


```
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long async_accumulate(I begin, I end)
{
    const auto len = end - begin;
    if (len <= block)
        return std::accumulate(begin, end, 0);

    I mid = begin + len / 2;
    auto handle = std::async(async_accumulate<I>, mid, end);
    int sum = async_accumulate<I>(begin, mid);
    return sum + handle.get();
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thread1

thread2

thread3

thread4

