



 <http://web.stanford.edu/class/cs106l/>



Template Functions

模板函数

What else in C++ can be generalized? What is the philosophy behind generalization?

CS106L - Fall 22



Attendance!

<https://bit.ly/3gE1jWx>





Agenda



01. Recap: Iterators & Template Classes



02. Generic Programming

A coding philosophy

03. Template Functions

Type deduction, lvalues and rvalues, and metaprogramming

04. Practice!

Motivating our talk on lambdas next time!



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Review: Iterators

Containers all implement something called an iterator to do this!

- Iterators let you access **all** data in **all** containers programmatically!
- An iterator has a certain **order**; it “knows” what element will come next
 - Not necessarily the same each time you iterate!

Review: Iterators

All containers implement iterators, but they're not all the same!

- Each container has its own iterator, which can have different behavior.
- All iterators implement a few shared operations:
 - Initializing → `iter = s.begin();`
 - Incrementing → `++iter;`
 - Dereferencing → `*iter;`
 - Comparing → `iter != s.end();`
 - Copying → `new_iter = iter;`

Review: Iterators

```
for ( auto iter=set.begin() ; iter != set.end(); ++iter ) {
```

Now we can access each element individually!

If we want the element and not just a reference to it, we dereference (*iter).

```
const auto& elem = *iter;
```

Review: Template Classes

- Add `template<typename T1, typename T2..>` before class definition in .h
- Add `template<typename T1, typename T2..>` before all function signature in .cpp
- When returning nested types (like iterator types), put `typename ClassName<T1, T2..>::member_type` as return type, not just `member_type`
- Templates don't emit code until instantiated, so `#include` the .cpp file in the .h file, not the other way around!

nested type

Review: Const and Const Correctness

- Use const parameters and variables wherever you can in application code
- Every member function of a class that doesn't change its member variables should be marked `const`
- `auto` will drop all const and `&`, so be sure to specify
- Make iterators and `const_iterators` for all your classes!
 - `const_iterator` = cannot increment the iterator, can dereference and change underlying value
 - `const_iterator` = can increment the iterator, cannot dereference and change underlying value
 - `const const_iterator` = cannot increment iterator, cannot change underlying value



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- Ex. variable return type or input in a class (template classes)

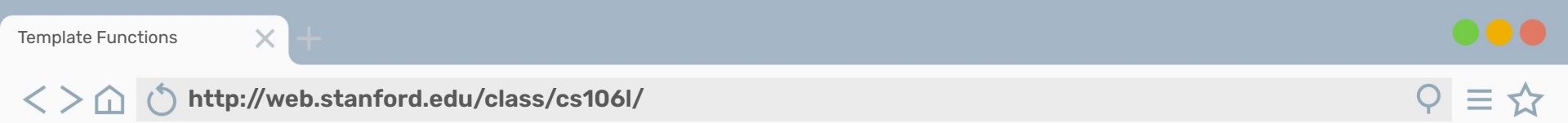
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Can we parametrize even more?

Can we write a function that works on **any data type**?



Why not!

Let's say we want a function to return the min of two ints!

Why not!

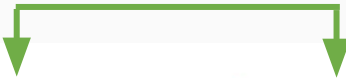
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```
int myMin(int a, int b) {  
    return a < b ? a : b;  
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We take in two
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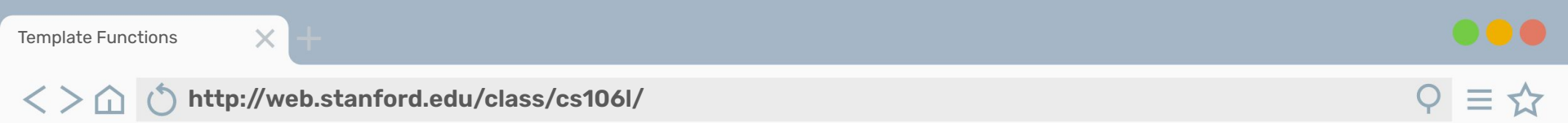
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```
int myMin(int a, int b) {  
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```

What about doubles? Floats? Longs?



What about function overloading?

Sure, we
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函数重载

Sure, we
could...

```
int myMin(int a, int b) {  
    return a < b ? a : b;  
}  
  
// exactly the same except for types  
std::string my_min(std::string a, std::string b) {  
    return a < b ? a : b;  
}  
  
int main() {  
    auto min_int = myMin(1, 2);           // 1  
    auto min_name = myMin("Sarah", "Haven"); // Haven  
}
```

What about function overloading?

Sure, we
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**What about
other types?**

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Just like classes, they work regardless of type!

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```
template <typename Type>
Type myMin(Type a, Type b) {
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Let's break it down:

Indicating this
function is a template

Specifies that
Type is generic

List of your
template
variables

```
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Let's break it down:

Indicating this function is a template

The class keyword is interchangeable!

List of your template variables

```
template <class Type>
Type myMin(Type a, Type b) {
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}
```

Default Types

We can define default parameter types!

```
template <typename Type=int>
Type myMin(Type a, Type b) {
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Default Types

默认类型

We can define default parameter types!

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template <typename Type=int>
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What does it look like to use a template function?

Calling template functions

We can explicitly define what type we will pass, like this:

显式调用

```
template <typename Type>  
Type myMin(Type a, Type b) {  
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```
// int main() {} will be omitted from future examples  
// we'll instead show the code that'd go inside it  
cout << myMin<int>(3, 4) << endl; // 3
```

Calling template functions

We can **explicitly** define what type we will pass, like this:

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Just like in
template classes!

Calling template functions

We can also **implicitly** leave it for the compiler to deduce!

隐式选择返回
类型

```
template <typename T, typename U>  
auto smarterMyMin(T a, U b) {  
    return a < b ? a : b;  
}
```

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// int main() {} will be omitted from future examples  
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cout << myMin(3.2, 4) << endl; // 3.2
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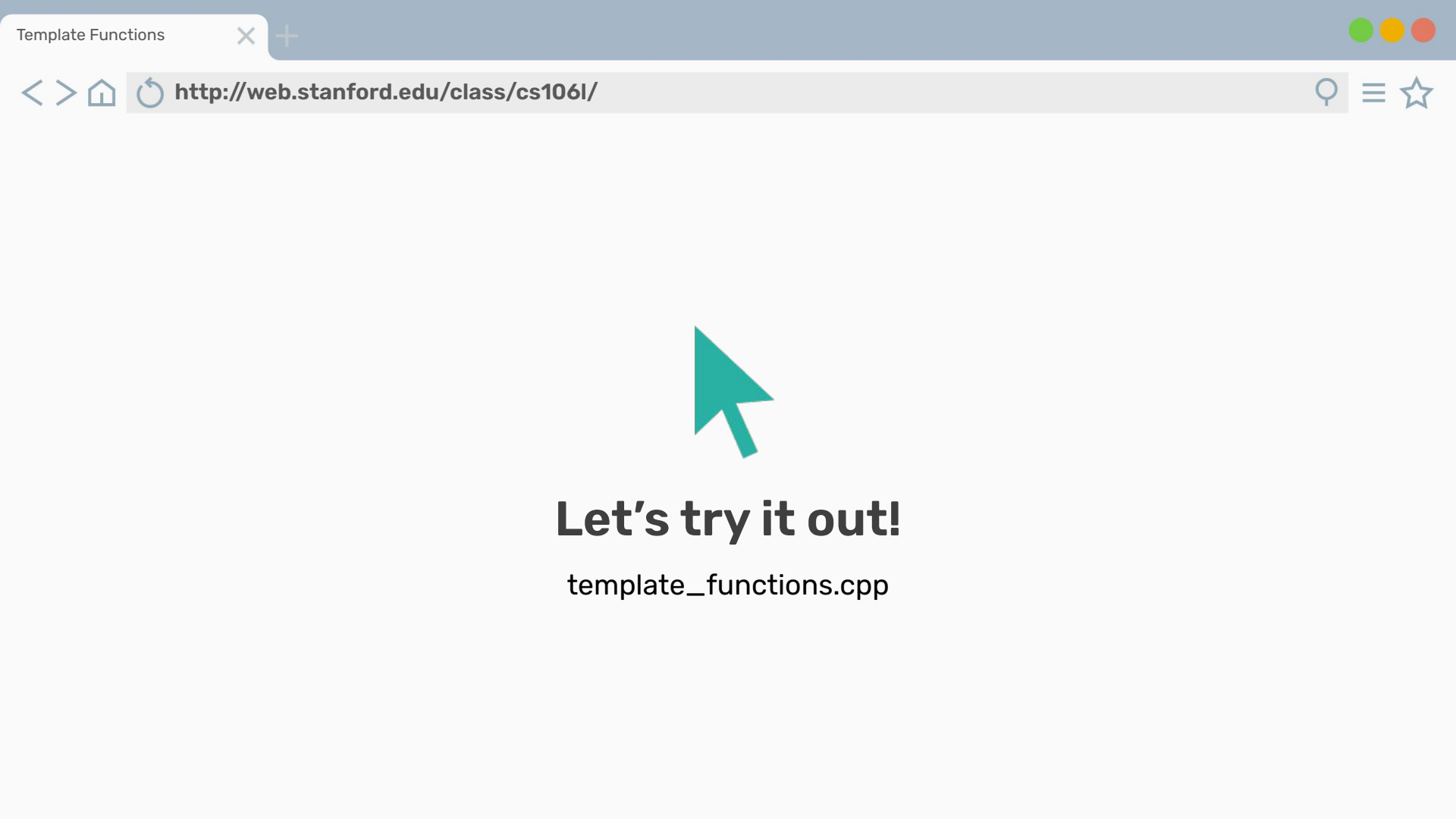
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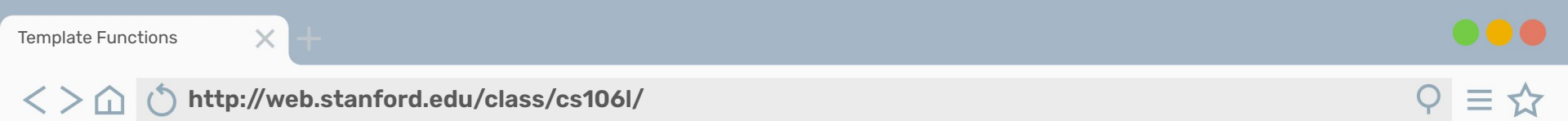
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Let's try it out!

template_functions.cpp



Behind the Instantiation Scenes

Remember: like in template classes, **template functions are not compiled until used!**

Behind the Instantiation Scenes

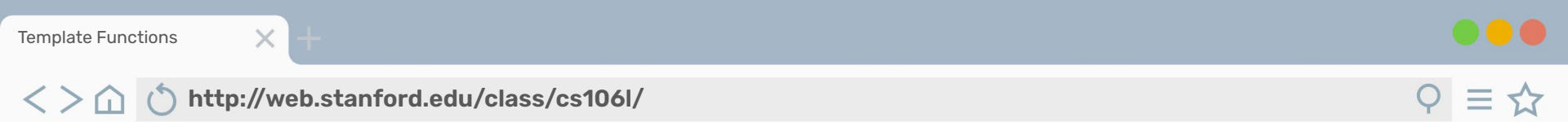
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Behind the Instantiation Scenes

Remember: like in template classes, **template functions are not compiled until used!**

- For each instantiation with different parameters, the compiler generates a new specific version of your template
- After compilation, it will look like you wrote each version yourself



Wait a minute...

The code doesn't exist until you instantiate it, which runs quicker.

Can we take advantage of this behavior?

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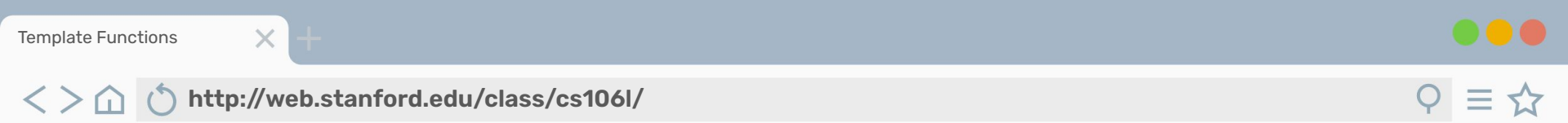
A philosophy

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Type deduction, lvalues and rvalues, and a demo

04. Template Metaprogramming

Gaming the system



Templates can be used for efficiency!

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```
template<unsigned n>
struct Factorial {
    enum { value = n * Factorial<n - 1>::value };
};

template<> // template class "specialization"
struct Factorial<0> {
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std::cout << Factorial<10>::value << endl; // prints 3628800, but run during compile time!
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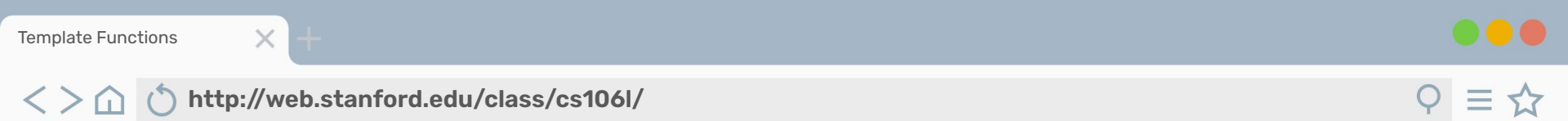
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Why?

Overall, can increase performance for these pieces!

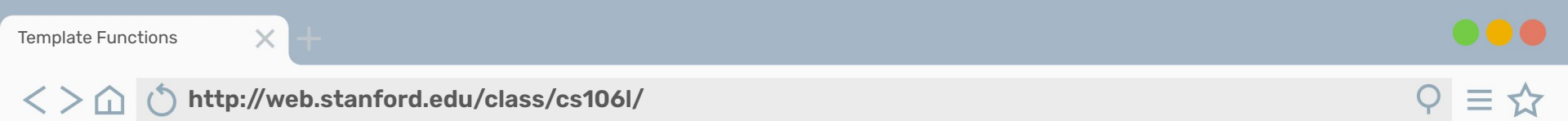
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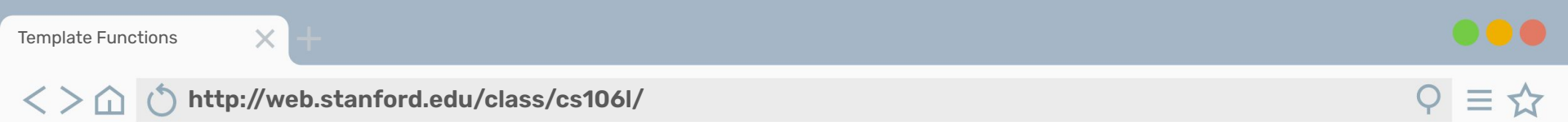


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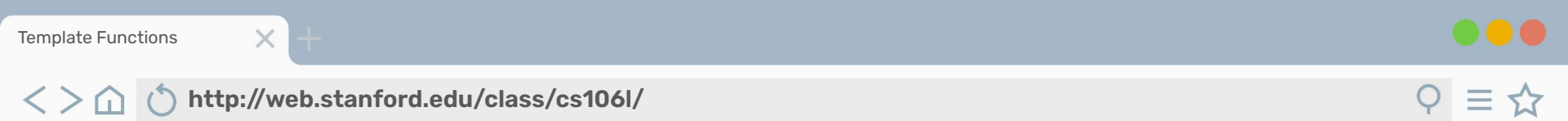
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TMP was an accident; it was discovered, not invented!



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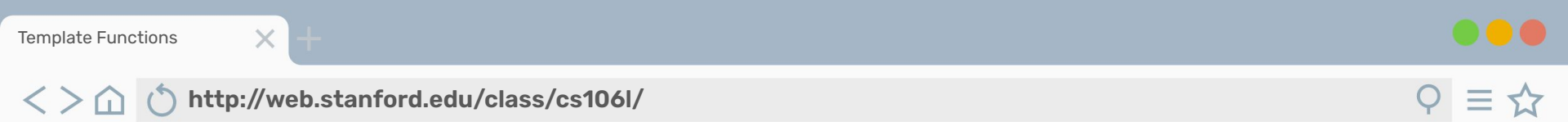
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- Optimizing matrices/trees/other mathematical structure operations
- Policy-based design
- Game graphics



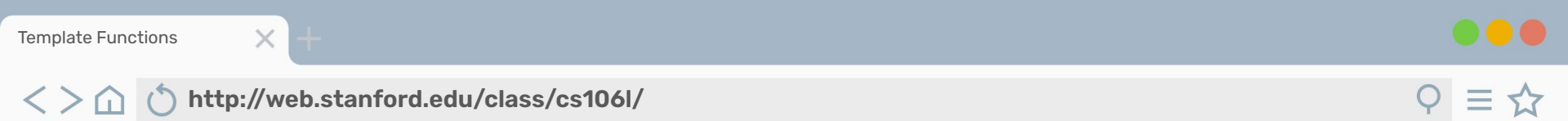
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Or a number in a vector?

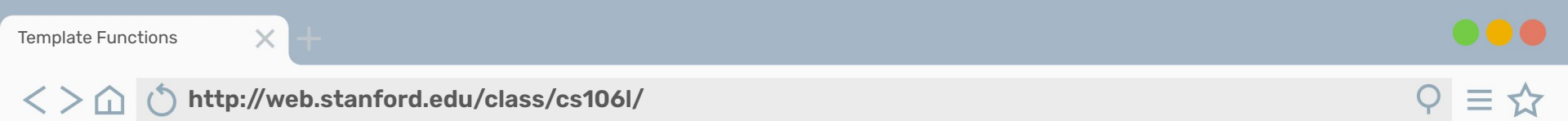


Solving problems with generics

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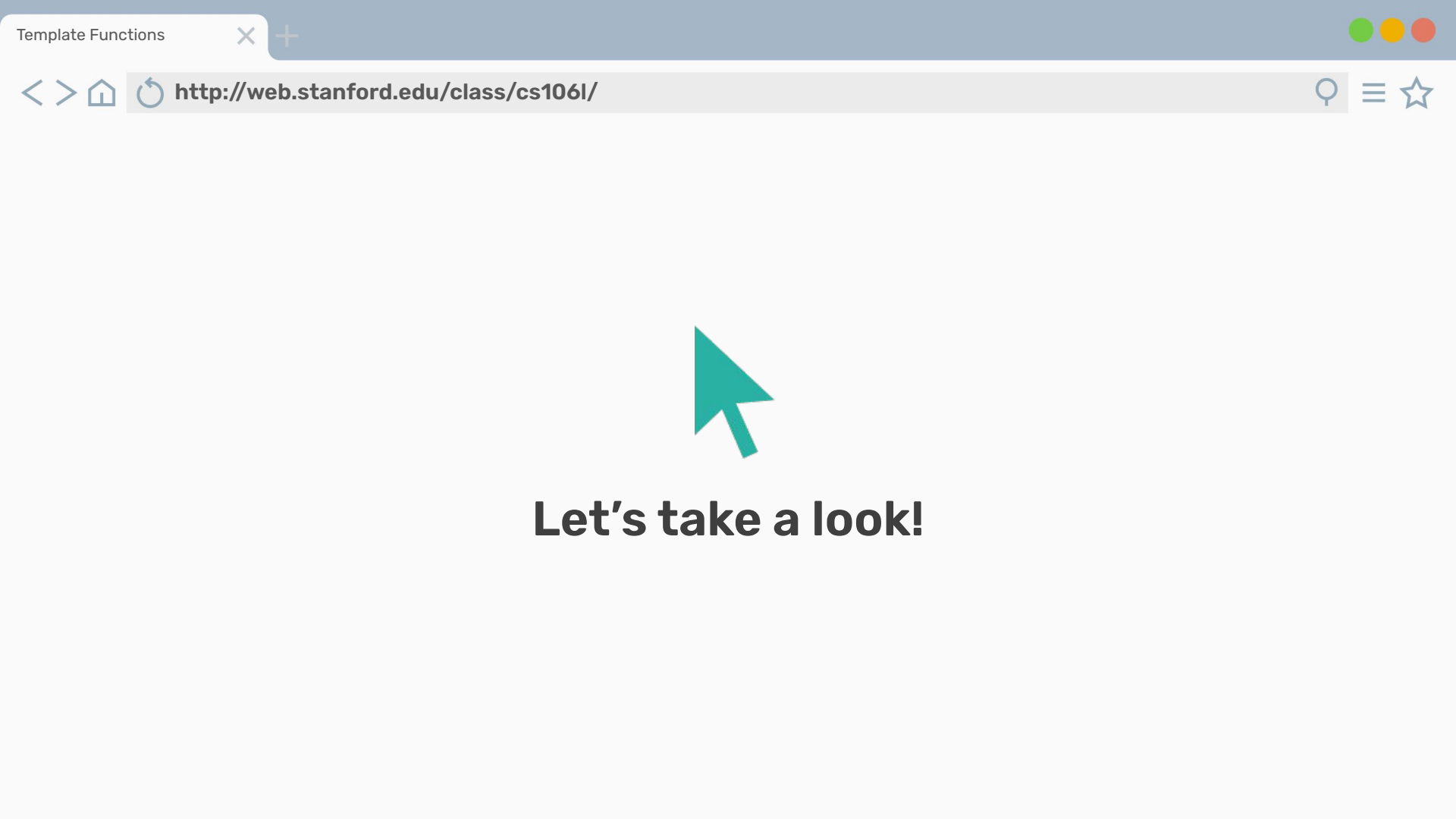
Solving problems with generics

What if we wanted to count all the occurrences of a character in a string?

Or a number in a vector?

Or a word in a stream?

These are all the same problem!



Let's take a look!

Summary

- Template functions allow you to parametrize the type of a function to be anything without changing functionality
- Generic programming can solve a complicated conceptual problem for any specifics – powerful and flexible!
- Template code is instantiated at compile time; template metaprogramming takes advantage of this to run code at compile time



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Thanks!

Next up: Functions and Lambdas!