Project Loom is intended to explore, incubate and deliver Java VM features and APIs built on top of them for the purpose of supporting easy-to-use, high-throughput lightweight concurrency and new programming models on the Java platform.

This OpenJDK project is sponsored by the HotSpot Group.

Note
Loom is under active development, which means that information and advice given here might change in the future.

Supported Platforms
Mac and Linux on x86-64

Download and Build from Source
$ git clone https://github.com/openjdk/loom
$ cd loom
$ git checkout fibers
$ sh configure
$ make images

How to Contribute

The most valuable way to contribute at this time is to try out the current prototype and provide feedback and bug reports to the loom-dev mailing list. In particular, we welcome feedback that includes a brief write-up of experiences adapting existing libraries and frameworks to work with Fibers.

If you have a login on the JDK Bug System then you can also submit bugs directly. We plan to use an Affects Version/s value of "repo-loom" to track bugs.

How to run the JDK tests

1. Download `jtreg` (the JDK test harness) and place its `bin` subdirectory on your path.

2. Create a debug JDK configuration (inside the top directory of the Loom repo) and build it. This step requires having `jtreg` on your path, or running the tests would fail:

   ```
   $ sh configure --with-jtreg --with-debug-level=fastdebug
   $ make images
   ```

3. Run the tests. The following example assumes a Mac build (replace `macosx` with `linux` for a Linux build), and the `java/lang/Continuation/Basic.java` test, which contains some basic Continuation tests. The `java/lang/Continuation` directory contains Continuation test, while the `java/lang/Continuation` directory contains fiber tests. Supplying just the directory name runs all tests in the directory.

   ```
   $ make run-test TEST=open/test/jdk/java/lang/Continuation/Basic.java CONF=macosx-x86_64-server-fastdebug
   ```

Virtual Threads

Design

See JEP 425: Virtual Threads (Preview)

Implementation

Virtual threads are implemented in the core libraries. A virtual thread is implemented as a continuation that is wrapped as a task and scheduled by a `j.u.c.Executor`. Parking (blocking) a virtual thread results in yielding its continuation, and unparking it results in the continuation being resubmitted to the scheduler. The scheduler worker thread executing a virtual thread (while its continuation is mounted) is called a carrier thread.

The continuations used in the virtual thread implementation override `onPinned` so that if a virtual thread attempts to park while its continuation is pinned (see above), it will block the underlying carrier thread.

The implementation of the networking APIs in the `java.net` and `java.nio.channels` packages have as been updated so that virtual threads doing blocking I/O operations park, rather than block in a system call, when a socket is not ready for I/O. When a socket is not ready for I/O it is registered with a background multiplexer thread. The virtual thread is then unpacked when the socket is ready for I/O.

Debugging

See the Virtual Thread Debugging Support page.

Continuations

Design
The primitive continuation construct is that of a scoped (AKA multiple-named-prompt), stackful, one-shot (non-reentrant) delimited continuation. To implement reentrant delimited continuations, we could make the continuations cloneable. Continuations aren't exposed as a public API, as they're unsafe (they can change Thread.currentThread() mid-method). However, higher level public constructs, such as virtual threads or (thread-confined) generators will make internal use of them.

Tail Calls

Design

We envision explicit tail-call elimination. It is not the intention of this project to implement automatic tail-call optimization.