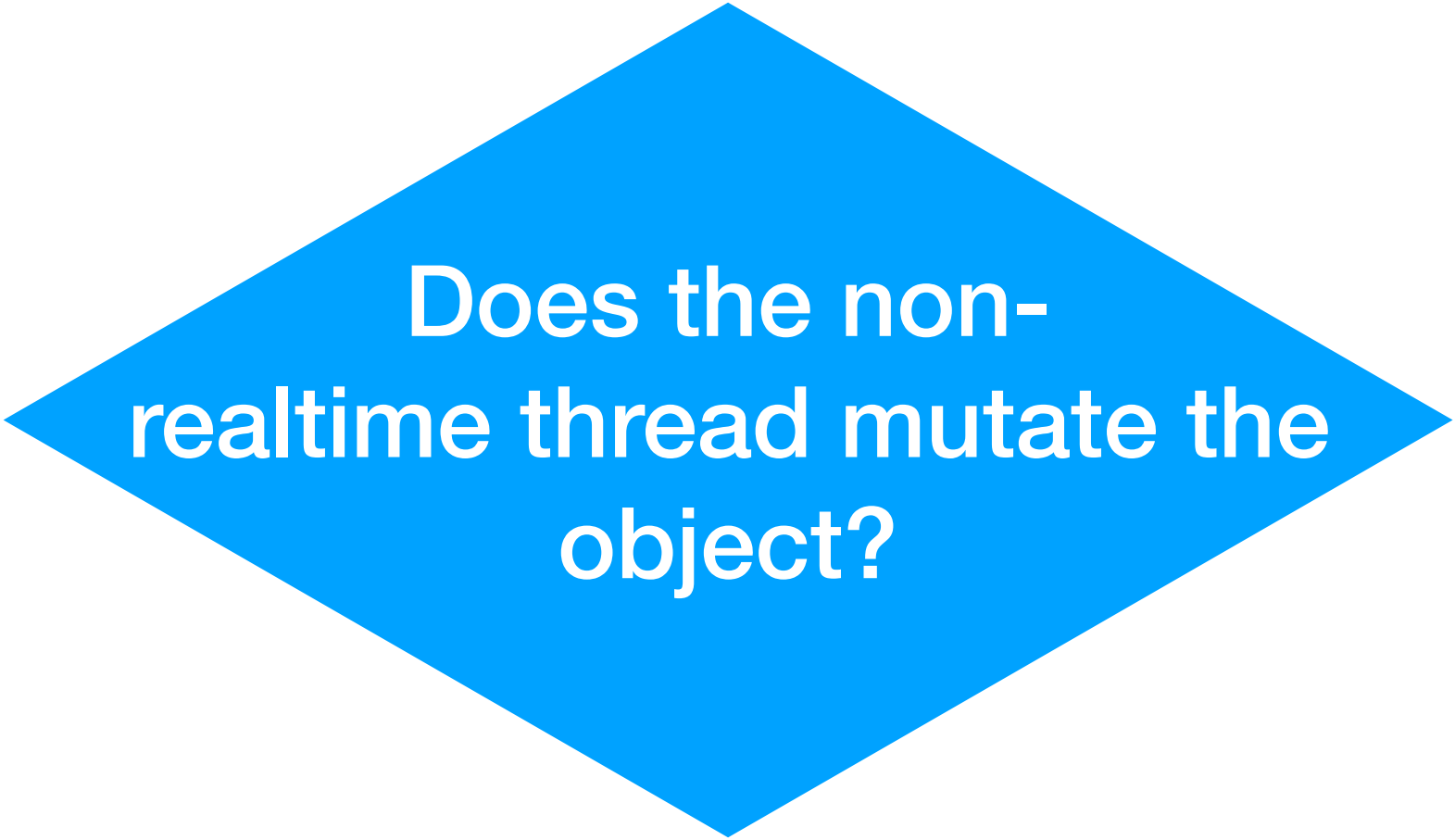
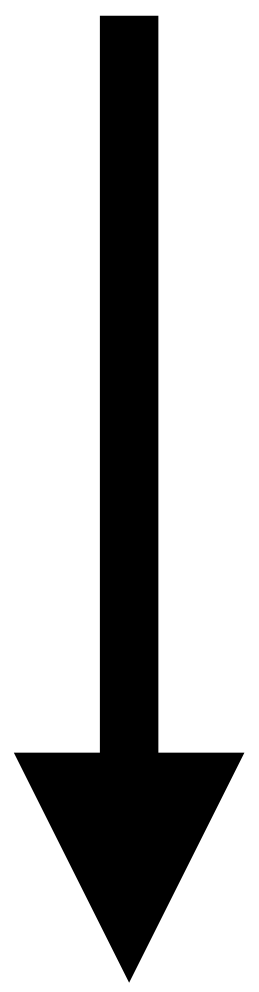

Does the non-realtime thread mutate the object?

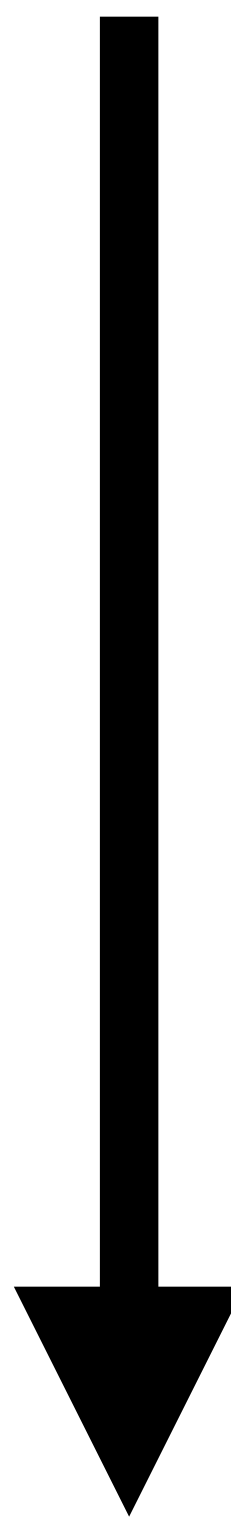
Double Buffering

No

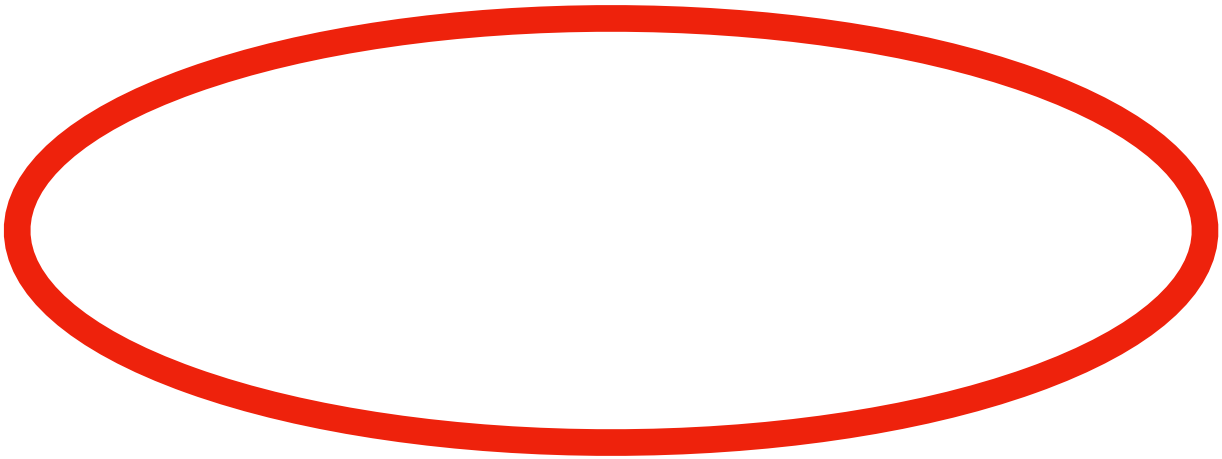


Yes

Both Mutating



CAS loop/FIFO combo



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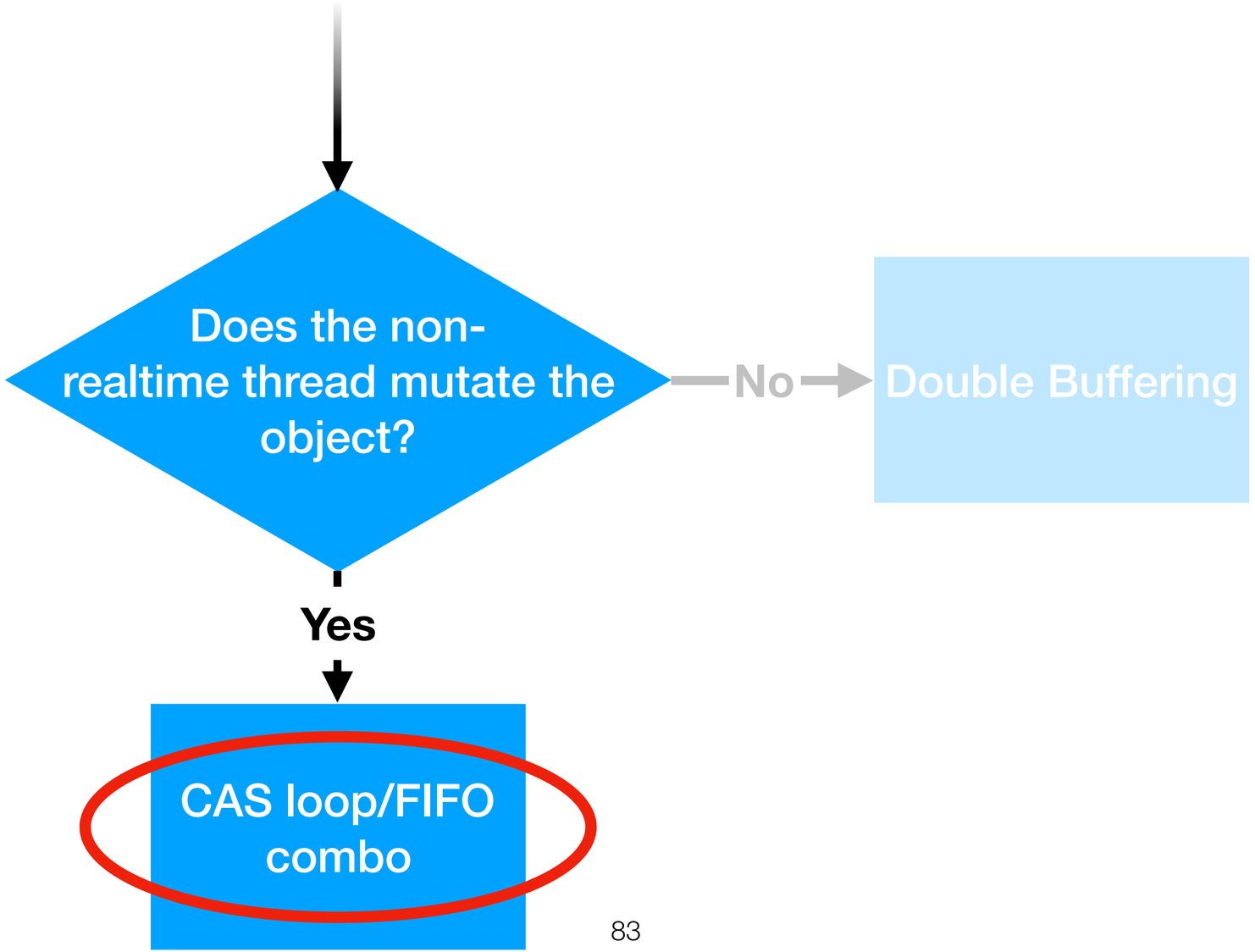
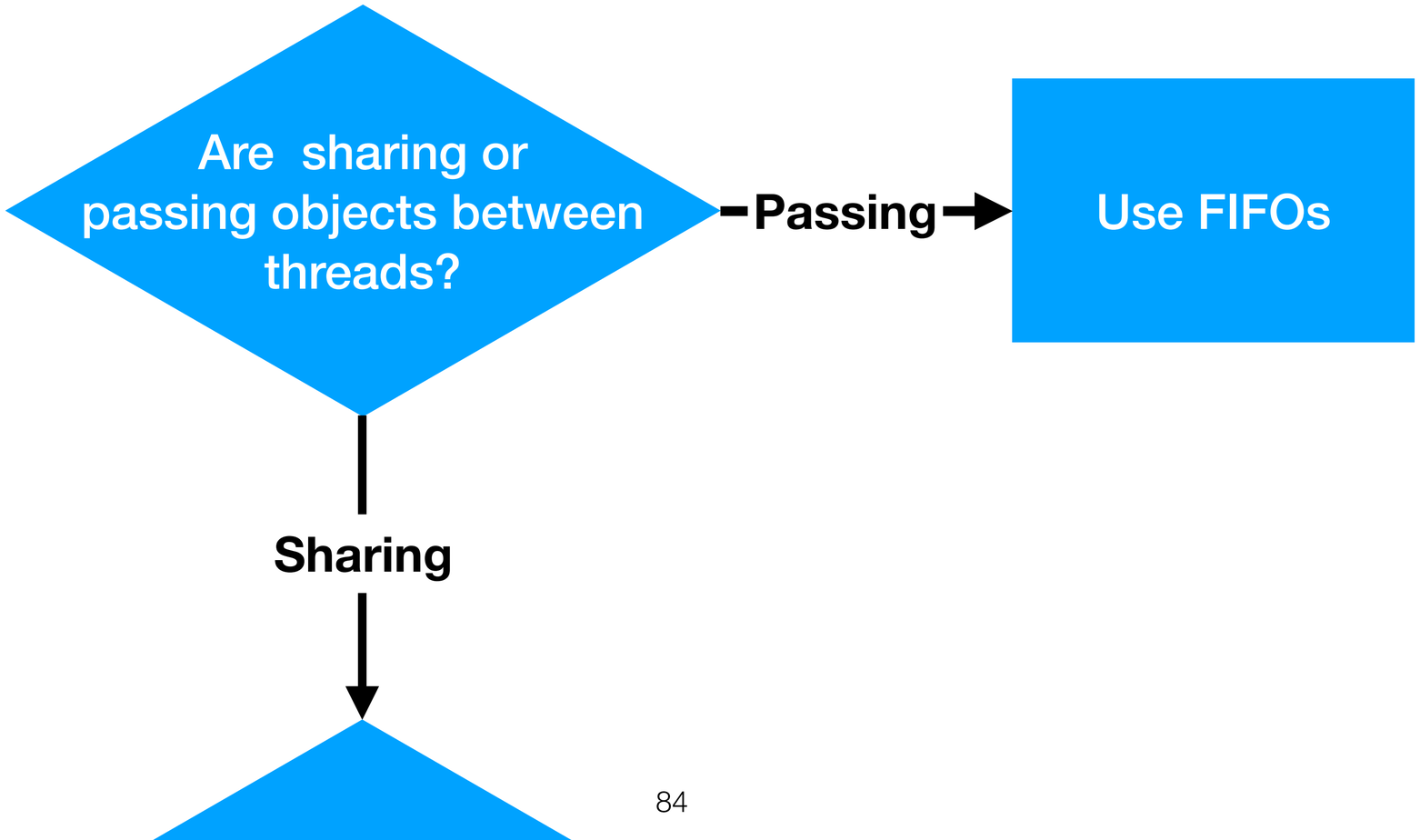
Both Mutating



Sharing or Passing?