

lock (cs 1)

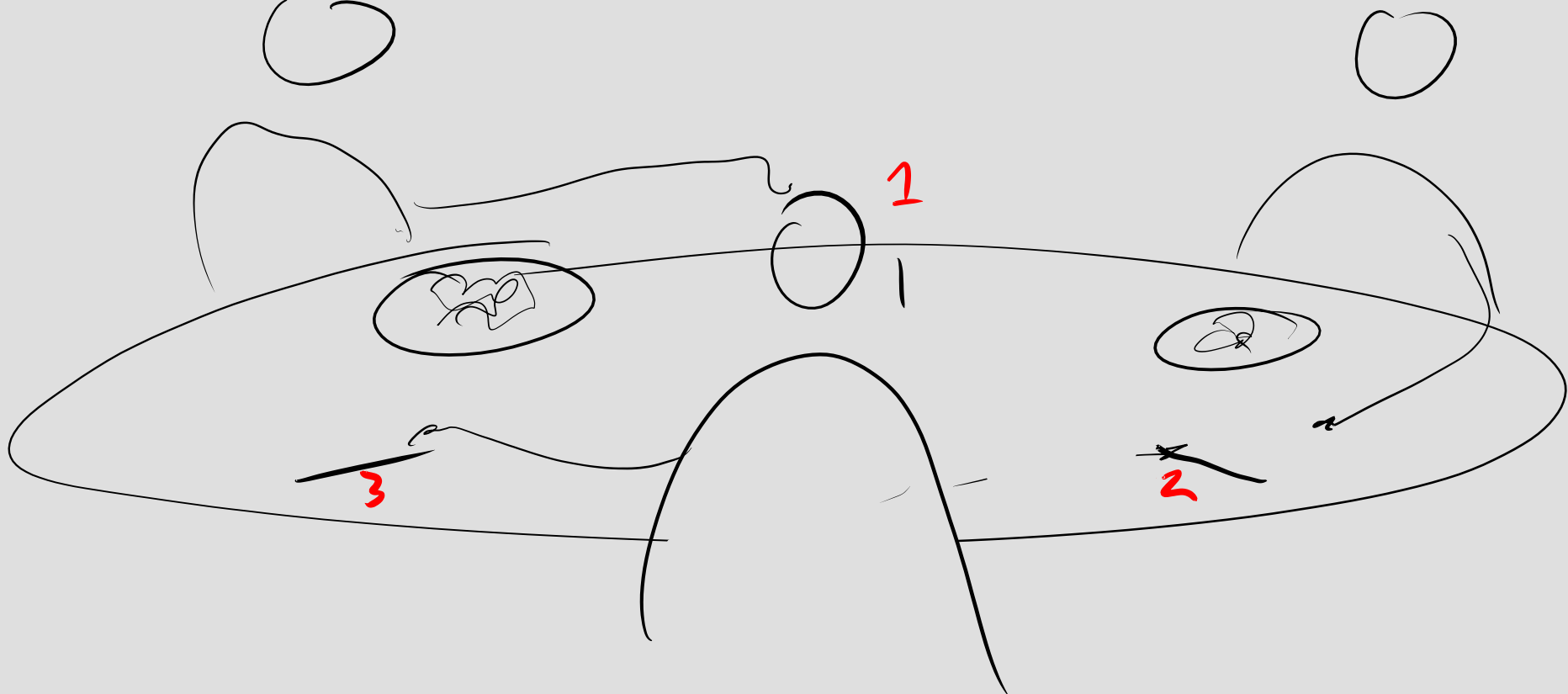
lock (cs 3) or ~~lock (3)~~

eat

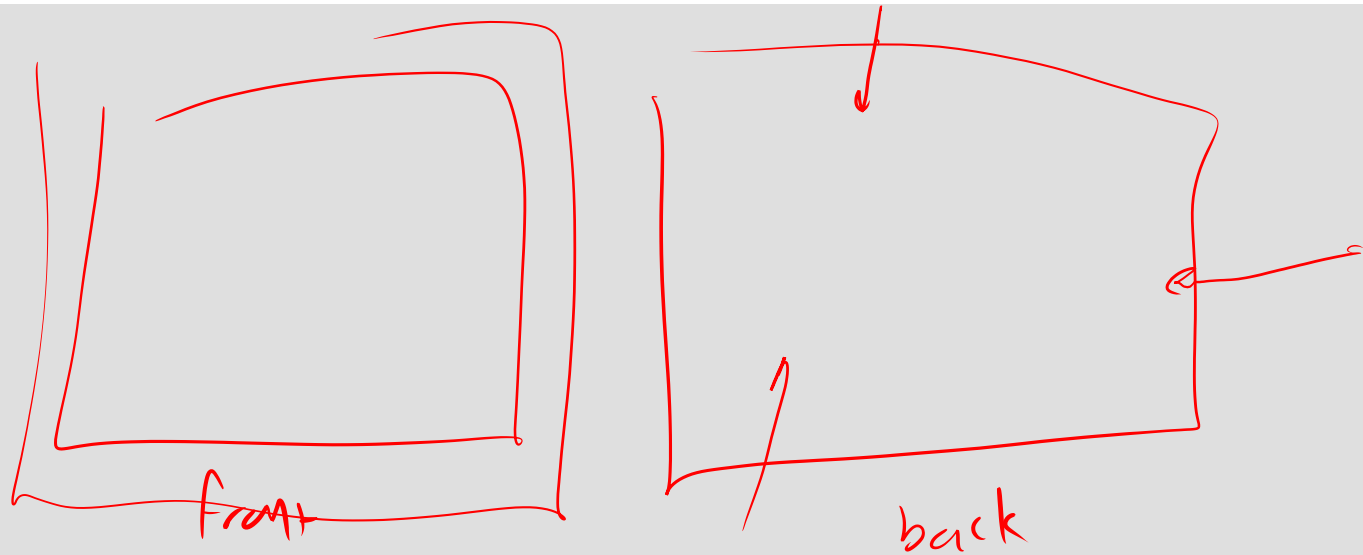
unlock (cs 1)

unlock (cs 3)

dead
lock



double buffering



```
Draw ( ) {
```

```
while (1) {
```

```
draw
```

```
barrier  
mutex lock  
if swap  
unlock
```

```
}
```

```
}
```

```
if I am in Special Thread  
| 3T
```



first = true

barrier

lock

if (first) {

sum

first = false

}

unlock

barrier