

C++ Club Meeting Notes

Gleb Dolgich

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Website

CppCon 2017: Matt Godbolt “What Has My Compiler Done for Me Lately? Unbolting the Compiler’s Lid”

YouTube

- ▶ [x86 Assembly \(Wikibooks\)](#)
- ▶ Reading assembly alone can be misleading, need to measure too
 - ▶ [Google Benchmark](#)
 - ▶ [quick-bench.com](#)
- ▶ Target specific CPU architecture (`-march=i486` vs. `-march=haswell`)
- ▶ Coming soon: code execution
- ▶ Written in Node.js
- ▶ Costs: \$200/month

CppCon 2017: Scott Wardle “EA’s Secret Weapon: Packages and Modules”

YouTube

- ▶ Versions in library paths: not ideal
- ▶ Masterconfig: Premake solves this much more elegantly, IMHO
- ▶ EA package server: directory of packages
- ▶ Disting is tricky (manual versioning)
- ▶ Module example (MSVC-style); discusses how to find modules during build
- ▶ EA packages can have circular link dependencies
- ▶ Modules should have package as part of the name to avoid conflicts (naming convention). Better yet, there should be a package manager.
- ▶ Q: “I’m coming from Rust and I don’t get the point of these modules”

YouTube

- ▶ Updating and fixing bugs is a problem, especially when the device is not supported anymore or the manufacturer goes out of business
- ▶ Why would anyone want their fridge to connect to the Internet?
- ▶ Early IoT adopters have quite a few paperweights
- ▶ IoT security is a big issue and it is hard
- ▶ Using exceptions may not be possible
- ▶ IoT projects are excellent for getting children interested in programming and technology

Intel® System Studio 2018 Beta User Guide for IoT C/C++ Development

- ▶ [CodeProject article](#)
- ▶ [Download Intel System Studio IoT Edition](#)

Supported boards:

- ▶ [Intel® IoT Gateway](#)
- ▶ [MinnowBoard MAX](#)

YouTube

A lightning talk about learning from mistakes.

```
1 /* add polygon to current grid position and advance */  
2 *((*(gridfill++))++) = poly;
```

DRES: Destruct Resources on Exit Scope (aka *RAII*)

Clara: A simple-to-use composable command line parser by Phil Nash

- ▶ [GitHub](#)
- ▶ [YouTube](#)
- ▶ C++11
- ▶ Monadic binding for composability, no exceptions
- ▶ Used by [Catch](#), combines with user's parsers

```
1 int width = 0;
2 using namespace clara;
3 auto cli = Opt(width, "width")["-w"]["--width"]("How wide?");
4 auto result = cli.parse(Args(argc, argv));
5 if (!result) {
6     std::cerr << "Error: " << result.errorMessage() << std::endl;
7     exit(1);
8 }
```


DLL: Deep Learning Library (!)

GitHub (MIT)

DLL is a library that aims to provide a C++ implementation of Restricted Boltzmann Machine (RBM) and Deep Belief Network (DBN) and their convolution versions as well. It also has support for some more standard neural networks.

- ▶ Header-only
- ▶ C++14
- ▶ CUDA
- ▶ Windows not supported
- ▶ Dependencies:
 - ▶ [Catch](#)
 - ▶ [cifar](#) – Simple C++ reader for CIFAR-10 dataset
 - ▶ [etl](#) – Expression Templates Library (ETL) with GPU support
 - ▶ [mnist](#) – Simple C++ reader for MNIST dataset
 - ▶ [libsvm](#) – A Library for Support Vector Machines

Post

Goal: to retire C++/CX

[Download Windows Insider Preview SDK build 17025](#)

Best unknown MSVC flag: /d2cgsummary

Post

Case study

- ▶ Anomalistic compile times
- ▶ Caching stats
- ▶ Code generation summary
- ▶ Name demangling: `undname.exe` or [online demangler](#)

Post

Download the [Visual Studio 2017 Preview](#), install the **Linux C++ Workload**, select the option for **Embedded and IoT Development** and give it a try with your projects.

Post

- ▶ Valgrind memcheck integration (except on Windows)
- ▶ [YouTrack ticket: Sanitizer support](#)
- ▶ Improved support for multiple toolchains

Guide into OpenMP: Easy multithreading programming for C++

Link

```
1 #include <cmath>
2 int main()
3 {
4     const int size = 256;
5     double sinTable[size];
6
7     #pragma omp parallel for
8     for(int n=0; n<size; ++n)
9         sinTable[n] = std::sin(2 * M_PI * n / size);
10
11     // the table is now initialized
12 }
```

A polymorphic value-type for C++

P0201R2 by Jonathan Coe and Sean Parent

```
1 // Copyable composite with mutable polymorphic components
2 class CompositeObject {
3     std::polymorphic_value<IComponent1> c1_;
4     std::polymorphic_value<IComponent2> c2_;
5 public:
6     CompositeObject(std::polymorphic_value<IComponent1> c1,
7                     std::polymorphic_value<IComponent2> c2) :
8         c1_(std::move(c1)), c2_(std::move(c2)) {}
9     void foo() { c1_>foo(); }
10    void bar() { c2_>bar(); }
11 };
```

Printing boolean values

Pierre Habouzit on Twitter:

```
1 | printf("%c", boolean_expr["NY"])
```