

README

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1 Concurrent programming in C ++

C ++ 11 standardized the management of threads. Previously, developers had to use different libraries in Windows or Unix environments.

Note: although writing of multi-threaded code is standardized, its execution requires a back-end implementation. Under Unix, it is necessary compile with the `-pthread` option.

- [Creating threads.](#)
- [Locking of shared data.](#)
- [Asynchronous execution.](#)

In addition, C ++ 17 takes a first step in the direction of parallelization automatic code, by adding a new argument, the “execution policy” to many algorithms of the standard library. Their implementation is up to the compiler. GCC uses TBB as backend.

- [New execution strategies.](#)

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