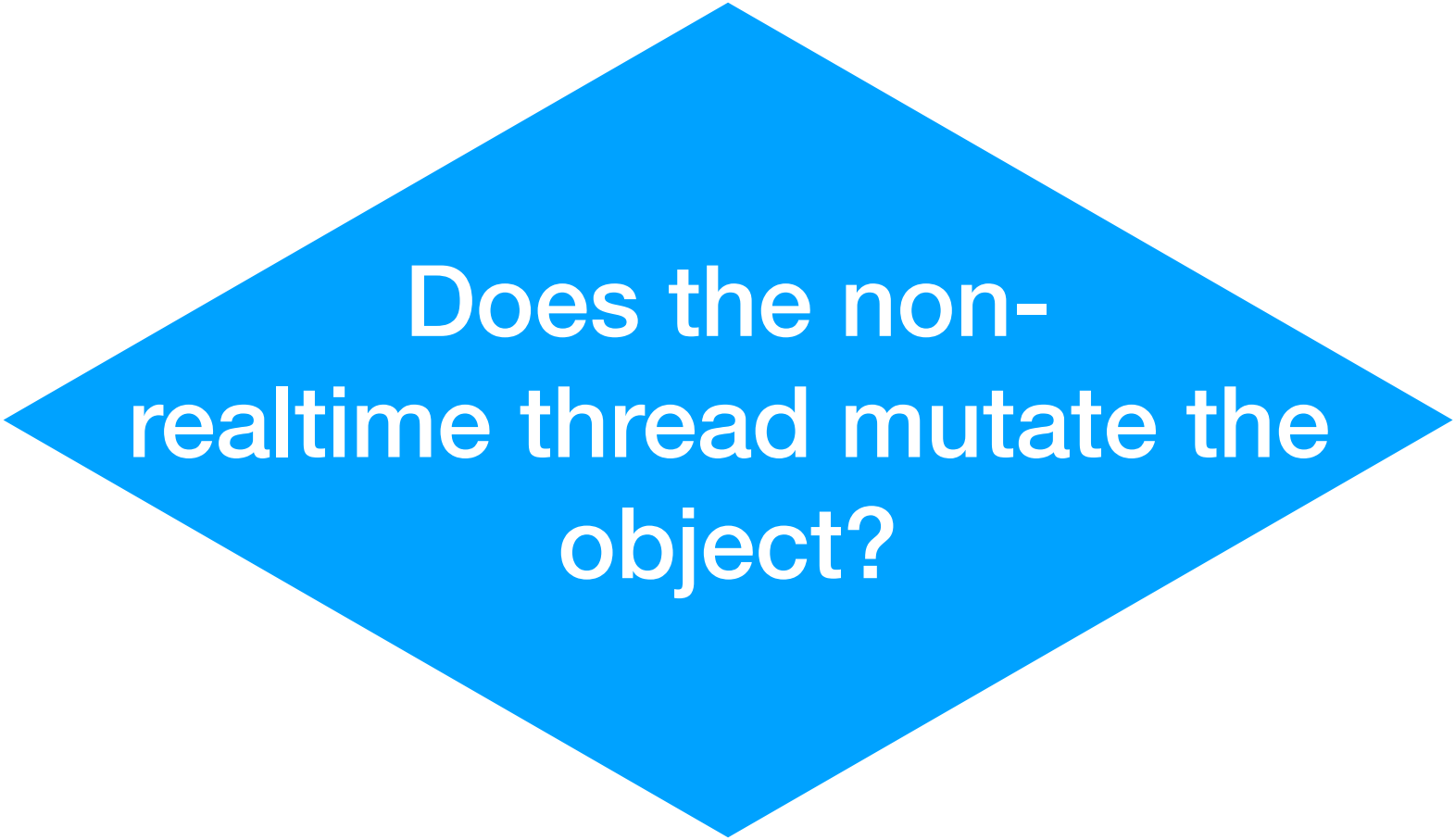
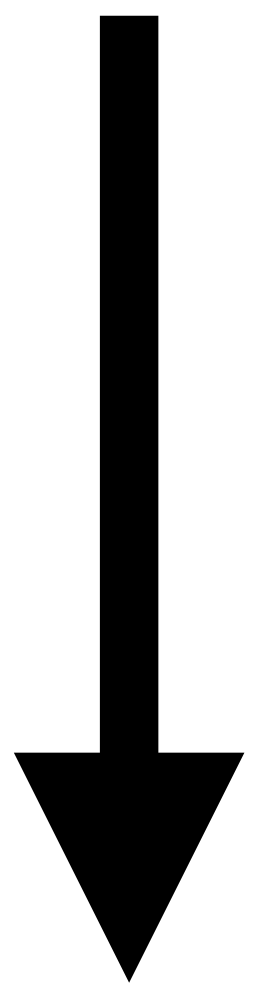

Does the non-realtime thread mutate the object?

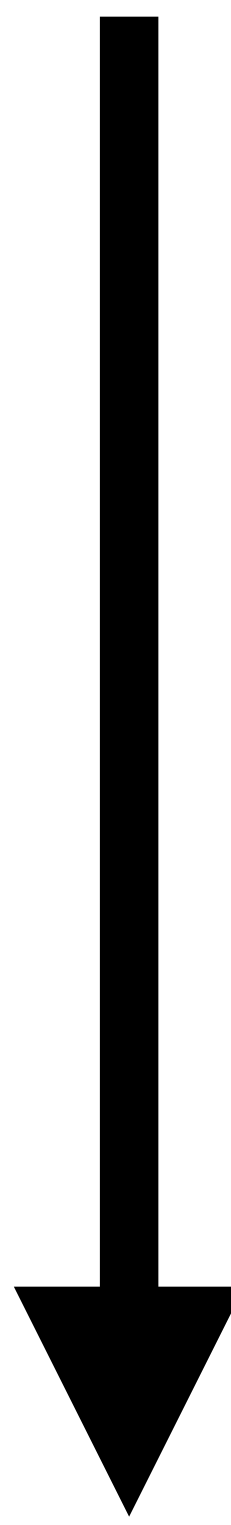
Double Buffering

No

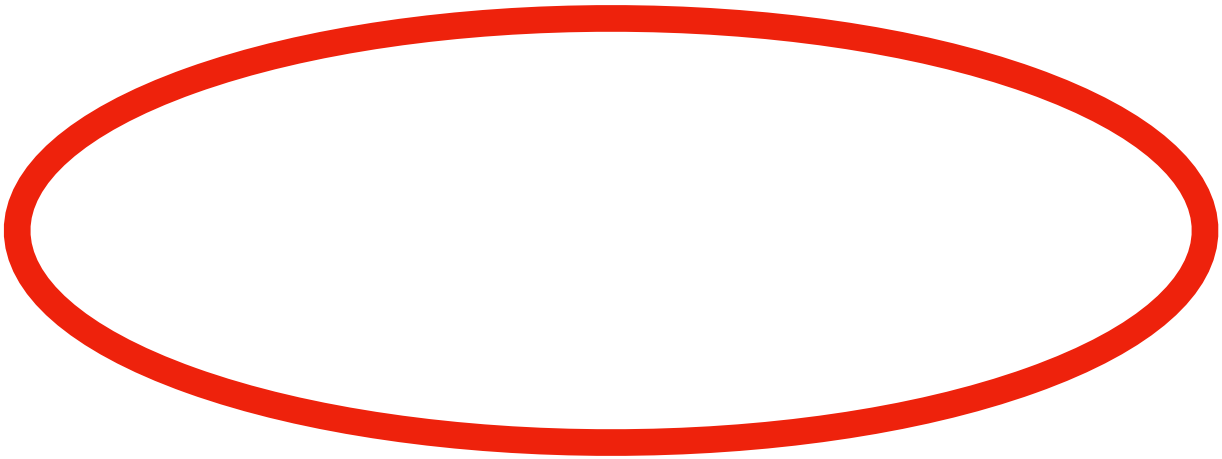


Yes

Both Mutating



CAS loop/FIFO combo



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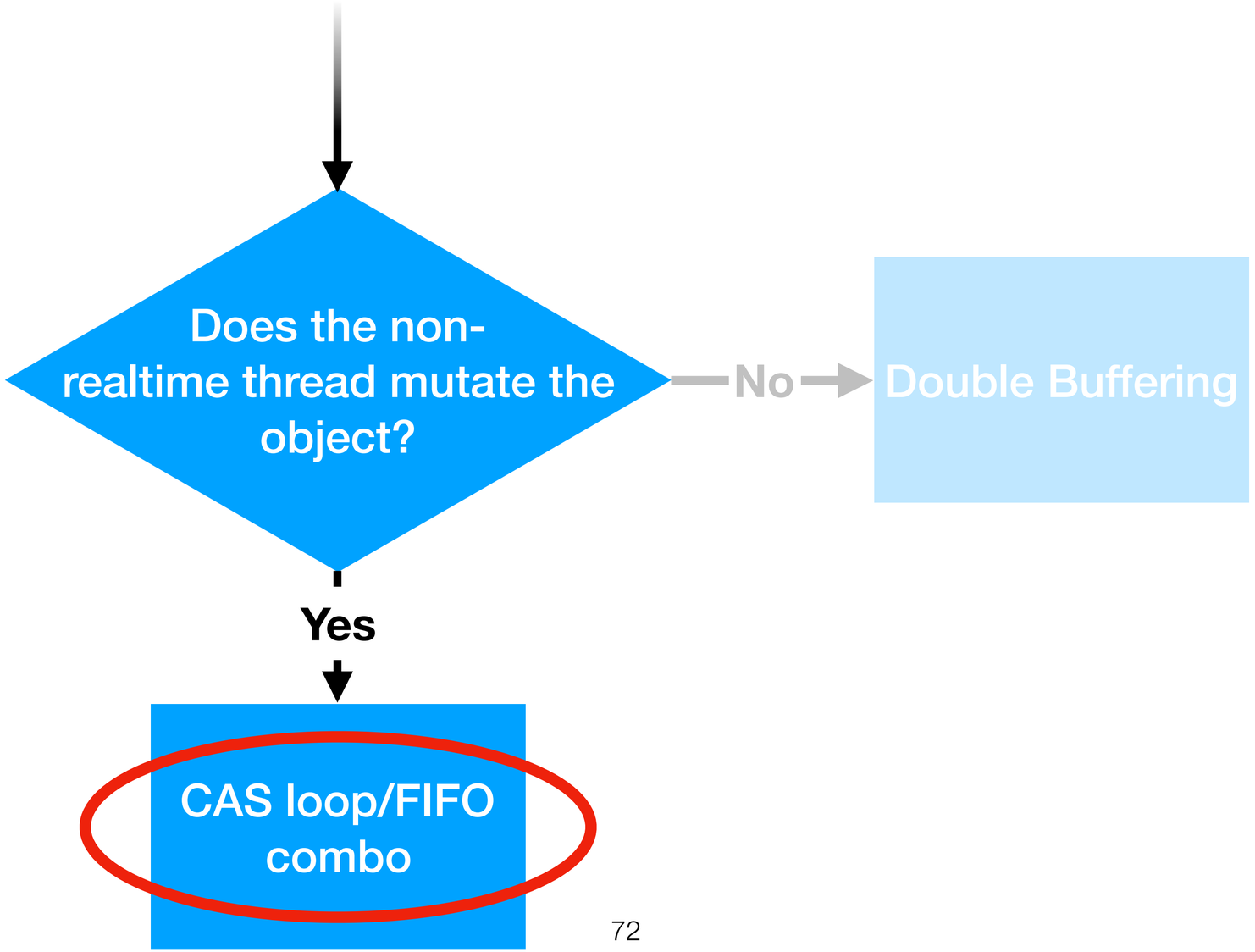
Both Mutating



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