

LLVM OpenMP* Runtime Library

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Chapter 1

LLVM* OpenMP* Runtime Library Interface

1.1 Introduction

This document describes the interface provided by the LLVM OpenMP* runtime library to the compiler. Routines that are directly called as simple functions by user code are not currently described here, since their definition is in the OpenMP specification available from <http://openmp.org>

The aim here is to explain the interface from the compiler to the runtime.

The overall design is described, and each function in the interface has its own description. (At least, that's the ambition, we may not be there yet).

1.2 Quickly Building the Runtime

For the impatient, we cover building the runtime as the first topic here.

CMake is used to build the OpenMP runtime. For details and a full list of options for the CMake build system, see `Build_With_CMake.txt` inside the `runtime/` subdirectory. These instructions will provide the most typical build.

In-LLVM-tree build:

```
$ cd where-you-want-to-live
Check out openmp into llvm/projects
$ cd where-you-want-to-build
$ mkdir build && cd build
$ cmake path/to/llvm -DCMAKE_C_COMPILER=<C compiler> -DCMAKE_CXX_COMPILER=<C++ compiler>
$ make omp
```

Out-of-LLVM-tree build:

```
$ cd where-you-want-to-live
Check out openmp
$ cd where-you-want-to-live/openmp/runtime
$ mkdir build && cd build
$ cmake path/to/openmp -DCMAKE_C_COMPILER=<C compiler> -DCMAKE_CXX_COMPILER=<C++ compiler>
$ make
```

1.3 Supported RTL Build Configurations

The architectures supported are IA-32 architecture, Intel® 64, and Intel® Many Integrated Core Architecture. The build configurations supported are shown in the table below.

	icc/icl	gcc	clang
Linux* OS	Yes(1,5)	Yes(2,4)	Yes(4,6,7)
FreeBSD*	Yes(1,5)	Yes(2,4)	Yes(4,6,7,8)
OS X*	Yes(1,3,4)	No	Yes(4,6,7)
Windows* OS	Yes(1,4)	No	No

(1) On IA-32 architecture and Intel® 64, icc/icl versions 12.x are supported (12.1 is recommended).

(2) gcc version 4.7 is supported.

(3) For icc on OS X* , OS X* version 10.5.8 is supported.

(4) Intel® Many Integrated Core Architecture not supported.

(5) On Intel® Many Integrated Core Architecture, icc/icl versions 13.0 or later are required.

(6) Clang* version 3.3 is supported.

(7) Clang* currently does not offer a software-implemented 128 bit extended precision type. Thus, all entry points reliant on this type are removed from the library and cannot be called in the user program. The following functions are not available:

```
__kmpc_atomic_cmplx16_*
__kmpc_atomic_float16_*
__kmpc_atomic*_fp
```

(8) Community contribution provided AS IS, not tested by Intel.

Supported Architectures: IBM(R) Power 7 and Power 8

	gcc	clang
Linux* OS	Yes(1,2)	Yes(3,4)

(1) On Power 7, gcc version 4.8.2 is supported.

(2) On Power 8, gcc version 4.8.2 is supported.

(3) On Power 7, clang version 3.7 is supported.

(4) On Power 8, clang version 3.7 is supported.

1.4 Front-end Compilers that work with this RTL

The following compilers are known to do compatible code generation for this RTL: icc/icl, gcc. Code generation is discussed in more detail later in this document.

1.5 Outlining

The runtime interface is based on the idea that the compiler "outlines" sections of code that are to run in parallel into separate functions that can then be invoked in multiple threads. For instance, simple code like this

```
void foo()
{
  #pragma omp parallel
  {
    ... do something ...
  }
}
```

is converted into something that looks conceptually like this (where the names used are merely illustrative; the real library function names will be used later after we've discussed some more issues...)

```
static void outlinedFooBody()
{
  ... do something ...
}
```

```
}  
  
void foo()  
{  
    __OMP_runtime_fork(outlinedFooBody, (void*)0);    // Not the real function name!  
}
```

1.5.1 Addressing shared variables

In real uses of the OpenMP* API there are normally references from the outlined code to shared variables that are in scope in the containing function. Therefore the containing function must be able to address these variables. The runtime supports two alternate ways of doing this.

1.5.1.1 Current Technique

The technique currently supported by the runtime library is to receive a separate pointer to each shared variable that can be accessed from the outlined function. This is what is shown in the example below.

We hope soon to provide an alternative interface to support the alternate implementation described in the next section. The alternative implementation has performance advantages for small parallel regions that have many shared variables.

1.5.1.2 Future Technique

The idea is to treat the outlined function as though it were a lexically nested function, and pass it a single argument which is the pointer to the parent's stack frame. Provided that the compiler knows the layout of the parent frame when it is generating the outlined function it can then access the up-level variables at appropriate offsets from the parent frame. This is a classical compiler technique from the 1960s to support languages like Algol (and its descendants) that support lexically nested functions.

The main benefit of this technique is that there is no code required at the fork point to marshal the arguments to the outlined function. Since the runtime knows statically how many arguments must be passed to the outlined function, it can easily copy them to the thread's stack frame. Therefore the performance of the fork code is independent of the number of shared variables that are accessed by the outlined function.

If it is hard to determine the stack layout of the parent while generating the outlined code, it is still possible to use this approach by collecting all of the variables in the parent that are accessed from outlined functions into a single `struct` which is placed on the stack, and whose address is passed to the outlined functions. In this way the offsets of the shared variables are known (since they are inside the struct) without needing to know the complete layout of the parent stack-frame. From the point of view of the runtime either of these techniques is equivalent, since in either case it only has to pass a single argument to the outlined function to allow it to access shared variables.

A scheme like this is how gcc* generates outlined functions.

1.6 Library Interfaces

The library functions used for specific parts of the OpenMP* language implementation are documented in different modules.

- [Basic Types](#) fundamental types used by the runtime in many places
- [Deprecated Functions](#) functions that are in the library but are no longer required
- [Startup and Shutdown](#) functions for initializing and finalizing the runtime
- [Parallel \(fork/join\)](#) functions for implementing `omp parallel`
- [Thread Information](#) functions for supporting thread state inquiries
- [Work Sharing](#) functions for work sharing constructs such as `omp for`, `omp sections`

- [Thread private data support](#) functions to support thread private data, copyin etc
- [Synchronization](#) functions to support `omp critical`, `omp barrier`, `omp master`, reductions etc
- [Atomic Operations](#) functions to support atomic operations
- [Statistics Gathering from OMPTB](#) macros to support developer profiling of libomp
- Documentation on tasking has still to be written...

1.7 Examples

1.7.1 Work Sharing Example

This example shows the code generated for a parallel for with reduction and dynamic scheduling.

```
extern float foo( void );

int main () {
    int i;
    float r = 0.0;
    #pragma omp parallel for schedule(dynamic) reduction(+:r)
    for ( i = 0; i < 10; i ++ ) {
        r += foo();
    }
}
```

The transformed code looks like this.

```
extern float foo( void );

int main () {
    static int zero = 0;
    auto int gtid;
    auto float r = 0.0;
    __kmpc_begin( & loc3, 0 );
    // The gtid is not actually required in this example so could be omitted;
    // We show its initialization here because it is often required for calls into
    // the runtime and should be locally cached like this.
    gtid = __kmpc_global_thread_num( & loc3 );
    __kmpc_fork_call( & loc7, 1, main_7_parallel_3, & r );
    __kmpc_end( & loc0 );
    return 0;
}

struct main_10_reduction_t_5 { float r_10_rpr; };

static kmp_critical_name lck = { 0 };
static ident_t loc10; // loc10.flags should contain KMP_IDENT_ATOMIC_REDUCE bit set
// if compiler has generated an atomic reduction.

void main_7_parallel_3( int *gtid, int *btid, float *r_7_shp ) {
    auto int i_7_pr;
    auto int lower, upper, liter, incr;
    auto struct main_10_reduction_t_5 reduce;
    reduce.r_10_rpr = 0.F;
    liter = 0;
    __kmpc_dispatch_init_4( & loc7, *gtid, 35, 0, 9, 1, 1 );
    while ( __kmpc_dispatch_next_4( & loc7, *gtid, & liter, & lower, & upper, & incr
    ) ) {
        for( i_7_pr = lower; upper >= i_7_pr; i_7_pr ++ )
            reduce.r_10_rpr += foo();
    }
    switch( __kmpc_reduce_nowait( & loc10, *gtid, 1, 4, & reduce, main_10_reduce_5, &
    lck ) ) {
        case 1:
            *r_7_shp += reduce.r_10_rpr;
            __kmpc_end_reduce_nowait( & loc10, *gtid, & lck );
            break;
        case 2:
            __kmpc_atomic_float4_add( & loc10, *gtid, r_7_shp, reduce.r_10_rpr );
            break;
        default:;
    }
}
```

```
void main_10_reduce_5( struct main_10_reduction_t_5 *reduce_lhs,  
                      struct main_10_reduction_t_5 *reduce_rhs )  
{  
    reduce_lhs->r_10_rpr += reduce_rhs->r_10_rpr;  
}
```


Chapter 2

Module Index

2.1 Modules

Here is a list of all modules:

- Atomic Operations 13
- Wait/Release operations 20
- Basic Types 21
- Deprecated Functions 23
- Startup and Shutdown 24
- Parallel (fork/join) 25
- Thread Information 27
- Work Sharing 29
- Synchronization 38
- Thread private data support 41
- Statistics Gathering from OMPTB 44
- Tasking support 48
- User visible functions 49

Chapter 3

Hierarchical Index

3.1 Class Hierarchy

This inheritance list is sorted roughly, but not completely, alphabetically:

hierarchy_info	51
ident	52
kmp_flag< P >	53
kmp_flag< FlagType >	53
kmp_flag< kmp_uint32 >	53
kmp_flag< kmp_uint64 >	53
stats_flags_e	54

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

hierarchy_info	51
ident	52
kmp_flag< P >	53
stats_flags_e Flags to describe the statistic (timers or counter)	54

Chapter 5

Module Documentation

5.1 Atomic Operations

5.1.1 Detailed Description

These functions are used for implementing the many different varieties of atomic operations.

The compiler is at liberty to inline atomic operations that are naturally supported by the target architecture. For instance on IA-32 architecture an atomic like this can be inlined

```
static int s = 0;
#pragma omp atomic
    s++;
```

using the single instruction: `lock; incl s`

However the runtime does provide entrypoints for these operations to support compilers that choose not to inline them. (For instance, `__kmpc_atomic_fixed4_add` could be used to perform the increment above.)

The names of the functions are encoded by using the data type name and the operation name, as in these tables.

Data Type	Data type encoding
int8_t	fixed1
uint8_t	fixed1u
int16_t	fixed2
uint16_t	fixed2u
int32_t	fixed4
uint32_t	fixed4u
int32_t	fixed8
uint32_t	fixed8u
float	float4
double	float8
float 10 (8087 eighty bit float)	float10
complex<float>	cmplx4
complex<double>	cmplx8
complex<float10>	cmplx10

Operation	Operation encoding
+	add
-	sub
*	mul
/	div

&	andb
<<	shl
>>	shr
	orb
^	xor
&&	andl
	orl
maximum	max
minimum	min
.eqv.	eqv
.neqv.	neqv

For non-commutative operations, `_rev` can also be added for the reversed operation. For the functions that capture the result, the suffix `_cpt` is added.

Update Functions

The general form of an atomic function that just performs an update (without a `capture`)

```
void __kmpc_atomic_<datatype>_<operation>( ident_t *id_ref, int gtid, TYPE * lhs, TYPE rhs );
```

Parameters

<i>ident_t</i>	a pointer to source location
<i>gtid</i>	the global thread id
<i>lhs</i>	a pointer to the left operand
<i>rhs</i>	the right operand

capture functions

The capture functions perform an atomic update and return a result, which is either the value before the capture, or that after. They take an additional argument to determine which result is returned. Their general form is therefore

```
TYPE __kmpc_atomic_<datatype>_<operation>_cpt( ident_t *id_ref, int gtid, TYPE * lhs, TYPE rhs, int flag );
```

Parameters

<i>ident_t</i>	a pointer to source location
<i>gtid</i>	the global thread id
<i>lhs</i>	a pointer to the left operand
<i>rhs</i>	the right operand
<i>flag</i>	one if the result is to be captured <i>after</i> the operation, zero if captured <i>before</i> .

The one set of exceptions to this is the `complex<float>` type where the value is not returned, rather an extra argument pointer is passed.

They look like

```
void __kmpc_atomic_cmplx4_<op>_cpt( ident_t *id_ref, int gtid, kmp_cmplx32 * lhs, kmp_cmplx32 rhs, kmp_cmplx32 * out, int flag );
```

Read and Write Operations

The OpenMP* standard now supports atomic operations that simply ensure that the value is read or written atomically, with no modification performed. In many cases on IA-32 architecture these operations can be inlined since

the architecture guarantees that no tearing occurs on aligned objects accessed with a single memory operation of up to 64 bits in size.

The general form of the read operations is

```
TYPE __kmpc_atomic_<type>_rd ( ident_t *id_ref, int gtid, TYPE * loc );
```

For the write operations the form is

```
void __kmpc_atomic_<type>_wr ( ident_t *id_ref, int gtid, TYPE * lhs, TYPE rhs );
```

Full list of functions

This leads to the generation of 376 atomic functions, as follows.

Functions for integers

There are versions here for integers of size 1,2,4 and 8 bytes both signed and unsigned (where that matters).

```
__kmpc_atomic_fixed1_add
__kmpc_atomic_fixed1_add_cpt
__kmpc_atomic_fixed1_add_fp
__kmpc_atomic_fixed1_andb
__kmpc_atomic_fixed1_andb_cpt
__kmpc_atomic_fixed1_andl
__kmpc_atomic_fixed1_andl_cpt
__kmpc_atomic_fixed1_div
__kmpc_atomic_fixed1_div_cpt
__kmpc_atomic_fixed1_div_cpt_rev
__kmpc_atomic_fixed1_div_float8
__kmpc_atomic_fixed1_div_fp
__kmpc_atomic_fixed1_div_rev
__kmpc_atomic_fixed1_eqv
__kmpc_atomic_fixed1_eqv_cpt
__kmpc_atomic_fixed1_max
__kmpc_atomic_fixed1_max_cpt
__kmpc_atomic_fixed1_min
__kmpc_atomic_fixed1_min_cpt
__kmpc_atomic_fixed1_mul
__kmpc_atomic_fixed1_mul_cpt
__kmpc_atomic_fixed1_mul_float8
__kmpc_atomic_fixed1_mul_fp
__kmpc_atomic_fixed1_neqv
__kmpc_atomic_fixed1_neqv_cpt
__kmpc_atomic_fixed1_orb
__kmpc_atomic_fixed1_orb_cpt
__kmpc_atomic_fixed1_orl
__kmpc_atomic_fixed1_orl_cpt
__kmpc_atomic_fixed1_rd
__kmpc_atomic_fixed1_shl
__kmpc_atomic_fixed1_shl_cpt
__kmpc_atomic_fixed1_shl_cpt_rev
__kmpc_atomic_fixed1_shl_rev
__kmpc_atomic_fixed1_shr
__kmpc_atomic_fixed1_shr_cpt
__kmpc_atomic_fixed1_shr_cpt_rev
__kmpc_atomic_fixed1_shr_rev
__kmpc_atomic_fixed1_sub
__kmpc_atomic_fixed1_sub_cpt
__kmpc_atomic_fixed1_sub_cpt_rev
__kmpc_atomic_fixed1_sub_fp
__kmpc_atomic_fixed1_sub_rev
__kmpc_atomic_fixed1_swp
__kmpc_atomic_fixed1_wr
__kmpc_atomic_fixed1_xor
__kmpc_atomic_fixed1_xor_cpt
__kmpc_atomic_fixed1u_div
__kmpc_atomic_fixed1u_div_cpt
__kmpc_atomic_fixed1u_div_cpt_rev
__kmpc_atomic_fixed1u_div_fp
__kmpc_atomic_fixed1u_div_rev
__kmpc_atomic_fixed1u_shr
__kmpc_atomic_fixed1u_shr_cpt
__kmpc_atomic_fixed1u_shr_cpt_rev
__kmpc_atomic_fixed1u_shr_rev
__kmpc_atomic_fixed2_add
```

```

__kmpc_atomic_fixed2_add_cpt
__kmpc_atomic_fixed2_add_fp
__kmpc_atomic_fixed2_andb
__kmpc_atomic_fixed2_andb_cpt
__kmpc_atomic_fixed2_andl
__kmpc_atomic_fixed2_andl_cpt
__kmpc_atomic_fixed2_div
__kmpc_atomic_fixed2_div_cpt
__kmpc_atomic_fixed2_div_cpt_rev
__kmpc_atomic_fixed2_div_float8
__kmpc_atomic_fixed2_div_fp
__kmpc_atomic_fixed2_div_rev
__kmpc_atomic_fixed2_eqv
__kmpc_atomic_fixed2_eqv_cpt
__kmpc_atomic_fixed2_max
__kmpc_atomic_fixed2_max_cpt
__kmpc_atomic_fixed2_min
__kmpc_atomic_fixed2_min_cpt
__kmpc_atomic_fixed2_mul
__kmpc_atomic_fixed2_mul_cpt
__kmpc_atomic_fixed2_mul_float8
__kmpc_atomic_fixed2_mul_fp
__kmpc_atomic_fixed2_neqv
__kmpc_atomic_fixed2_neqv_cpt
__kmpc_atomic_fixed2_orb
__kmpc_atomic_fixed2_orb_cpt
__kmpc_atomic_fixed2_orl
__kmpc_atomic_fixed2_orl_cpt
__kmpc_atomic_fixed2_rd
__kmpc_atomic_fixed2_shl
__kmpc_atomic_fixed2_shl_cpt
__kmpc_atomic_fixed2_shl_cpt_rev
__kmpc_atomic_fixed2_shl_rev
__kmpc_atomic_fixed2_shr
__kmpc_atomic_fixed2_shr_cpt
__kmpc_atomic_fixed2_shr_cpt_rev
__kmpc_atomic_fixed2_shr_rev
__kmpc_atomic_fixed2_sub
__kmpc_atomic_fixed2_sub_cpt
__kmpc_atomic_fixed2_sub_cpt_rev
__kmpc_atomic_fixed2_sub_fp
__kmpc_atomic_fixed2_sub_rev
__kmpc_atomic_fixed2_swp
__kmpc_atomic_fixed2_wr
__kmpc_atomic_fixed2_xor
__kmpc_atomic_fixed2_xor_cpt
__kmpc_atomic_fixed2u_div
__kmpc_atomic_fixed2u_div_cpt
__kmpc_atomic_fixed2u_div_cpt_rev
__kmpc_atomic_fixed2u_div_fp
__kmpc_atomic_fixed2u_div_rev
__kmpc_atomic_fixed2u_shr
__kmpc_atomic_fixed2u_shr_cpt
__kmpc_atomic_fixed2u_shr_cpt_rev
__kmpc_atomic_fixed2u_shr_rev
__kmpc_atomic_fixed4_add
__kmpc_atomic_fixed4_add_cpt
__kmpc_atomic_fixed4_add_fp
__kmpc_atomic_fixed4_andb
__kmpc_atomic_fixed4_andb_cpt
__kmpc_atomic_fixed4_andl
__kmpc_atomic_fixed4_andl_cpt
__kmpc_atomic_fixed4_div
__kmpc_atomic_fixed4_div_cpt
__kmpc_atomic_fixed4_div_cpt_rev
__kmpc_atomic_fixed4_div_float8
__kmpc_atomic_fixed4_div_fp
__kmpc_atomic_fixed4_div_rev
__kmpc_atomic_fixed4_eqv
__kmpc_atomic_fixed4_eqv_cpt
__kmpc_atomic_fixed4_max
__kmpc_atomic_fixed4_max_cpt
__kmpc_atomic_fixed4_min
__kmpc_atomic_fixed4_min_cpt
__kmpc_atomic_fixed4_mul
__kmpc_atomic_fixed4_mul_cpt
__kmpc_atomic_fixed4_mul_float8
__kmpc_atomic_fixed4_mul_fp
__kmpc_atomic_fixed4_neqv
__kmpc_atomic_fixed4_neqv_cpt
__kmpc_atomic_fixed4_orb
__kmpc_atomic_fixed4_orb_cpt
__kmpc_atomic_fixed4_orl
__kmpc_atomic_fixed4_orl_cpt
__kmpc_atomic_fixed4_rd
__kmpc_atomic_fixed4_shl
__kmpc_atomic_fixed4_shl_cpt

```

```
__kmpc_atomic_fixed4_shl_cpt_rev
__kmpc_atomic_fixed4_shl_rev
__kmpc_atomic_fixed4_shr
__kmpc_atomic_fixed4_shr_cpt
__kmpc_atomic_fixed4_shr_cpt_rev
__kmpc_atomic_fixed4_shr_rev
__kmpc_atomic_fixed4_sub
__kmpc_atomic_fixed4_sub_cpt
__kmpc_atomic_fixed4_sub_cpt_rev
__kmpc_atomic_fixed4_sub_fp
__kmpc_atomic_fixed4_sub_rev
__kmpc_atomic_fixed4_swap
__kmpc_atomic_fixed4_wr
__kmpc_atomic_fixed4_xor
__kmpc_atomic_fixed4_xor_cpt
__kmpc_atomic_fixed4u_div
__kmpc_atomic_fixed4u_div_cpt
__kmpc_atomic_fixed4u_div_cpt_rev
__kmpc_atomic_fixed4u_div_fp
__kmpc_atomic_fixed4u_div_rev
__kmpc_atomic_fixed4u_shr
__kmpc_atomic_fixed4u_shr_cpt
__kmpc_atomic_fixed4u_shr_cpt_rev
__kmpc_atomic_fixed4u_shr_rev
__kmpc_atomic_fixed8_add
__kmpc_atomic_fixed8_add_cpt
__kmpc_atomic_fixed8_add_fp
__kmpc_atomic_fixed8_andb
__kmpc_atomic_fixed8_andb_cpt
__kmpc_atomic_fixed8_andl
__kmpc_atomic_fixed8_andl_cpt
__kmpc_atomic_fixed8_div
__kmpc_atomic_fixed8_div_cpt
__kmpc_atomic_fixed8_div_cpt_rev
__kmpc_atomic_fixed8_div_float8
__kmpc_atomic_fixed8_div_fp
__kmpc_atomic_fixed8_div_rev
__kmpc_atomic_fixed8_eqv
__kmpc_atomic_fixed8_eqv_cpt
__kmpc_atomic_fixed8_max
__kmpc_atomic_fixed8_max_cpt
__kmpc_atomic_fixed8_min
__kmpc_atomic_fixed8_min_cpt
__kmpc_atomic_fixed8_mul
__kmpc_atomic_fixed8_mul_cpt
__kmpc_atomic_fixed8_mul_float8
__kmpc_atomic_fixed8_mul_fp
__kmpc_atomic_fixed8_neqv
__kmpc_atomic_fixed8_neqv_cpt
__kmpc_atomic_fixed8_orb
__kmpc_atomic_fixed8_orb_cpt
__kmpc_atomic_fixed8_orl
__kmpc_atomic_fixed8_orl_cpt
__kmpc_atomic_fixed8_rd
__kmpc_atomic_fixed8_shl
__kmpc_atomic_fixed8_shl_cpt
__kmpc_atomic_fixed8_shl_cpt_rev
__kmpc_atomic_fixed8_shl_rev
__kmpc_atomic_fixed8_shr
__kmpc_atomic_fixed8_shr_cpt
__kmpc_atomic_fixed8_shr_cpt_rev
__kmpc_atomic_fixed8_shr_rev
__kmpc_atomic_fixed8_sub
__kmpc_atomic_fixed8_sub_cpt
__kmpc_atomic_fixed8_sub_cpt_rev
__kmpc_atomic_fixed8_sub_fp
__kmpc_atomic_fixed8_sub_rev
__kmpc_atomic_fixed8_swap
__kmpc_atomic_fixed8_wr
__kmpc_atomic_fixed8_xor
__kmpc_atomic_fixed8_xor_cpt
__kmpc_atomic_fixed8u_div
__kmpc_atomic_fixed8u_div_cpt
__kmpc_atomic_fixed8u_div_cpt_rev
__kmpc_atomic_fixed8u_div_fp
__kmpc_atomic_fixed8u_div_rev
__kmpc_atomic_fixed8u_shr
__kmpc_atomic_fixed8u_shr_cpt
__kmpc_atomic_fixed8u_shr_cpt_rev
__kmpc_atomic_fixed8u_shr_rev
```

Functions for floating point

There are versions here for floating point numbers of size 4, 8, 10 and 16 bytes. (Ten byte floats are used by X87, but are now rare).

```

__kmpc_atomic_float4_add
__kmpc_atomic_float4_add_cpt
__kmpc_atomic_float4_add_float8
__kmpc_atomic_float4_add_fp
__kmpc_atomic_float4_div
__kmpc_atomic_float4_div_cpt
__kmpc_atomic_float4_div_cpt_rev
__kmpc_atomic_float4_div_float8
__kmpc_atomic_float4_div_fp
__kmpc_atomic_float4_div_rev
__kmpc_atomic_float4_max
__kmpc_atomic_float4_max_cpt
__kmpc_atomic_float4_min
__kmpc_atomic_float4_min_cpt
__kmpc_atomic_float4_mul
__kmpc_atomic_float4_mul_cpt
__kmpc_atomic_float4_mul_float8
__kmpc_atomic_float4_mul_fp
__kmpc_atomic_float4_rd
__kmpc_atomic_float4_sub
__kmpc_atomic_float4_sub_cpt
__kmpc_atomic_float4_sub_cpt_rev
__kmpc_atomic_float4_sub_float8
__kmpc_atomic_float4_sub_fp
__kmpc_atomic_float4_sub_rev
__kmpc_atomic_float4_swap
__kmpc_atomic_float4_wr
__kmpc_atomic_float8_add
__kmpc_atomic_float8_add_cpt
__kmpc_atomic_float8_add_fp
__kmpc_atomic_float8_div
__kmpc_atomic_float8_div_cpt
__kmpc_atomic_float8_div_cpt_rev
__kmpc_atomic_float8_div_fp
__kmpc_atomic_float8_div_rev
__kmpc_atomic_float8_max
__kmpc_atomic_float8_max_cpt
__kmpc_atomic_float8_min
__kmpc_atomic_float8_min_cpt
__kmpc_atomic_float8_mul
__kmpc_atomic_float8_mul_cpt
__kmpc_atomic_float8_mul_fp
__kmpc_atomic_float8_rd
__kmpc_atomic_float8_sub
__kmpc_atomic_float8_sub_cpt
__kmpc_atomic_float8_sub_cpt_rev
__kmpc_atomic_float8_sub_fp
__kmpc_atomic_float8_sub_rev
__kmpc_atomic_float8_swap
__kmpc_atomic_float8_wr
__kmpc_atomic_float10_add
__kmpc_atomic_float10_add_cpt
__kmpc_atomic_float10_add_fp
__kmpc_atomic_float10_div
__kmpc_atomic_float10_div_cpt
__kmpc_atomic_float10_div_cpt_rev
__kmpc_atomic_float10_div_fp
__kmpc_atomic_float10_div_rev
__kmpc_atomic_float10_mul
__kmpc_atomic_float10_mul_cpt
__kmpc_atomic_float10_mul_fp
__kmpc_atomic_float10_rd
__kmpc_atomic_float10_sub
__kmpc_atomic_float10_sub_cpt
__kmpc_atomic_float10_sub_cpt_rev
__kmpc_atomic_float10_sub_fp
__kmpc_atomic_float10_sub_rev
__kmpc_atomic_float10_swap
__kmpc_atomic_float10_wr
__kmpc_atomic_float16_add
__kmpc_atomic_float16_add_cpt
__kmpc_atomic_float16_div
__kmpc_atomic_float16_div_cpt
__kmpc_atomic_float16_div_cpt_rev
__kmpc_atomic_float16_div_rev
__kmpc_atomic_float16_max
__kmpc_atomic_float16_max_cpt
__kmpc_atomic_float16_min
__kmpc_atomic_float16_min_cpt
__kmpc_atomic_float16_mul

```

```

__kmpc_atomic_float16_mul_cpt
__kmpc_atomic_float16_rd
__kmpc_atomic_float16_sub
__kmpc_atomic_float16_sub_cpt
__kmpc_atomic_float16_sub_cpt_rev
__kmpc_atomic_float16_sub_rev
__kmpc_atomic_float16_swap
__kmpc_atomic_float16_wr

```

Functions for Complex types

Functions for complex types whose component floating point variables are of size 4,8,10 or 16 bytes. The names here are based on the size of the component float, *not* the size of the complex type. So `__kmpc_atomp_cmplx8_add` is an operation on a `complex<double>` or `complex(kind=8)`, *not* `complex<float>`.

```

__kmpc_atomic_cmplx4_add
__kmpc_atomic_cmplx4_add_cmplx8
__kmpc_atomic_cmplx4_add_cpt
__kmpc_atomic_cmplx4_div
__kmpc_atomic_cmplx4_div_cmplx8
__kmpc_atomic_cmplx4_div_cpt
__kmpc_atomic_cmplx4_div_cpt_rev
__kmpc_atomic_cmplx4_div_rev
__kmpc_atomic_cmplx4_mul
__kmpc_atomic_cmplx4_mul_cmplx8
__kmpc_atomic_cmplx4_mul_cpt
__kmpc_atomic_cmplx4_rd
__kmpc_atomic_cmplx4_sub
__kmpc_atomic_cmplx4_sub_cmplx8
__kmpc_atomic_cmplx4_sub_cpt
__kmpc_atomic_cmplx4_sub_cpt_rev
__kmpc_atomic_cmplx4_sub_rev
__kmpc_atomic_cmplx4_swap
__kmpc_atomic_cmplx4_wr
__kmpc_atomic_cmplx8_add
__kmpc_atomic_cmplx8_add_cpt
__kmpc_atomic_cmplx8_div
__kmpc_atomic_cmplx8_div_cpt
__kmpc_atomic_cmplx8_div_cpt_rev
__kmpc_atomic_cmplx8_div_rev
__kmpc_atomic_cmplx8_mul
__kmpc_atomic_cmplx8_mul_cpt
__kmpc_atomic_cmplx8_rd
__kmpc_atomic_cmplx8_sub
__kmpc_atomic_cmplx8_sub_cpt
__kmpc_atomic_cmplx8_sub_cpt_rev
__kmpc_atomic_cmplx8_sub_rev
__kmpc_atomic_cmplx8_swap
__kmpc_atomic_cmplx8_wr
__kmpc_atomic_cmplx10_add
__kmpc_atomic_cmplx10_add_cpt
__kmpc_atomic_cmplx10_div
__kmpc_atomic_cmplx10_div_cpt
__kmpc_atomic_cmplx10_div_cpt_rev
__kmpc_atomic_cmplx10_div_rev
__kmpc_atomic_cmplx10_mul
__kmpc_atomic_cmplx10_mul_cpt
__kmpc_atomic_cmplx10_rd
__kmpc_atomic_cmplx10_sub
__kmpc_atomic_cmplx10_sub_cpt
__kmpc_atomic_cmplx10_sub_cpt_rev
__kmpc_atomic_cmplx10_sub_rev
__kmpc_atomic_cmplx10_swap
__kmpc_atomic_cmplx10_wr
__kmpc_atomic_cmplx16_add
__kmpc_atomic_cmplx16_add_cpt
__kmpc_atomic_cmplx16_div
__kmpc_atomic_cmplx16_div_cpt
__kmpc_atomic_cmplx16_div_cpt_rev
__kmpc_atomic_cmplx16_div_rev
__kmpc_atomic_cmplx16_mul
__kmpc_atomic_cmplx16_mul_cpt
__kmpc_atomic_cmplx16_rd
__kmpc_atomic_cmplx16_sub
__kmpc_atomic_cmplx16_sub_cpt
__kmpc_atomic_cmplx16_sub_cpt_rev
__kmpc_atomic_cmplx16_swap
__kmpc_atomic_cmplx16_wr

```

5.2 Wait/Release operations

- enum `flag_type` { `flag32`, `flag64`, `flag_oncore` }

5.2.1 Detailed Description

The definitions and functions here implement the lowest level thread synchronizations of suspending a thread and awaking it. They are used to build higher level operations such as barriers and fork/join.

5.2.2 Enumeration Type Documentation

5.2.2.1 enum `flag_type`

The `flag_type` describes the storage used for the flag.

Enumerator

flag32 32 bit flags

flag64 64 bit flags

flag_oncore special 64-bit flag for on-core barrier (hierarchical)

Definition at line 38 of file `kmp_wait_release.h`.

5.3 Basic Types

- typedef struct `ident` `ident_t`
- #define `KMP_IDENT_IMB` 0x01
- #define `KMP_IDENT_KMPC` 0x02
- #define `KMP_IDENT_AUTOPAR` 0x08
- #define `KMP_IDENT_ATOMIC_REDUCE` 0x10
- #define `KMP_IDENT_BARRIER_EXPL` 0x20
- #define `KMP_IDENT_BARRIER_IMPL` 0x0040

5.3.1 Detailed Description

Types that are used throughout the runtime.

5.3.2 Macro Definition Documentation

5.3.2.1 #define KMP_IDENT_ATOMIC_REDUCE 0x10

Compiler generates atomic reduction option for `kmprc_reduce*`

Definition at line 177 of file `kmp.h`.

5.3.2.2 #define KMP_IDENT_AUTOPAR 0x08

Entry point generated by auto-parallelization

Definition at line 175 of file `kmp.h`.

Referenced by `__kmprc_end_serialized_parallel()`.

5.3.2.3 #define KMP_IDENT_BARRIER_EXPL 0x20

To mark a 'barrier' directive in user code

Definition at line 179 of file `kmp.h`.

5.3.2.4 #define KMP_IDENT_BARRIER_IMPL 0x0040

To Mark implicit barriers.

Definition at line 181 of file `kmp.h`.

5.3.2.5 #define KMP_IDENT_IMB 0x01

Values for bit flags used in the `ident_t` to describe the fields.

Use trampoline for internal microtasks

Definition at line 170 of file `kmp.h`.

5.3.2.6 #define KMP_IDENT_KMPC 0x02

Use c-style `ident` structure

Definition at line 172 of file `kmp.h`.

5.3.3 Typedef Documentation

5.3.3.1 typedef struct ident ident_t

The ident structure that describes a source location.

5.4 Deprecated Functions

Functions

- `kmp_int32 __kmpc_ok_to_fork (ident_t *loc)`

5.4.1 Detailed Description

Functions in this group are for backwards compatibility only, and should not be used in new code.

5.4.2 Function Documentation

5.4.2.1 `kmp_int32 __kmpc_ok_to_fork (ident_t * loc)`

Parameters

<i>loc</i>	location description
------------	----------------------

This function need not be called. It always returns TRUE.

Definition at line 161 of file `kmp_csupport.c`.

5.5 Startup and Shutdown

Functions

- void `__kmpc_begin` (`ident_t *loc`, `kmp_int32 flags`)
- void `__kmpc_end` (`ident_t *loc`)

5.5.1 Detailed Description

These functions are for library initialization and shutdown.

5.5.2 Function Documentation

5.5.2.1 void `__kmpc_begin` (`ident_t * loc`, `kmp_int32 flags`)

Parameters

<i>loc</i>	in source location information
<i>flags</i>	in for future use (currently ignored)

Initialize the runtime library. This call is optional; if it is not made then it will be implicitly called by attempts to use other library functions.

Definition at line 46 of file `kmp_csupport.c`.

5.5.2.2 void `__kmpc_end` (`ident_t * loc`)

Parameters

<i>loc</i>	source location information
------------	-----------------------------

Shutdown the runtime library. This is also optional, and even if called will not do anything unless the `KMP_IGNORE_MPPEND` environment variable is set to zero.

Definition at line 64 of file `kmp_csupport.c`.

5.6 Parallel (fork/join)

Typedefs

- typedef void(* [kmpc_micro](#))(kmp_int32 *global_tid, kmp_int32 *bound_tid,...)

Functions

- void [__kmpc_push_num_threads](#) (ident_t *loc, kmp_int32 global_tid, kmp_int32 num_threads)
- void [__kmpc_fork_call](#) (ident_t *loc, kmp_int32 argc, [kmpc_micro](#) microtask,...)
- void [__kmpc_push_num_teams](#) (ident_t *loc, kmp_int32 global_tid, kmp_int32 num_teams, kmp_int32 num_threads)
- void [__kmpc_fork_teams](#) (ident_t *loc, kmp_int32 argc, [kmpc_micro](#) microtask,...)
- void [__kmpc_serialized_parallel](#) (ident_t *loc, kmp_int32 global_tid)
- void [__kmpc_end_serialized_parallel](#) (ident_t *loc, kmp_int32 global_tid)

5.6.1 Detailed Description

These functions are used for implementing `#pragma omp parallel`.

5.6.2 Typedef Documentation

5.6.2.1 typedef void(* [kmpc_micro](#))(kmp_int32 *global_tid, kmp_int32 *bound_tid,...)

The type for a microtask which gets passed to [__kmpc_fork_call\(\)](#). The arguments to the outlined function are

Parameters

<i>global_tid</i>	the global thread identity of the thread executing the function.
<i>bound_tid</i>	the local identity of the thread executing the function
...	pointers to shared variables accessed by the function.

Definition at line 1283 of file `kmp.h`.

5.6.3 Function Documentation

5.6.3.1 void [__kmpc_end_serialized_parallel](#) (ident_t * loc, kmp_int32 global_tid)

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread number

Leave a serialized parallel construct.

Definition at line 489 of file `kmp_csupport.c`.

5.6.3.2 void [__kmpc_fork_call](#) (ident_t * loc, kmp_int32 argc, [kmpc_micro](#) microtask, ...)

Parameters

<i>loc</i>	source location information
<i>argc</i>	total number of arguments in the ellipsis
<i>microtask</i>	pointer to callback routine consisting of outlined parallel construct
...	pointers to shared variables that aren't global

Do the actual fork and call the microtask in the relevant number of threads.

Definition at line 281 of file `kmp_csupport.c`.

5.6.3.3 `void __kmpc_fork_teams (ident_t * loc, kmp_int32 argc, kmpc_micro microtask, ...)`

Parameters

<i>loc</i>	source location information
<i>argc</i>	total number of arguments in the ellipsis
<i>microtask</i>	pointer to callback routine consisting of outlined teams construct
<i>...</i>	pointers to shared variables that aren't global

Do the actual fork and call the microtask in the relevant number of threads.

Definition at line 385 of file `kmp_csupport.c`.

5.6.3.4 `void __kmpc_push_num_teams (ident_t * loc, kmp_int32 global_tid, kmp_int32 num_teams, kmp_int32 num_threads)`

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread number
<i>num_teams</i>	number of teams requested for the teams construct
<i>num_threads</i>	number of threads per team requested for the teams construct

Set the number of teams to be used by the teams construct. This call is only required if the teams construct has a `num_teams` clause or a `thread_limit` clause (or both).

Definition at line 367 of file `kmp_csupport.c`.

5.6.3.5 `void __kmpc_push_num_threads (ident_t * loc, kmp_int32 global_tid, kmp_int32 num_threads)`

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread number
<i>num_threads</i>	number of threads requested for this parallel construct

Set the number of threads to be used by the next fork spawned by this thread. This call is only required if the parallel construct has a `num_threads` clause.

Definition at line 240 of file `kmp_csupport.c`.

5.6.3.6 `void __kmpc_serialized_parallel (ident_t * loc, kmp_int32 global_tid)`

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread number

Enter a serialized parallel construct. This interface is used to handle a conditional parallel region, like this,

```
#pragma omp parallel if (condition)
```

when the condition is false.

Definition at line 474 of file `kmp_csupport.c`.

5.7 Thread Information

Functions

- `kmp_int32 __kmpc_global_thread_num (ident_t *loc)`
- `kmp_int32 __kmpc_global_num_threads (ident_t *loc)`
- `kmp_int32 __kmpc_bound_thread_num (ident_t *loc)`
- `kmp_int32 __kmpc_bound_num_threads (ident_t *loc)`
- `kmp_int32 __kmpc_in_parallel (ident_t *loc)`

5.7.1 Detailed Description

These functions return information about the currently executing thread.

5.7.2 Function Documentation

5.7.2.1 `kmp_int32 __kmpc_bound_num_threads (ident_t * loc)`

Parameters

<i>loc</i>	Source location information.
------------	------------------------------

Returns

The number of threads in the innermost active parallel construct.

Definition at line 147 of file `kmp_csupport.c`.

5.7.2.2 `kmp_int32 __kmpc_bound_thread_num (ident_t * loc)`

Parameters

<i>loc</i>	Source location information.
------------	------------------------------

Returns

The thread number of the calling thread in the innermost active parallel construct.

Definition at line 135 of file `kmp_csupport.c`.

5.7.2.3 `kmp_int32 __kmpc_global_num_threads (ident_t * loc)`

Parameters

<i>loc</i>	Source location information.
------------	------------------------------

Returns

The number of threads under control of the OpenMP* runtime

This function can be called in any context. It returns the total number of threads under the control of the OpenMP runtime. That is not a number that can be determined by any OpenMP standard calls, since the library may be called from more than one non-OpenMP thread, and this reflects the total over all such calls. Similarly the runtime maintains underlying threads even when they are not active (since the cost of creating and destroying OS threads is high), this call counts all such threads even if they are not waiting for work.

Definition at line 121 of file kmp_csupport.c.

5.7.2.4 `kmp_int32 __kmpc_global_thread_num (ident_t * loc)`

Parameters

<i>loc</i>	Source location information.
------------	------------------------------

Returns

The global thread index of the active thread.

This function can be called in any context.

If the runtime has only been entered at the outermost level from a single (necessarily non-OpenMP*) thread, then the thread number is that which would be returned by `omp_get_thread_num()` in the outermost active parallel construct. (Or zero if there is no active parallel construct, since the master thread is necessarily thread zero).

If multiple non-OpenMP threads all enter an OpenMP construct then this will be a unique thread identifier among all the threads created by the OpenMP runtime (but the value cannot be defined in terms of OpenMP thread ids returned by `omp_get_thread_num()`).

Definition at line 98 of file kmp_csupport.c.

5.7.2.5 `kmp_int32 __kmpc_in_parallel (ident_t * loc)`

Parameters

<i>loc</i>	Source location information.
------------	------------------------------

Returns

1 if this thread is executing inside an active parallel region, zero if not.

Definition at line 225 of file kmp_csupport.c.

Referenced by `__kmpc_fork_call()`.

5.8 Work Sharing

Enumerations

- enum `sched_type` {
`kmp_sch_lower` = 32 , `kmp_sch_static` = 34 , `kmp_sch_guided_chunked` = 36 , `kmp_sch_auto` = 38 ,
`kmp_sch_static_steal` = 44, `kmp_sch_upper` = 45, `kmp_ord_lower` = 64 , `kmp_ord_static` = 66 ,
`kmp_ord_auto` = 70 , `kmp_ord_upper` = 72, `kmp_distribute_static_chunked` = 91, `kmp_distribute_static` = 92,
`kmp_nm_lower` = 160 , `kmp_nm_static` = 162 , `kmp_nm_guided_chunked` = 164 , `kmp_nm_auto` = 166 ,
`kmp_nm_ord_static` = 194 , `kmp_nm_ord_auto` = 198 , `kmp_nm_upper` = 200, `kmp_sch_default` = `kmp_sch_`
`_static` }

Functions

- `kmp_int32 __kmpc_master (ident_t *loc, kmp_int32 global_tid)`
- `void __kmpc_end_master (ident_t *loc, kmp_int32 global_tid)`
- `void __kmpc_ordered (ident_t *loc, kmp_int32 gtid)`
- `void __kmpc_end_ordered (ident_t *loc, kmp_int32 gtid)`
- `void __kmpc_critical (ident_t *loc, kmp_int32 global_tid, kmp_critical_name *crit)`
- `void __kmpc_end_critical (ident_t *loc, kmp_int32 global_tid, kmp_critical_name *crit)`
- `kmp_int32 __kmpc_single (ident_t *loc, kmp_int32 global_tid)`
- `void __kmpc_end_single (ident_t *loc, kmp_int32 global_tid)`
- `void __kmpc_for_static_fini (ident_t *loc, kmp_int32 global_tid)`
- `void __kmpc_dispatch_init_4 (ident_t *loc, kmp_int32 gtid, enum sched_type schedule, kmp_int32 lb, kmp_int32 ub, kmp_int32 st, kmp_int32 chunk)`
- `void __kmpc_dispatch_init_4u (ident_t *loc, kmp_int32 gtid, enum sched_type schedule, kmp_uint32 lb, kmp_uint32 ub, kmp_int32 st, kmp_int32 chunk)`
- `void __kmpc_dispatch_init_8 (ident_t *loc, kmp_int32 gtid, enum sched_type schedule, kmp_int64 lb, kmp_int64 ub, kmp_int64 st, kmp_int64 chunk)`
- `void __kmpc_dispatch_init_8u (ident_t *loc, kmp_int32 gtid, enum sched_type schedule, kmp_uint64 lb, kmp_uint64 ub, kmp_int64 st, kmp_int64 chunk)`
- `void __kmpc_dist_dispatch_init_4 (ident_t *loc, kmp_int32 gtid, enum sched_type schedule, kmp_int32 *p_last, kmp_int32 lb, kmp_int32 ub, kmp_int32 st, kmp_int32 chunk)`
- `int __kmpc_dispatch_next_4 (ident_t *loc, kmp_int32 gtid, kmp_int32 *p_last, kmp_int32 *p_lb, kmp_int32 *p_ub, kmp_int32 *p_st)`
- `int __kmpc_dispatch_next_4u (ident_t *loc, kmp_int32 gtid, kmp_int32 *p_last, kmp_uint32 *p_lb, kmp_uint32 *p_ub, kmp_int32 *p_st)`
- `int __kmpc_dispatch_next_8 (ident_t *loc, kmp_int32 gtid, kmp_int32 *p_last, kmp_int64 *p_lb, kmp_int64 *p_ub, kmp_int64 *p_st)`
- `int __kmpc_dispatch_next_8u (ident_t *loc, kmp_int32 gtid, kmp_int32 *p_last, kmp_uint64 *p_lb, kmp_uint64 *p_ub, kmp_int64 *p_st)`
- `void __kmpc_dispatch_fini_4 (ident_t *loc, kmp_int32 gtid)`
- `void __kmpc_dispatch_fini_8 (ident_t *loc, kmp_int32 gtid)`
- `void __kmpc_dispatch_fini_4u (ident_t *loc, kmp_int32 gtid)`
- `void __kmpc_dispatch_fini_8u (ident_t *loc, kmp_int32 gtid)`
- `void __kmpc_for_static_init_4 (ident_t *loc, kmp_int32 gtid, kmp_int32 schedtype, kmp_int32 *plastiter, kmp_int32 *plover, kmp_int32 *pupper, kmp_int32 *pstride, kmp_int32 incr, kmp_int32 chunk)`
- `void __kmpc_for_static_init_4u (ident_t *loc, kmp_int32 gtid, kmp_int32 schedtype, kmp_int32 *plastiter, kmp_uint32 *plover, kmp_uint32 *pupper, kmp_int32 *pstride, kmp_int32 incr, kmp_int32 chunk)`
- `void __kmpc_for_static_init_8 (ident_t *loc, kmp_int32 gtid, kmp_int32 schedtype, kmp_int32 *plastiter, kmp_int64 *plover, kmp_int64 *pupper, kmp_int64 *pstride, kmp_int64 incr, kmp_int64 chunk)`
- `void __kmpc_for_static_init_8u (ident_t *loc, kmp_int32 gtid, kmp_int32 schedtype, kmp_int32 *plastiter, kmp_uint64 *plover, kmp_uint64 *pupper, kmp_int64 *pstride, kmp_int64 incr, kmp_int64 chunk)`

- void `__kmpc_dist_for_static_init_4` (`ident_t` *loc, `kmp_int32` gtid, `kmp_int32` schedule, `kmp_int32` *plastiter, `kmp_int32` *plower, `kmp_int32` *pupper, `kmp_int32` *pupperD, `kmp_int32` *pstride, `kmp_int32` incr, `kmp_int32` chunk)
- void `__kmpc_dist_for_static_init_4u` (`ident_t` *loc, `kmp_int32` gtid, `kmp_int32` schedule, `kmp_int32` *plastiter, `kmp_uint32` *plower, `kmp_uint32` *pupper, `kmp_uint32` *pupperD, `kmp_int32` *pstride, `kmp_int32` incr, `kmp_int32` chunk)
- void `__kmpc_dist_for_static_init_8` (`ident_t` *loc, `kmp_int32` gtid, `kmp_int32` schedule, `kmp_int32` *plastiter, `kmp_int64` *plower, `kmp_int64` *pupper, `kmp_int64` *pupperD, `kmp_int64` *pstride, `kmp_int64` incr, `kmp_int64` chunk)
- void `__kmpc_dist_for_static_init_8u` (`ident_t` *loc, `kmp_int32` gtid, `kmp_int32` schedule, `kmp_int32` *plastiter, `kmp_uint64` *plower, `kmp_uint64` *pupper, `kmp_uint64` *pupperD, `kmp_int64` *pstride, `kmp_int64` incr, `kmp_int64` chunk)
- void `__kmpc_team_static_init_4` (`ident_t` *loc, `kmp_int32` gtid, `kmp_int32` *p_last, `kmp_int32` *p_lb, `kmp_int32` *p_ub, `kmp_int32` *p_st, `kmp_int32` incr, `kmp_int32` chunk)
- void `__kmpc_team_static_init_4u` (`ident_t` *loc, `kmp_int32` gtid, `kmp_int32` *p_last, `kmp_uint32` *p_lb, `kmp_uint32` *p_ub, `kmp_int32` *p_st, `kmp_int32` incr, `kmp_int32` chunk)
- void `__kmpc_team_static_init_8` (`ident_t` *loc, `kmp_int32` gtid, `kmp_int32` *p_last, `kmp_int64` *p_lb, `kmp_int64` *p_ub, `kmp_int64` *p_st, `kmp_int64` incr, `kmp_int64` chunk)
- void `__kmpc_team_static_init_8u` (`ident_t` *loc, `kmp_int32` gtid, `kmp_int32` *p_last, `kmp_uint64` *p_lb, `kmp_uint64` *p_ub, `kmp_int64` *p_st, `kmp_int64` incr, `kmp_int64` chunk)

5.8.1 Detailed Description

These functions are used for implementing `#pragma omp for`, `#pragma omp sections`, `#pragma omp single` and `#pragma omp master` constructs.

When handling loops, there are different functions for each of the signed and unsigned 32 and 64 bit integer types which have the name suffixes `_4`, `_4u`, `_8` and `_8u`. The semantics of each of the functions is the same, so they are only described once.

Static loop scheduling is handled by `__kmpc_for_static_init_4` and friends. Only a single call is needed, since the iterations to be executed by any give thread can be determined as soon as the loop parameters are known.

Dynamic scheduling is handled by the `__kmpc_dispatch_init_4` and `__kmpc_dispatch_next_4` functions. The init function is called once in each thread outside the loop, while the next function is called each time that the previous chunk of work has been exhausted.

5.8.2 Enumeration Type Documentation

5.8.2.1 enum sched_type

Describes the loop schedule to be used for a parallel for loop.

Enumerator

- `kmp_sch_lower`** lower bound for unordered values
- `kmp_sch_static`** static unspecialized
- `kmp_sch_guided_chunked`** guided unspecialized
- `kmp_sch_auto`** auto
- `kmp_sch_static_steal`** accessible only through `KMP_SCHEDULE` environment variable
- `kmp_sch_upper`** upper bound for unordered values
- `kmp_ord_lower`** lower bound for ordered values, must be power of 2
- `kmp_ord_static`** ordered static unspecialized
- `kmp_ord_auto`** ordered auto

kmp_ord_upper upper bound for ordered values
kmp_distribute_static_chunked distribute static chunked
kmp_distribute_static distribute static unspecialized
kmp_nm_lower lower bound for nomerge values
kmp_nm_static static unspecialized
kmp_nm_guided_chunked guided unspecialized
kmp_nm_auto auto
kmp_nm_ord_static ordered static unspecialized
kmp_nm_ord_auto auto
kmp_nm_upper upper bound for nomerge values
kmp_sch_default default scheduling algorithm

Definition at line 294 of file kmp.h.

5.8.3 Function Documentation

5.8.3.1 void `__kmpc_critical` (`ident_t * loc`, `kmp_int32 global_tid`, `kmp_critical_name * crit`)

Parameters

<code>loc</code>	source location information.
<code>global_tid</code>	global thread number .
<code>crit</code>	identity of the critical section. This could be a pointer to a lock associated with the critical section, or some other suitably unique value.

Enter code protected by a `critical` construct. This function blocks until the executing thread can enter the critical section.

Definition at line 1119 of file kmp_csupport.c.

5.8.3.2 void `__kmpc_dispatch_fini_4` (`ident_t * loc`, `kmp_int32 gtid`)

Parameters

<code>loc</code>	Source code location
<code>gtid</code>	Global thread id

Mark the end of a dynamic loop.

Definition at line 2458 of file kmp_dispatch.cpp.

5.8.3.3 void `__kmpc_dispatch_fini_4u` (`ident_t * loc`, `kmp_int32 gtid`)

See [__kmpc_dispatch_fini_4](#)

Definition at line 2476 of file kmp_dispatch.cpp.

5.8.3.4 void `__kmpc_dispatch_fini_8` (`ident_t * loc`, `kmp_int32 gtid`)

See [__kmpc_dispatch_fini_4](#)

Definition at line 2467 of file kmp_dispatch.cpp.

5.8.3.5 void `__kmpc_dispatch_fini_8u` (`ident_t * loc`, `kmp_int32 gtid`)

See [__kmpc_dispatch_fini_4](#)

Definition at line 2485 of file `kmp_dispatch.cpp`.

5.8.3.6 void `__kmpc_dispatch_init_4` (`ident_t * loc`, `kmp_int32 gtid`, `enum sched_type schedule`, `kmp_int32 lb`, `kmp_int32 ub`, `kmp_int32 st`, `kmp_int32 chunk`)

Parameters

<code>loc</code>	Source location
<code>gtid</code>	Global thread id
<code>schedule</code>	Schedule type
<code>lb</code>	Lower bound
<code>ub</code>	Upper bound
<code>st</code>	Step (or increment if you prefer)
<code>chunk</code>	The chunk size to block with

This function prepares the runtime to start a dynamically scheduled for loop, saving the loop arguments. These functions are all identical apart from the types of the arguments.

Definition at line 2316 of file `kmp_dispatch.cpp`.

5.8.3.7 void `__kmpc_dispatch_init_4u` (`ident_t * loc`, `kmp_int32 gtid`, `enum sched_type schedule`, `kmp_uint32 lb`, `kmp_uint32 ub`, `kmp_int32 st`, `kmp_int32 chunk`)

See [__kmpc_dispatch_init_4](#)

Definition at line 2326 of file `kmp_dispatch.cpp`.

5.8.3.8 void `__kmpc_dispatch_init_8` (`ident_t * loc`, `kmp_int32 gtid`, `enum sched_type schedule`, `kmp_int64 lb`, `kmp_int64 ub`, `kmp_int64 st`, `kmp_int64 chunk`)

See [__kmpc_dispatch_init_4](#)

Definition at line 2337 of file `kmp_dispatch.cpp`.

5.8.3.9 void `__kmpc_dispatch_init_8u` (`ident_t * loc`, `kmp_int32 gtid`, `enum sched_type schedule`, `kmp_uint64 lb`, `kmp_uint64 ub`, `kmp_int64 st`, `kmp_int64 chunk`)

See [__kmpc_dispatch_init_4](#)

Definition at line 2349 of file `kmp_dispatch.cpp`.

5.8.3.10 int `__kmpc_dispatch_next_4` (`ident_t * loc`, `kmp_int32 gtid`, `kmp_int32 * p_last`, `kmp_int32 * p_lb`, `kmp_int32 * p_ub`, `kmp_int32 * p_st`)

Parameters

<code>loc</code>	Source code location
<code>gtid</code>	Global thread id
<code>p_last</code>	Pointer to a flag set to one if this is the last chunk or zero otherwise
<code>p_lb</code>	Pointer to the lower bound for the next chunk of work
<code>p_ub</code>	Pointer to the upper bound for the next chunk of work
<code>p_st</code>	Pointer to the stride for the next chunk of work

Returns

one if there is work to be done, zero otherwise

Get the next dynamically allocated chunk of work for this thread. If there is no more work, then the lb,ub and stride need not be modified.

Definition at line 2415 of file kmp_dispatch.cpp.

```
5.8.3.11 int __kmpc_dispatch_next_4u ( ident_t * loc, kmp_int32 gtid, kmp_int32 * p_last, kmp_uint32 * p_lb, kmp_uint32 * p_ub, kmp_int32 * p_st )
```

See [__kmpc_dispatch_next_4](#)

Definition at line 2425 of file kmp_dispatch.cpp.

```
5.8.3.12 int __kmpc_dispatch_next_8 ( ident_t * loc, kmp_int32 gtid, kmp_int32 * p_last, kmp_int64 * p_lb, kmp_int64 * p_ub, kmp_int64 * p_st )
```

See [__kmpc_dispatch_next_4](#)

Definition at line 2435 of file kmp_dispatch.cpp.

```
5.8.3.13 int __kmpc_dispatch_next_8u ( ident_t * loc, kmp_int32 gtid, kmp_int32 * p_last, kmp_uint64 * p_lb, kmp_uint64 * p_ub, kmp_int64 * p_st )
```

See [__kmpc_dispatch_next_4](#)

Definition at line 2445 of file kmp_dispatch.cpp.

```
5.8.3.14 void __kmpc_dist_dispatch_init_4 ( ident_t * loc, kmp_int32 gtid, enum sched_type schedule, kmp_int32 * p_last, kmp_int32 lb, kmp_int32 ub, kmp_int32 st, kmp_int32 chunk )
```

See [__kmpc_dispatch_init_4](#)

Difference from `__kmpc_dispatch_init` set of functions is these functions are called for composite distribute parallel for construct. Thus before regular iterations dispatching we need to calc per-team iteration space.

These functions are all identical apart from the types of the arguments.

Definition at line 2367 of file kmp_dispatch.cpp.

```
5.8.3.15 void __kmpc_dist_for_static_init_4 ( ident_t * loc, kmp_int32 gtid, kmp_int32 schedule, kmp_int32 * plastiter, kmp_int32 * plower, kmp_int32 * pupper, kmp_int32 * pupperD, kmp_int32 * pstride, kmp_int32 incr, kmp_int32 chunk )
```

Parameters

<i>loc</i>	Source code location
<i>gtid</i>	Global thread id of this thread
<i>schedule</i>	Scheduling type for the parallel loop
<i>plastiter</i>	Pointer to the "last iteration" flag
<i>plower</i>	Pointer to the lower bound
<i>pupper</i>	Pointer to the upper bound of loop chunk
<i>pupperD</i>	Pointer to the upper bound of dist_chunk
<i>pstride</i>	Pointer to the stride for parallel loop
<i>incr</i>	Loop increment
<i>chunk</i>	The chunk size for the parallel loop

Each of the four functions here are identical apart from the argument types.

The functions compute the upper and lower bounds and strides to be used for the set of iterations to be executed by the current thread from the statically scheduled loop that is described by the initial values of the bounds, strides, increment and chunks for parallel loop and distribute constructs.

Definition at line 809 of file `kmp_sched.cpp`.

```
5.8.3.16 void __kmpc_dist_for_static_init_4u ( ident_t * loc, kmp_int32 gtid, kmp_int32 schedule, kmp_int32 * plastiter,
      kmp_uint32 * plower, kmp_uint32 * pupper, kmp_uint32 * pupperD, kmp_int32 * pstride, kmp_int32 incr, kmp_int32
      chunk )
```

See [__kmpc_dist_for_static_init_4](#)

Definition at line 822 of file `kmp_sched.cpp`.

```
5.8.3.17 void __kmpc_dist_for_static_init_8 ( ident_t * loc, kmp_int32 gtid, kmp_int32 schedule, kmp_int32 * plastiter,
      kmp_int64 * plower, kmp_int64 * pupper, kmp_int64 * pupperD, kmp_int64 * pstride, kmp_int64 incr, kmp_int64
      chunk )
```

See [__kmpc_dist_for_static_init_4](#)

Definition at line 835 of file `kmp_sched.cpp`.

```
5.8.3.18 void __kmpc_dist_for_static_init_8u ( ident_t * loc, kmp_int32 gtid, kmp_int32 schedule, kmp_int32 * plastiter,
      kmp_uint64 * plower, kmp_uint64 * pupper, kmp_uint64 * pupperD, kmp_int64 * pstride, kmp_int64 incr, kmp_int64
      chunk )
```

See [__kmpc_dist_for_static_init_4](#)

Definition at line 848 of file `kmp_sched.cpp`.

```
5.8.3.19 void __kmpc_end_critical ( ident_t * loc, kmp_int32 global_tid, kmp_critical_name * crit )
```

Parameters

<i>loc</i>	source location information.
<i>global_tid</i>	global thread number .
<i>crit</i>	identity of the critical section. This could be a pointer to a lock associated with the critical section, or some other suitably unique value.

Leave a critical section, releasing any lock that was held during its execution.

Definition at line 1219 of file `kmp_csupport.c`.

```
5.8.3.20 void __kmpc_end_master ( ident_t * loc, kmp_int32 global_tid )
```

Parameters

<i>loc</i>	source location information.
<i>global_tid</i>	global thread number .

Mark the end of a `master` region. This should only be called by the thread that executes the `master` region.

Definition at line 789 of file `kmp_csupport.c`.

```
5.8.3.21 void __kmpc_end_ordered ( ident_t * loc, kmp_int32 gtid )
```

Parameters

<i>loc</i>	source location information.
<i>gtid</i>	global thread number.

End execution of an `ordered` construct.

Definition at line 889 of file `kmp_csupport.c`.

5.8.3.22 `void __kmpc_end_single (ident_t * loc, kmp_int32 global_tid)`

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread number

Mark the end of a `single` construct. This function should only be called by the thread that executed the block of code protected by the `single` construct.

Definition at line 1456 of file `kmp_csupport.c`.

5.8.3.23 `void __kmpc_for_static_fini (ident_t * loc, kmp_int32 global_tid)`

Parameters

<i>loc</i>	Source location
<i>global_tid</i>	Global thread id

Mark the end of a statically scheduled loop.

Definition at line 1483 of file `kmp_csupport.c`.

5.8.3.24 `void __kmpc_for_static_init_4 (ident_t * loc, kmp_int32 gtid, kmp_int32 schedtype, kmp_int32 * plastiter, kmp_int32 * plower, kmp_int32 * pupper, kmp_int32 * pstride, kmp_int32 incr, kmp_int32 chunk)`

Parameters

<i>loc</i>	Source code location
<i>gtid</i>	Global thread id of this thread
<i>schedtype</i>	Scheduling type
<i>plastiter</i>	Pointer to the "last iteration" flag
<i>plower</i>	Pointer to the lower bound
<i>pupper</i>	Pointer to the upper bound
<i>pstride</i>	Pointer to the stride
<i>incr</i>	Loop increment
<i>chunk</i>	The chunk size

Each of the four functions here are identical apart from the argument types.

The functions compute the upper and lower bounds and stride to be used for the set of iterations to be executed by the current thread from the statically scheduled loop that is described by the initial values of the bounds, stride, increment and chunk size.

Definition at line 739 of file `kmp_sched.cpp`.

5.8.3.25 `void __kmpc_for_static_init_4u (ident_t * loc, kmp_int32 gtid, kmp_int32 schedtype, kmp_int32 * plastiter, kmp_uint32 * plower, kmp_uint32 * pupper, kmp_int32 * pstride, kmp_int32 incr, kmp_int32 chunk)`

See [__kmpc_for_static_init_4](#)

Definition at line 751 of file `kmp_sched.cpp`.

5.8.3.26 `void __kmpc_for_static_init_8 (ident_t * loc, kmp_int32 gtid, kmp_int32 schedtype, kmp_int32 * plastiter, kmp_int64 * plower, kmp_int64 * pupper, kmp_int64 * pstride, kmp_int64 incr, kmp_int64 chunk)`

See [__kmpc_for_static_init_4](#)

Definition at line 763 of file `kmp_sched.cpp`.

5.8.3.27 `void __kmpc_for_static_init_8u (ident_t * loc, kmp_int32 gtid, kmp_int32 schedtype, kmp_int32 * plastiter, kmp_uint64 * plower, kmp_uint64 * pupper, kmp_int64 * pstride, kmp_int64 incr, kmp_int64 chunk)`

See [__kmpc_for_static_init_4](#)

Definition at line 775 of file `kmp_sched.cpp`.

5.8.3.28 `kmp_int32 __kmpc_master (ident_t * loc, kmp_int32 global_tid)`

Parameters

<i>loc</i>	source location information.
<i>global_tid</i>	global thread number .

Returns

1 if this thread should execute the `master` block, 0 otherwise.

Definition at line 733 of file `kmp_csupport.c`.

Referenced by `__kmpc_barrier_master_nowait()`.

5.8.3.29 `void __kmpc_ordered (ident_t * loc, kmp_int32 gtid)`

Parameters

<i>loc</i>	source location information.
<i>gtid</i>	global thread number.

Start execution of an `ordered` construct.

Definition at line 825 of file `kmp_csupport.c`.

5.8.3.30 `kmp_int32 __kmpc_single (ident_t * loc, kmp_int32 global_tid)`

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread number

Returns

One if this thread should execute the `single` construct, zero otherwise.

Test whether to execute a `single` construct. There are no implicit barriers in the two "single" calls, rather the compiler should introduce an explicit barrier if it is required.

Definition at line 1411 of file `kmp_csupport.c`.

5.8.3.31 `void __kmpc_team_static_init_4 (ident_t * loc, kmp_int32 gtid, kmp_int32 * p_last, kmp_int32 * p_lb, kmp_int32 * p_ub, kmp_int32 * p_st, kmp_int32 incr, kmp_int32 chunk)`

Parameters

<i>loc</i>	Source location
<i>gtid</i>	Global thread id
<i>p_last</i>	pointer to last iteration flag
<i>p_lb</i>	pointer to Lower bound
<i>p_ub</i>	pointer to Upper bound
<i>p_st</i>	Step (or increment if you prefer)
<i>incr</i>	Loop increment
<i>chunk</i>	The chunk size to block with

The functions compute the upper and lower bounds and stride to be used for the set of iterations to be executed by the current team from the statically scheduled loop that is described by the initial values of the bounds, stride, increment and chunk for the distribute construct as part of composite distribute parallel loop construct. These functions are all identical apart from the types of the arguments.

Definition at line 886 of file `kmp_sched.cpp`.

5.8.3.32 `void __kmpc_team_static_init_4u (ident_t * loc, kmp_int32 gtid, kmp_int32 * p_last, kmp_uint32 * p_lb, kmp_uint32 * p_ub, kmp_int32 * p_st, kmp_int32 incr, kmp_int32 chunk)`

See [__kmpc_team_static_init_4](#)

Definition at line 898 of file `kmp_sched.cpp`.

5.8.3.33 `void __kmpc_team_static_init_8 (ident_t * loc, kmp_int32 gtid, kmp_int32 * p_last, kmp_int64 * p_lb, kmp_int64 * p_ub, kmp_int64 * p_st, kmp_int64 incr, kmp_int64 chunk)`

See [__kmpc_team_static_init_4](#)

Definition at line 910 of file `kmp_sched.cpp`.

5.8.3.34 `void __kmpc_team_static_init_8u (ident_t * loc, kmp_int32 gtid, kmp_int32 * p_last, kmp_uint64 * p_lb, kmp_uint64 * p_ub, kmp_int64 * p_st, kmp_int64 incr, kmp_int64 chunk)`

See [__kmpc_team_static_init_4](#)

Definition at line 922 of file `kmp_sched.cpp`.

5.9 Synchronization

Functions

- void `__kmpc_flush` (`ident_t *loc`)
- void `__kmpc_barrier` (`ident_t *loc`, `kmp_int32 global_tid`)
- `kmp_int32 __kmpc_barrier_master` (`ident_t *loc`, `kmp_int32 global_tid`)
- void `__kmpc_end_barrier_master` (`ident_t *loc`, `kmp_int32 global_tid`)
- `kmp_int32 __kmpc_barrier_master_nowait` (`ident_t *loc`, `kmp_int32 global_tid`)
- `kmp_int32 __kmpc_reduce_nowait` (`ident_t *loc`, `kmp_int32 global_tid`, `kmp_int32 num_vars`, `size_t reduce_size`, `void *reduce_data`, `void(*reduce_func)(void *lhs_data, void *rhs_data)`, `kmp_critical_name *lck`)
- void `__kmpc_end_reduce_nowait` (`ident_t *loc`, `kmp_int32 global_tid`, `kmp_critical_name *lck`)
- `kmp_int32 __kmpc_reduce` (`ident_t *loc`, `kmp_int32 global_tid`, `kmp_int32 num_vars`, `size_t reduce_size`, `void *reduce_data`, `void(*reduce_func)(void *lhs_data, void *rhs_data)`, `kmp_critical_name *lck`)
- void `__kmpc_end_reduce` (`ident_t *loc`, `kmp_int32 global_tid`, `kmp_critical_name *lck`)

5.9.1 Detailed Description

These functions are used for implementing barriers.

5.9.2 Function Documentation

5.9.2.1 void `__kmpc_barrier` (`ident_t * loc`, `kmp_int32 global_tid`)

Parameters

<code>loc</code>	source location information
<code>global_tid</code>	thread id.

Execute a barrier.

Definition at line 697 of file `kmp_csupport.c`.

5.9.2.2 `kmp_int32 __kmpc_barrier_master` (`ident_t * loc`, `kmp_int32 global_tid`)

Parameters

<code>loc</code>	source location information
<code>global_tid</code>	thread id.

Returns

one if the thread should execute the master block, zero otherwise

Start execution of a combined barrier and master. The barrier is executed inside this function.

Definition at line 1309 of file `kmp_csupport.c`.

5.9.2.3 `kmp_int32 __kmpc_barrier_master_nowait` (`ident_t * loc`, `kmp_int32 global_tid`)

Parameters

<code>loc</code>	source location information
<code>global_tid</code>	thread id.

Returns

one if the thread should execute the master block, zero otherwise

Start execution of a combined barrier and master(nowait) construct. The barrier is executed inside this function. There is no equivalent "end" function, since the

Definition at line 1357 of file kmp_csupport.c.

5.9.2.4 void __kmpc_end_barrier_master (ident_t * loc, kmp_int32 global_tid)

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	thread id.

Complete the execution of a combined barrier and master. This function should only be called at the completion of the `master` code. Other threads will still be waiting at the barrier and this call releases them.

Definition at line 1339 of file kmp_csupport.c.

5.9.2.5 void __kmpc_end_reduce (ident_t * loc, kmp_int32 global_tid, kmp_critical_name * lck)

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread id.
<i>lck</i>	pointer to the unique lock data structure

Finish the execution of a blocking reduce. The `lck` pointer must be the same as that used in the corresponding start function.

Definition at line 2761 of file kmp_csupport.c.

5.9.2.6 void __kmpc_end_reduce_nowait (ident_t * loc, kmp_int32 global_tid, kmp_critical_name * lck)

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread id.
<i>lck</i>	pointer to the unique lock data structure

Finish the execution of a reduce nowait.

Definition at line 2616 of file kmp_csupport.c.

5.9.2.7 void __kmpc_flush (ident_t * loc)

Parameters

<i>loc</i>	source location information.
------------	------------------------------

Execute `flush`. This is implemented as a full memory fence. (Though depending on the memory ordering convention obeyed by the compiler even that may not be necessary).

Definition at line 631 of file kmp_csupport.c.

5.9.2.8 kmp_int32 __kmpc_reduce (ident_t * loc, kmp_int32 global_tid, kmp_int32 num_vars, size_t reduce_size, void * reduce_data, void(*) (void *lhs_data, void *rhs_data) reduce_func, kmp_critical_name * lck)

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread number
<i>num_vars</i>	number of items (variables) to be reduced
<i>reduce_size</i>	size of data in bytes to be reduced
<i>reduce_data</i>	pointer to data to be reduced
<i>reduce_func</i>	callback function providing reduction operation on two operands and returning result of reduction in <i>lhs_data</i>
<i>lck</i>	pointer to the unique lock data structure

Returns

1 for the master thread, 0 for all other team threads, 2 for all team threads if atomic reduction needed

A blocking reduce that includes an implicit barrier.

Definition at line 2674 of file `kmp_csupport.c`.

5.9.2.9 `kmp_int32 __kmpc_reduce_nowait (ident_t * loc, kmp_int32 global_tid, kmp_int32 num_vars, size_t reduce_size, void * reduce_data, void(*) (void *lhs_data, void *rhs_data) reduce_func, kmp_critical_name * lck)`

Parameters

<i>loc</i>	source location information
<i>global_tid</i>	global thread number
<i>num_vars</i>	number of items (variables) to be reduced
<i>reduce_size</i>	size of data in bytes to be reduced
<i>reduce_data</i>	pointer to data to be reduced
<i>reduce_func</i>	callback function providing reduction operation on two operands and returning result of reduction in <i>lhs_data</i>
<i>lck</i>	pointer to the unique lock data structure

Returns

1 for the master thread, 0 for all other team threads, 2 for all team threads if atomic reduction needed

The `nowait` version is used for a reduce clause with the `nowait` argument.

Definition at line 2477 of file `kmp_csupport.c`.

5.10 Thread private data support

Functions

- void `__kmpc_copyprivate` (`ident_t *loc`, `kmp_int32 gtid`, `size_t cpy_size`, `void *cpy_data`, `void(*cpy_func)(void *, void *)`, `kmp_int32 didit`)
 - void `__kmpc_threadprivate_register` (`ident_t *loc`, `void *data`, `kmpc_ctor ctor`, `kmpc_ctor cctor`, `kmpc_dtor dtor`)
 - void * `__kmpc_threadprivate_cached` (`ident_t *loc`, `kmp_int32 global_tid`, `void *data`, `size_t size`, `void ***cache`)
 - void `__kmpc_threadprivate_register_vec` (`ident_t *loc`, `void *data`, `kmpc_ctor_vec ctor`, `kmpc_ctor_vec cctor`, `kmpc_dtor_vec dtor`, `size_t vector_length`)
-
- typedef void *(* `kmpc_ctor`)(void *)
 - typedef void(* `kmpc_dtor`)(void *)
 - typedef void *(* `kmpc_ctor`)(void *, void *)
 - typedef void *(* `kmpc_ctor_vec`)(void *, size_t)
 - typedef void(* `kmpc_dtor_vec`)(void *, size_t)
 - typedef void *(* `kmpc_ctor_vec`)(void *, void *, size_t)

5.10.1 Detailed Description

These functions support copyin/out and thread private data.

5.10.2 Typedef Documentation

5.10.2.1 typedef void>(* `kmpc_ctor`)(void *, void *)

Pointer to an alternate constructor. The first argument is the `this` pointer.

Definition at line 1310 of file `kmp.h`.

5.10.2.2 typedef void>(* `kmpc_ctor_vec`)(void *, void *, size_t)

Array constructor. First argument is the `this` pointer Third argument the number of array elements.

Definition at line 1332 of file `kmp.h`.

5.10.2.3 typedef void>(* `kmpc_ctor`)(void *)

Pointer to the constructor function. The first argument is the `this` pointer

Definition at line 1299 of file `kmp.h`.

5.10.2.4 typedef void>(* `kmpc_ctor_vec`)(void *, size_t)

Array constructor. First argument is the `this` pointer Second argument the number of array elements.

Definition at line 1320 of file `kmp.h`.

5.10.2.5 typedef void(* `kmpc_dtor`)(void *)

Pointer to the destructor function. The first argument is the `this` pointer

Definition at line 1305 of file `kmp.h`.

5.10.2.6 `typedef void(* kmpc_dtor_vec)(void *, size_t)`

Pointer to the array destructor function. The first argument is the `this` pointer Second argument the number of array elements.

Definition at line 1326 of file `kmp.h`.

5.10.3 Function Documentation

5.10.3.1 `void __kmpc_copyprivate (ident_t * loc, kmp_int32 gtid, size_t cpy_size, void * cpy_data, void(*)(void *, void *) cpy_func, kmp_int32 didit)`

Parameters

<code>loc</code>	source location information
<code>gtid</code>	global thread number
<code>cpy_size</code>	size of the <code>cpy_data</code> buffer
<code>cpy_data</code>	pointer to data to be copied
<code>cpy_func</code>	helper function to call for copying data
<code>didit</code>	flag variable: 1=single thread; 0=not single thread

`__kmpc_copyprivate` implements the interface for the private data broadcast needed for the `copyprivate` clause associated with a single region in an OpenMP* program (both C and Fortran). All threads participating in the parallel region call this routine. One of the threads (called the single thread) should have the `didit` variable set to 1 and all other threads should have that variable set to 0. All threads pass a pointer to a data buffer (`cpy_data`) that they have built.

The OpenMP specification forbids the use of `nowait` on the single region when a `copyprivate` clause is present. However, `__kmpc_copyprivate` implements a barrier internally to avoid race conditions, so the code generation for the single region should avoid generating a barrier after the call to `__kmpc_copyprivate`.

The `gtid` parameter is the global thread id for the current thread. The `loc` parameter is a pointer to source location information.

Internal implementation: The single thread will first copy its descriptor address (`cpy_data`) to a team-private location, then the other threads will each call the function pointed to by the parameter `cpy_func`, which carries out the copy by copying the data using the `cpy_data` buffer.

The `cpy_func` routine used for the copy and the contents of the data area defined by `cpy_data` and `cpy_size` may be built in any fashion that will allow the copy to be done. For instance, the `cpy_data` buffer can hold the actual data to be copied or it may hold a list of pointers to the data. The `cpy_func` routine must interpret the `cpy_data` buffer appropriately.

The interface to `cpy_func` is as follows:

```
void cpy_func( void *destination, void *source )
```

where `void *destination` is the `cpy_data` pointer for the thread being copied to and `void *source` is the `cpy_data` pointer for the thread being copied from.

Definition at line 1694 of file `kmp_csupport.c`.

5.10.3.2 `void* __kmpc_threadprivate_cached (ident_t * loc, kmp_int32 global_tid, void * data, size_t size, void *** cache)`

Parameters

<code>loc</code>	source location information
<code>global_tid</code>	global thread number
<code>data</code>	pointer to data to privatize
<code>size</code>	size of data to privatize
<code>cache</code>	pointer to cache

Returns

pointer to private storage

Allocate private storage for threadprivate data.

Definition at line 630 of file kmp_threadprivate.c.

5.10.3.3 `void __kmpc_threadprivate_register (ident_t * loc, void * data, kmpc_ctor ctor, kmpc_ctor cctor, kmpc_dtor dtor)`

Parameters

<i>loc</i>	source location information
<i>data</i>	pointer to data being privatized
<i>ctor</i>	pointer to constructor function for data
<i>cctor</i>	pointer to copy constructor function for data
<i>dtor</i>	pointer to destructor function for data

Register constructors and destructors for thread private data. This function is called when executing in parallel, when we know the thread id.

Definition at line 532 of file kmp_threadprivate.c.

5.10.3.4 `void __kmpc_threadprivate_register_vec (ident_t * loc, void * data, kmpc_ctor_vec ctor, kmpc_ctor_vec cctor, kmpc_dtor_vec dtor, size_t vector_length)`

Parameters

<i>loc</i>	source location information
<i>data</i>	pointer to data being privatized
<i>ctor</i>	pointer to constructor function for data
<i>cctor</i>	pointer to copy constructor function for data
<i>dtor</i>	pointer to destructor function for data
<i>vector_length</i>	length of the vector (bytes or elements?) Register vector constructors and destructors for thread private data.

Definition at line 699 of file kmp_threadprivate.c.

5.11 Statistics Gathering from OMPTB

Classes

- class `stats_flags_e`
flags to describe the statistic (timers or counter)

Macros

- #define `KMP_FOREACH_COUNTER`(macro, arg)
Add new counters under `KMP_FOREACH_COUNTER()` macro in `kmp_stats.h`.
- #define `KMP_FOREACH_EXPLICIT_TIMER`(macro, arg)
Add new explicit timers under `KMP_FOREACH_EXPLICIT_TIMER()` macro.
- #define `KMP_TIME_BLOCK`(name) blockTimer __BLOCKTIME__(__kmp_stats_thread_ptr->getTimer(TIMER_###name), TIMER_###name)
Uses specified timer (name) to time code block.
- #define `KMP_COUNT_VALUE`(name, value) __kmp_stats_thread_ptr->getTimer(TIMER_###name)->addSample(value)
Adds value to specified timer (name).
- #define `KMP_COUNT_BLOCK`(name) __kmp_stats_thread_ptr->getCounter(COUNTER_###name)->increment()
Increments specified counter (name).
- #define `KMP_START_EXPLICIT_TIMER`(name) __kmp_stats_thread_ptr->getExplicitTimer(EXPLICIT_TIMER_###name)->start(TIMER_###name)
"Starts" an explicit timer which will need a corresponding `KMP_STOP_EXPLICIT_TIMER()` macro.
- #define `KMP_STOP_EXPLICIT_TIMER`(name) __kmp_stats_thread_ptr->getExplicitTimer(EXPLICIT_TIMER_###name)->stop(TIMER_###name)
"Stops" an explicit timer.
- #define `KMP_OUTPUT_STATS`(heading_string) __kmp_output_stats(heading_string)
Outputs the current thread statistics and reset them.
- #define `KMP_RESET_STATS`() __kmp_reset_stats()
resets all stats (counters to 0, timers to 0 elapsed ticks)

5.11.1 Detailed Description

These macros support profiling the libomp library. Use `--stats=on` when building with `build.pl` to enable and then use the `KMP_*` macros to profile (through counts or clock ticks) libomp during execution of an OpenMP program.

5.11.2 Environment Variables

This section describes the environment variables relevant to stats-gathering in libomp

`KMP_STATS_FILE`

This environment variable is set to an output filename that will be appended *NOT OVERWRITTEN* if it exists. If this environment variable is undefined, the statistics will be output to `stderr`

`KMP_STATS_THREADS`

This environment variable indicates to print thread-specific statistics as well as aggregate statistics. Each thread's statistics will be shown as well as the collective sum of all threads. The values "true", "on", "1", "yes" will all indicate to print per thread statistics.

5.11.3 Macro Definition Documentation

5.11.3.1 #define KMP_COUNT_BLOCK(name) __kmp_stats_thread_ptr->getCounter(COUNTER_##name)->increment()

Increments specified counter (name).

Parameters

<i>name</i>	counter name as specified under the KMP_FOREACH_COUNTER() macro
-------------	---

Use [KMP_COUNT_BLOCK\(name, value\)](#) macro to increment a statistics counter for the executing thread.

Definition at line 656 of file `kmp_stats.h`.

Referenced by `__kmpc_barrier()`, `__kmpc_critical()`, `__kmpc_fork_call()`, `__kmpc_fork_teams()`, `__kmpc_master()`, `__kmpc_reduce()`, `__kmpc_reduce_nowait()`, and `__kmpc_single()`.

5.11.3.2 #define KMP_COUNT_VALUE(name, value) __kmp_stats_thread_ptr->getTimer(TIMER_##name)->addSample(value)

Adds value to specified timer (name).

Parameters

<i>name</i>	timer name as specified under the KMP_FOREACH_TIMER() macro
<i>value</i>	double precision sample value to add to statistics for the timer

Use [KMP_COUNT_VALUE\(name, value\)](#) macro to add a particular value to a timer statistics.

Definition at line 644 of file `kmp_stats.h`.

5.11.3.3 #define KMP_FOREACH_COUNTER(macro, arg)

Value:

```
macro (OMP_PARALLEL, stats_flags_e::onlyInMaster, arg) \
    macro (OMP_NESTED_PARALLEL, 0, arg) \
    macro (OMP_FOR_static, 0, arg) \
    macro (OMP_FOR_dynamic, 0, arg) \
    macro (OMP_DISTRIBUTE, 0, arg) \
    macro (OMP_BARRIER, 0, arg) \
    macro (OMP_CRITICAL, 0, arg) \
    macro (OMP_SINGLE, 0, arg) \
    macro (OMP_MASTER, 0, arg) \
    macro (OMP_TEAMS, 0, arg) \
    macro (OMP_set_lock, 0, arg) \
    macro (OMP_test_lock, 0, arg) \
    macro (REDUCE_wait, 0, arg) \
    macro (REDUCE_nowait, 0, arg) \
    macro (OMP_TASKYIELD, 0, arg) \
    macro (TASK_executed, 0, arg) \
    macro (TASK_cancelled, 0, arg) \
    macro (TASK_stolen, 0, arg) \
    macro (LAST, 0, arg)
```

Add new counters under [KMP_FOREACH_COUNTER\(\)](#) macro in `kmp_stats.h`.

Parameters

<i>macro</i>	a user defined macro that takes three arguments - <code>macro(COUNTER_NAME, flags, arg)</code>
<i>arg</i>	a user defined argument to send to the user defined macro

A counter counts the occurrence of some event. Each thread accumulates its own count, at the end of execution the counts are aggregated treating each thread as a separate measurement. (Unless `onlyInMaster` is set, in which case there's only a single measurement). The `min`, `mean`, `max` are therefore the values for the threads. Adding the

counter here and then putting a `KMP_BLOCK_COUNTER(name)` at the point you want to count is all you need to do. All of the tables and printing is generated from this macro. Format is "macro(name, flags, arg)"

Definition at line 70 of file `kmp_stats.h`.

5.11.3.4 #define KMP_FOREACH_EXPLICIT_TIMER(macro, arg)

Value:

```
macro(OMP_serial, 0, arg)           \
  macro(OMP_start_end, 0, arg)      \
  macro(OMP_single, 0, arg)         \
  macro(OMP_master, 0, arg)         \
  KMP_FOREACH_EXPLICIT_TIMER(macro, arg) \
  macro(LAST, 0, arg)
```

Add new explicit timers under `KMP_FOREACH_EXPLICIT_TIMER()` macro.

Parameters

<i>macro</i>	a user defined macro that takes three arguments - macro(TIMER_NAME, flags, arg)
<i>arg</i>	a user defined argument to send to the user defined macro

Warning

YOU MUST HAVE THE SAME NAMED TIMER UNDER `KMP_FOREACH_TIMER()` OR ELSE BAD THINGS WILL HAPPEN!

Explicit timers are ones where we need to allocate a timer itself (as well as the accumulated timing statistics). We allocate these on a per-thread basis, and explicitly start and stop them. Block timers just allocate the timer itself on the stack, and use the destructor to notice block exit; they don't need to be defined here. The name here should be the same as that of a timer above.

Definition at line 198 of file `kmp_stats.h`.

5.11.3.5 #define KMP_OUTPUT_STATS(heading_string) __kmp_output_stats(heading_string)

Outputs the current thread statistics and reset them.

Parameters

<i>heading_string</i>	heading put above the final stats output
-----------------------	--

Explicitly stops all timers and outputs all stats. Environment variable, `OMPTB_STATSFILE=filename`, can be used to output the stats to a filename instead of `stderr`. Environment variable, `OMPTB_STATSTHREADS=true|undefined`, can be used to output thread specific stats. For now the `OMPTB_STATSTHREADS` environment variable can either be defined with any value, which will print out thread specific stats, or it can be undefined (not specified in the environment) and thread specific stats won't be printed. It should be noted that all statistics are reset when this macro is called.

Definition at line 701 of file `kmp_stats.h`.

5.11.3.6 #define KMP_RESET_STATS() __kmp_reset_stats()

resets all stats (counters to 0, timers to 0 elapsed ticks)

Reset all stats for all threads.

Definition at line 711 of file `kmp_stats.h`.

```
5.11.3.7 #define KMP_START_EXPLICIT_TIMER( name ) __kmp_stats_thread_ptr->getExplicitTimer(EXPLICIT_TIMER_##name)-
>start(TIMER_##name)
```

"Starts" an explicit timer which will need a corresponding [KMP_STOP_EXPLICIT_TIMER\(\)](#) macro.

Parameters

<i>name</i>	explicit timer name as specified under the KMP_FOREACH_EXPLICIT_TIMER() macro
-------------	---

Use to start a timer. This will need a corresponding [KMP_STOP_EXPLICIT_TIMER\(\)](#) macro to stop the timer unlike the [KMP_TIME_BLOCK\(name\)](#) macro which has an implicit stopping macro at the end of the code block. All explicit timers are stopped at library exit time before the final statistics are outputted.

Definition at line 670 of file `kmp_stats.h`.

Referenced by `__kmpc_fork_call()`, `__kmpc_master()`, and `__kmpc_single()`.

```
5.11.3.8 #define KMP_STOP_EXPLICIT_TIMER( name ) __kmp_stats_thread_ptr->getExplicitTimer(EXPLICIT_TIMER_##name)-
>stop(TIMER_##name)
```

"Stops" an explicit timer.

Parameters

<i>name</i>	explicit timer name as specified under the KMP_FOREACH_EXPLICIT_TIMER() macro
-------------	---

Use [KMP_STOP_EXPLICIT_TIMER\(name\)](#) to stop a timer. When this is done, the time between the last [KMP_START_EXPLICIT_TIMER\(name\)](#) and this [KMP_STOP_EXPLICIT_TIMER\(name\)](#) will be added to the timer's stat value. The timer will then be reset. After the [KMP_STOP_EXPLICIT_TIMER\(name\)](#) macro is called, another call to [KMP_START_EXPLICIT_TIMER\(name\)](#) will start the timer once again.

Definition at line 684 of file `kmp_stats.h`.

Referenced by `__kmpc_end_master()`, `__kmpc_end_single()`, and `__kmpc_fork_call()`.

```
5.11.3.9 #define KMP_TIME_BLOCK( name ) blockTimer __BLOCKTIME__(__kmp_stats_thread_ptr->getTimer(TIMER_##name),
TIMER_##name)
```

Uses specified timer (name) to time code block.

Parameters

<i>name</i>	timer name as specified under the KMP_FOREACH_TIMER() macro
-------------	---

Use [KMP_TIME_BLOCK\(name\)](#) macro to time a code block. This will record the time taken in the block and use the destructor to stop the timer. Convenient! With this definition you can't have more than one [KMP_TIME_BLOCK](#) in the same code block. I don't think that's a problem.

Definition at line 631 of file `kmp_stats.h`.

Referenced by `__kmpc_barrier()`.

5.12 Tasking support

Functions

- `kmp_int32 __kmpc_omp_task_with_deps (ident_t *loc_ref, kmp_int32 gtid, kmp_task_t *new_task, kmp_int32 ndeps, kmp_depend_info_t *dep_list, kmp_int32 ndeps_noalias, kmp_depend_info_t *noalias_dep_list)`
- `void __kmpc_omp_wait_deps (ident_t *loc_ref, kmp_int32 gtid, kmp_int32 ndeps, kmp_depend_info_t *dep_list, kmp_int32 ndeps_noalias, kmp_depend_info_t *noalias_dep_list)`

5.12.1 Detailed Description

These functions support tasking constructs.

5.12.2 Function Documentation

- 5.12.2.1 `kmp_int32 __kmpc_omp_task_with_deps (ident_t * loc_ref, kmp_int32 gtid, kmp_task_t * new_task, kmp_int32 ndeps, kmp_depend_info_t * dep_list, kmp_int32 ndeps_noalias, kmp_depend_info_t * noalias_dep_list)`

Parameters

<i>loc_ref</i>	location of the original task directive
<i>gtid</i>	Global Thread ID of encountering thread
<i>new_task</i>	task thunk allocated by <code>__kmp_omp_task_alloc()</code> for the "new task"
<i>ndeps</i>	Number of depend items with possible aliasing
<i>dep_list</i>	List of depend items with possible aliasing
<i>ndeps_noalias</i>	Number of depend items with no aliasing
<i>noalias_dep_list</i>	List of depend items with no aliasing

Returns

Returns either `TASK_CURRENT_NOT_QUEUED` if the current task was not suspended and queued, or `TASK_CURRENT_QUEUED` if it was suspended and queued

Schedule a non-thread-switchable task with dependences for execution

Definition at line 395 of file `kmp_taskdeps.cpp`.

- 5.12.2.2 `void __kmpc_omp_wait_deps (ident_t * loc_ref, kmp_int32 gtid, kmp_int32 ndeps, kmp_depend_info_t * dep_list, kmp_int32 ndeps_noalias, kmp_depend_info_t * noalias_dep_list)`

Parameters

<i>loc_ref</i>	location of the original task directive
<i>gtid</i>	Global Thread ID of encountering thread
<i>ndeps</i>	Number of depend items with possible aliasing
<i>dep_list</i>	List of depend items with possible aliasing
<i>ndeps_noalias</i>	Number of depend items with no aliasing
<i>noalias_dep_list</i>	List of depend items with no aliasing

Blocks the current task until all specifies dependencies have been fulfilled.

Definition at line 463 of file `kmp_taskdeps.cpp`.

Referenced by `__kmpc_omp_task_with_deps()`.

5.13 User visible functions

These functions can be called directly by the user, but are runtime library specific, rather than being OpenMP interfaces.

Chapter 6

Class Documentation

6.1 hierarchy_info Class Reference

```
#include <kmp_affinity.h>
```

Public Attributes

- kmp_uint32 [maxLevels](#)
- kmp_uint32 [depth](#)
- kmp_uint32 * [numPerLevel](#)

Static Public Attributes

- static const kmp_uint32 [maxLeaves](#) =4

6.1.1 Detailed Description

A structure for holding machine-specific hierarchy info to be computed once at init. This structure represents a mapping of threads to the actual machine hierarchy, or to our best guess at what the hierarchy might be, for the purpose of performing an efficient barrier. In the worst case, when there is no machine hierarchy information, it produces a tree suitable for a barrier, similar to the tree used in the hyper barrier.

Definition at line 127 of file kmp_affinity.h.

6.1.2 Member Data Documentation

6.1.2.1 kmp_uint32 hierarchy_info::depth

This is specifically the depth of the machine configuration hierarchy, in terms of the number of levels along the longest path from root to any leaf. It corresponds to the number of entries in numPerLevel if we exclude all but one trailing 1.

Definition at line 142 of file kmp_affinity.h.

6.1.2.2 const kmp_uint32 hierarchy_info::maxLeaves =4 [static]

Good default values for number of leaves and branching factor, given no affinity information. Behaves a bit like hyper barrier.

Definition at line 131 of file kmp_affinity.h.

6.1.2.3 kmp_uint32 hierarchy_info::maxLevels

Number of levels in the hierarchy. Typical levels are threads/core, cores/package or socket, packages/node, nodes/-machine, etc. We don't want to get specific with nomenclature. When the machine is oversubscribed we add levels to duplicate the hierarchy, doubling the thread capacity of the hierarchy each time we add a level.

Definition at line 137 of file kmp_affinity.h.

6.1.2.4 kmp_uint32* hierarchy_info::numPerLevel

Level 0 corresponds to leaves. numPerLevel[i] is the number of children the parent of a node at level i has. For example, if we have a machine with 4 packages, 4 cores/package and 2 HT per core, then numPerLevel = {2, 4, 4, 1, 1}. All empty levels are set to 1.

Definition at line 151 of file kmp_affinity.h.

The documentation for this class was generated from the following file:

- kmp_affinity.h

6.2 ident Struct Reference

```
#include <kmp.h>
```

Public Attributes

- kmp_int32 [reserved_1](#)
- kmp_int32 [flags](#)
- kmp_int32 [reserved_2](#)
- kmp_int32 [reserved_3](#)
- char const * [psource](#)

6.2.1 Detailed Description

The ident structure that describes a source location.

Definition at line 192 of file kmp.h.

6.2.2 Member Data Documentation

6.2.2.1 kmp_int32 ident::flags

also f.flags; KMP_IDENT_xxx flags; KMP_IDENT_KMPC identifies this union member

Definition at line 194 of file kmp.h.

Referenced by `__kmpc_end_serialized_parallel()`.

6.2.2.2 char const* ident::psource

String describing the source location.

The string is composed of semi-colon separated fields which describe the source file, the function and a pair of line numbers that delimit the construct.

Definition at line 201 of file kmp.h.

Referenced by `__kmpc_ok_to_fork()`.

6.2.2.3 kmp_int32 ident::reserved_1

might be used in Fortran; see above

Definition at line 193 of file kmp.h.

6.2.2.4 kmp_int32 ident::reserved_2

not really used in Fortran any more; see above

Definition at line 195 of file kmp.h.

6.2.2.5 kmp_int32 ident::reserved_3

source[4] in Fortran, do not use for C++

Definition at line 200 of file kmp.h.

The documentation for this struct was generated from the following file:

- kmp.h

6.3 kmp_flag< P > Class Template Reference

```
#include <kmp_wait_release.h>
```

Public Member Functions

- volatile P * [get](#) ()
- [flag_type](#) [get_type](#) ()

Private Attributes

- volatile P * [loc](#)
- [flag_type](#) [t](#)

6.3.1 Detailed Description

```
template<typename P>class kmp_flag< P >
```

Base class for wait/release volatile flag

Definition at line 48 of file kmp_wait_release.h.

6.3.2 Member Function Documentation

6.3.2.1 `template<typename P> volatile P* kmp_flag< P >::get ()` [\[inline\]](#)

Returns

the pointer to the actual flag

Definition at line 57 of file kmp_wait_release.h.

6.3.2.2 `template<typename P> flag_type kmp_flag< P >::get_type () [inline]`

Returns

the flag_type

Definition at line 61 of file kmp_wait_release.h.

6.3.3 Member Data Documentation

6.3.3.1 `template<typename P> volatile P* kmp_flag< P >::loc [private]`

Pointer to the flag storage that is modified by another thread

Definition at line 49 of file kmp_wait_release.h.

Referenced by `kmp_flag< kmp_uint32 >::get()`.

6.3.3.2 `template<typename P> flag_type kmp_flag< P >::t [private]`

"Type" of the flag in loc

Definition at line 50 of file kmp_wait_release.h.

Referenced by `kmp_flag< kmp_uint32 >::get_type()`.

The documentation for this class was generated from the following file:

- kmp_wait_release.h

6.4 stats.flags_e Class Reference

flags to describe the statistic (timers or counter)

```
#include <kmp_stats.h>
```

Static Public Attributes

- static const int `onlyInMaster` = 1<<<0
statistic is valid only for master
- static const int `noUnits` = 1<<<1
statistic doesn't need units printed next to it in output
- static const int `synthesized` = 1<<<2
statistic's value is created atexit time in the __kmp_output_stats function
- static const int `notInMaster` = 1<<<3
statistic is valid for non-master threads
- static const int `logEvent` = 1<<<4
statistic can be logged when KMP_STATS_EVENTS is on (valid only for timers)

6.4.1 Detailed Description

flags to describe the statistic (timers or counter)

Definition at line 45 of file kmp_stats.h.

The documentation for this class was generated from the following file:

- kmp_stats.h

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