"...one of the most highly regarded and expertly designed C++ library projects in the world."
— Herb Sutter and Andrei Alexandrescu, C++ Coding Standards

Chapter 10. Boost.Intrusive

Olaf Krzikalla

Ion Gaztanaga

Table of Contents

Introduction

Presenting Boost.Intrusive

Boost.Intrusive is a library presenting some intrusive containers to the world of C++. Intrusive containers are special containers that offer better performance and exception safety guarantees than non-intrusive containers (like STL containers).

The performance benefits of intrusive containers makes them ideal as a building block to efficiently construct complex containers like multi-index containers or to design high performance code like memory allocation algorithms.

While intrusive containers were and are widely used in C, they became more and more forgotten in C++ due to the presence of the standard containers which don't support intrusive techniques.**Boost.Intrusive** not only reintroduces this technique to C++, but also encapsulates the implementation in STL-like interfaces. Hence anyone familiar with standard containers can easily use **Boost.Intrusive**.

Building Boost.Intrusive

There is no need to compile anything to use **Boost.Intrusive**, since it's a header only library. Just include your Boost header directory in your compiler include path.

Last revised: March 08, 2011 at 23:39:05 GMT