dXXXXr0 - Floating point value access for std::ratio

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1 Motivation

Preparing for standardizing units and using std::ratio for keeping track of fractions often one needs to get the quotient as a floating point number. Doing that manually means adding a cast before doing the division. This is tedious and it would be nice to just access the value, as one can do with std::integral_constant. I believe that omission is just a historical accident, because it was not possible to do compile-time computation with floating point values when it was conceived. There are some options on how to access the fraction as a compile-time entity. I chose to make the double conversion implicit (to be discussed) and provide a most accurate access using long double either through the value member, call operator or by static_cast.

2 Acknowledgements

— Authors of N2661: Howard Hinnant, Walter Brown, Jeff Garland, Marc Paterno.

3 Changes Proposed

Modify section 23.26.3 by inserting floating point access to the fractional value represented.

3.0.1 Class template `ratio` [ratio.ratio]

```
namespace std {
  template <intmax_t N, intmax_t D = 1>
  class ratio {
  public:
    static constexpr intmax_t num;
```

```
    static constexpr intmax_t den;

    using type = ratio<num, den>;
    static constexpr long double value = static_cast<long double>(num)/den;
    explicit constexpr operator long double() const noexcept { return value; }
    constexpr operator double() const noexcept { return value; }
    explicit constexpr operator float() const noexcept { return value; }
    constexpr long double operator()() const noexcept { return value; }
  };
}
```