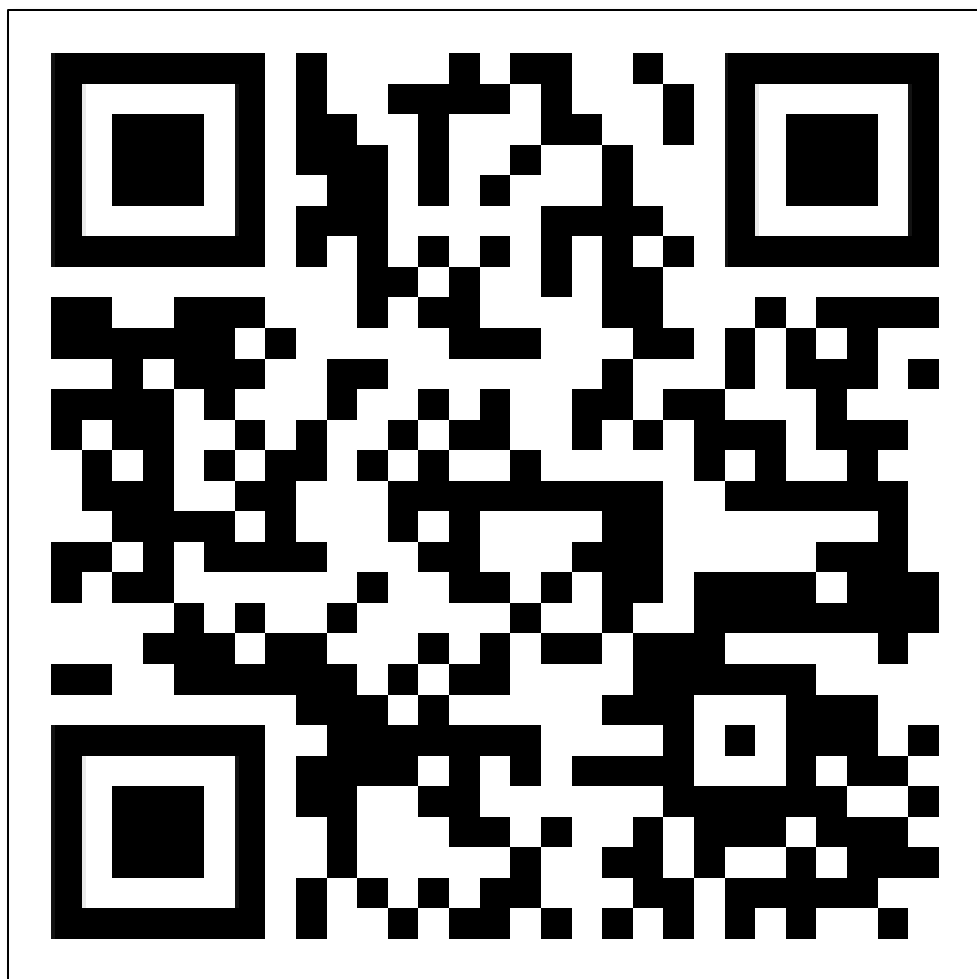


Welcome back! Link to Attendance Form ↓



Recall: Template Functions

- Turn to a partner and discuss:
- What's one thing you remember from Tuesday's lecture on template functions?

Recall: Writing a min function

```
int min(int a, int b) {  
    return a < b ? a : b;  
}
```

```
double min(double a, double b) {  
    return a < b ? a : b;  
}
```

```
std::string min(std::string a, std::string b) {  
    return a < b ? a : b;  
}
```



Recall: Writing a **templated** min function

This is a **template**



T gets replaced with a specific type



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

Recall: explicit instantiation

Template functions cause the compiler to **generate code** for us

```
int min(int a, int b) {           // Compiler generated
    return a < b ? a : b;         // Compiler generated
}                                 // Compiler generated

double min(double a, double b) { // Compiler generated
    return a < b ? a : b;         // Compiler generated
}                                 // Compiler generated

min<int>(106, 107);               // Returns 106
min<double>(1.2, 3.4);           // Returns 1.2
```

Recall: Implicit instantiation is kind of like `auto`

```
int m = min(106, 107);
```

It's exactly as if we wrote

```
min<int>(106, 107)
```

Recall: Writing a **templated** find function

This find function generalizes across all iterator types!

```
template <typename It, typename T>
It find(It begin, It end, const T& value) {
    for (auto it = begin; it != end; ++it) {
        if (*it == value) return it;
    }
    return end;
}
```

Recall: Writing a **templated** **find** function

Our **find** function works for other vectors, or even other containers

```
std::vector<std::string> v { "seven", "kingdoms" };  
auto it = find(v.begin(), v.end(), "kingdoms");  
// It = vector<std::string>::iterator  
// T = std::string
```

```
std::set<std::string> s { "house", "targaryen" };  
auto it = find(s.begin(), s.end(), "targaryen");  
// It = std::set<std::string>::iterator  
// T = std::string
```

Implicit Instantiation!

Compiler deduces
template types by
looking at arguments

Wait... why pass in iterators to `find`?

An alternative **find** function

We could have passed the whole container to find. Why not?

```
template <typename Container, typename T>
auto find(const Container& c, const T& value) {
    for (auto it = c.begin(); it != c.end(); ++it) {
        if (*it == value) return it;
    }
    return end;
}
```

Advantage: Now the caller doesn't have to worry about begin and end!

```
std::vector<std::string> v { "seven", "kingdoms" };
auto it = find(v, "kingdoms");
```

Container = std::vector<std::string>
T = std::string

An alternative **find** function

Using iterators instead allows us to search *only part* of a container

```
std::vector<int> v { 106, 107, 106, 143, 149, 106 };

// Search for 106, skipping first and last elements
auto it = find(v.begin() + 1, v.end() - 1, 106);

// Get index of iterator using std::distance
std::cout << std::distance(v.begin(), it);
// Prints 2, not 0
```

We defined our `find` function in a `general` way!

How can we make `find` even more general!?

- Our `find` searches for the first occurrence of `value` in a container
- What if we wanted to find the first occurrence of:
 - A vowel in a `string`?
 - A prime number in a `vector<int>`?
 - A number divisible by 5 in a `set<int>`?

Lecture 10:

Functions and Lambdas

CS106L, Winter 2025

Today's Agenda

- Functions and Lambdas
 - How can we represent functions as variables in C++?
- Algorithms
 - Revisiting an old algorithm you may have seen before in modern C++
- Ranges and Views
 - A brand new (C++26), functional approach to C++ algorithms

What questions do you have?



bjarne_about_to_raise_hand

Functions and Lambdas

Definition: A predicate is a **boolean**-valued function

Predicate Examples

Unary

```
bool isVowel(char c) {  
    c = toupper(c);  
    return c == 'A' || c == 'E' ||  
           c == 'I' || c == 'O' ||  
           c == 'U';  
}  
  
bool isPrime(size_t n) {  
    if (n < 2) return false;  
    for (auto i = 3; i <= sqrt(n); i++)  
        if (n % i == 0) return false;  
    return true;  
}
```

Binary

```
bool isLessThan(int x, int y) {  
    return x < y;  
}  
  
bool isDivisible(int n, int d)  
{  
    return n % d == 0;  
}
```

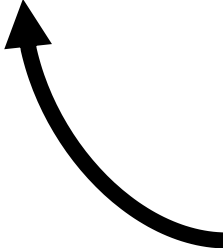
Using predicates

- How can we use `isVowel` to find the first vowel in a `string`?
- Or `isPrime` to find a prime number in a `vector<int>`?
- Or `isDivisible` to find a number divisible by 5?

Key Idea: We need to pass a predicate to a function

Modifying our **find** function

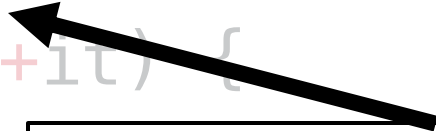
```
template <typename It, typename T>
It find(It first, It last, const T& value) {
    for (auto it = first; it != last; ++it) {
        if (*it == value) return it;
    }
    return last;
}
```



This condition worked for finding a specific value, but it's too specific. How can we modify it to handle a general condition?

Modifying our **find** function

```
template <typename It>
It find(It first, It last, ???? pred) {
    for (auto it = first; it != last; ++it) {
        if (*it == value) return it;
    }
    return last;
}
```



What if we could
instead pass a
predicate to this
function as a
parameter?

Modifying our **find** function

```
template <typename It>
It find(It first, It last, ???? pred) {
    for (auto it = first; it != last; ++it) {
        if (*it == value) return it;
    }
    return last;
}
```

Then we could replace this critical section of the code with a call to our predicate.

What if we could instead pass a predicate to this function as a parameter?

Modifying our **find** function

```
template <typename It>
It find(It first, It last, ???? pred) {
    for (auto it = first; it != last; ++it) {
        if (pred(*it)) return it;
    }
    return last;
}
```

Then we could replace this critical section of the code with a call to our predicate... like so!

What if we could instead pass a predicate to this function as a parameter?

Modifying our **find** function

```
template <typename It>
It find(It first, It last, ???? pred) {
    for (auto it = first; it != last; ++it) {
        if (pred(*it)) return it;
    }
    return last;
}
```

Wait... what's the type of this predicate?

What if we could instead pass a predicate to this function as a parameter?

Then we could replace this critical section of the code with a call to our predicate... like so!

Answer: Templates plus predicates

```
template <typename It, typename Pred>
It find(It first, It last, Pred pred) {
    for (auto it = first; it != last; ++it) {
        if (pred(*it)) return it;
    }
    return last;
}
```

Pred: the type of our predicate.

Compiler will figure this out for us using implicit instantiation!

pred: our predicate, passed as a parameter

Hey look! We're calling our predicate on each element. As soon as we find one that matches, we return

Answer: Templates plus predicates

```
template <typename It, typename Pred>
It find_if(It first, It last, Pred pred)
{
    for(auto it = first; it != last; ++it) {
        if (pred(*it)) return it;
    }
    return last;
}
```

Pred: the type of our predicate.

Compiler will figure this out for us using implicit instantiation!

pred: our predicate, passed as a parameter

Let's give this function a new name so it doesn't get confused with old one!

Hey look! We're calling our predicate on each element. As soon as we find one that matches, we return

What questions do you have?



bjarne_about_to_raise_hand

Using our `find_if` function

```
bool isVowel(char c) {  
    c = ::toupper(c);  
    return c == 'A' || c == 'E' || c == 'I' ||  
           c == 'O' || c == 'U';  
}
```

```
std::string corlys = "Lord of the Tides";  
auto it = find_if(corlys.begin(), corlys.end(), isVowel);  
*it = '0'; // "L0rd of the Tides"
```

You: "What type
is this?"

Compiler: "Don't
worry about it!"



Using our `find_if` function

```
bool isPrime(size_t n) {  
    if (n < 2) return false;  
    for (size_t i = 3; i <= std::sqrt(n); i++)  
        if (n % i == 0) return false;  
    return true;  
}
```

```
std::vector<int> ints = {1, 0, 6};  
auto it = find_if(ints.begin(), ints.end(), isPrime);  
assert(it == ints.end());
```

You: "What type is this!!?"
Compiler: "I gotttttchuuu man"



Passing functions allows us to generalize an algorithm with user-defined behaviour

Aside: Seriously though, what is the type of `Pred`?

Pred is a function pointer

```
find_if(corlys.begin(), corlys.end(), isVowel);  
// Pred = bool (*)(char)
```

```
find_if(ints.begin(), ints.end(), isPrime);  
// Pred = bool (*)(int)
```

My function
returns a bool

I'm a
function
pointer

And I take in a
single int as a
parameter

As we'll see shortly, a function pointer is *just one* of the things we can pass to `find_if`

Function pointers generalize poorly

Consider that we want to find a number less than **N** in a vector

```
bool lessThan5(int x) { return x < 5; }
```

```
bool lessThan6(int x) { return x < 6; }
```

```
bool lessThan7(int x) { return x < 7; }
```

```
find_if(begin, end, lessThan5);
```

```
find_if(begin, end, lessThan6);
```

```
find_if(begin, end, lessThan7);
```

Function pointers generalize poorly

What if we want
to find a number
less than N, but
we don't know
what N is until
runtime?

```
int n;  
std::cin >> n;  
find_if(begin, end, /* lessThan... Haelpp... */)
```



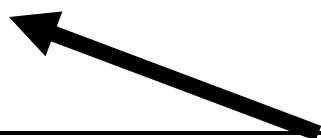
We can't just add another parameter

Turn to someone next to you and talk about why this wouldn't work!

```
bool isLessThan(int elem, int n) {  
    return elem < n;  
}
```

We can't add another parameter to pred!

```
template <typename It, typename Pred>
It find_if(It first, It last, Pred pred) {
    for (auto it = first; it != last; ++it) {
        if (pred(*it)) return it;
    }
    return last;
}
```



We only pass one
parameter to **pred** here!

We want to give our function **extra state...**

...without introducing another parameter

Introducing... **lambda functions**

Lambda functions are functions that capture state from an enclosing scope

```
int n;  
std::cin >> n;  
  
auto lessThanN = [n](int x) { return x < n; };  
  
find_if(begin, end, lessThanN); // 😎 😎
```


Lambda Syntax

I don't know the type! But the compiler does.

Capture clause
lets us use
outside variables

Parameters

Function parameters,
exactly like a normal
function

```
auto lessThanN = [n](int x) {  
    return x < n;  
};
```

Function body

Exactly as a normal function,
except only parameters and
captures are in-scope

A note on captures

```
auto lambda = [capture-values](arguments) {  
    return expression;  
}
```

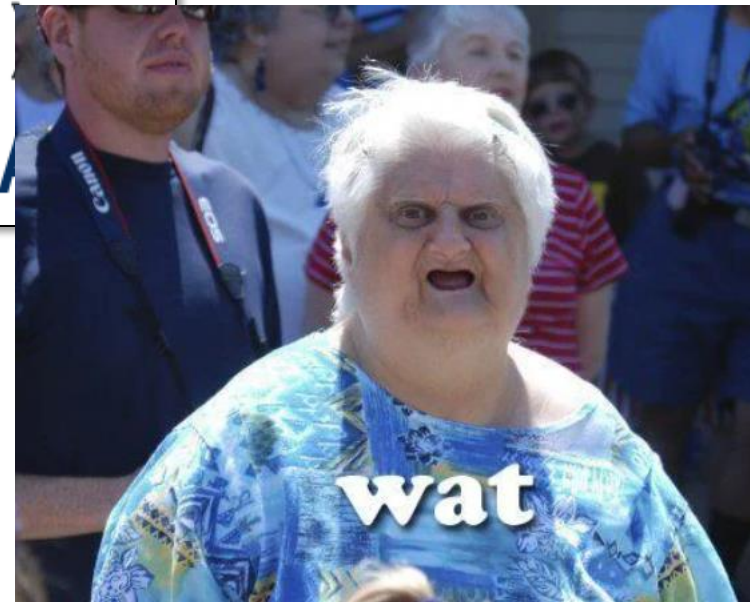
```
[x](arguments)      // captures x by value (makes a copy)  
[x&](arguments)     // captures x by reference  
[x, y](arguments)   // captures x, y by value  
[&](arguments)      // captures everything by reference  
[&, x](arguments)   // captures everything except x by reference  
[=](arguments)      // captures everything by value
```

We don't have to use captures!

Lambdas are good for making functions on the fly

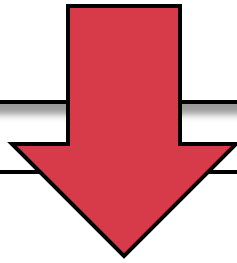
```
std::string corlys = "Lord of the tides";  
auto it = find_if(corlys.begin(), corlys.end(),  
    [](auto c) {  
        c = toupper(c);  
        return c == 'A' || c == 'E' ||  
            c == 'I' || c == 'O' || c == 'U';  
    });
```

```
std::string corlys =  
auto it = find_if(corl  
    [](auto c) {  
        c = toupper(c)  
        return c == 'A'
```



auto parameters are shorthand for templates

```
auto lessThanN = [n](auto x) {  
    return x < n;  
};
```



```
template <typename T>  
auto lessThanN = [n](T x) {  
    return x < n;  
};
```

This is true wherever you see an **auto** parameter, not just in lambda functions!

Uses **implicit instantiation**!
Compiler figures out types when function is called

What questions do you have?



bjarne_about_to_raise_hand

How do lambdas work?

Recall: The Standard Template Library (STL)

Containers

How do we store groups of things?

Iterators

How do we traverse containers?

Functors

How can we represent functions as objects?

Algorithms

How do we transform and modify containers in a generic way?

Definition: A functor is any object that defines an `operator()`

In English: an object that acts like a function

An example of a functor: `std::greater<T>`

```
template <typename T>
struct std::greater {
    bool operator()(const T& a, const T& b) const {
        return a > b;
    }
};
```

```
std::greater<int> g;
g(1, 2); // false
```

Hmm.. Seems like a function



Another STL functor: `std::hash<T>`

```
template <>
struct std::hash<MyType> {
    size_t operator()(const MyType& v) const {
        // Crazy, theoretically rigorous hash function
        // approved by 7 PhDs and Donald Knuth goes here
        return ...;
    }
};

MyType m;
std::hash<MyType> hash_fn;
hash_fn(m); // 125123201 (for example)
```

Aside: This syntax is called a *template specialization* for type `MyType`

Hint hint: This is also *one* of the ways to create a hash function for a custom type

Since a functor is an **object, it can have **state****

Functors can have state!

```
struct my_functor {  
    bool operator()(int a) const {  
        return a * value;  
    }  
};
```

```
    int value;  
};
```

```
my_functor f;  
f.value = 5;  
f(10); // 50
```

Oooh such state



Time for a dark secret 👻 🧙 🧪

When you use a `lambda`, a `functor` type is generated

This code...

```
int n = 10;  
auto lessThanN = [n](int x) { return x < n; };  
find_if(begin, end, lessThanN);
```


...is equivalent to this code!

```
class __lambda_6_18
{
public:
    bool operator()(int x) const { return x < n; }
    __lambda_6_18(int& _n) : n{_n} {}
private:
    int n;
};

int n = 10;
auto lessThanN = __lambda_6_18{ n };
find_if(begin, end, lessThanN);
```

Random name
that only the
compiler will
see!

Recall: functor call
operator

Class constructor

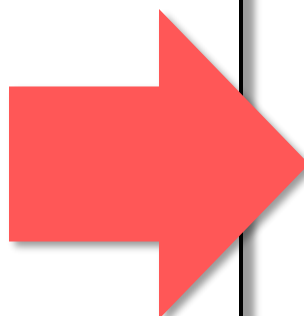
Our captures became
fields in the class!

Capturing variable n
from outer scope by
passing to constructor

If you are curious about this stuff, check out <https://cppinsights.io/>!

You've seen this kind of thing before...

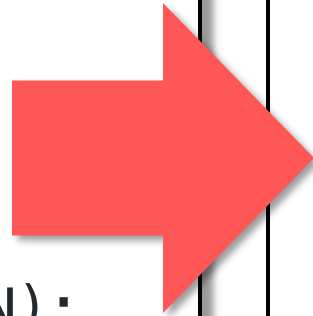
```
std::vector<int> v {1,2,3};  
for (const int& e : v)  
{  
    // ...  
}
```



```
auto begin = v.begin();  
auto end = v.end();  
for (auto it = begin; it != end; ++it)  
{  
    // ...  
}
```

It's the same ordeal! Syntactic sugar

```
int n = 10;  
auto lessThanN = [n](int x)  
{ return x < n; };  
find_if(begin, end, lessThanN);
```



```
class __lambda_6_18  
{  
public:  
    bool operator()(int x) const  
    { return x < n; }  
    __lambda_6_18(int& _n) : n{_n}  
{}  
private:  
    int n;  
};  
  
int n = 10;  
auto lessThanN = __lambda_6_18{n};  
find_if(begin, end, lessThanN);
```

Functions & Lambdas Recap

- Use functions/lambdas to pass around **behaviour** as variables
- Aside: **std::function** is an overarching type for functions/lambdas
 - Any functor/lambda/function pointer can be cast to it
 - It is a bit slower
 - I usually use auto/templates and don't worry about the types!

```
std::function<bool(int, int)> less = std::less<int>{};  
std::function<bool(char)> vowel = isVowel;  
std::function<int(int)> twice = [](int x) { return x * 2; };
```

What questions do you have?



bjarne_about_to_raise_hand

Where do we use functions & lambdas?

Algorithms

Recall: The Standard Template Library (STL)

Containers

How do we store groups of things?

Iterators

How do we traverse containers?

Functors

How can we represent functions as objects?

Algorithms

How do we transform and modify containers in a generic way?

Huh... that looks familiar

std::find, std::find_if, std::find_if_not

Defined in header `<algorithm>`

<code>template< class InputIt, class T ></code>		(constexpr since C++20)
<code>InputIt find(InputIt first, InputIt last, const T& value);</code>		(until C++26)
<code>template< class InputIt, class T = typename std::iterator_traits</code>	(1)	
<code><InputIt>::value_type ></code>		(since C++26)
<code>constexpr InputIt find(InputIt first, InputIt last, const T& value);</code>		
<code>template< class ExecutionPolicy, class ForwardIt, class T ></code>		(since C++17)
<code>ForwardIt find(ExecutionPolicy&& policy,</code>		(until C++26)
<code>ForwardIt first, ForwardIt last, const T& value);</code>		
<code>template< class ExecutionPolicy,</code>	(2)	
<code>class ForwardIt, class T = typename std::iterator_traits</code>		(since C++26)
<code><ForwardIt>::value_type ></code>		
<code>ForwardIt find(ExecutionPolicy&& policy,</code>		
<code>ForwardIt first, ForwardIt last, const T& value);</code>		
<code>template< class InputIt, class UnaryPred ></code>	(3)	(constexpr since C++20)
<code>InputIt find_if(InputIt first, InputIt last, UnaryPred p);</code>		
<code>template< class ExecutionPolicy, class ForwardIt, class UnaryPred ></code>	(4)	(since C++17)
<code>ForwardIt find_if(ExecutionPolicy&& policy,</code>		
<code>ForwardIt first, ForwardIt last, UnaryPred p);</code>		

<algorithm> is a collection of template functions

```
std::count_if(InputIt first, InputIt last, UnaryPred p);
```

How many elements in [first, last] match predicate p?

```
std::sort(RandomIt first, RandomIt last, Compare comp);
```

Sorts the elements in [first, last) according to comparison comp

```
std::max_element(ForwardIt first, ForwardIt last, Compare comp);
```

Finds the maximum element in [first, last] according to comparison comp

<algorithm> functions operate on iterators

```
std::copy_if(InputIt r1, InputIt r2, OutputIt o, UnaryPred p);
```

Copy the only elements in [r1, r2) into o which meet predicate p

```
std::transform(ForwardIt1 r1, ForwardIt1 r2, ForwardIt2 o, UnaryOp op);
```

Apply op to each element in [r1, r2), writing a new sequence into o

```
std::unique_copy(InputIt i1, InputIt i2, OutputIt o, BinaryPred p);
```

Remove consecutive duplicates from [r1, r2), writing new sequence into o

There are a lot of algorithms...

<u>all_of</u>	<u>copy</u>	<u>merge</u>	<u>random_shuffle</u>	<u>is_sorted</u>
<u>any_of</u>	<u>copy_n</u>	<u>inplace_merge</u>	<u>shuffle</u>	<u>is_sorted_until</u>
<u>none_of</u>	<u>copy_if</u>	<u>includes</u>	<u>push_heap</u>	<u>nth_element</u>
<u>for_each</u>	<u>copy_backward</u>	<u>set_union</u>	<u>pop_heap</u>	<u>min</u>
<u>find</u>	<u>move</u>	<u>set_intersection</u>	<u>make_heap</u>	<u>max</u>
<u>find_if</u>	<u>move_backward</u>	<u>set_difference</u>	<u>sort_heap</u>	<u>minmax</u>
<u>find_if_not</u>	<u>swap</u>	<u>set_symmetric_difference</u>	<u>is_heap</u>	<u>min_element</u>
<u>find_end</u>	<u>swap_ranges</u>	<u>remove</u>	<u>is_heap_until</u>	<u>max_element</u>
<u>find_first_of</u>	<u>iter_swap</u>	<u>remove_if</u>	<u>is_partitioned</u>	<u>minmax_element</u>
<u>adjacent_find</u>	<u>transform</u>	<u>remove_copy</u>	<u>partition</u>	<u>lexicographical_compare</u>
<u>count</u>	<u>replace</u>	<u>remove_copy_if</u>	<u>stable_partition</u>	<u>next_permutation</u>
<u>count_if</u>	<u>replace_if</u>	<u>unique</u>	<u>partition_copy</u>	<u>prev_permutation</u>
<u>mismatch</u>	<u>replace_copy</u>	<u>unique_copy</u>	<u>partition_point</u>	
<u>equal</u>	<u>replace_copy_if</u>	<u>reverse</u>	<u>sort</u>	
<u>is_permutation</u>	<u>fill</u>	<u>reverse_copy</u>	<u>stable_sort</u>	
<u>search</u>	<u>fill_n</u>	<u>rotate</u>	<u>partial_sort</u>	
<u>search_n</u>	<u>generate</u>	<u>rotate_copy</u>	<u>partial_sort_copy</u>	

Things you can do with the STL

binary search • heap building • min/max
lexicographical comparisons • merge • set union
• set difference • set intersection • partition • sort
*n*th sorted element • shuffle • selective removal •
selective copy • for-each • random sample

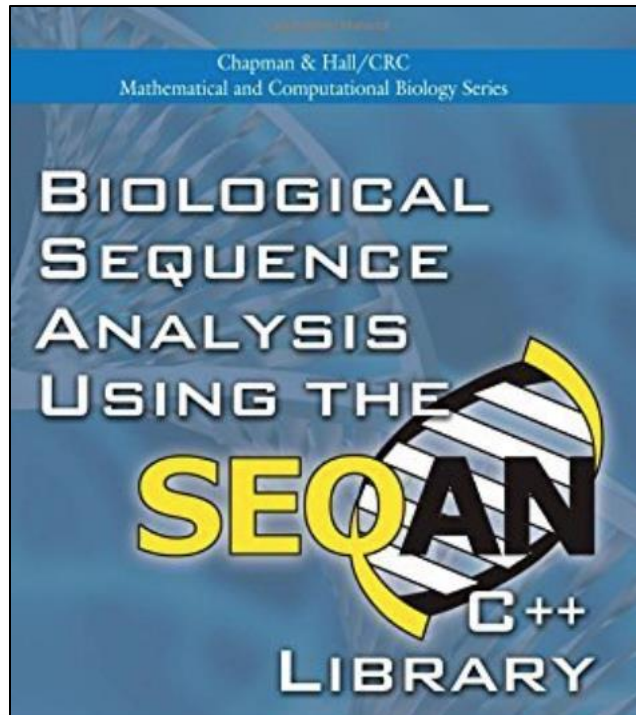
all in their most general form!

What questions do you have?



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<algorithm> lets us inspect and transform data

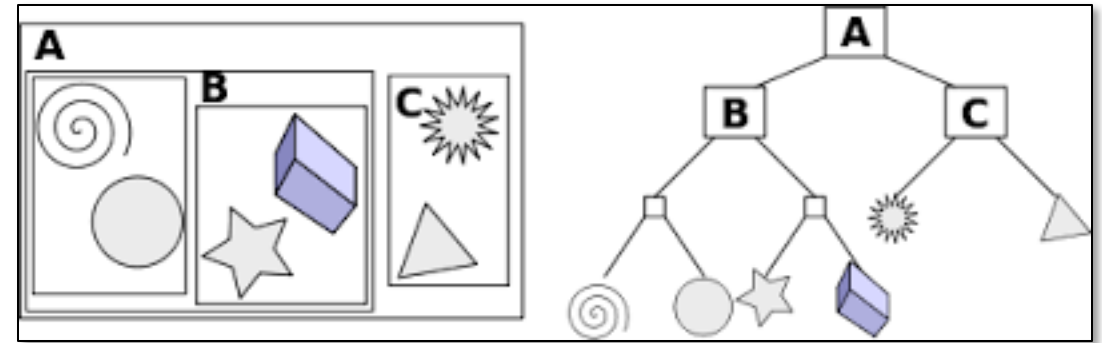
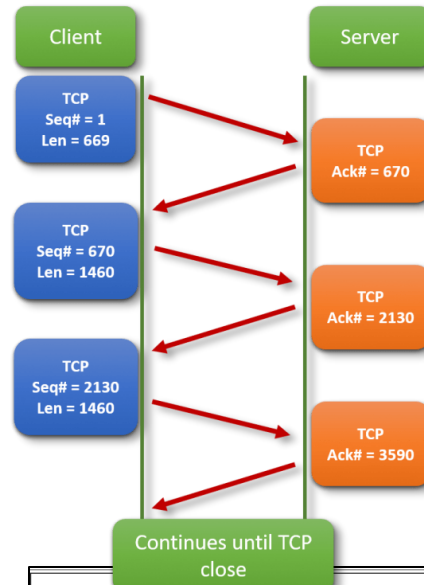


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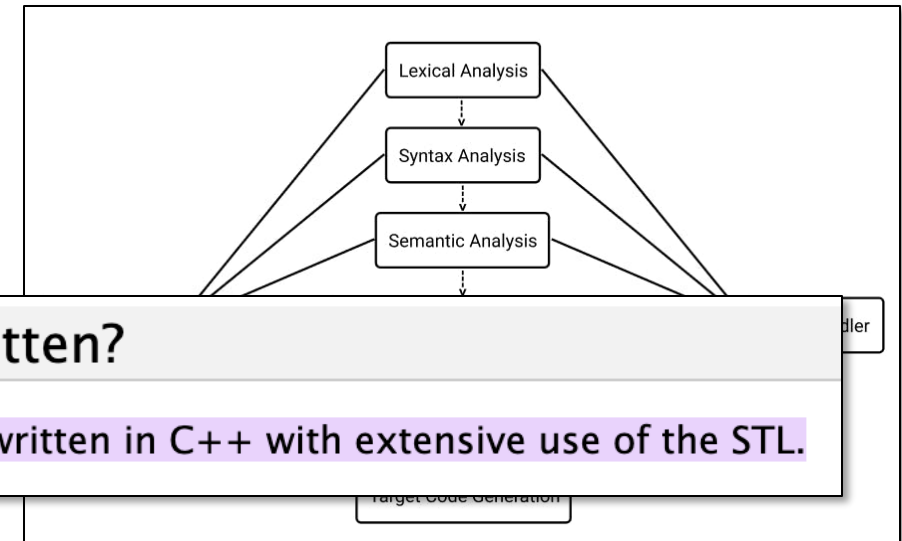


Huffman Coding

Example: "COMPRESSION_IS_COOL"

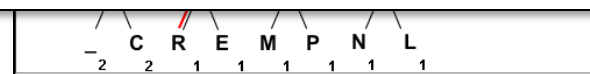
To compute the bit pattern for each datum, we go up the tree and note down a "1" (true) if we take the branch to the *left* and a "0" (false) if we take the branch to the *right*, respectively.

... : 0000
C : 0001



In what language is LLVM written?

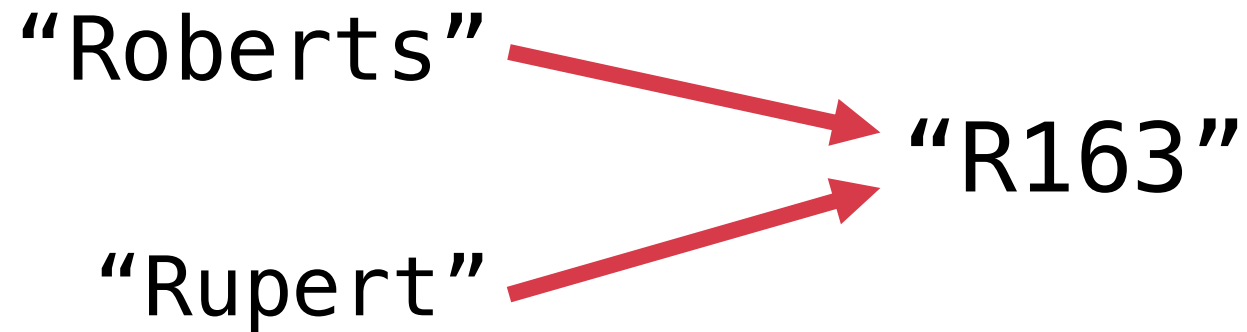
All of the LLVM tools and libraries are written in C++ with extensive use of the STL.



Let's write an algorithm using the STL!

Soundex!!  

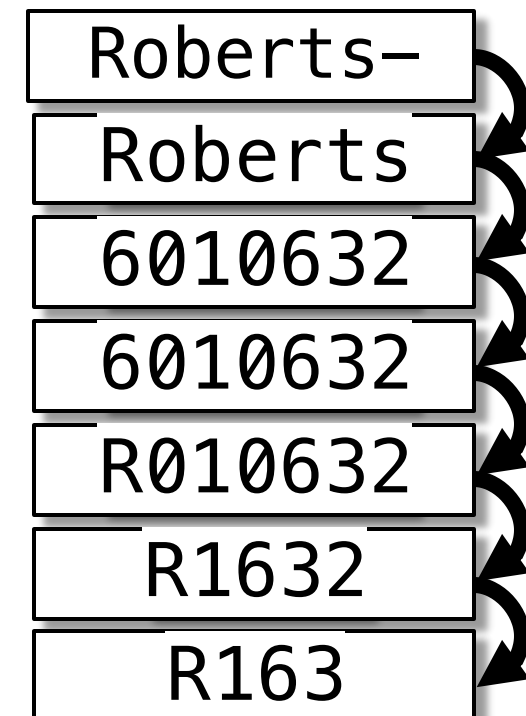
Goal: produce a phonetic encoding for names



How do we implement **soundex**?

1. Given a string **s**, extract **the letters** from **s**
2. Replace each letter with its **soundex encoding**
3. Coalesce **adjacent duplicates** (222025 becomes 2025)
4. Replace **first digit** with the uppercase first letter of **s**
5. Discard any **zeros** from the code
6. Make the code exactly **length 4** (truncate or zero-pad)

Digit represents the letters	
0	A E I O U H W Y
1	B F P V
2	C G J K Q S X Z
3	D T
4	L
5	M N
6	R



Let's implement Soundex with the STL!

What questions do you have?



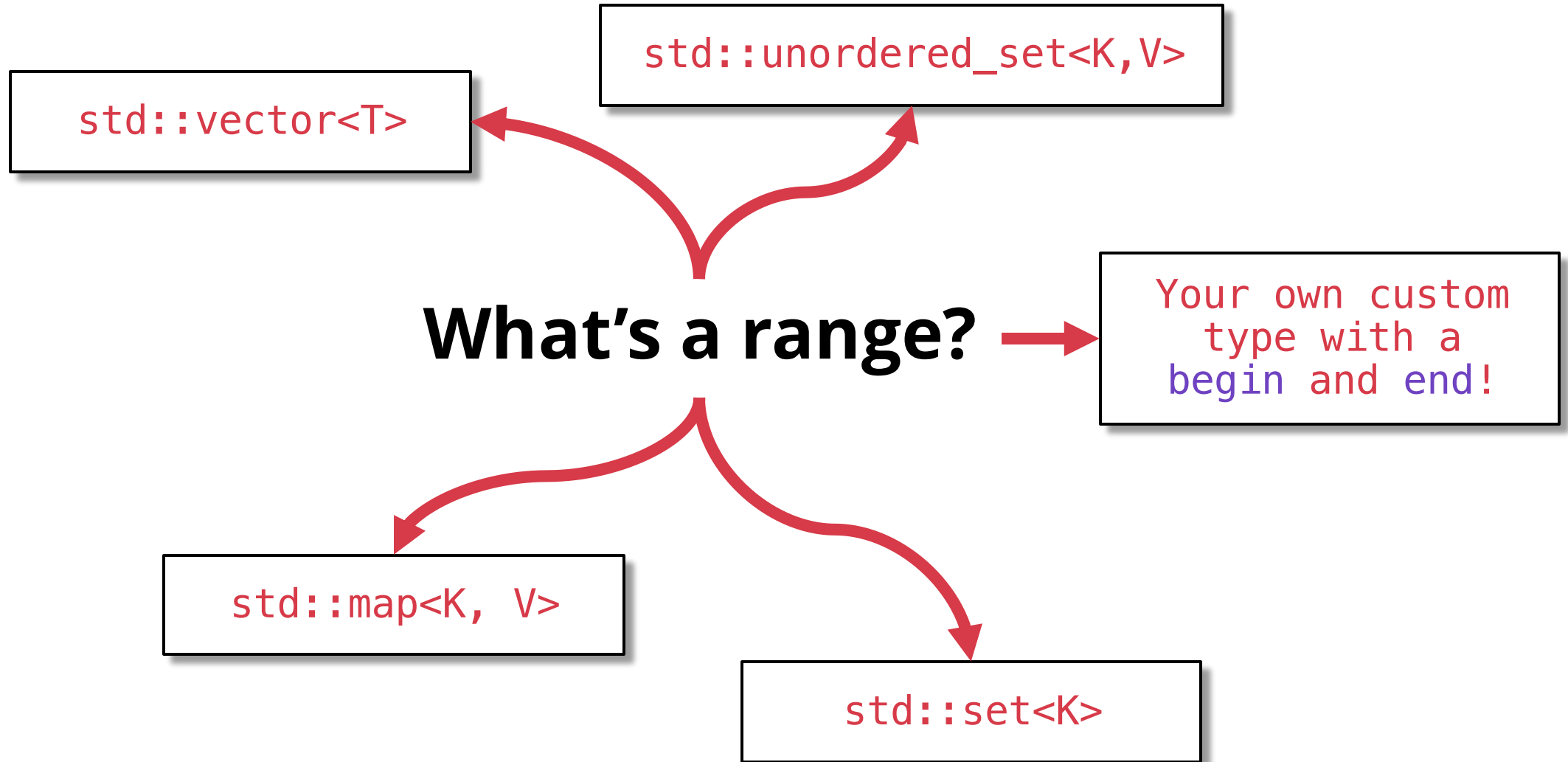
bjarne_about_to_raise_hand

Can we make our Soundex more readable?

Ranges and Views

Ranges are a new version of the STL

Definition: A range is anything with a **begin** and **end**



Recall: why did we pass iterators to `find`?

It allows us to find in a subrange! But most of the time, we don't need to.

```
int main() {  
    std::vector<char> v = {'a', 'b', 'c', 'd', 'e'};  
    auto it = std::find(v.begin(), v.end(), 'c');  
}
```



Do we really care about iterators here? I just wanted to search the entire container!

Range algorithms operate on **ranges**

STD ranges provides new versions of **<algorithm>** for ranges

```
int main() {  
    std::vector<char> v = {'a', 'b', 'c', 'd', 'e'};  
    auto it = std::ranges::find(v, 'c');  
}
```



Look! I can pass **v**
here because it is a
range!

Range algorithms operate on **ranges**

We can still work with iterators if we need to

```
int main() {  
    std::vector<char> v = {'a', 'b', 'c', 'd', 'e'};  
  
    // Search from 'b' to 'd'  
    auto first = v.begin() + 1;  
    auto last = v.end() - 1;  
    auto it = std::ranges::find(first, last, 'c');  
}
```

Ranges: The STL v2

- There are range equivalents of most of the STL `<algorithm>` library
- These are very new! C++20/23/26 and beyond!

<code>ranges::find_last</code>	(C++23)
<code>ranges::find_last_if</code>	(C++23)
<code>ranges::find_last_if_not</code>	(C++23)

<code>ranges::find_end</code>	(C++20)
-------------------------------	---------

<code>ranges::find_first_of</code>	(C++20)
------------------------------------	---------

<code>ranges::adjacent_find</code>	(C++20)
------------------------------------	---------

<code>ranges::search</code>	(C++20)
-----------------------------	---------

<code>ranges::search_n</code>	(C++20)
-------------------------------	---------

<code>ranges::contains</code>	(C++23)
<code>ranges::contains_subrange</code>	(C++23)

<code>ranges::starts_with</code>	(C++23)
----------------------------------	---------

<code>ranges::ends_with</code>	(C++23)
--------------------------------	---------

<code>ranges::copy</code>	(C++20)
<code>ranges::copy_if</code>	(C++20)

<code>ranges::copy_n</code>	(C++20)
-----------------------------	---------

<code>ranges::copy_backward</code>	(C++20)
------------------------------------	---------

<code>ranges::move</code>	(C++20)
---------------------------	---------

<code>ranges::move_backward</code>	(C++20)
------------------------------------	---------

<code>ranges::fill</code>	(C++20)
---------------------------	---------

<code>ranges::fill_n</code>	(C++20)
-----------------------------	---------

<code>ranges::transform</code>	(C++20)
--------------------------------	---------

<code>ranges::generate</code>	(C++20)
-------------------------------	---------

<code>ranges::generate_n</code>	(C++20)
---------------------------------	---------

<code>ranges::remove</code>	(C++20)
<code>ranges::remove_if</code>	(C++20)

<code>ranges::remove_copy</code>	(C++20)
<code>ranges::remove_copy_if</code>	(C++20)

<code>ranges::replace</code>	(C++20)
<code>ranges::replace_if</code>	(C++20)

<code>ranges::replace_copy</code>	(C++20)
<code>ranges::replace_copy_if</code>	(C++20)

<code>ranges::swap_ranges</code>	(C++20)
----------------------------------	---------

<code>ranges::reverse</code>	(C++20)
------------------------------	---------

<code>ranges::reverse_copy</code>	(C++20)
-----------------------------------	---------

<code>ranges::rotate</code>	(C++20)
-----------------------------	---------

<code>ranges::rotate_copy</code>	(C++20)
----------------------------------	---------

<code>ranges::shuffle</code>	(C++20)
------------------------------	---------

Range algorithms are **constrained**

That just means they make use of the new STL **concepts**! Remember them?

```
template<class T>  
concept range = requires(T& t) { ranges::begin(t); ranges::end (t); };
```

A range has a begin and end! :)

```
template<class T>  
concept input_range =  
    ranges::range<T> && std::input_iterator<ranges::iterator_t<T>>;
```

An input range is a range using an input iterator

```
template<ranges::input_range R, class T, class Proj = std::identity>  
borrowed_iterator_t<R> find( R&& r, const T& value, Proj proj = {} );
```

I've cut out some of the code here, but notice that ranges find uses **concepts**!!

Ranges Recap

- Ranges use concepts! Better error messages, what's not to like?
- We can pass entire containers

What questions do you have?



bjarne_about_to_raise_hand

Ranges Recap

- Ranges use concepts! Better error messages, what's not to like?
- We can pass entire containers
- ***Okay... is that it?*** 👁️👁️

Views: a way to compose algorithms

Definition: A view is a range that *lazily* adapts another range

Filter and transform in the old STL

This code is a bit awkward in the current STL

```
std::vector<char> v = {'a', 'b', 'c', 'd', 'e'};

// Filter -- Get only the vowels
std::vector<char> f;
std::copy_if(v.begin(), v.end(), std::back_inserter(f), isVowel);

// Transform -- Convert to uppercase
std::vector<char> t;
std::transform(f.begin(), f.end(), std::back_inserter(t), toupper);

// { 'A', 'E' }
```

Filter and transform with **views**!

A **view** is a range that lazily transforms its underlying range, one element at a time

```
std::vector<char> letters = {'a', 'b', 'c', 'd', 'e'};

auto f = std::ranges::views::filter(letters, isVowel);
auto t = std::ranges::views::transform(f, toupper);

auto vowelUpper = std::ranges::to<std::vector<char>>(t);
```

Views are **composable**

```
auto f = std::ranges::views::filter(letters, isVowel);  
// f is a view! It takes an underlying range letters  
// and yields a new range with only vowels!  
  
auto t = std::ranges::views::transform(f, toupper);  
// t is a view! It takes an underlying range f  
// and yields a new range with uppercase chars!  
  
auto vowelUpper = std::ranges::to<std::vector<char>>(t);  
// Here we materialize the view into a vector!  
// Nothing actually happens until this line!
```

We can chain views together use **operator|**

```
std::vector<char> letters = {'a', 'b', 'c', 'd', 'e'};  
std::vector<char> upperVowel = letters  
    | std::ranges::views::filter(isVowel)  
    | std::ranges::views::transform(toupper)  
    | std::ranges::to<std::vector<char>>();  
  
// upperVowel = { 'A', 'E' }
```


Remember: range algorithms are **eager**

std::ranges are a reskin of the old STL algorithms

```
// This actually sorts vec, RIGHT NOWWW!!!!  
std::ranges::sort(v);
```



Remember: views are **lazy**

`std::ranges::views` are a lazy way of composing algorithms

```
auto view = letters
    | std::ranges::views::filter(isVowel)
    | std::ranges::views::transform(toupper);

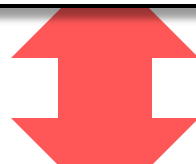
std::vector<char> upperVowel =
    std::ranges::to<std::vector<char>>(view);
```



Pro tip: **Views** are like Python **generators**

This code in C++ works *exactly the same* as this Python code

```
auto view = letters
    | std::ranges::views::filter(isVowel)
    | std::ranges::views::transform(toupper);
auto upperVowel = std::ranges::to<std::vector<char>>(view);
```



```
view = (l for l in letters if isVowel(l))      # Lazy evaluation
view = (l.upper() for l in view)               # Lazy evaluation
upperVowel = list(view)
```








What questions do you have?



bjarne_about_to_raise_hand

What would Soundex with *views* look like?

Ranges and view recap

- Why you might like ranges/views?
 -  Worry less about iterators
 -  Constrained algorithms mean better error messages
 -  Super readable, functional syntax
- Why you might dislike ranges/views?
 -  They are extremely new, not fully feature complete yet
 -  Lack of compiler support
 -  Loss of performance compared to hand-coded version
 -  For more info, see [The Terrible Problem of Incrementing a Smart Iterator](#)

Soundex: C++26?

Once views are fully implemented, our **Soundex** code might look like this

```
namespace rng = std::ranges;
namespace rv = std::ranges::views;

auto ch = *rng::find_if(s, isalpha);           // Get first letter
auto sx = s | rv::filter(isalpha)              // Discard non-letters
          | rv::transform(soundexEncode)       // Encode letters
          | rv::unique                          // Remove duplicates
          | rv::filter(notZero)                 // Remove zeros
          | rv::concat("0000")                 // Ensure length >= 4
          | rv::drop(1)                        // Skip first digit
          | rv::take(3)                        // Take next three
          | rng::to<std::string>();            // Convert to string

return toupper(ch) + v;
```