

Java Parallel ImageStreamGang

Example: Structure & Functionality

Douglas C. Schmidt

d.schmidt@vanderbilt.edu

www.dre.vanderbilt.edu/~schmidt

Professor of Computer Science

**Institute for Software
Integrated Systems**

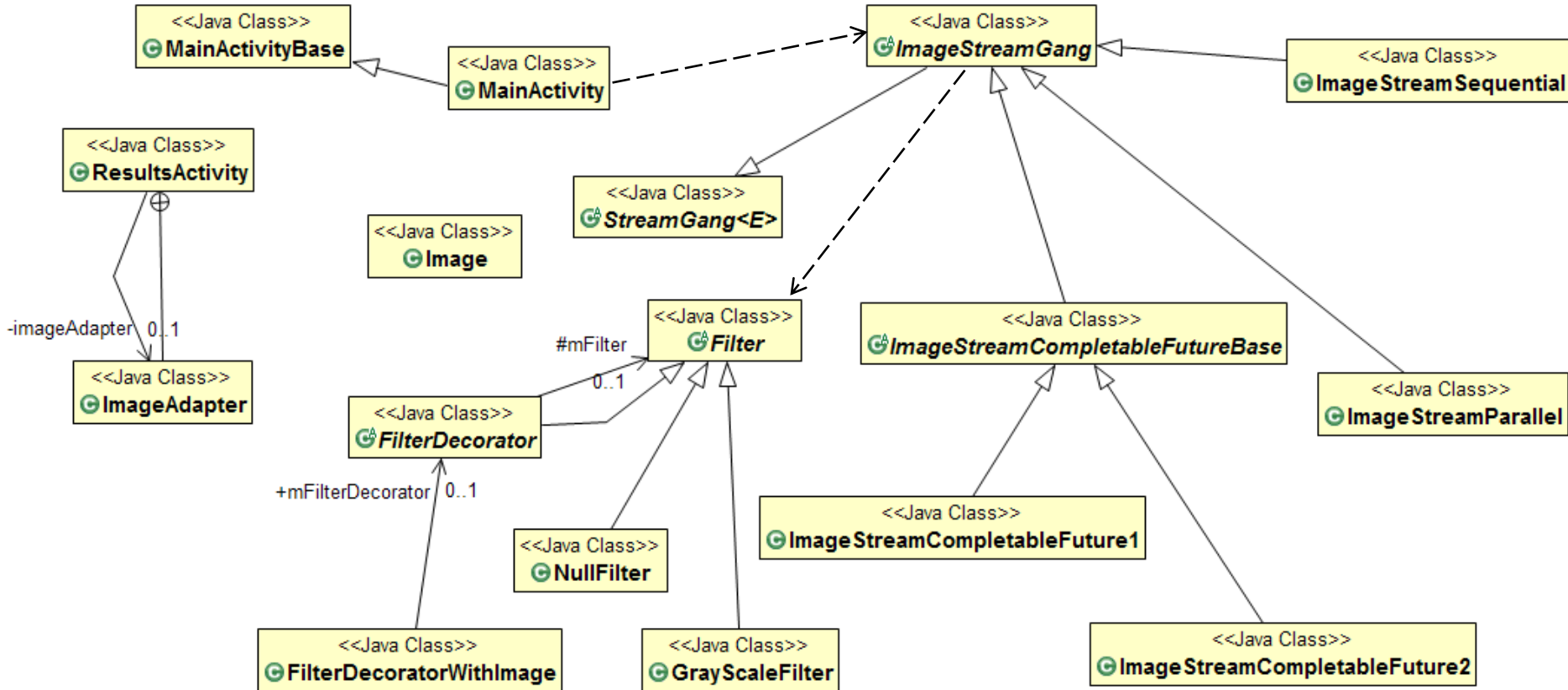
**Vanderbilt University
Nashville, Tennessee, USA**



The Structure of the ImageStreamGang App

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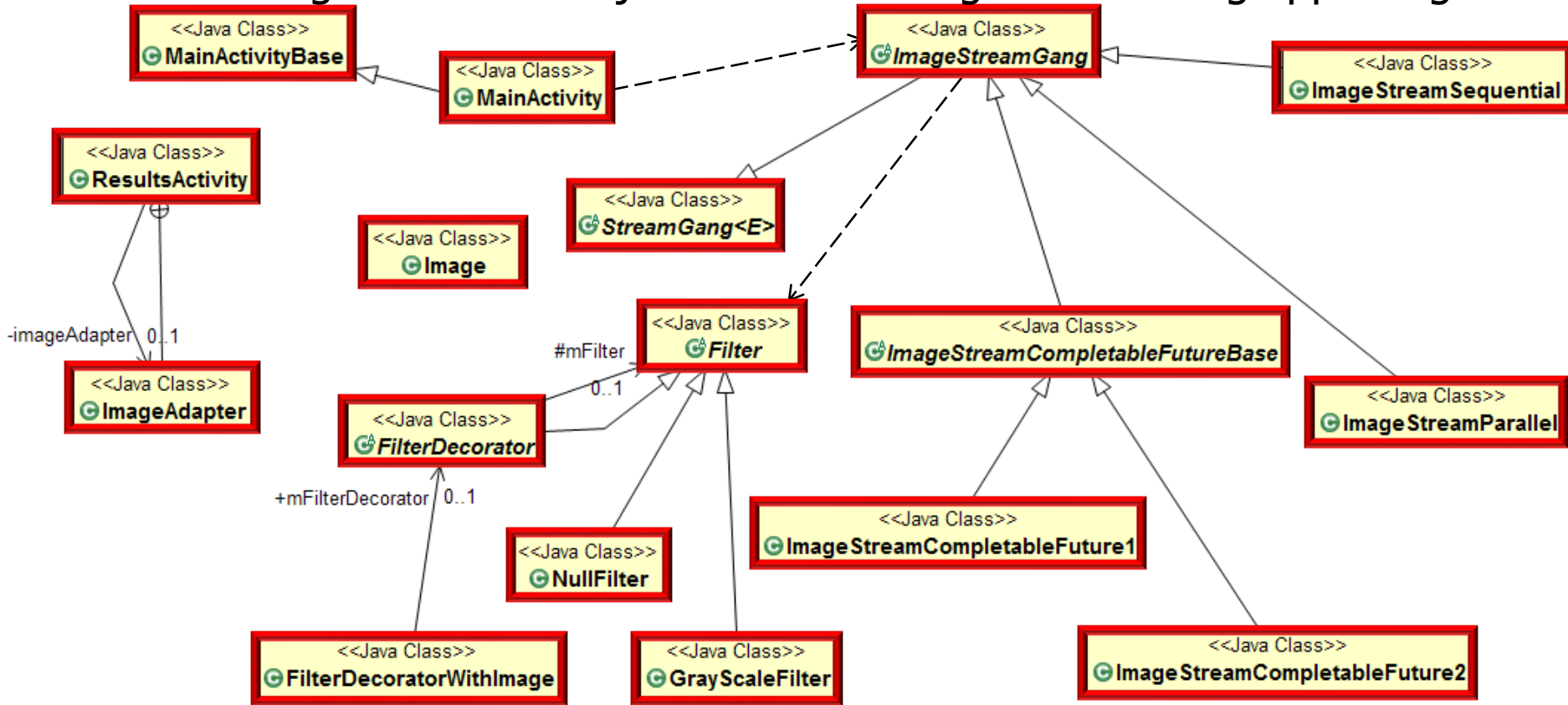
- UML class diagram for the object-oriented ImageStreamGang app design



See en.wikipedia.org/wiki/Unified_Modeling_Language

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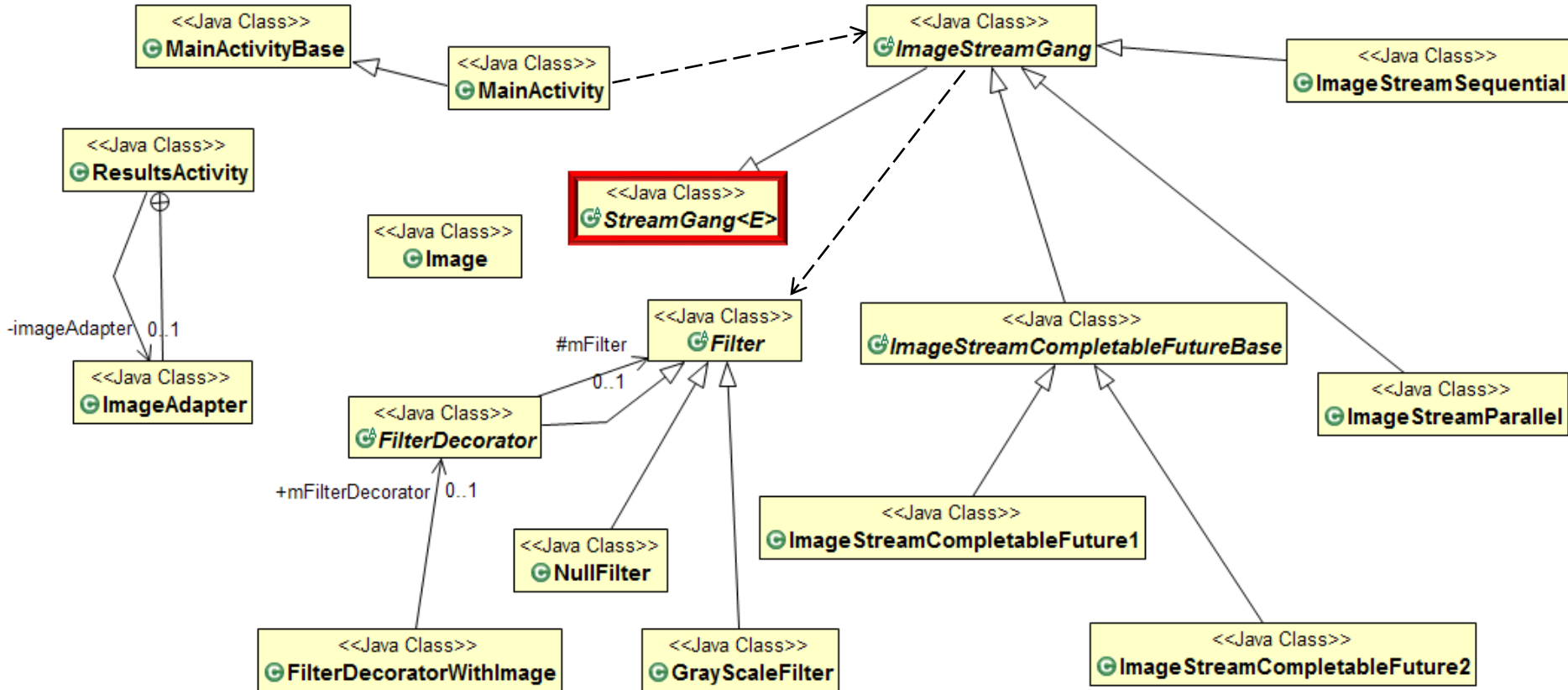
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These classes apply Java features to image downloading & processing

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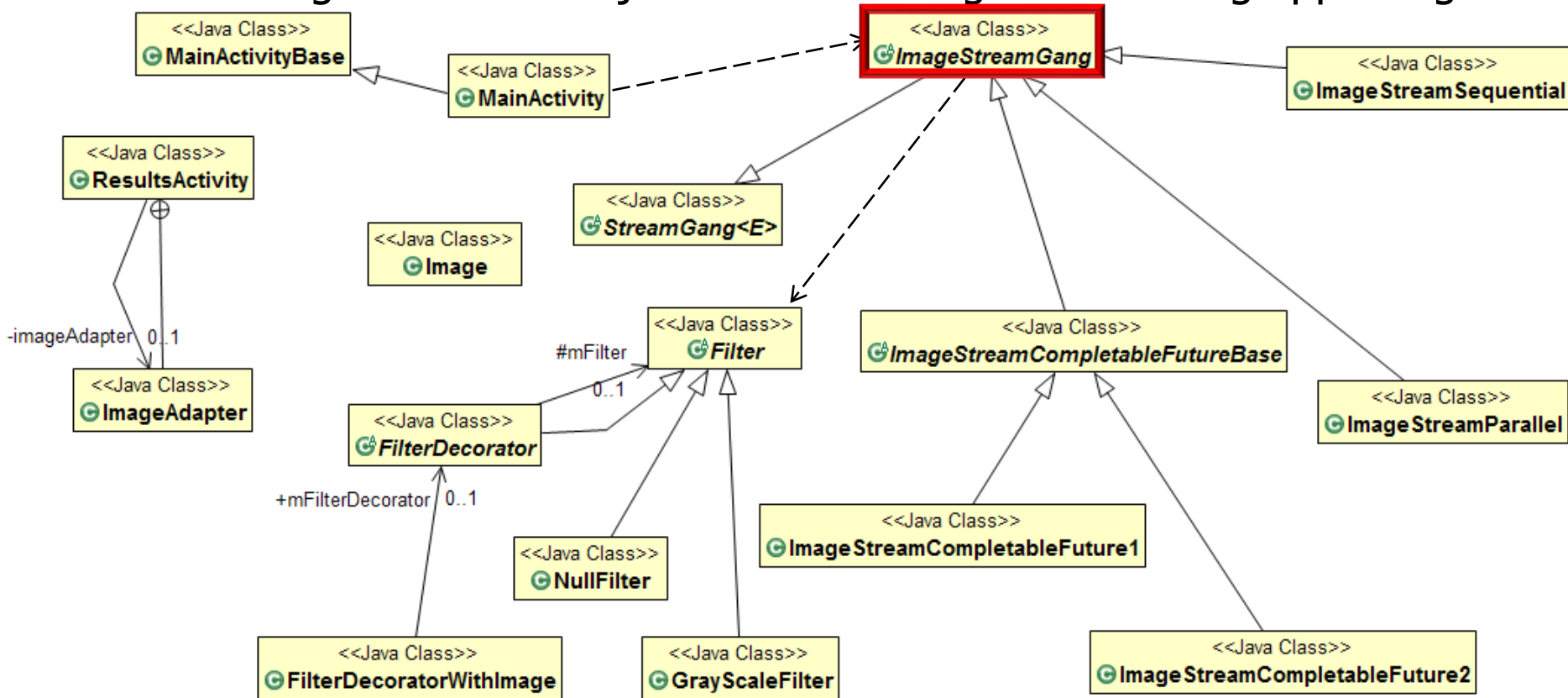
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A framework for initiating streams that process input from a list of elements

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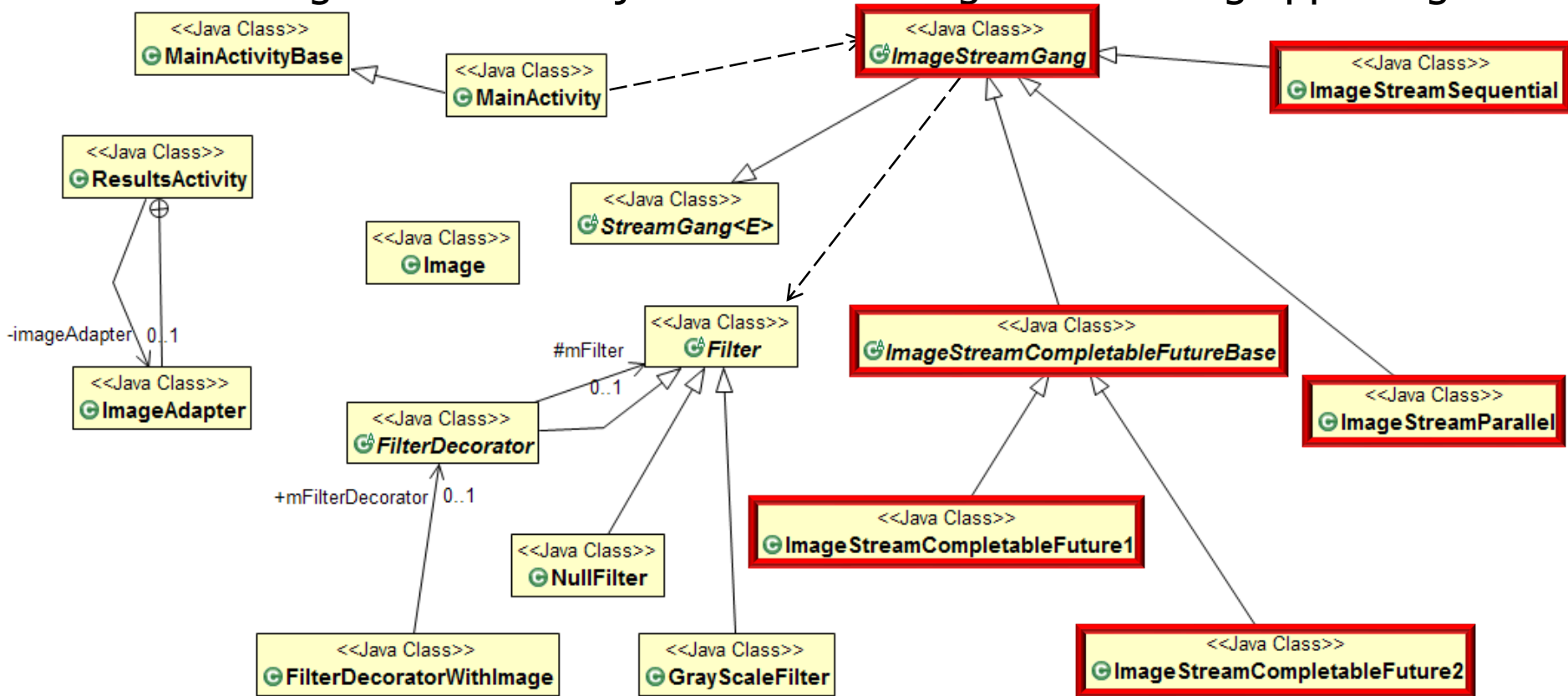
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Customizes the StreamGang framework to download & process images ...

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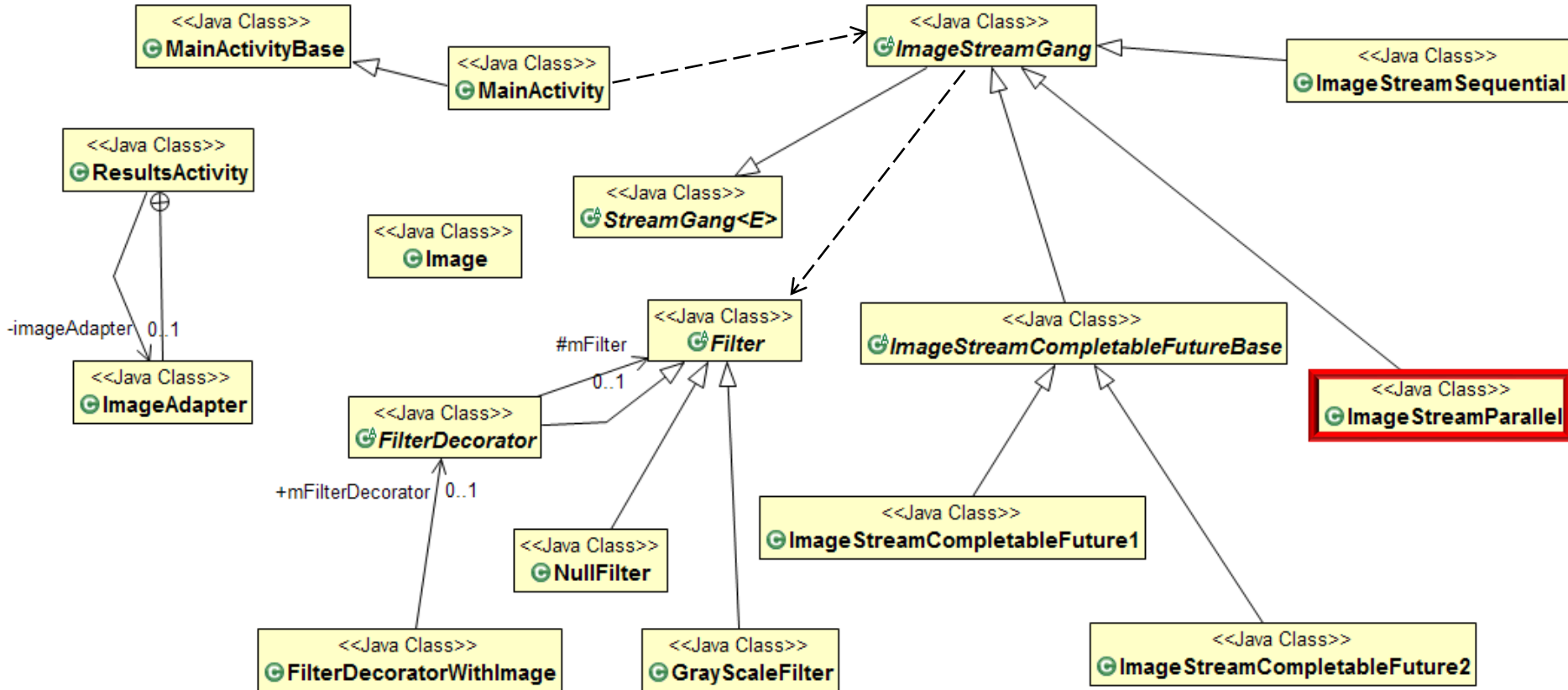
... based on different Java concurrency & parallelism frameworks

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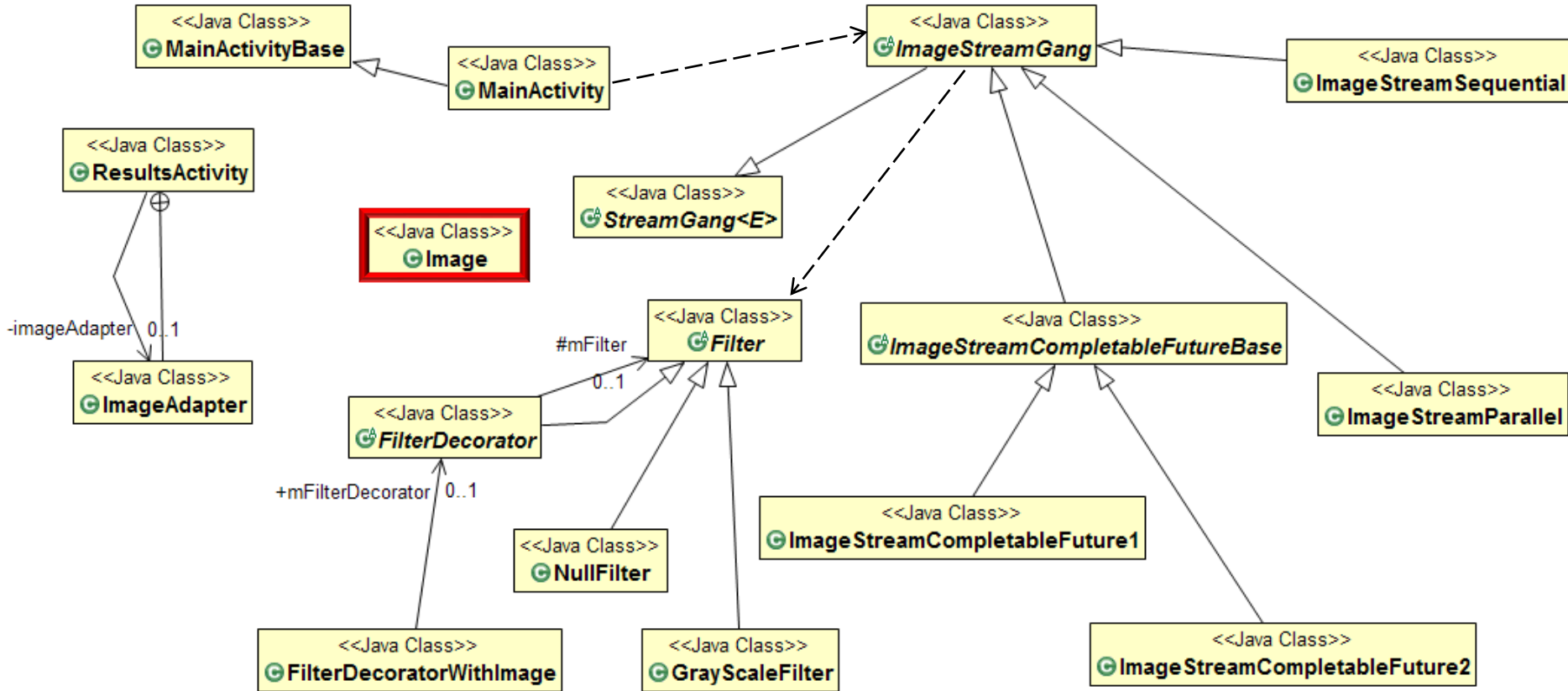
Uses Java parallel streams to download & filter images concurrently

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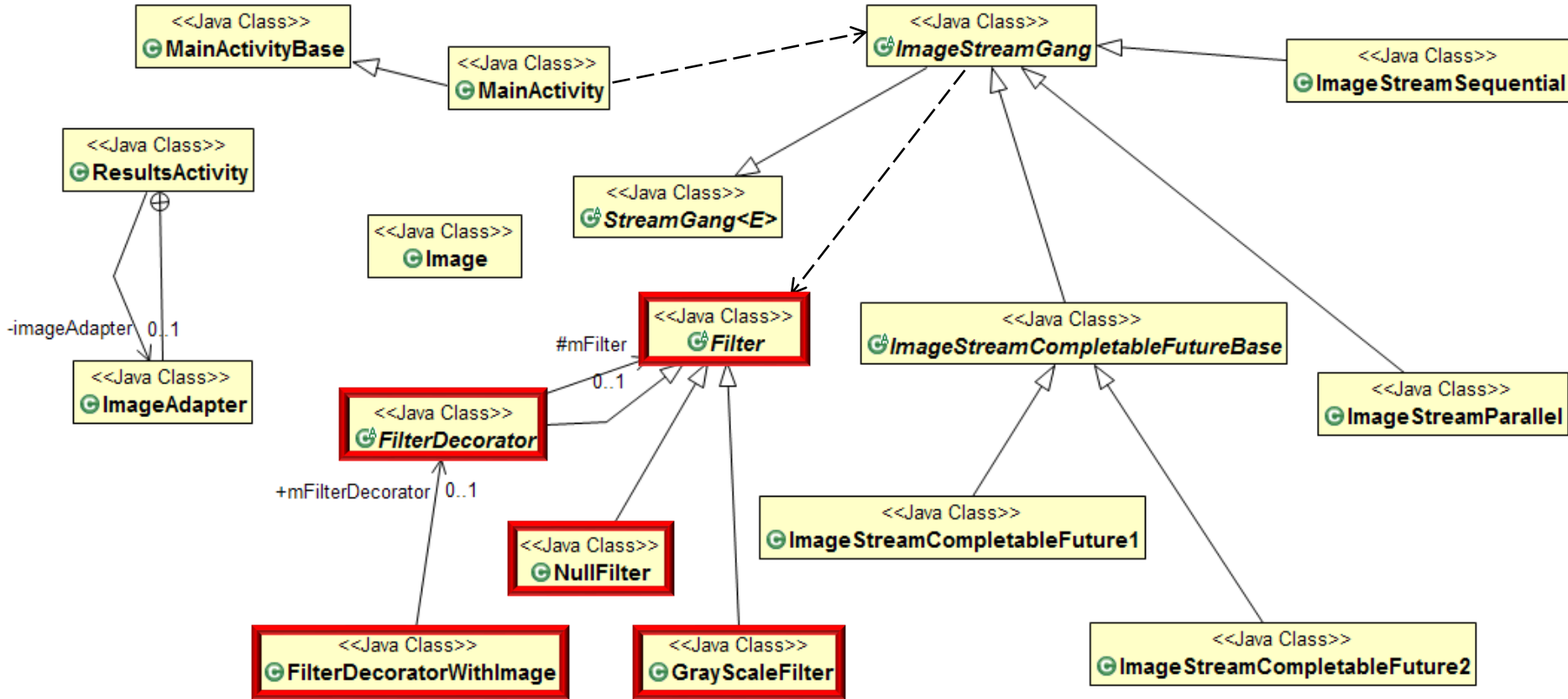
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Stores image meta-data & provides methods for common image-/file-related tasks

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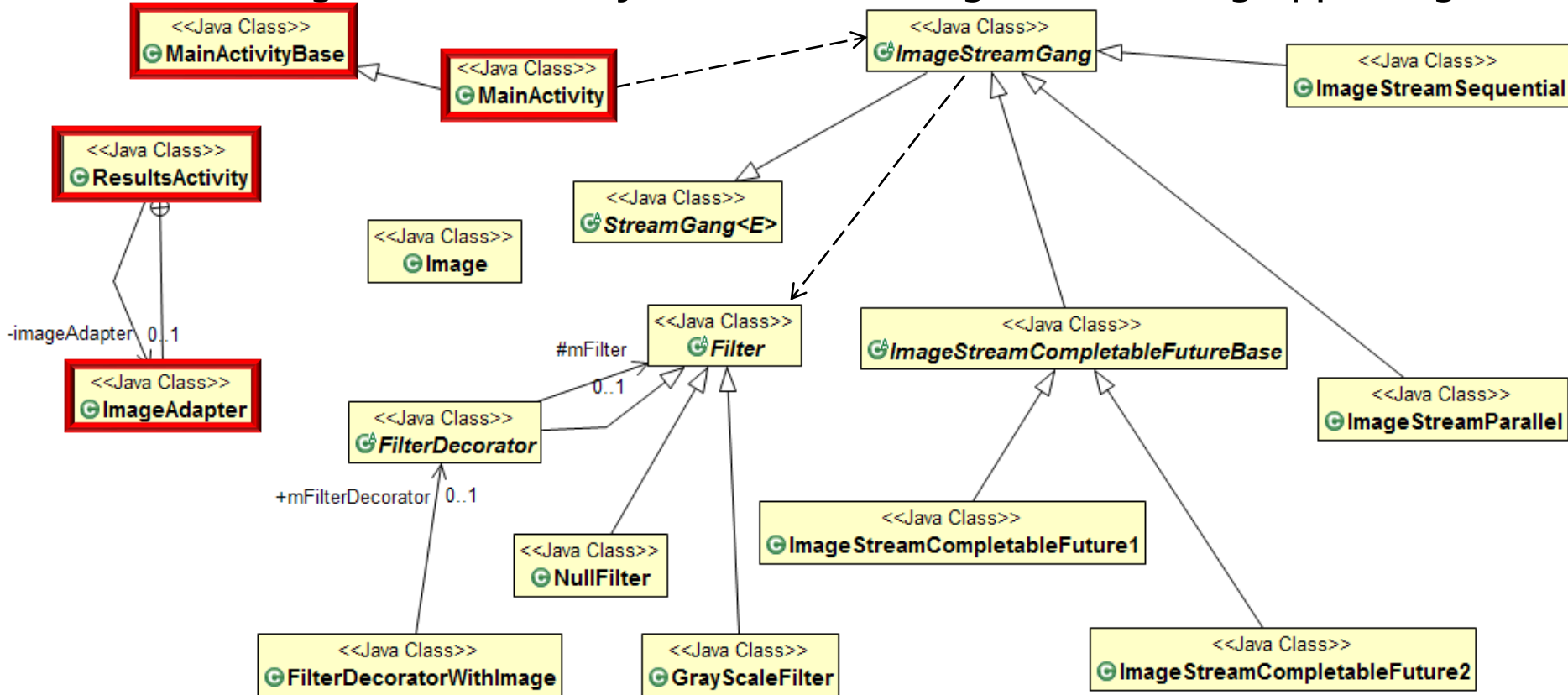
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This class hierarchy applies operations to filter & store images

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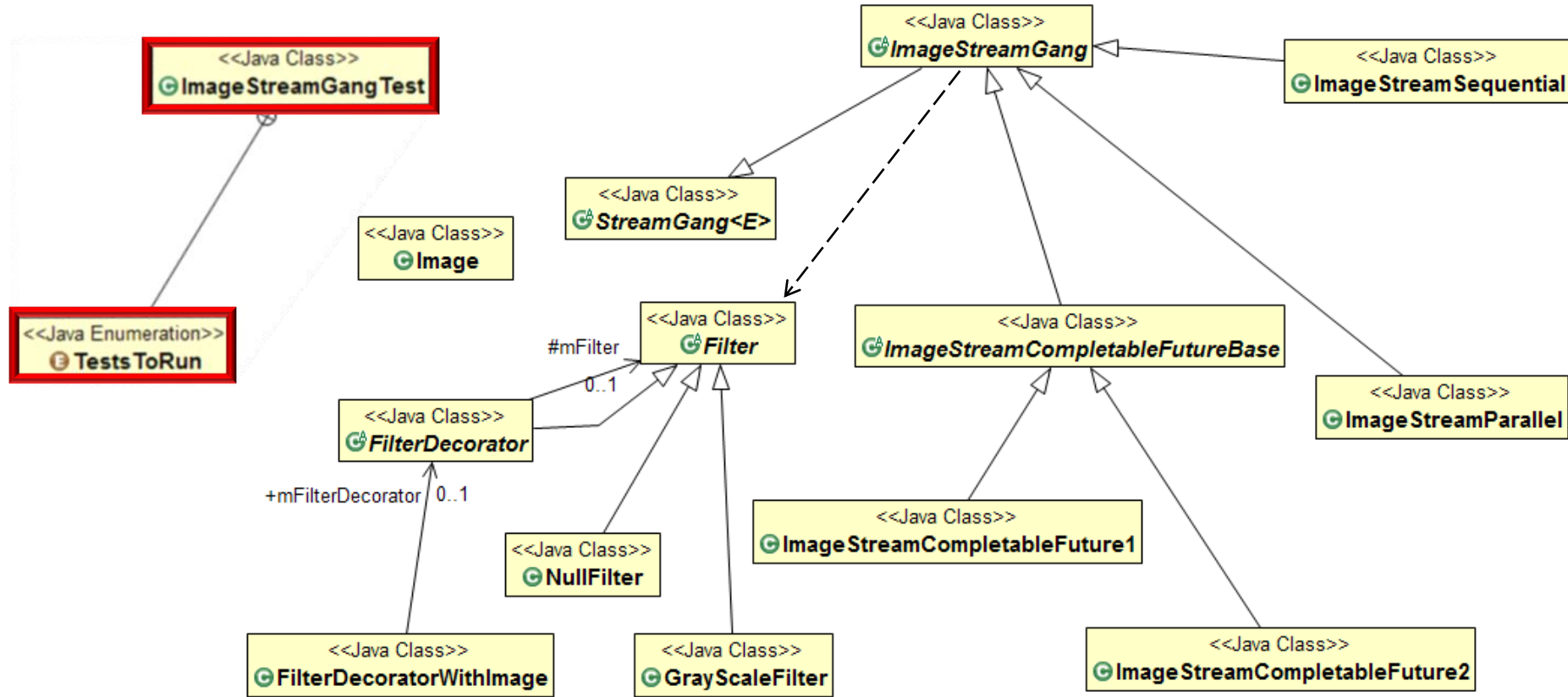
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Provides the user interface for an Android app

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There's a Java console version of ImageStreamGang that shares most of the code

Running the Image StreamGang App

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Starting ImageStreamGangTest

Printing 4 results for input file 1 from fastest to slowest

COMPLETABLE_FUTURES_1 executed in 312 msecs

COMPLETABLE_FUTURES_2 executed in 335 msecs

PARALLEL_STREAM executed in 428 msecs

SEQUENTIAL_STREAM executed in 981 msecs

Printing 4 results for input file 2 from fastest to slowest

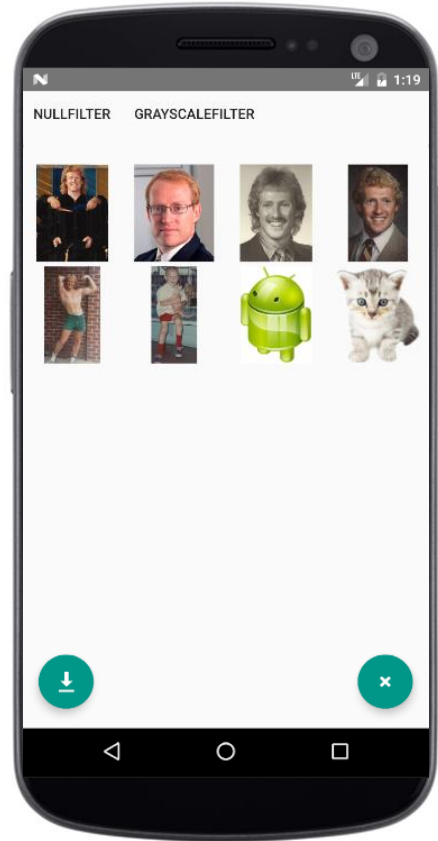
COMPLETABLE_FUTURES_2 executed in 82 msecs

COMPLETABLE_FUTURES_1 executed in 83 msecs

PARALLEL_STREAM executed in 102 msecs

SEQUENTIAL_STREAM executed in 251 msecs

Ending ImageStreamGangTest



Tests conducted on a 2.6 GHz six-core Lenovo P52 with 64 Gbytes of RAM

End of Java Parallel ImageStreamGang Example: Structure & Functionality