

Document number: P0566R4

Date: 20180211 (pre-Jacksonville)

Project: Programming Language C++, WG21, SG1,SG14, LEWG, LWG

Authors: Michael Wong, Maged M. Michael, Paul McKenney, Geoffrey Romer, Andrew Hunter, Arthur O'Dwyer, David S. Hollman, JF Bastien, Hans Boehm, David Goldblatt

Email: michael@codeplay.com, maged.michael@acm.org, paulmck@linux.vnet.ibm.com, gromer@google.com, ahh@google.com, arthur.j.odwyer@gmail.com, dshollm@sandia.gov, jfbastien@apple.com, hboehm@google.com, davidtgoldblatt@gmail.com

Reply to: michael@codeplay.com

Proposed Wording for Concurrent Data Structures: Hazard Pointer and Read-Copy-Update (RCU)

1 Introduction	1
2 History/Changes from Previous Release	2
3 Guidance to Editor	4
4 Proposed wording	4

1 Introduction

This is proposed wording for Hazard Pointers [P0233] and Read-Copy-Update [P0461]. Both are techniques for safe deferred resource reclamation for optimistic concurrency, useful for lock-free data structures. Both have been progressing steadily through SG1 based on years of implementation by the authors, and are in wide use in MongoDB (for Hazard Pointers) and Linux OS (RCU).

We decided to do both papers' wording together to illustrate their close relationship, and similar design structure, while hopefully making it easier for the reader to review together for this first presentation. They can be split on request or on subsequent presentation.

This wording is based on n4618 draft [N4618]

2 History/Changes from Previous Release

2017-11-08 [P0566R4] this version pre-JAX meeting

- Full RCU wording review was done at this meeting. A repeat HP wording done at this meeting for any small design deltas, although HP was approved to move to LEWG in Toronto
- Three related bugzillas tracking this:
 - [382](#) C++ Concurr parallel@lists.isocpp.org CONF --- [Proposed Wording for Concurrent Data Structures: Hazard Pointer and Read-Copy-Update \(RCU\)](#) Tue 23:01
 - [291](#) C++ Library fraggamuffin@gmail.com SG_R --- [Hazard Pointers](#) 2017-07-06
 - [376](#) C++ Concurr maged.michael@acm.org SG_R --- [Hazard Pointers](#) Mon 22:58
- Rewrote the RCU preamble to give a better introduction to RCU's concepts and use cases, including adding example code.
- Updated the ordering guarantees to be more like the C++ memory model and less like the Linux kernel memory model. (There is still some refining that needs to be done, and this is waiting on an RCU litmus-test paper by Paul E. McKenney.)
- Removed the `lock` and `unlock` member functions from the `rcu_reader` class. These member functions are not needed because `rcu_reader` directly provides the needed RAII functionality.
- Numerous additional wording changes were made, none of which represent a change to the design, implementation, or API.
- Added some authors.
- Hazard pointer wording changes:
 - Added `hazptr_cleanup()` free function, a stronger replacement for `hazptr_barrier()`. There was no consensus in Albuquerque on the requirements for a such a function. The decision on whether to provide one and its semantics was left to the authors.
 - Significant rewrite of the wording for `hazptr_obj_base::retire()` to address the issues with memory ordering raised in Toronto.
 - Rewrite of the wording for `hazptr_holder::try_protect()` for clarity.
 - Other minor editorial changes and corrections.

2017-10-15 [P0566R3] pre-ABQ Meeting

- Changed the syntax for the polymorphic allocator passed to the constructor of `hazptr_domain`. The constructor is no longer `constexpr`.

- Added the free function `hazptr_barrier()` that guarantees the completion of reclamation of all objects retired to a domain.
- Changed the syntax of constructing empty `hazptr_holder`-s.
- Changed the syntax of the `hazptr_holder` member function that indicated whether a `hazptr_holder` is empty or not.
- Added a note that an empty `hazptr_holder` is different from a `hazptr_holder` that owns a hazard pointer with null value.
- Added a note to clarify that it acceptable for `hazptr_holder try_protect` to return true when its first argument has null value.
- Update RCU presentation to reduce member-function repetition.
- Fix RCU s/Void/void/ typo
- Remove RCU's `std::nullptr_t` in favor of the new-age `std::defer_lock_t`.
- Remove RCU's `barrier()` member function in favor of free function based on BSI comment

2017-07-30 [P0566R2] Post-Toronto

- Allow `hazptr_holder` to be empty. Add a move constructor, empty constructor, move assignment operator, and a bool operator to check for empty state.
- A call by an empty `hazptr_holder` to any of the following is undefined behavior: `reset()`, `try_protect()` and `get_protected()`.
- Destruction of an `hazptr_holder` object may be invoked by a thread other than the one that constructed it.
- Add overload of `hazptr_obj_base retire()`.

2017-06-18 [P0566R1] Pre-Toronto

- Addressed comments from Kona meeting
- Removed Clause numbering 31 to leave it to the committee to decide where to inject this wording
- Renamed `hazptr_owner hazptr_holder`.
- Combined `hazptr_holder` member functions `set()` and `clear()` into `reset()`.
- Replaced the member function template parameter A for `hazptr_holder try_protect()` and `get_protected` with `atomic<T*>`.
- Moved the template parameter T from the class `hazptr_holder` to its member functions `try_protect()`, `get_protected()`, and `reset()`.
- Added a non-template overload of `hazptr_holder::reset()` with an optional `nullptr_t` parameter.
- Removed the template parameter T from the free function `swap()`, as `hazptr_holder` is no longer a template.
- Almost complete rewrite of the hazard pointer wording.

3 Guidance to Editor

Hazard Pointer and RCU are proposed additions to the C++ standard library, for the concurrency TS. It has been approved for addition through multiple SG1/SG14 sessions. As hazard pointer and rcu are related, both being utility structures for deferred reclamation of concurrent data structures, we chose to do the wording together so that the similarity in structure and wording can be more apparent. They could be separated on request. As both techniques are related to a concurrent shared pointer, it could be appropriate to be in Clause 20 with smart pointer, or Clause 30 with thread support, or even entirely in a new clause 31 labelled Concurrent Data Structures Library. However, we also believe Clause 20 does not seem appropriate as it does not cover the kind of concurrent data structures that we anticipate, while clause 30 is just about Threads, mutex, condition variables, and futures but does not cover data structures. We will not make any assumption for now as to the placement of this wording and leave it to SG1/LEWG/LWG to decide and have used ? as a Clause placeholder.

4 Proposed wording

? Concurrent Data Structures Library [concur.data]

1. The following subclauses describe components to create and manage concurrent data structures, perform lock-free or lock-based concurrent execution, and synchronize concurrent operations.
2. If a data structure is to be accessed from multiple threads, then the program must be designed to ensure that any changes are correctly synchronized between threads. This clause describes data structures that have such synchronization built in, and do not require external locking.

?1 Concurrent Data Structures Utilities [concur.util]

1. This component provides utilities for lock-free operations that can provide safe memory access, safe memory reclamation, and ABA safety.

?1.1 Concurrent Deferred Reclamation Utilities [concur.reclaim]

1. The following subclauses describe low-level utilities that enable the user to schedule objects for destruction, while ensuring that they will not be destroyed until after all concurrent accesses to them have completed. These utilities are summarized in Table 1. These differ from `shared_ptr` in that they do not reclaim or retire their objects automatically, rather it is under user control, and they do not rely on reference counting.

Table 1 - Concurrent Data Structure Deferred Reclamation Utilities Summary

	Subclause	Header(s)
?1.1.2	Hazard Pointers	<hazptr>
?1.1.3	Read-Copy-Update	<rcu>

?1.1.1 Concurrent Deferred Reclamation Utilities General [concur.reclaim.general]

Highly scalable algorithms often weaken mutual exclusion so as to allow readers to traverse linked data structures concurrently with updates. Because updaters reclaim (e.g., destroy) objects removed from a given structure, it is necessary to prevent objects from being reclaimed while readers are accessing them: Failure to prevent such accesses constitute use-after-free bugs. Hazard pointers and RCU are two techniques to prevent this class of bugs. Reference counting (e.g., `atomic_shared_pointer`) and garbage collection are two additional techniques.

? Hazard Pointers [hazptr]

1. A hazard pointer is a single-writer multi-reader pointer that can be owned by at most one thread at any time. Only the owner of the hazard pointer can set its value, while any number of threads may read its value. A thread that is about to access dynamic objects acquires ownership of a set of hazard pointers (typically one or two for linked data structures) that it will use to protect such objects from being reclaimed.
2. The owner thread sets the value of a hazard pointer to point to an object in order to indicate to concurrent threads — that might remove such object — that the object is not yet safe to reclaim.
3. The hazard pointers library allows the presence of multiple hazard pointer domains, where the safe reclamation of objects in one domain does not require checking the hazard pointers in different domains. It is possible for the same thread to participate in multiple domains concurrently. A domain can be specific to one or more objects, or encompass all shared objects.
4. Hazard pointers are not directly exposed by this interface. Operations on hazard pointers are exposed through the `hazptr_holder` class. Each instance of `hazptr_holder` owns and operates on exactly one hazard pointer.

Header <hazptr> synopsis

```
namespace std {
namespace experimental {

// ?1.1, Class hazptr_domain:
```

```

class hazptr_domain;

// ?.2, Default hazptr_domain:
hazptr_domain& default_hazptr_domain() noexcept;

// ?.?, Barrier
void hazptr_barrier(hazptr_domain& domain = default_hazptr_domain());

// ?.3, Class template hazptr_obj_base:
template <typename T, typename D = std::default_delete<T>>
    class hazptr_obj_base;

// ?.4, class hazptr_holder: automatic acquisition and release of
// hazard pointers, and interface for hazard pointer operations:
class hazptr_holder;

// ?.5, hazptr_holder: Swap two hazptr_holder objects:
void swap(hazptr_holder&, hazptr_holder&) noexcept;

} // namespace experimental
} // namespace std

```

?.1 Class hazptr_domain [hazptr.domain]

1. A hazard pointer domain contains a set of hazard pointers. A domain is responsible for reclaiming objects retired to it (i.e., objects retired to this domain by calls to `hazptr_obj_base::retire()`), when such objects are not protected by hazard pointers that belong to this domain (including when this domain is destroyed).
2. The number of unreclaimed objects retired to a domain D is bounded by $O(A * R * H)$, where A is the maximum number of simultaneously-live threads that have constructed a `hazptr_holder` with D as the first constructor argument, R is the maximum number of simultaneously-live threads that have invoked `hazptr_obj_base::retire()` with D as the first argument, and H is the maximum number of simultaneously-live `hazptr_holder` objects that were constructed by a single thread with D as the first argument..

```

class hazptr_domain {
public:

    // ?.1.1 constructor:
    explicit hazptr_domain(
        std::pmr::polymorphic_allocator<byte> poly_alloc = {});

    // disable copy and move constructors and assignment operators

```

```

hazptr_domain(const hazptr_domain&) = delete;
hazptr_domain(hazptr_domain&&) = delete;
hazptr_domain& operator=(const hazptr_domain&) = delete;
hazptr_domain& operator=(hazptr_domain&&) = delete;

// ?.1.2 destructor:
~hazptr_domain();
private:
    std::pmr::polymorphic_allocator<byte> alloc_; // exposition only
};

```

?.1.1 hazptr_domain constructors [hazptr.domain.constructor]

```

explicit hazptr_domain(
    pmr::polymorphic_allocator<byte> poly_alloc = {});

```

1. Effects: Sets alloc_ to poly_alloc.
2. Throws: Nothing.
3. Remarks: All allocation and deallocation of hazard pointers in this domain will use alloc_.

?.1.2 hazptr_domain destructor [hazptr.domain.destructor]

```

~hazptr_domain();

```

1. Requires: The destruction of all hazptr_holder objects constructed with this domain and all retire() calls that take this domain as argument must happen before the destruction of the domain.
2. Effects: Deallocates all hazard pointer storage used by this domain. Reclaims any remaining objects that were retired to this domain.
3. Complexity: Linear in the number of objects retired to this domain that have not been reclaimed yet and the number of hazard pointers contained in this domain.

?.2 Default hazptr_domain

[hazptr.default_domain]

```

hazptr_domain& default_hazptr_domain() noexcept;

```

1. Returns: A reference to the default hazptr_domain.

?.2 Cleanup

[hazptr.cleanup]

```

void hazptr_cleanup(hazptr_domain& domain = default_hazptr_domain());

```

1. Effects: For each hazptr_obj_base object O, if the invocation of hazptr_obj_base::retire on O happens before the invocation of hazptr_cleanup,

and for each hazard pointer P that belongs to domain, P does not point to O at the invocation of `hazptr_cleanup`, then the evaluation of the reclaim expression registered in the `retire` call must complete before the return from this function.

2. Synchronization: The completion of the evaluation of each such reclaim expression *synchronizes with* the return from `hazptr_cleanup`. [*Note*: To avoid deadlock, this function must not be called while holding resources that may be required by such expressions. — *end note*]

?.3 Class template `hazptr_obj_base` [`hazptr.base`]

The base class template of objects to be protected by hazard pointers.

```
template <typename T, typename D = std::default_delete<T>>
class hazptr_obj_base {
public:
    // retire
    void retire(
        D reclaim = {}, hazptr_domain& domain = default_hazptr_domain());
    void retire(
        hazptr_domain& domain);
};
```

1. `hazptr_obj_base<T, D>*` shall be convertible to `T*`. [*Note*: Typically, T is derived from `hazptr_obj_base<T, D>`. — *end note*]
2. A client-supplied template argument D shall be a function object type for which, given a value `d` of type D and a value `ptr` of type `T*`, the expression `d(ptr)` is valid and has the effect of disposing of the pointer as appropriate for that deleter.
3. D shall satisfy the requirements of Destructible.

```
void retire(
    D reclaim = {}, hazptr_domain& domain = default_hazptr_domain());
void retire(
    hazptr_domain& domain);
```

1. Effects: Registers the expression `reclaim(static_cast<T*>(this))` to be evaluated asynchronously. For every hazard pointer P in domain, `hazptr_holder` h that owns P, source `src`, and `ptr` equal to `this`, if one of the following holds:
 - a. An evaluation of `h.try_protect(ptr, src)` that returns `true`, or an evaluation of `h.reset(this)`, happens before the evaluation of `retire()`
 - b. An evaluation of `h.try_protect(ptr, src)` returns `true`, and a subsequent (in modification order) modification of `src` away from `this` happens before the evaluation of `retire()`, and any subsequent (in modification order) modification of `src` setting its value to `this` happens after the evaluation of `reclaim()`

then the evaluation of the expression will happen after a later modification of P that sets it to a different value. The expression will be evaluated only once, and it will be evaluated by the evaluation of a `retire()` or `hazptr_cleanup()` operation on domain.

This function may also evaluate any number of expressions that were previously registered by `retire()` calls with the same domain argument, subject to the restrictions above. [*Note*: To avoid deadlock, this function must not be called while holding resources that may be required by such expressions. — *end note*]

?4 class hazptr_holder [hazptr.holder]

Every object of type `hazptr_holder` is either empty or *owns* exactly one hazard pointer.

```
class hazptr_holder {
public:
    // ?.4.1, Constructors
    explicit hazptr_holder(hazptr_domain& domain = default_hazptr_domain());
    hazptr_holder(hazptr_holder&&) noexcept;
    static hazptr_holder make_empty() noexcept;

    // disallow copy operations
    hazptr_holder(const hazptr_holder&) = delete;
    hazptr_holder& operator=(const hazptr_holder&) = delete;

    // ?.4.2, destructor
    ~hazptr_holder();

    // ?.4.3, assignment
    hazptr_holder& operator=(hazptr_holder&&) noexcept;

    // ?.4.4, empty
    bool empty() const noexcept;

    // ?.4.5, get_protected
    template <typename T>
        T* get_protected(const atomic<T*>& src) noexcept;

    // ?.4.6, try_protect
    template <typename T>
        bool try_protect(T*& ptr, const atomic<T*>& src) noexcept;

    // ?.4.7, reset
    template <typename T>
```

```

void reset(const T* ptr) noexcept;
void reset(nullptr_t = nullptr) noexcept;

// ?4.8, swap
void swap(hazptr_holder&) noexcept;
};

```

?4.1 hazptr_holder constructors [hazptr_holder.constructors]

```
explicit hazptr_holder(hazptr_domain& domain = default_hazptr_domain());
```

1. Effects: Acquires ownership of a hazard pointer from domain.
2. Throws: Any exception thrown by domain.alloc_.allocate().

```
hazptr_holder& hazptr_holder(hazptr_holder&& other) noexcept;
```

1. Effects: Constructs a hazptr_holder that owns the pointer originally owned by other. other becomes empty.

```
static hazptr_holder make_empty() noexcept;
```

1. Return: Returns an empty hazptr_holder.

?4.2 hazptr_holder destructor [hazptr_holder.destructor]

```
~hazptr_holder();
```

1. Effects: If the hazptr_holder is not empty, sets the owned hazard pointer to null and then releases ownership of it.

?4.3 hazptr_holder assignment [hazptr_holder.assignment]

```
hazptr_holder& operator=(hazptr_holder&& other) noexcept;
```

1. Effects: If this != &other, then *this takes ownership of the pointer originally owned by other, and other becomes empty. Otherwise no effect.
2. Returns: *this.

?4.4 hazptr_holder empty [hazptr_holder.empty]

```
bool empty() const noexcept;
```

1. Returns: true if and only if hazptr_holder is empty. [*Note*: An empty hazptr_holder is different from a nonempty hazptr_holder that owns a hazard pointer with null value. An empty hazptr_holder does not own any hazard pointers. — *end note*]

?4.5 hazptr_holder get_protected [hazptr_holder.get_protected]

```
template <typename T>
```

```
T* get_protected(const atomic<T*>& src) noexcept;
```

1. Requires: *this is not empty.
2. Effects: Equivalent to

```
T* ptr = src.load(memory_order_relaxed);  
while (!try_protect(ptr, src)) {}  
return ptr;
```

?4.6 hazptr_holder try_protect [hazptr_holder.try_protect]

```
template <typename T>
```

```
bool try_protect(T*& ptr, const atomic<T*>& src) noexcept;
```

1. Requires: *this is not empty.
2. Effects: Retrieves the value in ptr, sets the owned hazard pointer to that value, and compares the contents of src for equality with the value retrieved from ptr. The read from src is a relaxed load if the comparison is true; otherwise it is an acquire load. If the comparison is false, the contents of ptr are replaced by the value read from src and the owned hazard pointer is set to null.
3. Returns: The result of the comparison. [*Note*: It is possible for try_protect to return true when ptr is a null pointer. — *end note*]
4. Complexity: Constant.

?4.7 hazptr_holder reset [hazptr_holder.reset]

```
template <typename T>
```

```
void reset(const T* ptr) noexcept;
```

1. Requires: *this is not empty.
2. Effects: Sets the value of the owned hazard pointer to ptr.

```
void reset(nullptr_t = nullptr) noexcept;
```

1. Requires: *this is not empty.
2. Effects: Sets the value of the owned hazard pointer to nullptr.

?4.8 hazptr_holder swap[hazptr_holder.swap]

```
void swap(hazptr_holder& other) noexcept;
```

1. Effects: Swaps the owned hazard pointer and the domain of this object with those of the other object. [*Note*: The owned hazard pointers, if any, remain unchanged during the swap and continue to protect the respective objects that they were protecting before the swap, if any. — *end note*]
2. Complexity: Constant.

?5 hazptr_holder specialized algorithms [hazptr_holder.special]

```
void swap(hazptr_holder& a, hazptr_holder& b) noexcept;
```

1. Effects: Equivalent to `a.swap(b)`.

?1.1.1.3 Read-Copy Update (RCU) [rcu]

1. RCU is a synchronization mechanism that can be used for linked data structures that are frequently read, but seldom updated. RCU does not provide mutual exclusion, but instead allows the user to defer specified actions to a later time at which there are no longer any RCU *read-side critical sections* that were executing at the time the deferral started. Threads executing within an RCU read-side critical section are called *readers*.
2. RCU read-side critical sections are designated using an RAII class `std::rcu_reader`.
3. In one common use case (example shown below), RCU linked-structure updates are divided into two segments.

[Note— The following example shows how RCU allows updates to be carried out in the presence of concurrent readers. The reader function executes in one thread and the update function in another. The `rcu_reader` instance in `print_name` protects the referenced object `name` from being deleted by `rcu_retire` until the reader has completed.

```
std::atomic<std::string *> name;

// called often and in parallel!
void print_name() {
    std::rcu_reader rr;
    std::string *s = name.load(std::memory_order_acquire);
    /* ...use *s... */
}

// called rarely
void update_name(std::string *new_name) {
    std::string *s = name.exchange(new_name, std::memory_order_acq_rel);
    std::rcu_retire(s);
}
```

—end note]

The first segment can be safely executed while RCU readers are concurrently traversing the same part of the linked structure, for example, removing some objects from a linked list. The second segment cannot be safely executed while RCU readers are accessing the removed objects; for example, the second segment typically deletes the objects removed by the first segment. RCU can also be used to prevent RCU readers from observing transient atomic values, also known as the A-B-A problem.

4. A class `T` can inherit from `std::rcu_obj_base<T>` to inherit the `retire` member function and the intrusive machinery required to make it work. Alternatively, any class `T` can be passed to the `std::rcu_retire` free function template, whether it inherits from `std::rcu_obj_base<T>` or not. The free function is expected to have performance and

memory-footprint advantages, but unlike the member function can potentially allocate. Both types of retire functions arrange to invoke the deleter at a later time, when it can guarantee that no *read-side critical section* is still accessing (or can later access) the deleted data.

5. A `std::synchronize_rcu` free function blocks until all preexisting or concurrent *read-side critical sections* have ended. This function may be used as an alternative to the retire functions, in which case the `synchronize_rcu` follows the first (removal) segment of the update and precedes the second (deletion) segment of the update.
6. A `std::rcu_barrier` free function blocks until all previous (*happens before* [intro.multithreading]) calls to `std::rcu_retire` have invoked and completed their deleters. This is helpful, for instance, in cases where deleters have observable effects, or when it is desirable to bound undeleted resources.

Header `<rcu>` synopsis

```
namespace std {
namespace experimental {

// ?.2, class template rcu_obj_base
template<typename T, typename D = default_delete<T>>
    class rcu_obj_base;

// ?.2.2, class rcu_reader: RCU reader as RAII
class rcu_reader;
void swap(rcu_reader& a, rcu_reader& b) noexcept;

// ?.2.3 function synchronize_rcu
void synchronize_rcu() noexcept;

// ?.2.4 function rcu_barrier
void rcu_barrier() noexcept;

// ?.2.5 function template rcu_retire
template<typename T, typename D = default_delete<T>>
void rcu_retire(T* p, D d = {});
} // namespace experimental
} // namespace std
```

?.2.1, class template `rcu_obj_base` [`rcu.base`]

Objects of type T to be protected by RCU inherit from `rcu_obj_base<T>`. Note that `rcu_obj_base<T>` has no non-default constructors or destructors.

```
template<typename T, typename D = default_delete<T>>
    class rcu_obj_base {
public:
    // ?.2.1, rcu_obj_base.retire: Retire a removed object and pass the
responsibility
    // for reclaiming it to the RCU library.
    void retire(
        D d = {});
};
```

?.2.1.1, rcu_obj_base retire [rcu.base.retire]

```
void retire(
    D d = {}) noexcept;
```

1. Preconditions: The object referenced by this must not have previously been passed to a retire function.
2. Effects: Causes the deleter to be invoked later at an unspecified point on unspecified execution agents. Guarantees that for each instance R of `rcu_reader`, either:
 - `rcu_retire` *synchronizes with* (C++Std [intro.races]) R's constructor, or
 - R's destructor *synchronizes with* the invocation of the deleter.

?.2.2, class rcu_reader [rcu.reader]

This class provides RAII RCU readers.

```
// ?.2.2, class template rcu_readers
class rcu_reader {
public:
    // ?.2.1, rcu_reader: RAII RCU readers
    rcu_reader() noexcept;
    rcu_reader(std::defer_lock_t) noexcept;
    rcu_reader(const rcu_reader&) = delete;
    rcu_reader(rcu_reader&& other) noexcept;
    rcu_reader& operator=(const rcu_reader&) = delete;
    rcu_reader& operator=(rcu_reader&& other) noexcept;
    ~rcu_reader() noexcept;
};
```

?.2.2.1, class template rcu_reader constructors [rcu.reader.cons]

`rcu_reader()` noexcept;

1. Effects: Creates an active `rcu_reader` that is associated with a new RCU read-side critical section.
2. Postconditions: For each retire-function (`std::rcu_obj_base::retire` or `std::rcu_retire`) invocation such that this constructor does not *happen before* (C++Std [intro.races]) that retire-function invocation, prevents the corresponding deleter from being invoked.

`rcu_reader(std::defer_lock_t)` noexcept;

1. Effects: Creates an inactive `rcu_reader`.

`rcu_reader(rcu_reader&& other)` noexcept;

1. Effects: Creates an active `rcu_reader` that is associated with the RCU read-side critical section that was associated with `other`. If this was already associated with an RCU read-side critical section, that critical section ends as described in the destructor. The `rcu_reader other` becomes inactive.

?2.2.2, class template `rcu_reader` assignment [rcu.reader.assignment]

`rcu_reader& operator=(rcu_reader&& other)` noexcept;

1. Effects: If this is active, the corresponding RCU read-side critical section ends as described in the destructor. In either case, this become active and holds the RCU read-side critical section corresponding to `other`, and `other` becomes inactive.

?2.2.3, class template `rcu_reader` destructor [rcu.reader.dest]

`~rcu_reader()` noexcept;

1. Effects: If this is active, exits the corresponding RCU read-side critical section and causes this destructor to *synchronize with* any deleter whose execution was prevented by this critical section.

?2.2.4, class template `rcu_reader` swap [rcu.reader.swap]

`void swap(rcu_reader& other)` noexcept;

1. Effects: Swaps `this` and `other`, thus swapping their RCU read-side critical section states.

```
void swap(rcu_reader& a, rcu_reader& b) noexcept; // free function
```

1. Effects: Swaps a and b thus swapping their RCU read-side critical section states.

?2.3, function `synchronize_rcu` [`rcu.synchronize`]

```
void synchronize_rcu() noexcept;
```

1. Effects: Guarantees that for each instance R of `rcu_reader`, one of two things hold:
 - The call to `synchronize_rcu` *happens before* R's constructor
 - R's destructor *synchronizes with* the return from `synchronize_rcu`.
2. Synchronization: Each `synchronize_rcu` invocation also has all of the ordering properties of `atomic_thread_fence(memory_order_seq_cst)`.

?2.4, function `rcu_barrier` [`rcu.barrier`]

```
void rcu_barrier() noexcept;
```

1. Effects: For each invocation of a retire function (`std::rcu_obj_base::retire` or `std::rcu_retire`) such that `rcu_barrier` does not *happen before* the retire-function invocation, blocks until the corresponding deleter has completed.
2. Synchronization: The completion of each such deleter *synchronizes with* the return from `rcu_barrier`.

?2.5, function template `rcu_retire` [`rcu.retire`]

```
template<typename T, typename D = default_delete<T>>  
void rcu_retire(T* p, D d = {});
```

1. Preconditions: The object referenced by p must not have previously been passed to a retire function.
2. Effects: Causes the deleter to be invoked on p later at an unspecified point on unspecified execution agents. Guarantees that for each instance R of `rcu_reader`, one of two things hold:
 - `rcu_retire` *synchronizes with* R's constructor
 - R's destructor *synchronizes with* the invocation of the deleter.

5. Acknowledgements

The authors thank Frank Birbacher, Olivier Giroux, Pablo Halpern, Lee Howes, Xiao Shi, Viktor Vafeiadis, Dave Watson and other members of SG1 for useful discussions and suggestions that helped improve this paper and its earlier versions.

6. References

Hazptr implementation:

<https://github.com/facebook/folly/blob/master/folly/experimental/hazptr/hazptr.h>

RCU implementation: <https://github.com/paulmckrcu/RCUCPPbindings> (See Test/paulmck)

[N4618] <http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2016/n4618.pdf>

[P0233] Hazard Pointers: Safe Resource Reclamation for Optimistic Concurrency
<http://wg21.link/P0233>

[P0461] Proposed RCU C++ API <http://wg21.link/P0461>