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polymorphic\_allocator<> instead of type-erasure

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# Abstract

Type-erased allocators have been proposed in the Library Fundamentals Technical Specification working draft as a way to add allocator customization to types such as std::function that do not have allocators as part of their type (i.e., we specify the allocator type on construction, not when instantiating the type). Type erasure of allocators is somewhat complex and inefficient for implementers, especially when combined with erasure of other types in the constructor (2-dimensional type erasure), as would be the case for std::function. This paper proposes removing type-erased allocators from the LFTS WP and, for experimental::function, replacing them with the use of std::pmr::polymorphic\_allocator<>, consistent with the use of polymorphic\_allocator as a vocabulary type (see [P0339](http://wg21.link/P0339), which was adopted into C++20).

This paper is split off from P0339r3, which proposes polymorphic\_allocator<byte> as a vocabulary type. While P0339r4 contains those portions of P0339r3 targeted for the C++ working draft, this proposal contains those portions of P0339r3 that are targeted for the next release of the Library Fundamentals technical specification.

# Related issues

Adoption of this paper would resolve LWG issue [2564](https://cplusplus.github.io/LWG/lwg-active.html#2564) by removing type erasure and, thus, allowing the noexcept constructors to remain noexcept.

Adoption of this paper would resolve a small part of LWG issue [3411](https://cplusplus.github.io/LWG/lwg-active.html#3411) by removing a few sections touched by the proposed resolution of issue 3411.

# History

**Changes from R0 to R1**

* Rebased section numbers, etc., onto the latest LFTS and C++20.
* Use std::pmr::polymorphic\_allocator<> instead of std::pmr::polymorphic\_allocator<byte> in most cases.
* Added wording to remove all mention of type-erased allocators from the TS and removed wording that attempted (but failed) to give type-erased allocators a uniform pmr interface. This change should avoid an NB comment that would otherwise be guaranteed.
* Corrected wording for experimental::function, especially wrt selection of allocator on construction. Also updated the language to use *preconditions* and *constraints* instead of *requires.*
* Removed wording that tweaked the existing (incorrect) interfaces to experimental::promise and experimental::packaged\_task from the TS. With these changes, all futures-related extensions are removed from the TS.

**Prior to R0**

This paper was formerly part of P0339, which proposed extensions to polymorphic\_allocator so that it can more easily be used as a vocabulary type. At the March 2018 Jacksonville meeting, LEWG voted to split P0339r3 into two parts: one part to be targeted to C++20 ([P0339r4](https://wg21.link/P0339r4)), and the other part to be targeted to the next LFTS (this paper). LEWG also voted to advance both papers to LWG without further LEWG review. [P0339r6](http://wg21.link/P0339R6) was ultimately accepted into the C++20 standard.

# Motivation

The current definition of std::function in the C++20 standard does not allow the user to supply an allocator to control memory allocation despite the fact that it sometimes allocates memory and that the C++14 standard had a (broken and never implemented) interface for supplying an allocator. The LFTS defines a version of function that *does* take an allocator argument at construction and uses *type erasure* to hold that allocator. The main constructor, as it appears currently in the LFTS looks like this:

template<class F, class A>

function(allocator\_arg\_t, const A&, F);

Note that both F and A are template parameters to the constructor that do not appear in the class type. This means that the implementation of function needs to do *two-dimensional type erasure*. which is both complicated and can be inefficient. The LFTS specification for type-erased allocators is also somewhat complicated by the desire to have type-erased objects place nicely in the realm of other objects that take allocator parameters.

The proposed revision of the above constructor looks like this:

template<class F>

function(allocator\_arg\_t, const polymorphic\_allocator<>&, F);

Note that the allocator is no longer a template argument, which simplifies specification and copying of the allocator, and provides the ability to return the allocator to the client using a straight-forward interface consistent with other allocator-savvy types:

polymorphic\_allocator<> get\_allocator() const noexcept;

# Proposal Overview

Consistent with the use of polymorphic\_allocator<> as a vocabulary type in P0339, this paper proposes the following significant simplifications to the memory section of the Library Fundamentals TS:

* Because polymorphic\_allocator<> *is* an allocator, and does not require special handling, we back out changes to the definition of *uses-allocator construction* and the uses\_allocator trait that are present in the current draft of the LFTS. (Section 2 of the TS is completely removed.)
* Eliminate the **Type-erased allocator** section from the TS. A type using type-erased allocators according to the existing LFTS would be forced to create a resource\_adaptor on the heap, and providing an interface by which it could be accessed. Unfortunately, once made available to clients, the lifetime of the resource\_adaptor cannot be specified in such a way as to make it safely usable.
* Eliminate the type-erased allocator from the function class template, replacing it with polymorphic\_allocator<>. (Note that the type-erased allocator for function was not implemented by any major standard-library supplier.)
* Remove expermental::promise and expermental::packaged\_task, which existed solely to use the new, but ill-conceived ability to make the type-erased allocator visible to clients.

# Future directions

We should consider using polymorphic\_allocator<> in the interface to std::experimental::any.

# Formal Wording

## Document Conventions

All section names and numbers are relative to the August 2022 draft of the Library Fundamentals TS, [N4920](https://isocpp.org/files/papers/N4920.html) and the C++20 standard (DIS at [N4860)](http://wg21.link/N4860).

Existing working paper text is indented and shown in dark blue. Edits to the working paper are shown with red strikeouts for deleted text and green underlining for inserted text within the indented blue original text.

Comments and rationale mixed in with the proposed wording appears as shaded text.

Requests for LWG opinions and guidance appear with light (yellow) shading. It is expected that changes resulting from such guidance will be minor and will not delay acceptance of this proposal in the same meeting at which it is presented.

## Feature test macros

Modify selected rows from Table 2 in section 1.5 [general.feature.test] as follows:

Table 2 — Significant features in this technical specification

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Doc. No.** | **Title** | **Primary Section** | **Macro Name Suffix** | **Value** | **Header** |
| N3916 P0987R1 | Type-erased Polymorphic allocator for std::function | 4.2 | function\_erasedpolymorphic\_allocator | 201406 202211 | <experimental/functional> <experimental/utility> |
| N3916 | Type-erased ~~allocator for std::promise~~ | ~~7.2~~ | ~~promise\_~~erased~~\_allocator~~ | 201406 | ~~<experimental/future> <experimental/utility>~~ |
| N3916 | Type-erased ~~allocator for std::packaged\_task~~ | ~~7.3~~ | ~~packaged\_task\_~~erased~~\_allocator~~ | 201406 | ~~<experimental/future> <experimental/utility>~~ |

## Undo changes to uses-allocator construction

Remove section 2.2 [mods.allocator.uses] from the TS, which would have made changes to sections 20.10.8.1, [allocator.uses.trait] and 20.10.8.2 [allocator.uses.construction] of the standard.

## Remove all mention of *type-erased allocator* from the TS

Remove section section 3.1 [utility], which introduces header <experimental/utility>, defining struct erased\_type, from the TS draft.

Remove section 5.3 [memory.type.erased.allocator], which defines *type-erased allocator* and describes its properties, from the TS draft.

Remove all of section 7 [futures], which attempted to apply the ill-conceived principles of section 5.3 to promise and packaged\_task, from the TS draft.

## Changes to std::experimental::function

In section 4.1 [functional.synop] of the TS, remove the specialization of uses\_allocator from the end of the <functional> synopsis:

template<class R, class... ArgTypes, class Alloc>

struct uses\_allocator<experimental::function<R(ArgTypes...)>, Alloc>;

In section 4.2 [func.wrap.func] of the TS, modify allocator\_type and all of the constructors that take an allocator in std::experimental::function:

template<class R, class... ArgTypes>

class function<R(ArgTypes...)> {

public:

using result\_type = R;

using argument\_type = T1;

using first\_argument\_type = T1;

using second\_argument\_type = T2;

using allocator\_type = erased\_typestd::pmr::polymorphic\_allocator<>;

function() noexcept;

function(nullptr\_t) noexcept;

function(const function&);

function(function&&);

template<class F> function(F);

template<class A> function(allocator\_arg\_t,

const Aallocator\_type&) noexcept;

template<class A> function(allocator\_arg\_t,

const Aallocator\_type&, nullptr\_t) noexcept;

template<class A> function(allocator\_arg\_t,

const Aallocator\_type&, const function&);

template<class A> function(allocator\_arg\_t,

const Aallocator\_type&, function&&);

template<class F, class A> function(allocator\_arg\_t,

const A allocator\_type&, F);

replace get\_memory\_resource() with get\_allocator():

pmr::memory\_resource\* get\_memory\_resource();

allocator\_type get\_allocator() const noexcept;

};

and remove the definition of uses\_allocator:

template<class R, class... ArgTypes, class Alloc>

struct uses\_allocator<experimental::function<R(ArgTypes...)>, Alloc>

: true\_type { };

In sections 4.2.1 [func.wrap.func.con] and 4.2.2 [func.wrap.func.mod], eliminate all references to type erasure and memory resources:

**4.2.1 function construct/copy/destroy [func.wrap.func.con]**

When a function constructor that takes a first argument of type allocator\_arg\_t is invoked, the second argument is treated as a type-erased allocator (5.3). If the constructor moves or makes a copy of a function object (C++20 §20.14), including an instance of the experimental::function class template, then that move or copy is performed by *using-allocator construction* with allocator get\_memory\_resource().

In the following descriptions, let *ALLOCATOR\_OF*(f) be the allocator specified in the construction of function f, experimental::pmr::get\_default\_resource() at the time of the construction of f if no allocator was specified.

A function object stores an allocator object of type of std::polymorphic\_allocator<>, which it returns from get\_allocator() and uses to allocate memory for its internal data structures (when needed). In the function constructors, the allocator is initialized as follows:

* For the move constructor (function(function&& f)), the allocator is initialized from f.get\_allocator().
* For constructors having a first parameter of type allocator\_arg\_t, the allocator is initialized from the second (allocator\_type) argument.
* For all other constructors, the allocator is value initialized.

Then, if the constructor creates a target object, that target object is initialized by *uses-allocator construction* with the (previously initialized) allocator and other target-object constructor arguments. [*Note*: if a constructor argument of type exprimental::function&& has an allocator equal to that of the object being constructed, the implementation can often move the target without constructing a new object. – *end note* ]

function& operator=(const function& f);

*Effects*: function(allocator\_arg, *ALLOCATOR\_OF*(\*this)get\_allocator(), f).swap(\*this);

*Returns*: \*this.

function& operator=(function&& f);

*Effects*: function(allocator\_arg, *ALLOCATOR\_OF*(\*this)get\_allocator(), std::move(f)).swap(\*this);

*Returns*: \*this.

function& operator=(nullptr\_t) noexcept;

*Effects*: If \*this != nullptr, destroys the target of this.

*Postconditions*: !(\*this). The memory resourceallocator returned by get\_memory\_resource()get\_allocator() after the assignment is equivalentequal to the memory resourceallocator before the assignment. [ Note: the address returned by get\_memory\_resource() might change — end note ]

*Returns*: \*this.

template<class F> function& operator=(F&& f);

*Constraints:* declval<decay\_t<F>&>() is *Lvalue-Callable* (C++20 §20.14.16.2) for argument types ArgTypes... and return type R.

*Effects:* function(allocator\_arg, *ALLOCATOR\_OF*(\*this)get\_allocator(), std::forward<F>(f)).swap(\*this);

*Returns*: \*this.

NOTE: The omission of noexcept was deliberate; move assignment can throw if \*this and f have different allocators.

template<class F> function& operator=(reference\_wrapper<F> f);

*Effects*: function(allocator\_arg, *ALLOCATOR\_OF*(\*this)get\_allocator(), f).swap(\*this);

*Returns*: \*this.

**4.2.2 function modifiers [func.wrap.func.mod]**

void swap(function& other);

*Preconditions*: \*this->get\_memory\_resource() == \*other.get\_memory\_resource()  
this->get\_allocator() == other.get\_allocator().

*Effects*: Interchanges the targets of \*this and other.

*Remarks*: The allocators of \*this and other are not interchanged.

NOTE: The omission of noexcept is deliberate. When noexcept was added to swap in C++20, swap had a wide interface (no preconditions). The addition of allocators gives swap a narrow interface, so noexcept would violate the Lakos rule. Nevertheless, if LWG wants to add it back, I would not have a serious objection.

Add a new section describing the get\_allocator() function:

allocator\_type get\_allocator() const noexcept;

*Returns*: A copy of the allocator initialized during construction (4.2.1) of this object.

# References

[P0039r6](http://wg21.link/P0339) polymorphic\_allocator<> *as a vocabulary type*, Pablo Halpern & Dietmar Kühl, ﻿2019-02-22.

[N4920](https://isocpp.org/files/papers/N4920.html) *Working Draft, C++ Extensions for Library Fundamentals, Version 3*, Thomas Köppe, editor, 2022-08-15.

[N3916](http://www.open-std.org/JTC1/SC22/WG21/docs/papers/2014/n3916.pdf) *Polymorphic Memory Resources - r2*, Pablo Halpern, 2014-02-14.