

CS100 Recitation 15

GKxx

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Variadic Templates

```
int a; long b; unsigned c; short d;
read(a, b, c, d);
```

Variadic Templates

```
int a; long b; unsigned c; short d;
read(a, b, c, d);
```

The compiler will generate:

```
void read(int &, long &, unsigned &, short &);
void read(long &, unsigned &, short &);
void read(unsigned &, short &);
void read(short &);
void read(int &);
void read(long &);
void read(unsigned &);
```


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1 Templates

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- **Specialization: Revisit**
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Check whether Two Types are Same

```
template <typename X, typename Y>
struct AreSame {
    static constexpr bool value = false;
};

template <typename X>
struct AreSame<X, X> {
    static constexpr bool value = true;
};
```

```
AreSame<int, double>::value // false
```

```
AreSame<int, signed>::value // true
```

```
template <typename T>
struct IsPointer {
    static constexpr bool value = false;
};

template <typename T>
struct IsPointer<T*> {
    static constexpr bool value = true;
};
```

<code>is_void</code> (C++11)	checks if a type is <code>void</code> (class template)
<code>is_null_pointer</code> (C++14)	checks if a type is <code>std::nullptr_t</code> (class template)
<code>is_integral</code> (C++11)	checks if a type is an integral type (class template)
<code>is_floating_point</code> (C++11)	checks if a type is a floating-point type (class template)
<code>is_array</code> (C++11)	checks if a type is an array type (class template)
<code>is_enum</code> (C++11)	checks if a type is an enumeration type (class template)
<code>is_union</code> (C++11)	checks if a type is an union type (class template)
<code>is_class</code> (C++11)	checks if a type is a non-union class type (class template)
<code>is_function</code> (C++11)	checks if a type is a function type (class template)
<code>is_pointer</code> (C++11)	checks if a type is a pointer type (class template)
<code>is_lvalue_reference</code> (C++11)	checks if a type is a <i>lvalue reference</i> (class template)
<code>is_rvalue_reference</code> (C++11)	checks if a type is a <i>rvalue reference</i> (class template)
<code>is_member_object_pointer</code> (C++11)	checks if a type is a pointer to a non-static member object (class template)
<code>is_member_function_pointer</code> (C++11)	checks if a type is a pointer to a non-static member function (class template)

<type_traits>

Composite type categories

<code>is_fundamental</code> (C++11)	checks if a type is a fundamental type (class template)
<code>is_arithmetic</code> (C++11)	checks if a type is an arithmetic type (class template)
<code>is_scalar</code> (C++11)	checks if a type is a scalar type (class template)
<code>is_object</code> (C++11)	checks if a type is an object type (class template)
<code>is_compound</code> (C++11)	checks if a type is a compound type (class template)
<code>is_reference</code> (C++11)	checks if a type is either a <i>lvalue reference</i> or <i>rvalue reference</i> (class template)
<code>is_member_pointer</code> (C++11)	checks if a type is a pointer to a non-static member function or object (class template)

Type properties

<code>is_const</code> (C++11)	checks if a type is const-qualified (class template)
<code>is_volatile</code> (C++11)	checks if a type is volatile-qualified (class template)
<code>is_trivial</code> (C++11)	checks if a type is trivial (class template)
<code>is_trivially_copyable</code> (C++11)	checks if a type is trivially copyable (class template)
<code>is_standard_layout</code> (C++11)	checks if a type is a standard-layout type (class template)
<code>is_pod</code> (C++11)(deprecated in C++20)	checks if a type is a plain-old data (POD) type (class template)
<code>is_literal_type</code> (C++11) (deprecated in C++17) (removed in C++20)	checks if a type is a literal type (class template)

<type_traits>

Supported operations

<code>is_constructible</code> (C++11)	checks if a type has a constructor for specific arguments
<code>is_trivially_constructible</code> (C++11)	(class template)
<code>is_nothrow_constructible</code> (C++11)	
<code>is_default_constructible</code> (C++11)	checks if a type has a default constructor
<code>is_trivially_default_constructible</code> (C++11)	(class template)
<code>is_nothrow_default_constructible</code> (C++11)	
<code>is_copy_constructible</code> (C++11)	checks if a type has a copy constructor
<code>is_trivially_copy_constructible</code> (C++11)	(class template)
<code>is_nothrow_copy_constructible</code> (C++11)	
<code>is_move_constructible</code> (C++11)	checks if a type can be constructed from an rvalue reference
<code>is_trivially_move_constructible</code> (C++11)	(class template)
<code>is_nothrow_move_constructible</code> (C++11)	
<code>is_assignable</code> (C++11)	checks if a type has an assignment operator for a specific argument
<code>is_trivially_assignable</code> (C++11)	(class template)
<code>is_nothrow_assignable</code> (C++11)	
<code>is_copy_assignable</code> (C++11)	checks if a type has a copy assignment operator
<code>is_trivially_copy_assignable</code> (C++11)	(class template)
<code>is_nothrow_copy_assignable</code> (C++11)	
<code>is_move_assignable</code> (C++11)	checks if a type has a move assignment operator
<code>is_trivially_move_assignable</code> (C++11)	(class template)
<code>is_nothrow_move_assignable</code> (C++11)	
<code>is_destructible</code> (C++11)	checks if a type has a non-deleted destructor
<code>is_trivially_destructible</code> (C++11)	(class template)
<code>is_nothrow_destructible</code> (C++11)	
<code>has_virtual_destructor</code> (C++11)	checks if a type has a virtual destructor
	(class template)
<code>is_swappable_with</code> (C++17)	checks if objects of a type can be swapped with objects of same or
<code>is_swappable</code> (C++17)	different type
<code>is_nothrow_swappable_with</code> (C++17)	(class template)
<code>is_nothrow_swappable</code> (C++17)	

Examples

Raise a compile-error with customized information text when Shape is not an abstract class:

```
static_assert(std::is_abstract<Shape>::value,  
              "'Shape' must be an abstract class!");
```

Examples

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static_assert(std::is_abstract<Shape>::value,  
              "'Shape' must be an abstract class!");
```

std::vector doesn't allow value-type to be cv-qualified:

```
template <typename Tp, typename Alloc>  
class vector {  
    static_assert(std::is_same<Tp, typename std::remove_cv<  
        Tp>::type>::value, "std::vector must have a non-  
        const, non-volatile value type!");  
    // ...  
};
```

Examples

```
template <typename Tp, typename Alloc>
class vector {
    static_assert(std::is_same<Tp, typename std::remove_cv<
        Tp>::type>::value, "std::vector must have a non-
        const, non-volatile value type!");
    // ...
};
```

Why is `typename` here?

Examples

```
template <typename Tp, typename Alloc>
class vector {
    static_assert(std::is_same<Tp, typename std::remove_cv<
        Tp>::type>::value, "std::vector must have a non-
        const, non-volatile value type!");
    // ...
};
```

Why is `typename` here?

- When `Tp` is unknown, the compiler does not know what `std::remove_cv<Tp>` is.
- Is `std::remove_cv<Tp>::type` a type or a `static` data member? You tell the compiler.

Examples

```
template <typename T, bool is_const>
class Slist_iterator {
public:
    using reference = typename std::conditional<is_const,
        const T &, T &>::type;
    using pointer = typename std::conditional<is_const,
        const T *, T *>::type;
};
```

Examples

```
template <typename T, bool is_const>
class Slist_iterator {
public:
    using reference = typename std::conditional<is_const,
        const T &, T &>::type;
    using pointer = typename std::conditional<is_const,
        const T *, T *>::type;
};
```

How is `std::conditional` implemented?

Examples

```
template <bool Condition, typename TrueT, typename FalseT>
struct Conditional {
    using type = TrueT;
};

template <typename TrueT, typename FalseT>
struct Conditional<false, TrueT, FalseT> {
    using type = FalseT;
};
```

std::distance

```
template <typename Iterator>  
?? distance(Iterator begin, Iterator end);
```

What's the return-type?

std::distance

```
template <typename Iterator>  
?? distance(Iterator begin, Iterator end);
```

What's the return-type?

```
typename Iterator::difference_type
```

std::distance

Is this correct?

```
template <typename Iterator>
    typename Iterator::difference_type
    distance(Iterator begin, Iterator end) {
    return end - begin;
}
```

std::distance

Is this correct?

```
template <typename Iterator>
    typename Iterator::difference_type
    distance(Iterator begin, Iterator end) {
    return end - begin;
}
```

Yes, but only for [random-access-iterators](#).

std::distance

Recognize and choose different implementations:

- For **input-iterators**, increment `begin` until it reaches `end` and count the steps.
- For **random-access-iterators**, return `end - begin`.

std::distance

Recognize and choose different implementations:

- For **input-iterators**, increment begin until it reaches end and count the steps.
- For **random-access-iterators**, return end - begin.

Require every iterator to have a type alias member:

iterator_category.

- `std::vector<T>::iterator_category` is `std::random_access_iterator_tag`
- `std::list<T>::iterator_category` is `std::bidirectional_iterator_tag`
- `std::forward_list<T>::iterator_category` is `std::forward_iterator_tag`

std::distance

Is this correct?

```
template <typename Iterator>
inline auto distance(Iterator begin, Iterator end)
    -> typename Iterator::difference_type {
    using category = typename Iterator::iterator_category;
    if (std::is_same<category,
                    std::random_access_iterator_tag>::value)
        return end - begin;
    else {
        // ...
    }
}
```

std::distance

Is this correct?

```
template <typename Iterator>
inline auto distance(Iterator begin, Iterator end)
    -> typename Iterator::difference_type {
    using category = typename Iterator::iterator_category;
    if (std::is_same<category,
                    std::random_access_iterator_tag>::value)
        return end - begin;
    else {
        // ...
    }
}
```

It **doesn't work**! Even when Iterator is an [input-iterator](#), the expression 'end - begin' is still compiled and causes an error!

std::distance

```
template <typename Iterator>
auto distance_impl(Iterator begin, Iterator end,
                   std::input_iterator_tag) {
    // ...
}
template <typename Iterator>
auto distance_impl(Iterator begin, Iterator end,
                   std::random_access_iterator_tag) {
    return end - begin;
}
template <typename Iterator>
inline auto distance(Iterator begin, Iterator end) {
    using category = typename Iterator::iterator_category;
    return distance_impl(begin, end, category{});
}
```

- “Compile-time polymorphism”.

Traits

Wait... What about pointers?

- Pointers are also iterators,
- but they do not have an 'iterator_category' member!

Traits

Wait... What about pointers?

- Pointers are also iterators,
- but they do not have an 'iterator_category' member!

Define a helper class.

```
template <typename Iterator>
struct Category {
    using type = typename Iterator::iterator_category;
};

template <typename T>
struct Category<T *> {
    using type = std::random_access_iterator_tag;
};
```

Traits

```
template <typename Iterator>
struct Category {
    using type = typename Iterator::iterator_category;
};

template <typename T>
struct Category<T *> {
    using type = std::random_access_iterator_tag;
};

template <typename Iterator>
inline auto distance(Iterator begin, Iterator end) {
    return distance_impl(begin, end,
                        typename Category<Iterator>::type{});
}
```


std::iterator_traits

The standard library has defined std::iterator_traits:

```
template <typename Iterator>
struct iterator_traits {
    using value_type = typename Iterator::value_type;
    using difference_type
        = typename Iterator::difference_type;
    using pointer = typename Iterator::pointer;
    using reference = typename Iterator::reference;
    using iterator_category
        = typename Iterator::iterator_category;
};
```

std::iterator_traits

Specialization of std::iterator_traits for pointers:

```
template <typename T>
struct iterator_traits<T *> {
    using value_type = T;
    using difference_type = std::ptrdiff_t;
    using pointer = T *;
    using reference = T &;
    using iterator_category
        = std::random_access_iterator_tag;
};
```

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Test whether a Function Exists

SFINAE: Substitution Failure Is Not An Error

- When substitution failure happens, the compiler tries some other solutions instead of reporting an error.

Test whether a Function Exists

SFINAE: Substitution Failure Is Not An Error

- When substitution failure happens, the compiler tries some other solutions instead of reporting an error.
- If we can transform an error into a substitution failure...

Test whether a Function Exists

SFINAE: Substitution Failure Is Not An Error

- When substitution failure happens, the compiler tries some other solutions instead of reporting an error.
- If we can transform an error into a substitution failure...

```
namespace detail {  
    template <typename T = Expr,  
              typename = decltype(make_sin((T *)nullptr))>  
    std::true_type helper(int);  
    std::false_type helper(double);  
}  
constexpr bool make_sin_defined  
    = decltype(detail::helper(0))::value;
```

- That's how things like `std::is_copy_constructible` are implemented.

Test whether a Member Function is const

```
namespace detail {
    template <typename T = Point_handle,
              typename = decltype(((const T *)nullptr)->
                                   get_x())>
    std::true_type helper(int);
    std::false_type helper(double);
}
constexpr bool get_x_is_const
    = decltype(detail::helper(0))::value;
static_assert(get_x_is_const, "Why don't you define get_x
    as a const member function?");
```

std::enable_if

```
// enable_if<...>::type does not exist when condition is
    false
template <bool Condition, typename T>
struct enable_if {};
template <typename T>
struct enable_if<true, T> {
    using type = T;
};
```


std::enable_if

```
// enable_if<...>::type does not exist when condition is
    false
template <bool Condition, typename T>
struct enable_if {};
template <typename T>
struct enable_if<true, T> {
    using type = T;
};
```

Enable a function to be called according to a given condition:

```
template <typename T>
inline auto read(T &x) // Only allow T to be integral type
    -> typename std::enable_if<std::is_integral<T>::value,
                               void>::type {

    // ...
}
```

std::enable_if

Allow conversion from iterator to const_iterator:

```
template <typename T, bool is_const>
class Slist_iterator {
public:
    template <typename Other,
              typename = typename std::enable_if<
                  std::is_same<Slist_iterator<T, false>,
                              Other>::value
                  && is_const>::type>
    Slist_iterator(const Other &oi);
};
```

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Compile-time Factorial

Compile-time factorial:

```
template <unsigned N>
struct Factorial {
    static constexpr unsigned value
        = N * Factorial<N - 1>::value;
};

template <>
struct Factorial<0> {
    static constexpr unsigned value = 1;
};
```

You may use it like this:

```
std::cout << Factorial<5>::value; // prints 120
std::cout << Factorial<10>::value; // prints 3628800
```

The results are calculated during compile-time!

What can it Accomplish?

Examples:

- Ensuring dimensional unit correctness
- Optimizing matrix operations
- Generating custom design pattern implementations
- Designing “domain-specific embedded languages” (DSEL).

A Simple Example: Dimensions

From *C++ Template Metaprogramming* Chapter 3:

```
#include "dimensions.hpp"
#include <iostream>
int main() {
    quantity<double, mass> m(3.0);
    quantity<double, force> f(6.0);
    quantity<double, acceleration> a(2.0);
    quantity<double, force> f2 = m * a;
    std::cout << f2.value() << std::endl;
    std::cout << (m * a == f) << std::endl;
    f += -m * a + f;
    std::cout << f.value() << std::endl;

    // This should cause a compile-error.
    std::cout << (m + f).value() << std::endl;
    return 0;
}
```

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What Have We Learned?

1. Getting Started	
2. Variables and Basic Types	
3. Strings, Vectors, and Arrays	
4. Expressions	
5. Statements	Exception handling (try-catch, throw)
6. Functions	
7. Classes	
8. The IO Library	
9. Sequential Containers	
10. Generic Algorithms	Lambdas
11. Associative Containers	
12. Dynamic Memory	Smart pointers
13. Copy Control	Rvalue references and move semantics
14. Overloaded Operations and Conversions	
15. Object-Oriented Programming	
16. Templates and Generic Programming	Type deduction related to rvalue refs
17. Specialized Library Facilities	
18. Tools for Large Programs	
19. Specialized Tools and Techniques	

Summary

▼ Chapter 4. Smart Pointers

- Item 18: Use `std::unique_ptr` for exclusive-ownership resource management.
- Item 19: Use `std::shared_ptr` for shared-ownership resource management.
- Item 20: Use `std::weak_ptr` for `std::shared_ptr`-like pointers that can dangle.
- Item 21: Prefer `std::make_unique` and `std::make_shared` to direct use of `new`.
- Item 22: When using the Pimpl Idiom, define special member functions in the implementation file.

▼ Chapter 5. Rvalue References, Move Semantics, and Perfect Forwarding

- Item 23: Understand `std::move` and `std::forward`.
- Item 24: Distinguish universal references from rvalue references.
- Item 25: Use `std::move` on rvalue references, `std::forward` on universal references.
- Item 26: Avoid overloading on universal references.
- Item 27: Familiarize yourself with alternatives to overloading on universal references.
- Item 28: Understand reference collapsing.
- Item 29: Assume that move operations are not present, not cheap, and not used.
- Item 30: Familiarize yourself with perfect forwarding failure cases.

▼ Chapter 6. Lambda Expressions

- Item 31: Avoid default capture modes.
- Item 32: Use `init capture` to move objects into closures.
- Item 33: Use `decltype` on `auto&&` parameters to `std::forward` them.
- Item 34: Prefer lambdas to `std::bind`.

▼ Chapter 7. The Concurrency API

- Item 35: Prefer task-based programming to thread-based.
- Item 36: Specify `std::launch::async` if asynchronicity is essential.
- Item 37: Make `std::threads` unjoinable on all paths.
- Item 38: Be aware of varying thread handle destructor behavior.
- Item 39: Consider void futures for one-shot event communication.
- Item 40: Use `std::atomic` for concurrency, `volatile` for special memory.

Exception Handling

- try-catch, throw and the exception classes defined in the standard library
- *Effective C++* Item 8, 25, 29.

new and delete

- Customize new and delete?
 - You may want to detect usage errors, e.g. memory leak.
 - You may have a good understanding of your program's dynamic memory usage patterns, and have a better way of allocating/deallocating memory that can improve efficiency.
 - You may want to collect usage statistics.
 - What is the distribution of allocated block sizes?
 - What is the distribution of their lifetimes?
 - In what order do they tend to be allocated and deallocated?
 - What is the high water mark?
- new and delete with extra arguments?

https://blog.csdn.net/qq_39677783/article/details/124704501

Concurrency

Multi-threading in C++: <thread>, <future>, ... (since C++11)

```
int calculate_sum(const int *a, int n) {
    int sum[4] = {0};
    std::vector<std::thread> th;
    int block_size = n / 4;
    for (auto i = 0; i != 4; ++i)
        th.emplace_back(
            [a](int left, int right, int &s) {
                for (auto j = left; j != right; ++j)
                    s += a[j];
            }, block_size * i, block_size * (i + 1),
            std::ref(sum[i]));
    for (auto &t : th) t.join();
    for (int i = block_size * 4; i < n; ++i)
        sum[0] += a[i];
    return sum[0] + sum[1] + sum[2] + sum[3];
}
```

The Boost Library

A collection of high quality, open source, platform- and compiler-independent libraries. <http://boost.org>

- Lambda: (Unlike C++11 lambda)

```
std::for_each(v.begin(), v.end(),  
              std::cout << _1 * 2 + 10 << '\n');
```

- Template metaprogramming library (mpl)
- Math and numerics
- Inter-language support (e.g. boost python)
- Memory management
- Graph library
-