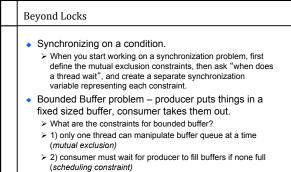


Synchronization

- Now that you have seen locks, is that all there is?
- No, but what is the "right" way to build a parallel program.
 - People are still trying to figure that out.
- Compromises:
 - between making it easy to modify shared variables AND
 - restricting when you can modify shared variables.
 - > between really flexible primitives AND
 - > simple primitives that are easy to reason about.



 3) producer must wait for consumer to empty buffers if all full (scheduling constraint)

