

# Report From The Standards Committees

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Both C and C++ started as strictly single-threaded languages, despite significant multi-threaded use more than 30 years ago. Explicit support for multithreaded execution appeared in 2011, but this was by no means the final word. This presentation will give a quick overview of low-level standards-committee concurrency progress since then, including a snapshot of work on hazard pointers, RCU, relaxed accesses, dependency ordering, and the interplay between the C/C++ and Linux-kernel memory models.

## I agree to abide by the anti-harassment policy

I agree

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