

initially, x=0, y=1, z=0;

T1

1. a = x.load(memory_order_relaxed);
2. b = x.load(memory_order_relaxed);
3. c = z.load(memory_order_relaxed);
4. if (a == b)
5. y.store(2, memory_order_relaxed);

T2

6. d = y.load(memory_order_relaxed);
7. x.store(c, memory_order_relaxed);
8. z.store(1, memory_order_relaxed);

printf(" %d, %d, %d, %d\n", a, b, c, d);

E₀ -- Output: 1 1 0 1 (Consistent)

E₁ -- Output: 1 1 0 2 (Inconsistent)

E₂ -- Output: 0 0 0 2 (Consistent)

E₃ -- Output: 0 0 1 2 (Consistent)