

# Qualcomm® Hexagon™ C++ Library

## Supplement

80-N2040-43 Rev. A

March 30, 2018

All Qualcomm products mentioned herein are products of Qualcomm Technologies, Inc. and/or its subsidiaries.

Qualcomm and Hexagon are trademarks of Qualcomm Incorporated, registered in the United States and other countries. Other product and brand names may be trademarks or registered trademarks of their respective owners.

This technical data may be subject to U.S. and international export, re-export, or transfer ("export") laws. Diversion contrary to U.S. and international law is strictly prohibited.

Qualcomm Technologies, Inc.  
5775 Morehouse Drive  
San Diego, CA 92121  
U.S.A.

## Revision history

Revision	Date	Description
A	March 2018	Initial release

# Contents

---

<b>1 Introduction.....</b>	<b>4</b>
1.1 Purpose .....	4
1.2 Conventions .....	4
1.3 Technical assistance .....	4
<b>2 Usage Details .....</b>	<b>5</b>
2.1 Using the C++ library .....	5
2.2 Differences between libstdc++ and libc++ .....	5
2.3 Compiling with C++11 .....	5
2.4 System configuration limitations .....	6
2.4.1 Simulator .....	6
2.4.2 Target .....	6
<b>A References.....</b>	<b>7</b>
A.1 Related documents .....	7

# 1 Introduction

---

## 1.1 Purpose

This document describes how to select the C++ library to use of the two that are provided with the Hexagon Tools and the reasons for selecting one library over the other.

**NOTE:** This document is a supplement to the *Hexagon C++ Library User Guide* (80-N2040-14) and is meant to be used in conjunction with that document.

## 1.2 Conventions

Function declarations, function names, type declarations, attributes, and code samples appear in a different font, for example, `cp armcc armcpp`.

## 1.3 Technical assistance

For assistance or clarification on information in this document, submit a case to Qualcomm Technologies, Inc. (QTI) at <https://createpoint.qti.qualcomm.com/>.

If you do not have access to the CDMATech Support website, register for access or send email to [support.cdmatech@qti.qualcomm.com](mailto:support.cdmatech@qti.qualcomm.com).

## 2 Usage Details

---

The C++ libraries are distributed with the Hexagon Tools for use in writing C++ programs. The libraries are used to support C++ language features. They also include the containers, file I/O, strings, exceptions, smart pointers, and other features described by the C++ standard. Two different libraries are distributed with the Hexagon Tools: `libstdc++` and `libc++`.

### 2.1 Using the C++ library

By default, `hexagon-clang++` uses the C++03 standard and selects the `libstdc++` library for compilation and linkage. If the more recent standards are specified, such as C++11 (`std=c++11`), C++14 (`std=c++14`), etc., `hexagon-clang++` will select the `libc++` library for compilation and linkage.

You can use the `stdlib=libc++` or `stdlib=libstdc++` arguments with `hexagon-clang++` to select the appropriate standard library.

### 2.2 Differences between `libstdc++` and `libc++`

`libstdc++` is the “historical” C++ library, and it supports only C++98 and C++03 language modes. It can be used with standalone mode to write and debug C++ programs. This standalone mode is often used in conjunction with the Hexagon simulator. Refer to *Hexagon Stand-alone Application User Guide* (80-N2040-22).

`libc++` was introduced to support C++11 and beyond. `libc++` requires support in the form of OS include paths for headers and libraries. This means that many programs built with `libc++` will not successfully compile without explicit `-I/path/to/os/include` arguments, and they will not link without explicit arguments for the linker as well.

The `libc++` standard library is distributed as two distinct libraries, `libc++` and `libc++abi`. When `-stdlib=libc++` is used, the compiler/linker is configured to resolve to each of those respective includes/libraries. If you use the `-nostdlib` argument to disable the automatic inclusion of `libc++`, you should know that the C++ code will require linkage with both `libc++` and `libc++abi`.

### 2.3 Compiling with C++11

When compiling source files in C++11 mode, you must use `libc++`. You must also provide the necessary include paths to find the QuRT headers.

For example:

```
hexagon-clang++ -std=c++11 -I/path/to/qurt/install/variant/include/qube -  
I/path/to/qurt/install/variant/include/posix -
```

```
I/path/to/qurt/install/variant/include/qurt -c -o new_program.o  
new_program.cpp
```

## 2.4 System configuration limitations

### 2.4.1 Simulator

Some library features include time/date referenced by the epoch (“wall clock”) and interval times that can be used in delays (e.g., `std::this_thread::sleep`) or time-bounded waits (`try_lock_for()`, `wait_for()`, etc.). In a normal system, these are often driven by a timer tick interrupt that elapses at a given interval. When using `hexagon-sim` with QuRT, these features depend on co-simulators (“cosims”) used to model this external device. The `qtimer` cosim may be necessary to simulate a real hHexagon processor. Refer to the section on cosimulation in *Hexagon Simulator System API User Guide* (80-N2040-18) for details. Refer to the `qtimer` cosim example included with the Hexagon tools for an example of using the `qtimer` cosim. This example is found in `<Hexagon_tools>/Examples/cosims/qtimer_test`.

### 2.4.2 Target

Note that QuRT will not provide a real UTC reference, so wall clock times will not match other processors in the SoC or in the outside world.

# A References

---

## A.1 Related documents

Title	Number
<b>Qualcomm Technologies, Inc.</b>	
<i>Hexagon C++ Library User Guide</i>	80-N2040-14
<i>Hexagon Stand-alone Application User Guide</i>	80-N2040-22
<i>Hexagon Simulator System API User Guide</i>	80-N2040-18