Core Working Group Agenda (6-Feb-2019)

Attendees:

Old Business

- Plugins
  - Any possible updates from Beau's (Intel) contacts at Microsoft?
    - *Still waiting AFAIK*
- Modules
  - Decided on multiple-repo approach
  - Some items pending DevOps call
    - *If we haven't already finalized repo names by this meeting, do it here.*
    - *Proposed format* github.com/<organization>/go-mod-<capability>
    - *Initial repos to include*
      - github.com/edgexfoundry/go-mod-registry
      - github.com/edgexfoundry/go-mod-messaging
      - github.com/edgexfoundry/go-mod-core-contracts
    - *Discuss if necessary*

New Business

- Float representations (via Tony Espy)
  - Seeking input from wider audience to build concensus
  - Options include
    - - change the default encoding of floats to use the C print floating point format { printf("%1.8e", 3.14159562) } which results in a string value like this: "3.14159265+e00"
       (note - for float64, the precision needs to be increased to 10+, which makes the logic a bit trickier)
    - - change the default encoding of floats to use some other literal representation of the actual binary value such a binary literal format as mentioned [here](#) (note, we'd have to implement this as the link points to a proposal for Go)
    - - keep the existing base64 encoding of floats and add an optional encoding attribute to the value property and value descriptor objects.

This would allow alternate encodings to be added to handle floating point numbers
- o Preference is to keep base64
- o Possible impacts on application/export services
- Correlation ID demo if time permits