Department I - C Plus Plus

Modern and Lucid C++ Advanced for Professional Programmers

Week 3 – Type Deduction

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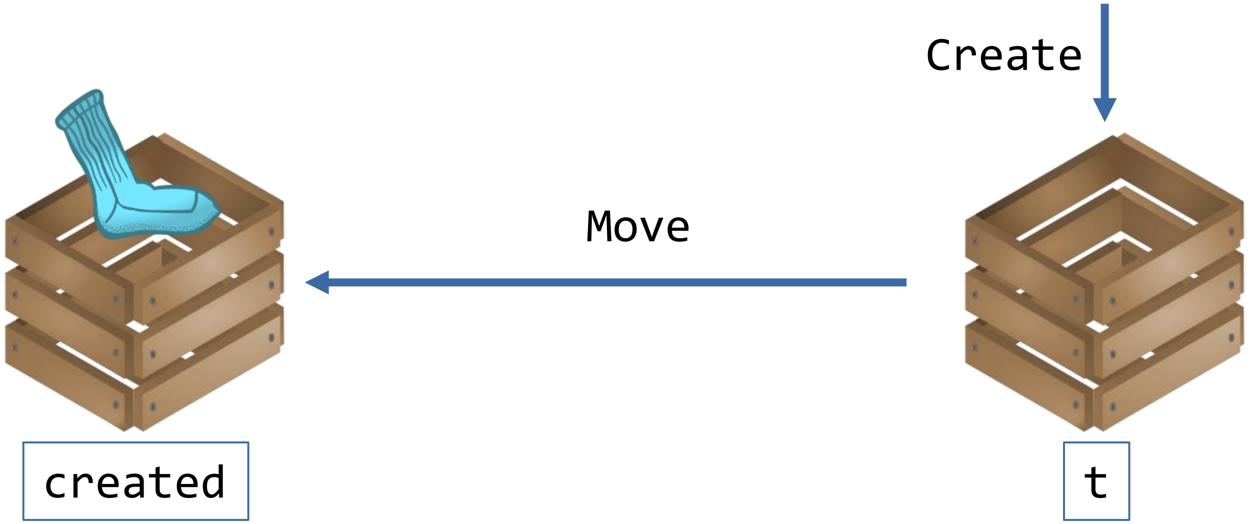
- **Topics:**
  - Recap: Move Semantics
  - Type Deduction and Forwarding References
  - `auto` and `decltype` Keywords
  - Perfect Forwarding

Goals

- **You recognize forwarding references and can decide what they become**
- **You can determine the deduced type for function templates and `auto`/`decltype(auto)`**
- **You can design function template signatures that adapt to lvalues and rvalues efficiently even for multiple parameters**
- **You can explain and apply perfect forwarding**

Recap: Move Semantics




```
Create Thing
Move Thing
```

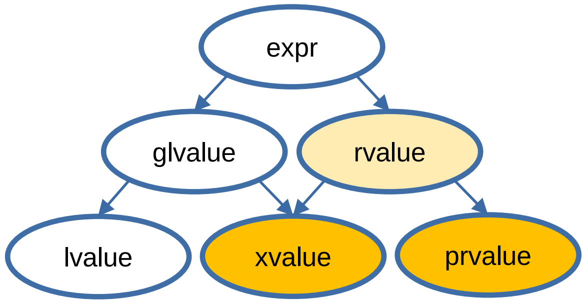
```cpp
struct MoveableThing {
  MoveableThing() {
    std::cout << "Create Thing\n";
  }

  MoveableThing(MoveableThing &&) {
    std::cout << "Move Thing\n";
  }
};

MoveableThing create() {
  MoveableThing t{};
  return t;
}

auto main() -> int {
  MoveableThing created = create();
}
```

- **Compile in GCC with `-fno_elide_constructors`**
- **Pre C++17: One additional move would happen without optimization**



- **References for rvalues**
  - Syntax: `<Type> &&`
  - Binds to an rvalue (xvalue or prvalue)
- **Argument is either a literal or a temporary object**

```
auto createGlass() -> std::string;

auto fancy_name_for_function() -> void {
  std::string mug{"cup of coffee"};
  std::string&& glass_ref = createGlass(); //life-extension of temporary
  std::string&& mug_ref = std::move(mug);  //explicit conversion lvalue to xvalue
  int&& i_ref = 5;                          //binding rvalue reference to prvalue
}
```

- **Beware: Parameters and variables declared as rvalue references are lvalues in the context of function bodies! (Everything with a name is an lvalue)**
- **Beware 2.0: `T&&/auto&&` is not always an rvalue reference! (We'll come to that today)**

Use Case: Log Wrapper

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Use Case: Log Wrapper

- **Example: You have a function that does something, takes a single parameter and is overloaded for const references and rvalue references. There might be further overloads with different parameter types.**

```
auto do_something(S const&) -> void;
auto do_something(S&&) -> void;
```

- **Now you want to have a function template that logs your operation.**

```
template <typename T>
auto log_and_do(T param) -> void {
  //log
  do_something(param);
}
```

- **This might imply a copy of `param`**

- **Let's adapt the template to use a reference to T**

```
template <typename T>
auto log_and_do(T& param) -> void {
  //log
  do_something(param);
}
```

- **Now `log_and_do` cannot be called with rvalues anymore**

```
log_and_do(23);
log_and_do(create_param());
```

- **Let's adapt the template to use a `const` reference to `T`**

```
template <typename T>
auto log_and_do(T const& param) -> void {
  //log
  do_something(param);
}
```

- **Like all versions before this prevents move semantic, as `param` is always an lvalue**
  - The overload to `do_something(ParamType&&)` will never be selected

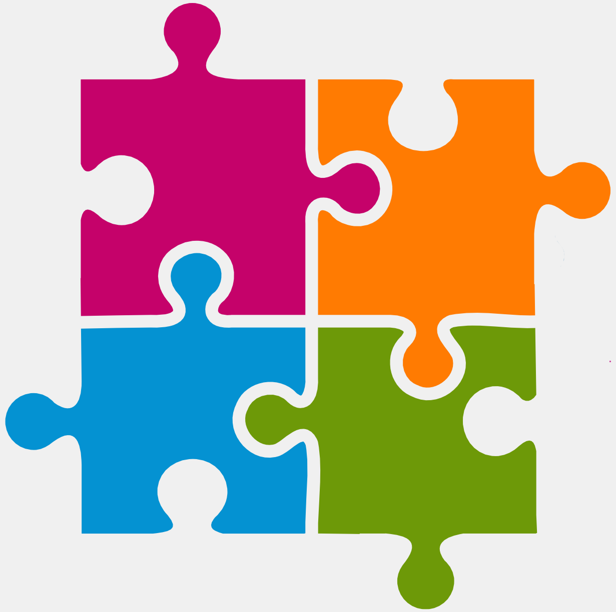
- **Let's add an overload with an rvalue reference parameter?**

```
template <typename T>
auto log_and_do(T&& param) -> void {
  //log
  do_something(std::move(param));
}
```

- **That is not optimal**
  - Code duplication (only one implementation of `log_and_do` would be preferable)
  - If we have multiple parameters, we had code exponentiation if we wanted to provide every combination of lvalue and rvalue parameters (2^n)

- **But… That is all different anyway…**

Type deduction



Based on Modern Effective C++ by Scott Meyers

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- **In some contexts, `T&&` does not necessarily mean rvalue reference**
- **Exceptions**
  - `auto &&`
  - `T &&` when template type deduction applies for type T
- **In these cases, the reference can bind to rvalues and lvalues depending on the context**

```
template <typename T>
auto f(T && param) -> void;
```

```
int x = 23;
f(x);             //lvalue
```

↓

```
auto f(int & param) -> void;
```

```
f(23); //rvalue
```

↓

```
auto f(int && param) -> void;
```

```
template <typename T>
auto f(ParamType param) -> void;
```

- **`T` and `ParamType` are not necessarily exactly the same type**

```
template <typename T>
auto f(T const & param) -> void;
```

- **Now what is `T` and `ParamType` for the following call?**

```
int x = 0;
f(x);
```

- **T: `int`**
- **ParamType: `int const &`**

- **Context:**

```
template <typename T>
auto f(ParamType param) -> void;
```

- **Deduction of type `T` depends on the structure of `ParamType`**

- **Cases:**

1. ParamType is a value type (e.g. `auto f(T param) -> void`)
2. ParamType is a reference (e.g. `auto f(T & param) -> void`)
3. ParamType is a forwarding reference (exactly: `auto f(T && param) -> void`)

Note: `ParamType` might be a nested composition of templates (e.g. `auto f(std::vector<T> param) -> void`)

- **ParamType is a value type**
- **Steps:**
  1. `<expr>` is a reference type: ignore the reference
  2. Ignore `const` of `<expr>` (outermost)
  3. Pattern match `<expr>`'s type against ParamType to figure out T

```
template <typename T>
auto f(T param) -> void;
```

```
f(<expr>);
```

Declarations:

```
int           x   = 23;
int const     cx  = x;
int const &   crx = x;
```

Calls:		Instances:		Deduced Ts:
`f(x);`	➡	`auto f(int param) -> void;`	➡	`T = int`
`f(cx);`	➡	`auto f(int param) -> void;`	➡	`T = int`
`f(crx);`	➡	`auto f(int param) -> void;`	➡	`T = int`

- **ParamType is a value type**
- **Steps:**
  1. `<expr>` is a reference type: ignore the reference
  2. Ignore `const` of `<expr>` (outermost)
  3. Pattern match `<expr>`'s type against ParamType to figure out T
- **Example const pointer to const char**

```
template <typename T>
auto f(T param) -> void;
```

```
f(<expr>);
```

Call:

```
char const * const ptr = …;
f(ptr);
```

Instance:

```
auto f(char const * param) -> void;
```

Deduced `T`:

```
T = char const *
```

- **Note: If ParamType is a pointer type, the same rules apply as for value types. Except hat the pointer is pattern-matched and not contained in the deduced type.**

- **ParamType is a reference type, but not a forwarding reference**

```
template <typename T>
auto f(T & param) -> void;
```

```
f(<expr>);
```

- **Steps:**
  1. `<expr>` is a reference type: ignore the reference
  2. Pattern match `<expr>`'s type against ParamType to figure out T

- **Examples for References:**

Declarations:

```
int          x   = 23;
int const    cx  =  x;
int const&   crx =  x;
```

Calls:		Instances:		Deduced Ts:
`f(x);`	➡	`auto f(int& param) -> void;`	➡	`T = int`
`f(cx);`	➡	`auto f(int const& param) -> void;`	➡	`T = int const`
`f(crx);`	➡	`auto f(int const& param) -> void;`	➡	`T = int const`

- **ParamType is a reference type, but not a forwarding reference**
- **Steps:**
  1. `<expr>` is a reference type: ignore the reference
  2. Pattern match `<expr>`’s type against ParamType to figure out T
- **Examples for Const References:**

```
template <typename T>
auto f(T const& param) -> void;
```

```
f(<expr>);
```

Declarations:

```
int          x   = 23;
int const    cx  =  x;
int const&   crx =  x;
```

Calls:	Instances:	Deduced Ts:
`f(x);`	`void f(int const& param) -> void;`	`T = int`
`f(cx);`	`void f(int const& param) -> void;`	`T = int`
`f(crx);`	`void f(int const& param) -> void;`	`T = int`

- **ParamType is a forwarding reference**
- **Cases:**
  1. `<expr>` is an lvalue: T and ParamType become lvalue references!
  2. Otherwise (if `<expr>` is an rvalue): Rules for references apply

```
template <typename T>
auto f(T&& param) -> void;
```

```
f(<expr>);
```

Declarations:

```
int         x   = 23;
int const   cx  =  x;
int const&  crx =  x;
```

Calls:	Instances:	Deduced Ts:
`f(x);`	`auto f(int& param) -> void;`	`T = int&`
`f(cx);`	`auto f(int const& param) -> void;`	`T = int const&`
`f(crx);`	`auto f(int const& param) -> void;`	`T = int const&`
`f(27);`	`auto f(int&& param) -> void;`	`T = int`

- **What happens if `initializer_lists` are used for template type deduction?**
  - It does not work!

```
template <typename T>
auto f(T param) -> void;
```

```
f({23});        //error
```

- **Correct way:**

```
template <typename T>
auto f(std::initializer_list<T> param) -> void;
```

```
f({23});        //T = int
                //ParamType = std::initializer_list<int>
```

Keywords `auto` and `decltype`

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- **Essentially type deduction for `auto` is the same as we have seen before**
- **`auto` takes the place of `T`**

```
autox = 23;                   //auto is a value type
auto const cx = x;            //auto is a value type
auto& rx = x;                 //auto is a reference type

auto&& uref1 = x;             //x is an lvalue, uref1 is int&
auto&& uref2 = cx;            //cx is an lvalue, uref2 is int const&
auto&& uref3 = 23;            //23 is an rvalue, uref3 is int&&
```

- **Special case**

```
auto init_list1 = {23};       //std::initializer_list<int>
auto init_list2{23};          //int, was std::initializer_list<int>1
auto init_list3{23, 23};      //Error, requires one single argument
```

[1]Fixed in C++17 (N3922) – Some compiler vendors have retroactively applied this fix to earlier C++ versions

`auto` Return Type Deduction

- **Since C++14 it is possible to use `auto` as return type and `auto` for parameter declarations in lambdas and functions**
  - Body must be available to deduce the type
- **Rules of these uses of `auto` follow the rules of template type deduction**

```
auto createInitList() {
  return {1, 2, 3};
}
```

```
[](auto p) {
  ...
}
```

```
auto createInt() {
  return 23;
}
```

```
auto f(auto p) -> void {
  ...
}
```

Available with C++20 Concepts

- **decltype can be applied to an expression: decltype(x)**
  - Represents the declared type of a name expression
  - decltype(auto) deduces the type, but does not strip references like auto

```
int             x       = 23;
int const       cx      = x;
decltype(cx)    cx_too  = cx; //type of cx_too is int const
int&            rx      = x;
decltype(rx)    rx_too  = rx; //type of rx_too is int&

auto            just_x  = rx; //type of just_x is int
decltype(auto) more_rx = rx; //type of more_rx is int&
```

Type Deduction for decltype: When Declaring Return Types

- **`decltype(auto)` allows deduction of inline function return types**

```
template <typename Container, typename Index>
decltype(auto) access(Container & c, Index i) {
  return c[i];
}
```

- **decltype can take an expression depending on parameters for specifying trailing return types**

```
template <typename Container, typename Index>
auto access(Container & c, Index i) -> decltype(c[i]) {
  return c[i];
}
```

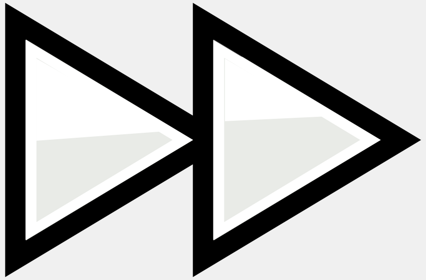
Rules for `decltype(auto)`

- **Unparenthesized variable name or data member**
  - T - Type of the expression (retains reference)
- **Expression of value category xvalue**
  - T&& - Rvalue reference to type of the expression
- **Expression of value category lvalue**
  - T& - Lvalue reference to type of the expression
- **Expression of value category prvalue**
  - T – Value type of the expression

```cpp
decltype(auto) funcName() {
  int local = 42;
  return local; //decltype(local) => int
}
decltype(auto) funcNameRef() {
  int local = 42;
  int & lref = local;
  return lref; //int & -> bad
}
decltype(auto) funcXvalue() {
  int local = 42;
  return std::move(local); //int && -> bad
}
decltype(auto) funcLvalue() {
  int local = 42;
  return (local); //int & -> bad
}
decltype(auto) funcPrvalue() {
  return 5;  //int
}
```

Dangling References

Perfect Forwarding



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- **So, this was a forwarding reference after all…**

```
template <typename T>
auto log_and_do(T&& param) -> void {
  //log
  do_something(std::move(param));
}
```

- **They adapt to whatever is passed as an argument**
  - Yes! But, `param` is always an lvalue and `std::move(param)` is always an rvalue.

- **We need something that is aware of the actual template parameter type**
- **Recap from Forwarding References: We know whether param was an lvalue or an rvalue**

```
int         x   = 23;
int const   cx  = x;
int const& crx = x;
```

```
log_and_do(x)                  -> T = int&          ⎫
log_and_do(cx)                 -> T = int const&    ⎬ lvalues
log_and_do(crx)                -> T = int const&    ⎭
log_and_do(27)                 -> T = int           ⎫
log_and_do(std::move(x))       -> T = int           ⎭ rvalues
```

- **If T is of reference type we need to pass an lvalue otherwise we need to pass an rvalue**
- **How can we do it?**
  - std::forward

```
template <typename T>
auto log_and_do(T&& param) -> void {
  //log
  do_something(std::forward<T>(param));
}
```

Inside `std::forward`

- **What does `std::forward` do?**
  - It's a "conditional" cast to an rvalue reference...
  - This allows arguments to be treated as what they originally were (lvalue or rvalue references)
- **Implementation is similar to the following (there is also an overload for rvalue references):**

```
template <typename T>
decltype(auto) forward(std::remove_reference_t<T>& param) {
  return static_cast<T&&>(param);
}
```

- **If `T` is of value type, `T &&` is an rvalue reference in the return expression**
- **If `T` is of lvalue reference type, the resulting type is an rvalue reference to an lvalue reference**
  - Example: if `T = int &` then `T &&` would mean `int & &&`
- **What is "`<Type> & &&`" supposed to mean?**
  - The references collapse (become an lvalue reference if one is present): `<Type> &`

Example: Call with Lvalue


```
template <typename T>
auto log_and_do(T&& param) -> void {
  do_something(std::forward<T>(param));
}
```

- **Let's consider a call with an lvalue**

```
Content c{};
log_and_do(c);
```

- **Instantiation of `log_and_do`:**

```
auto log_and_do(Content& param) -> void {
  do_something(std::forward<Content&>(param));
}
```

- **Instantiation of `std::forward<Content &>(param)`:**

```
decltype(auto) forward(std::remove_reference_t<Content&>& param) {
  return static_cast<Content& &&>(param);
}
```

Example: Call with Lvalue Continued


```
decltype(auto) forward(std::remove_reference_t<Content&>& param) {
  return static_cast<Content& &&>(param);
}
```

- **Parameter type applies `std::remove_reference_t` and `Content & &&` collapses to `Content &`**

```
decltype(auto) forward(Content& param) {
  return static_cast<Content&>(param);
}
```

- **As a result `std::forward<T>(param)` yields an lvalue reference to `param`**

```
template<typename T>
auto log_and_do(T&& param) -> void {
  do_something(std::forward<T>(param));
}
```

- **Eventually `do_something(S const&)` will be called (lvalue overload)**

```
template <typename T>
auto log_and_do(T&& param) -> void {
  do_something(std::forward<T>(param));
}
```

- **Let's consider a call with an rvalue**

```
log_and_do(Content{});
```

- **Instantiation of `log_and_do`:**

```
auto log_and_do(Content&& param) -> void {
  do_something(std::forward<Content>(param));
}
```

- **Instantiation of `std::forward<Content>(param)`:**

```
decltype(auto) forward(std::remove_reference_t<Content>& param) {
  return static_cast<Content&&>(param);
}
```

Example: Call with Rvalue Continued

```
decltype(auto) forward(std::remove_reference_t<Content>& param) {
  return static_cast<Content&&>(param);
}
```

- **Collapsing is not required**

```
decltype(auto) forward(Content& param) {
  return static_cast<Content&&>(param);
}
```

- **As a result `std::forward<T>(param)` yields an rvalue reference to `param` (same as `std::move`)**

```
template <typename T>
auto log_and_do(T && param) -> void {
  do_something(std::forward<T>(param));
}
```

- **Eventually `do_something(S &&)` will be called (rvalue overload)**

- **How does `std::move` actually move objects?**
  - It doesn't!
  - It's just a simple (unconditional) cast to an rvalue reference...
  - This allows resolution of rvalue reference overloads and move-constructor/-assignment operator
- **The implementation is like the following:**

```
template <typename T>
decltype(auto) move(T&& param) {
  return static_cast<std::remove_reference_t<T>&&>(param);
}
```

- **`std::remove_reference_t` is required to strip `param` from an lvalue reference part, otherwise the return type would still be an lvalue reference**

Summary: Type Deduction


```
template <typename T>
auto f(ParamType param) -> void;
```

- **ParamType is a value/pointer type**
  - `<expr>` is a reference type: ignore the reference
  - Ignore `const` of `<expr>` type (outermost)
  - Pattern match `<expr>`’s type against ParamType to figure out T
- **ParamType is a reference**
  - `<expr>` is a reference type: ignore the reference
  - Pattern match `<expr>`’s type against ParamType to figure out T
- **ParamType is a forwarding reference (T&& / auto&&)**
  - `<expr>` is an lvalue: T and ParamType become lvalue references!
  - Otherwise (if `<expr>` is an rvalue): Rules for pointer/references apply

Deduction in Lambdas

Self-Study

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- **What do you think about this code snippet?**

```
int i0 = 42;
auto missingMutable = [i0] {return i0++;};
```

- **The compiler will generate something like this:**

```
struct CompilerKnows {
  auto operator()() const -> int {
    return i0++;
  }
  int i0;
};
```

- **The code won't compile as the generated operator is `const`**

- **How about now?**

```
int i1 = 42;
auto everyThingIsOk = [i1] () mutable {return i1++;};
```

- **The compiler will generate something like this:**

```
struct CompilerKnows {
  auto operator()() -> int {
    return i1++;
  }
  int i1;
};
```

- **The code will compile as the generated operator is not `const`**

- **How about now?**

```
int const i2 = 42;
auto surprise = [i2] () mutable {return i2++;};
```

- **The compiler will generate something like this:**

```
struct CompilerKnows {
  auto operator()() -> int {
    return i2++;
  }
  int const i2;
};
```

- **The code won't compile since `i2` is `const`**

- **How about now?**

```
int const i3 = 42;
auto srslyWhy = [i3 = i3] () mutable {return i3++;};
```

- **The compiler will generate something like this:**

```
struct CompilerKnows {
  auto operator()() -> int {
    return i3++;
  }
  int i3;
};
```

- **The init capture is deduced as if it was `auto`**

Inside `std::move`

Self-Study

- **How does `std::move` actually move objects?**
  - It doesn't!
  - It's just a simple (unconditional) cast to an rvalue reference...
  - This allows resolution of rvalue reference overloads and move-constructor/-assignment operator
- **The implementation is similar to the following:**

```
template <typename T>
decltype(auto) move(T&& param) {
  return static_cast<std::remove_reference_t<T>&&>(param);
}
```

- **`std::remove_reference_t` is required to strip `param` from an lvalue reference part, otherwise the return type would still be an lvalue reference**

```cpp
template <typename T>
decltype(auto) move(T&& param) {
  return static_cast<std::remove_reference_t<T>&&>(param);
}
```

- **Let's have a detailed look at a `std::move` call**
- **How should fill be implemented?**

```cpp
struct Bottle {
  auto fill(Content&& liquid) -> void {
    c = liquid;
  }
  Content c;
};
```

Copy

```cpp
struct Bottle {
  auto fill(Content&& liquid) -> void {
    c = std::move(liquid);
  }
  Content c;
};
```

Move

- **Accessing the parameter liquid is an lvalue: `std::move` is required to move the content.**

Instance `std::move(liquid)`

Template

```
template <typename T>
decltype(auto) move(T&& param) {
  return static_cast<std::remove_reference_t<T>&&>(param);
}
```

- **Let's have a detailed look at the type deduction in the `std::move(liquid)` call**
  - `liquid`: <expr> has type `Content &&`; however, it is an lvalue!
  - T: is deduced to `Content &`
  - ParamType: becomes `Content &`

Instance

```
decltype(auto) move(Content& param) {
  return static_cast<std::remove_reference_t<Content&>&&>(param);
}
```

```
template <typename Tp>
using remove_reference_t = typename remove_reference<Tp>::type;
```

- **Template alias for specialized `remove_reference` class template**
- **Which specialization is selected? For `Content &`**

best match for Content &

```
template <typename Tp>
struct remove_reference { typedef Tp type; };

template <typename Tp>
struct remove_reference<Tp&> { typedef Tp type; };

template <typename Tp>
struct remove_reference<Tp&&> { typedef Tp type; };
```

```
remove_reference_t<Content&> => Content
```

`std::move(liquid)` Resolved

```
decltype(auto) move(Content& param) {
  return static_cast<Content&&>(param);
}
```

- **What is the return type?**

```
Content&& move(Content& param) {
  return static_cast<Content&&>(param);
}
```

- **A call to `std::move` is just an unconditional cast to an rvalue reference of the original type**

```
c = std::move(liquid);
```

```
struct Content {
  //...
 auto operator=(Content&& newContent) -> Content&;

};
```

What if `std::move` Moves an Rvalue?


```
std::move(Content{})
```

- **Type deduction**
  - `Content{}`: <expr> has type `Content`; it is an rvalue!
  - T: is deduced to `Content`
  - ParamType: becomes `Content &&`

```
decltype(auto) move(Content&& param) {
  return static_cast<std::remove_reference_t<Content>&&>(param);
}
```

- **`remove_reference` strips nothing from `Content` and yields `Content`**

```
template <typename Tp>
struct remove_reference { typedef Tp type; };
```

```
decltype(auto) move(Content&& param) {
  return static_cast<Content&&>(param);
}
```

Couldn't `std::move` Just Simply Cast to Rvalue Reference?

- **What if `std::move` was implemented as follows?**

```
template <typename T>
decltype(auto) move(T&& param) {
  return static_cast<T&&>(param);
}
```

- **If it was called with an lvalue the instantiation would look as follows**

```
decltype(auto) move(Content& param) {
  return static_cast<Content& &&>(param);
}
```

- **What is `Content & &&`?**

```
decltype(auto) move(Content& param) {
  return static_cast<Content&>(param);
}
```

- **Return type of `std::move(liquid)` would be `Content &`**

Reference Collapsing

- **If references get combined in a way as seen in `std::move` so called reference collapsing happens**
- **The following happens in such cases**
  - `T&` & becomes `T&`
  - `T&` && becomes `T&`
  - `T&&` & becomes `T&`
  - `T&&` && becomes `T&&`
- **Example: This happens in the parameter of `std::move<T&>`**
  - Type of parameter `T&` && results in `T&`