Document Number: P2887R0
Date: 2023-05-15
Authors: Michael Wong
Project: Programming Language C++, SG14 Games Dev/Low Latency/Financial Trading/Banking/Simulation/Embedded
Reply to: Michael Wong <michael@codeplay.com>

SG14: Low Latency/Games Dev/Embedded/Financial Trading/Banking/Simulation virtual Meeting Minutes to 2023/05/11

Contents

Minutes for 2023/03/08 SG14 Conference Call

On Tue, Mar 7, 2023 at 11:17 AM Michael Wong <fraggamuffin_at_[hidden]> wrote:

> Topic: SG14 Low Latency Monthly This meeting is focused on

> Embedded thoguh we can continue with the Games paper that

> was started in January, depending on what other papers or topics are of

> interest.

>

> I am also looking for a finance Subgroupo chair. Thank you.

>

> 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=aDhOcDNWd2NWdTJuT1loeXpKbTcydz09

> 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/u/abRrVivZoD

>

> Or Skype for Business (Lync):

> https://iso.zoom.us/skype/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%3Dll%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

>

Anh Phan, Henry Miller, Jake Favold, John McFarlane, Matthew Butler, Nathan Owen, Robin Rowe, Ronen Friedman, Sam Obeng, Michael Wong, Andrew Lumsdaine, Rene Rivera, Paul Bendixen

>

> 1.2 Adopt agenda

>

> 1. Need help on the Freestanding papers, is anyone interested. please contact Ben Craig

2. Reviewed Safety papers:

https://www.open-std.org/jtc1/sc22/wg21/docs/papers/2023/p2759r1.pdf

https://www.open-std.org/jtc1/sc22/wg21/docs/papers/2022/p2687r0.pdf

-these profiles are like build modes, freestanding also restricts features like this

-must the profiles be dynamic? No, but may be in future

-can we ban all naked pointers?

-

> 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

> *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.

>

> P2300

> Swift

>

>

>

> 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>

>

> 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 TjernstrÃm

> 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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