

x86????????????

1. `LOCK CMPXCHG`
 1. `LOCK` `CMPXCHG`
 2. `LOCK` `CMPXCHG`
 3. `LOCK` `CMPXCHG`
 - `A`
 - `A`
 - `A`
2. fence
 1. `sfence`
 2. `lfence`
 3. `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_seq_cst //
};
```