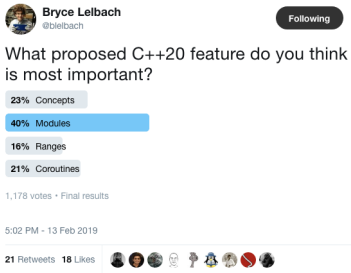


C++ Club UK

Gleb Dolgich

2019-02-28

Bryce Lebach's Kona Twitter Poll



https://www.reddit.com/r/cpp/comments/aq8rxf/bryce_lebach_on_twitter_what_proposed_c20/



EWG Chair
@EWGchair

Nice standard you have there, it would be a real shame if anything happened to it...

13 Likes

1 Retweet

18 Feb 2019 at 19:35

via **Twitter for iPhone**

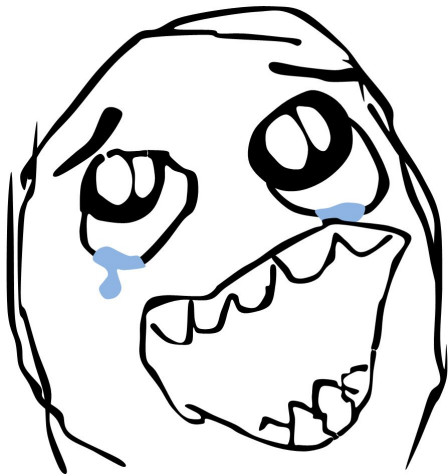
Kona Trip Reports

- ▶ Modules! Coroutines! Contracts! Ranges! Constexpr! Spaceships! Calendars! Time zones!
- ▶ Bryce Lelbach https://www.reddit.com/r/cpp/comments/au0c4x/201902_kona_iso_c_committee_trip_report_c20/
 - ▶ The reports of modules being dead on arrival have been greatly exaggerated. https://www.reddit.com/r/cpp/comments/au0c4x/201902_kona_iso_c_committee_trip_report_c20/eh4stfg/
 - ▶ More Reddit https://www.reddit.com/r/programming/comments/au1ie3/201902_kona_iso_c_committee_trip_report_c20/
 - ▶ Hacker News <https://news.ycombinator.com/item?id=19235702>
- ▶ Herb Sutter <https://herbsutter.com/2019/02/23/trip-report-winter-iso-c-standards-meeting-kona/>
 - ▶ Reddit https://www.reddit.com/r/cpp/comments/au1skl/herbs_kona_trip_report_winter_iso_c_standards/

At our next meeting in July, we expect to formally adopt a few additional features that were design-approved at this meeting but didn't complete full wording specification review this week <...> (formatting, flat_map etc.)

Bryce Lebach:

TL;DR: C++20 may well be as big a release as C++11.



API design: iterator-based vs. container-based

Pros:

- ▶ Iterator-based API is more flexible
 - ▶ works with different containers
 - ▶ works with types that expose differently-named **begin** and **end** member functions
 - ▶ works on ranges of data instead of the entire container
- ▶ Protobuf APIs are iterator-based
- ▶ Flatbuffers are iterator-based
- ▶ Standard and Boost algorithms are iterator-based

Cons:

- ▶ Not as readable as container-based API

Eigen + MTS + Google Ceres Solver = SEGFAULT

- ▶ Eigen http://eigen.tuxfamily.org/index.php?title=Main_Page
- ▶ Ceres Solver <http://ceres-solver.org/>
- ▶ Memory managers:
 - ▶ MTS <http://www.desy.de/user/projects/C++/products/mts.html>
 - ▶ for every 10000 allocations 13 to 17 were unaligned
 - ▶ TCMalloc (Google) <http://goog-perftools.sourceforge.net/doc/tcmalloc.html>
 - ▶ Jemalloc (FreeBSD, Facebook) <http://jemalloc.net/>

```
1 | bool aligned = ((unsigned long)p % 16) == 0;
```

<https://arne-mertz.de/2019/02/cpp-on-sea-2019-trip-report/>

C++ On Sea is definitely the best conference I have ever been to.

The opener was titled “Hello, World”, there was a “main()” plenary hall and session rooms titled “const west”, “east const”, and “unsigned”.

The latter was the smallest of the session rooms and had an overflow problem a few times, but luckily that did not lead to undefined behavior, because C++ conference attendees seem to be very nice people in general.

C++ Binary Compatibility and Pain-Free Upgrades to Visual Studio 2019

<https://blogs.msdn.microsoft.com/vcblog/2019/01/31/cpp-binary-compatibility-and-pain-free-upgrades-to-visual-studio-2019/>

Visual Studio 2019 Release Candidate (RC) now available

<https://devblogs.microsoft.com/visualstudio/visual-studio-2019-release-candidate-rc-now-available/>





amye

@amye

↑ 2 Replies, 91 Quotes



OH: "You can't fix that bug. That's a load-bearing bug."

19/02/2019, 02:36 (Tuesday)

Twitter Web Client

Retweeted by @bilm

20/02/2019, 23:04

5228 Likes

1309 Retweets

Thread >