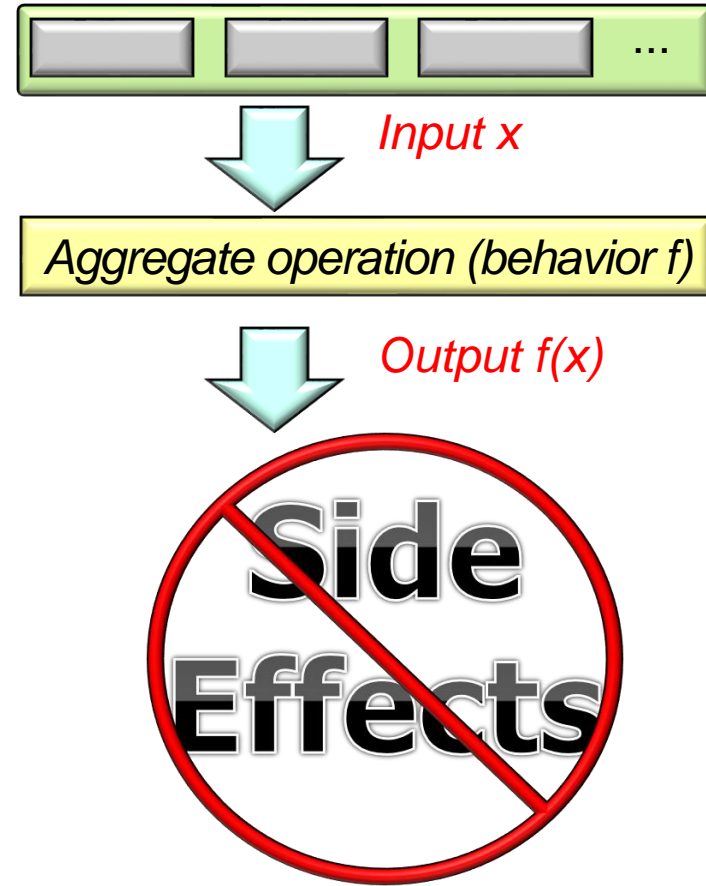
Ending SearchStreamGangTest



Tests conducted on a quad-core Lenovo P50 with 32 Gbytes of RAM

# Sequential vs. Parallel Streams

- Ideally, a behavior's output in a stream depends only on its input arguments



See [en.wikipedia.org/wiki/Side\\_effect\\_\(computer\\_science\)](https://en.wikipedia.org/wiki/Side_effect_(computer_science))



# Sequential vs. Parallel Streams

- Ideally, a behavior's output in a stream depends only on its input arguments

```
String capitalize(String s) {  
    if (s.length() == 0)  
        return s;  
    return s.substring(0, 1)  
        .toUpperCase()  
        + s.substring(1)  
        .toLowerCase();  
}
```



*Input x*

*Aggregate operation (behavior f)*



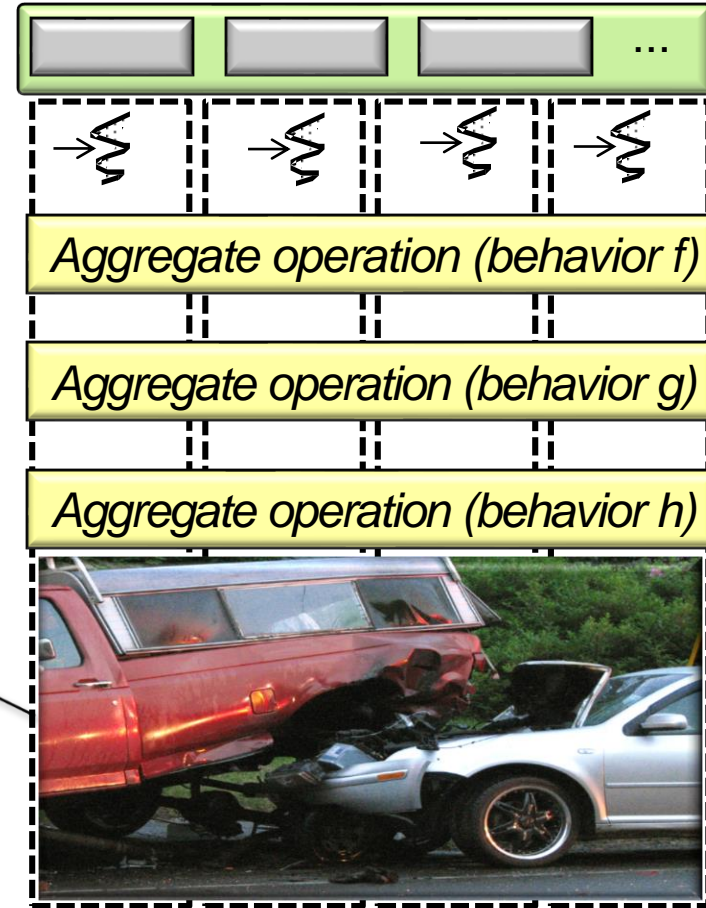
*Output f(x)*



# Sequential vs. Parallel Streams

- Ideally, a behavior's output in a stream depends only on its input arguments
- Behaviors with side-effects can incur race conditions in parallel streams

*Race conditions arise in software when an application depends on the sequence or timing of threads for it to operate properly*



See [en.wikipedia.org/wiki/Race\\_condition#Software](https://en.wikipedia.org/wiki/Race_condition#Software)

# Sequential vs. Parallel Streams

- Ideally, a behavior's output in a stream depends only on its input arguments
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```
class Total {  
    public long mTotal = 1;  
  
    public void mult(long n)  
    { mTotal *= n; }  
}
```

```
long factorial(long n) {  
    Total t = new Total();  
    LongStream  
        .rangeClosed(1, n)  
        .parallel()  
        .forEach(t::mult);  
    return t.mTotal;  
}
```

*A buggy attempt to compute  
the 'nth' factorial in parallel*

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*Shared mutable state*

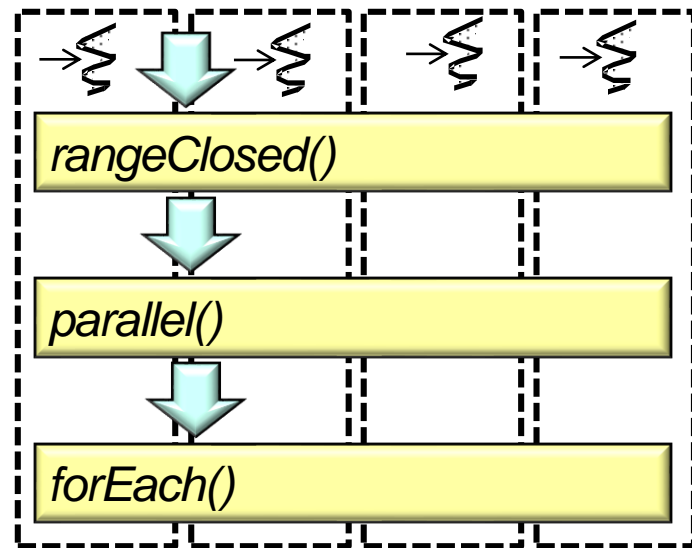


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    Total t = new Total();  
    LongStream  
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        .parallel() ————— Run in parallel  
        .forEach(t::mult);  
    return t.mTotal;  
}
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*Beware of race conditions!!!*



See [en.wikipedia.org/wiki/Race\\_condition#Software](https://en.wikipedia.org/wiki/Race_condition#Software)

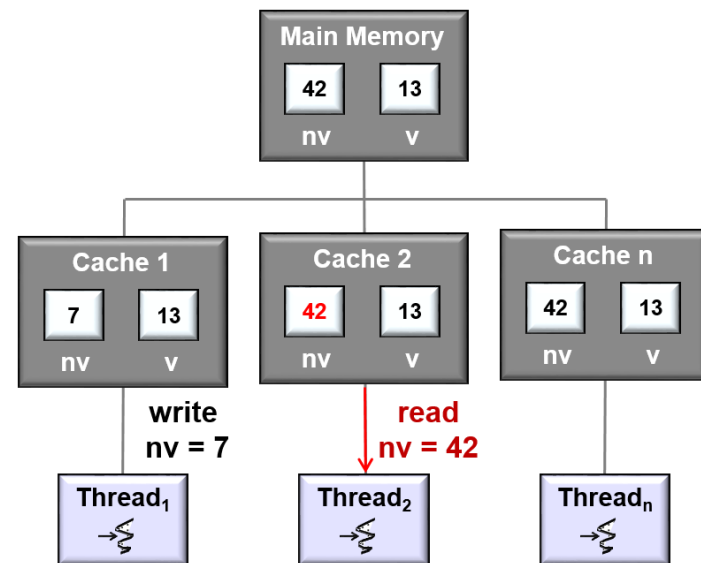
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```

*Beware of inconsistent memory visibility*

```
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***Only you can prevent  
concurrency hazards!***

In Java *you* must avoid these hazards, i.e., the compiler & JVM won't save you..



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# End of Java Streams: Sequential vs. Parallel Streams