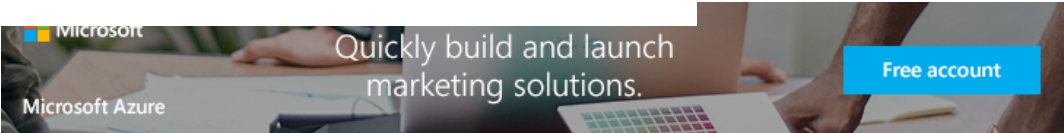


Information
Tutorials
Reference
Articles
Forum

Reference
C library:
Containers:
Input/Output:
Multi-threading:
<atomic>
<condition_variable>
<future>
<mutex>
<thread>
Other:

<atomic>
classes:
atomic
atomic_flag
enum types:
memory_order
functions:
atomic_signal_fence
atomic_thread_fence
kill_dependency
initialization macros:
ATOMIC_FLAG_INIT
ATOMIC_VAR_INIT
functions (C-style atomics):
atomic_compare_exchange_strong
atomic_compare_exchange_strong_explicit
atomic_compare_exchange_weak
atomic_compare_exchange_weak_explicit
atomic_exchange
atomic_exchange_explicit
atomic_fetch_add
atomic_fetch_add_explicit
atomic_fetch_and
atomic_fetch_and_explicit
atomic_fetch_or
atomic_fetch_or_explicit
atomic_fetch_sub
atomic_fetch_sub_explicit
atomic_fetch_xor
atomic_fetch_xor_explicit
atomic_flag_clear
atomic_flag_clear_explicit
atomic_flag_test_and_set
atomic_flag_test_and_set_explicit
atomic_init
atomic_is_lock_free
atomic_load
atomic_load_explicit
atomic_store



header

## <atomic>

### Atomic

Atomic types are types that encapsulate a value whose access is guaranteed to not cause data races and can be used to synchronize memory accesses among different threads.

This header declares two C++ classes, `atomic` and `atomic_flag`, that implement all the features of atomic types in self-contained classes. The header also declares an entire set of C-style types and functions compatible with the atomic support in C.

### Classes

<code>atomic</code>	Atomic (class template )
<code>atomic_flag</code>	Atomic flag (class )

### Types

<code>memory_order</code>	Memory order (enum )
---------------------------	----------------------

### C-style atomic types

The following *atomic types* are also defined in this header; each with the same behavior as the respective instantiation of `atomic` for the listed *contained type*.

contained type	atomic type	description
<code>bool</code>	<code>atomic_bool</code>	atomics for <i>fundamental integral types</i> . These are either typedefs of the corresponding full specialization of the <code>atomic</code> class template or a base class of such specialization.
<code>char</code>	<code>atomic_char</code>	
<code>signed char</code>	<code>atomic_schar</code>	
<code>unsigned char</code>	<code>atomic_uchar</code>	
<code>short</code>	<code>atomic_short</code>	
<code>unsigned short</code>	<code>atomic_ushort</code>	
<code>int</code>	<code>atomic_int</code>	
<code>unsigned int</code>	<code>atomic_uint</code>	
<code>long</code>	<code>atomic_long</code>	
<code>unsigned long</code>	<code>atomic_ulong</code>	
<code>long long</code>	<code>atomic_llong</code>	
<code>unsigned long long</code>	<code>atomic_ullong</code>	
<code>wchar_t</code>	<code>atomic_wchar_t</code>	
<code>char16_t</code>	<code>atomic_char16_t</code>	
<code>char32_t</code>	<code>atomic_char32_t</code>	
<code>intmax_t</code>	<code>atomic_intmax_t</code>	atomics for <i>width-based integrals</i> (those defined in <code>&lt;stdint.h&gt;</code> ). Each of these is either an alias of one of the above <i>atomics for fundamental integral types</i> or of a full specialization of the <code>atomic</code> class template with an <i>extended integral type</i> .  Where <i>N</i> is one in 8, 16, 32, 64, or any other type width supported by the library.
<code>uintmax_t</code>	<code>atomic_uintmax_t</code>	
<code>int_leastN_t</code>	<code>atomic_int_leastN_t</code>	
<code>uint_leastN_t</code>	<code>atomic_uint_leastN_t</code>	
<code>int_fastN_t</code>	<code>atomic_int_fastN_t</code>	
<code>uint_fastN_t</code>	<code>atomic_uint_fastN_t</code>	
<code>intptr_t</code>	<code>atomic_intptr_t</code>	
<code>uintptr_t</code>	<code>atomic_uintptr_t</code>	
<code>size_t</code>	<code>atomic_size_t</code>	
<code>ptrdiff_t</code>	<code>atomic_ptrdiff_t</code>	

### Functions

<code>kill_dependency</code>	Kill dependency (function )
<code>atomic_thread_fence</code>	Thread fence (function )
<code>atomic_signal_fence</code>	Signal fence (function )

### Functions for atomic objects (C-style)

<code>atomic_is_lock_free</code>	Is lock-free (function )
<code>atomic_init</code>	Initialize atomic object (function )
<code>atomic_store</code>	Modify contained value (function )
<code>atomic_store_explicit</code>	Modify contained value (explicit memory order) (function )
<code>atomic_load</code>	Read contained value (function )
<code>atomic_load_explicit</code>	Read contained value (explicit memory order) (function )
<code>atomic_exchange</code>	Read and modify contained value (function )
<code>atomic_exchange_explicit</code>	Read and modify contained value (explicit memory order) (function )
<code>atomic_compare_exchange_weak</code>	Compare and exchange contained value (weak) (function )
<code>atomic_compare_exchange_weak_explicit</code>	Compare and exchange contained value (weak, explicit) (function )
<code>atomic_compare_exchange_strong</code>	Compare and exchange contained value (strong) (function )
<code>atomic_compare_exchange_strong_explicit</code>	Compare and exchange contained value (strong, explicit) (function )
<code>atomic_fetch_add</code>	Add to contained value (function )

<a href="#">atomic_fetch_add_explicit</a>	Add to contained value (explicit memory order) ( <a href="#">function</a> )
<a href="#">atomic_fetch_sub</a>	Subtract from contained value ( <a href="#">function</a> )
<a href="#">atomic_fetch_sub_explicit</a>	Subtract from contained value (explicit memory order) ( <a href="#">function</a> )
<a href="#">atomic_fetch_and</a>	Apply bitwise AND to contained value ( <a href="#">function</a> )
<a href="#">atomic_fetch_and_explicit</a>	Apply bitwise AND to contained value (explicit memory order) ( <a href="#">function</a> )
<a href="#">atomic_fetch_or</a>	Apply bitwise OR to contained value ( <a href="#">function</a> )
<a href="#">atomic_fetch_or_explicit</a>	Apply bitwise OR to contained value (explicit memory order) ( <a href="#">function</a> )
<a href="#">atomic_fetch_xor</a>	Apply bitwise XOR to contained value ( <a href="#">function</a> )
<a href="#">atomic_fetch_xor_explicit</a>	Apply bitwise XOR to contained value (explicit memory order) ( <a href="#">function</a> )

**Functions for atomic flags (C-style)**

<a href="#">atomic_flag_test_and_set</a>	Test and set atomic flag ( <a href="#">function</a> )
<a href="#">atomic_flag_test_and_set_explicit</a>	Test and set atomic flag (explicit memory order) ( <a href="#">function</a> )
<a href="#">atomic_flag_clear</a>	Clear atomic flag ( <a href="#">function</a> )
<a href="#">atomic_flag_clear_explicit</a>	Clear atomic flag (explicit memory order) ( <a href="#">function</a> )

**Macro functions**

<a href="#">ATOMIC_VAR_INIT</a>	Initialization of atomic variable ( <a href="#">macro</a> )
<a href="#">ATOMIC_FLAG_INIT</a>	Initialization of atomic flag ( <a href="#">macro</a> )

**Macro constants**

macro	relative to types	defined as
ATOMIC_BOOL_LOCK_FREE	bool	0 if the types are never lock-free. 1 if the types are sometimes lock-free. 2 if the types are always lock-free.  Consistent with the value returned by <code>atomic::is_lock_free</code> .
ATOMIC_CHAR_LOCK_FREE	char signed char unsigned char	
ATOMIC_SHORT_LOCK_FREE	short unsigned short	
ATOMIC_INT_LOCK_FREE	int unsigned int	
ATOMIC_LONG_LOCK_FREE	long unsigned long	
ATOMIC_LLONG_LOCK_FREE	long long unsigned long long	
ATOMIC_WCHAR_T_LOCK_FREE	wchar_t	
ATOMIC_CHAR16_T_LOCK_FREE	char16_t	
ATOMIC_CHAR32_T_LOCK_FREE	char32_t	
ATOMIC_POINTER_LOCK_FREE	U* (for any type U)	