

# Smart Pointers

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# Content

- Pointers *We already discussed them weeks ago.*
- What is a smart pointer?
- C++ smart pointers
  - std::shared\_ptr ← *we'll focus on those.*



# Memory management in C++

- Most of the programs we've written so far have used objects that have well-defined lifetimes : example variables available only in the scope of a function .
- C++ lets us allocate objects dynamically
  - Dynamically allocated objects have a lifetime that is independent of where they are created; they exist until they are explicitly freed
- Programs use the free store or heap for objects that they dynamically allocate (i.e., at run time)
  - The program controls the lifetime of dynamic objects
  - Code must explicitly destroy such objects when they are no longer needed

# Pointers in action



heap = free store

Kitten k\_obj;

- Kitten\* k1 = &k\_obj; *k1 contains an "arrow" that points to the content of k\_obj.*
- Kitten\* k2 = new Kitten; *here, a new memory area is created in the "heap"/"free store" and the "arrow" in k2 points to that new memory area.*

Kitten\* k3 = nullptr;



*the null pointer.*

*(to prevent from pointing to a random memory area).*

k\_obj

k3

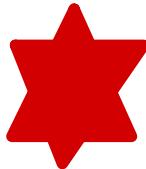
null

k2

k1

stack





# Memory management in C++

- Properly **freeing dynamic objects** turns out to be a **surprisingly rich source of bugs**
- Biggest question is how to ensure that allocated memory will be freed when it is no longer in use
  - If we forget to free the memory we have a **memory leak**
  - If we free the memory when there are still pointers referring to that memory, we have a pointer that refers to memory that is no longer valid (**dangling pointer**)
  - If we subsequently delete the other pointers, then the free store may be **corrupted**
- These kinds of errors are **considerably easier to make than** they are to **find and fix!!!**



# Memory leakage

```
double* calc(int result_size, int max)
{
    double* p = new double[max]; // allocate another max
                                // doubles
                                // i.e., get max doubles from
                                // the free store
    double* result = new double[result_size];
    // ... use p to calculate results to be put in result ...
    return result;
}

double* r = calc(200, 100); // oops! We "forgot" to give the memory
                            // allocated for p back to the free
                            // store
```

# Memory leakage

```
double* calc(int result_size, int max)
{
    double* p = new double[max];
    double* result = new double[result_size];

    // ... use p to calculate results to be put in result ...
    delete[] p;
    return result;
}

double* r = calc(200,100);
delete[] r;                                // easy to forget
```

# Memory leakage (another example)

```
// factory returns a pointer to a dynamically allocated object
// the caller must remember to delete the memory
Foo* factory(T arg)
{
    // process arg as appropriate
    return new Foo(arg); // caller is responsible for deleting
                          // this memory
}

void use_factory(T arg)
{
    Foo *p = factory(arg); // use p but do not delete it
} // p goes out of scope, but the memory to which p points is not freed!
```

# Memory leakage (another example)

```
// factory returns a pointer to a dynamically allocated object
// the caller must remember to delete the memory
Foo* factory(T arg)
{
    // process arg as appropriate
    return new Foo(arg); // caller is responsible for deleting
                          // this memory
}

void use_factory(T arg)
{
    Foo *p = factory(arg);
    delete p;
}
```



# Smart pointers

- To make using dynamic objects safer, the library defines "smart pointer types" that manage dynamically allocated objects



- Smart pointers ensure that the objects to which they point are **automatically freed when it is appropriate to do so**
- Goal: implement pointer-like objects in simple and leak-free programs

# Smart pointers evolution

- boost::scoped\_ptr has problems with a C-style array!
- std::auto\_ptr deprecated!
- std::unique\_ptr
- std::weak\_ptr
- **std::shared\_ptr**

since C++ 11



The one we'll use.

# C++ 11 smart pointers

- **`shared_ptr`**
  - allows multiple pointers to refer to the same object
- **`unique_ptr`**
  - “owns” the object to which it points → advanced feature (APSC)
- Both are defined in the memory header
- Implemented through Templates



# What is a “smart pointer?”

- Loose definition: object that behaves like a pointer, but somehow “smarter”

- Major similarities to raw pointers:

- Is bound to 0 or 1 objects at a time, often can be re-bound
  - Supports indirection: operator  $*$ , operator  $\rightarrow$

dereference  
operator

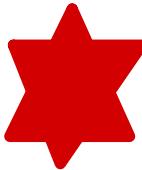
to access to the elt  
pointed by the ptr.

- Major differences:

- Has some “smart feature”
    - Automatic deletion of the owned object
  - Iterators: `it++`

# C++ Shared Pointers

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# The `shared_ptr` Class

## SYNTAX:

```
shared_ptr<string> p1; // shared_ptr that can point at a string  
shared_ptr<list<int>> p2; // shared_ptr that can point at a list of ints
```

// if `p1` is not null, check whether it's the empty string

```
if (p1 && p1->empty ())  
    *p1 = "hi"; // if so, dereference p1 to assign a new value  
                // to that string
```



# The make\_shared Function



- Safest way to allocate and use dynamic memory
  - Allocates and initializes an object in dynamic memory and returns a shared\_ptr that points to that object

## SYNTAX :

// shared\_ptr that points to an int with value 42

```
shared_ptr<int> p3 = make_shared<int>(42);
```

// p4 points to a string with value 9999999999

```
shared_ptr<string> p4 = make_shared<string>(10, '9');
```

// p5 points to an int that is value initialized to 0

```
shared_ptr<int> p5 = make_shared<int>();
```

// p6 points to a dynamically allocated, empty vector<string>

```
auto p6 = make_shared<vector<string>>();
```

auto p = make\_shared<int>(42); // object to which p points has one user

auto q(p); // p and q point to the same object

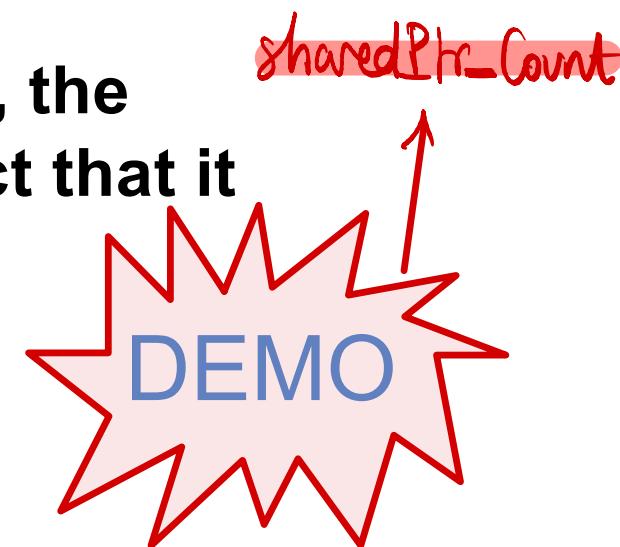
// object to which p and q point has two users



## shared\_ptr implementation

- We can think of a `shared_ptr` as if it has an associated counter, usually referred to as a **reference count**
- Whenever we copy a `shared_ptr`, the count is incremented
- The counter is decremented when we assign a new value to the `shared_ptr` and when the `shared_ptr` itself is destroyed (e.g., when a local `shared_ptr` goes out of scope)
- Once a `shared_ptr` counter goes to zero, the `shared_ptr` automatically frees the object that it manages

This avoids memory leaks!





## shared\_ptr operations

shared_ptr<T> sp	Null smart pointer that can point to objects of type T
p	Use <i>p</i> as a condition; true if <i>p</i> points to an object
*p	Dereference <i>p</i> to get the object to which <i>p</i> points
p->mem	Same as <i>(*p).mem</i>
p.get()	Returns the pointer in <i>p</i> . <b>Be very careful!</b>
swap(p,q) p.swap(q)	Swap the pointers in <i>p</i> and <i>q</i>



# shared\_ptr operations

make_shared<T> args	Returns a shared_ptr pointing to a dynamically allocated object of type T; use args to initialize that object
shared_ptr<T> p(q)	p is a copy of the shared_ptr q; increments the count in q. The pointer in q must be convertible to T*
p = q	p and q are shared_ptrs holding pointers that can be converted to one another. Decrements p reference count and increments q count; deletes p existing memory if p count goes to 0
p.unique()	Returns true if p count is one; false otherwise
p.use_count()	Returns the number of objects sharing with p; slow, use for debugging

# shared\_ptr implementation

**shared\_ptrs automatically destroy their objects ...  
...and automatically free the associated memory**

```
// factory returns a shared_ptr pointing to a dynamically allocated object
shared_ptr<Foo> factory(T arg)
{
    // process arg as appropriate
    // shared_ptr will take care of deleting this memory
    return make_shared<Foo>(arg);
}

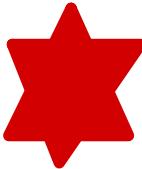
void use_factory(T arg)
{
    shared_ptr<Foo> p = factory(arg); // use p
} // p goes out of scope; the memory to which p points is automatically freed
```

# ~~shared\_ptr implementation~~

**shared\_ptrs automatically destroy their objects ...  
...and automatically free the associated memory**

```
// factory returns a shared_ptr pointing to a dynamically allocated object
shared_ptr<Foo> factory(T arg)
{
    // process arg as appropriate
    // shared_ptr will take care of deleting this memory
    return make_shared<Foo>(arg);
}

shared_ptr<Foo> use_factory(T arg)
{
    shared_ptr<Foo> p = factory(arg); // use p
    return p; // reference count is incremented when we return p
} // p goes out of scope; the memory to which p points is not freed
```



## Classes with resources that have Dynamic Lifetime

- Programs use dynamic memory for one of three purposes:
  1. They don't know how many objects they'll need
  2. They don't know the precise type of the objects they need
  3. They want to share data between several objects

No  
pointers  
here

```
vector<string> v1; // empty vector
{
    // new scope
    vector<string> v2 = {"a", "an", "the"};
    v1 = v2; // copies the elements from v2 into v1
} // v2 is destroyed, which destroys the elements in v2
// v1 has three elements, which are copies of the ones originally in v2
```

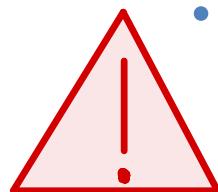


so... to avoid copies ... see next slide.



## Classes with resources that have Dynamic Lifetime

- Some classes allocate resources with a lifetime that is independent of the original object
- Assume we want to define a class *LPVector* that will hold a collection of elements
- Unlike the vector, we want that LPVector objects which are copies of one another to share the same elements **(like-a-pointer)**
- In the following we will consider a LPVector specialization to store string: *StrLPVector*



StrLPVectors

DEMO





## Classes with resources that have Dynamic Lifetime

- In general, when two objects share the same underlying data, we can't unilaterally destroy the data when an object of that type goes away

```
StrLPVector b1; // empty StrLPVector
{ // new scope
    StrLPVector b2 = {"a", "an", "the"};
    b1 = b2; // b1 and b2 share the same elements
} // b2 is destroyed, but the elements in b2 must not be destroyed
// b1 points to the elements originally created in b2
```

Indeed !



# Defining the StrLPVector Class

- We **can't store the vector directly in a StrLPVector object**
  - Members of an object are destroyed when the object itself is destroyed
  - If b1 and b2 are two StrLPVector that share the same vector. If that vector were stored in one of those StrLPVector —say, b2—then that vector, and therefore its elements, would no longer exist once b2 goes out of scope
- To ensure that the elements continue to exist, we'll store the **vector in dynamic memory**
- We'll give each StrLPVector a **shared\_ptr to a dynamically allocated vector**
  - That shared\_ptr member will keep track of how many StrLPVector share the same vector and will delete the vector when the last StrLPVector using that vector is destroyed

# Defining the StrLPVector Class

```
class StrLPVector {  
public:  
    typedef std::vector<std::string>::size_type size_type;  
  
    StrLPVector();  
    StrLPVector(std::initializer_list<std::string> il);  
  
    size_type size() const { return data->size(); }  
    bool empty() const { return data->empty(); }  
  
    // add and remove elements  
    void push_back(const std::string &t) {data->push_back(t);}  
    void pop_back() {data->pop_back();}  
  
    // element access  
    std::string& front() {return data->front();}  
    std::string& back() {return data->back();}  
  
private:  
    std::shared_ptr<std::vector<std::string>> data;  
    // write msg if data[i] isn't valid  
};
```

# StrLPVector Constructors

```
StrLPVector::StrLPVector() :  
    data (make_shared<vector<string>>()) { }
```

```
StrLPVector::StrLPVector(initializer_list<string> il) :  
    data (make_shared<vector<string>>(il)) { }
```

## Copying, assigning, and destroying StrLPVectors

- StrLPVector uses the default versions of the operations that copy, assign, and destroy objects of its type
  - These operations copy, assign, and destroy the data members of the class (in this case only its `shared_ptr`)

## Copying, assigning, and destroying StrLPVectors

- When we copy, assign, or destroy a StrLPVector, its `shared_ptr` member will be copied, assigned, or destroyed
  - Copying a `shared_ptr` increments its reference count
  - Assigning one `shared_ptr` to another increments the count of the right-hand operand and decrements the count in the left-hand operand
  - Destroying a `shared_ptr` decrements the count
- If the count in a `shared_ptr` goes to zero, the object to which that `shared_ptr` points is automatically destroyed
  - The vector allocated by the StrLPVector constructors will be automatically destroyed when the last StrLPVector pointing to that vector is destroyed

# Be wary of shared ownership

- Do not design your code to use shared ownership without a very good reason
  - One such reason is to avoid expensive copy operations, but you should only do this if the performance benefits are significant, and the underlying object is immutable (i.e. `shared_ptr<const Foo>`)
- In many cases copies can be avoided by correctly using references
- If you do use shared ownership, prefer to use `shared_ptr`



# shared\_ptr and built-in pointers

- The smart pointer constructors that take pointers are explicit
  - We cannot implicitly convert a built-in pointer to a smart pointer; we must use the direct form of initialization to initialize a smart pointer

```
shared_ptr<int> p1 = new int(1024); // error: must  
// use direct  
// initialization  
shared_ptr<int> p2(new int(1024)); // ok: uses  
// direct  
// initialization
```

OK, but use `make_shared!`

- The initialization of p1 implicitly asks the compiler to create a `shared_ptr` from the `int*` returned by `new`. Because we can't implicitly convert a pointer to a smart pointer, this initialization is an error



# shared\_ptr and built-in pointers

- For the same reason, a function that returns a shared\_ptr cannot implicitly convert a plain pointer in its return statement:

```
shared_ptr<int> clone(int p) {  
    // error: implicit conversion to shared_ptr<int>  
    return new int(p);  
}
```

- We must explicitly bind a shared\_ptr to the pointer we want to return:

```
shared_ptr<int> clone(int p) {  
    // ok: explicitly create a shared_ptr<int> from int*  
    return shared_ptr<int>(new int(p));  
}
```

OK, but use make\_shared!



# Don't Mix Ordinary Pointers and Smart Pointers!

- A `shared_ptr` can coordinate destruction only with other `shared_ptr`s that are copies of itself
  - This fact is one of the reasons it is recommended using `make_shared` rather than `new`
  - We bind a `shared_ptr` to the object at the same time that we allocate it
  - There is no way to inadvertently bind the same memory to more than one independently created `shared_ptr`
- It is dangerous to use a built-in pointer to access an object owned by a smart pointer, because we may not know when that object is destroyed



# Which type of pointer should I use?

## Raw Pointer

- When you need to store **addresses of existing variables**

```
int a = 10;  
int* ptr_a = &a;  
*ptr_a = 15;
```

## Smart pointer

- When you want to declare a **new dynamic variable**

```
shared_ptr<int> ptr_a = make_shared<int>(10);
```

# References

- Lippman Chapter 12
- Deb Haldar. Top 10 dumb mistakes to avoid with C++ 11 smart pointers.

<http://www.acodersjourney.com/2016/05/top-10-dumb-mistakes-avoid-c-11-smart-pointers/>

# Credits

- Jason Rassi. Introduction to C++ smart pointers.

[http://cs.brown.edu/~jrassi/nyc\\_cpp\\_meetup\\_20131107\\_smart\\_pointers.pdf](http://cs.brown.edu/~jrassi/nyc_cpp_meetup_20131107_smart_pointers.pdf)

# Readings

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# Don't Use `get` to Initialize or Assign Another Smart Pointer!

```
shared_ptr<int> p(new int(42)); // reference count is 1
int *q = p.get(); // ok: but don't use q in any way that might
                  // delete its pointer

{ // new block
    // undefined: two independent shared_ptrs point to the same memory
    shared_ptr<int> p2(q);
} // block ends, q is destroyed, and the memory to which q points is freed

int foo = *p; // undefined; the memory to which p points was freed
```