

# ThreadWeaver in KDE Frameworks 5

Demos, New Features, Performance

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# Agenda

- ✦ introduction to ThreadWeaver
- ✦ key concepts: job aggregates, policies, queues
- ✦ API changes for Frameworks 5
- ✦ performance considerations, benchmarks
- ✦ outlook and new feature quizz



CWD: ~

miroslav@silberpfeil: >whoami

- KDE Contributor since 1997:
  - hacking (kdecore, kdepin, applications)
  - board member 1999 to 2006
  - Desktop Summit 2011
- FSFE Team Germany
- researching Free Software and Intellectual Property issues at TU Berlin
- European Representative, Open Invention Network
- Founder/CEO, Endocode AG
- married, two kids, lives in Berlin

CWD: ~

miroslav@silberpfeil: >





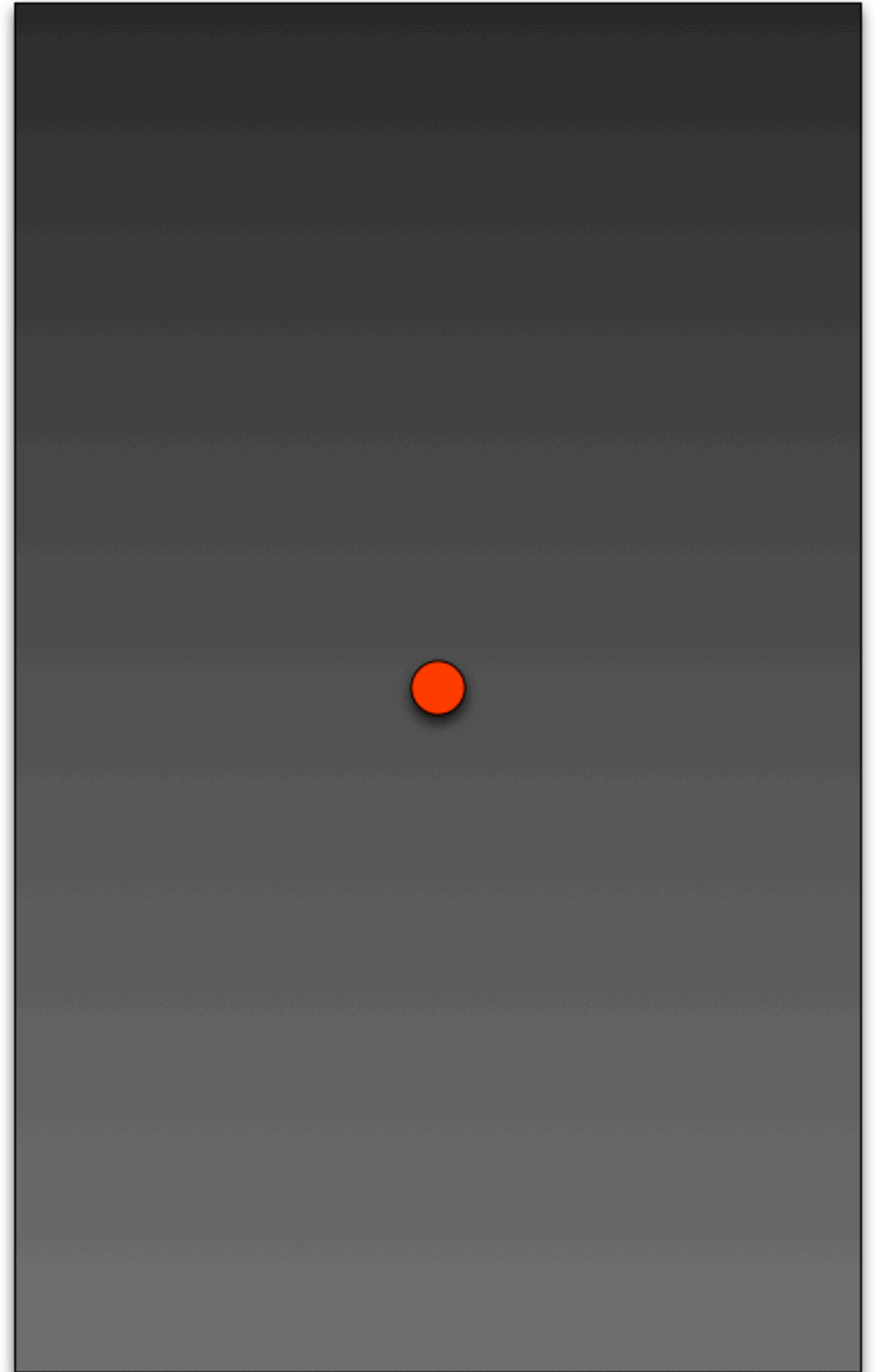
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# Hello World

Demo time!





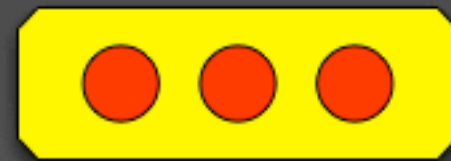
# Hello World demo(s)

- ✧ global ThreadWeaver pool
- ✧ job memory management
  - ✧ shared pointers
  - ✧ raw pointers, jobs as stack variables
- ✧ Lambda jobs



# Sequence Demo

Demo time!





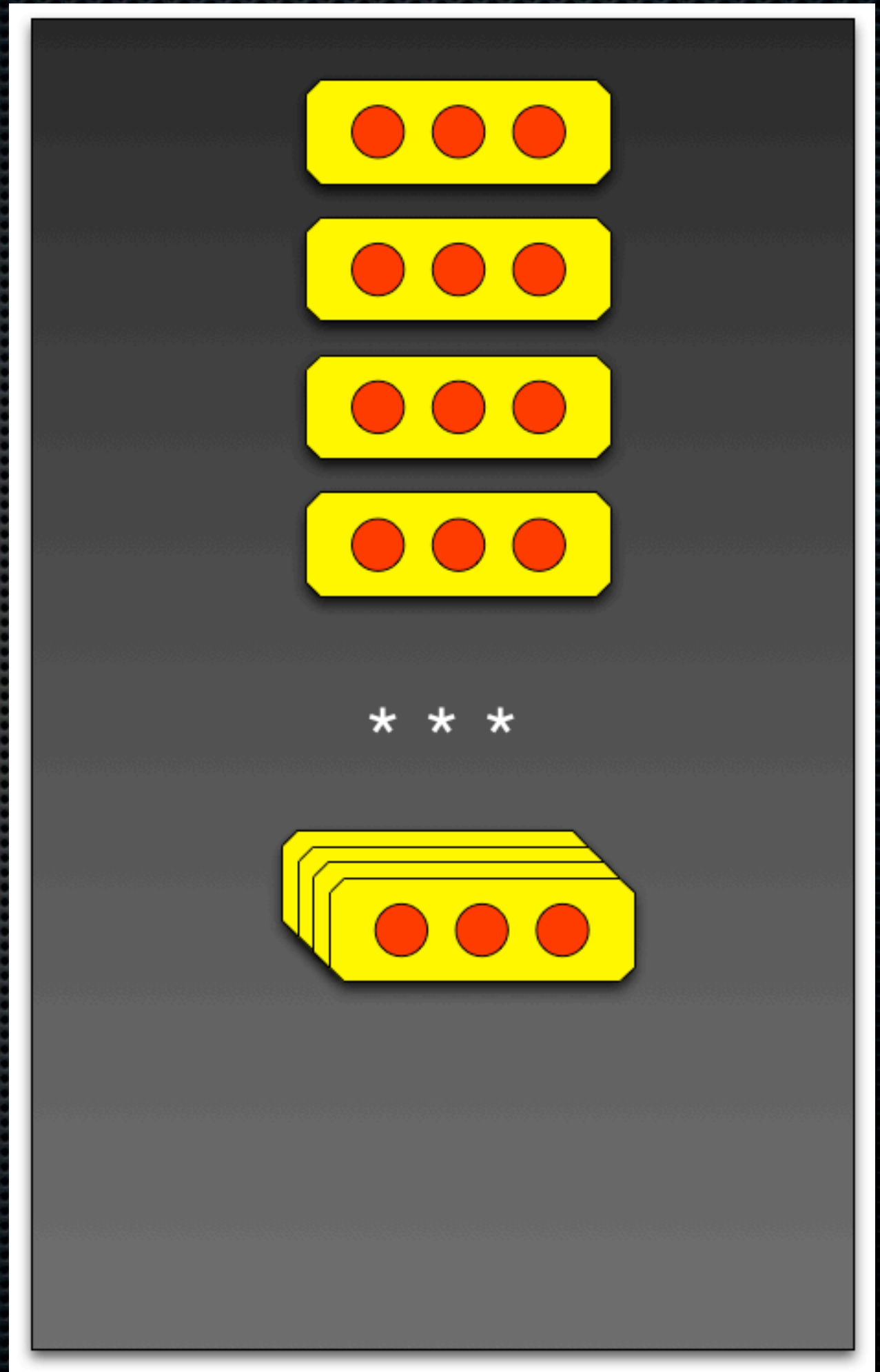
# Sequence Demo

- ✦ job aggregates: collections, sequences
- ✦ job error reporting
  - ✦ sequences abort on failure
- ✦ signals and slots to communicate
- ✦ sharing data between jobs



# Image Viewer

Demo time!





# Image Viewer

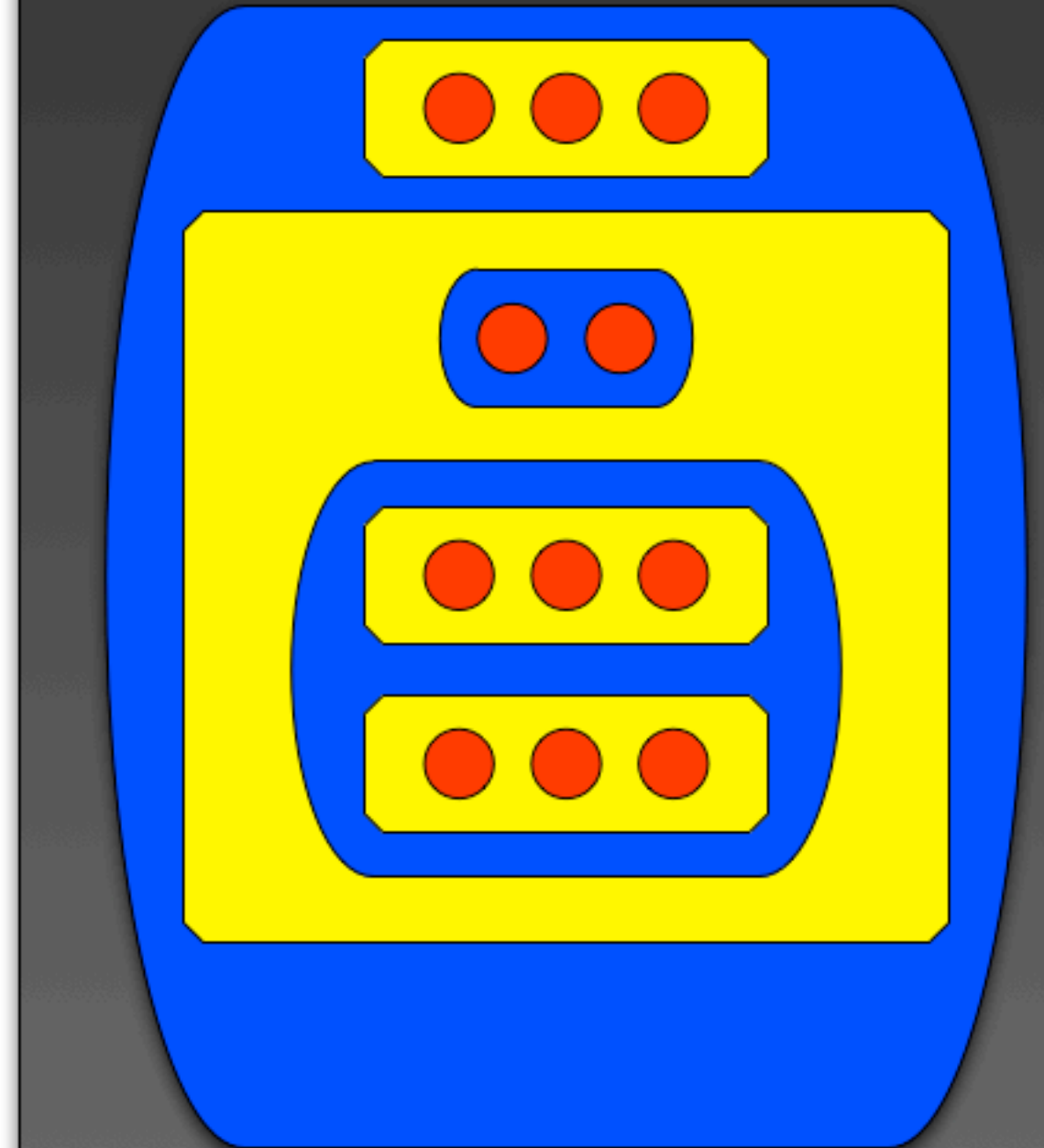
- ✦ queue policies
  - ✦ resource restrictions
  - ✦ dependencies
- ✦ job priorities
- ✦ worker thread count, individual queue instances



# Outlook

Use job aggregates  
to model execution  
flow graph.

(Or: How to draw a  
sad robot.)





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# Jobs

- ✦ units of queueing and execution
- ✦ shared pointers for memory management
  - ✦ raw pointers for stack variables
- ✦ success status,
- ✦ cancellation requests
- ✦ priorities as a hint to the scheduler



# Queue Policies

- ✦ decide whether or not a job can be executed
- ✦ are assigned to jobs
- ✦ may be shared between jobs or queues
- ✦ built-ins:
  - ✦ resource restriction policy, dependency policy
- ✦ custom policies can be implemented



# Queues

- ✦ manage worker threads
- ✦ global instance or individual instances
- ✦ suspend/resume/finish
- ✦ signaling



# Philosophy

- ✦ scheduling vs. programmed concurrency
- ✦ critical path modeling
- ✦ minimalism (jobs, queueing methods, concepts)
- ✦ simplicity



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# API changes

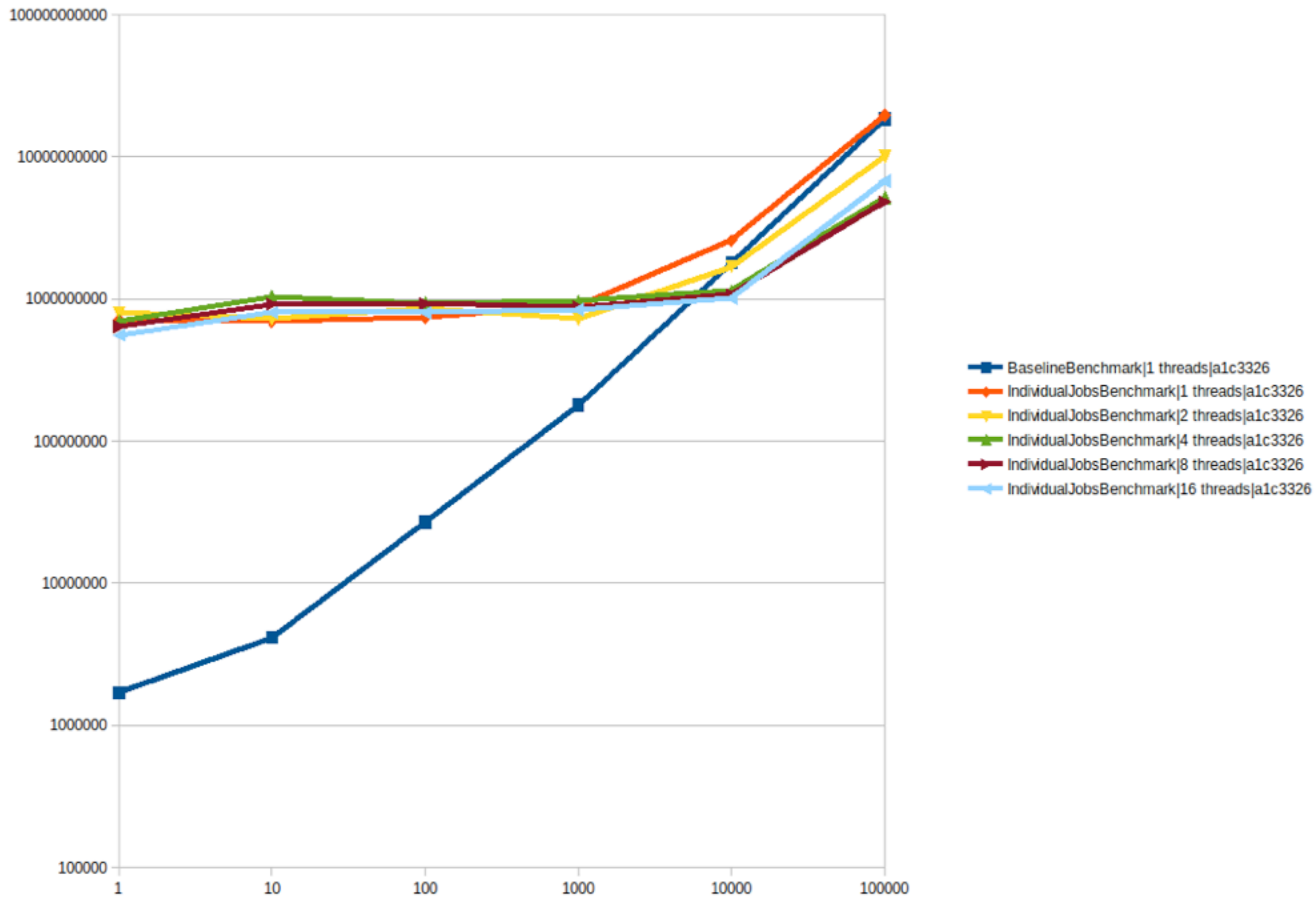
- ✦ few, but important
- ✦ shared pointers for jobs
- ✦ global instance child of QApplication
- ✦ public Queue class
- ✦ ExecuteWrapper
- ✦ all \*RunHelper\* classes removed



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# Feature quizz

- ✦ progress tracking
- ✦ minijobs
- ✦ embed QRunnableables
- ✦ `Job::execUntilFinished(QEventLoop/QDialog/qApp)`
- ✦ `AnyOfCollection`
- ✦ UI elements/visualizations



# Questions?





# References

- ✦ demos:

[github.com/mirkoboehm/ThreadWeaverDemos](https://github.com/mirkoboehm/ThreadWeaverDemos)

- ✦ benchmarks:

[github.com/mirkoboehm/QBenchmarkParser](https://github.com/mirkoboehm/QBenchmarkParser)

- ✦ code:

kdelibs frameworks branch, tier1/threadweaver