

comp.unix.bsd.netbsd.misc: Re: Does NetBSD understand the __thread variable declaration ?

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No __thread is going deeper. It must be supported by specific sections in the ELF executable, so it must be implemented in the loader.

The code is still cross platform and portable, not to Net/Open BSD but to any modern operating system. It doesn't matter how this is called, its the concept that must be there and i think it is missing in NetBSD.

pthread_get/setspecific can never be as efficient as a __thread declared variable which is a simple indirect access. It's easier to use and does not have any of the restrictions of the pthreads. And i have use cases where this is a critical factor.

I'm not talking with you about the usefullness of this feature, this is already proven. I'm tired about explaining why 2+2 is 4. I'm currently adding multithreading to the GNU Eiffel compiler and have to generate the correct backend code (Eiffel compiles to C) and port some runtime features.