TEMPLATE ARGUMENT DEDUCTION

Template Argument Deduction by Prasanna Ghali

Plan for Today

- Template argument deduction

Template Type Deduction (1/3)

- Entire discussion is based on the excellent material presented here

Template Type Deduction (2/3)

- Consider function template and call to that function template:

```
// function template declaration
template <typename T>
void f(ParamType param);

// call f with some expression
f(expr);
```

- *Template type deduction* is process during compilation when compilers use `expr` to deduce types for `T` and `ParamType`

Template Type Deduction (3/3)

- *Template type deduction* is process during compilation when compilers use `expr` to deduce types for `T` and `ParamType`
- Three cases to consider:
  - `ParamType` is pointer or reference type
  - `ParamType` is neither pointer nor reference
  - `ParamType` is forwarding reference

```
// function template declaration
template <typename T>
void f(ParamType param);

// call f with some expression
f(expr);
```

ParamType: Pointer/Reference (1/8)

- If expr's type is reference, ignore reference part and then pattern-match expr's type against ParamType to determine T

```
template <typename T>
void f(ParamType param);

f(expr);
```

```
template <typename T> void f(T& param);

int x{27};         // x is an int
int const cx{x};   // cx is const int
int const& rx{x}; // rx is reference to
                   // x as a const int

// what are deduced types for param and T?
f(x);  // T: ???, param: ???
f(cx); // T: ???, param: ???
f(rx); // T: ???, param: ???
```

ParamType: Pointer/Reference (2/8)

- If expr's type is reference, ignore reference part and then pattern-match expr's type against ParamType to determine T

```
template <typename T> void f(T& param);

int x{27};         // x is an int
int const cx{x};   // cx is const int
int const& rx{x}; // rx is reference to
                   // x as a const int

// what are deduced types for param and T?
f(x);  // T: int, param: int&
f(cx); // T: const int, param: const int&
f(rx); // T: const int, param: const int&
```

ParamType: Pointer/Reference (3/8)

- ParamType's type now changes from T& to T const&
- If expr's type is reference, ignore reference and pattern-match expr's type against ParamType to determine T

```
template <typename T> void f(T const& param);

int x{27};          // x is an int
int const cx{x};    // cx is const int
int const& rx{x}; // rx is reference to
                    // x as a const int

// what are deduced types for param and T?
f(x);  // T: ???, param: ???
f(cx); // T: ???, param: ???
f(rx); // T: ???, param: ???
```

ParamType: Pointer/Reference (4/8)

- ParamType's type now changes from T& to T const&
- If expr's type is reference, ignore reference and pattern-match expr's type against ParamType to determine T

```
template <typename T> void f(const T& param);

int x{27};          // x is an int
int const cx{x};    // cx is const int
int const& rx{x}; // rx is reference to
                    // x as a const int

// what are deduced types for param and T?
f(x);  // T: int, param: int const&
f(cx); // T: int, param: int const&
f(rx); // T: int, param: int const&
```

ParamType: Pointer/Reference (5/8)

- ParamType's type is T*
- Ignore reference in expr and then pattern-match expr's type against ParamType to determine T

```
template <typename T> void f(T *param);

int x{27};          // x is an int
int const *px{&x}; // px is pointer to x
                    // as a const int

// what are deduced types for param and T?
f(&x);  // T: ???, param: ???
f(px); // T: ???, param: ???
```

ParamType: Pointer/Reference (6/8)

- ParamType's type is T*
- Ignore reference in expr and then pattern-match expr's type against ParamType to determine T

```
template <typename T> void f(T *param);

int x{27};          // x is an int
int const *px{&x}; // px is pointer to x
                    // as a const int

// what are deduced types for param and T?
f(&x);  // T: int, param: int*
f(px); // T: int const, param: int const*
```

ParamType: Pointer/Reference (7/8)

- ParamType's type is T const*
- Ignore reference in expr and then pattern-match expr's type against ParamType to determine T

```
template <typename T> void f(T const *param);

int x{27};          // x is an int
int const *px{&x}; // px is pointer to x
                    // as a const int

// what are deduced types for param and T?
f(&x);  // T: ???, param: ???
f(px); // T: ???, param: ???
```

ParamType: Pointer/Reference (8/8)

- ParamType's type is T const*
- Ignore reference in expr and then pattern-match expr's type against ParamType to determine T

```
template <typename T> void f(T const *param);

int x{27};          // x is an int
int const *px{&x}; // px is pointer to x
                    // as a const int

// what are deduced types for param and T?
f(&x);  // T: int, param: int const*
f(px); // T: int, param: int const*
```

ParamType: Neither Pointer Nor Reference (1/2)

- ParamType's type is T
- Fact that param is newly constructed object motivates rules governing how T is deduced from expr:
  - If expr's type is reference, ignore reference part
  - If expr is now const (or volatile), ignore that too

```
template <typename T> void f(T param);

int x{27};         // x is an int
int const cx{x};   // cx is const int
int const& rx{x}; // rx is reference to const int
int const * const rprx{&x};
// what are deduced types for param and T?
f(x);    // T: ???, param: ???
f(cx);   // T: ???, param: ???
f(rx);   // T: ???, param: ???
f(rprx); // T: ???, param: ??
```

ParamType: Neither Pointer Nor Reference (2/2)

- ParamType's type is T
- Fact that param is new object motivates rules governing how T is deduced from expr:
  - If expr's type is reference, ignore reference part
  - If expr is now const (or volatile), ignore that too

```
template <typename T> void f(T param);

int x{27};         // x is an int
int const cx{x};   // cx is const int
int const& rx{x}; // rx is reference to const int
int const * const rprx{&x};
// what are deduced types for param and T?
f(x);    // T: int, param: int
f(cx);   // T: int, param: int
f(rx);   // T: int, param: int
f(rprx); // T: int const*, param: int const*
```

ParamType: Forwarding Reference

- ParamType's type is T&&
- Situation is bit complicated because expr can be lvalue or rvalue expression!!!

```
// function template declaration
template <typename T>
void f(T&& param);

// call f with some expression
f(expr);
```

Forwarding References (1 /7)

- T&& means rvalue reference to some type T
- However, T&& has two different meanings
  - One meaning is rvalue reference
  - 2nd meaning is either lvalue reference or rvalue reference

```
void f(Widget&& param);     // rvalue reference
Widget&& var1 = Widget();   // rvalue reference
auto&& var2 = var1;         // not rvalue reference
template <typename T>
void f(std::vector<T>&& param); // rvalue reference
template <typename T>
void f(T&& param);  // not rvalue reference
```

Forwarding References (2/7)

- If you see T&& without type deduction, you're looking at rvalue references

```
void f(Widget&& param);    // rvalue reference
                           // no type deduction
Widget&& var1 = Widget(); // rvalue reference
                           // no type deduction
auto&& var2 = var1;        // not rvalue reference

template <typename T>
void f(std::vector<T>&& param); // rvalue reference
                                // no type deduction
template <typename T>
void f(T&& param);  // not rvalue reference
```

Forwarding References (3/7)

- Forwarding references arise in context of function template parameters
- In both cases below, template type deduction is taking place

```
template <typename T>
void f(T&& param);  // not rvalue reference

auto&& var2 = var1; // not rvalue reference
```

Forwarding References (4/7)

- Because forwarding references are references, they must be initialized
- Initializer determines whether lvalue or rvalue reference

```
template <typename T>
void f(T&& param); // param is forwarding reference

Widget w;
f(w);     // lvalue passed to f
          // param's type is Widget&

f(std::move(w)); // rvalue passed to f
                 // param's type is Widget&&
```

Forwarding References (5/7)

- In addition to type deduction, form of reference declaration must be precisely T&& for a reference to be forwarding

```
template <typename T>
void f(std::vector<T>&& param); // rvalue reference
                                // form of param is not T&&
template <typename T>
void f(T const&& param); // rvalue reference
                         // presence of const is disqualifying

template <typename T>
void f(T&& param);  // not rvalue reference
```

Forwarding References (6/7)

- Being in a template doesn't guarantee type deduction

```
template <typename T,
          class Allocator = std::allocator<T>>
class vector {
public:
  void push_back(T&& x);
  ...
}
```

Forwarding References (7/7)

- Here, type parameter `Params` is independent of `vector`'s type parameter `T`, so `Params` must be deduced each time `emplace_back` is called

```
template<typename T,
         class Allocator = std::allocator<T>>
class vector {
public:
  template <class... Params>
  void emplace_back(Params&&... params);
  ...
};
```

ParamType: Forwarding Reference (1/3)

- ParamType's type is T&&
- When f is called with expr being an:
  - lvalue of type A, then T resolves to A&, and by reference collapsing rules, param's type is A&
  - rvalue of type A, then T resolves to A, and hence param's type is A&&
- ParamType is called *forwarding reference*

ParamType: Forwarding Reference (2/3)


```
template <typename T> void f(T&& param);

int x{27};         // x is int
int const cx{x};   // cx is const int
int const& rx{x}; // rx is reference to int const

f(x);  // x:  ??? => T: ???, param: ???
f(cx); // cx: ??? => T: ???, param: ???
f(rx); // rx: ??? => T: ???, param: ???
f(27); // 27: ??? => T: ???, param: ???
```

ParamType: Forwarding Reference (3/3)


```
template <typename T> void f(T&& param);

int x{27};         // x is int
int const cx{x};   // cx is const int
int const& rx{x}; // rx is reference to int const

f(x);  // x:  lvalue => T: int&, param: int&
f(cx); // cx: lvalue => T: int const&, param: int const&
f(rx); // rx: lvalue => T: int const&, param: int const&
f(27); // 27: rvalue => T: int, param: int&&
```

Type Deduction: Array Arguments (1/3)

- Array types are different from pointer types – even though they seem interchangeable
- Array *decays* into pointer to its first element:

```
char const name[] = "Clint";

// array decays to pointer
char const *ptr{name};
```

Type Deduction: Array Arguments (2/3)

- What happens if array is passed to template taking by-value parameter?

```
template <typename T>
void f(T param); // param is passed by value

char const name[] = "Clint";

// what type deduced for T and param?
f(name);
```

Type Deduction: Array Arguments (3/3)

- Although functions can't declare parameters that are arrays, they can declare parameters that are references to arrays!

```
template <typename T>
void f(T& param); // param is passed by reference

char const name[] = "Clint";

// what type deduced for T and param?
f(name);
```

Deducing Array Size

- Ability to declare references to arrays enables creation of a template that deduces number of elements that an array contains:

```
// return array size as compile-time constant
template <typename T, std::size_t N>
constexpr std::size_t array_size(T (&)[N]) noexcept {
  return N;
}

int keys[] {1,3,5,7,9};

// vals has size 7
std::array<int, array_size(keys)> vals;
```

Type Deduction: Function Arguments

- Just like arrays, functions also decay into function pointers
- Type deduction is similar to arrays

```
void func(int, double);

template <typename T> void f1(T param);

template <typename T> void f2(T& param);

// what is type of T and param?
f1(func);
// what is type of T and param?
f2(func);
```