



sync & send [[profile: concurrency]]

Runtime data-race contract checking

C++29/32(reflection++)

3rd-party safe pattern libraries















































arc, cow, mutex, actor etc.

C++ Thread Safety Roadmap?



Safety From Other Languages

What Can C++ Learn About Thread

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Slides/video: drowaudio.github.io/presentations

Questions?























































































































C++29/32

(reflection++)









































































































































































































































