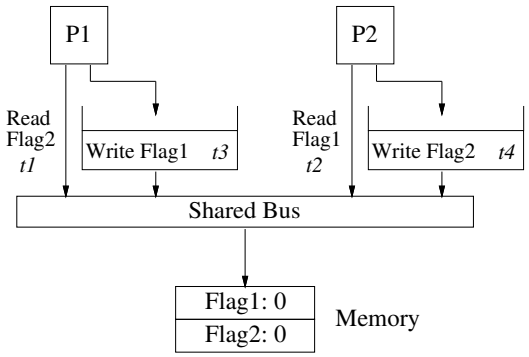
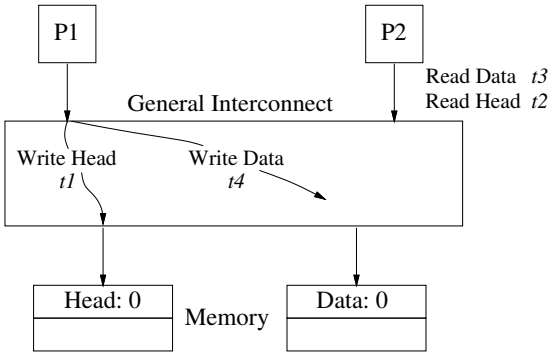


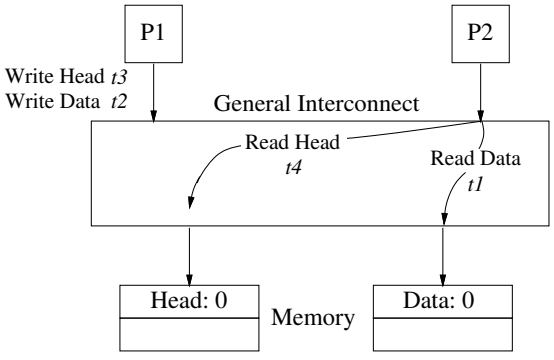
P1	P2
Flag1 = 1	Flag2 = 1
if (Flag2 == 0)	if (Flag1 == 0)
critical section	*critical section*

(a) write buffer



P1	P2
Data = 2000	while (Head == 0) {;}
Head = 1	... = Data

(b) overlapped writes



P1	P2
Data = 2000	while (Head == 0) {;}
Head = 1	... = Data

(c) non−blocking reads

Figure 5: Canonical optimizations that may violate sequential consistency.