

Real-time(wait-free)

• Audiothreread

• Audio threads to read this memory

• Wait-free synchronisation and the memory

- Fabian Renn-Giles & Dave Rowland - Real-time 101: youtu.be/Q0vrQFyAdWI



Real-time 101 - part I: Investigating the real-time
problem space

Fabian Renn-Giles & Dave Rowland

55:53

Fabian Renn-Giles & Dave Rowland - Real-time 101 - part I:

Investigating the real-time problem space

ADC - Audio Developer Conference • 6.7K views • 3 years ago

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Real-time (wait-free)

- Audio thread
 - Audio thread has to read this memory
 - Wait-free synchronisation around the memory
- Fabian Renn-Giles & Dave Rowland - Real-time 101: youtu.be/Q0vrQFyAdWI



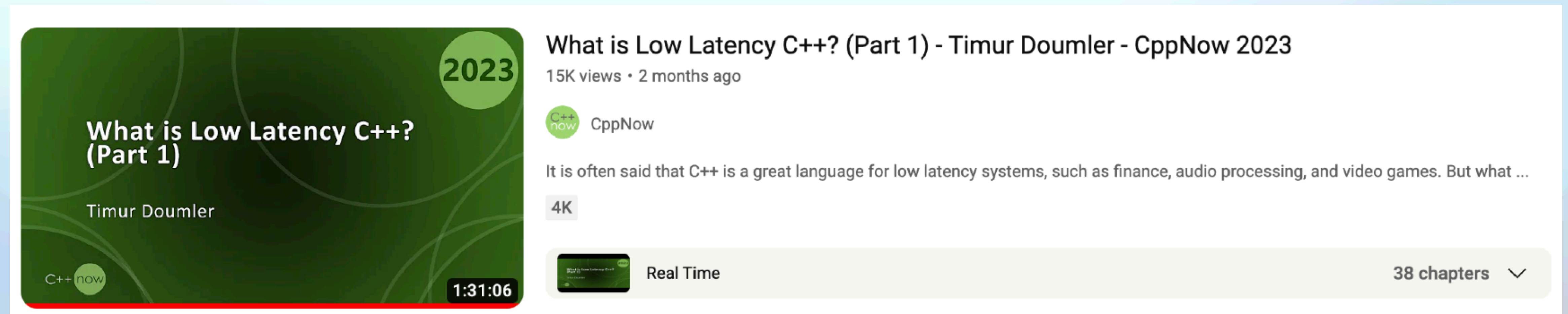
Fabian Renn-Giles & Dave Rowland - Real-time 101 - part I: Investigating the real-time problem space

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Real-time (wait-free)

- What is Low Latency C++? Timur Doumler - CppNow 2023
- 180 mins
- youtu.be/EzmNeAhWqVs



The image shows a YouTube video player interface. The video title is "What is Low Latency C++? (Part 1) - Timur Doumler - CppNow 2023". The video has 15K views and was uploaded 2 months ago. The channel is CppNow. The video description states: "It is often said that C++ is a great language for low latency systems, such as finance, audio processing, and video games. But what ...". The video is in 4K resolution. The video player shows a progress bar at 1:31:06. The video is part of a playlist titled "Real Time" which has 38 chapters.

What is Low Latency C++? (Part 1) - Timur Doumler - CppNow 2023

15K views • 2 months ago

CppNow

It is often said that C++ is a great language for low latency systems, such as finance, audio processing, and video games. But what ...

4K

Real Time

38 chapters