If auto can store objects of any type, the compiler will not be able to determine the amount of memory that the object needs at compile time. This can cause serious memory-related problems, if the object need to store a really long string, or an array with a large size, then there may not be enough memory on the run-time stack to store that object.

Moreover, if the object is used in a function call while it can be any type, the compiler will not know if the object's type matches the type required by the function.