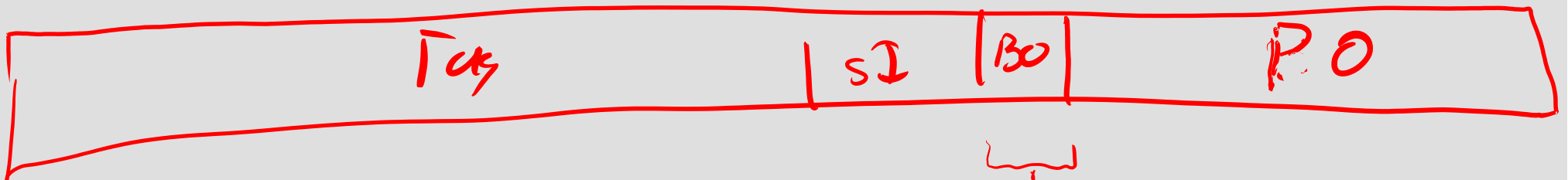
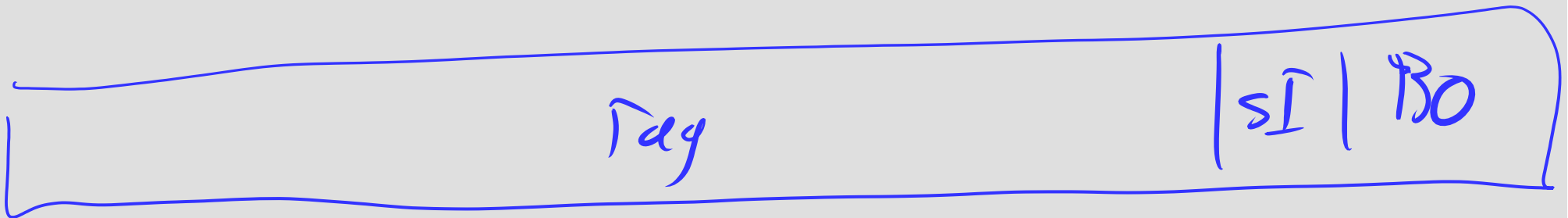
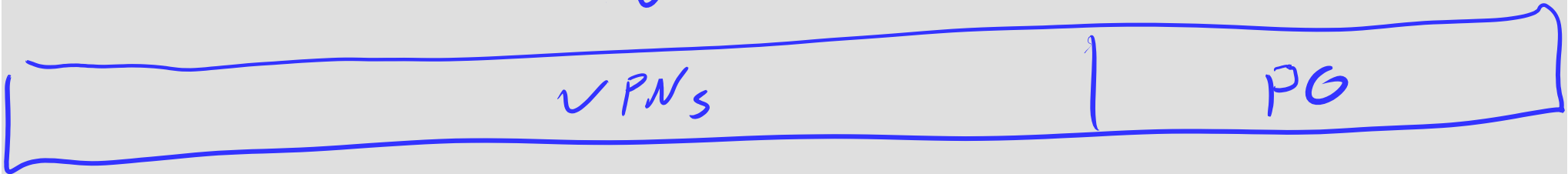




VA



↳

①

Mutex

atomic operation

```
lock() {
  while (locked) { }
  locked = 1
}
```

syscall (old)

↳ stop all but 1

atomically set lock if lock == 0

↳ oper → mutex

CAS

TAS

+=

-=

syscall (new)

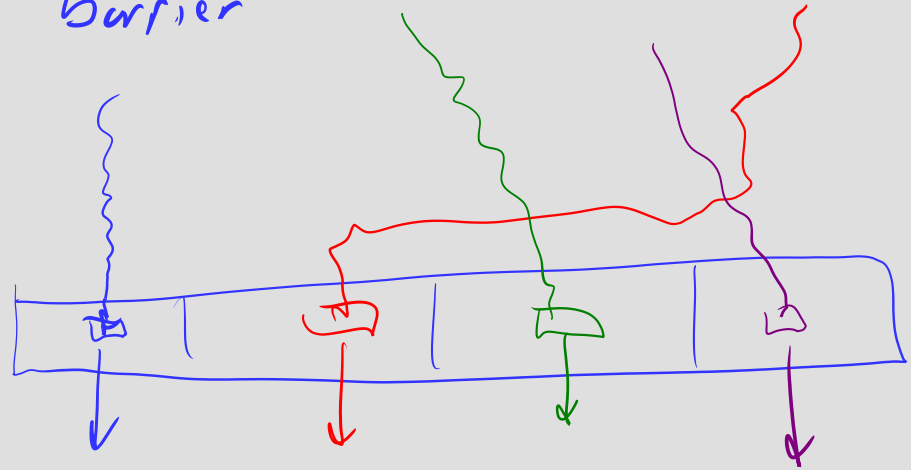
wait

productively

any other threads

mutex

barrier



part 1 in parallel

wait until done part 1 barrier

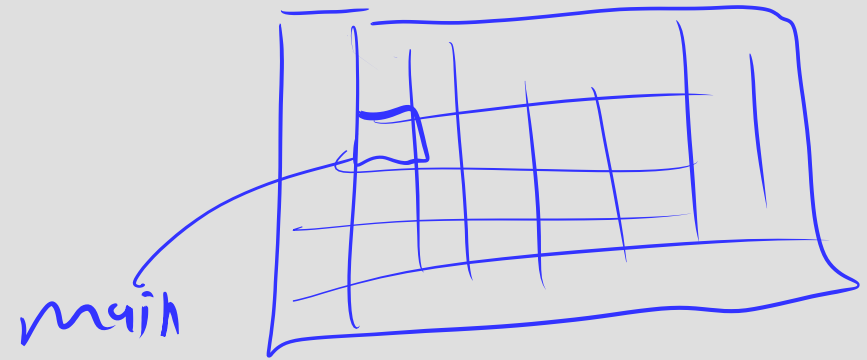
part 2 in parallel

number

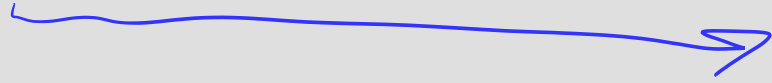
usually =  
# threads

embarrassingly Parallelizable

Raytracing

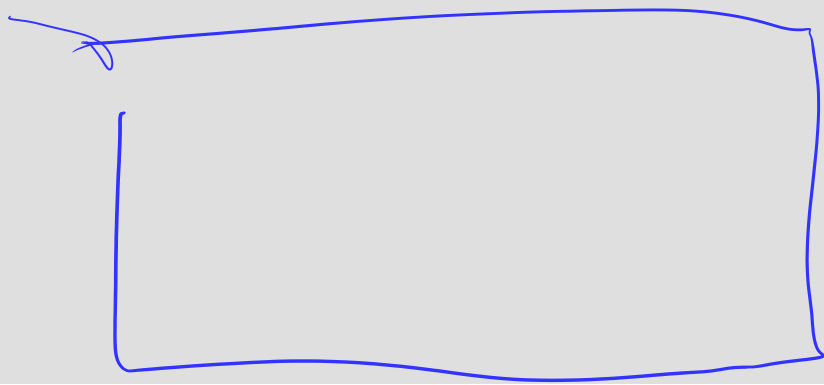


↳ color



codec  
↳ file

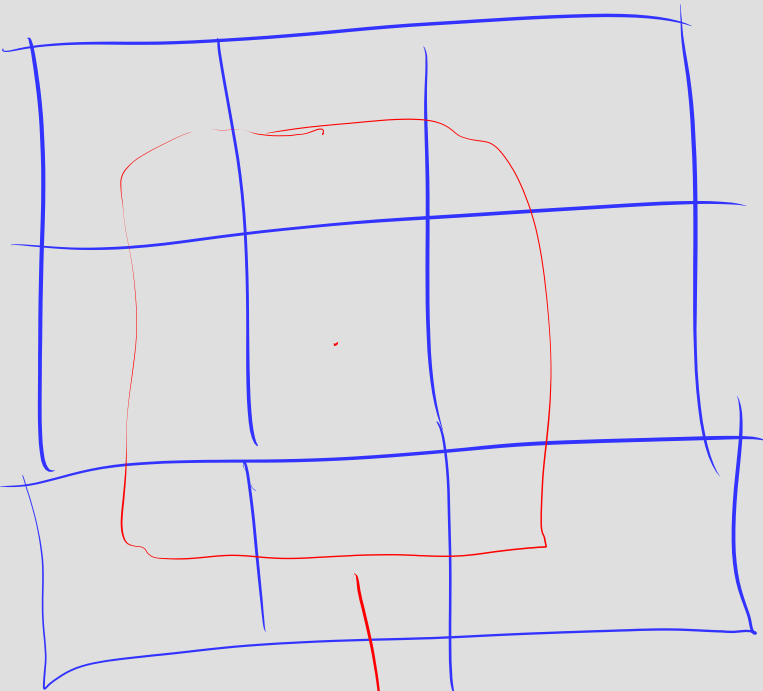
animation



Prev

compute  
same

Next



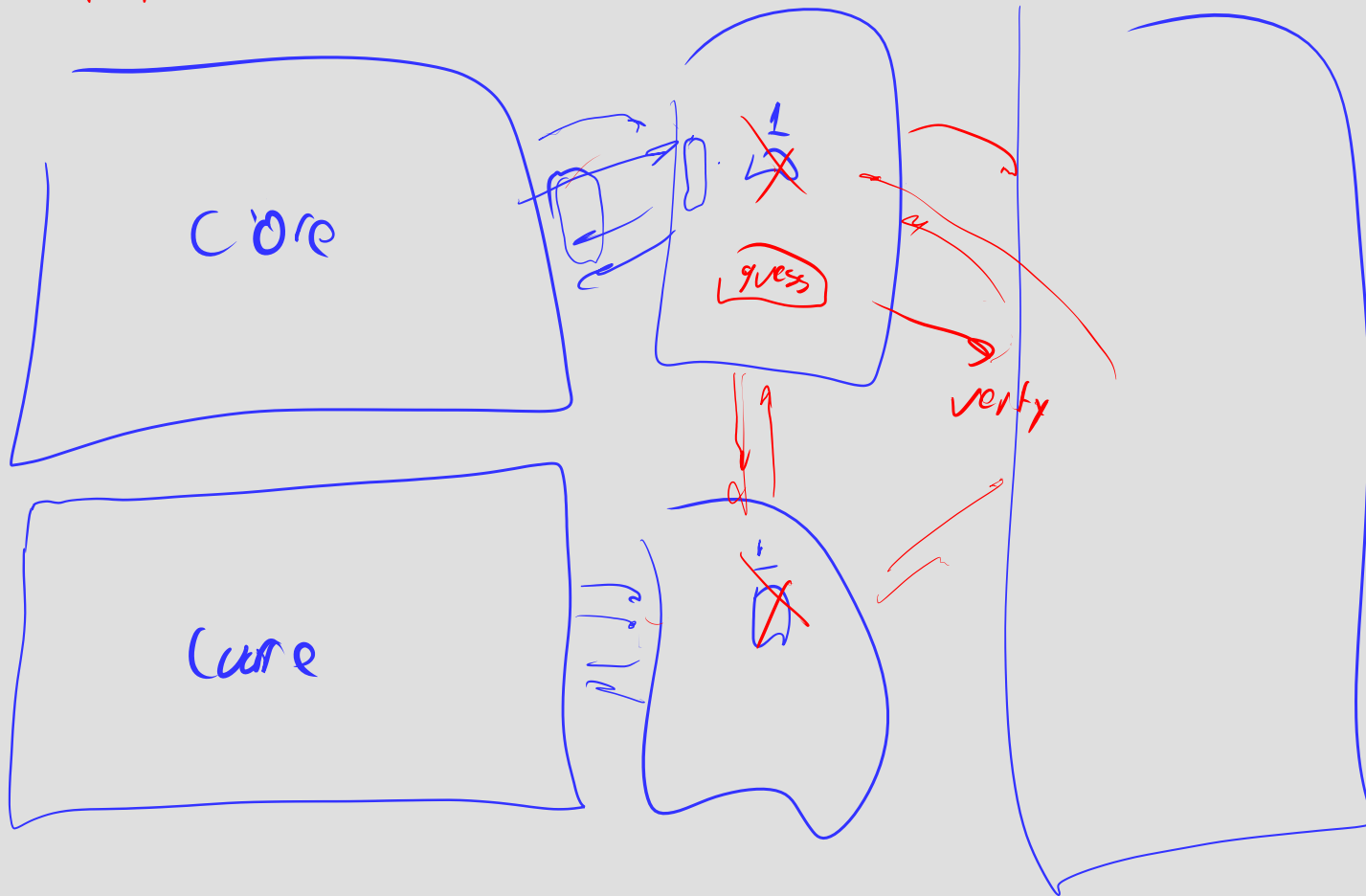
4+ 3 2

1  
0

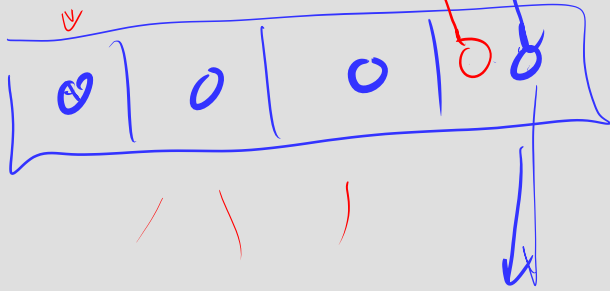


Set add  $rw$  x if it's  $\neq$   $rw$

reqn not cachable  
only 1 cache own



use\_barrier (b)



```
use_barrier (b) {  
    lock if sem != 0  
    b.count += 1  
    if (b.count == target4) {  
        b.count = 0;  
        set sem = 3;  
        return  
    } else {  
        while ( b.count ) { }  
        dec sem  
    }  
    lock:  
    test mem  
    jne loop  
}
```



Counting

Semaphore

set

3