

C++ Standard Template Library

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Instructor: Hal Perkins

Teaching Assistants:

Ann Baturytski

Noa Ferman

Hannah Jiang

Humza Lala

Leanna Nguyen

Varun Pradeep

Justin Tysdal

Deeksha Vatwani

Yiqing Wang

Wei Wu

Jennifer Xu

C++'s Standard Library

❖ C++'s Standard Library consists of four major pieces:

1) The entire C standard library

2) C++'s input/output stream library

- `std::cin`, `std::cout`, `stringstreams`, `fstreams`, etc.

3) C++'s standard template library (STL) 

- Containers, iterators, algorithms (sort, find, etc.), numerics

4) C++'s miscellaneous library

- Strings, exceptions, memory allocation, localization

STL Containers 😊

- ❖ A **container** is an object that **stores (in memory) a collection of other objects (elements)**
 - Implemented as class templates, so hugely flexible
 - More info in *C++ Primer* §9.2, 11.2
- ❖ Several different classes of container
 - Sequence containers (`vector`, `deque`, `list`, ...)
 - Associative containers (`set`, `map`, `multiset`, `multimap`, `bitset`, ...)
 - Differ in algorithmic cost and supported operations

STL Containers ☹️

- ❖ STL containers **store by value, not by reference**
 - When you insert an object, the **container makes a copy**
 - If the container needs to **rearrange objects, it makes copies**
 - e.g. if you sort a `vector`, it will make many, many copies
 - e.g. if you insert into a `map`, that may trigger several copies
 - What if you don't want this (disabled copy constructor or copying is expensive)?
 - You can insert a wrapper object with a pointer to the object
 - We'll learn about these "smart pointers" soon

Our Tracer Class

- ❖ Wrapper class for an `int` `value_`
 - Default ctor, cctor, dtor, `op=`, `op<` defined
 - `friend` function `operator<<` defined
 - Also holds unique `int` `id_` (increasing from 0)
 - Private helper method `PrintID()` to return "`id_, value_`" as a string
 - Class and member definitions can be found in `Tracer.h` and `Tracer.cc`
- ❖ Useful for tracing behaviors of containers
 - All methods print identifying messages
 - Unique `id_` allows you to follow individual instances

STL **vector**

- ❖ A generic, dynamically resizable array
 - <http://www.cplusplus.com/reference/stl/vector/vector/>
 - Elements are store in *contiguous* memory locations
 - Elements can be accessed using pointer arithmetic if you'd like
 - Random access is $O(1)$ time
 - Adding/removing from the end is cheap (amortized constant time)
 - Inserting/deleting from the middle or start is expensive (linear time)

vector/Tracer Example

vectorfun.cc

```
#include <iostream>
#include <vector>
#include "Tracer.h"

using namespace std;

int main(int argc, char** argv) {
    Tracer a, b, c;
    vector<Tracer> vec;

    cout << "vec.push_back " << a << endl;
    vec.push_back(a);
    cout << "vec.push_back " << b << endl;
    vec.push_back(b);
    cout << "vec.push_back " << c << endl;
    vec.push_back(c);

    cout << "vec[0]" << endl << vec[0] << endl;
    cout << "vec[2]" << endl << vec[2] << endl;

    return EXIT_SUCCESS;
}
```

Why All the Copying?

- ❖ What's going on here?
- ❖ Answer: a C++ vector (like Java's ArrayList) is initially small, but grows if needed as elements are added
 - Implemented by allocating a new, larger underlying array, copy existing elements to new array, and then replace previous array with new one
- ❖ And vector starts out *really* small by default, so it needs to grow almost immediately!
 - But you can specify an initial capacity if “really small” is an inefficient initial size (use “reserve” member function)
 - Example: see vectorcap.cc

STL `iterator`

- ❖ Each container class has an associated `iterator` class (e.g. `vector<int>::iterator`) used to iterate through elements of the container
 - <http://www.cplusplus.com/reference/std/iterator/>
 - `iterator range` is from `begin` up to `end` i.e., `[begin, end)`
 - `end` is one past the last container element!
 - Some container iterators support more operations than others
 - All can be incremented (`++`), copied, copy-constructed
 - Some can be dereferenced on RHS (e.g. `x = *it;`)
 - Some can be dereferenced on LHS (e.g. `*it = x;`)
 - Some can be decremented (`--`)
 - Some support random access (`[]`, `+`, `-`, `+=`, `-=`, `<`, `>` operators)

iterator Example

vectoriterator.cc

```
#include <vector>

#include "Tracer.h"

using namespace std;

int main(int argc, char** argv) {
    Tracer a, b, c;
    vector<Tracer> vec;

    vec.push_back(a);
    vec.push_back(b);
    vec.push_back(c);

    cout << "Iterating:" << endl;
    vector<Tracer>::iterator it;
    for (it = vec.begin(); it < vec.end(); it++) {
        cout << *it << endl;
    }
    cout << "Done iterating!" << endl;
    return EXIT_SUCCESS;
}
```

Type Inference (C++11)

- ❖ The `auto` keyword can be used to infer types
 - Simplifies your life if, for example, functions return complicated types
 - The expression using `auto` must contain explicit initialization for it to work

```
// Calculate and return a vector  
// containing all factors of n  
std::vector<int> Factors(int n);  
  
void foo(void) {  
    // Manually identified type  
    std::vector<int> facts1 =  
        Factors(324234);  
  
    // Inferred type  
    auto facts2 = Factors(12321);  
  
    // Compiler error here  
    auto facts3;  
}
```

auto and Iterators

❖ Life becomes much simpler!

```
for (vector<Tracer>::iterator it = vec.begin(); it < vec.end(); it++) {  
    cout << *it << endl;  
}
```



```
for (auto it = vec.begin(); it < vec.end(); it++) {  
    cout << *it << endl;  
}
```

Range for Statement (C++11)

- ❖ Syntactic sugar similar to Java's `foreach`

```
for ( declaration : expression ) {  
    statements  
}
```

- *declaration* defines loop variable
- *expression* is an object representing a sequence
 - Strings, initializer lists, arrays with an explicit length defined, STL containers that support iterators

```
// Prints out a string, one  
// character per line  
std::string str("hello");  
  
for ( auto c : str ) {  
    std::cout << c << std::endl;  
}
```

Updated iterator Example

vectoriterator_2011.cc

```
#include <vector>

#include "Tracer.h"

using namespace std;

int main(int argc, char** argv) {
    Tracer a, b, c;
    vector<Tracer> vec;

    vec.push_back(a);
    vec.push_back(b);
    vec.push_back(c);

    cout << "Iterating:" << endl;
    for (auto & p : vec) {    // p is a reference (alias) of vec
        cout << p << endl;    // element here; not a new copy
    }
    cout << "Done iterating!" << endl;
    return EXIT_SUCCESS;
}
```

STL Algorithms

- ❖ A set of functions to be used on ranges of elements
 - **Range**: any sequence that can be accessed through *iterators* or *pointers*, like arrays or some of the containers
 - General form: `algorithm(begin, end, ...);`
- ❖ Algorithms operate directly on range *elements* rather than the containers they live in
 - Make use of elements' copy ctor, =, ==, !=, <
 - Some do not modify elements
 - e.g. find, count, for_each, min_element, binary_search
 - Some do modify elements
 - e.g. sort, transform, copy, swap

Algorithms Example

vectoralgos.cc

```
#include <vector>
#include <algorithm>
#include "Tracer.h"
using namespace std;

void PrintOut(const Tracer& p) {
    cout << " printout: " << p << endl;
}

int main(int argc, char** argv) {
    Tracer a, b, c;
    vector<Tracer> vec;

    vec.push_back(c);
    vec.push_back(a);
    vec.push_back(b);
    cout << "sort:" << endl;
    sort(vec.begin(), vec.end());
    cout << "done sort!" << endl;
    for_each(vec.begin(), vec.end(), &PrintOut);
    return EXIT_SUCCESS;
}
```


STL `list`

- ❖ A generic doubly-linked list
 - <http://www.cplusplus.com/reference/stl/list/>
 - Elements are ***not*** stored in contiguous memory locations
 - Does not support random access (*e.g.* cannot do `list[5]`)
 - Some operations are much more efficient than vectors
 - Constant time insertion, deletion anywhere in list
 - Can iterate forward or backwards
 - Has a **built-in sort member function**
 - Doesn't copy! Manipulates list structure instead of element values

list Example

listexample.cc

```
#include <list>
#include <algorithm>
#include "Tracer.h"
using namespace std;

void PrintOut(const Tracer& p) {
    cout << " printout: " << p << endl;
}

int main(int argc, char** argv) {
    Tracer a, b, c;
    list<Tracer> lst;

    lst.push_back(c);
    lst.push_back(a);
    lst.push_back(b);
    cout << "sort:" << endl;
    lst.sort();
    cout << "done sort!" << endl;
    for_each(lst.begin(), lst.end(), &PrintOut);
    return EXIT_SUCCESS;
}
```

STL `map`

- ❖ One of C++'s *associative* containers: a key/value table, implemented as a search tree
 - <http://www.cplusplus.com/reference/stl/map/>
 - General form: `map<key_type, value_type> name;`
 - Keys must be *unique*
 - `multimap` allows duplicate keys
 - Efficient lookup ($O(\log n)$) and insertion ($O(\log n)$)
 - Access value via `name[key]`
 - Elements are type `pair<key_type, value_type>` and are stored in *sorted* order (key is field `first`, value is field `second`)
 - Key type must support less-than operator (`<`)

map Example

mapexample.cc

```
void PrintOut(const pair<Tracer, Tracer>& p) {
    cout << "printout: [" << p.first << ", " << p.second << "]" << endl;
}

int main(int argc, char** argv) {
    Tracer a, b, c, d, e, f;
    map<Tracer, Tracer> table;
    map<Tracer, Tracer>::iterator it;

    table.insert(pair<Tracer, Tracer>(a, b));
    table[c] = d;
    table[e] = f;
    cout << "table[e]: " << table[e] << endl;
    it = table.find(c);

    cout << "PrintOut(*it), where it = table.find(c)" << endl;
    PrintOut(*it);

    cout << "iterating:" << endl;
    for_each(table.begin(), table.end(), &PrintOut);

    return EXIT_SUCCESS;
}
```

Unordered Containers (C++11)

- ❖ `unordered_map`, `unordered_set`
 - And related classes `unordered_multimap`, `unordered_multiset`
 - Average case for key access is $O(1)$
 - But range iterators can be less efficient than ordered `map/set`
 - See *C++ Primer*, online references for details

Extra Exercise #1

- ❖ Using the `Tracer.h/.cc` files from lecture:
 - Construct a vector of lists of Tracers
 - *i.e.* a `vector` container with each element being a `list` of Tracers
 - Observe how many copies happen 😊
 - Use the sort algorithm to sort the vector
 - Use the `list.sort()` function to sort each list

Extra Exercise #2

- ❖ Take one of the books from HW2's `test_tree` and:
 - Read in the book, split it into words (you can use your `hw2`)
 - For each word, insert the word into an STL `map`
 - The key is the word, the value is an integer
 - The value should keep track of how many times you've seen the word, so each time you encounter the word, increment its map element
 - Thus, build a histogram of word count
 - Print out the histogram in order, sorted by word count
 - Bonus: Plot the histogram on a log-log scale (use Excel, gnuplot, etc.)
 - x-axis: $\log(\text{word number})$, y-axis: $\log(\text{word count})$