

Lifetime of the C++ object

Dawid Pilarski

dawid.pilarski@tomtom.com

dawid.pilarski@panicsoftware.com

blog.panicsoftware.com

Agenda

Theory

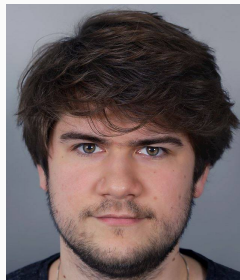
Object model intuition

Beyond the object lifetime.

Who am I?

Dawid Pilarski

- Senior Software Developer in TomTom
- Member of the ISO/JTC1/SC22/WG21
- Member of the PKN KT (programming languages)
- C++ blog writer



Questions.

Questions...

Question...

Do you think, that understanding objects and their lifetimes is **basics**?

What we talk about are basics.

6 Basics

[basic]

6.7 Memory and objects

[basic.memobj]

6.7.2 Object model

[intro.object]

¹ The constructs in a C++ program create, destroy, refer to, access, and manipulate objects. An *object* is created by a *definition*, by a *new-expression*, when implicitly changing the active member of a *union*, or when a temporary object is created ([conv.rval], [class.temporary]). An object occupies a region of storage in its period of construction ([class.ctor]), throughout its *lifetime*, and in its period of destruction ([class.ctor]). [*Note*: A function is not an object, regardless of whether or not it occupies storage in the way that objects do. — *end note*] The properties of an object are determined when the object is created. An object can have a name ([basic.pre]). An object has a storage duration ([basic.stc]) which influences its lifetime ([basic.life]). An object has a type ([basic.types]). Some objects are polymorphic ([class.virtual]); the implementation generates information associated with each such object that makes it possible to determine that object's type during program execution. For other objects, the interpretation of the values found therein is determined by the type of the *expressions* ([expr.compound]) used to access them.

² Objects can contain other objects, called *subobjects*. A subobject can be a *member subobject* ([class.mem]), a *base class subobject* ([class.derived]), or an array element. An object that is not a subobject of any other object is called a *complete object*. If an object is created in storage associated with a member subobject or array element *e* (which may or may not be within its lifetime), the created object is a subobject of *e*'s containing object if:

- (2.1) — the lifetime of *e*'s containing object has begun and not ended, and
- (2.2) — the storage for the new object exactly overlays the storage location associated with *e*, and
- (2.3) — the new object is of the same type as *e* (ignoring cv-qualification).

³ If a complete object is created ([expr.new]) in storage associated with another object *e* of type "array of *N* *unsigned char*" or of type "array of *N* *std::byte*" ([cstddef.syn]), that array *provides storage* for the created object if:

- (3.1) — the lifetime of *e* has begun and not ended, and
- (3.2) — the storage for the new object fits entirely within *e*, and

Theory

Title decomposition

What's the lifetime of your object?

Title decomposition

What's the **lifetime** of your object?

- What is a lifetime?

Title decomposition

What's the **lifetime** of your **object**?

- What is a lifetime?
- What is an object?

Objects

The object

Objects are entities, that can be:

- created
- destroyed
- referred to
- accessed
- manipulated

The Object

Is created:

- by the definition

```
int a;
```

The Object

Is created:

- by the definition
- by the new expression

```
new int(5);
```

The Object

Is created:

- by the definition
- by the new expression
- when changing active member of a union

```
union U{int x; int y};
```

```
U u;
```

```
u.y = 2; // active member y;
```

The Object

Is created:

```
int{};
```

- by the definition
- by the new expression
- when changing active member of a union
- by creation of the temporary

The object

Has:

- optional name

The object

Has:

- optional name
- lifetime

The object

Has:

- optional name
- lifetime
- storage and it's duration

program duration

The object

Has:

- optional name
- lifetime
- storage and it's duration

- static

thread duration

The object

Has:

- optional name
- lifetime
- storage and it's duration
 - static
 - thread

enclosing scope duration

The object

Has:

- optional name
- lifetime
- storage and it's duration
 - static
 - thread
 - automatic

controlled by user

The object

Has:

- optional name
- lifetime
- storage and it's duration
 - static
 - thread
 - automatic
 - dynamic

The object

Has:

- optional name
- lifetime
- storage and it's duration
 - static
 - thread
 - automatic
 - dynamic
- type

The object

Has:

- optional name
- lifetime
- storage and it's duration
 - static
 - thread
 - automatic
 - dynamic
- type
- value

The reference

Is not an object (although reference has lifetime)
functions are not objects as well

The variable

Is created by a **declaration** of an **object** or the **reference**.

The variable

Is created by a **declaration** of an **object** or the **reference**.

```
int x;
```

Is a variable.

The variable

Is created by a **declaration** of an **object** or the **reference**.

```
int x;
```

Is a variable.

```
int& x = ...
```

Is variable.

The variable

Is created by a **declaration** of an **object** or the **reference**.

```
int x;
```

Is a variable.

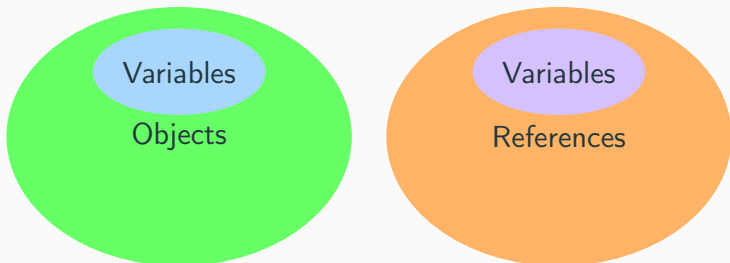
```
int& x = ...
```

Is variable.

```
struct X{int z;}x;
```

Neither X nor z are variables.
x is a variable.

Summary: variable, reference, object



Definitions

If you want to get precise definitions, you need to look at standard draft.

In case of [cppreference](#):

- The object has been recently updated.

Definitions

If you want to get precise definitions, you need to look at standard draft.

In case of [cppreference](#):

- The object has been recently updated.
- The variable definition is unmaintained and unsupported.

Definitions

If you want to get precise definitions, you need to look at standard draft.

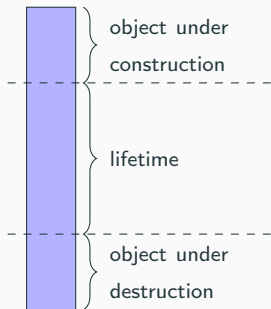
In case of `cppreference`:

- The object has been recently updated.
- The variable definition is unmaintained and unsupported.
- Same about references...

Lifetime

What is a lifetime?

Lifetime is a **runtime** property of an object.



During the lifetime of an object you can use it without additional restrictions.

When does the lifetime start?

The lifetime of an object **starts**, when:

- storage with the proper alignment and size for type T is obtained

When does the lifetime start?

The lifetime of an object **starts**, when:

- storage with the proper alignment and size for type T is obtained
- its initialization (if any)* is complete

*In case of default construction of trivial type, there is no initialization performed

When does the lifetime start?

The lifetime of an object **starts**, when:

- storage with the proper alignment and size for type T is obtained
- its initialization (if any)* is complete
- if the object is a union member or subobject thereof, its lifetime only begins if that union member is the initialized member

When does the lifetime end?

The lifetime of an object **ends**:

class types when it's destructor is called,

When does the lifetime end?

The lifetime of an object **ends**:

class types when it's destructor is called,

non-class types when we expect it to end its lifetime,

When does the lifetime end?

The lifetime of an object **ends**:

class types when it's destructor is called,

non-class types when we expect it to end its lifetime,

- when object exits the scope,

When does the lifetime end?

The lifetime of an object **ends**:

class types when it's destructor is called,

non-class types when we expect it to end its lifetime,

- when object exits the scope,
- **delete expression**,

When does the lifetime end?

The lifetime of an object **ends**:

class types when it's destructor is called,

non-class types when we expect it to end its lifetime,

- when object exits the scope,
- delete expression,
- **when temporary ends its lifetime etc.**

When does the lifetime end?

The lifetime of an object **ends**:

class types when it's destructor is called,

non-class types when we expect it to end its lifetime,

- when object exits the scope,
- delete expression,
- when temporary ends its lifetime etc.

any type when storage occupied by an object is reused or released.

Object model intuition

The usual mindset towards object

- We have got a memory

...
24
42
...

The usual mindset towards object

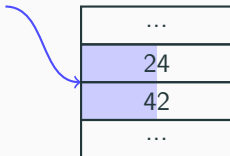
- We have got a memory
- Objects are the way to represent value in that memory

...
24
42
...

The usual mindset towards object

- We have got a memory
- Objects are the way to represent value in that memory

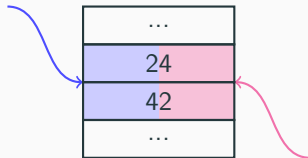
`std::complex<int8_t>`



The usual mindset towards object

- We have got a memory
- Objects are the way to represent value in that memory

`std::complex<int8_t>`



`std::pair<int8_t, int8_t>`

Examples of invalid C++ - union type punning

```
struct rgba{  
    uint8_t red;  
    uint8_t green;  
    uint8_t blue;  
    uint8_t alpha;  
};
```

```
union color{  
    rgba color;  
    uint32_t as_int;  
};
```

```
color c = {255, 120, 0, 50};  
display(c.as_int);
```

Examples of invalid C++ - reinterpret_cast

```
struct T{  
    // ...  
};  
  
T process_element(Stream& s){  
    alignas(T) unsigned char buff[sizeof(T)];  
    read_stream(s, buff);  
  
    auto* element = reinterpret_cast<T*>(buff);  
    return *element;  
}
```

```
struct T{  
    // ...  
};  
  
T process_element(Stream& s){  
    alignas(T) unsigned char buff[sizeof(T)];  
    read_stream(s, buff);  
  
    auto* element = new(buff) T;  
    return *element;  
}
```

But... why?

Why all the attempts are wrong?

Compiler **doesn't** think in terms of **objects and memory**

Why all the attempts are wrong?

Compiler **doesn't** think in terms of **objects and memory**

Compiler thinks in terms of **objects and their types**.

Test - int + float

```
struct S{  
    int a;  
};
```

```
struct T {  
    int a;  
};
```

```
int test(S& val1, T& val2){  
    val1.a = 10;  
    val2.a = 2;  
  
    return val1.a+val2.a; //?  
}
```

Test - int + float

```
struct S{  
    int a;  
};
```

```
struct T {  
    int a;  
};
```

```
int test(S& val1, T& val2){  
    val1.a = 10;  
    val2.a = 2;  
  
    return val1.a+val2.a; //?  
}
```

Q: What is the return value?

Test - int + int

```
struct S{
    int a;
};

int test(S& val1, S& val2){
    val1.a = 10;
    val2.a = 2;

    return val1.a+val2.a;
}
```

Test - int + int

```
struct S{  
    int a;  
};  
  
int test(S& val1, S& val2){  
    val1.a = 10;  
    val2.a = 2;  
  
    return val1.a+val2.a;  
}
```

Q: What is the return value?

Assumptions, that compiler does

Code:

```
int test(S& val1, T& val2){  
    val1.a = 10;  
    val2.a = 2;  
  
    return val1.a+val2.a; //?  
}
```

Assembly:

```
test(S&, T&):  
    mov r2, #10  
    mov r3, #2  
    str r2, [r0]  
    str r3, [r1]  
    mov r0, #12  
    bx lr
```

Assumptions, that compiler does

Code:

```
int test(S& val1, S& val2){  
    val1.a = 10;  
    val2.a = 2;  
  
    return val1.a+val2.a;  
}
```

Assembly:

```
test(S&, S&):  
    mov r3, #2  
    mov r2, #10  
    str r2, [r0]  
    str r3, [r1]  
    ldr r0, [r0]  
    add r0, r0, r3  
    bx lr
```

Conclusion

We cannot allow 2 different objects (not subobjects) live:

- in the same space.
- at the same time.

Explanations: type punning in union

```
struct rgba{  
    uint8_t red;  
    uint8_t green;  
    uint8_t blue;  
    uint8_t alpha;  
};
```

```
union color{  
    rgba color;  
    uint32_t as_int;  
};
```

```
color c = {255, 120, 0, 50};  
display(c.as_int);
```


More examples with wrong usages

Evolution of the rules

pre C++11 (make sure it's correct).

Cannot create object in the same type in the same place as previous object

Evolution of the rules

After C++ 11 (check)

You can create an object of the same type as long as there are no references and const objects

Evolution of the rules

Since C++20

You can create object of the same type.

Implicit object creation in C++20

Beyond the object lifetime.

Delayed members initialization

vptr and synchronization in the destructor
