2017 CPP-Summit

C++ Concept 的前世今生

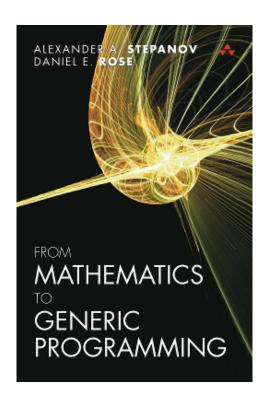
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```
template <typename N>
bool odd(N n)
{
    return bool(n & 0x1);
}

std::cout << odd(1) << std::endl;
std::cout << odd(1.0) << std::endl; // Does not compile
std::cout << odd('a') << std::endl; // This compiles!</pre>
```

```
template <typename N>
bool odd(N n)
    return bool(n & 0x1);
template <Integer N>
bool odd(N n)
    return bool(n & 0x1);
```



- To make requirement on types used as template arguments explicit
 - Precise documentation
 - Better error messages
 - Overloading

C++11 之前的标准化努力

- Bjarne Stroustrup and Gabriel Dos Reis: <u>Concepts Design choices for template argument checking</u>. October 2003. An early discussion of design criteria for "concepts" for C++.
- Bjarne Stroustrup: <u>Concept checking</u> <u>A more abstract complement to type checking</u>. October 2003. A discussion of models of "concept" checking.
- Bjarne Stroustrup and Gabriel Dos Reis: <u>A concept design (Rev. 1)</u>. April 2005. An attempt to synthesize a "concept" design based on (among other sources) N1510, N1522, and N1536.
- Jeremy Siek, Douglas Gregor, Ronald Garcia, Jeremiah Willcock, Jaakko Jarvi, and Andrew Lumsdaine: Concepts for C++0x. N1758==05-0018. May 2005.
- Gabriel Dos Reis and Bjarne Stroustrup: <u>Specifying C++ Concepts</u>. POPL06. January 2006.
- D. Gregor, B. Stroustrup: <u>Concepts</u>. N2042==06-0012. June 2006. The basis for all further "concepts" work for C++0x.
- Douglas Gregor, Jaakko Jarvi, Jeremy Siek, Bjarne Stroustrup, Gabriel Dos Reis, Andrew Lumsdaine: <u>Concepts: Linguistic Support for Generic Programming in C++</u>. OOPSLA'06, October 2006. An academic paper on the C++0x design and its experimental compiler "ConceptGCC."
- Pre-Frankfurt working paper (with "concepts" in the language and standard library): http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2009/n2914.pdf . N2914=09-0104. June 2009.
- B. Stroustrup: Simplifying the use of concepts. N2906=09-0096. June 2009.

Explicit Concept Map

```
concept LessThanComparable<typename T> {
    bool operator<(const T& a, const T& b);</pre>
    bool operator>(const T& a, const T& b) { return b < a; }</pre>
    bool operator<=(const T& a, const T& b) { return !(b < a); }</pre>
    bool operator>=(const T& a, const T& b) { return !(a < b); }</pre>
concept map LessThanComparable<int> {}
struct name { char* first; char* last; };
int namecmp(const name& n1, const name& n2)
    int c = strcmp(n1.last, n2.last);
    if (c == 0) return strcmp(n1.first, n2.first);
    else return c;
concept map LessThanComparable<name> {
    bool operator<(const name& a, const name& b)</pre>
        return namecmp(a, b) < 0;</pre>
```

- 草案复杂
 - Concepts
 - Concept maps
 - Axioms
- •争议颇多
- 没有成熟实现

- 鸭子类型
 - 泛型编程模板成功的关键
 - 不像面向对象一样需要明确使用接口
- •替换性
 - 不会匹配/调用比"保证"的先决条件要求更高的函数
- "意外匹配"是个小问题
 - 不会是 C++ 的前 100 个问题

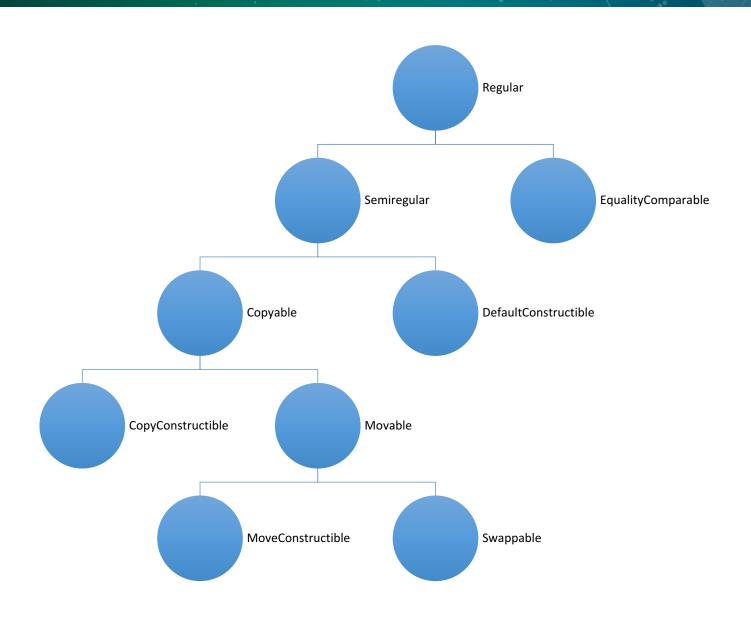
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Concept TS (2015/11)

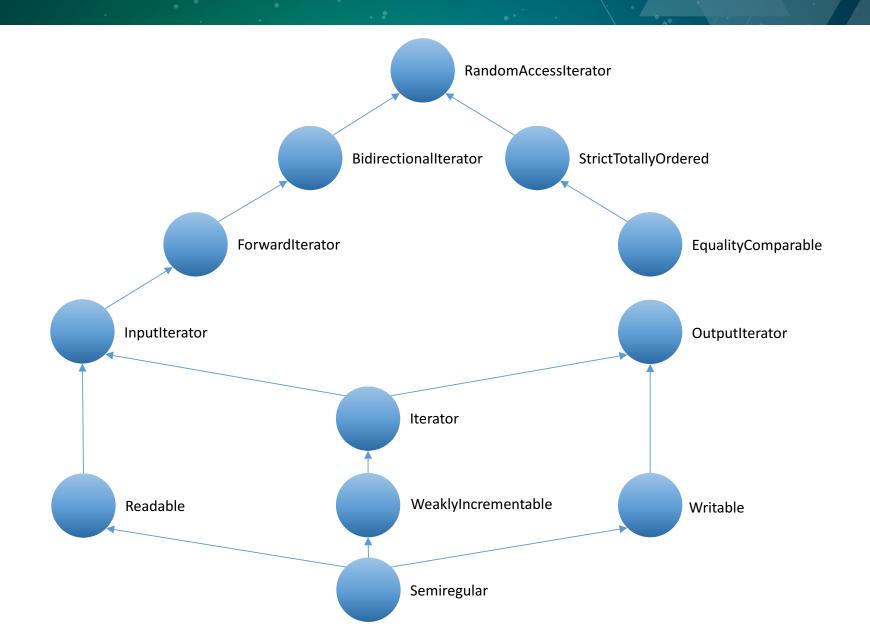
Concept 没有进入 C++17 的原因

- 从 Concept TS 出版到标准定稿只有不到四个月的时间
- 概念只有一个实现(GCC)
- Concept TS 规格书的作者和 GCC 中的概念实现者是同一个人;没有 人独立地从规格书出发实现概念
- 目前只有 Ranges TS 及其实现 cmcstl2 大量使用了概念
- Concept TS 里没有实际定义概念(Ranges TS 里有)

Ranges TS 里的对象常用概念(部分)



Ranges TS 里的迭代器相关概念(部分)



CMCSTL2 里的部分实际概念定义 I

```
template <class T, class U>
concept bool WeaklyEqualityComparable =
    requires(const remove_reference_t<T>& t,
             const remove reference t<U>& u) {
        { t == u } -> Boolean&&;
        { t != u } -> Boolean&&;
        { u == t } -> Boolean&&;
        { u != t } -> Boolean&&;
    };
template <class T>
concept bool EqualityComparable =
    WeaklyEqualityComparable<T, T>;
```

CMCSTL2 里的部分实际概念定义 II

```
template <class T>
concept bool Copyable =
    CopyConstructible<T> &&
    Movable<T> &&
    Assignable<T&, const T&>;
template <class T>
concept bool Semiregular =
    Copyable<T> && DefaultConstructible<T>;
template <class T>
concept bool Regular =
    Semiregular<T> && EqualityComparable<T>;
```

CMCSTL2 里的部分实际概念定义 III

```
template <class I>
concept bool WeaklyIncrementable =
    Semiregular<I> &&
    requires(I& i) {
        typename difference type t<I>;
        \{ ++i \} -> Same < I &> \& &;
        i++;
    };
template <class I>
concept bool Iterator =
    detail::Dereferenceable<I&> && WeaklyIncrementable<I>;
template <class I, class T>
concept bool OutputIterator =
    Iterator<I> &&
    Writable<I, T> &&
    requires(I& i, T&& t) {
        *i++ = std::forward<T>(t);
    };
```

Concept 测试

```
#define TEST CONCEPT(Concept, Type...) \
    cout << #Concept << '<' << #Type << ">: " << Concept<Type> << endl</pre>
TEST_CONCEPT(Semiregular, std::unique_ptr<int>);
TEST CONCEPT(EqualityComparable, std::unique ptr<int>);
TEST CONCEPT(Readable, int);
TEST CONCEPT(Readable, std::unique ptr<int>);
TEST_CONCEPT(Writable, std::unique_ptr<int>, int);
TEST CONCEPT(Semiregular, arma::imat);
TEST CONCEPT(Assignable, arma::imat&, arma::imat&);
TEST CONCEPT(Semiregular, arma::imat22);
TEST_CONCEPT(Assignable, arma::imat22&, arma::imat22&);
TEST CONCEPT(Regular, int);
TEST CONCEPT(Regular, char);
TEST_CONCEPT(Integer, int);
TEST CONCEPT(Integer, char);
```

Concept 测试结果

```
Semiregular<std::unique ptr<int>>: 0
EqualityComparable<std::unique ptr<int>>: 1
Readable<int>: 0
Readable<std::unique ptr<int>>: 1
Writable<std::unique ptr<int>, int>: 1
Semiregular<arma::imat>: 1
Assignable<arma::imat&, arma::imat&>: 1
Semiregular<arma::imat22>: 0
Assignable<arma::imat22&, arma::imat22&>: 0
Regular<int>: 1
Regular<char>: 1
Integer<int>: 1
Integer<char>: 0
```

```
template <typename R, typename T>
bool in(R const& range, T const& value)
    requires Range<R> &&
             EqualityComparableWith<T, value type t<R>>
    for (auto const& x : range)
        if (x == value)
            return true;
    return false;
vector<string> v{"Hello", "World"};
in(v, \Theta);
```

- GCC 7.2 缺省输出
 - 166 行
- Apple Clang 缺省输出
 - 80 行

```
• GCC 7.2 -std=c++17 -fconcepts 输出
    sutton example.cpp: In function 'int main()':
    sutton example.cpp:26:12: error: cannot call function 'bool in(const R&, const
    T&) requires Range<R> and EqualityComparableWith<T, typename
    std::experimental::ranges::v1::value type<T>::type> [with R =
    std::vector<std:: cxx11::basic string<char> >; T = int]'
         in(v, 0);
    sutton_example.cpp:13:6: note: constraints not satisfied
     bool in(R const& range, T const& value)
    sutton example.cpp:13:6: note: in the expansion of concept
    'EqualityComparableWith<T, typename
    std::experimental::ranges::v1::value type<T>::type>' template<class T, class</pre>
    U> concept const bool std::experimental::ranges::v1::EqualityComparableWith<T,</pre>
    U> [with T = int; U =
    std::experimental::ranges::v1::value type<std::vector<std:: cxx11::basic stri</pre>
    ng<char> > >::type]
```

```
template <typename R>
bool in(R const& range, size_t value)
    requires requires(R r) { r.size(); }
    if (range.size() == value)
        return true;
    return false;
vector<string> v{"Hello", "World"};
in(v, "Hello");
in(v, \Theta);
```

不使用 Concept 时的变通重载方法

```
template <typename _Fn, typename _T1, typename _T2>
constexpr auto fmap( Fn&& f, const std::pair< T1, T2>& args);
template <typename Fn, typename... Targs>
constexpr auto fmap( Fn&& f, const std::tuple< Targs...>& args);
template <template <typename, typename> class OutCont = std::vector,
         template <typename> class  Alloc = std::allocator,
         typename Fn, class Rng>
constexpr auto fmap( Fn&& f, Rng&& inputs) -> decltype(
    begin(inputs), end(inputs),
   OutCont<
        std::decay t<decltype(f(*begin(inputs)))>,
       Alloc<std::decay_t<decltype(f(*begin(inputs)))>>>());
```

另一个 SFINAE

```
template <class T1, class T2>
struct can reserve {
    struct good { char dummy; };
    struct bad { char dummy[2]; };
    template <class Up, void ( Up::*)(size t)> struct SFINAE1 {};
    template <class _Up, size_t (_Up::*)() const> struct _SFINAE2 {};
    template <class Up> static good reserve( SFINAE1< Up, & Up::reserve>*);
    template <class Up> static bad reserve(...);
    template <class Up> static good size( SFINAE2< Up, & Up::size>*);
    template <class Up> static bad size(...);
    static const bool value =
        (sizeof(reserve< T1>(nullptr)) == sizeof(good) &&
         sizeof(size<_T2>(nullptr)) == sizeof(good));
};
template <class T1, class T2>
void try reserve( T1&, const T2&, std::false type)
template <class T1, class T2>
void try reserve( T1& dest, const _T2& src, std::true_type)
{
    dest.reserve(src.size());
try reserve(
    result, inputs,
    std::integral constant<</pre>
        bool, can reserve<decltype(result), Rng>::value>());
```

用 Concept 进行简化

```
template <typename T1, typename T2>
concept bool can reserve =
    requires(_T1\overline{\overline{A}} dest, const _T2\overline{A} src) {
        dest.reserve(src.size());
    };
template <class T1, class T2>
void try_reserve(_T1&, const _T2&, std::false type)
template <class _T1, class _T2>
void try reserve( T1& dest, const T2& src, std::true type)
    dest.reserve(src.size());
try reserve(
    result, inputs,
    std::integral constant<</pre>
        bool, can reserve<decltype(result), Rng>>());
```

用 if constexpr 进一步简化

```
template <typename _T1, typename _T2>
concept bool can_reserve =
    requires( T1& dest, const T2& src) {
        dest.reserve(src.size());
    };
if constexpr (can reserve<decltype(result), Rng>)
    result.reserve(inputs.size());
```

- Concept 的语法可能被进一步改进
 - 如有建议把 "concept bool" 简化成 "concept"
- 特定概念的定义在标准中也可能会变化
 - 目前只有 CMCSTL2 一个提供概念定义的库实现
- 使用概念后能工作的代码可能会停止工作
 - 如果对象使用了特殊技巧,不 Regular 的话
- 概念的出错提示友好性部分被 -Wfatal-errors 抵消

- 更简单
- 更表意
- 更可读
- 只有编译时开销
- · 仍未完全成熟, 拭目以待 C++20

- Bjarne Stroustrup: <u>The C++0x "Remove Concepts" Decision</u>. July 2009.
- Jaakko Järvi, Mat Marcus, and Jacob N. Smith: <u>Programming with</u> <u>C++ concepts</u>. July 2010.
- Tom Honermann: Why Concepts didn't make C++17. March 2016.
- Andrew Sutton: <u>Introducing Concepts</u>. October 2015.
- Andrew Sutton: <u>Defining Concepts</u>. February 2016.
- Eric Niebler and Casey Carter: Working Draft, C++ Extensions for Ranges (Ranges TS). November 2016.
- Richard Smith and James Dennett: <u>Concepts TS revisited</u>. February 2017.
- 我的示例代码: https://github.com/adah1972/cpp_summit_2017

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备用材料

C++11 时关于 Concept 的争议

- Should a type that meets the requirements of a "concept" automatically be accepted where the "concept" is required (e.g. should a type X that provides +, -, *, and / with suitable parameters automatically match a "concept" C that requires the usual arithmetic operations with suitable parameters) or should an additional explicit statement (a "concept" map from X to C) that a match is intentional be required?
- Should there be a choice between automatic and explicit "concepts" and should a designer of a "concept" be able to force every user to follow his choice?
- Should a type x that provides a member operation X::begin() be considered a match for a "concept" C<T> that requires a function begin(T) or should a user supply a "concept" map from T to C? An example is std::vector and std::Range.

使用 -Wfatal-errors 时的 GCC 出错信息

```
无 Concept:
odd.cpp: In instantiation of 'bool odd(N) [with N = double]':
odd.cpp:12:25: required from here
odd.cpp:6:19: error: invalid operands of types 'double' and 'int'
to binary 'operator&'
     return bool(n & 0x1);
                 ~~^~~~
                                                 概念约束写在函
                                                 数名后面的情况
有 Concept:
odd concepts.cpp: In function int main()':
odd concepts.cpp:14:25: error: cannot call function 'bool odd(N)
requires Integer<N> [with N = double]'
     std::cout << odd(1.0) << std::endl; // Does not compile</pre>
```

使用 Concept 时的 GCC 出错信息

```
odd concepts.cpp: In function 'int main()':
odd concepts.cpp:13:25: error: cannot call function 'bool odd(N) [with N =
double]'
                                                                 概念约束写
    std::cout << odd(1.0) << std::endl; // Does not compile</pre>
                                                                 在其他地方
                       Λ
concept bool Integer 使用 -Wfatal-errors 时不显示
```