

Java CyclicBarrier:

Key Methods











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Learning Objectives in this Part of the Lesson

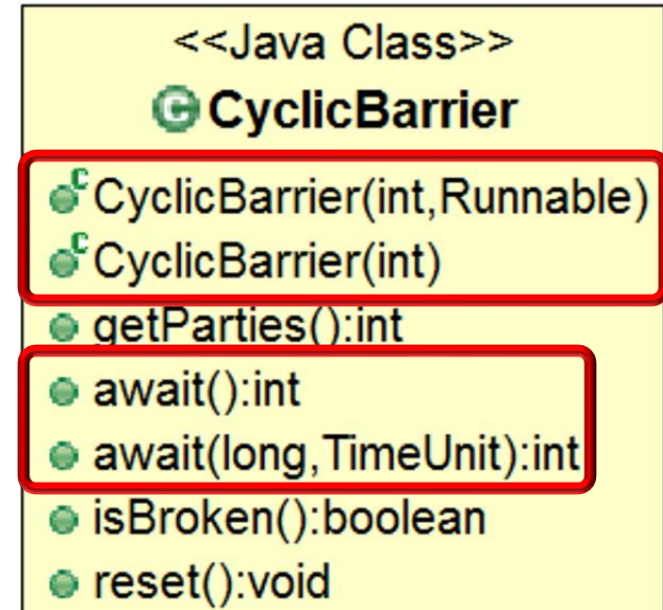
- Understand the structure & functionality of Java CyclicBarrier
- Recognize the key methods in the Java CyclicBarrier

<<Java 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



Overview of Java CyclicBarrier

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

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

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    }  
    ...  
}
```

"Parties" == "Threads"



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

Overview of Java CyclicBarrier

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- Optionally given a *barrier action* to execute when barrier’s tripped

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}
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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

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public class CyclicBarrier {  
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```

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

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

```
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

```
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

```
public 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

```
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 {  
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    ...  
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```



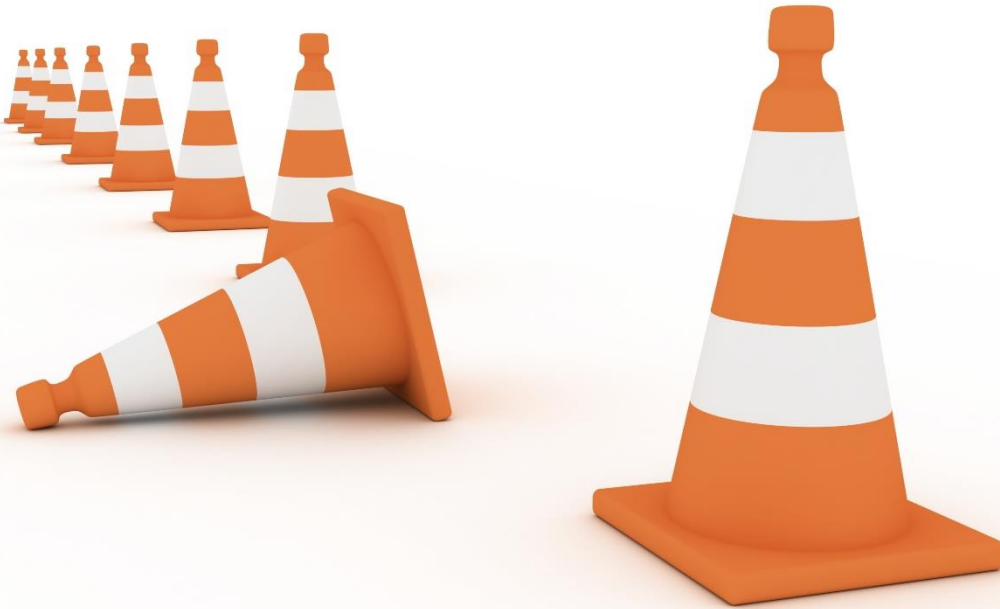
There is no "non-interruptible" version of await()

Overview of Java CyclicBarrier

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

```
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



End of Java CyclicBarrier: Key Methods