AAAARGH!?

...

Adopting Almost-Always-Auto Reinforces Good Habits!?

Andy Bond CppCon 2016 Blizzard

Save your pitchforks & torches!

78%

of angry mobs suffer injury while attempting to accomplish their goal.

Agenda

- Idiom
- Case Study
- Variables
- Functions
- Lambdas
- Branching
- Looping
- Takeaway

The Almost-Always-Auto Idiom

Prefer deduced rather than explicit types.

Leverages auto, decltype, and decltype(auto) keywords.

Promoted by Herb Sutter & Scott Meyers.

“write code against interfaces, not implementations” - Herb Sutter.

Controversial effect on code readability vs flexibility.

Automagic: A Spelling Game

Start at max life.

Cast a random spell each turn.

Each spell changes life differently.

Game ends when you have no life.

```
1.  int main () {
2.    Game game{};
3.    int turnCount{};
4.    while (game.Turn())
5.      ++turnCount;
6.    return turnCount;
7.  }
```

Automagic version 0.0 - No AAA

```
 1. struct Game {
 2.   using Life = unsigned int;
 3.   static const Life c_lifeMax{
 4.     std::numeric_limits<Life>::max()
 5.   };
 6.   std::mt19937 m_engine{};
 7.   Life m_life{c_lifeMax};
 8.
 9.   Life& Heal (Life& life);
10.   Life& Hurt (Life& life);
11.   bool Turn ();
12. };
```

Automagic version 0.0 - No AAA

```
 1. template <typename T> using UD =
 2.   std::uniform_int_distribution<T>;
 3.
 4. Life& Game::Heal (Life& life) {
 5.   UD<Life> dis{0, c_lifeMax - life};
 6.   return life += dis(m_engine);
 7. }
 8.
 9. Life& Game::Hurt (Life& life) {
10.   UD<Life> dis{0, life};
11.   return life -= dis(m_engine);
12. }
```

Automagic version 0.0 - No AAA

```
 1. bool Game::Turn () {
 2.   using Spell = Life& (Game::*)(Life&);
 3.   static const Spell c_spells[] = {
 4.     &Game::Heal, &Game::Hurt,
 5.   };
 6.
 7.   UD<size_t> dis{0, size_array(c_spells) - 1};
 8.   Spell spell = c_spells[dis(m_engine)];
 9.
10.   return (this->*spell)(m_life) > 0;
11. }
```

Variables

Version 0

- auto&& for general purpose locals.
  - Works with l- and r-values.
  - It extends rvalue lifetime.
  - Works with non-copyable and non-movable types.
- const auto& for general purpose immutable locals.
- auto when copy or move construction is desired.

auto*, auto&, and decltype(auto) are avoided.

AAA for Member Variables

Static members can use auto, decltype, and decltype(auto).

- const members are limited to integral in-class initializers.
- constexpr members require literal type in-class initializers.

But non-static member variables can only use decltype!

```
1.  struct Game {
2.    static const auto c_lifeMax{
3.      std::numeric_limits<Life>::max()
4.    };
5.    std::mt19937 m_engine{};
6.    decltype(c_lifeMax) m_life{c_lifeMax};
7.  };
```

AAA for Non-Member Variables

Local variables can use auto, decltype, and decltype(auto).

auto&& guaranteed to work for any non-void statement on right.

```
1.  Life& Game::Hurt (Life& life) {
2.    UD<Life> dis{0, life};
3.    return life -= dis(m_engine);
4.  }
5.
6.  Life& Game::Hurt (Life& life) {
7.    auto&& dis = UD<Life>{0, life};
8.    return life -= dis(m_engine);
9.  }
```

AAA for Arrays

auto deduces untyped braces as a std::initializer_list

```
1.  auto&& c_spells = {&Game::Heal, ...};     // meh
```

arrays of auto are not valid.

```
2.  auto&& c_spells[] = {&Game::Heal, ...};   // no
3.  auto&& c_spells[1] = {&Game::Heal, ...}; // no
```

auto deduces typed braces as a constructor.

```
4.  using Spells = Spell[];                   // meh
5.  auto&& c_spells = Spells{&Game::Heal, ...};
```

AAA for Arrays

C++17 Library TS std::experimental::make_array can help.

```
1.  using std::experimental::make_array;
2.  auto&& c_spells = make_array(
3.    &Game::Heal, &Game::Hurt
4.  ); // std::array<Life&(Game::*)(Life&), 2>
5.
6.  auto&& arrDbl = make_array<double>(
7.    0, 1, 2
8.  ); // std::array<double, 3>
```

Still useful even with C++17 constructor deduction to avoid explicit size.

Functions

Version 0

- auto for functions returning locals or rvalues.
  - Type deduced as common type of all return statements.
- auto& for class member ‘getters’.
  - const member functions will return reference to const.
- decltype(auto) for forwarding functions.
- auto (...) -> ... { ... } to SFINAE.

AAA for Functions

Create auxiliary template functions to perform additional deduction.

```
 1. template <
 2.   typename A,
 3.   typename B,
 4.   typename C = std::common_type_t<A, B>,
 5.   typename D = std::uniform_int_distribution<C>
 6. >
 7. auto make_ud (const A& lo, const B& hi) ->
 8.   std::enable_if_t<std::is_integral<C>{}, D>
 9. {
10.   return D{C{lo},C{hi}};
11. }
```

AAA for Functions

```
 1.  auto& Heal (Life& life) {
 2.    auto&& dis = make_ud(0, c_lifeMax - life);
 3.    return life += dis(m_engine);
 4.  }
 5.  auto Turn () {
 6.    ...
 7.    auto&& dis = make_ud(
 8.      0, size_array(c_spells) - 1
 9.    );
10.    Spell spell = c_spells[dis(m_engine)];
11.    return (this->*spell)(m_life) > 0;
12.  }
```

AAA for Functions

We can also wrap selection of a random element in a range.

```
 1. template <typename InputIt, typename G>
 2. auto random_element (
 3.     InputIt first,
 4.     InputIt last,
 5.     G&& g
 6. ) {
 7.     auto&& dis = make_ud(
 8.         0, std::distance(first, last) - 1
 9.     );
10.     return std::next(first, dis(g));
11. }
```

AAA for Functions

This hides the distribution details in random_element.

```
1.  auto Turn () {
2.    ...
3.    auto&& s = random_element(
4.      std::begin(c_spells),
5.      std::end(c_spells),
6.      m_engine
7.    );
8.    return (this->*s)(m_life) > 0;
9.  }
```

Lambdas

Version 0

- Use auto&& to name lambdas with local variables.
- Use auto&& for input parameters.
- Use auto& for output parameters.
- Use [] (...) -> auto& { } for lambdas meant to be chained.
- Use [] (...) -> decltype(auto) { } for forwarding lambdas.

AAA for Lambdas

We can implement spells via lambdas to leverage additional deduction.

```
1.  auto Turn () {
2.    auto&& heal = [] (
3.      auto& life, auto&& engine
4.    ) -> auto& {
5.      auto&& dis = make_ud(0, c_lifeMax - life);
6.      return life += dis(engine);
7.    };
8.    ...
9.  }
```

AAA for Lambdas

We can also unify the spell implementation and array definitions.

```
1.  using Spell = decltype(m_life)& (*)(
2.    decltype(m_life)&,
3.    decltype(m_engine)&
4.  );
5.  static const auto c_spells = make_array<Spell>(
6.    [] (auto& life, auto& engine) -> auto& {
7.      auto&& dis = make_ud(0, c_lifeMax - life);
8.      return life += dis(engine);
9.    }
10. );
11. auto&& spell = random_element(...);
```

Automagic version 0.1 - Observations

Added a few reusable deducing functions.

Lots of difficulty converting arrays to AAA style.

Adding a spell would just require adding a lambda.

Spells are no longer visible outside of Turn.

Individual spells are harder to spot at a glance.

Automagic version 0.1 - Statistics

Explicit types decreased from 18 to 4.

Deduced types increased from 0 to 13.

Words increased from 74 to 86.

Characters increased from 720 to 856.

Elapsed time for 11,730,100 turns decreased from 530ms to 505ms.

Branching

Version 1

Add a Maim spell:

- If life is between (80, 100]%, deal 25% damage.
- If life is between (60, 80]%, deal 20% damage.
- If life is between (40, 60]%, deal 15% damage.
- If life is between (20, 40]%, deal 10% damage.
- Else, do nothing.

Automagic version 1.0 - No AAA

```
 1. Life& Game::Maim (Life& life) {
 2.   Life change;
 3.   if (life > c_lifeMax / 100 * 80)
 4.     change = c_lifeMax / 100 * 25;
 5.   else if (life > c_lifeMax / 100 * 60)
 6.     change = c_lifeMax / 100 * 20;
 7.   else if (life > c_lifeMax / 100 * 40)
 8.     change = c_lifeMax / 100 * 15;
 9.   else if (life > c_lifeMax / 100 * 20)
10.     change = c_lifeMax / 100 * 10;
11.   else change = Life{};
12.   return life -= change;
13. }
```

AAA for branching

auto needs initializers, but each branch may use a different type.

```
1.  template <
2.    typename If, typename Then, typename... Elses
3.  >
4.  decltype(auto) choose (
5.    If&& cif,
6.    Then&& cthen,
7.    Elses&&... celses
8.  ) {
9.    return cif() ? cthen()
10.     : choose(std::forward<Elses>(celses)...);
11. }
```

AAA for branching

Here's the terminating overload and a small example.

```
 1. template <typename If, typename Then>
 2. decltype(auto) choose (If&& cif, Then&& cthen) {
 3.   return
 4.       cif()
 5.     ? cthen()
 6.     : std::result_of_t<Then()>{};
 7. }
 8. auto&& result = choose(
 9.   [] { return false; }, [] { return 0; },
10.   [] { return true; }, [] { return 1.0; }
11. ); // double (1.0)
```

AAA for branching

Each pair of lambdas forms an if->then branch.

```
 1.  auto&& change = choose(
 2.     [&life]{ return life > c_lifeMax/100*80; },
 3.     [] { return c_lifeMax/100*25; },
 4.     [&life] { return life > c_lifeMax/100*60; },
 5.     [] { return c_lifeMax/100*20; },
 6.     [&life] { return life > c_lifeMax/100*40; },
 7.     [] { return c_lifeMax/100*15; },
 8.     [&life] { return life > c_lifeMax/100*20; },
 9.     [] { return c_lifeMax/100*10; }
10.  );
```

Branching Observations

choose eschews raw branches like for_each does raw loops.

It expects and enforces a regular pattern for each ‘branch’.

However, the branching behavior is now completely hidden.

Errors due to mismatched arguments can be harder to diagnose.

Passing a std::pair<condition, result> is safer but more verbose.

A lambda IIFE is a good non-algorithmic alternative.

Branching Statistics

Explicit types decreased from 3 to 0.

Deduced types increased from 0 to 12.

Words increased from 81 to 97.

Characters increased from 427 to 493.

Elapsed time to process 10,203,900 turns equivalent at 407ms.

Optimized assembly is identical.

Looping

Version 2

Add multiplayer (array of Life).

Turns iterate over the array.

Skip array element if Life is already 0.

End game when all Life values are 0.

Automagic version 2.0 - No AAA

```
 1.  struct Game {
 2.    std::array<Life, 3> m_life;
 3.    Game () { m_life.fill(c_lifeMax); }
 4.    bool Turn () {
 5.      bool anyAlive = false;
 6.      for (LifeArray::value_type& life : m_life) {
 7.        if (life > 0)
 8.          anyAlive = spell(life) > 0 || anyAlive;
 9.      }
10.      return anyAlive;
11.    }
12.  };
```

AAA for looping

Swapping raw loops for algorithms is straightforward.

```
1.  auto&& anyAlive = false;
2.  std::for_each(
3.    std::begin(m_life),
4.    std::end(m_life),
5.    [this, &anyAlive] (auto& life) {
6.      if (life > 0)
7.          anyAlive = spell(life) > 0 || anyAlive;
8.      }
9.  );
```

AAA for looping

```
 1. template <
 2.    typename InIt, typename UOp,
 3.    typename BOp, typename T = decltype(
 4.       std::declval<UnOp>()(*std::declval<InIt>())
 5.    )
 6. >
 7. T accumutate (InIt f, InIt l, UOp&& uop,
 8.    BOp&& bop, T&& init = T{}
 9. ) {
10.    for (; f != l; ++f)
11.       init = bop(std::forward<T>(init), uop(*f));
12.    return init;
13. }
```

AAA for looping

```
 1.  auto&& anyAlive = accumutate(
 2.    std::begin(m_life),
 3.    std::end(m_life),
 4.    [this] (auto& life) {
 5.      if (life > 0)
 6.        spell(life, m_engine);
 7.      return life > 0;
 8.    },
 9.    [] (auto&& anyAlive, auto&& result) {
10.      return anyAlive || result;
11.    }
12.  );
```

Looping Observations

Eschewing raw loops requires additional work for accumulation.

Most standard algorithms do not support mutating range contents.

i.e. std::any_of would be ideal here.

accumutate unlike std::transform_reduce can deduce T and default it.

Generic algorithm parameter order & side effects are important.

Looping statistics

Explicit types decreased from 21 to 5.

Deduced types increased from 0 to 27.

Words increased from 52 to 64.

Characters increased from 431 to 654.

Elapsed time for 22,018,700 turns increased from 2150ms to 2198ms.

Optimized assembly is similar but not identical.

Benefits

- auto guarantees initialization
- Avoids accidental conversion
- Avoids accidental slicing
- Consistent type placement
- Explicit type dependency
- Promotes encapsulation
- Promotes generic code
- Simplifies iterator usage
- Use proxy types (std::bitset)
- Use unspecified types

Drawbacks

- Accidental copying
- Accidental references
- Algorithm complexity
- Incomplete/wrong IDE info
- Language arcana
- No deleted/defaulted funcs
- Not for non-static members
- Opacity
- Paradigm shift
- Searchability

AAAARGH!?

Apparently
Almost-Always-Auto
Requires Generic
Heuristics!?

More (keyboard) typing for less (explicit) typing.

- Case Study
- Variables
- Functions
- Lambdas
- Branching
- Looping

Thanks!

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https://git.io/vi7EE

Resources

Effective Modern C++, by Scott Meyers. (Chapter 1: Deducing Types)
Effective Modern C++, by Scott Meyers. (Chapter 2: auto)
Sutter's Mill: AAA Style, by Herb Sutter.
Sutter's Mill: Elements of Modern C++ Style, by Herb Sutter.

auto considered awesome & auto considered harmful, by Jarryd Beck.
auto specifier, from cppreference.com
C++ Seasoning, by Sean Parent.
decltype specifier, from cppreference.com
Folds (ish) In C++11, by Jason Turner.
Gotchas of Type Inference, by Andrzej Krzemieński.
Lambda Overloading & Recursion, by Jamboree.
Significant Parentheses, by KrzaQ.
SFINAE std::result_of? Yeah right!, by Scott Prager.
Value Categories, from cppreference.com
Variadic templates in C++, by Eli Bendersky.

Appendix

AAA for algorithms

Passing template functions to algorithms can be difficult.

```
1.  auto&& begin = std::begin(container);
2.  auto&& end = std::end(container);
3.  auto&& initial =
4.    std::remove_reference_t<
5.      decltype(*std::begin(container))
6.  >{};
7.  auto&& maximum = std::accumulate(
8.    begin, end, initial, ???
9.  ); // std::max ambiguous
```

AAA for algorithms

Use generic forwarding lambdas to defer overload resolution.

```
 1. inline auto DeducedMax () {
 2.   return [] (auto&&... args) -> decltype(auto) {
 3.     using std::max; // assist with ADL
 4.     return max(
 5.       std::forward<decltype(args)>(args)...
 6.     );
 7.   };
 8. }
 9. auto&& result = std::accumulate(
10.   begin, end, initial, DeducedMax()
11. );
```

AAA for looping

std::arrays need helpers to be filled when initialized.

```
 1. template <typename C, typename T>
 2. auto make_filled_array (const C&, const T& t) {
 3.     C copy{};
 4.     copy.fill(t);
 5.     return copy;
 6. }
 7. struct Game {
 8.   std::array<Life, 3> m_life{
 9.     make_filled_array(m_life, c_lifeMax)
10.   };
11. };
```

Recursion

Version 3

Add a Rend spell.

Pick a random number between 0 and max life.

Find greatest common divisor (GCD) between it and current life.

Divide life by the GCD.

Automagic version 3.0 - No AAA

Standard recursion, CalcGCD calls itself by name.

```
1. Life Game::CalcGCD (Life&& a, Life&& b) {
2.   return (b == Life{}) ? a : CalcGCD(b, a % b);
3. }
4.
5. Life& Game::Rend (Life& life) {
6.   UD<Life> dis{0, c_lifeMax};
7.   return life /= CalcGCD(life, dis(m_engine));
8. }
```

AAA for recursion

Use a generic parameter to pass the lambda.

```
1.  auto&& gcd = [] (auto&& f, auto&& a, auto&& b) {
2.      if (b == decltype(b){}) return a;
3.      return f(
4.          std::forward<decltype(f)>(f),
5.          std::forward<decltype(b)>(b),
6.          a % b
7.      );
8.  };
9.  auto&& result = gcd(gcd, 62880, 92680);
```

AAA for recursion

```
 1. template <typename F, typename... Ts>
 2. decltype(auto) recurse (F&& f, Ts&&... ts) {
 3.   return f(
 4.     std::forward<F>(f), std::forward<Ts>(ts)...
 5.   );
 6. }
 7. [] (auto& life, auto& engine) -> auto& {
 8.   auto&& dis = make_ud(0, c_lifeMax);
 9.   return life /= recurse(
10.     [] (auto&& f, auto&& a, auto&& b) { ... },
11.     life,
12.     dis(engine)
13.   );
14. }
```

Recursion Observations

The lambda version looks markedly different.

The lambda version requires passing to a helper or named variable to recurse.

Forwarding is very verbose since auto variables require using decltype.

VS2015 needs a separate terminating return.

Recursion Statistics

Explicit types decreased from 7 to 0.

Deduced types increased from 0 to 12.

Words increased from 34 to 41.

Characters increased from 248 to 352.

Elapsed time to process 9,773,100 turns increased from 818ms to 831ms.

Optimized assembly is fairly divergent.

AAA for arguments

Traits can deduce the type of arguments from callable object parameters.

```
1.  template <typename T>
2.  struct parameters_of;    //  Not defined
3.  template <typename F, typename... Args>
4.  struct parameters_of<F(Args...)> {
5.      using type = std::tuple<std::decay_t<Args>...>;
6.  };
7.
8.  bool test (int& x, int y);
9.  using params_t = typename parameters_of<decltype(test)>::type;
10.
11. auto&& x = std::tuple_element_t<0, params_t>{}; // int
12. auto&& y = std::tuple_element_t<1, params_t>{}; // int
13. auto&& result = test(x, y);
```

Variables - auto

```
 1.  int example{};
 2.
 3.  //  lvalues
 4.  auto a = example;
 5.  //auto* b = example;
 6.  auto& c = example;
 7.  auto&& d = example;
 8.
 9.  //  prvalues
10.  auto e = &example;
11.  auto* f = &example;
12.  //auto& g = &example;
13.  auto&& h = &example;
14.
15.  //  xvalues
16.  auto i = std::move(example);
17.  //auto& j = std::move(example);
18.  auto&& k = std::move(example);
```

```
1.
2.
3.
4.  int
5.  <n/a>
6.  int&
7.  int&
8.
9.
10. int*
11. int*
12. <n/a>
13. int*&&
14.
15.
16. int
17. <n/a>
18. int&&
```

Variables - auto

```
1.  const int example{};
2.
3.  //  lvalues
4.  auto a = example;
5.  //auto* b = example;
6.  auto& c = example;
7.  auto&& d = example;
8.
9.  //  prvalues
10. auto e = &example;
11. auto* f = &example;
12. //auto& g = &example;
13. auto&& h = &example;
14.
15. //  xvalues
16. auto i = std::move(example);
17. auto& j = std::move(example);
18. auto&& k = std::move(example);
```

```
1.
2.
3.
4.  int
5.  <n/a>
6.  const int&
7.  const int&
8.
9.
10. const int*
11. const int*
12. <n/a>
13. const int*&&
14.
15.
16. int
17. const int&
18. const int&&
```

Variables - decltype

```
 1.  int example{};
 2.
 3.  //  entities
 4.  decltype(example) a;
 5.  decltype(example)& b{example};
 6.  decltype(example)&& c{...};
 7.
 8.  //  lvalues
 9.  decltype((example)) d{example};
10.  decltype(*(&example)) e{example};
11.
12.  //  prvalues
13.  decltype(example + 0) f;
14.  decltype((example + 0)) g;
15.  decltype(&example) h;
16.
17.  //  xvalues
18.  decltype(std::move(example)) i{...};
```

```
 1.
 2.
 3.
 4.  int
 5.  int&
 6.  int&&
 7.
 8.
 9.  int&
10.  int&
11.
12.
13.  int
14.  int
15.  int*
16.
17.
18.  int&&
```

Variables - decltype

```
1.  const int example{};
2.
3.  //  entities
4.  decltype(example) a{example};
5.  decltype(example)& b{example};
6.  decltype(example)&& c{...};
7.
8.  //  lvalues
9.  decltype((example)) d{example};
10. decltype(*(&example)) e{example};
11.
12. //  prvalues
13. decltype(example + 0) f;
14. decltype((example + 0)) g;
15. decltype(&example) h;
16.
17. //  xvalues
18. decltype(std::move(example)) i{...};
```

```
1.
2.
3.
4.  const int
5.  const int&
6.  const int&&
7.
8.
9.  const int&
10. const int&
11.
12.
13. int
14. int
15. const int*
16.
17.
18. const int&&
```

Variables - decltype(auto)

```
 1.  int example{};
 2.
 3.  //  entities
 4.  decltype(auto) a = example;
 5.  //decltype(auto)& b = example;
 6.  //decltype(auto)&& c = example;
 7.
 8.  //  lvalues
 9.  decltype(auto) d = (example);
10.  decltype(auto) e = *(&example);
11.
12.  //  prvalues
13.  decltype(auto) f = example + 0;
14.  decltype(auto) g = (example + 0);
15.  decltype(auto) h = &example;
16.
17.  //  xvalues
18.  decltype(auto) i = std::move(a);
```

```
 1.
 2.
 3.
 4.  int
 5.  <n/a>
 6.  <n/a>
 7.
 8.
 9.  int&
10.  int&
11.
12.
13.  int
14.  int
15.  int*
16.
17.
18.  int&&
```

Variables - decltype(auto)

```
1.  const int example{};
2.
3.  //  entities
4.  decltype(auto) a = example;
5.  //decltype(auto)& b = example;
6.  //decltype(auto)&& c = example;
7.
8.  //  lvalues
9.  decltype(auto) d = (example);
10. decltype(auto) e = *(&example);
11.
12. //  prvalues
13. decltype(auto) f = example + 0;
14. decltype(auto) g = (example + 0);
15. decltype(auto) h = &example;
16.
17. //  xvalues
18. decltype(auto) i = std::move(a);
```

```
1.
2.
3.
4.  const int
5.  <n/a>
6.  <n/a>
7.
8.
9.  const int&
10. const int&
11.
12.
13. int
14. int
15. const int*
16.
17.
18. const int&&
```