

	Synchronization	Lock conflict	Multi-versioning	Work-stealing
<i>LAL</i>	Synchronize by a global lock	Blocking wait	No	No
<i>LWM</i>	Synchronize by a global lock	Blocking wait	Yes	No
<i>PAT</i>	Synchronize by an array of locks	Blocking wait	No	No
<i>T-Stream</i>	Synchronize by watermarks	No locks	Configurable	Configurable