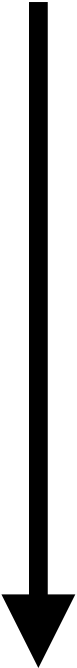


Does the real-time  
thread mutate the  
object?

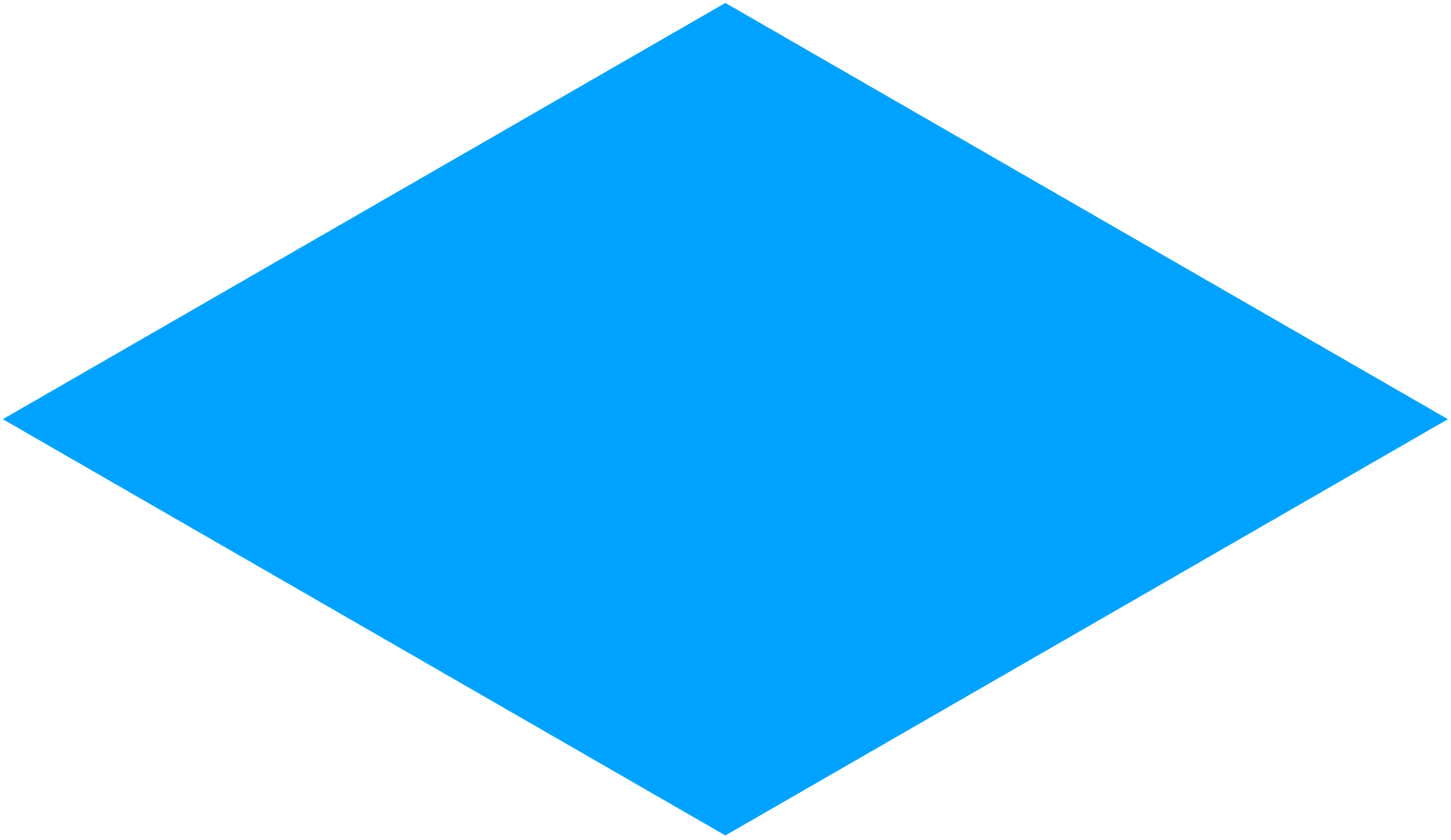
CAS loop



**No**

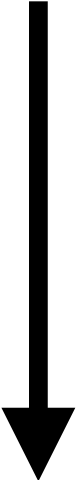


**Yes**

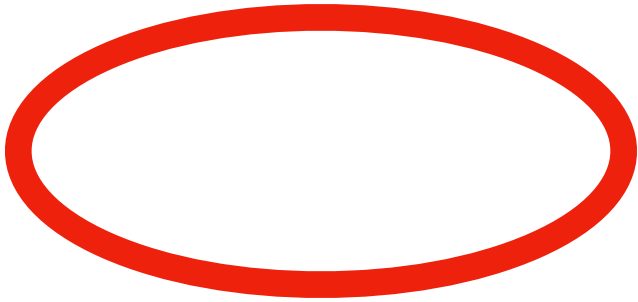




**Real-time Mutating?**



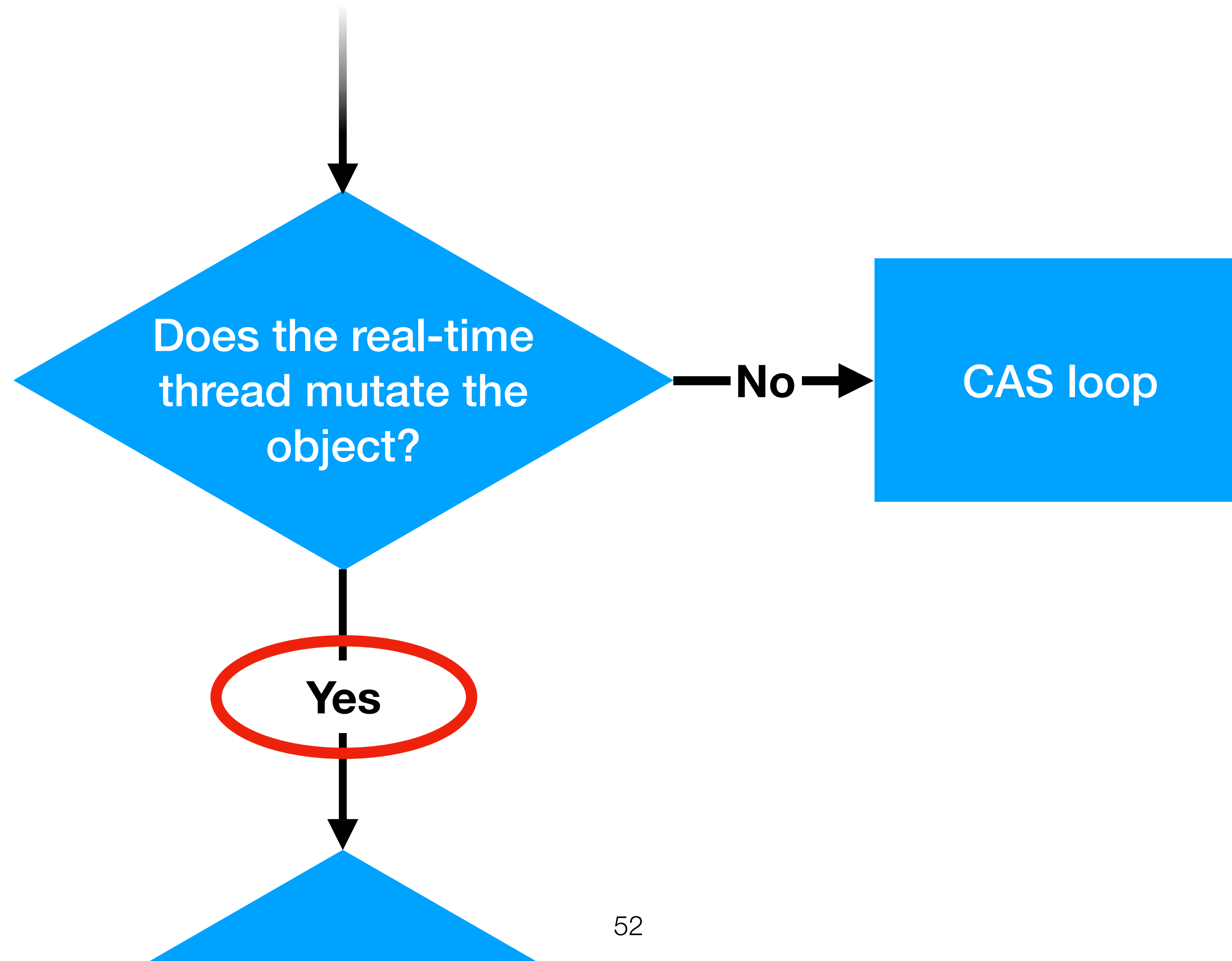




5

2

# Real-time Mutating?



# Non-real-time Mutating?

