# Java Phaser: Key Methods



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### Learning Objectives in this Part of the Lesson

- Understand the structure & functionality of the Java Phaser barrier synchronizer
- Recognize the key methods in the Java Phaser

< <java class="">&gt;</java>
G Phaser
<pre></pre>
Section Phaser(int)
✤Phaser(Phaser)
Phaser(Phaser,int)
register():int
bulkRegister(int):int
arrive():int
arriveAndDeregister():int
arriveAndAwaitAdvance():int
awaitAdvance(int):int
awaitAdvanceInterruptibly(int):int
awaitAdvanceInterruptibly(int,long,TimeUnit):int
forceTermination():voic
d getPhase():int
getRegisteredParties():int
getArrivedParties():int
getUnarrivedParties():int
getParent():Phaser
getRoot():Phaser
isTerminated():boolean
onAdvance(int,int):boolean
toString()

- Phaser has a more complex API than CountDownLatch or CyclicBarrier
  - i.e., it has many methods that support a range of use cases



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awaitAdvanceInterruptibly(int):int
awaitAdvanceInterruptibly(int,long,TimeUnit):int
forceTermination():void
d getPhase():int
getRegisteredParties():int
getArrivedParties():int
getUnarrivedParties():int
getParent():Phaser
getRoot():Phaser
isTerminated():boolean
onAdvance(int,int):boolean
toString()

- Phaser has a more complex API than CountDownLatch or CyclicBarrier
  - i.e., it has many methods that support a range of use cases





toString()

Fortunately, many of these methods are rarely used in practice

 Constructor initializes the phase # to 0

public class Phaser {
 ...
 public Phaser(int parties) {
 ...
 }

public Phaser() { ... }

• • •

- Constructor initializes the phase # to 0
  - This constructor specifies the # of parties needed to advance to the next phase

```
...
public Phaser(int parties) {
    ...
}
```

```
public Phaser() { ... }
```

public class Phaser {



# of registered parties dictates when a phaser can advance to the next phase

- Constructor initializes the phase public class Phaser { # to 0 ...
  - This constructor specifies the # of parties needed to advance to the next phase

```
public Phaser(int parties) {
    ...
}
```

• This constructor is optional since public Phaser() { ... } parties can always register later ...

With Java Phaser the # of parties need not match the # of threads

- Constructor initializes the phase # to 0
  - This constructor specifies the # of parties needed to advance to the next phase
  - This constructor doesn't specify any parties initially

```
...
public Phaser(int parties) {
    ...
}
```

```
public Phaser() { ... }
```

public class Phaser {

```
• • •
```



- Constructor initializes the phase # to 0
  - This constructor specifies the # of parties needed to advance to the next phase
  - This constructor doesn't specify any parties initially
    - Any phaser created via this constructor therefore needs to register with it before using it

```
...
public Phaser(int parties) {
    ...
}
```

```
public Phaser() { ... }
```

public class Phaser {

 Phaser's key methods enable parties to register, synchronize, & terminate

```
public class Phaser {
  public int register() { ... }
  public int bulkRegister
    (int parties) { ... }
  public int
    arriveAndAwaitAdvance()
    \{ \dots \}
  public int ArriveAndDeregister()
  \{ \dots \}
  protected boolean onAdvance
    (int phase,
     int registeredParties) {
    return registeredParties == 0;
  }
```

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser

```
public class Phaser {
    ...
    public int register() { ... }
    public int bulkRegister
```

```
(int parties) { ... }
```



# of registered parties dictates when a phaser can advance to the next phase

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance

```
public class Phaser {
    ...
    public int arrive() { ... }
    public int awaitAdvance
        (int phase)
```

```
{ ... }
```

```
public int
    arriveAndAwaitAdvance()
{ ... }
```

Having multiple methods provides flexibility wrt arrival & waiting to advance

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
    - Arrives at phaser, but does not block until other parties arrive

public class Phaser {
 ...
 public int arrive() { ... }



- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
    - Arrives at phaser, but does not block until other parties arrive
      - Returns current phase # or a negative value if the phaser has already terminated

```
public class Phaser {
    ...
    public int arrive() { ... }
```



This method is rarely used in practice

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
    - Arrives at phaser, but does not block until other parties arrive
    - Blocks until the phase of this phaser advances from the given phase value

```
public class Phaser {
    ...
    public int arrive() { ... }
    public int awaitAdvance
```

```
(int phase)
```

```
{ ... }
```



- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
    - Arrives at phaser, but does not block until other parties arrive
    - Blocks until the phase of this phaser advances from the given phase value
      - Returns immediately if current phase != given phase



This method is rarely used in practice

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
    - Arrives at phaser, but does not block until other parties arrive
    - Blocks until the phase of this phaser advances from the given phase value
    - Arrives at phaser & blocks until other parties arrive

public class Phaser {



- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
    - Arrives at phaser, but does not block until other parties arrive
    - Blocks until the phase of this phaser advances from the given phase value
    - Arrives at phaser & blocks until other parties arrive

```
public class Phaser {
    ...
    public int arrive() {
```

```
public int arrive() { ... }
```

```
public int awaitAdvance
      (int phase)
      (
```

```
{ ... }
```

```
public int
    arriveAndAwaitAdvance()
{ ... }
```



This method is commonly used & is similar to await() on a Java CyclicBarrier

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
  - Arrive at the phaser & deregister without waiting for others to arrive

```
public class Phaser {
```

```
...
public int arriveAndDeregister()
{ ... }
```

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
  - Arrive at the phaser & deregister without waiting for others to arrive
    - Reduces # of parties required to advance in future phases

```
public class Phaser {
```

```
...
public int arriveAndDeregister()
{ ... }
```



Often used by the party that controls the initialization of a phaser

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
  - Arrive at the phaser & deregister without waiting for others to arrive
  - Hook method performs an action upon pending phase advance

public class Phaser {
 ...
 protected boolean onAdvance
 (int phase,
 int registeredParties) {
 return registeredParties == 0;
 }
e

This method is invoked upon arrival of the party advancing the phaser

All other waiting parties are "dormant" when this hook method runs

}

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
  - Arrive at the phaser & deregister without waiting for others to arrive
  - Hook method performs an action upon pending phase advance

public class Phaser {

protected boolean onAdvance
 (int phase,
 int registeredParties) {
 return registeredParties == 0;



This hook method is similar to the barrier action on a Java CyclicBarrier

- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
  - Arrive at the phaser & deregister without waiting for others to arrive
  - Hook method performs an action upon pending phase advance
    - Also initiates termination by returning a 'true' boolean value

```
public class Phaser {
```

```
protected boolean onAdvance
 (int phase,
    int registeredParties) {
    return registeredParties == 0;
```



- Phaser's key methods enable parties to register, synchronize, & terminate
  - Adds unarrived parties to phaser
  - Arrive & await advance
  - Arrive at the phaser & deregister without waiting for others to arrive
  - Hook method performs an action upon pending phase advance
    - Also initiates termination by returning a 'true' boolean value

...
protected boolean onAdvance
 (int phase,
 int registeredParties) {
 return registeredParties == 0;

public class Phaser {

The default implementation terminates the phaser if there are no more registered parties

# End of Java Phaser: Key Methods