



children's vision

- C++ needs a way to identify “isolation boundaries”

- I.e. send

• This introduces strong and lifetime requirements

• This is not compatible with existing pointers/references

- Reflection can help us write in the styles of other languages which have better thread safety

- Safely encapsulates pointers

- For “C++ performance” and “Don’t pay for what you don’t use” we need borrow checking:

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# Conclusion

- C++ needs a way to identify “isolation boundaries”
  - I.e. **send**
- This introduces strong aliasing and lifetime requirements
- This is not compatible with existing pointers/references
- Reflection can help us write in the styles of other languages which have better thread safety
  - Safely encapsulates pointers
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# C++ Thread Safety Roadmap?

sync & send