Java CyclicBarrier: Structure & Functionality

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Learning Objectives in this Part of the Lesson

• Understand the structure & functionality of Java CountDownLatch

Class CyclicBarrier

```java
class CyclicBarrier extends Object
```

A synchronization aid that allows a set of threads to all wait for each other to reach a common barrier point. CyclicBarriers are useful in programs involving a fixed sized party of threads that must occasionally wait for each other. The barrier is called cyclic because it can be re-used after the waiting threads are released.

A CyclicBarrier supports an optional Runnable command that is run once per barrier point, after the last thread in the party arrives, but before any threads are released. This barrier action is useful for updating shared-state before any of the parties continue.

Sample usage: Here is an example of using a barrier in a parallel decomposition design:
Overview of Java
CyclicBarrier
Overview of Java CyclicBarrier

- Implements another Java barrier synchronizer

```
public class CyclicBarrier {
    ...
}
```

**Class CyclicBarrier**

```java
java.lang.Object
    java.util.concurrent.CyclicBarrier
```

```java
public class CyclicBarrier
extends Object
```

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See [docs.oracle.com/javase/8/docs/api/java/util/concurrent/CyclicBarrier.html](http://docs.oracle.com/javase/8/docs/api/java/util/concurrent/CyclicBarrier.html)
Overview of Java CyclicBarrier

• Implements another Java barrier synchronizer
• Allows a set of threads to wait for each other to reach a common barrier point
• Threads are referred to as “parties”

Class CyclicBarrier

java.lang.Object
    java.util.concurrent.CyclicBarrier

document the code for CyclicBarrier

public class CyclicBarrier
extends Object

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One human known use is an assembly line where fixed-sized groups of workers coordinate to build various parts of cars moving by in phases
Overview of Java CyclicBarrier

• Implements another Java barrier synchronizer
• Allows a set of threads to wait for each other to reach a common barrier point
• Well-suited for fixed-size “cyclic”, “entry”, and/or “exit” barriers

Class CyclicBarrier

```java
java.lang.Object
    java.util.concurrent.CyclicBarrier

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Overview of Java CyclicBarrier

- Implements another Java barrier synchronizer
- Allows a set of threads to wait for each other to reach a common barrier point
- Well-suited for fixed-size “cyclic”, “entry”, and/or “exit” barriers
- Enables barrier to be reset manually at any point

`public class CyclicBarrier { ... }

Class CyclicBarrier

java.lang.Object
ejava.util.concurrent.CyclicBarrier

public class CyclicBarrier
extends Object

A synchronization aid that allows a set of threads to all wait for each other to reach a common barrier point. CyclicBarriers are useful in programs involving a fixed sized party of threads that must occasionally wait for each other. The barrier is called cyclic because it can be re-used after the waiting threads are released.

A CyclicBarrier supports an optional Runnable command that is run once per barrier point, after the last thread in the party arrives, but before any threads are released. This barrier action is useful for updating shared-state before any of the parties continue.

In contrast, Java CountDownLatch does *not* enable the barrier to be reset!
Overview of Java CyclicBarrier

- Implements another Java barrier synchronizer
- Allows a set of threads to wait for each other to reach a common barrier point
- Well-suited for fixed-size “cyclic”, “entry”, and/or “exit” barriers
- Enables barrier to be reset manually at any point

### Class CyclicBarrier

```java
public class CyclicBarrier {
    ...
}
```

Class does not implement an interface

---

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A `CyclicBarrier` supports an optional `Runnable` command that is run once per barrier point, after the last thread in the party arrives, but before any threads are released. This `barrier action` is useful for updating shared-state before any of the parties continue.
Overview of Java CyclicBarrier

- Does not apply the *Bridge* pattern

```java
public class CyclicBarrier {
    ...
}
```
Overview of Java CyclicBarrier

- Does not apply the *Bridge* pattern
- Nor does it use the Abstract QueuedSynchronizer framework

```java
public class CyclicBarrier {
    ...
}
```

Unlike the Java ReentrantLock, ReentrantReadWriteLock, Semaphore, ConditionObject, & CountDownLatch classes...
Overview of Java CyclicBarrier

• Instead, it defines a # of fields that implement a cyclic barrier

```java
public class CyclicBarrier {
    private final ReentrantLock lock = new ReentrantLock();

    private final Condition trip = lock.newCondition();

    private final int parties;

    private int count;

    private final Runnable barrierCommand;

    ...
```

See `src/share/classes/java/util/concurrent/CyclicBarrier.java`
Overview of Java CyclicBarrier

- Instead, it defines a # of fields that implement a cyclic barrier
- Lock that protects critical sections
Overview of Java CyclicBarrier

• Instead, it defines a # of fields that implement a cyclic barrier
  • Lock that protects critical sections
  • Condition to wait on until tripped

```java
public class CyclicBarrier {
    private final ReentrantLock lock = new ReentrantLock();
    private final Condition trip = lock.newCondition();

    private final int parties;
    private int count;

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    ...
```
Overview of Java CyclicBarrier

- Instead, it defines a # of fields that implement a cyclic barrier
  - Lock that protects critical sections
  - Condition to wait on until tripped
  - The total # of parties
    - This value is initially set by the CyclicBarrier constructor

```java
public class CyclicBarrier {
    private final ReentrantLock lock = new ReentrantLock();

    private final Condition trip = lock.newCondition();

    private final int parties;

    private int count;

    private final Runnable barrierCommand;

    ...
```
Overview of Java CyclicBarrier

• Instead, it defines a # of fields that implement a cyclic barrier
  • Lock that protects critical sections
  • Condition to wait on until tripped
  • The total # of parties
  • # of parties that haven’t called await() yet
  • Initially set to total # of parties & then decremented each time await() is called

```java
public class CyclicBarrier {
    private final ReentrantLock lock = new ReentrantLock();
    private final Condition trip = lock.newCondition();
    private final int parties;
    private int count;
    private final Runnable barrierCommand;

    ...}
```
Overview of Java CyclicBarrier

- Instead, it defines a # of fields that implement a cyclic barrier
  - Lock that protects critical sections
  - Condition to wait on until tripped
  - The total # of parties
  - # of parties that haven’t called await() yet
- Barrier action (optional)
  - Called when barrier is “tripped” after all parties arrive

```java
public class CyclicBarrier {
    private final ReentrantLock lock = new ReentrantLock();
    private final Condition trip = lock.newCondition();
    private final int parties;
    private int count;
    private final Runnable barrierCommand;

    ...}
```
End of Java CyclicBarrier: Structure & Functionality