
Subject: Funny way how to get thread specific id
Posted by [mirek](#) on Fri, 12 Jan 2007 10:07:27 GMT
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Sometimes it could be useful to test quickly for thread specific id.

For example, if you are incrementing reference count, it seems to be possible to store thread specific id somewhere and then perform non-atomic increment if they match. (Disclaimer: MAYBE. I do not say it is really possible, it is just my current research subject).

Today I have found a nice and simple way how to obtain such id:

```
__thread int x;
```

&x is your ID

It is pretty fast too, because TLS pointers are stored in register (in fact, in gs segment on x86).

Mirek

Subject: Re: Funny way how to get thread specific id
Posted by [gprentice](#) on Fri, 12 Jan 2007 22:46:52 GMT
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That reminds me of this (non thread-safe) code and bug in VC7. I don't have the latest version of VC to see if it's been fixed.

[edit] URL didn't seem to work, try this
<http://tinyurl.com/y4otk6>

Graeme

Subject: Re: Funny way how to get thread specific id
Posted by [mirek](#) on Fri, 12 Jan 2007 23:08:08 GMT
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Yes, I have noticed this behavior too... Since then I simply do not rely on statics inside templates to be unique...

(In this case, planned possible use was within single .cpp file).

Mirek
