

Username: Pralay Patoria **Book:** C++ Concurrency in Action: Practical Multithreading. No part of any chapter or book may be reproduced or transmitted in any form by any means without the prior written permission for reprints and excerpts from the publisher of the book or chapter. Redistribution or other use that violates the fair use privilege under U.S. copyright laws (see 17 USC107) or that otherwise violates these Terms of Service is strictly prohibited. Violators will be prosecuted to the full extent of U.S. Federal and Massachusetts laws.

Appendix B. Brief comparison of concurrency libraries

Concurrency and multithreading support in programming languages and libraries aren't something new, even though standardized support in C++ is new. For example, Java has had multithreading support since it was first released, platforms that conform to the POSIX standard provide a C interface for multithreading, and Erlang provides support for message-passing concurrency. There are even C++ class libraries such as Boost that wrap the underlying programming interface for multithreading used on any given platform (whether it's the POSIX C interface or something else) to provide a portable interface across the supported platforms.

For those who are already experienced in writing multithreaded applications and would like to use that experience to write code using the new C++ multithreading facilities, this appendix provides a comparison between the facilities available in Java, POSIX C, C++ with the Boost Thread Library, and C++11, along with cross-references to the relevant chapters of this book.

Feature	Java	POSIX C	Boost threads	C++11	Chapter reference
Starting threads	<code>java.lang.Thread</code> class	<code>pthread_t</code> type and associated API functions: <code>pthread_create()</code> , <code>pthread_detach()</code> , and <code>pthread_join()</code>	<code>boost::thread</code> class and member functions	<code>std::thread</code> class and member functions	Chapter
Mutual exclusion	synchronized blocks	<code>pthread_mutex_t</code> type and associated API functions: <code>pthread_mutex_lock()</code> , <code>pthread_mutex_unlock()</code> , etc.	<code>boost::mutex</code> class and member functions, <code>boost::lock_guard<></code> and <code>boost::unique_lock<></code> templates	<code>std::mutex</code> class and member functions, <code>std::lock_guard</code> and <code>std::unique_lock<></code> templates	Chapter
Monitors/ waits for a predicate	<code>wait()</code> and <code>notify()</code> methods of the <code>java.lang.Object</code> class, used inside synchronized blocks	<code>pthread_cond_t</code> type and associated API functions: <code>pthread_cond_wait()</code> , <code>pthread_cond_timedwait()</code> , etc.	<code>boost::condition_variable</code> and <code>boost::condition_variable_any</code> classes and member functions	<code>std::condition_variable</code> and <code>std::condition_variable_any</code> classes and member functions	Chapter
Atomic operations and concurrency-aware memory model	volatile variables, the types in the <code>java.util.concurrent.atomic</code> package	N/A	N/A	<code>std::atomic<T></code> types, <code>std::atomic<></code> class template, <code>std::atomic_thread_fence()</code> function	Chapter
Thread-safe containers	The containers in the <code>java.util.concurrent</code> package	N/A	N/A	N/A	Chapters 6 and 7
Futures	<code>java.util.concurrent.Future</code> interface and associated classes	N/A	<code>boost::future<></code> and <code>boost::shared_future<></code> class templates	<code>std::future<></code> , <code>std::shared_future<></code> and <code>std::atomic_future<></code> class templates	Chapter
Thread pools	<code>java.util.concurrent.ThreadPoolExecutor</code> class	N/A	N/A	N/A	Chapter
Thread interruption	<code>interrupt()</code> method of <code>java.lang.Thread</code>	<code>pthread_cancel()</code>	<code>interrupt()</code> member function of <code>boost::thread</code> class	N/A	Chapter