CyclicBarrier

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CyclicBarrier is a synchronization mechanism introduced in JDK 5 in the java.util.concurrent package. It allows multiple threads to wait for each other at a common point (barrier) before continuing execution. The threads wait for each other by calling the await() method on the CyclicBarrier. All threads that wait for each other to reach barrier are called parties.

CyclicBarrier is initialized with an integer that denotes the number of threads that need to call the await() method on the barrier. Second argument in CyclicBarrier's constructor is a Runnable instance that includes the action to be executed once the last thread arrives.

The most useful property of CyclicBarrier is that it can be reset to its initial state by calling the reset() method. It can be reused after all the threads have been released.

Lets take an example where **CyclicBarrier** is initialized with 3 worker threads that will have to cross the barrier. All the threads need to call the **await()** method. Once all the threads have reached the barrier, it gets broken and each thread starts its execution from that point onwards.

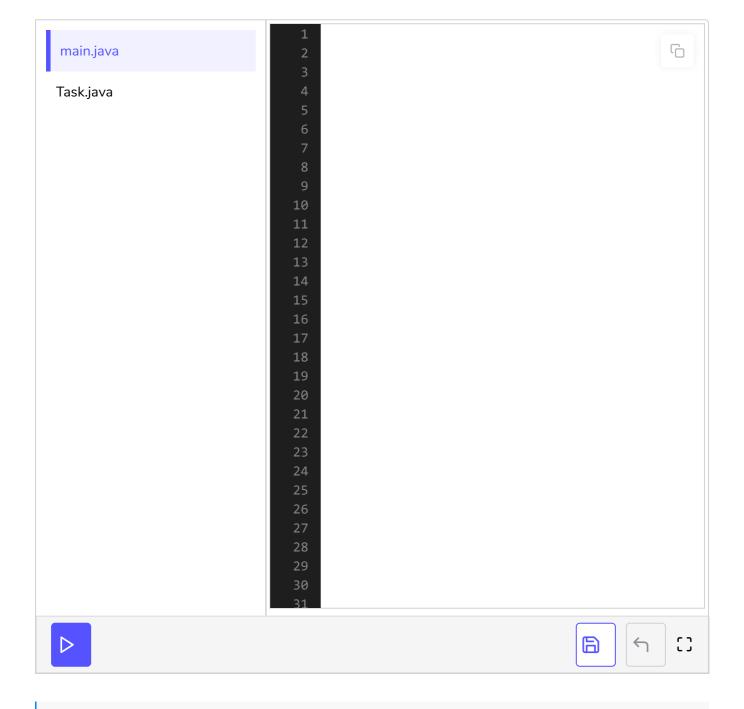
```
/**
  * Runnable task for each thread.
  */
class Task implements Runnable {
  private CyclicBarrier barrier;

  public Task(CyclicBarrier barrier) {
     this.barrier = barrier;
  }
```

```
//Await is invoked to wait for other threads
   @Override
    public void run() {
        try {
            System.out.println(Thread.currentThread().getName() + " i
s waiting on barrier");
            barrier.await();
            //printing after crossing the barrier
            System.out.println(Thread.currentThread().getName() + " h
as crossed the barrier");
        } catch (InterruptedException ex) {
            Logger.getLogger(Task.class.getName()).log(Level.SEVERE,
 null, ex);
        } catch (BrokenBarrierException ex) {
            Logger.getLogger(Task.class.getName()).log(Level.SEVERE,
 null, ex);
    }
}
 * Main thread that demonstrates how to use CyclicBarrier.
public class Main {
    public static void main (String args[]) {
        //Creating CyclicBarrier with 3 parties i.e. 3 Threads need
s to call await()
        final CyclicBarrier cb = new CyclicBarrier(3, new Runnable(){
            //Action that executes after the last thread arrives
            @Override
            public void run(){
                System.out.println("All parties have arrived at the b
arrier, lets continue execution.");
            }
        });
        //starting each thread
        Thread t1 = new Thread(new Task(cb), "Thread 1");
        Thread t2 = new Thread(new Task(cb), "Thread 2");
```

```
Thread t3 = new Thread(new Task(cb), "Thread 3");

t1.start();
 t2.start();
 t3.start();
}
```



A pictorial representation appears below:

Working of a Barrier

1. No thread has Size = 3 reached the barrier yet 2. The first thread reaching the barrier is blocked 3. A second thread making its way to the barrier Two threads waiting at the barrierr for a third one to arrive 5. All threads reach the barrier 6. The barrier releases all threads