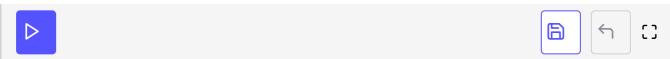
## Thread Local Summation: Using Thread Local Data

This lesson explains the solution for calculating the sum of a vector problem using thread local data in C++.

Thread-local data belongs to the thread in which it was created; it will only be created when needed. Thread-local data is an ideal fit for the local summation variable tmpSum.

```
// threadLocalSummation.cpp
#include <atomic>
#include <chrono>
#include <iostream>
#include <random>
#include <thread>
#include <utility>
#include <vector>
constexpr long long size = 100000000;
constexpr long long fir = 25000000;
constexpr long long sec = 50000000;
constexpr long long thi = 75000000;
constexpr long long fou = 100000000;
thread_local unsigned long long tmpSum = 0;
void sumUp(std::atomic<unsigned long long>& sum, const std::vector<int>& val,
           unsigned long long beg, unsigned long long end){
    for (auto i = beg; i < end; ++i){}
        tmpSum += val[i];
    sum.fetch add(tmpSum, std::memory order relaxed);
}
int main(){
  std::cout << std::endl;</pre>
  std::vector<int> randValues;
  randValues.reserve(size);
  std::mt19937 engine;
  std::uniform_int_distribution<> uniformDist(1, 10);
  for (long long i = 0; i < size; ++i)
      randValues.push_back(uniformDist(engine));
  std::atomic<unsigned long long> sum{};
  const auto sta = std::chrono::system_clock::now();
```



I declare the thread local variable tmpSum in line 18 and use it for the addition in lines 23 and 25.

In the next lesson and the last scenario, I will use tasks.