Key Methods of Java CyclicBarrier

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Learning Objectives in this Part of the Lesson

- Understand the structure & functionality of Java CyclicBarrier
- Recognize the key methods in the Java CyclicBarrier

```java
<<Java Class>>

CyclicBarrier

- CyclicBarrier(int, Runnable)
- CyclicBarrier(int)
- getParties(): int
- await(): int
- await(long, TimeUnit): int
- isBroken(): boolean
- reset(): void
```
Key Methods in Java CyclicBarrier
Overview of Java CyclicBarrier

- CyclicBarrier has a very simple API
  - i.e., only a handful of methods are commonly used

![Java Class]

```
CyclicBarrier

- CyclicBarrier(int, Runnable)
- CyclicBarrier(int)
- getParties(): int
- await(): int
- await(long, TimeUnit): int
- isBroken(): boolean
- reset(): void
```
Overview of Java CyclicBarrier

- Constructor initializes the object to “trip” when the given # of parties wait on it

```java
class CyclicBarrier {
    ...
    public CyclicBarrier (int parties) {
    }

    public CyclicBarrier (int parties,
        Runnable barrierAction) {
        ...
    }
    ...
```
• Constructor initializes the object to “trip” when the given # of parties wait on it

```java
public class CyclicBarrier {
    ...
    public CyclicBarrier (int parties) {
    }
    public CyclicBarrier (int parties,
            Runnable barrierAction) {
        ...
    }
    ...
}
```

CyclicBarrier requires a fixed # of threads that is identical to the # of parties.
Overview of Java CyclicBarrier

• Constructor initializes the object to "trip" when the given # of parties wait on it
• Optionally given a **barrier action** to execute when barrier’s tripped
Overview of Java CyclicBarrier

- Constructor initializes the object to “trip” when the given # of parties wait on it
- Optionally given a barrier action to execute when barrier’s tripped
- Performed by the last thread entering the barrier

```java
public class CyclicBarrier {
    ...
    public CyclicBarrier(int parties) {
    }

    public CyclicBarrier(int parties,
            Runnable barrierAction) {
        ...
    }
}
```

Parties are suspended when barrier action is run to avoid race conditions
Overview of Java CyclicBarrier

- Constructor initializes the object to “trip” when the given # of parties wait on it
- Optionally given a barrier action to execute when barrier’s tripped
  - Performed by the last thread entering the barrier
- Useful for updating any mutable shared state before any parties continue with their processing
  - e.g., (re)initializing data structures, etc.

```java
public class CyclicBarrier {
    ...
    public CyclicBarrier (int parties) {
    }

    public CyclicBarrier (int parties,
            Runnable barrierAction) {
        ...
    ...
```
Overview of Java CyclicBarrier

- Constructor initializes the object to “trip” when the given # of parties wait on it
- Optionally given a *barrier action* to execute when barrier’s tripped
  - Performed by the last thread entering the barrier
  - Useful for updating any mutable shared state before any parties continue with their processing
- The barrier’s count is automatically reset to initial # of parties after the barrier is tripped

```java
class CyclicBarrier {
    ... public class CyclicBarrier {
    ...    public CyclicBarrier (int parties) {
    ...    public CyclicBarrier (int parties, 
         Runnable barrierAction) {
    ...    ...
```
Overview of Java CyclicBarrier

- Key methods block until all parties wait on the barrier & then reset it automatically after it’s tripped

```java
public class CyclicBarrier {
    ...
    public int await() { ... }

    public int await(long timeout,
            TimeUnit unit)
    { ... }
}
```

Threads calling await() decide whether to continue to the next cycle or not
Overview of Java CyclicBarrier

- Key methods block until all parties wait on the barrier & then reset it automatically after it’s tripped
- Block until all parties arrive & barrier resets
- *Unless* the thread is interrupted

```java
class CyclicBarrier {
    ...
    public int await() {
        ...
    }
    ...
}
```
Overview of Java CyclicBarrier

- Key methods block until all parties wait on the barrier & then reset it automatically after it’s tripped
- Block until all parties arrive & barrier resets
- *Unless* the thread is interrupted

```
public class CyclicBarrier {
    ...
    public int await() {
        ...
    }
    ...
}
```

*Returns arrival index of the thread at the barrier:*
```
if (barrier.await() == 0) {
    // log completion of this iteration
}
```

Can be used in lieu of barrier action if parties need not be suspended when run
Overview of Java CyclicBarrier

- Key methods block until all parties wait on the barrier & then reset it automatically after it’s tripped
  - Block until all parties arrive & barrier resets
    - Unless the thread is interrupted
    - Unless the timeout elapses

```java
public class CyclicBarrier {
    ...
    public int await() { ... }
    public int await(long timeout, TimeUnit unit) {
        ... }
    ...
}
```
Overview of Java CyclicBarrier

- Key methods block until all parties wait on the barrier & then reset it automatically after it’s tripped
- Block until all parties arrive & barrier resets

```
public class CyclicBarrier {
    ...
    public int await() { ... }
    public int await(long timeout, TimeUnit unit) {
        ... }
    ...
}
```

There is no “non-interruptible” version of await()
Overview of Java CyclicBarrier

- It’s possible to manually reset a cyclic barrier to its initial state

```java
public class CyclicBarrier {
    ...
    public void reset() {
        ...    
    }
    ...
}
```

*If any parties are waiting at the barrier, they will return via a BrokenBarrierException rather than the “normal” return*

See [docs.oracle.com/javase/8/docs/api/java/util/concurrent/BrokenBarrierException.html](docs.oracle.com/javase/8/docs/api/java/util/concurrent/BrokenBarrierException.html)
End of Key Methods of Java CyclicBarrier