## **Key Methods in Java Semaphore**



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#### Learning Objectives in this Part of the Lesson

- Understand the concept of semaphores
- Be aware of the two types of semaphores
- Note a human known use of semaphores
- Recognize the structure & functionality of Java Semaphore
- Know the key methods defined by the Java Semaphore class

#### <<Java Class>>

#### G Semaphore

- Semaphore(int)
- Semaphore(int,boolean)
- acquire():void
- acquireUninterruptibly():void
- tryAcquire():boolean
- tryAcquire(long,TimeUnit):boolean
- release():void
- acquire(int):void
- acquireUninterruptibly(int):void
- tryAcquire(int):boolean
- tryAcquire(int,long,TimeUnit):boolean
- release(int):void
- availablePermits():int
- o drainPermits():int
- isFair():boolean
- f hasQueuedThreads():boolean
- fgetQueueLength():int
- toString()

Its key methods acquire & release the semaphore

```
public class Semaphore
              implements ... {
  public void acquire() { ... }
  public void
    acquireUninterruptibly()
  { . . . }
  public boolean tryAcquire
          (long timeout,
          TimeUnit unit)
  { . . . }
  public void release() { ... }
```

See <a href="mailto:docs.oracle.com/javase/8/docs/api/java/util/concurrent/Semaphore.html">docs.oracle.com/javase/8/docs/api/java/util/concurrent/Semaphore.html</a>

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These methods forward to their implementor methods, which are largely inherited from the AbstractQueuedSynchronizer framework

See <a href="mailto:docs.oracle.com/javase/8/docs/api/java/util/concurrent/locks/AbstractQueuedSynchronizer.html">docs.oracle.com/javase/8/docs/api/java/util/concurrent/locks/AbstractQueuedSynchronizer.html</a>

- Its key methods acquire & release the semaphore
  - acquire() atomically obtains a permit from the semaphore



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    - Can be interrupted



- Its key methods acquire & release the semaphore
  - acquire() atomically obtains a permit from the semaphore
  - acquireUninterruptibly() also obtains a permit from the semaphore
    - Cannot be interrupted



- Its key methods acquire & release the semaphore
  - acquire() atomically obtains a permit from the semaphore
  - acquireUninterruptibly() also obtains a permit from the semaphore
  - tryAcquire() obtains a permit if it's available at invocation time

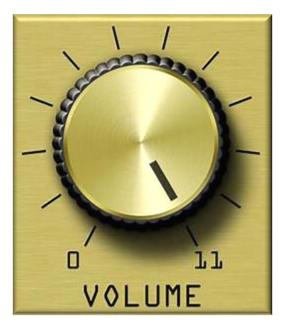


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```
public class Semaphore
             implements ... {
  public boolean tryAcquire()
     sync.
       nonfairTryAcquireShared(1)
       >= 0;
```

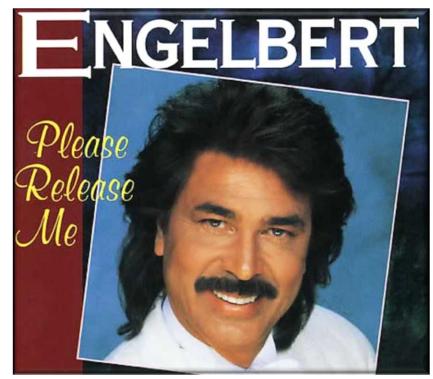
Untimed tryAcquire() methods will "barge", i.e., they don't honor the fairness setting & take any permits available

- Its key methods acquire & release the semaphore
  - acquire() atomically obtains a permit from the semaphore
  - acquireUninterruptibly() also obtains a permit from the semaphore
  - tryAcquire() obtains a permit if it's available at invocation time
  - release() atomically increments the permit count by 1



Recall it's valid for the permit count to exceed the initial permit count!!

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  - acquire() atomically obtains a permit from the semaphore
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  - tryAcquire() obtains a permit if it's available at invocation time
  - release() atomically increments the permit count by 1
    - If the permit count is now > 0
       a thread waiting to acquire the
       semaphore can then proceed



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    - If the permit count is now > 0 a thread waiting to acquire the semaphore can then proceed
    - The thread calling release()
      needn't be the one calling acquired()

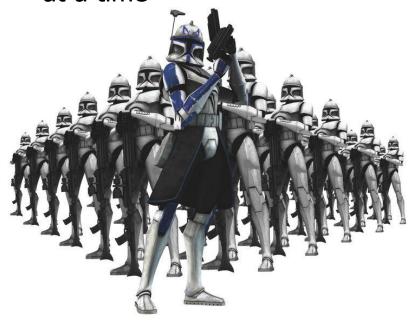
```
public class Semaphore
                implements ... {
  public void release() {
     sync.releaseShared(1);
                           pong: →
                       PingPongThread
       ping: →
   PingPongThread
                               run()
            run()
                                    print("pong")
                print("ping")
                    Semaphores
```

There are many other Semaphore methods

#### <<Java Class>>

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- There are many other Semaphore methods
  - Some methods can acquire or release multiple permits at a time



void	<u>acquire</u> (int permits) – Acquires # of permits from semaphore, blocking until all are available, or thread interrupted
void	<ul><li>acquireUninterruptibly (int permits)</li><li>Acquires # of permits from semaphore, blocking until all available</li></ul>
boolean	<pre>tryAcquire(int permits) - Acquires given # of permits from semaphore, only if all are available at the time of invocation</pre>
void	<u>release</u> (int permits) – Releases # of permits, returning them to semaphore

- There are many other Semaphore methods
  - Some methods can acquire or release multiple permits at a time
  - Likewise, some of these methods use timeouts



boolean	tryAcquire(long timeout, TimeUnit unit) – Acquires a permit from semaphore, if one is available within given waiting time & thread has not been interrupted
boolean	tryAcquire(int permits, long timeout, TimeUnit unit) – Acquires given # of permits from semaphore, if all available within given waiting time & current thread has not been interrupted

Ironically, the timed tryAcquire() methods *do* honor the fairness setting, so they don't "barge"

- There are many other Semaphore methods
  - Some methods can acquire or release multiple permits at a time
  - Likewise, some of these methods use timeouts

 Yet another methods provide information about the current state of the semaphore

int	<u>availablePermits()</u> – Returns the current number of permits available in this semaphore.
int	<pre>getQueueLength() - Returns an estimate of the number of threads waiting to acquire.</pre>
boolean	hasQueuedThreads() – Queries whether any threads are waiting to acquire.



Naturally, these values are always an "estimate" in concurrent programs!

# End of Key Methods in Java Semaphore