

Getting Jiggy with Proto

Hands-on Tutorial on C++ EDSL Design

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Why a Proto Hands on ?

Proto is impressive

- EDSL are not easy to grasp
- Proto helps but is full of gotcha
- Few (like 10 ?) peoples are actually up to the details

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Our goals

- Take a slow trip to Proto usage
- Go further than the simple example to see the width of it
- Go home with something to think about

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- First hand-on : evaluation of functions
- Second Hand-on : analytical derivative and partial derivative

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How will it work ?

- Fetch the source from <http://tinyurl.com/proto-hands-on>
- Get the latest boost release or trunk
- Get a compiler (duh)
- Opens the introduction/ folder files and let's start !