- Exercise

In this exercise, you will use std::thread::hardware_concurrency().

```
we'll cover the following ^
• Task 1
```

Task 1#

Parametrize the summation of the natural number in the program below so that the number of threads depends on the value of

```
std::thread::hardware_concurrency().
```



If you get the result 0, assume you have four threads.

```
// packagedTask.cpp
#include <utility>
#include <future>
#include <iostream>
#include <thread>
#include <deque>
class SumUp{
  public:
    int operator()(int beg, int end){
      long long int sum{0};
      for (int i = beg; i < end; ++i) sum += i;
      return sum;
};
int main(){
  std::cout << std::endl;</pre>
  SumUp sumUp1;
  SumUp sumUp2;
  SumUp sumUp3;
  SumUp sumUp4;
```

```
// define the tasks
std::packaged_task<int(int, int)> sumTask1(sumUp1);
std::packaged_task<int(int, int)> sumTask2(sumUp2);
std::packaged_task<int(int, int)> sumTask3(sumUp3);
std::packaged_task<int(int, int)> sumTask4(sumUp4);
// get the futures
std::future<int> sumResult1= sumTask1.get_future();
std::future<int> sumResult2= sumTask2.get_future();
std::future<int> sumResult3= sumTask3.get_future();
std::future<int> sumResult4= sumTask4.get_future();
// push the tasks on the container
std::deque< std::packaged_task<int(int, int)> > allTasks;
allTasks.push_back(std::move(sumTask1));
allTasks.push back(std::move(sumTask2));
allTasks.push_back(std::move(sumTask3));
allTasks.push_back(std::move(sumTask4));
int begin{1};
int increment{2500};
int end= begin + increment;
// execute each task in a separate thread
while ( ! allTasks.empty() ){
  std::packaged_task<int(int, int)> myTask= std::move(allTasks.front());
  allTasks.pop front();
  std::thread sumThread(std::move(myTask), begin, end);
  begin= end;
  end += increment;
  sumThread.detach();
// get the results
auto sum= sumResult1.get() + sumResult2.get() + sumResult3.get() + sumResult4.get();
std::cout << "sum of 0 .. 10000 = " << sum << std::endl;
std::cout << std::endl;</pre>
                                                                          同
```

You can find the solution to this task in the next lesson.