The Final

It is next Wednesday, August 15
It will take up the entire class period

Is it comprehensive? Yes and No
• Will primarily call upon only what we covered since
  the midterm (starting at sorting up through next
  Monday’s lecture on minimum spanning trees)
• Still, you will need to understand algorithmic
  analysis, big-Oh, and best/worst-case for any data
  structures we have discussed
• You will NOT be doing tree or heap manipulations
  but you may (i.e., will) do some graph algorithms

Specific Topics

Although the final is by no means finalized, knowing
the following would be good:
• How to do Big-Oh (yes, again!)
• Best and worst case for all data structures and algorithms we
  covered
• Sorting algorithm properties (in-place, stable)
• Graph representations
• Topological sorting
• Dijkstra’s shortest-path algorithm
• Parallel Maps and Reductions
• Parallel Prefix, Pack, and Sorting
• ForkJoin Library code
• Key ideas / high-level notions of concurrency

Book, Calculator, and Notes

The exam is closed book
You can bring a calculator if you want
You can bring a limited set of notes:
• One 3x5 index card (both sides)
• Must be handwritten (no typing!)
• You must turn in the card with your exam

MORE ON RACE CONDITIONS

Some horses like wet tracks or dry tracks or muddy tracks...
Races

A race condition occurs when the computation result depends on scheduling (how threads are interleaved on ≥1 processors)
- Only occurs if T1 and T2 are scheduled in a particular way
- As programmers, we cannot control the scheduling of threads
- Program correctness must be independent of scheduling

Race conditions are bugs that exist only due to concurrency
- No interleaved scheduling with 1 thread

Typically, the problem is some intermediate state that "messes up" a concurrent thread that "sees" that state

We will distinguish between data races and bad interleavings, both of which are types of race condition bugs

Data Races

A data race is a type of race condition that can happen in two ways:
- Two threads potentially write a variable at the same time
- One thread potentially write a variable while another reads

Not a race: simultaneous reads provide no errors

Potentially is important
- We claim that code itself has a data race independent of any particular actual execution

Data races are bad, but they are not the only form of race conditions
- We can have a race, and bad behavior, without any data race

Stack Example

class Stack<E> {
    private E[] array = (E[])new Object[SIZE];
    int index = -1;
    synchronized boolean isEmpty() {
        return index == -1;
    }
    synchronized void push(E val) {
        array[++index] = val;
    }
    synchronized E pop() {
        if(isEmpty())
            throw new StackEmptyException();
        return array[index--];
    }
}

A Race Condition: But Not a Data Race

In a sequential world, this code is of iffy, ugly, and questionable style, but correct

The "algorithm" is the only way to write a peek helper method if this interface is all you have to work with

Note that peek() throws the StackEmpty exception via its call to pop()

Example 1: peek and isEmpty

Property we want:
If there has been a push (and no pop), then isEmpty should return false

With peek as written, property can be violated – how?
Example 1: peek and isEmpty

Property we want: If there has been a push (and no pop), then isEmpty should return false. With peek as written, property can be violated – how?

```
E ans = pop();
push(x);
boolean b = isEmpty();
return ans;
```

Example 2: peek and push

Property we want: Values are returned from pop in LIFO order. With peek as written, property can be violated – how?

```
E ans = pop();
push(ans);
return ans;
```

Example 3: peek and peek

Property we want: peek does not throw an exception unless the stack is empty. With peek as written, property can be violated – how?

```
E ans = pop();
push(y);
E e = pop();
push(ans);
return ans;
```

The Fix

peek needs synchronization to disallow interleavings
- The key is to make a larger critical section
- This protects the intermediate state of peek
- Use re-entrant locks; will allow calls to push and pop
- Can be done in stack (left) or an external class (right)

```
class Stack<E> {
    synchronized E peek() {
        E ans = pop();
push(ans);
        return ans;
    }
}
```

An Incorrect "Fix"

So far we have focused on problems created when peek performs writes that lead to an incorrect intermediate state.

A tempting but incorrect perspective
- If an implementation of peek does not write anything, then maybe we can skip the synchronization?

```
class C {
    <E> E myPeek(Stack<E> s) {
        synchronized (s) {
            E ans = s.pop();
push(ans);
s.push(ans);
        return ans;
        }
    }
}
```

Does not work due to data races with push and pop
- Same issue applies with other readers, such as isEmpty
Another Incorrect Example

class Stack<E> {
    private E[] array = (E[]) new Object[SIZE];
    int index = -1;
    boolean isEmpty() { // unsynchronized: wrong?!
        return index == -1;
    }
    synchronized void push(E val) {
        array[++index] = val;
    }
    synchronized E pop() {
        return array[index--];
    }
    E peek() { // unsynchronized: wrong!
        return array[index];
    }
}

Why Wrong?

It looks like isEmpty and peek can "get away with this" because push and pop adjust the stack's state using "just one tiny step"

But this code is still wrong and depends on language-implementation details you cannot assume

• Even "tiny steps" may require multiple steps in implementation: array[++index] = val probably takes at least two steps
• Code has a data race, allowing very strange behavior

Do not introduce a data race, even if every interleaving you can think of is correct

Getting It Right

Avoiding race conditions on shared resources is difficult

• Decades of bugs have led to some conventional wisdom and general techniques known to work

We will discuss some key ideas and trade-offs

• More available in the suggested additional readings
• None of this is specific to Java or a particular book
  • May be hard to appreciate in beginning
  • Come back to these guidelines over the years
  • Do not try to be fancy

Three Choices for Memory

For every memory location in your program (e.g., object field), you must obey at least one of the following:

1. Thread-local: Do not use the location in >1 thread
2. Immutable: Never write to the memory location
3. Synchronized: Control access via synchronization

Thread-Local

Whenever possible, do not share resources!

• Easier for each thread to have its own thread-local copy of a resource instead of one with shared updates
• Correct only if threads do not communicate through resource
  • In other words, multiple copies are correct approach
  • Example: Random objects
• Note: Because each call-stack is thread-local, never need to synchronize on local variables

In typical concurrent programs, the vast majority of objects should be thread-local and shared-memory usage should be minimized
Immutable

Whenever possible, do not update objects
• Make new objects instead

One of the key tenets of functional programming
(see CSE 341 Programming Languages)
• Generally helpful to avoid side-effects
• Much more helpful in a concurrent setting

If a location is only ever read, never written, no synchronization needed
• Simultaneous reads are not races (not a problem!)

In practice, programmers usually over-use mutation so you should do your best to minimize it

Everything Else: Keep it Synchronized

After minimizing the amount of memory that is both (1) thread-shared and (2) mutable, we need to follow guidelines for using locks to keep that data consistent

Guideline #0: No data races
• Never allow two threads to read/write or write/write the same location at the same time

Necessary:
In Java or C, a program with a data race is almost always wrong
But Not Sufficient:
Our peek example had no data races

Consistent Locking

Guideline #1: Consistent Locking
For each location that requires synchronization, we should have a lock that is always held when reading or writing the location
• We say the lock guards the location
• The same lock can guard multiple locations (and often should)
• Clearly document the guard for each location
• In Java, the guard is often the object containing the location
  • this inside object methods
  • Also common to guard a larger structure with one lock to ensure mutual exclusion on the structure

Beyond Consistent Locking

Consistent locking is an excellent guideline
• A "default assumption" about program design
• You will save yourself many a headache using this guideline

But it is not required for correctness:
Different program phases can use different locking techniques
• Provided all threads coordinate moving to the next phase

Example from Project 3 Version 5:
• A shared grid being updated, so use a lock for each entry
• But after the grid is filled out, all threads except 1 terminate thus making synchronization no longer necessary (i.e., now only thread local)
• And later the grid is only read in response to queries thereby making synchronization doubly unnecessary (i.e., immutable)

Whole-grain locks are better than overly processed locks...
Lock Granularity

Coarse-Grained: Fewer locks (more objects per lock)
- Example: One lock for entire data structure (e.g., array)
- Example: One lock for all bank accounts

Fine-Grained: More locks (fewer objects per lock)
- Example: One lock per data element (e.g., array index)
- Example: One lock per bank account

"Coarse-grained vs. fine-grained" is really a continuum

Trade-Offs

Coarse-grained advantages
- Simpler to implement
- Faster/easier to implement operations that access multiple locations (because all guarded by the same lock)
- Easier to implement modifications of data-structure shape

Fine-grained advantages
- More simultaneous access (improves performance when coarse-grained would lead to unnecessary blocking)

Guideline #2: Lock Granularity
Start with coarse-grained (simpler), move to fine-grained (performance) only if contention on coarse locks is an issue. Alas, often leads to bugs.

Example: Separate Chaining Hashtable

Coarse-grained: One lock for entire hashtable
Fine-grained: One lock for each bucket

Which supports more concurrency for insert and lookup? Fine-grained; allows simultaneous access to different buckets

Which makes implementing resize easier? Coarse-grained; just grab one lock and proceed

Maintaining a numElements field will destroy the potential benefits of using separate locks for each bucket, why?
Updating each insert without a coarse lock would be a data race

Example: Critical-Section Granularity

Suppose we want to change the value for a key in a hashtable without removing it from the table
- Assume lock guards the whole table

Papa Bear's critical section was too long
Table is locked during the expensive call

synchronized(lock) {
  v1 = table.lookup(k);
  v2 = expensive(v1);
  table.remove(k);
  table.insert(k, v2);
}

Mama Bear's critical section was too short
If another thread updated the entry, we will lose the intervening update

synchronized(lock) {
  v1 = table.lookup(k);
  v2 = expensive(v1);
  synchronized(lock) {
    table.remove(k);
    table.insert(k, v2);
  }
}

Critical-Section Granularity

A second, orthogonal granularity issue is the size of critical-sections
- How much work should we do while holding lock(s)
If critical sections run for too long:
- Performance loss as other threads are blocked
If critical sections are too short:
- Bugs likely as you broke up something where other threads shouldn't be able to see intermediate state

Guideline #3: Granularity
Do not do expensive computations or I/O in critical sections, but also do not introduce race conditions

Example: Critical-Section Granularity

Suppose we want to change the value for a key in a hashtable without removing it from the table
- Assume lock guards the whole table
Example: Critical-Section Granularity
Suppose we want to change the value for a key in a hashtable without removing it from the table
- Assume lock guards the whole table

```java
done = false;
while(!done) {
    synchronized(lock) {
        v1 = table.lookup(k);
    }
    v2 = expensive(v1);
    synchronized(lock) {
        if(table.lookup(k)==v1) {
            done = true;
            table.remove(k);
            table.insert(k,v2);
        }
    }
}
```

Baby Bear's critical section was just right
If another update occurred, we will try our update again

Do Not Roll Your Own
In real life, you rarely write your own data structures
- Excellent implementations provided in standard libraries
- Point of CSE 332 is to understand the key trade-offs, abstractions, and analysis of such implementations

Especially true for concurrent data structures
- Far too difficult to provide fine-grained synchronization without race conditions
- Standard thread-safe libraries like ConcurrentHashMap are written by world experts and been extensively vetted

Guideline #5: Libraries
Use built-in libraries whenever they meet your needs

Motivating Memory-Model Issues
Tricky and surprisingly wrong unsynchronized concurrent code

```java
class C {
    private int x = 0;
    private int y = 0;
    void f() {
        x = 1;
        y = 1;
    }
    void g() {
        int a = y;
        int b = x;
        assert(b >= a);
    }
}
```

First understand why it looks like the assertion cannot fail:
Easy case: A call to g ends before any call to f starts
Easy case: At least one call to f completes before call to g starts
If calls to f and g interleave...

Interleavings Are Not Enough
There is no interleaving of f and g such that the assertion fails

Proof #1:
Exhaustively consider all possible orderings of access to shared memory (there are 6)

```java
Thread 1: f
  x = 1;
  y = 1;
Thread 2: g
  int a = y;
  int b = x;
  assert(b >= a);
```

Interleavings Are Not Enough
Proof #2:
Exhaustively consider all possible orderings of access to shared memory (there are 6)

If f(b>a), then a=1 and b=0.
But if a=1, then y=1 happened before any.
Because programs execute in order:
  a=1 happened before b=x
  and x=1 happened before y=1
So by transitivity, b>1.
Contradiction.
Wrong

However, the code has a data race

- Unsynchronized read/write or write/write of the memory same location

If code has data races, you cannot reason about it with interleavings

- This is simply the rules of Java (and C, C++, C#, other languages)

- Otherwise we would slow down all programs just to "help" those with data races, and that would not be a good engineering trade-off

- So the assertion can fail

Why

For performance reasons, the compiler and the hardware will often reorder memory operations

- Take a compiler or computer architecture course to learn more as to why this is good thing

Of course, compilers cannot just reorder anything they want without careful consideration

- Each thread computes things by executing code in order

The Grand Compromise

The compiler/hardware will NEVER:

- Perform a memory reordering that affects the result of a single-threaded program

- Perform a memory reordering that affects the result of a data-race-free multi-threaded program

So:

- If no interleaving of your program has a data race, then you can forget about all this reordering nonsense: the result will be equivalent to some interleaving

The Big Picture:

- Your job is to avoid data races

- The compiler/hardware’s job is to give illusion of interleaving if you do your job right

Fixing Our Example

Naturally, we can use synchronization to avoid data races and then, indeed, the assertion cannot fail

```
class C {
  private int x = 0;
  private int y = 0;
  void f() {
    synchronized(this) { x = 1; }
    synchronized(this) { y = 1; }
  }
  void g() {
    int a = y;
    synchronized(this) { a = y; }
    synchronized(this) { b = x; }
    assert(b >= a);
  }
}
```

A Second Fix: Stay Away from This

Java has volatile fields: accesses do not count as data races

- But you cannot read-update-write

```
class C {
  private volatile int x = 0;
  private volatile int y = 0;
  void f() {
    x = 1; y = 1;
  }
  void g() {
    int a = y; int b = x;
    assert(b >= a);
  }
}
```

Implementation Details

- Slower than regular fields but faster than locks
- Really for experts: avoid them; use standard libraries instead
- And why do you need code like this anyway?

Code That is Wrong

Here is a more realistic example of code that is wrong

- No guarantee Thread 2 will ever stop (due to data race)
- But honestly it will "likely work in practice"
DEADLOCK

Not nearly as silly as Deathlok from Marvel comics...

Motivating Deadlock Issues

Consider the following method for transferring money between bank accounts:

```java
class BankAccount {
    synchronized void withdraw(int amt) {...}
    synchronized void deposit(int amt) {...}
    synchronized void transferTo(int amt, BankAccount a) {
        this.withdraw(amt);
        a.deposit(amt);
    }
}
```

During call to a.deposit, the thread holds two locks.

- Let’s investigate when this may be a problem.

The Deadlock

Suppose \( x \) and \( y \) are fields holding accounts.

<table>
<thead>
<tr>
<th>Time</th>
<th>Thread 1: ( x ).transferTo(1, ( y ))</th>
<th>Thread 2: ( y ).transferTo(1, ( x ))</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>acquire lock for ( x ) do withdraw from ( x )</td>
<td>acquire lock for ( y ) do withdraw from ( y )</td>
</tr>
<tr>
<td></td>
<td>block on lock for ( y )</td>
<td>block on lock for ( x )</td>
</tr>
</tbody>
</table>

The Dining Philosophers

Five philosophers go out to dinner together at an Italian restaurant.

- They sit at a round table; one fork per plate setting.
- For etiquette reasons, the philosophers need two forks to eat spaghetti properly.
- When the spaghetti comes, each philosopher proceeds to grab their right fork, then their left fork.
- ‘Locking’ for each fork results in a deadlock.

Deadlock

A deadlock occurs when there are threads \( T_1, ..., T_n \) such that:

- For \( i \) from 1 to \( n-1 \), \( T_i \) is waiting for at least one resource held by \( T_{i+1} \).
- \( T_n \) is waiting for a resource held by \( T_1 \).

In other words, there is a cycle of waiting.

- More formally, a graph of dependencies is cyclic.

Deadlock avoidance in programming amounts to techniques to ensure a cycle can never arise.

Back to Our Example

Options for deadlock-proof transfer:

1. Make a smaller critical section:
   - \( transferTo \) not synchronized
   - Exposes intermediate state after \( withdraw \) before \( deposit \)
   - May be okay, but exposes wrong total amount to bank.

2. Coarsen lock granularity:
   - One lock for all accounts allowing transfers between them.
   - Works, but sacrifices concurrent deposits/withdrawals.

3. Give every bank-account a unique number and always acquire locks in the same order:
   - \( Entire \) program should obey this order to avoid cycles.
   - Code acquiring only one lock can ignore the order.
Ordering Locks

```java
class BankAccount {
    private int acctNumber; // must be unique
    void transferTo(int amt, BankAccount a) {
        if (this.acctNumber < a.acctNumber) {
            synchronized(this) {
                this.withdraw(amt);
                a.deposit(amt);
            }
        } else {
            synchronized(a) {
                synchronized(this) {
                    this.withdraw(amt);
                    a.deposit(amt);
                }
            }
        }
    }
}
```

Two Problems

Problem #1:
Lock for `sb` not held between calls to `sb.length` and `sb.getChars`
- So `sb` could get longer
- Would cause `append` to throw an `ArrayBoundsException`

Problem #2:
Deadlock potential if two threads try to `append` in opposite directions, identical to the bank-account first example

Not easy to fix both problems without extra copying:
- Do not want unique ids on every `StringBuffer`
- Do not want one lock for all `StringBuffer` objects

Actual Java library:
Fixed neither (left code as is; changed documentation)
- Up to clients to avoid such situations with their own protocols

StringBuffer Example

From the Java standard library

```java
class StringBuffer {
    private int count;
    private char[] value;
    synchronized append(StringBuffer sb) {
        int len = sb.length();
        if (this.count + len > this.value.length)
            this.expand();
        sb.getChars(0, len, this.value, this.count);
    }
    synchronized getChars(int x, int y, char[] a, int z) {
        "copy this.value[x..y] into a starting at z"
    }
}
```

Perspective

Code like account-transfer and string-buffer append are difficult to deal with for deadlock

Easier case: different types of objects
- Can establish and document a fixed order among types
- Example: "When moving an item from the hashtable to the work queue, never try to acquire the queue lock while holding the hashtable lock"

Easier case: objects are in an acyclic structure
- Can use the data structure to determine a fixed order
- Example: "If holding a tree node's lock, do not acquire other tree nodes' locks unless they are children"

Reading vs. Writing

Recall:
- Multiple concurrent reads of same memory: Not a problem
- Multiple concurrent writes of same memory: Problem
- Multiple concurrent read & write of same memory: Problem

So far:
- If concurrent write/write or read/write might occur, use synchronization to ensure one-thread-at-a-time

But this is unnecessarily conservative:
- Could still allow multiple simultaneous readers!

IMPROVING LITERACY: READER/WRITE LOCKS
Example
Consider a hashtable with one coarse-grained lock
• Only one thread can perform operations at a time

But suppose:
• There are many simultaneous lookup operations
• And insert operations are very rare

Note:
Critically important that lookup does not actually mutate shared memory, like a move-to-front list or splay tree operation would

Readers/Writer locks
A new synchronization ADT: the readers/writer lock
A lock’s states fall into three categories:
• “not held”
• “held for writing” by one thread
• “held for reading” by one or more threads

Operations:
• new: make a new lock, initially “not held”
• acquire_write: block if currently “held for reading” or if “held for writing”, else make “held for writing”
• release_write: make “not held”
• acquire_read: block if currently “held for writing”, else make/keep “held for reading” and increment readers count
• release_read: decrement readers count, if 0, make “not held”

Pseudocode Example (not Java)

```java
class Hashtable<K,V> { 
    ... 
    // coarse-grained, one lock for table
    RWLock lk = new RWLock();
    V lookup(K key) { 
        int bucket = hasher(key);
        lk.acquire_read();
        ... read array[bucket] ...
        lk.release_read();
    }
    void insert(K key, V val) { 
        int bucket = hasher(key);
        lk.acquire_write();
        ... write array[bucket] ...
        lk.release_write();
    }
}
```

Readers/Writer Lock Details
A readers/writer lock implementation (which is “not our problem”) usually gives priority to writers:
• After a writer blocks, no readers arriving later will get the lock before the writer
• Otherwise an insert could starve

Re-enterant (same thread acquires lock multiple times)?
• Mostly an orthogonal issue
• But some libraries support upgrading from reader to writer

Why not use readers/writer locks with more fine-grained locking? Like on each bucket?
• Not wrong, but likely not worth it due to low contention

In Java
[Note: Not needed in your project/homework]

Java’s synchronized statement does not support readers/writer

Instead, the Java library has
java.util.concurrent.locks.ReentrantReadWriteLock

Details:
• Implementation is different
• Methods readLock and writeLock return objects that themselves have lock and unlock methods
• Does not have writer priority or reader-to-writer upgrading
• If you want to use them, be sure to read the documentation
Motivating Condition Variables

To motivate condition variables, consider the canonical example of a bounded buffer for sharing work among threads:

Bounded buffer: A queue with a fixed size
- Only slightly simpler if unbounded, core need still arises

For sharing work - think an assembly line:
- Producer thread(s) do some work and enqueue result objects
- Consumer thread(s) dequeue objects and do next stage
- Must synchronize access to the queue

First Attempt

```java
class Buffer<E> {
  E[] array = (E[]) new Object[SIZE];
  // front, back fields, isEmpty, isFull methods
  synchronized void enqueue(E elt) {
    if(isFull())
      ???
    else
      add to array and adjust back ..
  }
  synchronized E dequeue() {
    if(isEmpty())
      ???
    else
      take from array and adjust front ..
  }
}
```

What we Want

Better would be for a thread to simply wait until it can proceed:
- It should not spin/process continuously
- Instead, it should be notified when it should try again
- In the meantime, let other threads run

Like locks, not something you can implement on your own:
- Language or library gives it to you, typically implemented with operating-system support

An ADT that supports this: condition variable
- Informs waiter(s) when the condition that causes it/them to wait has varied

Terminology not completely standard; will mostly stick with Java

Java Approach: Not Quite Right

```java
class Buffer<E> {
  ...
  synchronized void enqueue(E elt) {
    if(isFull())
      this.wait(); // releases lock and waits
    add to array and adjust back
    if(buffer was empty)
      this.notify(); // wake somebody up
  }
  synchronized E dequeue() {
    if(isEmpty())
      this.wait(); // releases lock and waits
    take from array and adjust front
    if(buffer was full)
      this.notify(); // wake somebody up
  }
}
```

Key Ideas You Should Know

Java is a bit weird:
- Every object "is" a condition variable (also a lock)
- Other languages/libraries often make them separate

wait:
- "Register" running thread as interested in being woken up
- Then atomically: release the lock and block
- When execution resumes, thread again holds the lock

notify:
- Pick one waiting thread and wake it up
- No guarantee woken up thread runs next, just that it is no longer blocked on the condition, now waiting for the lock
- If no thread is waiting, then do nothing
**The Bug in the Earlier Code**

```java
synchronized void enqueue(E elt) {
    if (isFull()) {
        this.wait();
        add to array and adjust back
    }
}
```

Between the time a thread is notified and it re-acquires the lock, the condition can become false again!

**Bug Fix**

```java
synchronized void enqueue(E elt) {
    while (isFull()) {
        this.wait();
    }
}
```

Guideline: Always re-check the condition after re-gaining the lock

For obscure (!!) reasons, Java is technically allowed to notify a thread spuriously (i.e., for no reason and without actually making a call to notify)

**Another Bug**

If multiple threads are waiting, we wake up only one

- Sure only one can do work now, but we cannot forget the others!

```java
synchronized E dequeue() {
    while (isEmpty()) {
        this.wait();
    }
}
```

**Bug Fix**

```java
synchronized void enqueue(E elt) {
    if (buffer was empty)
        this.notifyAll(); // wake everybody up
}
```

notifyAll wakes up all current waiters on the condition variable

Guideline: If in any doubt, use notifyAll

- Wasteful waking is much better than never waking up (because you already need to re-check condition)

So why does notify exist? Well, it is faster when correct...

**Alternate Approach**

An alternative is to call notify (not notifyAll) on every enqueue / dequeue, not just when the buffer was empty / full

- Easy: just remove the if statement

Alas, makes our code subtly wrong since it is technically possible that both an enqueue and a dequeue are both waiting.

Works fine if buffer is unbounded (linked list) because then only dequeuers will ever wait

**Alternate Approach Fixed**

An alternate approach works if the enqueuers and dequeuers wait on different condition variables

- But for mutual exclusion both condition variables must be associated with the same lock

Java's "everything is a lock / condition variable" does not support this: each condition variable is associated with itself

Instead, Java has classes in java.util.concurrent.locks for when you want multiple conditions with one lock

- class ReentrantLock has a method newCondition that returns a new Condition object associate with the lock
- See the documentation if curious
**Final Comments on Condition Variable**

*notify/notifyAll* often called *signal/broadcast* or *pulse/pulseAll*

Condition variables are subtle and harder to use than locks

But when you need them, you need them
  - Spinning and other workarounds do not work well

Fortunately, like most things you see in a data-structures course, the common use-cases are provided in libraries written by experts and have been thoroughly vetted
  - Example: `java.util.concurrent.ArrayBlockingQueue<T>`
    - All condition variables hidden; just call `put` and `take`

**Concurrency Summary**

Access to shared resources introduces new kinds of bugs
- Data races
- Critical sections too small
- Critical sections use wrong locks
- Deadlocks

Requires synchronization
- Locks for mutual exclusion (common, various flavors)
- Condition variables for signaling others (less common)

Guidelines for correct use help avoid common pitfalls

Not always clear shared-memory is worth the pain
- But other models not a panacea (e.g., message passing)