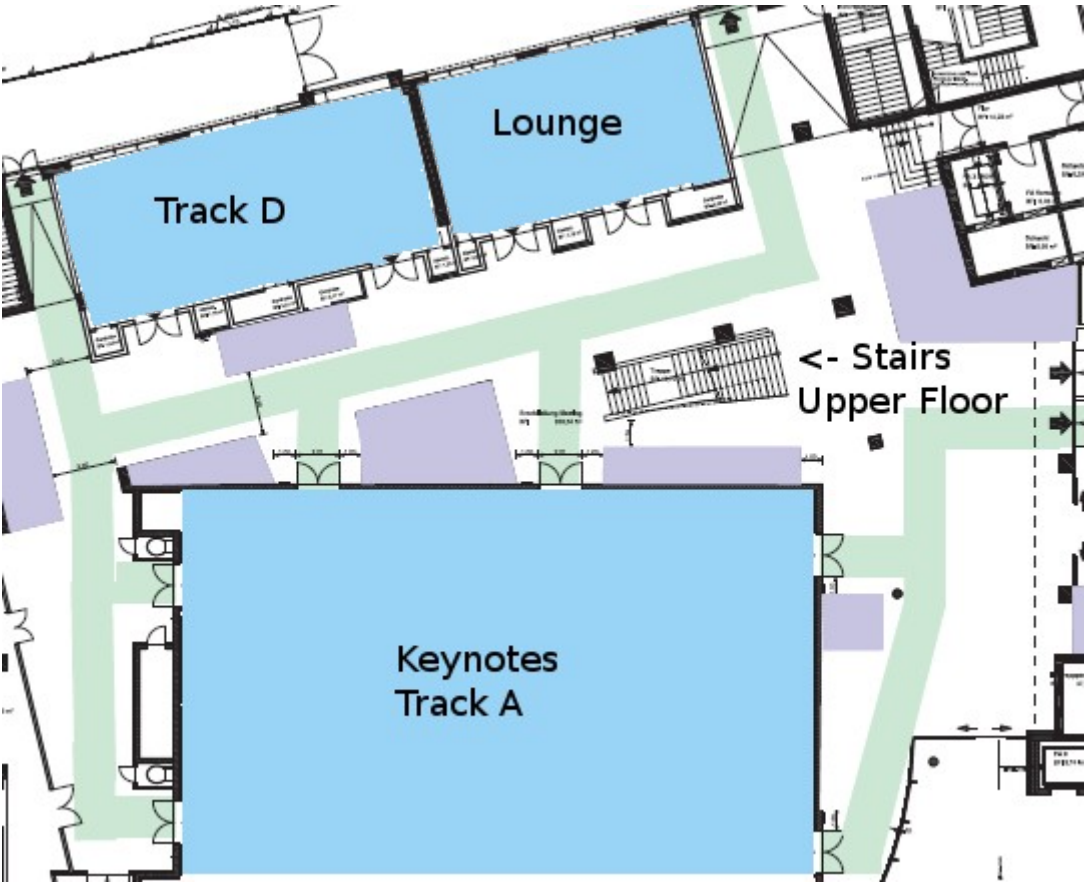


3rd December - Workshop Day / Preregistration

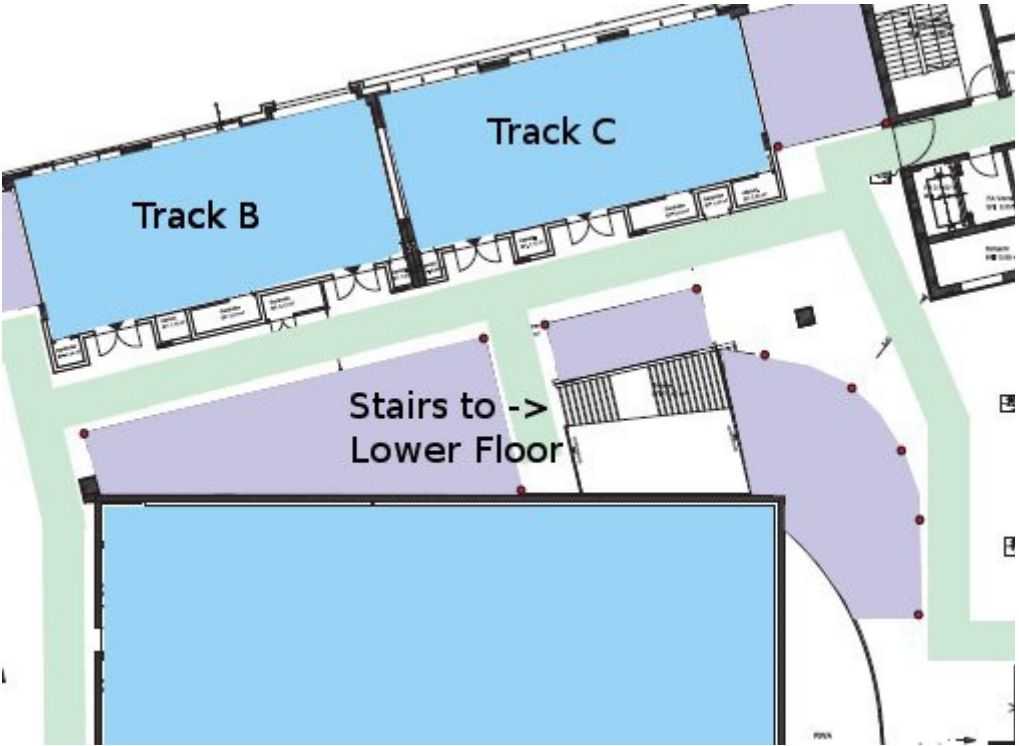
	<u>Meeting C++ Workshop Day</u>	
9:00 - 17:00	<u>Embedded Workshop</u>	<u>Parallelism Workshop</u>
~18:15	Preregistration for Meeting C++ 2015	

Floorplan


Main Floor:



Upper Floor:



4th December - Day 1

8:00	Registration			
9:30	Welcome Message			
10:00	Keynote <u>Chandler Carruth</u> <u>Understanding Compiler Optimization</u>			
12:00	<i>Lunchbreak (Restaurant)</i>			
	Track A	Track B	Track C	Track D
13:30	<u>How I stopped worrying and love metaprogramming</u> <u>Edouard Alligand</u>	<u>Mastering the IoT with C++ and JavaScript</u> <u>Günter Obiltschnig</u>	<u>Functional Programming in C++</u> <u>Nicola Gigante</u>	<u>Rapid Prototyping in C++</u> <u>Dmitri Nesteruk</u>
14:30	<i>short break</i>			
15:00	<u>The ways to avoid complexity in modern C++</u> <u>Victor Laskin</u>	<u>Deeply Embedded C++</u> <u>John Hinke</u>	<u>Generic programming for structure-aware algorithms</u> <u>Guntram Berti</u>	<u>Considerations for choosing the parallel computing strategy</u> <u>Dori Exterman</u>
16:00	<i>Coffeebreak</i>			
16:30	<u>An Introduction to Resumable Functions</u> <u>James McNellis</u>	<u>Developing an embedded application for the IoT</u> <u>Diego Rodriguez-Losada</u>	<u>Template meta-programming: Why you must get it</u> <u>Manuel Sánchez</u>	<u>The Landscape of Parallelism</u> <u>Michael Wong</u>
17:30	<i>Dinnerbreak</i>			

19:00- 21:30	<i>Speakers Dinner</i> <i>(Speakers, Staff & invited Guests only)</i>
21:00 - 0:00	<i>Social Event</i> <i>Drinks & C++</i>

5th - December - Day 2

	Track A	Track B	Track C	Track D
9:00	<u>From Iterators To Ranges: The Upcoming Evolution Of the Standard Library</u> <u>Arno Schödl</u>	<u>C++ on small micro-controllers</u> <u>Wouter van Ooijen</u>	<u>C++ on its way to exascale and beyond</u> <u>Thomas Heller</u>	<u>Effective Qt</u> <u>Marc Mutz</u>
10:00	<i>short break</i>			
10:20	<u>Asynchrony and Coroutines</u> <u>Grigory Demchenko</u>	<u>C++ on GPUs done right?</u> <u>Peter Steinbach</u>	<u>Boost.Geometry takes on the globe</u> <u>Menelaos Karavelas</u>	<u>Intel® Graphics Technology for general purpose computing</u> <u>Igor Vorobtsov</u>
11:20	<i>short break</i>			
11:40	<u>Taming the Performance Beast</u> <u>Klaus Iglberger</u>	<u>The Goal and The Journey - Turning back on one year of C++14 Migration</u> <u>Joel Falcou</u>	<u>Variadic and Variable Templates in C++14</u> <u>Peter Sommerlad</u>	<u>Lightning talks first session</u>
12:40	<i>Lunchbreak (Restaurant)</i>			
14:00	<u>Awaiting for the ranges: C++17</u> <u>Ivan Cukic</u>	<u>Utilize your CPU power - Cache optimizations and SIMD instructions</u> <u>Mario Mulansky</u>	<u>Fast and easy access to structured data stored in memory-mapped files</u> <u>Dmitry Prokoptsev</u>	<u>Lightning talks second session</u>
15:00	<i>Coffeebreak</i>			
15:30	<i>Meeting C++ Update</i>			

Closing Keynote

Lars Knoll - Creating intuitive APIs



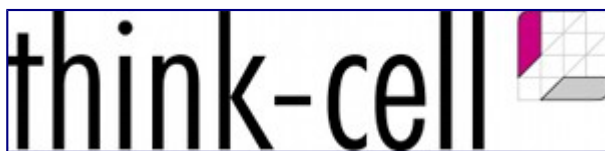
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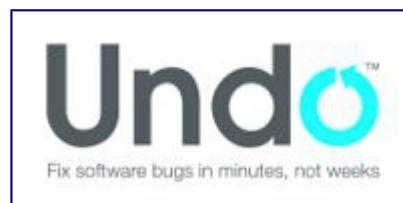
The End

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