The Curiously Recurring Template Pattern (CRTP)

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What is CRTP?

 The Curiously Recurring Template Pattern (CRTP) is a programming idiom in C++ in which a class X derives from a class template instantiation using X itself as a template argument:

```
template <class T>
class Base {
    // stuff
};
class Derived : public Base<Derived> {
    //stuff
};
```

 It is also called "upsidedown inheritence" since CRTP extends a class hierarchy "upwards" rather than "downwards."

Example of CRTP

Object Counter - Keep track of number of instances of an object.

Is CRTP Used?

- Used all over the Microsoft Active Template Library (ATL).
- Used by the clang compiler frontend.
- Used by Boost for its iterator facade.

How/when is CRTP Useful?

- Extending/customizing the functionality of a class in a manner that
 is specific to the class while retaining a common interface
 (polymorphism).
- Dynamic polymorphism is not required.
- .:. Static polymorphism with CRTP.

Polymorphism

- Polymorphism: Provision of a single interface to entities of different types.
- **Dynamic Polymorphism**: Implementation details of the interface are determined at runtime.
 - Ex: User input required, runtime randomness
 - Virtual functions
- Static Polymorphism: Implementation details of the interface are determined at compile-time.
- Ex: All inputs are determined at compile-time.
- Templates

Real-world Example of CRTP

Visitor Class

• Used by clang.

Performance Testing of CRTP

Counter example.

Performance Testing of CRTP

- Using static polymorphism rather than dynamic polymorphism allows the compiler to (perhaps greatly) optimize your code.
- The key optimization is inlining.
 - Inlining removes function calls.
 - Inlining increases the code size of functions allowing for more extensive compiler optimizations.
- Inlining can decrease performance if the hot section of code does not fit in one level of the memory heirarchy after expansion.

Bonus Topic: Mixins

Point example.

References

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