

# A quick overview of the Standard Template Library

## Advanced Programming and Algorithmic Design

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November 27, 2018

# Outline

- 1 The C++ standard library
- 2 Iterators
- 3 Containers
- 4 Algorithms
- 5 Function objects

# 1 The C++ standard library

## 2 Iterators

## 3 Containers

## 4 Algorithms

## 5 Function objects

# What is the standard library?

The standard library is the set of components specified by the ISO C++ standard ( $\sim 800$  dense pages) and shipped with identical behavior (modulo performance) by every C++ implementation.

# The C++ Programming Language

## Part IV: The Standard Library

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# The header files

Containers		
<code>&lt;vector&gt;</code>	One-dimensional resizable array	§31.4.2
<code>&lt;deque&gt;</code>	Double-ended queue	§31.4.2
<code>&lt;forward_list&gt;</code>	Singly-linked list	§31.4.2
<code>&lt;list&gt;</code>	Doubly-linked list	§31.4.2
<code>&lt;map&gt;</code>	Associative array	§31.4.3
<code>&lt;set&gt;</code>	Set	§31.4.3
<code>&lt;unordered_map&gt;</code>	Hashed associative array	§31.4.3.2
<code>&lt;unordered_set&gt;</code>	Hashed set	§31.4.3.2
<code>&lt;queue&gt;</code>	Queue	§31.5.2
<code>&lt;stack&gt;</code>	Stack	§31.5.1
<code>&lt;array&gt;</code>	One-dimensional fixed-size array	§34.2.1
<code>&lt;bitset&gt;</code>	Array of <b>bool</b>	§34.2.2

# The header files

General Utilities		
<code>&lt;utility&gt;</code>	Operators and pairs	§35.5, §34.2.4.1
<code>&lt;tuple&gt;</code>	Tuples	§34.2.4.2
<code>&lt;type_traits&gt;</code>	Type traits	§35.4.1
<code>&lt;typeindex&gt;</code>	Use a <code>type_info</code> as a key or a hash code	§35.5.4
<code>&lt;functional&gt;</code>	Function objects	§33.4
<code>&lt;memory&gt;</code>	Resource management pointers	§34.3
<code>&lt;scoped_allocator&gt;</code>	Scoped allocators	§34.4.4
<code>&lt;ratio&gt;</code>	Compile-time rational arithmetic	§35.3
<code>&lt;chrono&gt;</code>	Time utilities	§35.2
<code>&lt;ctime&gt;</code>	C-style date and time	§43.6
<code>&lt;iterator&gt;</code>	Iterators and iterator support	§33.1

# The header files

Algorithms		
<code>&lt;algorithm&gt;</code>	General algorithms	§32.2
<code>&lt;cstdlib&gt;</code>	<code>bsearch()</code> , <code>qsort()</code>	§43.7



# The header files

Diagnostics		
<code>&lt;exception&gt;</code>	Exception class	§30.4.1.1
<code>&lt;stdexcept&gt;</code>	Standard exceptions	§30.4.1.1
<code>&lt;cassert&gt;</code>	Assert macro	§30.4.2
<code>&lt;cerrno&gt;</code>	C-style error handling	§13.1.2
<code>&lt;system_error&gt;</code>	System error support	§30.4.3

# The header files

Strings and Characters		
<code>&lt;string&gt;</code>	String of <b>T</b>	Chapter 36
<code>&lt;cctype&gt;</code>	Character classification	§36.2.1
<code>&lt;cwctype&gt;</code>	Wide-character classification	§36.2.1
<code>&lt;cstring&gt;</code>	C-style string functions	§43.4
<code>&lt;cwchar&gt;</code>	C-style wide-character string functions	§36.2.1
<code>&lt;cstdlib&gt;</code>	C-style allocation functions	§43.5
<code>&lt;cuchar&gt;</code>	C-style multibyte characters	
<code>&lt;regex&gt;</code>	Regular expression matching	Chapter 37

# The header files

Input/Output		
<code>&lt;iosfwd&gt;</code>	Forward declarations of I/O facilities	§38.1
<code>&lt;iostream&gt;</code>	Standard <b>iostream</b> objects and operations	§38.1
<code>&lt;ios&gt;</code>	<b>iostream</b> bases	§38.4.4
<code>&lt;streambuf&gt;</code>	Stream buffers	§38.6
<code>&lt;istream&gt;</code>	Input stream template	§38.4.1
<code>&lt;ostream&gt;</code>	Output stream template	§38.4.2
<code>&lt;iomanip&gt;</code>	Manipulators	§38.4.5.2
<code>&lt;sstream&gt;</code>	Streams to/from strings	§38.2.2
<code>&lt;cctype&gt;</code>	Character classification functions	§36.2.1
<code>&lt;fstream&gt;</code>	Streams to/from files	§38.2.1
<code>&lt;cstdio&gt;</code>	<b>printf()</b> family of I/O	§43.3
<code>&lt;cwchar&gt;</code>	<b>printf()</b> -style I/O of wide characters	§43.3

# The header files

Localization		
<code>&lt;locale&gt;</code>	Represent cultural differences	Chapter 39
<code>&lt;locale&gt;</code>	Represent cultural differences C-style	
<code>&lt;codecvt&gt;</code>	Code conversion facets	§39.4.6

# The header files

Language Support		
<code>&lt;limits&gt;</code>	Numeric limits	§40.2
<code>&lt;climits&gt;</code>	C-style numeric scalar-limit macros	§40.2
<code>&lt;cfloat&gt;</code>	C-style numeric floating-point limit macros	§40.2
<code>&lt;stdint&gt;</code>	Standard integer type names	§43.7
<code>&lt;new&gt;</code>	Dynamic memory management	§11.2.3
<code>&lt;typeinfo&gt;</code>	Run-time type identification support	§22.5
<code>&lt;exception&gt;</code>	Exception-handling support	§30.4.1.1
<code>&lt;initializer_list&gt;</code>	<a href="#">initializer_list</a>	§30.3.1
<code>&lt;cstdlib&gt;</code>	C library language support	§10.3.1
<code>&lt;cstdlibarg&gt;</code>	Variable-length function argument lists	§12.2.4
<code>&lt;csetjmp&gt;</code>	C-style stack unwinding	
<code>&lt;cstdliblib&gt;</code>	Program termination	§15.4.3
<code>&lt;ctime&gt;</code>	System clock	§43.6
<code>&lt;csignal&gt;</code>	C-style signal handling	

# The header files

Numerics		
<code>&lt;complex&gt;</code>	Complex numbers and operations	§40.4
<code>&lt;valarray&gt;</code>	Numeric vectors and operations	§40.5
<code>&lt;numeric&gt;</code>	Generalized numeric operations	§40.6
<code>&lt;cmath&gt;</code>	Standard mathematical functions	§40.3
<code>&lt;cstdlib&gt;</code>	C-style random numbers	§40.7
<code>&lt;random&gt;</code>	Random number generators	§40.7

# The header files

Concurrency		
<code>&lt;atomic&gt;</code>	Atomic types and operations	§41.3
<code>&lt;condition_variable&gt;</code>	Waiting for an action	§42.3.4
<code>&lt;future&gt;</code>	Asynchronous task	§42.4.4
<code>&lt;mutex&gt;</code>	Mutual exclusion classes	§42.3.1
<code>&lt;thread&gt;</code>	Threads	§42.2

# The header files

C Compatibility		
<code>&lt;cstdint&gt;</code>	Aliases for common integer types	§43.7
<code>&lt;stdbool&gt;</code>	C <code>bool</code>	
<code>&lt;ccomplex&gt;</code>	<code>&lt;complex&gt;</code>	
<code>&lt;cfenv&gt;</code>	Floating-point environment	
<code>&lt;cstdalign&gt;</code>	C alignment	
<code>&lt;ctgmath&gt;</code>	C “type generic math”: <code>&lt;complex&gt;</code> and <code>&lt;cmath&gt;</code>	



# The header files

Library Supported Language Features		
<code>&lt;new&gt;</code>	<code>new</code> and <code>delete</code>	§11.2
<code>&lt;typeinfo&gt;</code>	<code>typeid()</code> and <code>type_info</code>	§22.5
<code>&lt;iterator&gt;</code>	Range- <code>for</code>	§30.3.2
<code>&lt;initializer_list&gt;</code>	<code>initializer_list</code>	§30.3.1

# We will focus on the STL



- 1 The C++ standard library
- 2 **Iterators**
- 3 Containers
- 4 Algorithms
- 5 Function objects

# What is an Iterator?

## Design pattern

Provide a way to access the elements of an aggregate object sequentially without exposing its underlying representation.

## A generalization of a pointer

- indirect access (`operator*()`, `operator->()`)
- operations for moving to point to a new element (`operator++()`, `operator--()`)

# Iterators in the STL

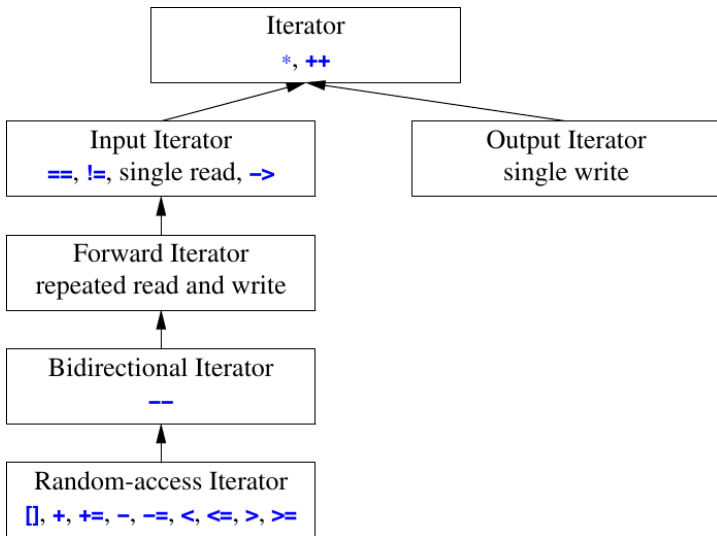
## Their role

- Iterators are the glue that ties the standard-library algorithms to their data
- Iterators are the mechanism used to minimize an algorithm's dependence on the data structures on which it operates.

## Alex Stepanov

The reason that STL containers and algorithms work so well together is that they know nothing of each other.

# Iterator categories



# Does our iterator work?

```
template <typename T>
class List<T>::Iterator {
    ...
};
```

# Does our iterator work?

```
#include <iterator>
```

```
...
```

```
template <typename T>
```

```
class List<T>::Iterator : public
```

```
    std::iterator<std::forward_iterator_tag, T> {
```

```
    ...
```

```
};
```



```
template <typename Cat ,  
          typename T,  
          typename Dist = ptrdiff_t ,  
          typename Ptr = T*,  
          typename Ref = T&>  
struct iterator{  
    using value_type = T;  
    using difference_type = Dist;  
    using pointer = Ptr;  
    using reference = Ref;  
    using iterator_category = Cat;  
};
```

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# Containers

## Definition

A container holds a sequence of objects

## Two categories

- Sequence containers: provide access to sequences of elements
- Associative containers: provide associative lookup based on a key

## Associative containers

- Ordered
- Unordered

# Sequence containers

## Sequence Containers

<b>vector&lt;T,A&gt;</b>	A contiguously allocated sequence of <b>T</b> s; the default choice of container
<b>list&lt;T,A&gt;</b>	A doubly-linked list of <b>T</b> ; use when you need to insert and delete elements without moving existing elements
<b>forward_list&lt;T,A&gt;</b>	A singly-linked list of <b>T</b> ; ideal for empty and very short sequences
<b>deque&lt;T,A&gt;</b>	A double-ended queue of <b>T</b> ; a cross between a vector and a list; slower than one or the other for most uses

# Ordered associative containers

## Ordered Associative Containers (§iso.23.4.2)

**C** is the type of the comparison; **A** is the allocator type

<code>map&lt;K,V,C,A&gt;</code>	An ordered map from <b>K</b> to <b>V</b> ; a sequence of ( <b>K</b> , <b>V</b> ) pairs
<code>multimap&lt;K,V,C,A&gt;</code>	An ordered map from <b>K</b> to <b>V</b> ; duplicate keys allowed
<code>set&lt;K,C,A&gt;</code>	An ordered set of <b>K</b>
<code>multiset&lt;K,C,A&gt;</code>	An ordered set of <b>K</b> ; duplicate keys allowed

# Unordered associative containers

## Unordered Associative Containers (§iso.23.5.2)

**H** is the hash function type; **E** is the equality test; **A** is the allocator type

<code>unordered_map&lt;K,V,H,E,A&gt;</code>	An unordered map from <b>K</b> to <b>V</b>
<code>unordered_multimap&lt;K,V,H,E,A&gt;</code>	An unordered map from <b>K</b> to <b>V</b> ; duplicate keys allowed
<code>unordered_set&lt;K,H,E,A&gt;</code>	An unordered set of <b>K</b>
<code>unordered_multiset&lt;K,H,E,A&gt;</code>	An unordered set of <b>K</b> ; duplicate keys allowed

# Array

**array:**

elements

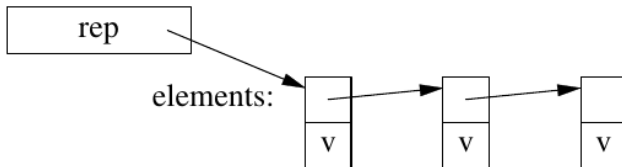
# Vector



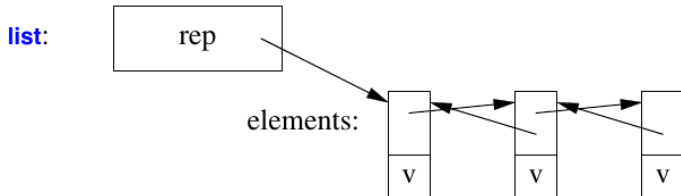


# Forward list

**forward\_list:**

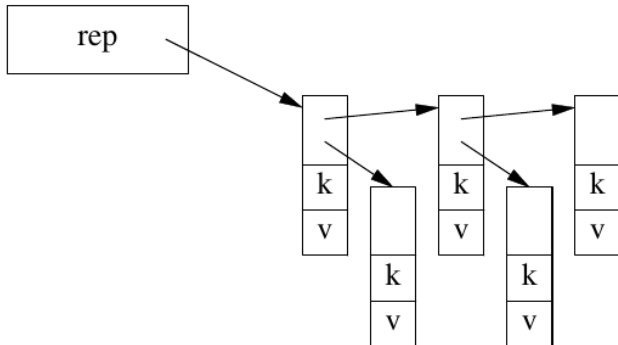


# List

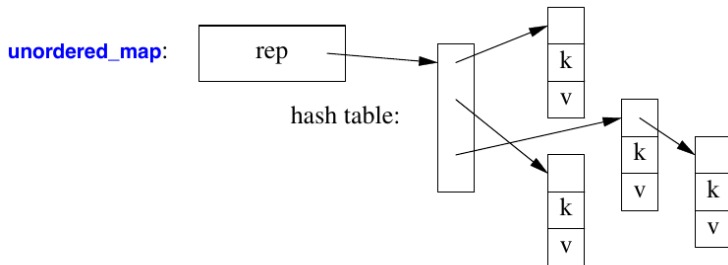


# Map

map:



# Unordered map



# Operations and types

Container:

value\_type, size\_type, difference\_type, pointer, const\_pointer, reference, const\_reference  
 iterator, const\_iterator, ?reverse\_iterator, ?const\_reverse\_iterator, allocator\_type  
 begin(), end(), cbegin(), cend(), ?rbegin(), ?rend(), ?crbegin(), ?crend(), =, ==, !=  
 swap(), ?size(), max\_size(), empty(), clear(), get\_allocator(), constructors, destructor  
 ?<, ?<=, ?>, ?>=, ?insert(), ?emplace(), ?erase()

Sequence container:

assign(), front(), resize()  
 ?back(), ?push\_back()  
 ?pop\_back(), ?emplace\_back()

Associative container:

key\_type, mapped\_type, ?[], ?at()  
 lower\_bound(), upper\_bound(), equal\_range()  
 find(), count(), emplace\_hint()

push\_front(), pop\_front()  
 emplace\_front()

[], at()  
 shrink\_to\_fit()

Ordered container:

key\_compare  
 key\_comp()  
 value\_comp()

Hashed container:

key\_equal(), hasher  
 hash\_function()  
 key\_equal()  
 bucket interface

List:

remove()  
 remove\_if(), unique()  
 merge(), sort()  
 reverse()

deque

data()  
 capacity()  
 reserve()

vector

splice()

insert\_after(), erase\_after()  
 emplace\_after(), splice\_after()

list

forward\_list

map

multimap

set

unordered\_map

multiset

unordered\_set

unordered\_multimap

unordered\_multiset

# Operation complexity

Standard Container Operation Complexity					
	[] §31.2.2	List §31.3.7	Front §31.4.2	Back §31.3.6	Iterators §33.1.2
<b>vector</b>	const	$O(n)+$		const+	Ran
<b>list</b>		const	const	const	Bi
<b>forward_list</b>		const	const		For
<b>deque</b>	const	$O(n)$	const	const	Ran
<b>stack</b>				const	
<b>queue</b>			const	const	
<b>priority_queue</b>			$O(\log(n))$	$O(\log(n))$	
<b>map</b>	$O(\log(n))$	$O(\log(n))+$			Bi
<b>multimap</b>		$O(\log(n))+$			Bi
<b>set</b>		$O(\log(n))+$			Bi
<b>multiset</b>		$O(\log(n))+$			Bi
<b>unordered_map</b>	const+	const+			For
<b>unordered_multimap</b>		const+			For
<b>unordered_set</b>		const+			For
<b>unordered_multiset</b>		const+			For
<b>string</b>	const	$O(n)+$	$O(n)+$	const+	Ran
<b>array</b>	const				Ran
built-in array	const				Ran
<b>valarray</b>	const				Ran
<b>bitset</b>	const				

# Prime numbers

```
#include <vector>

int main(){
    std::vector<int> primes;

    primes.emplace_back(2);

    for (int i=3; i<=max; ++i)
        if (is_prime(i))
            primes.emplace_back(i);

    for (const auto& x: primes)
        std::cout << x << std::endl;
}
```

# Word count

```
#include <map>

int main(){
    std::map<std::string, int> words;

    for (std::string s; std::cin>>s;)
        ++words[s];

    for (const auto& x: words)
        std::cout << x.first << ": "
                    << x.second << std::endl;
}
```



# Word count

```
#include <unordered_map>

int main(){
    std::unordered_map<std::string, int> words;

    for (std::string s; std::cin>>s;)
        ++words[s];

    for (const auto& x: words)
        std::cout << x.first << ": "
                    << x.second << std::endl;
}
```

- 1 The C++ standard library
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# STL algorithms

- about 80 algorithms in `<algorithm>` and `<numeric>`
- operate on *sequences*
  - ▶ pair of iterators for inputs  $[b : e)$
  - ▶ single iterator for output  $[b2 : b2 + (e - b))$
- can take functions or function objects
- report failure by returning the end of the sequence

# Examples

## Sequences

```
#include <algorithm>
#include <vector>

int main(){
    std::vector<double> v1;
    ...
    std::vector<double> v2(v1.size());
    std::sort(v1.begin(), v1.end());
    std::copy(v1.begin(), v1.end(), v2.begin());
}
```

# Examples

## Sequences

```
#include <numeric>
#include <vector>

int main(){
    std::vector<double> v1;
    ...
    double sum{0};
    sum = std::accumulate(v1.begin(), v1.end(), sum);
}
```

# Examples

## User-defined functions

```
#include <numeric>
#include <vector>

double my_f(const double& a, const double& b){
    if(std::abs(b - 2.2) < 1e-12)
        return a;
    return a+b;
}

int main(){
    std::vector<double> v1;
    ...
    double sum{0};
    sum = std::accumulate(first, last, sum, my_f);
}
```

# Examples

## User-defined functions

```
#include <numeric>
#include <vector>

int main(){
    std::vector<double> v1;
    ...
    auto my_f = [](const double& a, const double &b)
        -> double {
        double res = 0;
        ((std::abs(b-2.2) < 1e-12) ? res = a : res= a+
            b);
        return res;
    };
    double sum{0};
    sum = std::accumulate(first, last, sum, my_f);
```

# Examples

## Failure check

```
#include <algorithm>
#include <vector>

int main(){
    std::vector<double> v1;
    ...
    auto it = std::find(v1.begin(), v1.end(), 2.2);

    if(it != v1.end())
        std::cout << "found " << *it << std::endl;
    else
        std::cout << "not found\n";
}
```



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# Function objects

- defined in `<functional>`
- comparison criteria
- predicates (functions returning `bool`)
- arithmetic operations

# Predicates

Predicates (§iso.20.8.5, §iso.20.8.6, §iso.20.8.7)	
<code>p=equal_to&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x==y$ when $x$ and $y$ are of type $T$
<code>p=not_equal_to&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x!=y$ when $x$ and $y$ are of type $T$
<code>p=greater&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x>y$ when $x$ and $y$ are of type $T$
<code>p=less&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x<y$ when $x$ and $y$ are of type $T$
<code>p=greater_equal&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x>=y$ when $x$ and $y$ are of type $T$
<code>p=less_equal&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x<=y$ when $x$ and $y$ are of type $T$
<code>p=logical_and&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x\&\&y$ when $x$ and $y$ are of type $T$
<code>p=logical_or&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x  y$ when $x$ and $y$ are of type $T$
<code>p=logical_not&lt;T&gt;(x)</code>	<code>p(x)</code> means $!x$ when $x$ is of type $T$
<code>p=bit_and&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x\&y$ when $x$ and $y$ are of type $T$
<code>p=bit_or&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x y$ when $x$ and $y$ are of type $T$
<code>p=bit_xor&lt;T&gt;(x,y)</code>	<code>p(x,y)</code> means $x\hat{y}$ when $x$ and $y$ are of type $T$

# Arithmetic operations

## Arithmetic Operations (§iso.20.8.4)

<b>f=plus&lt;T&gt;(x,y)</b>	<b>f(x,y)</b> means <b>x+y</b> when <b>x</b> and <b>y</b> are of type <b>T</b>
<b>f=minus&lt;T&gt;(x,y)</b>	<b>f(x,y)</b> means <b>x-y</b> when <b>x</b> and <b>y</b> are of type <b>T</b>
<b>f=multiplies&lt;T&gt;(x,y)</b>	<b>f(x,y)</b> means <b>x*y</b> when <b>x</b> and <b>y</b> are of type <b>T</b>
<b>f=divides&lt;T&gt;(x,y)</b>	<b>f(x,y)</b> means <b>x/y</b> when <b>x</b> and <b>y</b> are of type <b>T</b>
<b>f=modulus&lt;T&gt;(x,y)</b>	<b>f(x,y)</b> means <b>x%y</b> when <b>x</b> and <b>y</b> are of type <b>T</b>
<b>f=negate&lt;T&gt;(x)</b>	<b>f(x)</b> means <b>-x</b> when <b>x</b> is of type <b>T</b>

# Decreasing sort

```
#include <algorithm>
#include <vector>
#include <functional>

int main(){
    std::vector<double> v1;
    ...
    std::sort(v1.begin(), v1.end(),
              std::greater<double>{});
}
```

# My comparison

```
#include <algorithm>
#include <vector>

template <typename num>
struct my_comparison{
    bool operator()(const num& a, const num& b) {
        return a > b;}
};

int main(){
    std::vector<double> v1;
    ...
    std::sort(v1.begin(), v1.end(),
              my_comparison<double>{});
}
```



C makes it easy to shoot yourself in  
the foot; C++ makes it harder, but  
when you do, it blows away your  
whole leg.

— Bjarne Stroustrup —

AZ QUOTES