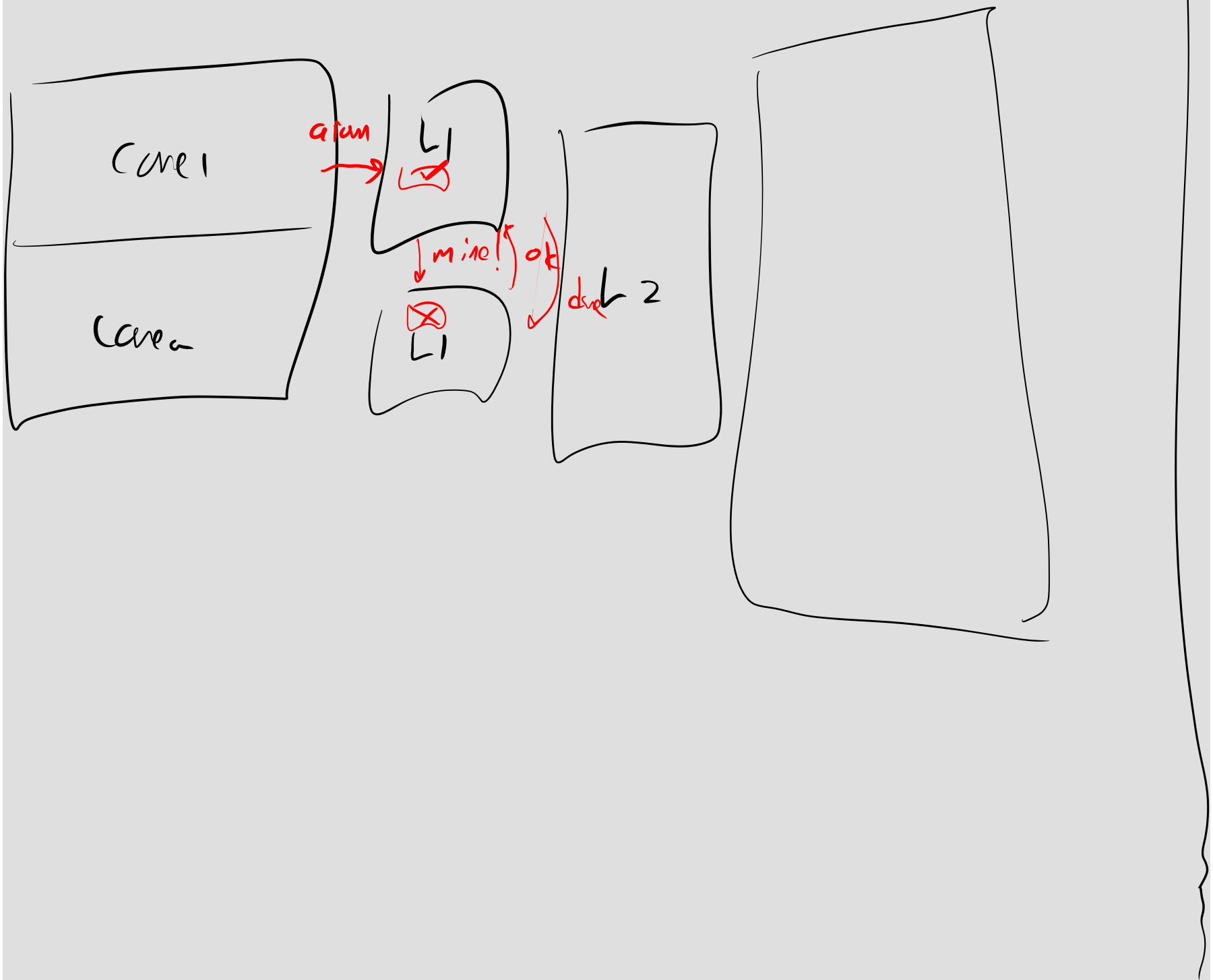
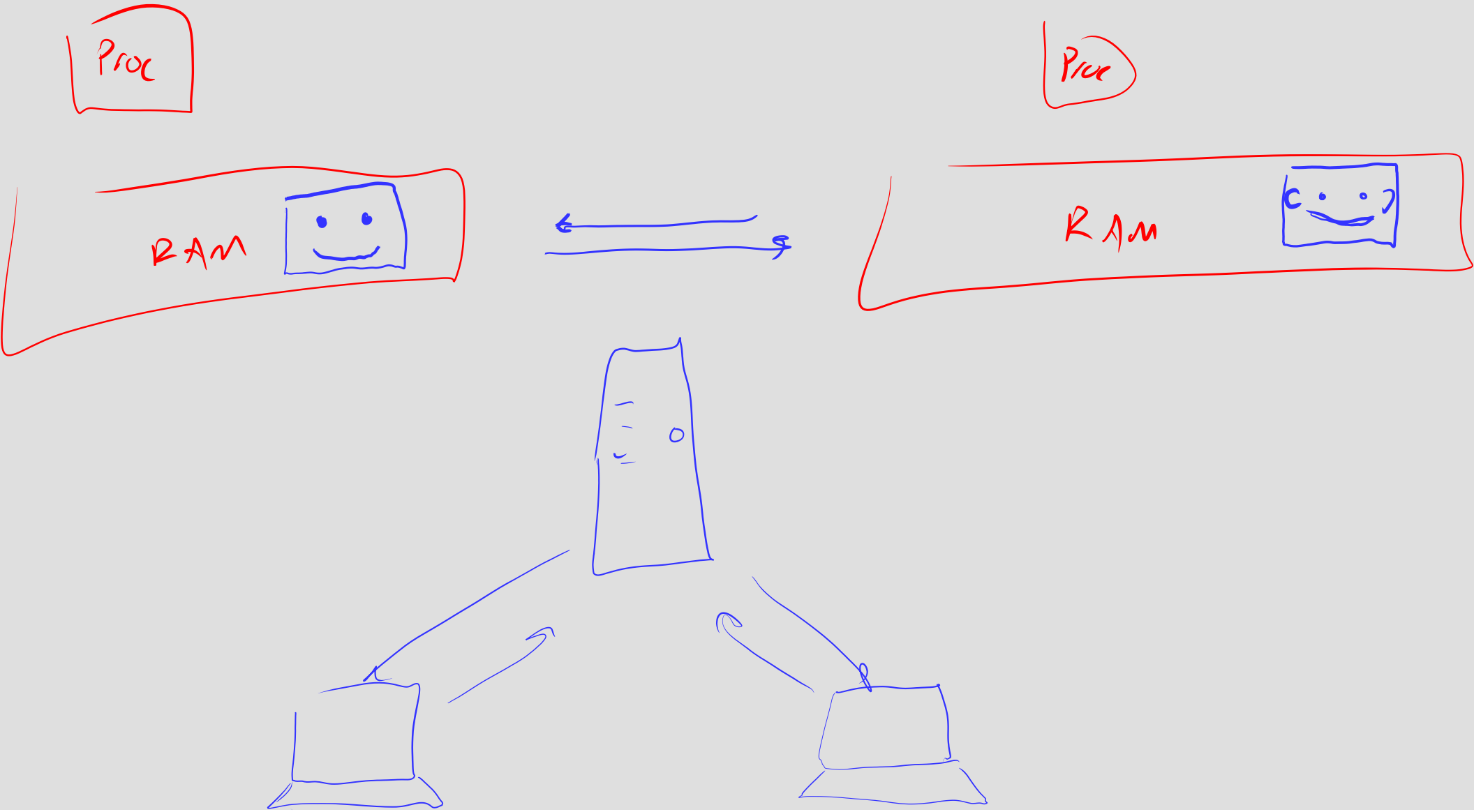
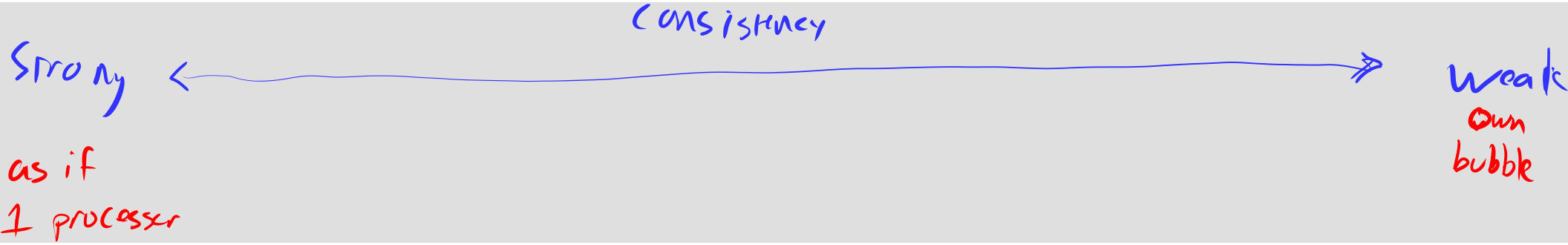

Core 1
Core 2
L1
L1
L2
mine!
ok

distributed Computing



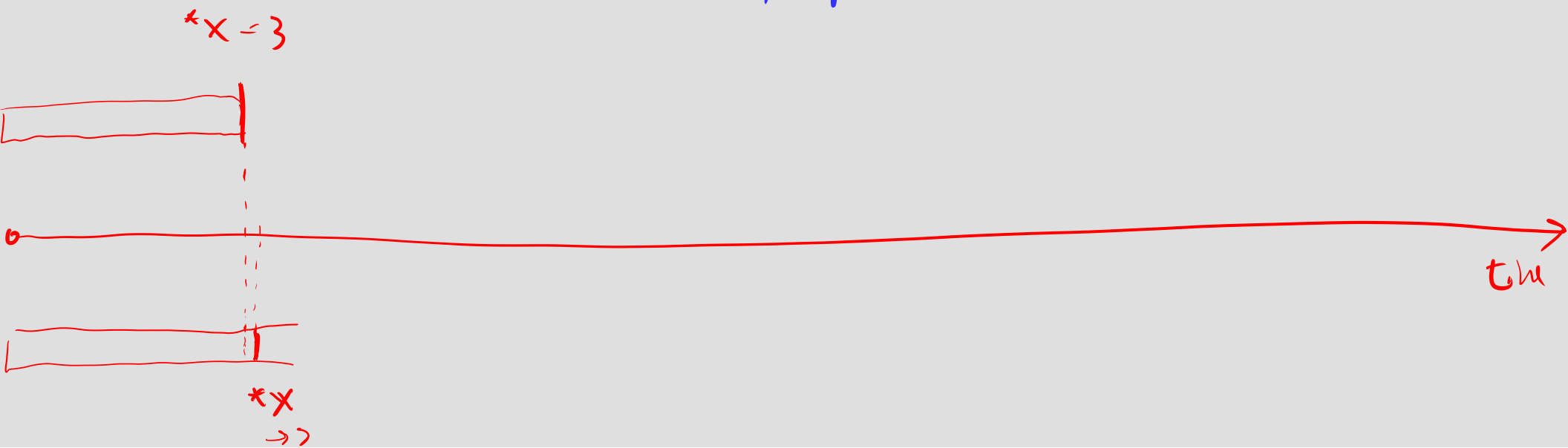

Consistency
Strong
as if
1 processor
Weak
own
bubble

Speed of light

Strict

single global time,
all processes agree

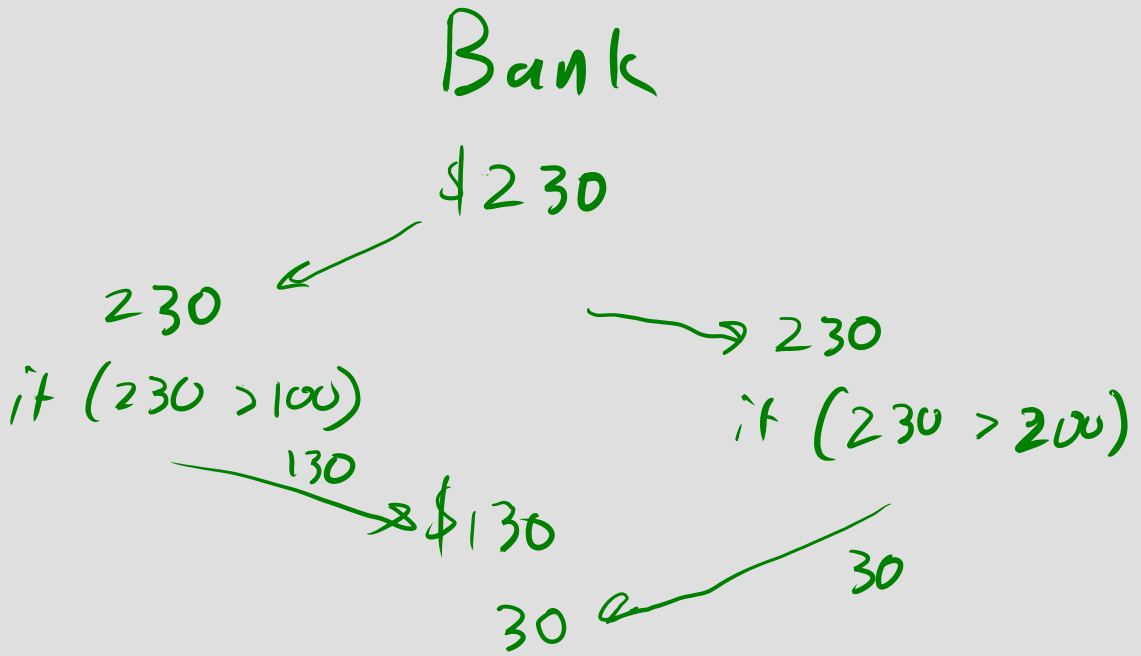
impossible



Strong

∃ order of read/write actions

all process agree on in moment



Weak

Strong only on "synchronization variables"

↳ mutex

pthreads

Sequential

$\exists$ interleaving of each proc such

s.t. final contents of mem =
what they would do on 1 processor

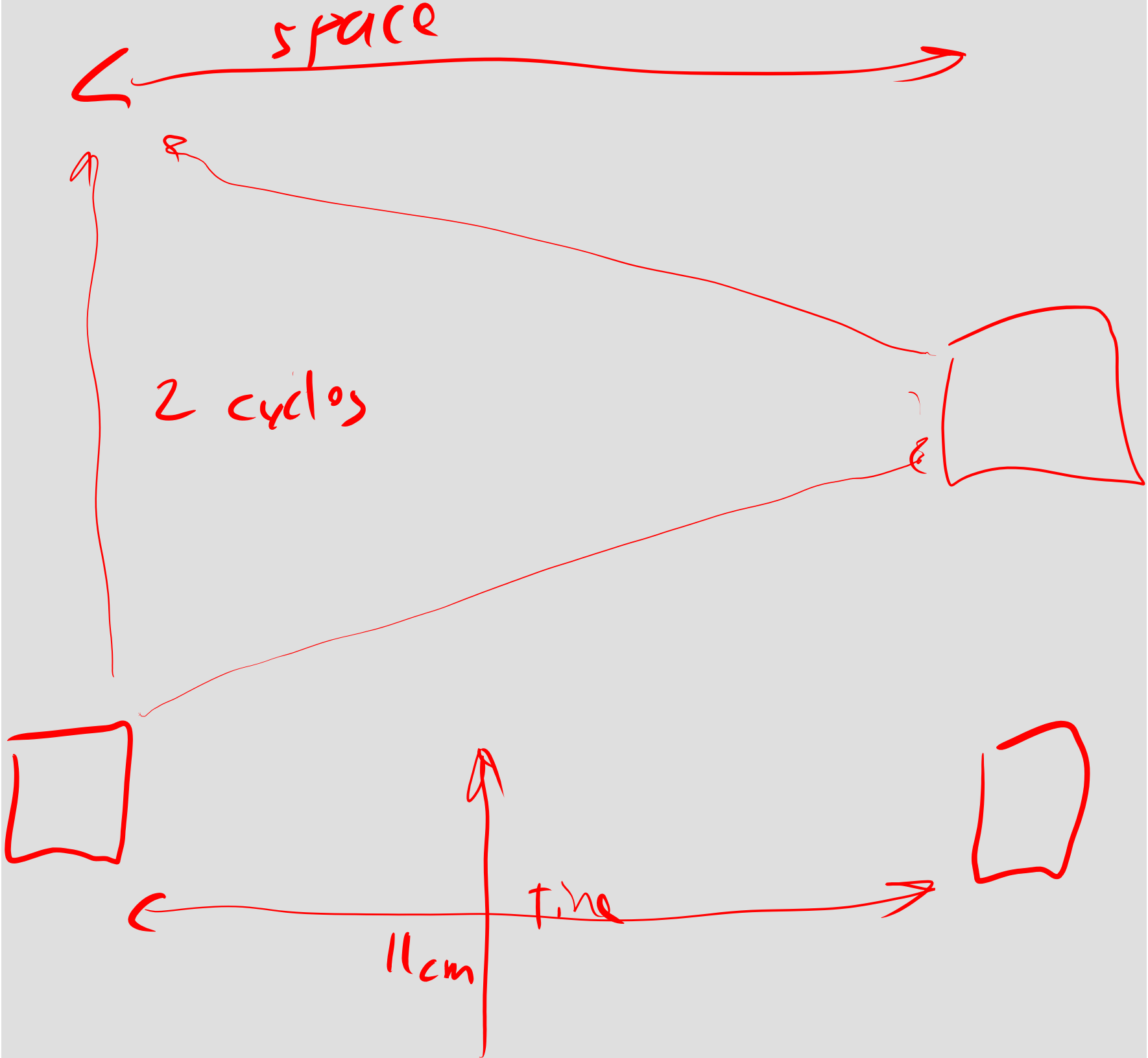
A - B → C

X → Y

ABC XY

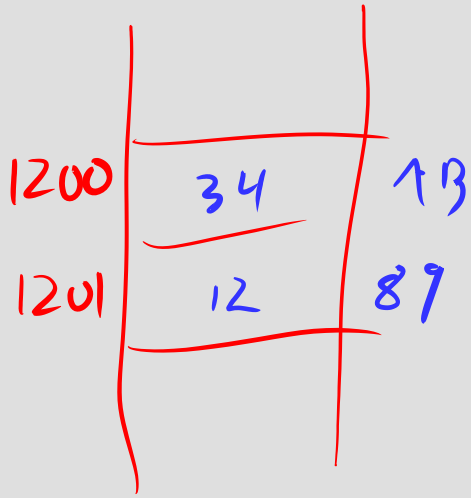
XABYC

X(BA)YC


space
2 cycles
time
11cm

$0_x 11FF$

short *x = $0_x 1200$



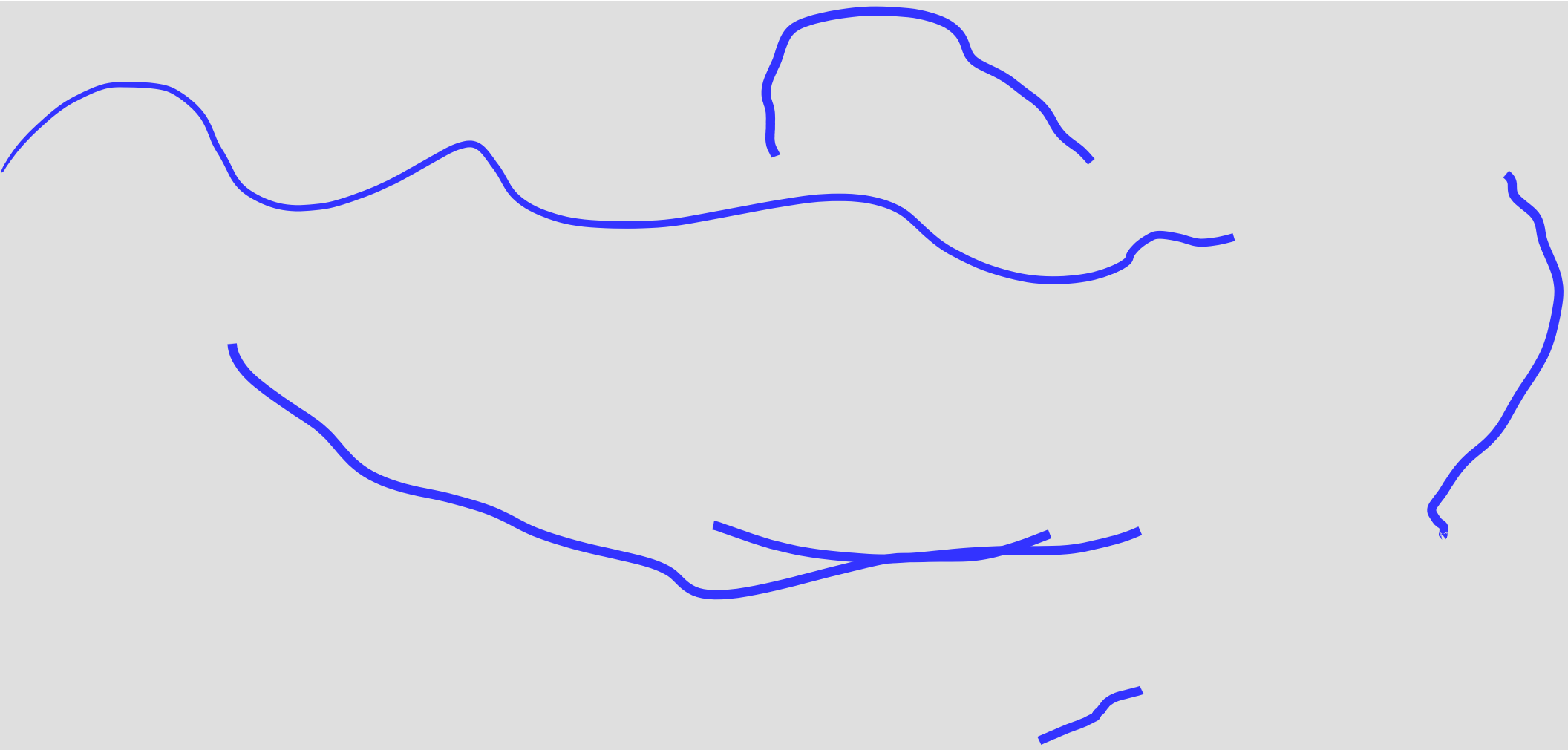
*x = $0_x 1234$

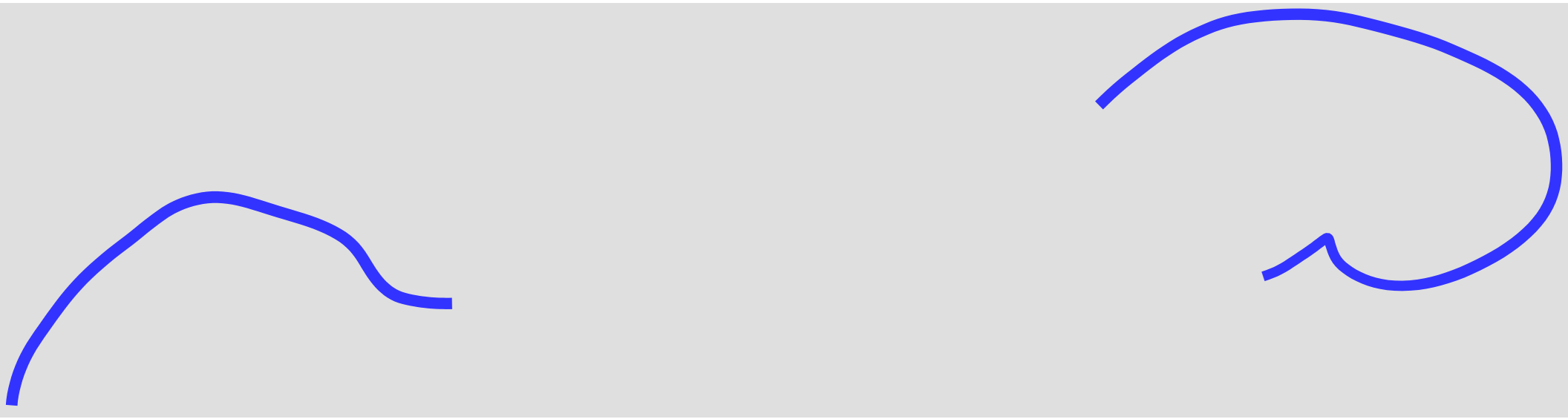
*x = $0_x 89AB$

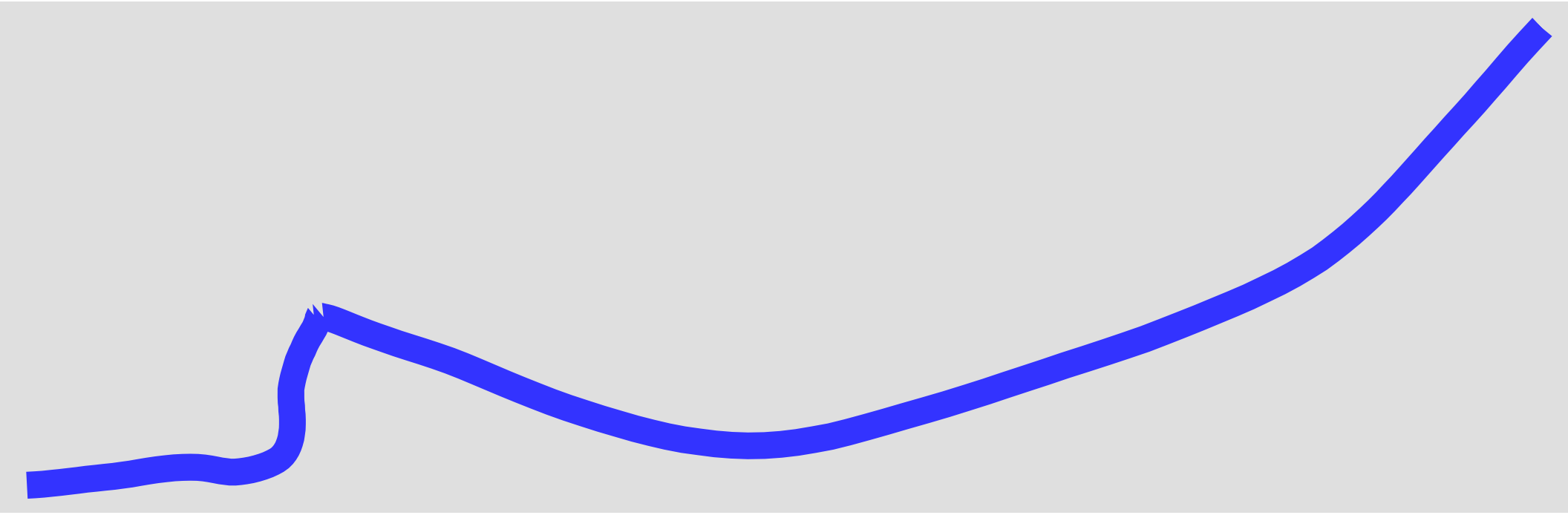
→ $0_x 12AB$

not sqe cons


events
redraw
slide
x, y







Questions re Concurrency, etc

do stronger consistency subsume weaker

if not add, assume ____

what do I code