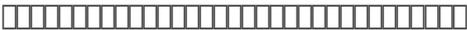
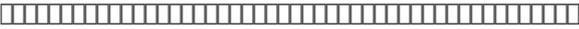


x86

1.  " "
 1.  "XCHG" "XADD" 
 2.  LOCK   LOCK CMPXCHG
 3.  A  #LOCK 
 A
 A  "  A
 A 
2. fence
 1. sfence:  sfence 
 2. lfence  lfence  lfence 
 3. mfence  mfence  mfence 
3. C++11 
 1. Acquire-Release  Synchronizes-With

 2. Release-Consume  carry-a-dependency


```
enum memory_order {
    memory_order_relaxed, // Relaxed
    memory_order_consume, // Release-Consume
    memory_order_acquire, // Acquire-Release
    
    memory_order_release, // Acquire-Release
    
    memory_order_acq_rel, // Acquire-Release  memory_order_acquire  memory_order_release 
    memory_order_seq_cst // 
};
```