

# Literal suffixes for `size_t` and `ptrdiff_t`

P0330 – A C++20 Paper

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[https://thephd.github.io/vendor/future\\_cxx/papers/d0330.html](https://thephd.github.io/vendor/future_cxx/papers/d0330.html)

# Before/After

## Currently

```
std::vector<int> v{0, 1, 2, 3};  
for (auto i = 0u, s = v.size(); i < s; ++i) {  
    /* use both i and v[i] */  
}
```

⚠ - Compiles on 32-bit, truncates (maybe with warnings) on 64-bit

```
std::vector<int> v{0, 1, 2, 3};  
for (auto i = 0, s = v.size(); i < s; ++i) {  
    /* use both i and v[i] */  
}
```

✗ - Compilation error

## With Proposal

```
std::vector<int> v{0, 1, 2, 3};  
for (auto i = 0uz, s = v.size(); i < s; ++i) {  
    /* use both i and v[i] */  
}
```

✓ - Compiles with no warnings on 32-bit or 64-bit

# History

- Originally proposed as Library User-Defined Literals in C++17 timeframe
  - Written by Rein Halbersma, presented by Walter Brown
- Last-minute course-change from LWG, just before it was actually accepted:
  - *"This is not a library concern (any more); EWG has taken ownership. The types in question (size\_t and ptrdiff\_t) are not library types, but rather core language types."* – LWG, 2018

# Design

- Uses the suffix `z`
  - Cannot use `s`: is in clash with upcoming `sf` – short float paper
  - Avoid `sz`: clash with short float that makes `sz` harder to understand
- `zu/uz` – `size_t`
  - Core language allows `u` to appear on either side of a literal
  - Equivalent to type of `decltype(sizeof(0))`
- `z` – `ptrdiff_t`
  - Equivalent to type of `decltype((char*)nullptr - (char*)nullptr)`

# What about t and z?

- Some advocated for t (ptrdiff\_t) and uz/zu (size\_t) to be separate suffixes
  - If used by themselves, then we leave a problem with ut/tu and plain z
  - unsigned ptrdiff\_t and signed size\_t do not exist in the standard (!!)
- ```
int main() {  
    signed decltype(sizeof(0)) x = 0;  
    unsigned decltype((char*)nullptr - (char*)nullptr) y = 0;  
    return x - y;  
}
```

# The Type You Are Looking For is in Another ~~C++~~Standard

- `main.cpp:2:32: warning: long, short, signed or unsigned used invalidly for 'x' [-Wpedantic]`  
`main.cpp:3:56: warning: long, short, signed or unsigned used invalidly for 'y' [-Wpedantic]`
- C++ does not define what these types are
  - That is a much more complicated and involved paper
  - Not even POSIX defines what an `unsigned ptrdiff_t` would be (you do have `ssize_t`)

# Wording Complete

- Paper is Core-ready
  - Reviewed by Tim Song prior to meeting

# Polls

- Forward to EWG and CWG to handle for C++20?

| Strongly in Favor | In Favor | Neutral | Against | Strongly Against |
|-------------------|----------|---------|---------|------------------|
|                   |          |         |         |                  |



# Extra Polls (if needed)

- Have `t` for `ptrdiff_t` and `uz/zu` for `size_t`, then leave it up to somebody to figure out what `ut/tu` for unsigned `ptrdiff_t` and `z` for signed `size_t`?

| Strongly in Favor | In Favor | Neutral | Against | Strongly Against |
|-------------------|----------|---------|---------|------------------|
|                   |          |         |         |                  |