# Does the non-realtime thread mutate the object?

## Double Buffering







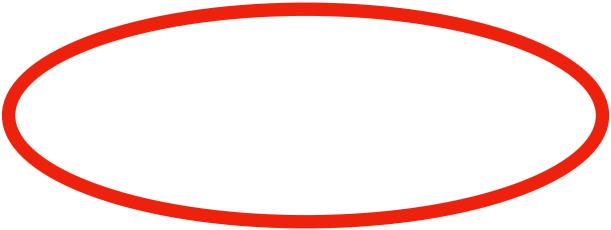


## Both Mutating

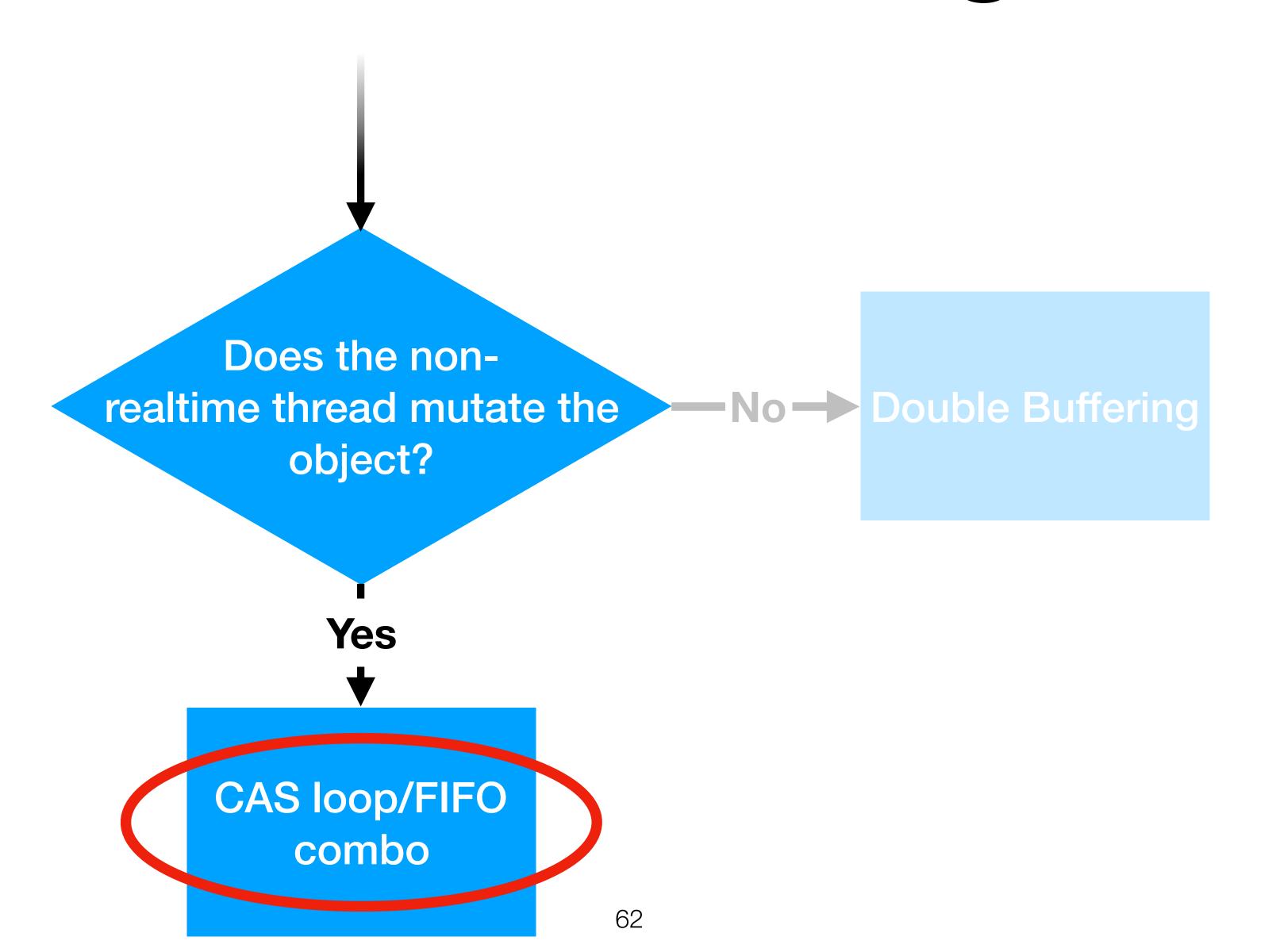




#### CAS loop/FIFO combo



### Both Mutating



## Sharing or Passing?

