Presentation Outline: Achieving Lock-Free Writes and Wait-Free Reads with Persistence

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1 Introduction

- Overview of presentation

- Discussion of potential impact

2 Current Methods

- Compare And Swap (CAS)

- Example: Queue

3 Persistence

- What is a persistent data structure?

- How to make data structures persistent

- Example: Red-Black trees

4 How it fits together

- Atomic extra pointer

5 Conclusion

- Wrap up

- References