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Project: Programming Language C++, SG14 Games Dev/Low Latency/Financial
Trading/Banking/Simulation/Embedded
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SG14: Low Latency/Games Dev/Embedded/Financial Trading/Banking/Simulation Meeting Minutes 2023/01/11

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Minutes for 2023/01/11 SG14 Conference Call 1

Minutes for 2023/01/11 SG14 Conference Call

>> Topic: SG14 Low Latency Monthly This meeting is focused on Low Latency. We
>> can continue with the Games paper that
>> was started at CPPCON, depending on availability
>>
>>
>> Hi,
>>
>> Michael Wong is inviting you to a scheduled Zoom meeting.
>>
>> Topic: SG14 monthly
>> Time: 2nd Wednesdays 02:00 PM Eastern Time (US and Canada)
>> Every month on the Second Wed,
>>
>> Join from PC, Mac, Linux, iOS or Android:
>> <https://iso.zoom.us/j/93151864365?pwd=aDhOcDNWd2NWdTJdT1loeXpKbTcydz09>
>> Password: 789626
>>
>> Or iPhone one-tap :

>> US: +12532158782,,93151864365# or +13017158592,,93151864365#
>> Or Telephone:
>> Dial(for higher quality, dial a number based on your current
>> location):
>> US: +1 253 215 8782 or +1 301 715 8592 or +1 312 626 6799 or +1
>> 346 248 7799 or +1 408 638 0968 or +1 646 876 9923 or +1 669 900 6833
>> or 877 853 5247 (Toll Free)
>> Meeting ID: 931 5186 4365
>> Password: 789626
>> International numbers available: <https://iso.zoom.us/j/93151864365>
>>
>> Or Skype for Business (Lync):
>> <https://iso.zoom.us/j/93151864365>
>>
>> Agenda:
>>
>> 1. Opening and introduction
>>
>> ISO Code of Conduct
>> <
>>
>> <https://isotc.iso.org/livelink/livelink?func=ll&objId=20882226&objAction=Open&nexturl=%2Flivelink%2Flivelink%3Ffunc%3DII%26objId%3D20158641%26objAction%3Dbrowse%26viewType%3D1>
>> *>*>>
>>
>> ISO patent policy.
>>
>> https://isotc.iso.org/livelink/livelink/fetch/2000/2122/3770791/Common_Policy.htm?nodeid=6344764&vernum=-2
>>
>> IEC Code of Conduct:
>>
>> <https://www.iec.ch/basecamp/iec-code-conduct-technical-work>
>>
>> WG21 Code of Conduct:
>>
>>

>> <https://isocpp.org/std/standing-documents/sd-4-wg21-practices-and-procedures>

>>

>> 1.1 Roll call of participants

>>

>> Charley Bay, Henry Miller, Honey Sukesan, Jake Fevold, Matthew Butler, Patric Roy, Paul Bendixen, Rene Riviera, Sam Obeng, Staffan Tjernstrom, Michael Wong, John McFarlane, Andrew D

1.2 Adopt agenda

>>

>> 1.3 Approve minutes from previous meeting, and approve publishing previously approved minutes to ISOCPP.org

>>

>> 1.4 Action items from previous meetings

>>

>> 2. Main issues (125 min)

>>

>> 2.1 General logistics

>>

>> CPPCON minutes:

>> <https://wiki.edg.com/bin/view/Wg21virtual2022-07/SG14>

>>

>> Future meeting plans

>>

>> *No call Nov due to Kona F2F:

>> *Dec 7, 2022 02:00 PM ET Cancelled

>> *Jan 11, 2022 02:00 PM ET: Games

>> *Feb 8, 2022 02:00 PM ET: F2F Cancelled Issaquah

>> *Mar 8, 2022 02:00 PM ET: Embedded

>>

>> 2.2 Paper reviews

>> Discussion on Embedded:

>> Review latest mailings:

>> P2532 Removing exception_ptr from the receivers concept

>> Based on the last meeting and the discussions here.

>> P2544 C++ Exceptions are becoming more and more problematic

>> We might want to chime in here.

>> /Paul

>> P. S. P2327 de-deprecating volatile received a "consensus" straw poll.

>>

>>

>> Discussion on Low Latency/Finance topics

>>

>> <http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2022/p1839r4.pdf>

>>

>> Patrice's paper on games.

>>

> Patrice reviewed his game paper, up to compile-time safe threading. Urged to submit interim paper.

>

>>

>> P2300

>>

>> Paul Bendixen discusses his talk at Meeting C++ youtube page on sender/receiver on 8 bit controller

<https://youtu.be/hLbhNTRKafo>

>

>>

>>

>> Discussion about Games topics:

>>

>> P2388R1 - Minimum Contract Support: either Ignore or Check_and_abort

>> <<http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2021/p2388r1.html>>

>>

>

> Just a tiny remark regarding the above item. We now have revision 4 of the
> paper:

> <https://www.open-std.org/jtc1/sc22/wg21/docs/papers/2021/p2388r4.html>

>

> Regards,

> &rzej;

>

>

>>
>> Patrice's WIP on Games issues.
>>
>> Finance topics from July 14, 2021.
>>
>> <https://lists.isocpp.org/sg14/2021/06/0636.php>
>>
>> <https://lists.isocpp.org/sg14/2021/07/0642.php>
>>
>> 2.2.1 any other proposal for reviews?
>>
>> Deterministic Exception for Embedded by James Renwick
>>
>> https://www.pure.ed.ac.uk/ws/portalfiles/portal/78829292/low_cost_deterministic_C_exceptions_for_embedded_systems.pdf
>>
>> Freestanding?
>>
>> SG14/SG19 features/issues/defects:
>>
>>
>> https://docs.google.com/spreadsheets/d/1JnUJBO72QVURttkKr7gn0_WjP--P0vAne8JBfzbRiy0/edit#gid=0
>>
>> 2.3 Domain-specific discussions
>>
>> 2.3.1 SIG chairs
>>
>> - Embedded Programming chairs: Ben Craig, Wouter van Ooijen and Odin
>> Holmes, John McFarlane
>>
>> - Financial/Trading chairs: Staffan Tjernström
>> Carl Cooke, Neal Horlock,
>> - Games chairs: Rene Riviera, Guy Davidson and Paul Hampson, Patrice
>> Roy
>>
>> - Linear Algebra chairs: Bob Steagall, Mark Hoemmen, Guy Davidson
>>

- >> 2.4 Other Papers and proposals
- >>
- >> 2.5 Future F2F meetings:
- >>
- >> 2.6 future C++ Standard meetings:
- >> <https://isocpp.org/std/meetings-and-participation/upcoming-meetings>
- >>
- >> -
- >>
- >> 3. Any other business
- >> Reflector
- >> <https://lists.isocpp.org/mailman/listinfo.cgi/sg14>
- >> As well as look through papers marked "SG14" in recent standards committee
- >> paper mailings:
- >> <http://open-std.org/jtc1/sc22/wg21/docs/papers/2015/>
- >> <http://open-std.org/jtc1/sc22/wg21/docs/papers/2016/>
- >>
- >> Code and proposal Staging area
- >> <https://github.com/WG21-SG14/SG14>
- >> 4. Review
- >>
- >> 4.1 Review and approve resolutions and issues [e.g., changes to SG's
- >> working draft]
- >>
- >> 4.2 Review action items (5 min)
- >>
- >> 5. Closing process
- >>
- >> 5.1 Establish next agenda
- >>
- >> 5.2 Future meeting
- >>
- >>
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>> _____
>> SG14 mailing list
>> SG14_at_[hidden]
>> <https://lists.isocpp.org/mailman/listinfo.cgi/sg14>

