



1

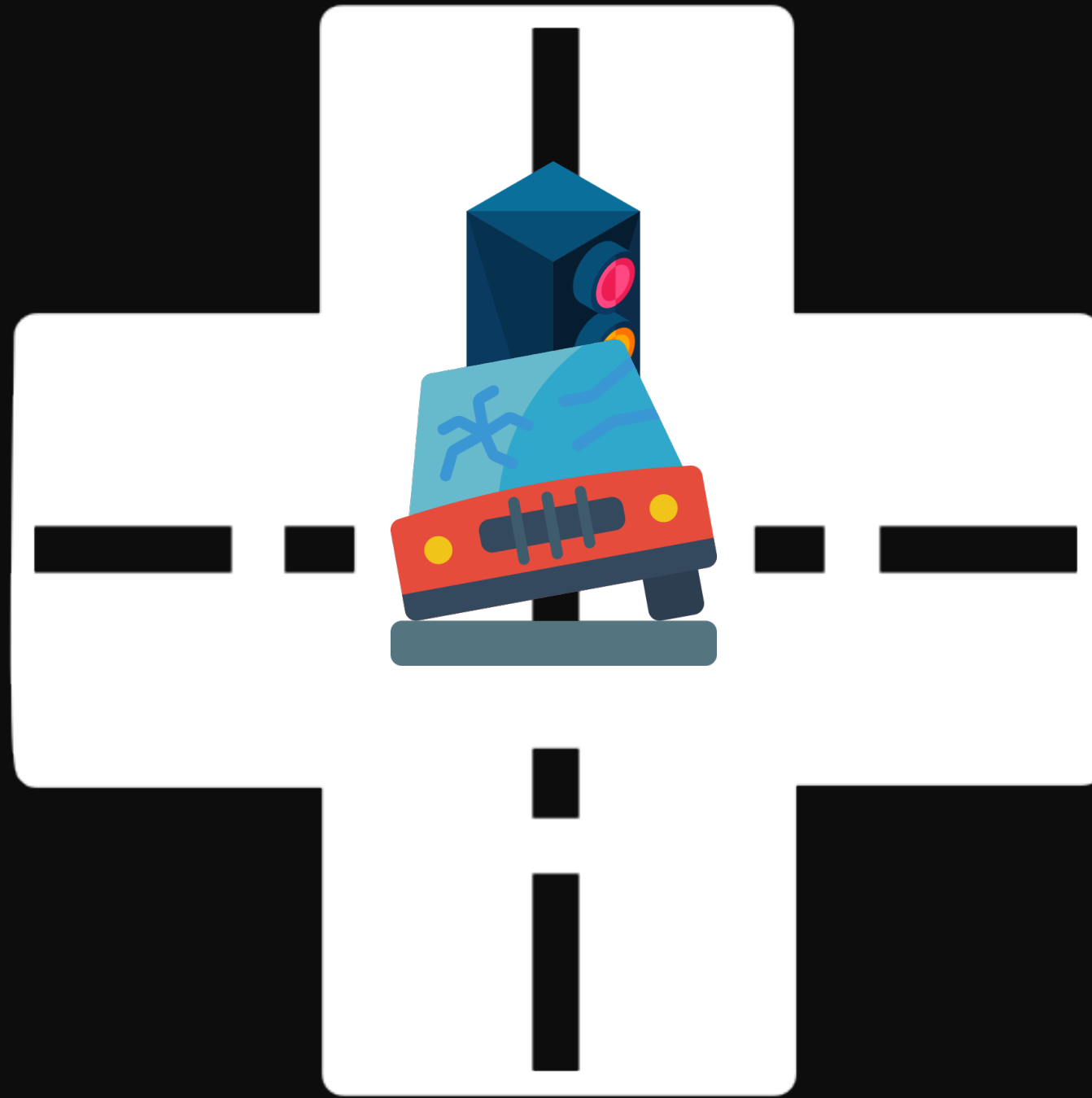


2

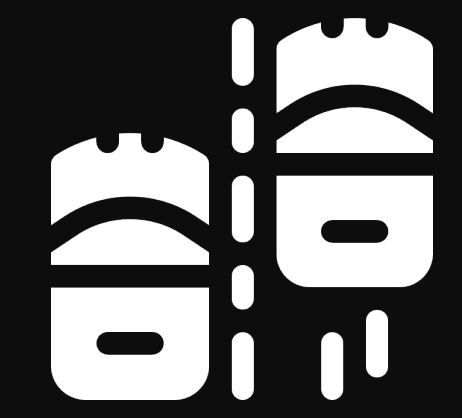
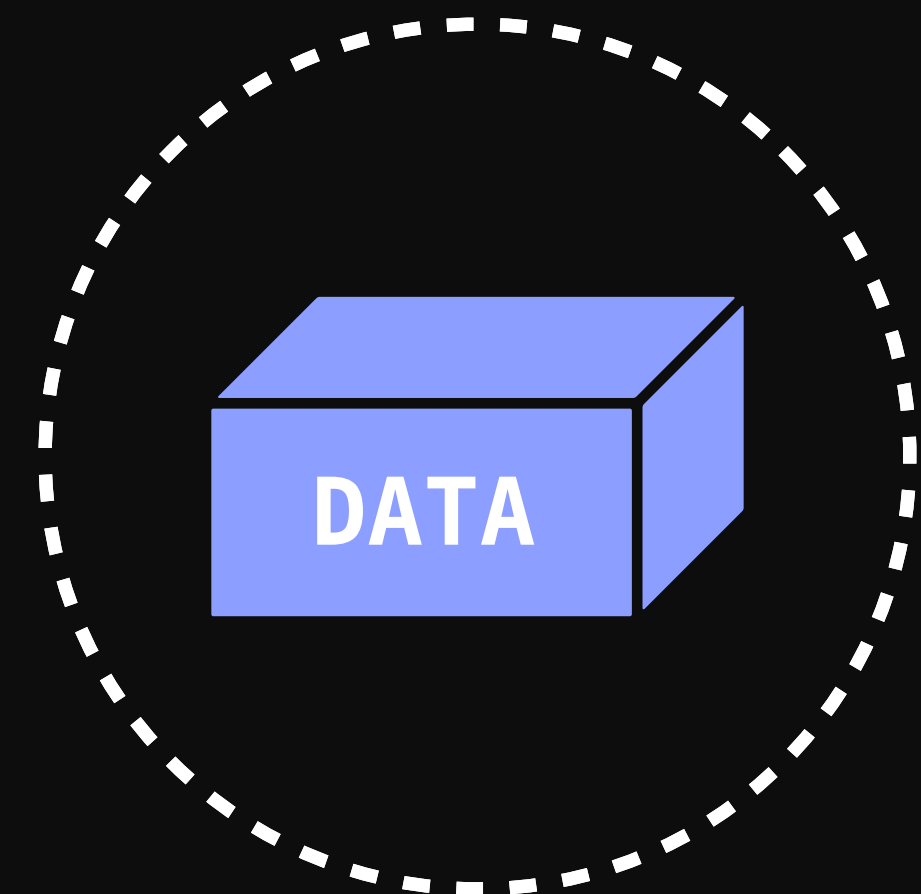


3





- read G1
- read G2
- write G3



DATA RACES

**G1**

**G2**

**G3**

`i++`

`i++`

`i++`

`var i`

`i` could be 1

`i` could be 2

`i` could be 3



**`i++`**

**`get value of i`**

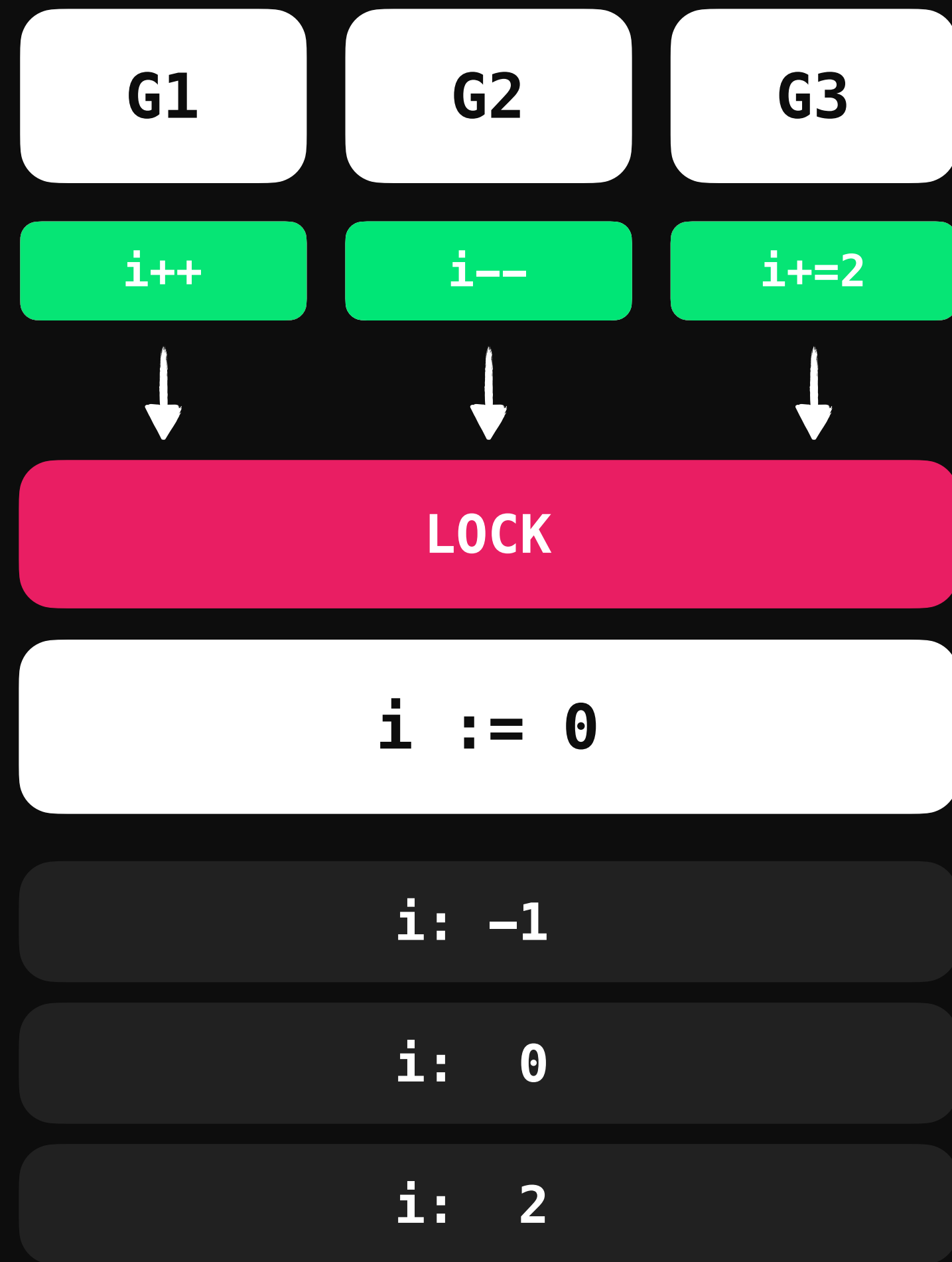
**`increment value of i`**

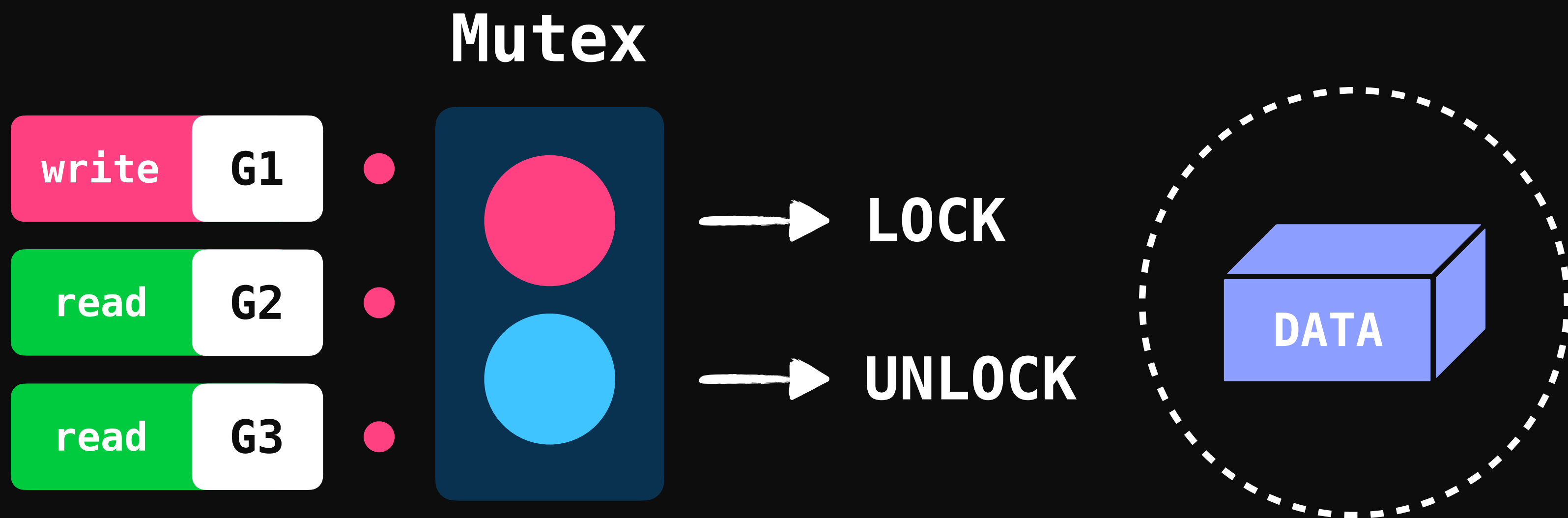
**`store value of i`**

**INDIVISIBLE**

**UNINTERRUPTIBLE**

**CORRECTNESS**





## RWMutex

