
Programming Languages — Technical Specification for C++ Extensions for Parallelism

*Langages de programmation — Spécification technique pour les
extensions C++ relatives au parallélisme*



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Contents

Foreword	iv
1 Scope	1
2 Normative references	2
3 Terms and definitions	3
4 General	4
4.1 Namespaces and headers	4
4.2 Feature-testing recommendations	4
5 Parallel exceptions	5
5.1 Header <code><experimental/exception_list></code> synopsis	5
6 Execution policies	6
6.1 Header <code><experimental/execution></code> synopsis	6
6.2 Unsequenced execution policy	6
6.3 Vector execution policy	6
6.4 Execution policy objects	7
7 Parallel algorithms	8
7.1 Wavefront Application	8
7.2 Non-Numeric Parallel Algorithms	9
8 Task Block	16
8.1 Header <code><experimental/task_block></code> synopsis	16
8.2 Class <code>task_cancelled_exception</code>	16
8.3 Class <code>task_block</code>	16
8.4 Function template <code>define_task_block</code>	18
8.5 Exception Handling	19
9 Data-Parallel Types	20
9.1 General	20
9.2 Header <code><experimental/simd></code> synopsis	20
9.3 <code>simd</code> ABI tags	24
9.4 <code>simd</code> type traits	26
9.5 Where expression class templates	27
9.6 Class template <code>simd</code>	30
9.7 <code>simd</code> non-member operations	37
9.8 Class template <code>simd_mask</code>	42
9.9 Non-member operations	46

Foreword

[parallel.foreword]

- ¹ 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. In the field of information technology, ISO and IEC have established a joint technical committee, ISO/IEC JTC 1.
- ² 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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- ⁵ For an explanation of the voluntary nature of standards, the meaning of ISO specific terms and expressions related to conformity assessment, as well as information about ISO's adherence to the World Trade Organization (WTO) principles in the Technical Barriers to Trade (TBT) see www.iso.org/iso/foreword.html.
- ⁶ This document was prepared by Technical Committee ISO/IEC JTC 1, *Information technology*, Subcommittee SC 22, *Programming languages, their environments and system software interfaces*.
- ⁷ This second edition cancels and replaces the first edition (ISO/IEC 19570:2015) which has been technically revised.
- ⁸ The main changes compared to the previous edition are as follows:
 - (8.1) — Eliminate previously standardized functionality.
 - (8.2) — Introduce task block.
 - (8.3) — Introduce vector and wavefront policies.
 - (8.4) — Introduce a template library for parallel for loops.
 - (8.5) — Introduce data-parallel vector types.

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Programming Languages — Technical Specification for C++ Extensions for Parallelism

1 Scope [parallel.scope]

- ¹ This document describes requirements for implementations of an interface that computer programs written in the C++ programming language can use to invoke algorithms with parallel execution. The algorithms described by this document are realizable across a broad class of computer architectures.
- ² There is a possibility of a subset of the functionality described by this document being standardized in a future version of C++, but it is not currently part of any C++ standard. There is a possibility of some of the functionality in this document never being standardized, or of it being standardized in a substantially changed form.
- ³ The goal of this document is to build widespread existing practice for parallelism in the C++ programming language. It gives advice on extensions to those vendors who wish to provide them.

2 Normative references [parallel.references]

¹ The following documents are referred to in the text in such a way that some or all of their content constitutes requirements 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 14882:2017, *Programming languages — C++*

² ISO/IEC 14882:2017 is herein called the C++ Standard. References to clauses within the C++ Standard are written as “C++17 §20”. The library described in ISO/IEC 14882:2017 clauses 20-33 is herein called the *C++ Standard Library*. The C++ Standard Library components described in ISO/IEC 14882:2017 clauses 28, 29.8 and 23.10.10 are herein called the *C++ Standard Algorithms Library*.

³ Unless otherwise specified, the whole of the C++ Standard’s Library introduction (C++17 §20) is included into this document by reference.