

C++ as a service — rapid software development and dynamic interoperability with Python and beyond

Interactive C++: cling and clang-repl

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Status. Cling

- ❖ Continuing to rebase cling on top of llvm13, fixing Windows.

Status. Clang-Repl

- ❖ More progress on parsing statements on the global scope: [D127284](#)
- ❖ Delivered shared memory remote execution facility is progressing: [D127491](#)
[D130392](#)
- ❖ 3 accepted lightning talks and 1 tutorial as part of our GSoC activities
 - ❖ More details on the GSoC activities in the next monthly meetings

The goal is to provide better stability and robustness which can later cling can reuse.

Status. InterOp

- ❖ Working on a full surgery of cppyy where we split it into libInterOp
- ❖ Working on simplifying CallFunc and moving it in libInterOp: [PR10850](#)
- ❖ Initial version CallFunc moved to Cling.

Status. Clad

- ❖ Ran on a set of benchmarks, overall good results from the error estimation backend which will be submitted to the IPDPS conference
- ❖ Fixed the Hessian regression
- ❖ Fixed the Windows regression
- ❖ Preparing a release

Documentation

- ❖ Added initial PR for cling documentation using the read the docs setup.

Upstreaming Patches

- ❖ Spreadsheet tracking the progress here.
- ❖ Total amount of upstreamed cling patches 23 out of 52 upstreamable.
- ❖ The template resugaring work now has an godbolt entry

CaaS Open Projects

- ❖ Open projects are tracked in our [open projects page](#).

Next Meetings

- ❖ Monthly Meeting — 3rd Nov, 1700 CET / 0800 PDT
 - ❖ Tentative talk by Sunho Kim on orcv2 jit-link infrastructure

If you want to share your knowledge / experience with interactive C++ we can include presentations at an upcoming next meeting

Thank you!