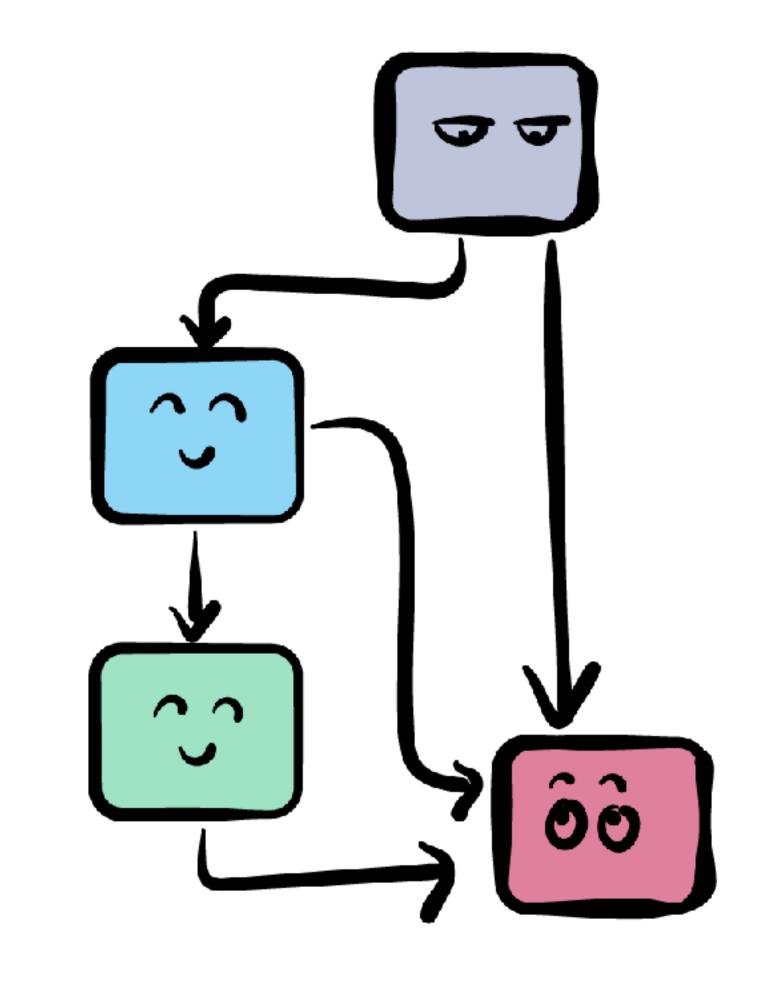
))))(S CONCURRENCY WITH GCD 3 OPERATIONS



# PART 11: CONCURRENCY SOLUTIONS

### CONCURRENCY PROBLEMS

- Race condition
- Priority inversion
- Deadlock



### GENERAL ADVICE

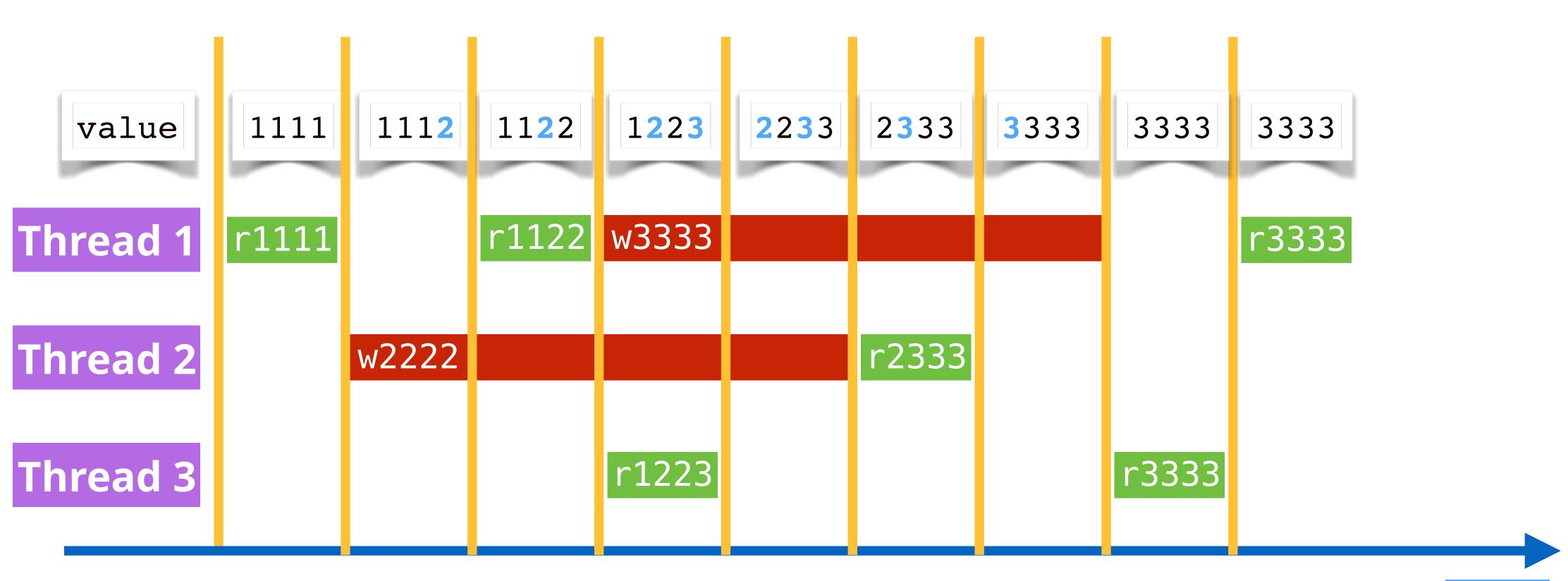
- One QoS for tasks accessing shared resource
- Serial queue to access shared resource
- Avoid Operation dependency cycles
- Be careful when calling sync()
- Never call sync() on the current queue
- Never ever call sync() from the main queue

#### PRIORITY INVERSION SOLUTION

- A priority inversion can happen when:
  - High-QoS task needs a resource locked by lower-QoS task
  - High-QoS operation depends on lower-QoS task
  - High-QoS task enters serial queue after lower-QoS task
  - DispatchWorkUnit's wait() method is called
- Solution: GCD and OperationQueue promote the lower-QoS to the higher level



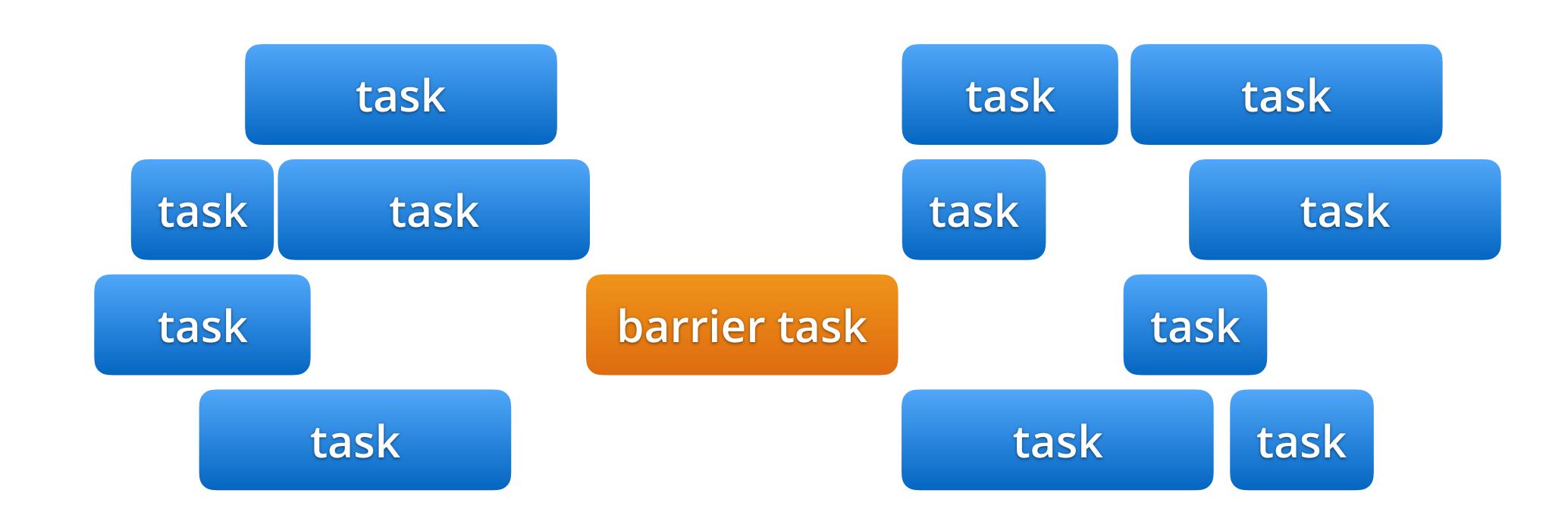
## THREAD SAFETY





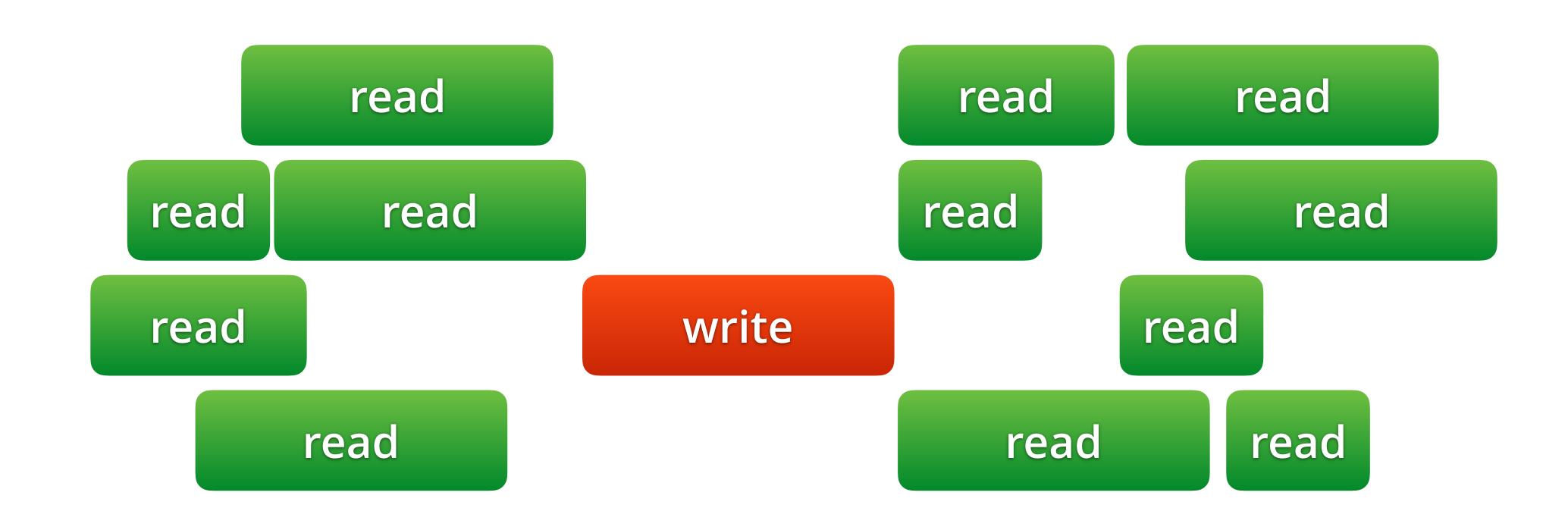


## DISPATCH BARRIER



time

## DISPATCH BARRIER



time



### DISPATCHBARRIER

```
public func async(group: DispatchGroup? = default,
  qos: DispatchQoS = default,
  flags: DispatchWorkItemFlags = default,
  execute work: @escaping @convention(block) () -> Swift.Void)
```

```
public static let barrier: DispatchWorkItemFlags
```

```
isolationQueue.async(flags: .barrier) {
  // barrier task
}
```

## SYNC READING/WRITING VALUES

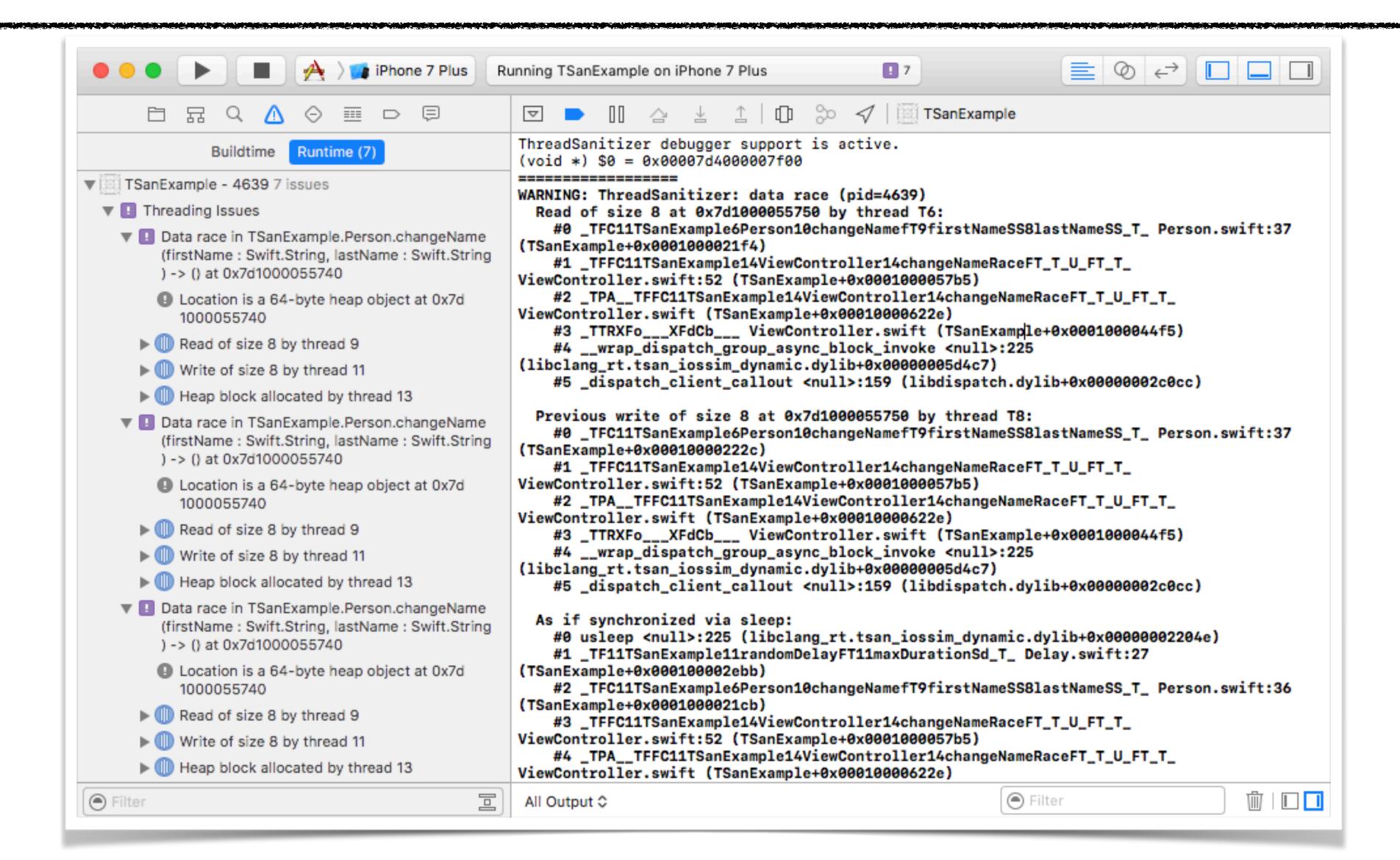
```
private let internalQueue = DispatchQueue(label:
    "com.raywenderlich.person.internal")
var name: String {
    get {
       return internalQueue.sync { internalName }
    }
    set (newName) {
       internalQueue.sync { internalName = newName }
    }
}
```



## TSAN

P Build 1 target	Info Arguments Options Diagnostics	
Run Debug  Test Debug	Runtime Sanitization Requires recompilation  Thread Sanitizer  Pause on issues	
Profile Release Analyze Debug	Memory Management	
Archive Release	□ Zombie Objects  Logging □ Malloc Stack  All Allocation and Free History ≎	
	Dynamic Linker API Usage     Dynamic Library Loads	

## TSAN



## CHALLENGE TIME!

```
class Number {
  var value: Int
  var name: String
  init(value: Int, name: String) {
    self.value = value
    self.name = name
  func changeNumber(value: Int, name: String) {
    randomDelay(0.1)
    self.value = value
    randomDelay(0.5)
    self.name = name
  var number: String {
    return "\(value) :: \(name)"
```

