

Threads

- Similar to processes: "train of thought"
- share resources

Sync primitive: way to synchronize threads

Mutex: Mutual Exclusion

- Only 1 thread to be doing something sensitive
- Is locked or unlocked
 - ↳ putting the key back
 - ↳ getting the key to be allowed to do something important
- Start unlocked
- Critical section = danger zone

lock_guard: wrapper around mutex

- constructor: locks the lock
- Destructor: unlocks

Data race: conflict in updating/using same data

- Touching same data from multiple places at the same time
 - And at least one access is a modification
- Do not have any data race