C++ Club Meeting Notes

Gleb Dolgich

2018-11-29

San Diego trip reports

- Ben Craig
- Corentin Jabot
  - Reddit
- René Rivera
- CppCast with Ashley Hedberg

JeanHeyd Meneide

> *The Jerk Problem is a very simple one: the larger community seems to value technical excellence over all other values. This means that decency – and being polite during such things as discussion or evaluation – is optional. This is how a lot of people conducted themselves: being successful / making money / having influence somehow justifies their ability to be complete blockheads.*

Also:

> *Nobody believes I have dark skin ever when they see my videos or meet me. And for some people, that's a good surprise (but still a problem). Other people think it's a bad idea I'm here to begin with, which is much more of a problem.*

Better template support and error detection in C++ Modules with MSVC 2017 version 15.9

VC Blog

CLion 2018.3

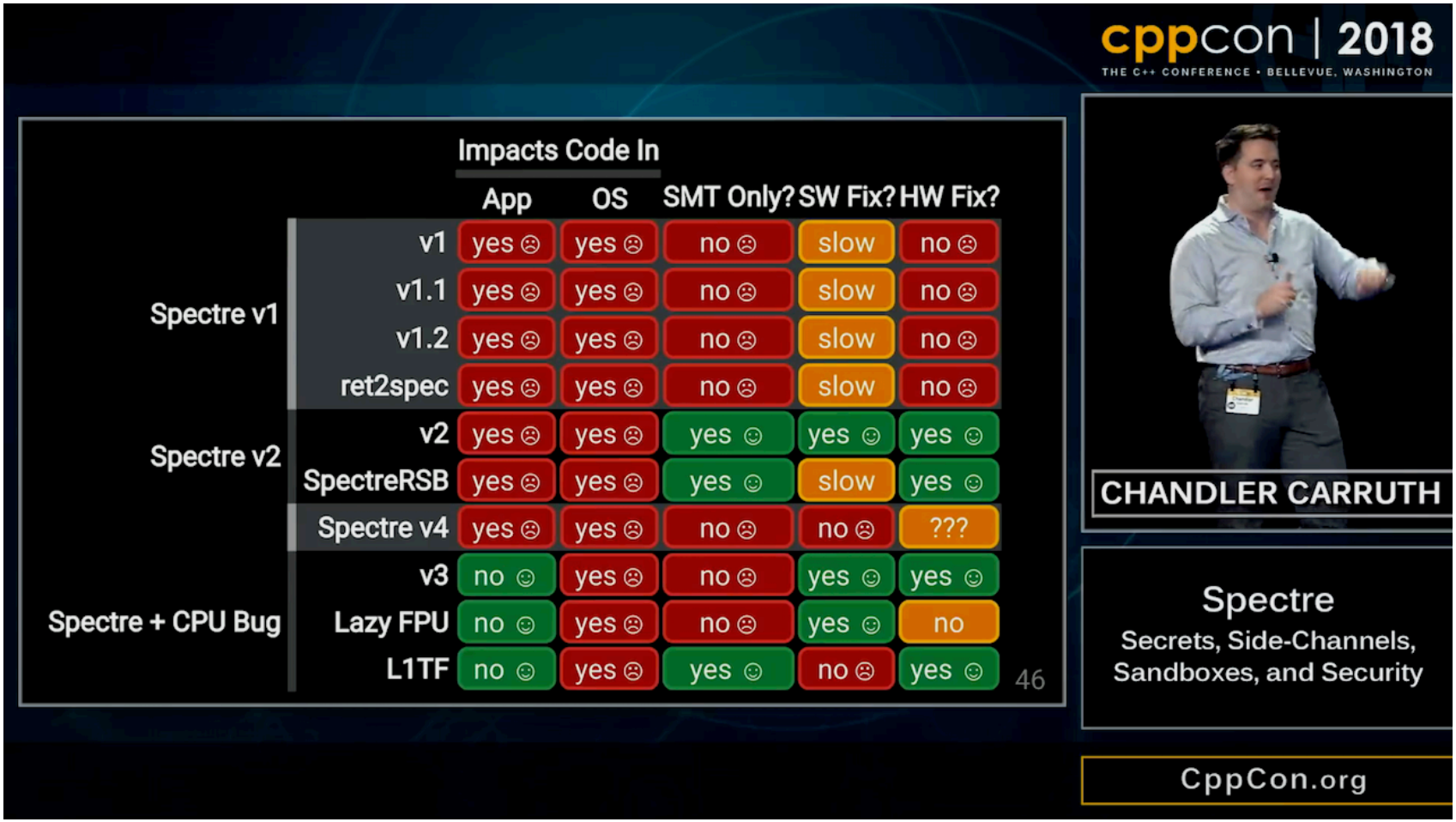
- What's New

C++17

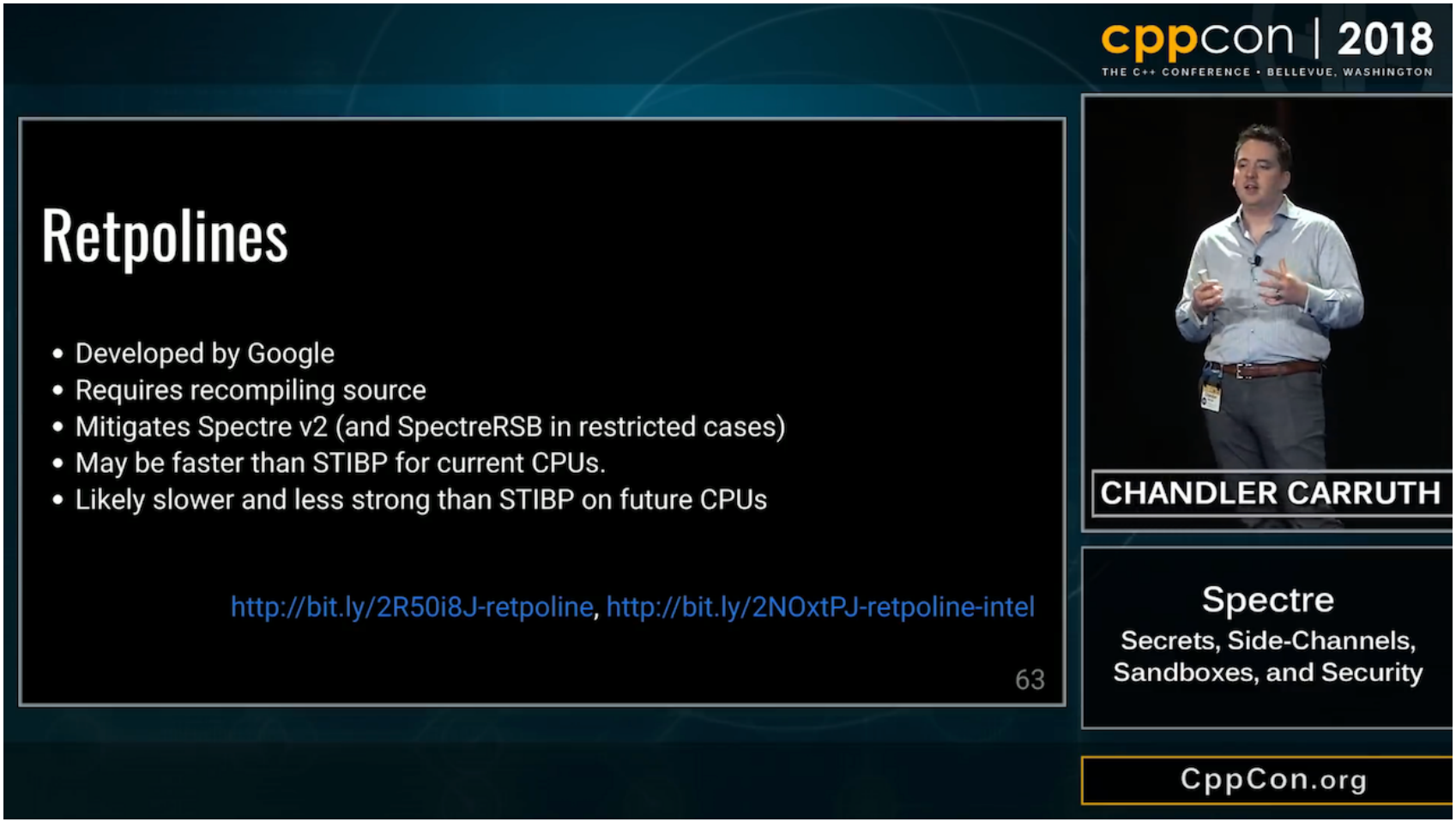
- Viva64: C++17 Refresher
- VCBlog: Standard Library Algorithms: Changes and Additions in C++17

CppCon 2018: Chandler Carruth “Spectre: Secrets, Side-Channels, Sandboxes, and Security” (1/9)

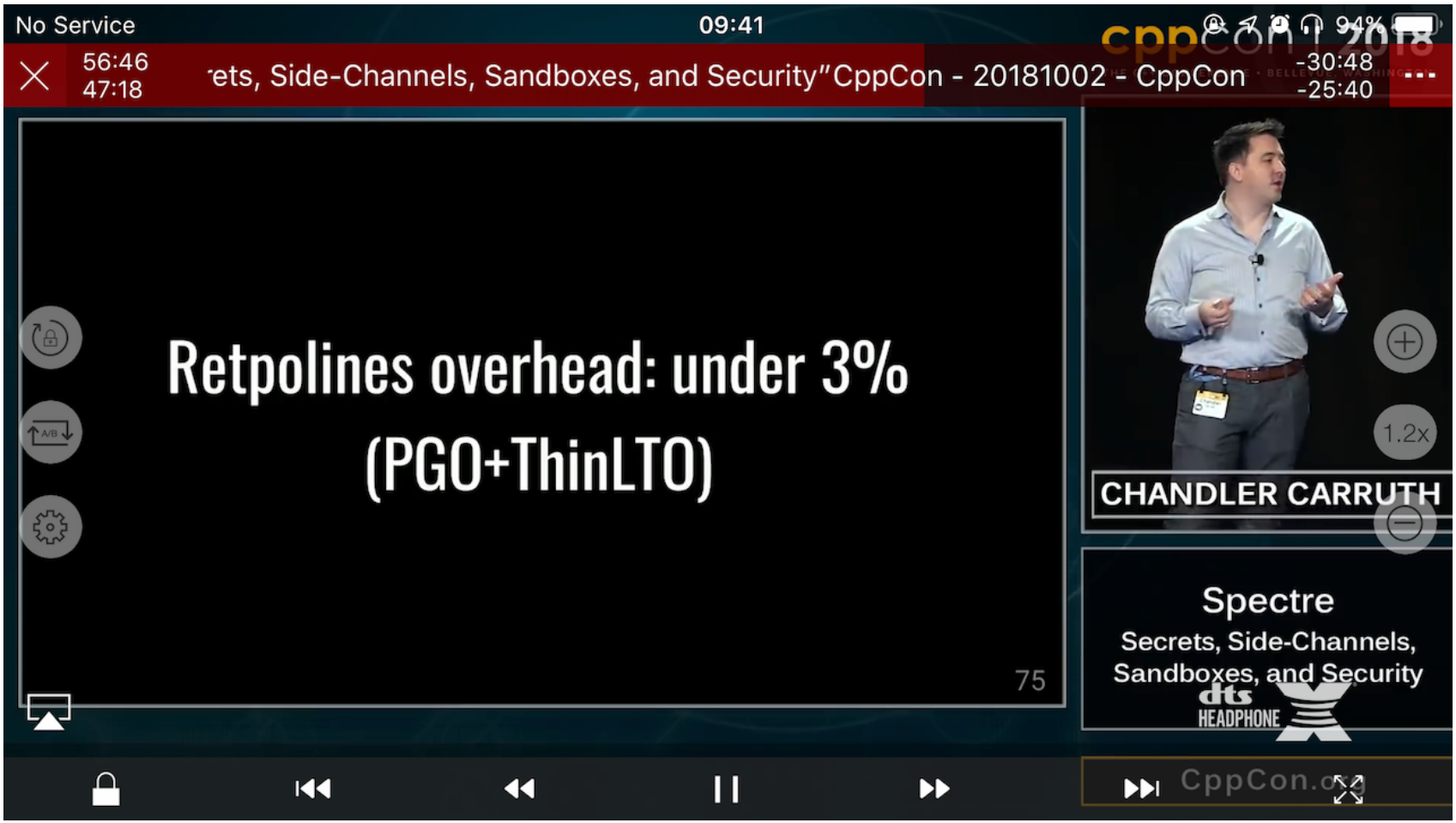
Video



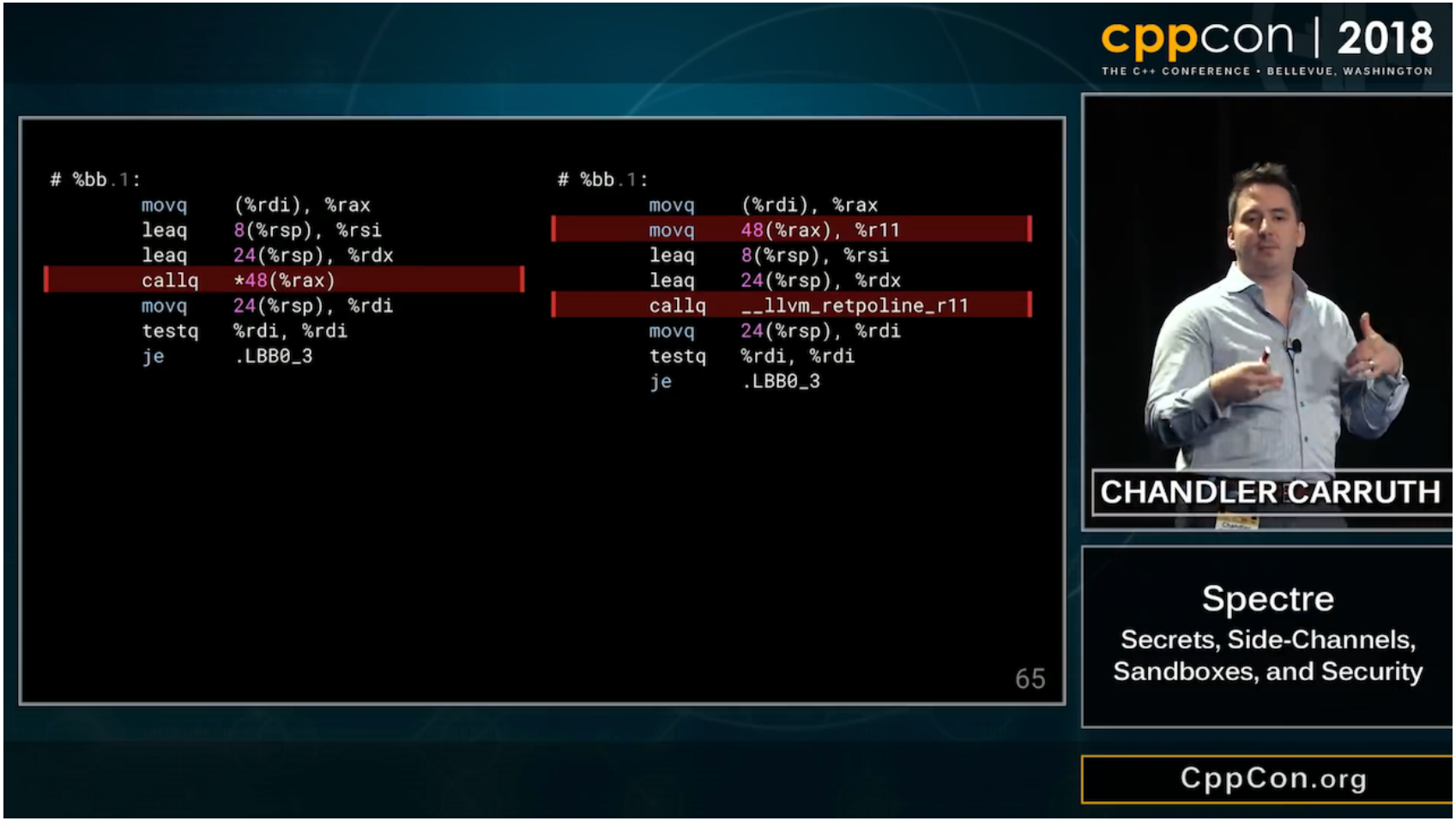
CppCon 2018: Chandler Carruth “Spectre: Secrets, Side-Channels, Sandboxes, and Security” (2/9)



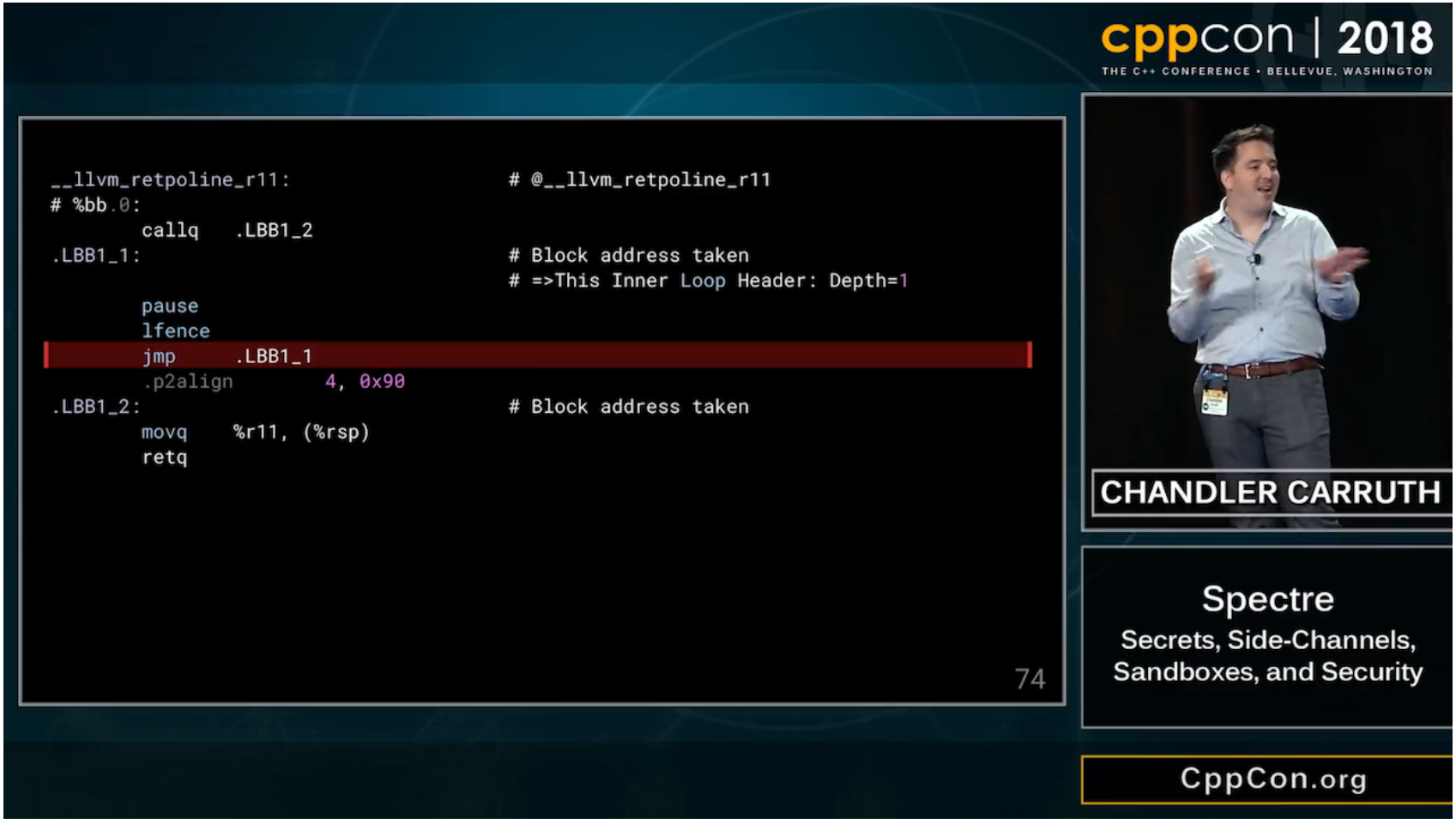
CppCon 2018: Chandler Carruth “Spectre: Secrets, Side-Channels, Sandboxes, and Security” (3/9)



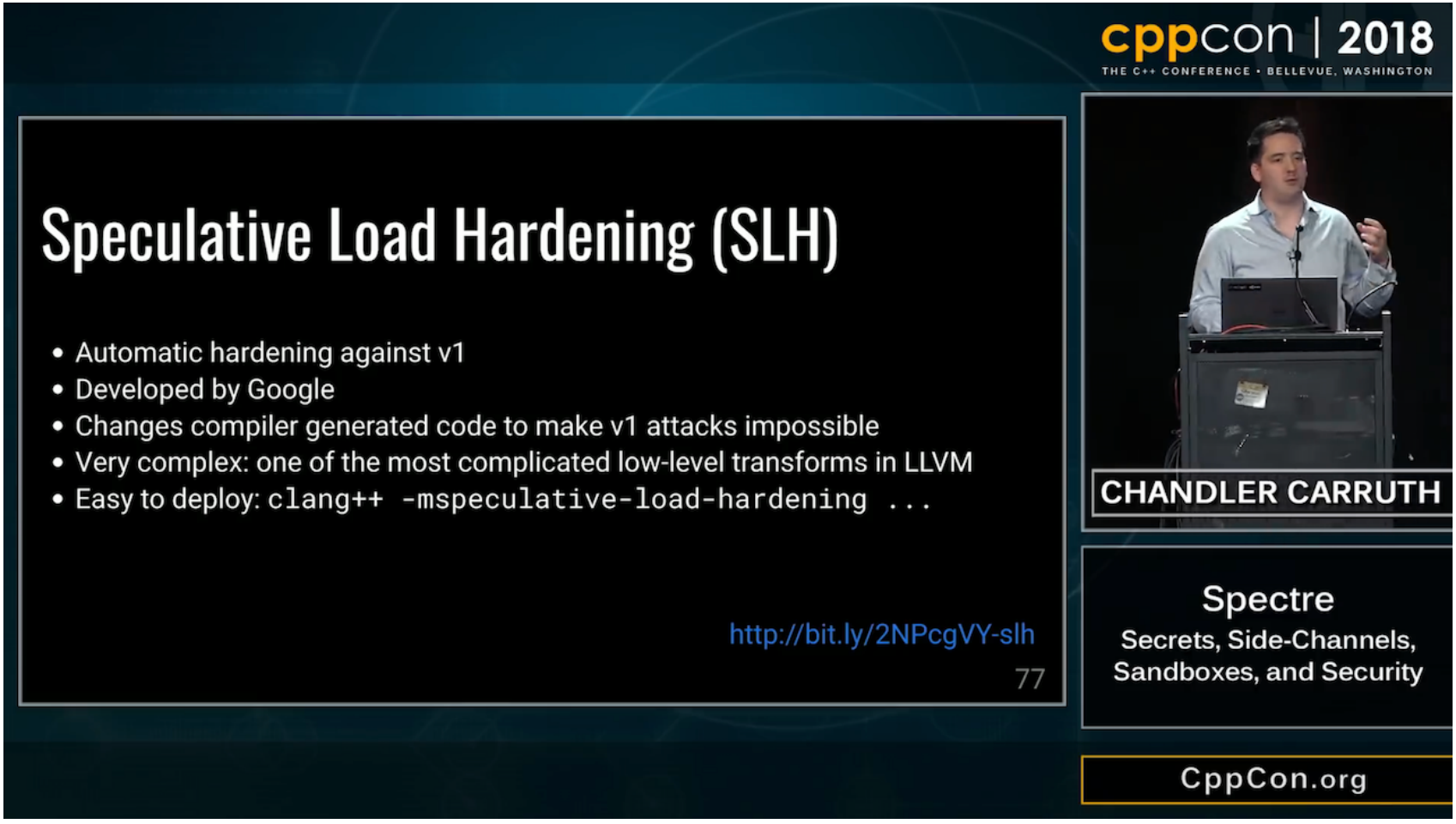
CppCon 2018: Chandler Carruth “Spectre: Secrets, Side-Channels, Sandboxes, and Security” (4/9)



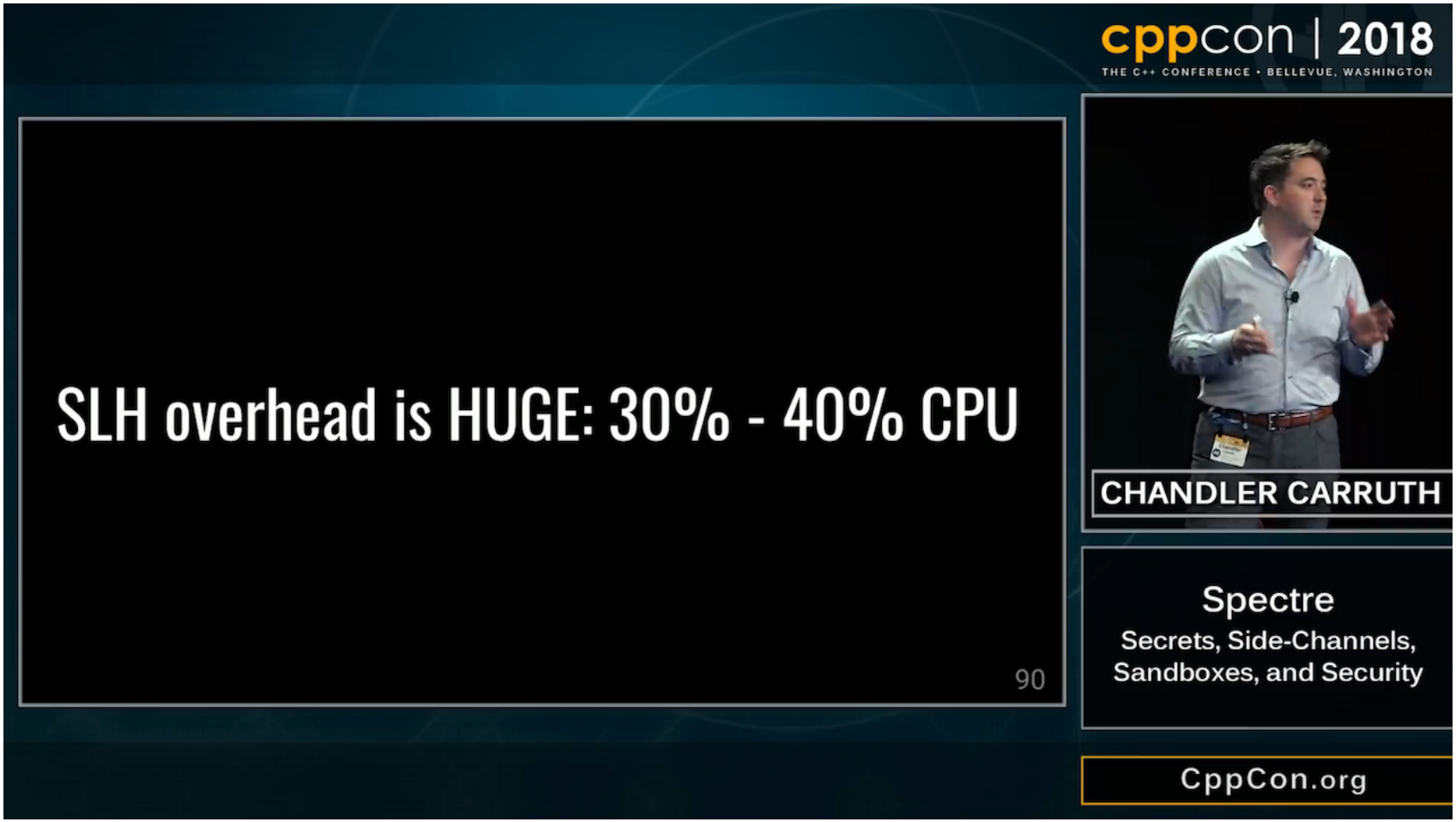
CppCon 2018: Chandler Carruth “Spectre: Secrets, Side-Channels, Sandboxes, and Security” (5/9)



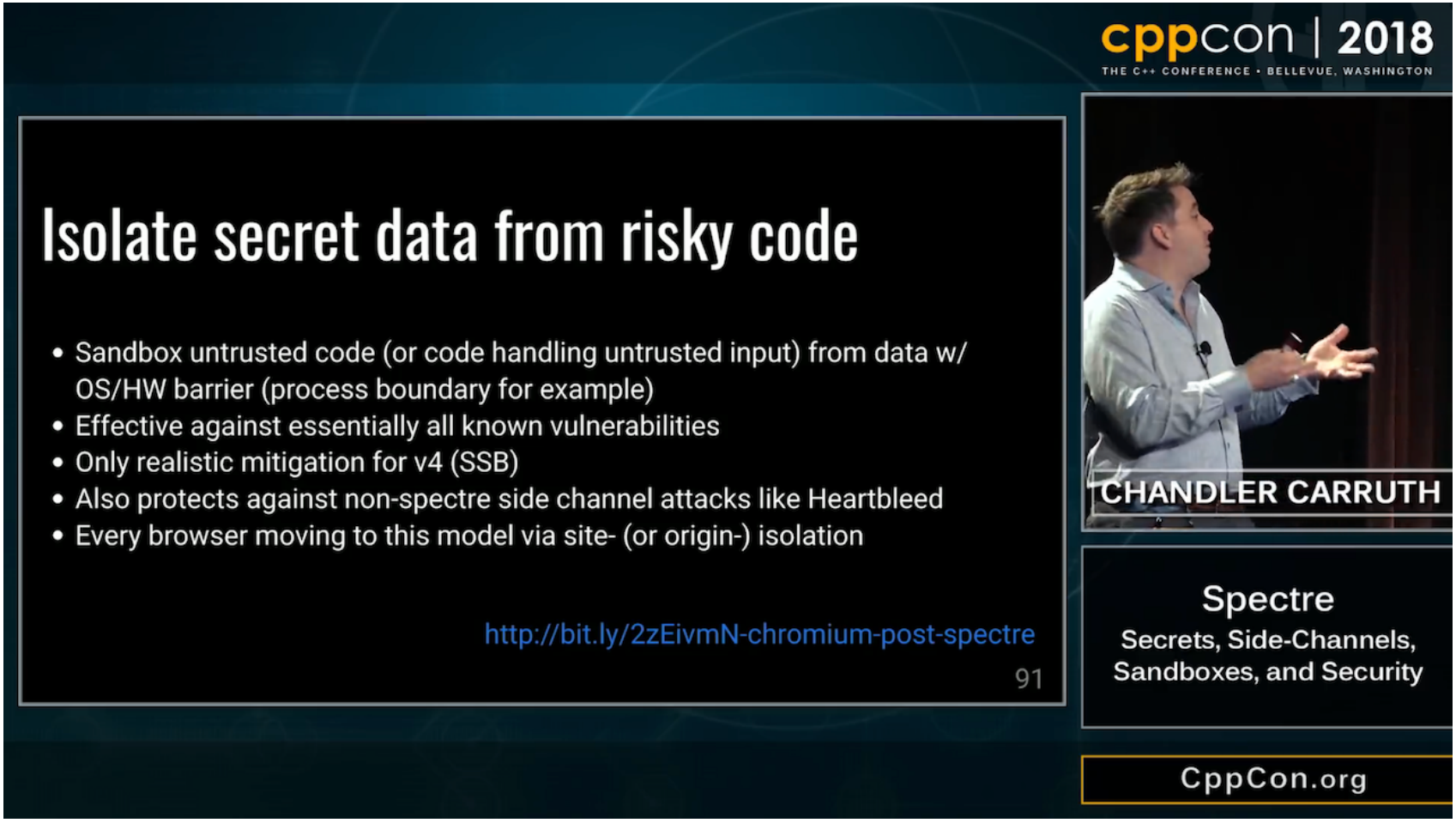
CppCon 2018: Chandler Carruth “Spectre: Secrets, Side-Channels, Sandboxes, and Security” (6/9)



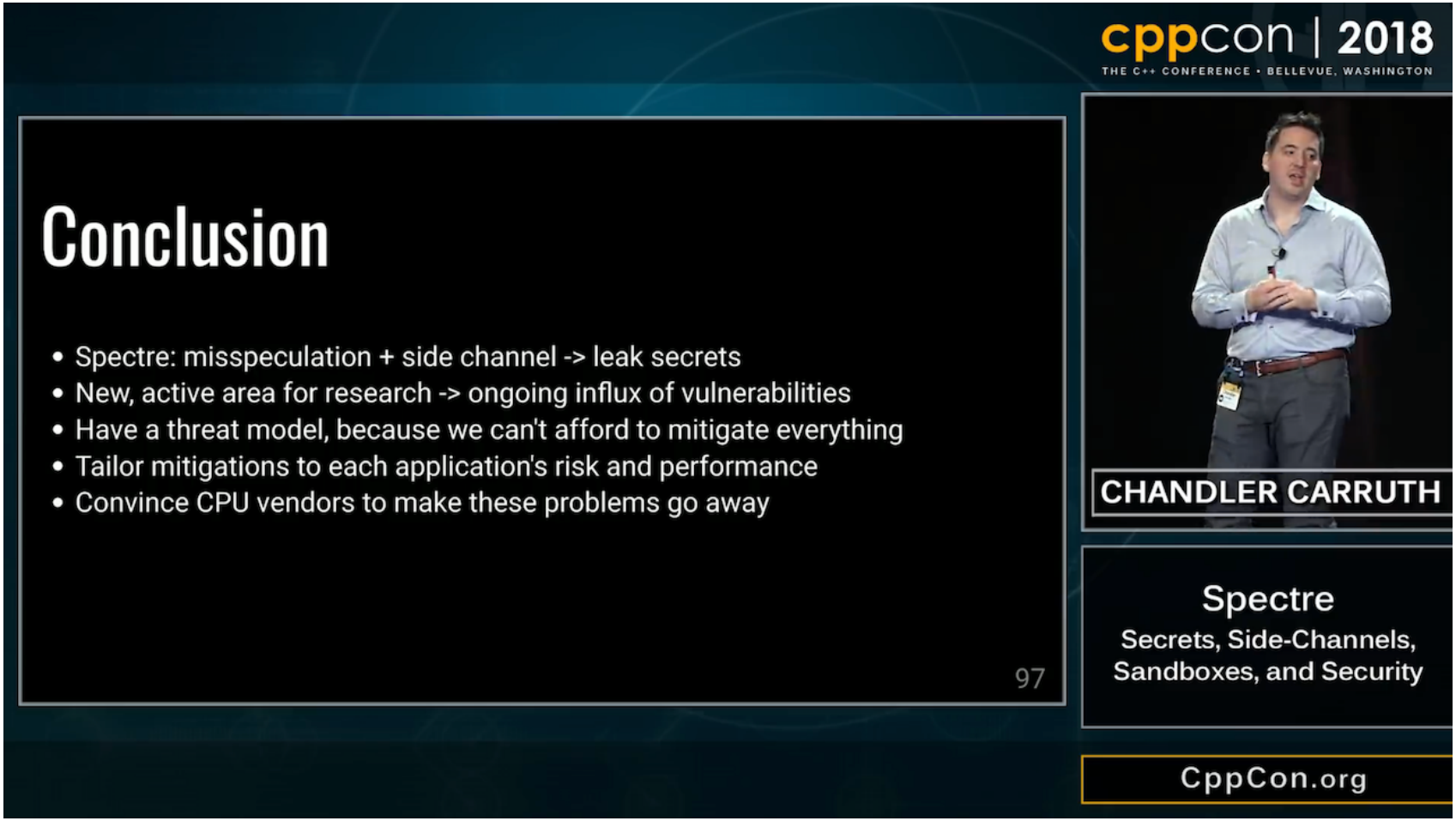
CppCon 2018: Chandler Carruth “Spectre: Secrets, Side-Channels, Sandboxes, and Security” (7/9)



CppCon 2018: Chandler Carruth “Spectre: Secrets, Side-Channels, Sandboxes, and Security” (8/9)



CppCon 2018: Chandler Carruth “Spectre: Secrets, Side-Channels, Sandboxes, and Security” (9/9)



Meltdown, Spectre etc.

- Matt Klein
- Graham Sutherland via Frank Denneman

Hardware Effects

This repository demonstrates various hardware effects that can degrade application performance in surprising ways and that may be very hard to explain without knowledge of the low-level CPU and OS architecture. For each effect I try to create a proof of concept program that is as small as possible so that it can be understood easily.

- GitHub – Reddit
  - Demonstrates: bandwidth saturation, branch misprediction, branch target misprediction, cache aliasing, cache/memory hierarchy bandwidth, data dependencies, denormal floating point numbers, false sharing, hardware prefetching, memory-bound program, non-temporal stores, software prefetching, write combining.

Twitter


Sam Grittner
@SamGrittner
1 Reply, 36 Quotes
I can relate to blenders because I also scream while I'm doing my job.
15/08/2018, 22:28 (Wednesday)
Twitter for iPhone
Retweeted by @rosyna
19/08/2018, 10:23
7910 Likes
1861 Retweets
Thread

Twitter

chrisk5000
@chrisk5000

Almost made fun of an electrician today like "is it an electrician's guild rule that you have to perform 5 minutes of ritual complaining about What Was The Previous Electrician Thinking before you're allowed to fix anything?" but then I remembered I'm a software engineer

8,883 Likes	**2,464** Retweets
15 Nov 2018 at 17:25	via **Twitter Web Client**