Working Draft, Extensions to C++ for Concurrency Version 2

Note: this is an early draft. It’s known to be incomplet and incorrekt, and it has lots of bad formatting.
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Foreword

ISO (the International Organization for Standardization) and IEC (the International Electrotechnical Commission) form the specialized system for worldwide standardization. National bodies that are members of ISO or IEC participate in the development of International Standards through technical committees established by the respective organization to deal with particular fields of technical activity. ISO and IEC technical committees collaborate in fields of mutual interest. Other international organizations, governmental and non-governmental, in liaison with ISO and IEC, also take part in the work.

The procedures used to develop this document and those intended for its further maintenance are described in the ISO/IEC Directives, Part 1. In particular the different approval criteria needed for the different types of document should be noted. This document was drafted in accordance with the editorial rules of the ISO/IEC Directives, Part 2 (see www.iso.org/directives).

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This document was prepared by Joint Technical Committee ISO/IEC JTC 1, Information technology, Subcommittee SC 22, Programming languages, their environments and system software interfaces.

Any feedback or questions on this document should be directed to the user’s national standards body. A complete listing of these bodies can be found at www.iso.org/members.html.
1 Scope

This document describes requirements for implementations of an interface that computer programs written in the C++ programming language may use to invoke algorithms with concurrent execution. The algorithms described by this document are realizable across a broad class of computer architectures.

ISO/IEC 14882:2020 provide important context and specification for this document. This document is written as a set of changes against that specification. Instructions to modify or add paragraphs are written as explicit instructions. Modifications made directly to existing text from ISO/IEC 14882:2020 use underlining to represent added text and strikethrough to represent deleted text.

This document is non-normative. Some of the functionality described by this document may be considered for standardization in a future version of C++, but it is not currently part of any C++ standard. Some of the functionality in this document may never be standardized, and other functionality may be standardized in a substantially changed form.

The goal of this document is to build widespread existing practice for concurrency in the C++ standard algorithms library. It gives advice on extensions to those vendors who wish to provide them.
2 Normative references

1 The following referenced document is indispensable for the application of this document. For dated references, only the edition cited applies. For undated references, the latest edition of the referenced document (including any amendments) applies.

(1.1) ISO/IEC 14882:2020, Programming Languages — C++

2 ISO/IEC 14882:2020 is herein called the C++ Standard. References to clauses within the C++ Standard are written as “C++20 §3.2”. The library described in C++20 §16-32 is herein called the C++ Standard Library.

3 Unless otherwise specified, the whole of the C++ Standard’s Library introduction (C++20 §16) is included into this Technical Specification by reference.
3 Terms and definitions

No terms and definitions are listed in this document. ISO and IEC maintain terminological databases for use in standardization at the following addresses:

1. IEC Electropedia: available at https://www.electropedia.org/
2. ISO Online browsing platform: available at https://www.iso.org/obp
4 General

4.1 Implementation compliance

Conformance requirements for this document are those defined in C++20 §4.1, as applied to a merged document consisting of C++20 amended by this document.

[Note 1: Conformance is defined in terms of the behavior of programs. — end note]

4.2 Namespaces and headers and modifications to standard classes

Since the extensions described in this technical specification are experimental and not part of the C++ standard library, they are not declared directly within namespace std. Unless otherwise specified, all components described in this technical specification either:

1. modify an existing interface in the C++ Standard Library in-place,
2. are declared in a namespace whose name appends ::experimental::concurrency_v2 to a namespace defined in the C++ Standard Library, such as std, or
3. are declared in a subnamespace of a namespace described in the previous bullet, whose name is not the same as an existing subnamespace of namespace std.

Whenever an unqualified name is used in the specification of a declaration D, its meaning is established as-if by performing unqualified name lookup in the context of D.

[Note 1: Argument-dependent lookup is not performed. — end note]

Similarly, the meaning of a qualified-id is established as-if by performing qualified name lookup in the context of D.

[Note 2: Operators in expressions are not so constrained. — end note]

These are the headers described in this document (see Table 1)

<table>
<thead>
<tr>
<th>Table 1: C++ library headers</th>
</tr>
</thead>
<tbody>
<tr>
<td>&lt;experimental/rcu&gt;</td>
</tr>
<tr>
<td>&lt;experimental/hazard_pointer&gt;</td>
</tr>
<tr>
<td>&lt;experimental/bytewise_atomic_memcpy&gt;</td>
</tr>
<tr>
<td>&lt;experimental/asymmetric_fence&gt;</td>
</tr>
<tr>
<td>&lt;experimental/synchronized_value&gt;</td>
</tr>
</tbody>
</table>

4.3 Feature-testing recommendations (Informative)

An implementation that provides support for this document should define each feature test macro defined in Table 2 and Table 3 if no associated headers are indicated for that macro, and if associated headers are indicated for a macro, that macro is defined after inclusion of one of the corresponding headers specified in the table.

<table>
<thead>
<tr>
<th>Table 2: Feature-test macros name</th>
</tr>
</thead>
<tbody>
<tr>
<td>Title</td>
</tr>
<tr>
<td>---------------------</td>
</tr>
<tr>
<td>Hazard pointers</td>
</tr>
<tr>
<td>Read-copy update(RCU)</td>
</tr>
<tr>
<td>bytewise atomic memcpy</td>
</tr>
<tr>
<td>Asymmetric Fence</td>
</tr>
<tr>
<td>Synchronized Value</td>
</tr>
</tbody>
</table>
Table 3: Feature-test macros header

<table>
<thead>
<tr>
<th>Title</th>
<th>Value</th>
<th>Header</th>
</tr>
</thead>
<tbody>
<tr>
<td>Hazard pointers</td>
<td>202108</td>
<td><code>&lt;experimental/hazard_pointer&gt;</code></td>
</tr>
<tr>
<td>Read-copy update (RCU)</td>
<td>202108</td>
<td><code>&lt;experimental/rcu&gt;</code></td>
</tr>
<tr>
<td>byte-wise atomic memcpy</td>
<td>202108</td>
<td><code>&lt;experimental/bytewise_atomic_memcpy&gt;</code></td>
</tr>
<tr>
<td>Asymmetric Fence</td>
<td>202108</td>
<td><code>&lt;experimental/asymmetric_fence&gt;</code></td>
</tr>
<tr>
<td>Synchronized Value</td>
<td>202108</td>
<td><code>&lt;experimental/synchronized_value&gt;</code></td>
</tr>
</tbody>
</table>

4.4 Future plans (Informative) [general.plans]

1 This section describes tentative plans for future versions of this technical specification and plans for moving content into future versions of the C++ Standard.

2 The C++ committee intends to release a new version of this technical specification approximately every few years, containing the concurrency extensions we hope to add to a near-future version of the C++ Standard. Future versions will define their contents in `std::experimental::concurrency_v3`, `std::experimental::concurrency_v4`, etc., with the most recent implemented version inlined into `std::experimental`.

3 When an extension defined in this or a future version of this technical specification represents enough existing practice, it will be moved into the next version of the C++ Standard by removing the `experimental::concurrency_vN` segment of its namespace and by removing the `experimental/` prefix from its header’s path.

4.5 Acknowledgments [general.ack]

This work is the result of a collaboration of researchers in industry and academia. We wish to thank the original authors of this document, Michael Wong, Paul McKenney, and Maged Michael, and the editing review team of Jonathan Wakely, Daniel Krügler, and Bryan St. Amour. We also wish to thank people who made valuable contributions within and outside these groups, including Jens Maurer, and many others not named here who contributed to the discussion.
5 Safe reclamation

5.1 General

This clause adds safe-reclamation techniques, which are most frequently used to straightforwardly resolve access-deletion races.
5.2 Hazard pointers

5.2.1 General

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. The owner thread sets the value of a hazard pointer to point to an object in order to indicate to concurrent threads—that may delete such an object—that the object is not yet safe to delete.

2 A class type \(T\) is hazard-protectable if it has exactly one public base class of type \(\text{hazard_pointer_obj_base}<T,D>\) for some \(D\) and no base classes of type \(\text{hazard_pointer_obj_base}<T',D'>\) for any other combination \(T', D'\). An object is hazard-protectable if it is of hazard-protectable type.

3 The span between creation and destruction of a hazard pointer \(h\) is partitioned into a series of protection epochs; in each protection epoch, \(h\) either is associated with a hazard-protectable object, or is unassociated. Upon creation, a hazard pointer is unassociated. Changing the association (possibly to the same object) initiates a new protection epoch and ends the preceding one.

4 A hazard pointer belongs to exactly one domain.

5 An object of type \(\text{hazard_pointer}\) is either empty or owns a hazard pointer. Each hazard pointer is owned by exactly one object of type \(\text{hazard_pointer}\).

   [Note 1: An empty \(\text{hazard_pointer}\) object is different from a \(\text{hazard_pointer}\) object that owns an unassociated hazard pointer. An empty \(\text{hazard_pointer}\) object does not own any hazard pointers. — end note]

6 An object \(x\) of hazard-protectable type \(T\) is retired to a domain with a deleter of type \(D\) when the member function \(\text{hazard_pointer_obj_base}<T,D>::\text{retire}\) is invoked on \(x\). Any given object \(x\) shall be retired at most once.

7 A retired object \(x\) is reclaimed by invoking its deleter with a pointer to \(x\).

8 A hazard-protectable object \(x\) is definitely reclaimable in a domain \(dom\) with respect to an evaluation \(A\) if:

   (8.1) \(x\) is not reclaimed, and

   (8.2) \(x\) is retired to \(dom\) in an evaluation that happens before \(A\), and

   (8.3) for all hazard pointers \(h\) that belong to \(dom\), the end of any protection epoch where \(h\) is associated with \(x\) happens before \(A\).

9 A hazard-protectable object \(x\) is possibly reclaimable in domain \(dom\) with respect to an evaluation \(A\) if:

   (9.1) \(x\) is not reclaimed; and

   (9.2) \(x\) is retired to \(dom\) in an evaluation \(R\) and \(A\) does not happen before \(R\); and

   (9.3) for all hazard pointers \(h\) that belong to \(dom\), \(A\) does not happen before the end of any protection epoch where \(h\) is associated with \(x\); and

   (9.4) for all hazard pointers \(h\) belonging to \(dom\) and for every protection epoch \(E\) of \(h\) during which \(h\) is associated with \(x\):

      (9.4.1) \(A\) does not happen before the end of \(E\), and

      (9.4.2) if the beginning of \(E\) happens before \(x\) is retired, the end of \(E\) strongly happens before \(A\), and

      (9.4.3) if \(E\) began by an evaluation of \text{try\_protect} with argument \(src\), label its atomic load operation \(L\). If there exists an atomic modification \(B\) on \(src\) such that \(L\) observes a modification that is modification-ordered before \(B\), and \(B\) happens before \(x\) is retired, the end of \(E\) strongly happens before \(A\).

   [Note 2: In typical use, a store to \(src\) sequenced before retiring \(x\) will be such an atomic operation \(B\). — end note]

   [Note 3: The latter two conditions convey the informal notion that a protection epoch that began before retiring \(x\), as implied either by the happens-before relation or the coherence order of some source, delays the reclamation of \(x\). — end note]

[Example 1: The following example shows how hazard pointers allow updates to be carried out in the presence of concurrent readers. The object of type \(\text{hazard_pointer}\) in \text{print\_name} protects the object *ptr from being reclaimed by ptr->\text{retire} until the end of the protection epoch.

struct Name : public hazard_pointer_obj_base<Name> { /* details */ };
atomic<Name*> name;
// called often and in parallel!
void print_name() {
    hazard_pointer h = make_hazard_pointer();
    Name* ptr = h.protect(name); /* Protection epoch starts */
    /* ... safe to access *ptr ... */
} /* Protection epoch ends. */

// called rarely, but possibly concurrently with print_name
void update_name(Name* new_name) {
    Name* ptr = name.exchange(new_name);
    ptr->retire();
}

—end example

5.2.2 Header <experimental/hazard_pointer> synopsis

namespace std::experimental::inline concurrency_v2 {
    // 5.2.3, class hazard_pointer_domain
    class hazard_pointer_domain;

    // 5.2.4, Default hazard_pointer_domain
    hazard_pointer_domain& hazard_pointer_default_domain() noexcept;

    // 5.2.5, Clean up
    void hazard_pointer_clean_up(hazard_pointer_domain& domain = hazard_pointer_default_domain())
        noexcept;

    // 5.2.6, class template hazard_pointer_obj_base
    template <typename T, typename D = default_delete<T>> class hazard_pointer_obj_base;

    // 5.2.7, class hazard_pointer
    class hazard_pointer;

    // 5.2.8, Construct non-empty hazard_pointer
    hazard_pointer make_hazard_pointer(
        hazard_pointer_domain& domain = hazard_pointer_default_domain());

    // 5.2.9, Hazard pointer swap
    void swap(hazard_pointer&, hazard_pointer&) noexcept;
}

5.2.3 Class hazard_pointer_domain

5.2.3.1 General

The number of unreclaimed possibly-reclaimable objects retired to a domain is bounded. The bound is
implementation-defined.

[Note 1: The bound can be independent of other domains and can be a function of the number of hazard
pointers belonging to the domain, the number of threads that retire objects to the domain, and the number
of threads that use hazard pointers belonging to the domain. —end note]

Concurrent access to a domain does not incur a data race (C++20 §6.9.2.1).

class hazard_pointer_domain {
    public:
        hazard_pointer_domain() noexcept;
        explicit hazard_pointer_domain(pmr::polymorphic_allocator<byte> poly_alloc) noexcept;

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

        ~hazard_pointer_domain();
};
5.2.3.2 Member functions

hazard_pointer_domain() noexcept;

Effects: Equivalent to hazard_pointer_domain({}).

explicit hazard_pointer_domain(pmr::polymorphic_allocator<byte> poly_alloc) noexcept;

Remarks: All allocation and deallocation related to hazard pointers belonging to this domain use a copy of poly_alloc.

~hazard_pointer_domain();
Preconditions: All hazard pointers belonging to *this have been destroyed.
Effects: Reclaims all objects retired to this domain that have not yet been reclaimed.

5.2.4 Default hazard_pointer_domain

hazard_pointer_domain& hazard_pointer_default_domain() noexcept;

Returns: A reference to the default hazard_pointer_domain.
Remarks: The default domain has an unspecified allocator and has static storage duration. The initialization of the default domain strongly happens before this function returns; the sequencing is otherwise unspecified.

5.2.5 Clean up

void hazard_pointer_clean_up(hazard_pointer_domain& domain = hazard_pointer_default_domain()) noexcept;

Effects: May reclaim possibly-reclaimable objects retired to domain.
Postconditions: All definitely-reclaimable objects retired to domain have been reclaimed.
Synchronization: The completion of the deleter for each reclaimed object synchronizes with the return from this function call.

5.2.6 Class template hazard_pointer_obj_base

template <typename T, typename D = default_delete<T>>
class hazard_pointer_obj_base {
public:
    void retire(
        D d = D(),
        hazard_pointer_domain& domain = hazard_pointer_default_domain()) noexcept;
    void retire(hazard_pointer_domain& domain) noexcept;
protected:
    hazard_pointer_obj_base() = default;
private:
    D deleter; // exposition only
};

A client-supplied template argument D shall be a function object type (C++20 §20.14) 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.

The behavior of a program that adds specializations for hazard_pointer_obj_base is undefined.

D shall meet the requirements for Cpp17DefaultConstructible and Cpp17MoveAssignable.

T may be an incomplete type.

void retire(D d = D(), hazard_pointer_domain& domain = hazard_pointer_default_domain()) noexcept;

Mandates: T is a hazard-protectable type.
Preconditions: *this is a base class subobject of an object x of type T. x is not retired. Move-assigning D from d does not throw an exception. The expression d(addressof(x)) has well-defined behavior and does not throw an exception.

Effects: Move-assigns d to deleter, thereby setting it as the deleter of x, then retires x to domain.
Invoking the retire function may reclaim possibly-reclaimable objects retired to domain.

```cpp
void retire(hazard_pointer_domain& domain) noexcept;
```

*Effects:* Equivalent to `retire(D(), domain)`.

### § 5.2.7 Class hazard_pointer

**5.2.7.1 Synopsis**

```cpp
class hazard_pointer {
  public:
    hazard_pointer() noexcept;
    hazard_pointer(hazard_pointer&&) noexcept;
    hazard_pointer& operator=(hazard_pointer&&) noexcept;
    ~hazard_pointer();

    [[nodiscard]] bool empty() const noexcept;
    template <typename T> T* protect(const atomic<T*>& src) noexcept;
    template <typename T> bool try_protect(T*& ptr, const atomic<T*>& src) noexcept;
    template <typename T> void reset_protection(const T* ptr) noexcept;
    void reset_protection(nullptr_t = nullptr) noexcept;
    void swap(hazard_pointer&) noexcept;
};
```

**5.2.7.2 Constructors**

```cpp
hazard_pointer() noexcept;
```

*Postconditions:* *this is empty.

```cpp
hazard_pointer(hazard_pointer&& other) noexcept;
```

*Postconditions:* If `other` is empty, *this is empty. Otherwise, *this owns the hazard pointer originally owned by `other`; `other` is empty.

**5.2.7.3 Destructor**

```cpp
~hazard_pointer();
```

*Effects:* If *this is not empty, destroys the hazard pointer owned by *this, thereby ending its current protection epoch.

**5.2.7.4 Assignment**

```cpp
hazard_pointer& operator=(hazard_pointer&& other) noexcept;
```

*Effects:* If `this == &other` is true, no effect. Otherwise, if *this is not empty, destroys the hazard pointer owned by *this, thereby ending its current protection epoch.

*Postconditions:* If `other` was empty, *this is empty. Otherwise, *this owns the hazard pointer originally owned by other. If this `! = &other` is true, other is empty.

*Returns:* *this.

**5.2.7.5 Member functions**

```cpp
[[nodiscard]] bool empty() const noexcept;
```

*Returns:* true if and only if *this is empty.

```cpp
template <typename T> T* protect(const atomic<T*>& src) noexcept;
```

*Effects:* Equivalent to

```cpp
T* ptr = src.load(memory_order_relaxed);
while (!try_protect(ptr, src)) {}  
return ptr;
```
template <typename T> bool try_protect(T*& ptr, const atomic<T*>& src) noexcept;

Mandates: T is a hazard-protectable type.
Preconditions: *this is not empty.
Effects:
(5.1) — Initializes a variable old of type T* with the value of ptr.
(5.2) — Evaluates the function call reset_protection(old).
(5.3) — Assigns the value of src.load(std::memory_order_acquire) to ptr.
(5.4) — If old == ptr is false, evaluates the function call reset_protection().
Returns: old == ptr.
[Note 1: It is possible for try_protect to return true when ptr is a null pointer. — end note]
Complexity: Constant.

template <typename T> void reset_protection(const T* ptr) noexcept;
Mandates: T is a hazard-protectable type.
Preconditions: *this is not empty.
Effects: If ptr is a null pointer value, invokes reset_protection(). Otherwise, associates the hazard pointer owned by *this with *ptr, thereby ending the current protection epoch.

void reset_protection(nullptr_t = nullptr) noexcept;
Preconditions: *this is not empty.
Postconditions: The hazard pointer owned by *this is unassociated.
void swap(hazard_pointer& other) noexcept;
Effects: Swaps the hazard pointer ownership of this object with that of other.
[Note 2: The owned hazard pointers, if any, remain unchanged during the swap and continue to be associated with the respective objects that they were protecting before the swap, if any. No protection epochs are ended or initiated. — end note]
Complexity: Constant.

5.2.8 make_hazard_pointer

hazard_pointer make_hazard_pointer(
    hazard_pointer_domain& domain = hazard_pointer_default_domain());
Effects: Constructs a hazard pointer belonging to domain.
Returns: A hazard_pointer object that owns the newly-constructed hazard pointer.
Throws: Any exception thrown by the allocator of domain.

5.2.9 hazard_pointer specialized algorithms

void swap(hazard_pointer& a, hazard_pointer& b) noexcept;
Effects: Equivalent to a.swap(b).
5.3 Read-copy update (RCU)

5.3.1 General

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 schedule specified actions such as deletion at some later time.

2 A class type $T$ is rcu-protectable if it has exactly one public base class of type $\text{rcu}\_\text{obj}\_\text{base}<T,D>$ for some $D$ and no base classes of type $\text{rcu}\_\text{obj}\_\text{base}<X,Y>$ for any other combination $X$, $Y$. An object is rcu-protectable if it is of rcu-protectable type.

3 An invocation of unlock $U$ on an $\text{rcu}\_\text{domain}$ $\text{dom}$ corresponds to an invocation of lock $L$ on $\text{dom}$ if $L$ is sequenced before $U$ and either

(3.1) — no other invocation of lock on $\text{dom}$ is sequenced after $L$ and before $U$ or

(3.2) — every invocation of unlock $U'$ on $\text{dom}$ such that $L$ is sequenced before $U'$ and $U'$ is sequenced before $U$ corresponds to an invocation of lock $L'$ on $\text{dom}$ such that $L$ is sequenced before $L'$ and $L'$ is sequenced before $U'$.

[Note 1: This pairs nested locks and unlocks on a given domain in each thread. — end note]

4 A region of RCU protection on a domain $\text{dom}$ starts with a lock $L$ on $\text{dom}$ and ends with its corresponding unlock $U$.

5 Given a region of RCU protection $R$ on a domain $\text{dom}$ and given an evaluation $E$ that scheduled another evaluation $F$ in $\text{dom}$, if $E$ does not strongly happen before the start of $R$, the end of $R$ strongly happens before evaluating $F$.

6 The evaluation of a scheduled concurrency is potentially concurrent with any other such evaluation. Each scheduled evaluation is evaluated at most once.

5.3.2 Header <experimental/rcu> synopsis

```cpp
namespace std::experimental::inline concurrency_v2 {
    // 5.3.3, class template $\text{rcu}\_\text{obj}\_\text{base}$
    template<class T, class D = default_delete<T>>
    class $\text{rcu}\_\text{obj}\_\text{base}$
    {
        public:
            void retire(D d = D(), $\text{rcu}\_\text{domain}$ $\text{dom}$ = $\text{rcu}\_\text{default}\_\text{domain}()$ noexcept);
        
        protected:
            $\text{rcu}\_\text{domain}$ $\text{dom}$ = $\text{rcu}\_\text{default}\_\text{domain}()$;
    
    // 5.3.4, class $\text{rcu}\_\text{domain}$
    class $\text{rcu}\_\text{domain}$;

    // 5.3.5, $\text{rcu}\_\text{default}\_\text{domain}$
    $\text{rcu}\_\text{domain}$ $\text{rcu}\_\text{default}\_\text{domain}()$ noexcept;

    // 5.3.6, $\text{rcu}\_\text{synchronize}$
    void $\text{rcu}\_\text{synchronize}(\text{rcu}\_\text{domain}$ $\text{dom}$ = $\text{rcu}\_\text{default}\_\text{domain}()$ noexcept);

    // 5.3.7, $\text{rcu}\_\text{barrier}$
    void $\text{rcu}\_\text{barrier}(\text{rcu}\_\text{domain}$ $\text{dom}$ = $\text{rcu}\_\text{default}\_\text{domain}()$ noexcept);

    // 5.3.8, $\text{rcu}\_\text{retire}$
    template<class T, class D = default_delete<T>>
    void $\text{rcu}\_\text{retire}(\*p, D d = D(), \text{rcu}\_\text{domain}$ $\text{dom}$ = $\text{rcu}\_\text{default}\_\text{domain}()$);
}
```

5.3.3 Class $\text{rcu}\_\text{obj}\_\text{base}$

Objects of type $T$ to be protected by RCU inherit from a specialization of $\text{rcu}\_\text{obj}\_\text{base}<T,D>$.

```cpp
template<class T, class D = default_delete<T>>
class $\text{rcu}\_\text{obj}\_\text{base}$
{
    public:
        void retire(D d = D(), $\text{rcu}\_\text{domain}$ $\text{dom}$ = $\text{rcu}\_\text{default}\_\text{domain}()$ noexcept);
    
    protected:
        $\text{rcu}\_\text{obj}\_\text{base}$() = default;
    
    private:
        D deleter;  // exposition only
};
```
A client-supplied template argument D shall be a function object type C++20 §20.14 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.

The behavior of a program that adds specializations for rcu_obj_base is undefined.

D shall meet the requirements for Cpp17DefaultConstructible and Cpp17MoveAssignable.

T may be an incomplete type.

If D is trivially copyable, all specializations of rcu_obj_base<T,D> are trivially copyable.

```
void retire(D d = D(), rcu_domain& dom = rcu_default_domain()) noexcept;
```

_Effects:_ Evaluates deleter = std::move(d) and schedules the evaluation of the expression deleter(addressof(x)) in the domain dom.

_How to evaluate:_ It is implementation-defined whether or not scheduled evaluations in *this can be invoked by the retire function.

[Note 1: If such evaluations acquire resources held across any invocation of retire on dom, deadlock can occur. — end note]

5.3.4 Class rcu_domain

This class meets the requirements of Cpp17BasicLockable C++20 §32.2.5.2 and provides regions of RCU protection.

[Example 1:
```
std::scoped_lock<rcu_domain> rlock(rcu_default_domain());
```
— end example]

```
class rcu_domain {
public:
    rcu_domain(const rcu_domain&) = delete;
    rcu_domain& operator=(const rcu_domain&) = delete;

    void lock() noexcept;
    void unlock() noexcept;
};
```

The functions lock and unlock establish (possibly nested) regions of RCU protection.

5.3.4.1 rcu_domain::lock

```
void lock() noexcept;
```

_Effects:_ Opens a region of RCU protection.

_How to evaluate:_ It is implementation-defined whether or not scheduled evaluations in *this can be invoked by the lock function.

[Note 1: If such evaluations acquire resources held across any invocation of lock on *this, deadlock can occur. — end note]

Calls to the function lock do not introduce a data race involving *this.

5.3.4.2 rcu_domain::unlock

```
void unlock() noexcept;
```

_Preconditions:_ A call to the function lock that opened an unclosed region of RCU protection is sequenced before the call to unlock.

_Effects:_ Closes the unclosed region of RCU protection that was most recently opened.

_How to evaluate:_ It is implementation-defined whether or not scheduled evaluations in *this can be invoked by the unlock function.

[Note 1: If such evaluations acquire resources held across any invocation of unlock on *this, deadlock can occur. — end note]

Calls to the function unlock do not introduce a data race involving *this.
[Note 2: Evaluation of scheduled evaluations can still cause a data race. — end note]

5.3.5  rcu_default_domain  [safercl.rcu.default.domain]
rcu_domain& rcu_default_domain() noexcept;
Returns: A reference to the default object of type rcu_domain. A reference to the same object is
returned every time this function is called.

5.3.6  rcu_synchronize  [safercl.rcu.synchronize]
void rcu_synchronize(rcu_domain& dom = rcu_default_domain()) noexcept;
Effects: If the call to rcu_synchronize does not strongly happen before the lock opening an RCU
protection region R on dom, blocks until the unlock closing R happens.
Synchronization: The unlock closing R strongly happens before the return from rcu_synchronize.

5.3.7  rcu_barrier  [safercl.rcu.barrier]
void rcu_barrier(rcu_domain& dom = rcu_default_domain()) noexcept;
Effects: May evaluate any scheduled evaluations in dom. For any evaluation that happens before the
call to rcu_barrier and that schedules an evaluation E in dom, blocks until E has been evaluated.
Synchronization: The evaluation of any such E strongly happens before the return from rcu_barrier.

5.3.8  Template rcu_retire  [safercl.rcu.retire]
template<class T, class D = default_delete<T>>
void rcu_retire(T* p, D d = D(), rcu_domain& dom = rcu_default_domain());
Mandates: is_move_constructible_v<D> is true.
Preconditions: D meets the Cpp17MoveConstructible and Cpp17Destructible requirements. The
expression d1(p), where d1 is defined below, is well-formed and its evaluation does not exit via an
exception.
Effects: May allocate memory. It is unspecified whether the memory allocation is performed by invoking
operator new. Initializes an object d1 of type D from std::move(d). Schedules the evaluation of
d1(p) in the domain dom.
[Note 1: If rcu_retire exits via an exception, no evaluation is scheduled. — end note]
Throws: Any exception that would be caught by a handler of type bad_alloc. Any exception thrown
by the initialization of d1.
Remarks: It is implementation-defined whether or not scheduled evaluations in dom can be invoked by
the rcu_retire function.
[Note 2: If such evaluations acquire resources held across any invocation of rcu_retire on dom, deadlock can
occur. — end note]
6  Bytewise Atomic Memcpy
[byteatomicmemcpy]

6.1 General  [byteatomicmemcpy.general]
This clause describes bytewise atomic memcpy access.

6.2 Header <byteatomicmemcpy> synopsis  [byteatomicmemcpy.syn]
namespace std::experimental::inline concurrency_v2 {

  void* atomic_load_per_byte_memcpy(void* dest, const void* source, size_t count, memory_order order);

  void* atomic_store_per_byte_memcpy(void* dest, const void* source, size_t count, memory_order order);

}

1 The atomic_load_per_byte_memcpy() and atomic_store_per_byte_memcpy() functions support concurrent programming idioms in which values may be read while being written, but the value is trusted only when it can be determined after the fact that a race did not occur.
[Note 1: So-called 'seqlocks' are the canonical example of such an idiom. — end note]

6.3 atomic_load_per_byte_memcpy  [byteatomicmemcpy.load]
1 The atomic_load_per_byte_memcpy / atomic_store_per_byte_memcpy functions behave as if the source and dest bytes respectively were individual atomic objects.

void* atomic_load_per_byte_memcpy(void* dest, const void* source, size_t count, memory_order order);

2 Preconditions:

   order is memory_order::acquire or memory_order::relaxed. (char*)dest + [0, count) and (const char*)source + [0, count) are valid ranges that do not overlap.

3 Effects: Copies count consecutive bytes pointed to by source into consecutive bytes pointed to by dest. Each individual load operation from a source byte is atomic with memory order order. These individual loads are unsequenced with respect to each other. The function implicitly creates objects ([intro.object]) in the destination region of storage immediately prior to copying the sequence of bytes to the destination.
[Note 1: There is no requirement that the individual bytes be copied in order, or that the implementation must operate on individual bytes. — end note]

Returns: dest.

6.4 atomic_store_per_byte_memcpy  [byteatomicmemcpy.store]
void* atomic_store_per_byte_memcpy(void* dest, const void* source, size_t count, memory_order order);

1 Preconditions: order is memory_order::release or memory_order::relaxed. (char*)dest + [0, count) and (const char*)source + [0, count) are valid ranges that do not overlap.

2 Effects: Copies count consecutive bytes pointed to by source into consecutive bytes pointed to by dest. Each individual store operation to a destination byte is atomic with memory order order. These individual stores are unsequenced with respect to each other. The function implicitly creates objects ([intro.object]) in the destination region of storage immediately prior to copying the sequence of bytes to the destination.

3 Returns:

dest.
[Note 1: If any of the atomic byte loads performed by an `atomic_load_per_byte_memcpy()` call A with `memory_order::acquire` argument take their value from an atomic byte store performed by `atomic_store_per_byte_memcpy()` call B with `memory_order::release` argument, then the start of B strongly happens before the completion of A. — end note]
7 Asymmetric Fence

7.1 General

This clause describes Asymmetric Fence access.

7.2 Header <experimental/asymmetric_fence> synopsis

namespace std::experimental::inline concurrency_v2 {

    // 7.3 asymmetric_thread_fence_heavy
    void asymmetric_thread_fence_heavy(memory_order order) noexcept;
    // 7.4 asymmetric_thread_fence_light
    void asymmetric_thread_fence_light(memory_order order) noexcept;
}

1 This subclause introduces synchronization primitives called heavyweight-fences and lightweight-fences. Like fences, heavyweight-fences and lightweight-fences can have acquire semantics, release semantics, or both, and can be sequentially consistent (in which case they are included in the total order $S$ on memory_order::seq-cst operations). A heavyweight-fence with acquire semantics is called an acquire heavyweight-fence. A heavyweight-fence has all the synchronization effects of a fence (C++20 §33.5.11 [atomics.fences]).

[Note 1: Heavyweight-fences and lightweight-fences are distinct from fences. — end note]

2 A heavyweight-fence with acquire semantics is called an acquire heavyweight-fence. A heavyweight-fence with release semantics is called a release heavyweight-fence. A lightweight-fence with acquire semantics is called an acquire lightweight-fence. A lightweight-fence with release semantics is called a release lightweight-fence.

3 If there are evaluations $A$ and $B$, and atomic operations $X$ and $Y$, both operating on some atomic object $M$, such that $A$ is sequenced before $X$, $X$ modifies $M$, $Y$ is sequenced before $B$, and $Y$ reads the value written by $X$ or a value written by any side effect in the hypothetical release sequence $X$ would head if it were a release operation, and one of the following hold:

- $A$ is a release lightweight-fence and $B$ is an acquire heavyweight-fence; or
- $A$ is a release heavyweight-fence and $B$ is an acquire lightweight-fence

then any evaluation sequenced before $A$ strongly happens before any evaluation that $B$ is sequenced before.

7.3 asymmetric_thread_fence_heavy

void asymmetric_thread_fence_heavy(memory_order order) noexcept;

1 Effects: Depending on the value of order, this operation:

(1.1) has no effects, if order == memory_order::relaxed;
(1.2) is an acquire heavyweight-fence, if order == memory_order::acquire or order == memory_order::consume;
(1.3) is a release heavyweight-fence, if order == memory_order::release;
(1.4) is both an acquire heavyweight-fence and a release heavyweight-fence, if order == memory_order::acq_rel;
(1.5) is a sequentially consistent acquire and release heavyweight-fence, if order == memory_order::seq-cst.

7.4 asymmetric_thread_fence_light

void asymmetric_thread_fence_light(memory_order order) noexcept;

1 Effects: Depending on the value of order, this operation:

(1.1) has no effects, if order == memory_order::relaxed;
— is an acquire lightweight-fence, if \( \text{order} == \text{memory\_order::acquire} \) or \( \text{order} == \text{memory\_order::consume} \);

— is a release lightweight-fence, if \( \text{order} == \text{memory\_order::release} \);

— is both an acquire lightweight-fence and a release lightweight-fence, if \( \text{order} == \text{memory\_order::acq\_rel} \);

— is a sequentially consistent acquire and release lightweight-fence, if \( \text{order} == \text{memory\_order::seq\_cst} \).

\[\text{Note 1:} \] Delegating both heavyweight-fence and lightweight-fence functions to an \( \text{atomic\_thread\_fence(order)} \) call is a valid implementation. Implementations can adopt techniques in which calls to \( \text{asymmetric\_thread\_fence\_light} \) execute more quickly than calls to \( \text{atomic\_thread\_fence} \) with the same \( \text{memory\_order} \), at the cost of \( \text{asymmetric\_thread\_fence\_heavy} \) executing more slowly than calls to \( \text{atomic\_thread\_fence} \) with the same \( \text{memory\_order} \) — end note
8 Synchronized Value

8.1 General
This section describes a class template to provide locked access to a value in order to facilitate the construction of race-free programs.

8.2 Header <experimental/synchronized_value> synopsis

```cpp
namespace std::experimental::inline concurrency_v2 {
    template<class T>
    class synchronized_value;

    template<class F,class ... ValueTypes>
    invoke_result_t<F, ValueTypes&...> apply(
        F&& f,synchronized_value<ValueTypes>&... values);
}
```

8.3 Class template synchronized_value

```cpp
namespace std::experimental::inline concurrency_v2 {
    template<class T>
    class synchronized_value {
        public:
            synchronized_value(synchronized_value const&) = delete;
            synchronized_value& operator=(synchronized_value const&) = delete;

            template<class ... Args>
            synchronized_value(Args&& ... args);

        private:
            T value; // exposition only
            mutex mut; // exposition only
    };

template<class T>
    synchronized_value(T) -> synchronized_value<T>;
}
```

1 An object of type `synchronized_value<T>` wraps an object of type `T`. The wrapped object can be accessed by passing a callable object or function to `apply`. All such accesses are done with a lock held to ensure that only one thread may be accessing the wrapped object for a given `synchronized_value` at a time.

```cpp
template<class ... Args>
    synchronized_value(Args&& ... args);
```

2 Constraints:

\[(2.1) \quad \text{(sizeof...(Args) != 1) is true or (!same_as<synchronized_value,remove_cvref_t<Args>> &...)} \text{ is true}\]

\[(2.2) \quad \text{is_constructible_v<T,Args...> is true}\]

3 Effects: Direct-non-list-initializes `value` with `std::forward<Args>(args)`.

4 Throws: Any exceptions emitted by the initialization of `value`. `system_error` if any necessary resources cannot be acquired.
8.4 apply function

```cpp
template<class F, class ... ValueTypes>
invoke_result_t<F, ValueTypes&...> apply(
    F&& f, synchronized_value<ValueTypes>&... values);
```

**Constraints:** sizeof...(values) != 0 is true.

**Effects:** Equivalent to:
```
scoped_lock lock(values.mut...);
return invoke(std::forward<F>(f), values.value...);
```

[Note 1: A single instance of `synchronized_value` can not be passed more than once to the same invocation of `apply`.

[Example 1:]
```
synchronized_value<int> sv;
void f(int, int);
apply(f, sv, sv); // undefined behaviour, sv passed more than once to same call
```

— end example]

— end note]

[Note 2: The invocation of f can not call apply directly or indirectly passing any of values.... — end note]`
There is a single total order $S$ on all `memory_order::seq_cst` operations, including fences, that satisfies the following constraints. First, if $A$ and $B$ are `memory_order::seq_cst` operations and $A$ strongly happens before $B$, then $A$ precedes $B$ in $S$. Second, for every pair of atomic operations $A$ and $B$ on an object $M$, where $A$ is coherence-ordered before $B$, the following four conditions are required to be satisfied by $S$:

Add the following two bullets to the list:

(4.1) — ...
(4.2) — if a `memory_order::seq_cst` lightweight-fence $X$ happens before $A$ and $B$ happens before a `memory_order::seq_cst` heavyweight-fence $Y$, then $X$ precedes $Y$ in $S$; and
(4.3) — if a `memory_order::seq_cst` heavyweight-fence $X$ happens before $A$ and $B$ happens before a `memory_order::seq_cst` lightweight-fence $Y$, then $X$ precedes $Y$ in $S$. 