general transactions
transactions, though it isn't trivial to make these interoperate with nonblocking way under the hood: these provide a universal construction.

The simple instructions. only reads and writes, including

Synchronization can be based either on

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Languages v. language extensions v.
mid-1990s, when the explosive growth of the World Wide Web began to drive Interface) standard, with open-source and commercial implementations available

nize threads. This standard became an official part of both C and C++ as of

world, shared memory parallelism has largely converged on the POSIX

percomputers). Examples of systems in widespread use are categorized in Fig-