

# Intel® OpenMP\* Runtime Library

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# Chapter 1

## Intel® OpenMP\* Runtime Library Interface

### 1.1 Introduction

This document describes the interface provided by the Intel® 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 Building the Runtime

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

A top-level Makefile is provided that attempts to derive a suitable configuration for the most commonly used environments. To see the default settings, type:

```
% make info
```

You can change the Makefile's behavior with the following options:

- **omp\_root**: The path to the top-level directory containing the top-level Makefile. By default, this will take on the value of the current working directory.
- **omp\_os**: Operating system. By default, the build will attempt to detect this. Currently supports "linux", "macos", and "windows".
- **arch**: Architecture. By default, the build will attempt to detect this if not specified by the user. Currently supported values are
  - "32" for IA-32 architecture
  - "32e" for Intel® 64 architecture
  - "mic" for Intel® Many Integrated Core Architecture ( If "mic" is specified then "icc" will be used as the compiler, and appropriate k1om binutils will be used. The necessary packages must be installed on the build machine for this to be possible, but an Intel® Xeon Phi™ coprocessor is not required to build the library).
- **compiler**: Which compiler to use for the build. Defaults to "icc" or "icl" depending on the value of omp\_os. Also supports "gcc" when omp\_os is "linux" for gcc\* versions 4.6.2 and higher. For icc on OS X\* , OS X\*

versions greater than 10.6 are not supported currently. Also, icc version 13.0 is not supported. The selected compiler should be installed and in the user's path. The corresponding Fortran compiler should also be in the path.

- **mode:** Library mode: default is "release". Also supports "debug".

To use any of the options above, simply add `<option_name>=<value>`. For example, if you want to build with gcc instead of icc, type:

```
% make compiler=gcc
```

Underneath the hood of the top-level Makefile, the runtime is built by a perl script that in turn drives a detailed runtime system make. The script can be found at `tools/build.pl`, and will print information about all its flags and controls if invoked as

```
% tools/build.pl --help
```

If invoked with no arguments, it will try to build a set of libraries that are appropriate for the machine on which the build is happening. There are many options for building out of tree, and configuring library features that can also be used. Consult the `-help` output for details.

## 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
Linux* OS	Yes(1,5)	Yes(2,4)
OS X*	Yes(1,3,4)	No
Windows* OS	Yes(1,4)	No

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

(2) gcc version 4.6.2 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.

## 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 `libiomp5`
- 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
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## Chapter 3

# Hierarchical Index

### 3.1 Class Hierarchy

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

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



## Chapter 4

# Class Index

### 4.1 Class List

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

<a href="#">ident</a> . . . . .	<a href="#">51</a>
<a href="#">kmp_flag&lt; P &gt;</a> . . . . .	<a href="#">52</a>
<a href="#">stats_flags_e</a> Flags to describe the statistic ( timers or counter ) . . . . .	<a href="#">53</a>



## 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_fixedl_add
__kmpc_atomic_fixedl_add_cpt
__kmpc_atomic_fixedl_add_fp
__kmpc_atomic_fixedl_andb
__kmpc_atomic_fixedl_andb_cpt
__kmpc_atomic_fixedl_andl
__kmpc_atomic_fixedl_andl_cpt
__kmpc_atomic_fixedl_div
__kmpc_atomic_fixedl_div_cpt
__kmpc_atomic_fixedl_div_cpt_rev
__kmpc_atomic_fixedl_div_float8
__kmpc_atomic_fixedl_div_fp
__kmpc_atomic_fixedl_div_rev
__kmpc_atomic_fixedl_eqv
__kmpc_atomic_fixedl_eqv_cpt
__kmpc_atomic_fixedl_max
__kmpc_atomic_fixedl_max_cpt
__kmpc_atomic_fixedl_min
__kmpc_atomic_fixedl_min_cpt
__kmpc_atomic_fixedl_mul
__kmpc_atomic_fixedl_mul_cpt
__kmpc_atomic_fixedl_mul_float8
__kmpc_atomic_fixedl_mul_fp
__kmpc_atomic_fixedl_neqv
__kmpc_atomic_fixedl_neqv_cpt
__kmpc_atomic_fixedl_orb
__kmpc_atomic_fixedl_orb_cpt
__kmpc_atomic_fixedl_orl
__kmpc_atomic_fixedl_orl_cpt
__kmpc_atomic_fixedl_rd
__kmpc_atomic_fixedl_shl
__kmpc_atomic_fixedl_shl_cpt
__kmpc_atomic_fixedl_shl_cpt_rev
__kmpc_atomic_fixedl_shl_rev
__kmpc_atomic_fixedl_shr
__kmpc_atomic_fixedl_shr_cpt
__kmpc_atomic_fixedl_shr_cpt_rev
__kmpc_atomic_fixedl_shr_rev
__kmpc_atomic_fixedl_sub
__kmpc_atomic_fixedl_sub_cpt
__kmpc_atomic_fixedl_sub_cpt_rev
__kmpc_atomic_fixedl_sub_fp
__kmpc_atomic_fixedl_sub_rev
__kmpc_atomic_fixedl_swp
__kmpc_atomic_fixedl_wr
__kmpc_atomic_fixedl_xor
__kmpc_atomic_fixedl_xor_cpt
__kmpc_atomic_fixedlu_div
__kmpc_atomic_fixedlu_div_cpt
__kmpc_atomic_fixedlu_div_cpt_rev
__kmpc_atomic_fixedlu_div_fp
__kmpc_atomic_fixedlu_div_rev
__kmpc_atomic_fixedlu_shr
__kmpc_atomic_fixedlu_shr_cpt
__kmpc_atomic_fixedlu_shr_cpt_rev
__kmpc_atomic_fixedlu_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_swp
__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_swp
__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_swp
__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_swp
__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_atmc_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_swp
__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_swp
__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_swp
__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_swp
__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 57 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 201 of file `kmp.h`.

#### 5.3.2.2 #define KMP\_IDENT\_AUTOPAR 0x08

Entry point generated by auto-parallelization

Definition at line 199 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 203 of file `kmp.h`.

#### 5.3.2.4 #define KMP\_IDENT\_BARRIER\_IMPL 0x0040

To Mark implicit barriers.

Definition at line 205 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 194 of file `kmp.h`.

#### 5.3.2.6 #define KMP\_IDENT\_KMPC 0x02

Use c-style ident structure

Definition at line 196 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 175 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 60 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 78 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 1301 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 437 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 295 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 359 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

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 341 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 254 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 422 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 161 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 149 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 135 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 112 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 239 of file kmp\_csupport.c.

## 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 *plower, 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 *plower, 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 *plower, 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 *plower, 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 318 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

<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.

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

Definition at line 991 of file kmp\_csupport.c.

5.8.3.2 void \_\_kmpc\_dispatch\_fini\_4 ( ident\_t \* loc, kmp\_int32 gtid )

Parameters

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

Mark the end of a dynamic loop.

Definition at line 2430 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 2448 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 2439 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 2457 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

<i>loc</i>	Source location
<i>gtid</i>	Global thread id
<i>schedule</i>	Schedule type
<i>lb</i>	Lower bound
<i>ub</i>	Upper bound
<i>st</i>	Step (or increment if you prefer)
<i>chunk</i>	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 2280 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 2291 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 2303 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 2316 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

<i>loc</i>	Source code location
<i>gtid</i>	Global thread id
<i>p_last</i>	Pointer to a flag set to one if this is the last chunk or zero otherwise
<i>p_lb</i>	Pointer to the lower bound for the next chunk of work
<i>p_ub</i>	Pointer to the upper bound for the next chunk of work
<i>p_st</i>	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 2387 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 2397 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 2407 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 2417 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 2335 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>scheduleD</i>	Scheduling type for the distribute
<i>scheduleL</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>pstrideD</i>	Pointer to the stride for distribute
<i>pstrideL</i>	Pointer to the stride for parallel loop
<i>incr</i>	Loop increment

<i>chunkD</i>	The chunk size for the distribute
<i>chunkL</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 775 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 788 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 801 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 814 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 1090 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 710 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 769 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 1291 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 1304 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 702 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 714 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 726 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 738 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 671 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 733 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 1274 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 852 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 864 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 876 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 888 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

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

Execute a barrier.

Definition at line 634 of file [kmp\\_csupport.c](#).

#### 5.9.2.2 [kmp\\_int32](#) [\\_\\_kmpc\\_barrier\\_master](#) ( [ident\\_t](#) \* *loc*, [kmp\\_int32](#) *global\_tid* )

##### Parameters

<i>loc</i>	source location information
<i>global_tid</i>	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 1172 of file [kmp\\_csupport.c](#).

#### 5.9.2.3 [kmp\\_int32](#) [\\_\\_kmpc\\_barrier\\_master\\_nowait](#) ( [ident\\_t](#) \* *loc*, [kmp\\_int32](#) *global\_tid* )

##### Parameters

<i>loc</i>	source location information
<i>global_tid</i>	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 1220 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 1202 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 2548 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 2403 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 568 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 2461 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 2264 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 1328 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 1350 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 1317 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 1338 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 1323 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 1344 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

<i>loc</i>	source location information
<i>gtid</i>	global thread number
<i>cpy_size</i>	size of the <code>cpy_data</code> buffer
<i>cpy_data</i>	pointer to data to be copied
<i>cpy_func</i>	helper function to call for copying data
<i>didit</i>	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 1502 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

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

**Returns**

pointer to private storage

Allocate private storage for threadprivate data.

Definition at line 649 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 551 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 718 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_TIMER(macro, arg)`  
*Add new timers under [KMP\\_FOREACH\\_TIMER\(\)](#) 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 libiomp5 library. Use `--stats=on` when building with `build.pl` to enable and then use the `KMP_*` macros to profile (through counts or clock ticks) libiomp5 during execution of an OpenMP program.

#### 5.11.2 Environment Variables

This section describes the environment variables relevant to stats-gathering in libiomp5

`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 <a href="#">KMP_FOREACH_COUNTER()</a> macro
-------------	---

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

Definition at line 654 of file `kmp_stats.h`.

Referenced by `__kmpc_barrier()`, `__kmpc_critical()`, `__kmpc_dispatch_init_4()`, `__kmpc_dispatch_init_4u()`, `__kmpc_dispatch_init_8()`, `__kmpc_dispatch_init_8u()`, `__kmpc_dist_dispatch_init_4()`, `__kmpc_fork_call()`, `__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 <a href="#">KMP_FOREACH_TIMER()</a> 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 642 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_FOR_static, 0, arg)
macro (OMP_FOR_dynamic, 0, arg)
macro (OMP_DISTR_FOR_static, 0, arg)
macro (OMP_DISTR_FOR_dynamic, 0, arg)
macro (OMP_BARRIER, 0, arg)
macro (OMP_CRITICAL, 0, arg)
macro (OMP_SINGLE, 0, arg)
macro (OMP_MASTER, 0, arg)
macro (OMP_set_lock, 0, arg)
macro (OMP_test_lock, 0, arg)
macro (OMP_test_lock_failure, 0, arg)
macro (REDUCE_wait, 0, arg)
macro (REDUCE_nowait, 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 in a `KMP_BLOCK_COUNTER(name)` 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 84 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(USER_icv_copy, 0, arg) \
    macro(USER_launch_thread_loop, stats_flags_e::logEvent, 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 204 of file kmp\_stats.h.

#### 5.11.3.5 #define KMP\_FOREACH\_TIMER( macro, arg )

Add new timers under [KMP\\_FOREACH\\_TIMER\(\)](#) macro in [kmp\\_stats.h](#).

##### 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

A timer collects multiple samples of some count in each thread and then finally aggregates over all the threads. The count is normally a time (in ticks), hence the name "timer". (But can be any value, so we use this for "number of arguments passed to fork" as well, or we could collect "loop iteration count" if we wanted to). For timers the threads are not significant, it's the individual observations that count, so the statistics are at that level. Format is "macro(name, flags, arg)"

Definition at line 115 of file kmp\_stats.h.

#### 5.11.3.6 #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\_STATSTHREAD-

`S=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 699 of file `kmp_stats.h`.

#### 5.11.3.7 `#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 709 of file `kmp_stats.h`.

#### 5.11.3.8 `#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 <code>KMP_FOREACH_EXPLICIT_TIMER()</code> 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 668 of file `kmp_stats.h`.

Referenced by `__kmpc_fork_call()`.

#### 5.11.3.9 `#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 <code>KMP_FOREACH_EXPLICIT_TIMER()</code> 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 682 of file `kmp_stats.h`.

Referenced by `__kmpc_fork_call()`.

#### 5.11.3.10 `#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 <code>KMP_FOREACH_TIMER()</code> 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 629 of file `kmp_stats.h`.

Referenced by `__kmprc_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 412 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 468 of file `kmp_taskdeps.cpp`.

### 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 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](#)

#### 6.1.1 Detailed Description

The ident structure that describes a source location.

Definition at line 216 of file kmp.h.

#### 6.1.2 Member Data Documentation

##### 6.1.2.1 kmp\_int32 ident::flags

also f.flags; KMP\_IDENT\_xxx flags; KMP\_IDENT\_KMPC identifies this union member

Definition at line 218 of file kmp.h.

Referenced by `__kmpc_end_serialized_parallel()`.

##### 6.1.2.2 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 225 of file kmp.h.

Referenced by `__kmpc_ok_to_fork()`.

### 6.1.2.3 kmp\_int32 ident::reserved\_1

might be used in Fortran; see above

Definition at line 217 of file kmp.h.

### 6.1.2.4 kmp\_int32 ident::reserved\_2

not really used in Fortran any more; see above

Definition at line 219 of file kmp.h.

### 6.1.2.5 kmp\_int32 ident::reserved\_3

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

Definition at line 224 of file kmp.h.

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

- kmp.h

## 6.2 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

### 6.2.1 Detailed Description

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

Base class for wait/release volatile flag

Definition at line 67 of file kmp\_wait\_release.h.

### 6.2.2 Member Function Documentation

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

#### Returns

the pointer to the actual flag

Definition at line 76 of file kmp\_wait\_release.h.

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

Returns

the flag\_type

Definition at line 80 of file kmp\_wait\_release.h.

## 6.2.3 Member Data Documentation

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

Pointer to the flag storage that is modified by another thread

Definition at line 68 of file kmp\_wait\_release.h.

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

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

"Type" of the flag in loc

Definition at line 69 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

## 6.3 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)*

### 6.3.1 Detailed Description

flags to describe the statistic ( timers or counter )

Definition at line 59 of file kmp\_stats.h.

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

- `kmp_stats.h`

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