

Splitting *node* and *array* allocation in allocators

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Abstract: This is a non-breaking proposal to the C++ standard that aims to reduce allocator complexity, support realtime allocation and improve performance of node-based containers by making a clear distinction between *node* and *array* allocation in the `std::allocator_traits` interface. Two new member functions are proposed, `allocate_node` and `deallocate_node`. We also propose that the container node type should be exposed to the user. A prototype implementation is provided.

*Size management adds undue difficulties
and inefficiencies to any allocator design*
A. ALEXANDRESCU