Add new traits type `std::is_complex<T>`

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Abstract

This paper proposes the addition of a new unary type traits class template, `is_complex<T>`, to the standard C++ library. The facility described herein is a pure addition, requiring no changes to existing code.

1 Motivation

There is not yet a standard method for detecting at compile time whether or not a given type is a complex number represented by `std::complex<T>`. This paper proposes that a new traits class template, `is_complex<T>`, be added to namespace `std` in order to remedy this deficit.

The reasons for adding this new traits facility are twofold: first, to fill a small gap in the existing catalogue of type traits; second, and more specifically, to facilitate the compile-time determination of the conjugate transpose type of a matrix (also called the *Hermitian transpose* or simply, the *Hermitian*).

As a motivating example, it is envisioned that `is_complex<T>` might be used in the following way (adapted from [P1385R4]):

```
template<class ET, class OT>
class matrix
{
  public:
    //- Types
    //
    using engine_type    = ET;
    using element_type   = typename engine_type::element_type;
    ...
    using transpose_type = matrix<...>;
    using hermitian_type = conditional_t<is_complex<element_type>, matrix, transpose_type>;
    ...

    constexpr hermitian_type    h() const;
    ...
};
```

The idea here is straightforward: if `element_type` is a type alias of `std::complex<U>` for some scalar type `U`, then the type of the Hermitian transpose is the same as that of the matrix type itself, and the `matrix` object returned by member function `h()` would contain the transposed and conjugated elements of the target object.

Otherwise, `element_type` is presumed to represent a scalar and the type of the Hermitian transpose is the same as that of the ordinary transpose. The transpose type may have a different engine than `matrix`, such as a non-owning "view-style" engine, but has the same `element_type` as `matrix`.

2 Proposed Wording

In section [meta.type.synop]

```
  // 20.15.4.2, composite type categories
  template<class T> struct is_reference;
  template<class T> struct is_arithmetic;
+ template<class T> struct is_complex;
  template<class T> struct is_fundamental;
  template<class T> struct is_object;
```

Also in section [meta.type.synop]:

```
  // 20.15.4.2, composite type categories
  template<class T>
  inline constexpr bool is_reference_v = is_reference<T>::value;
  template<class T>
  inline constexpr bool is_arithmetic_v = is_arithmetic<T>::value;
+ template<class T>
+ inline constexpr bool is_complex_v = is_complex<T>::value;
  template<class T>
  inline constexpr bool is_fundamental_v = is_fundamental<T>::value;
  template<class T>
  inline constexpr bool is_object_v = is_object<T>::value;
```

Add a new entry the table listing composite category predicates [tab:meta.unary.comp]:

Template	Condition	Comments
`template<class T>` `is_reference`	`T` is an lvalue reference or an rvalue reference	
`template<class T>` `is_arithmetic`	`T` is an arithmetic type (6.8.1)	
`template<class T>` `is_complex`	`T` is equal to `complex<U>` for some type `U` (26.4.1)	
`template<class T>` `is_object`	`T` is an object type (6.8)	
...	...	

Revision history

Version	Description
R0	Initial version for pre-Prague mailing.
R1	Fix formatting. Incorporate feedback from Prague.

3 References

[P1385R4] Guy Davidson, Bob Steagall. 2019. A proposal to add linear algebra support to the C++ standard library.
https://wg21.link/p1385r4