ROOT 6 and beyond: TObject, C++14 and many cores.

Following the release of version 6, ROOT has entered a new area of development. It will leverage the industrial strength compiler library shipping in ROOT 6 and its support of the C++11/14 standard, to significantly simplify and harden ROOT's interfaces and to clarify and substantially improve ROOT's support for multi-threaded environments.

This talk will also recap the most important new features and enhancements in ROOT in general, focusing on those allowed by the improved interpreter and better compiler support, including I/O for smart pointers, easier type safe access to the content of TTrees and enhanced multi processor support.