C++ Club UK Meeting 124

Gleb Dolgich

2021-03-04

Library: VirtualMultiArray

Multi graphics card based C++ virtual array implementation that uses OpenCL just for the data transfers on PCle bridge.

- GitHub
- Wiki
- Reddit

Library: Reference Views

rviews (reference views) is a header-only C++17 library that allows viewing an STL container via another STL container with Ivalue semantics. E.g. you could view a list as it would be a vector, or even as it would be a map, or even both.

```
1 std::list<char> data{'a', 'b', 'c'};
2 vector_view view{data};
3 std::cout << view[0] << std::endl; // a
4 std::cout << view[1] << std::endl; // b
5 std::cout << view[2] << std::endl; // c</pre>
```

- GitHub
 - Reddit
 - See also: Vista
 - See also: Boost flat_map

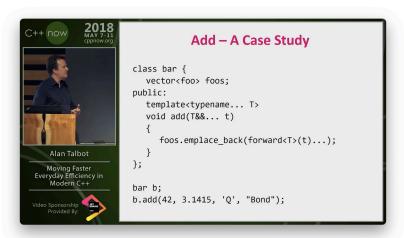
Library: Asio-chan

This library provides golang-inspired channel types to be used with ASIO awaitable coroutines. Channels allow bidirectional message passing and synchronization between coroutines.

- GitHub (C++20, MIT)
 - Reddit

Moving Faster: Everyday Efficiency in Modern C++

- C++Now 2018, YouTube
 - Reddit



Why no standard library support for command line parsing?

- Reddit
 - P0781R0 A Modern C++ Signature for main
 - TCLAP Templatized Command Line Argument Parser: SourceForge, GitHub
 - Gflags, GitHub
 - Cxxopts
 - CLI11
 - Boost.Program_options
 - Quick Arg Parser: GitHub, Reddit
 - Lyra
 - Clara, blog post by Marius Bancila

```
1 std::vector<std::string_view> args(argv, argv+argc);
```

Number Parsing at a Gigabyte per Second

- Daniel Lemire
 - Paper
 - Reddit
 - fast_float (GitHub)
 - The Eisel-Lemire ParseNumberF64 Algorithm
 - Go Systems talk (YouTube)

std::jthread and cooperative cancellation with stop token

- Article on Nextptr
 - Reddit

Time Travel Debugging for C/C++

- Article
 - Reddit

Abbreviated Function Templates and Constrained Auto

- Sy Brand, Microsoft
 - Reddit

Library: C++20 container concepts

This library aims to provide general purpose concepts that are not available in the C++20 concepts library, most notably container concepts.

- GitHub
 - Reddit

Coderrect Scanner

A fast static analysis tool for detecting race conditions in C++ code. Supports pthreads, std::thread, OpenMP, and more.

- Home Page
 - Reddit

Library: Fixed math (header-only, MIT)

- Reddit
 - GitHub (C++17, MIT)

Scientific computing in C++

Reddit

Libraries

- Eigen
- Blaze
- Boost uBLAS
- PETSc

Documenting C++ code

- Reddit
 - Doxygen, Sphinx + Breathe ⇒ {fmt}
 - Standardese
 - clang-doc
 - hdoc
 - Adobe Hyde

CMake and the Future of C++ Package Management

- Borislav Stanimirov
 - Reddit

Motivating examples of coroutines

- Reddit
- Previously: Reddit

The perils of the accidental C++ conversion constructor

- Raymond Chen
 - Reddit

No one hates C++ more than the people who love C++. #

Making Win32 APIs More Accessible to More Languages

- Microsoft
 - C++/WinRT

C++ and game engines

Reddit

Hey, I started out with C++ 3 months ago and really love it. I already have some experience in Unity, but I'd like to use C++. Is there any engine you would recommend me to try out? I know about Unreal Engine but I can't find any good tutorials for how to use C++ with Unreal Engine. Is there any other option or a tutorial series or anything you could recommend me?

Game developers, what compiler optimization setting do you use?

Reddit

EnTT 3.6.0

Gaming meets modern C++ - a fast and reliable entity component system (ECS) and much more.

- Announcement on Reddit
 - GitHub (C++17, MIT)

Better CMake

Videos by Jefferson Amstutz

Solving differential equations with LLVM

Heyoka is a C++ library for the integration of ordinary differential equations (ODEs) via Taylor's method. Notable features include:

- support for both double-precision and extended-precision floating-point types (80-bit and 28-bit),
- the ability to maintain machine precision accuracy over tens of billions of timesteps, batch mode integration to harness the power of modern SIMD instruction sets,
- a high-performance implementation of Taylor's method based on automatic differentiation techniques and aggressive just-in-time compilation via LLVM.

Links

- GitHub (C++17, MPL-2.0)
 - Docs
 - Reddit

TTauri: modern retained-mode GUI library in C++20

- GitHub
 - Reddit

C++20 Coroutines: sketching a minimal async framework

- Jeremy Ong
 - Reddit

C++ Performance Trap #1: Constant-size std::vector

- Scott Wolchok
 - Reddit
 - Software optimization resources, by Agner

C++ Performance Trap #2: Unnecessary std::function

- Scott Wolchok
 - Reddit

Inlining and Compiler Optimizations

- Scott Wolchok
 - Reddit

Library: Cli

A cross-platform header only C++14 library for interactive command line interfaces (Cisco style).

GitHub