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Since C++11 C++ faces the requirements of the multicore architectures. The 2011 published standard defines, how a program should behave in the presence of many threads. The multithreading capabilities of C++11 consist of two parts. On the hand, there is the well-defined memory model; on the other hand, there is the standardised threading API.

Multithreading with C++17 and C++20 - ModernesCpp.com

Second Edition - Springer This book is intended as a manual on algorithm design, providing access to combinatorial algorithm

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