

Does the non-
realtime thread mutate the
object?

Double Buffering

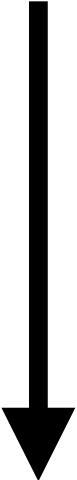


No

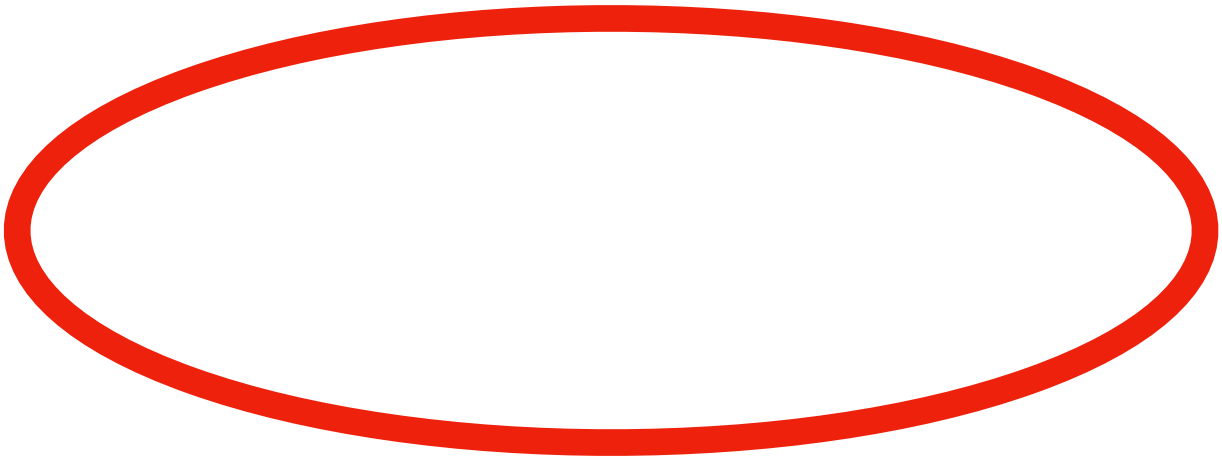


Yes

Both Mutating

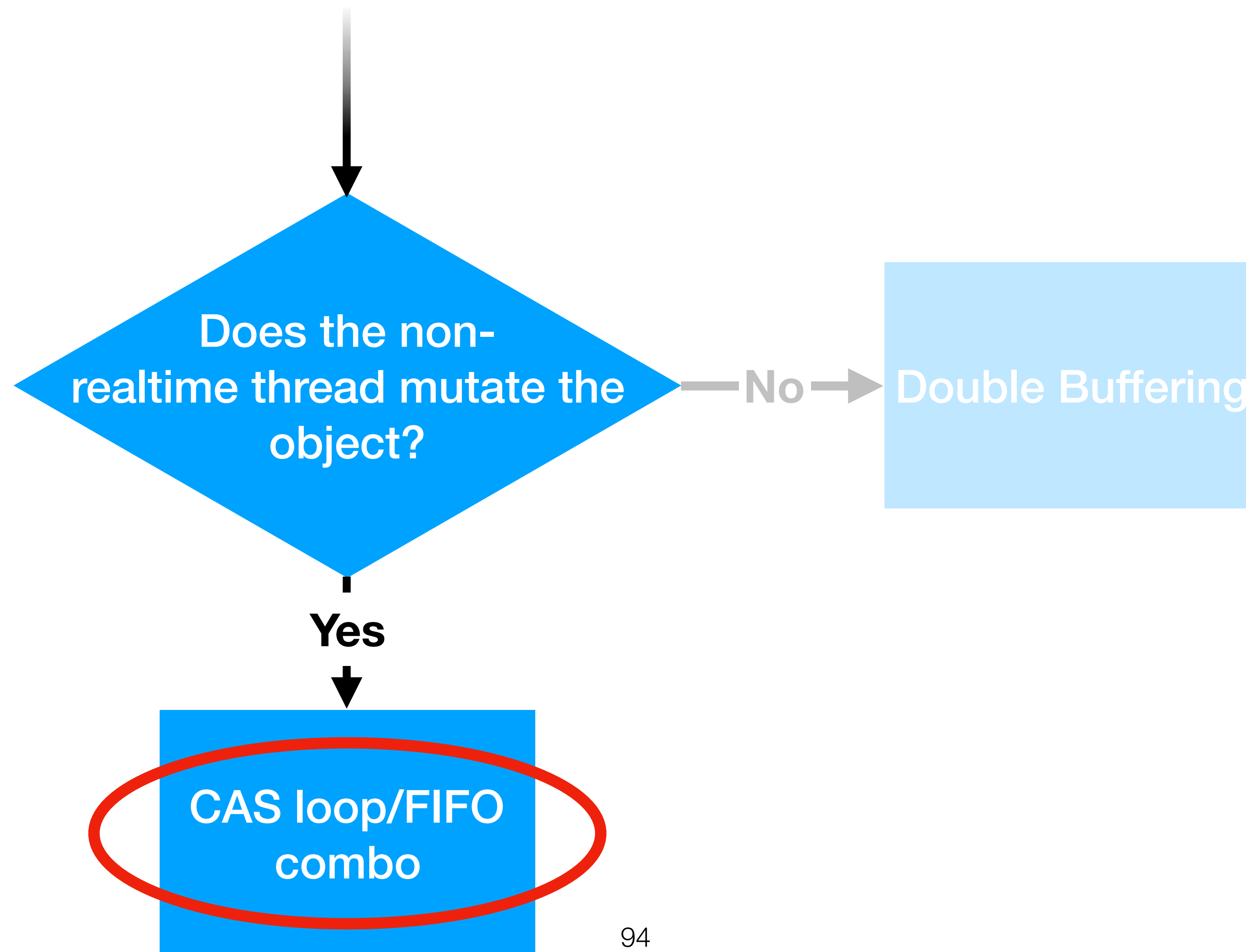


CAS loop/FIFO
combo





Both Mutating



Mutating on realtime and non-realtime

- It's impossible to have multiple threads mutate an object without locking all the involved threads
- Choose a single thread to be in charge of mutating (can be a realtime thread) and other threads pass messages to this thread which describe the changes they want to make