

Table 11.1

Some common synchronization primitives

Primitive	Semantic	Comments
Fetch-and-add	Atomic load → add → store operation	Permits atomic increment; can be used to synthesize locks for mutual exclusion
Compare-and-swap	Atomic load → compare → conditional store	Stores only if load returns an expected value
Load-linked/store-conditional	Atomic load → conditional store	Stores only if load/store pair is atomic; that is, if there is no intervening store

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