



Call for Speakers

Core C++ 2024: November 26-28, 2024

Deadline: September 22nd 2024

cfs.corecpp.org

corecpp.org

From medical devices and flash storage to CPUs and advanced navigation systems, Israeli innovation pushes the boundaries of the imagination. Advanced software is at the heart of many of these systems, and when it comes to bare-metal performance, low power-consumption and massive scalability, C++ is king.

Core C++ 2024 will take place on November 26-28. The conference is aimed at C++ developers and practitioners as well as academic researchers and teachers who wish to be updated by the newest developments of C++ and present their work with C++.

Core C++ is one of the largest C++ Conferences in the world and is the main community event for Israeli C++ developers and the best opportunity to meet world experts in person. All talks will be recorded and made available online.

Due to current events in Israel, the 2024 conference will be locally focused. While international speakers and participants are welcome as always, we expect most of the speakers and participants to be Israeli. Further, we strive to make this conference as accessible as possible. Speakers who prefer to give their talk in Hebrew are welcome to do so, and the new C++ Fundamentals track (see below) will feature talks that are friendly to beginners - both attendees and speakers.

Format

Talks may be 30 or 60 minutes long (including Q&A). The conference will also feature an open community lightning talk event.

Suggested Topics

- **C++ Fundamentals.** This track is a new beginner-friendly track, presenting the fundamentals of the C++ language, relevant for both beginners and more advanced developers who are interested in strengthening their foundations. We plan to offer a few sessions under this track.
- **C++ Language Evolution:** Discussing latest C++ language and library features, best practices and use case studies;
- **Development Process:** code analysis, unit testing, codebase maintenance, package management, deployment etc.;
- Useful **tools and libraries**;

- **HW and SW platforms:** Embedded, Real Time, GPU, HPC;
- **Industry specific perspective** C++ in AI, mobile platforms, games, VR/AR, low-latency, machine learning, computer-vision, drones and autonomous vehicles;
- **Academic Research:** Teaching C++ and common pitfalls for newbies, language analysis, C++ applications in research, language analysis;

The conference will feature two or three full tracks and additional community events. The talks may be given in English or Hebrew.

For talks from past Core C++ visit:

- 2023.corecpp.org/schedule
- 2022.corecpp.org/schedule

To propose a talk to **Core C++ 2024** please fill the form at cfs.corecpp.org.

The deadline for submissions is **September 22nd, 2024**.

International speakers: For early response, please submit by **September 10th, 2024**.

For any questions feel free to contact us at info@corecpp.org.