



**What is “real-time”?**

• ***Not necessarily “wait-free”***

Counting “real-time” as “making forward progress”

- At least one thread makes progress

• No threads are started

• Avoid:

• Underdeadcais



**LOCK**



# What is “real-time”?

- ***Not necessarily*** “wait-free”
- Counting “real-time” as “making forward progress”
  - At least one thread makes progress
  - No threads are starved
- Avoid:
  - Unbounded calls
  - Locks

# **What do we want to catch?**