

Department I - C Plus Plus

Modern and Lucid C++
for Professional Programmers

Week 9 – Function Templates

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Recap Week 8



- **Correctness**

- It is much easier to use an algorithm correctly than implementing loops correctly

- **Readability**

- Applying the correct algorithm expresses your intention much better than a loop
- Someone else (or even you) will appreciate it when the code is readable and easily understandable

- **Performance**

- Algorithms might perform better than handwritten loops
 - without sacrificing the "Readability" of your code

- **Binary arithmetic and logical**

- plus<> (+)
- minus<> (-)
- divides<> (/)
- multiplies<> (*)
- modulus<> (%)
- logical_and<> (&&)
- logical_or<> (||)

- **unary**

- negate<> (-)
- logical_not<> (!)

- **binary comparison**

- less<> (<)
- less_equal<> (<=)
- equal_to<> (==)
- greater_equal<> (>=)
- greater<> (>)
- not_equal_to<> (!=)

```
transform(v.begin(),v.end(),v.begin(), v.begin(),std::multiplies<>{});
```

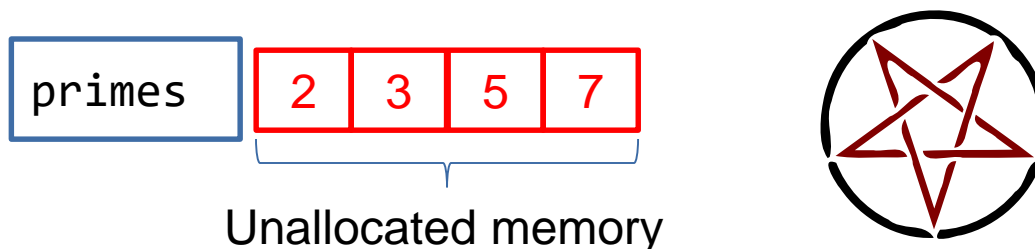
- If you use an iterator for specifying the output of an algorithm, you need to make sure that enough space is allocated

```
std::set<unsigned> numbers{1, 2, 3, 4, 5, 6, 7, 8, 9};  
std::vector<unsigned> primes{};  
auto isPrime = [](unsigned u) { /* ... */ };  
std::copy_if(begin(numbers), end(numbers), begin(primes), isPrime);
```

- Vector primes is empty, which will not be changed by the iterator passed to copy



- The output is copied into (possibly) unallocated memory



Function Templates



Goals:

- You can write your own function templates
- You can determine the concept of a template parameter
- You know the difference between templates and Java generics

- Imagine you are tasked with implementing a function that returns the smaller of two given values
- For simplification: Just define that function for the fundamental types

```
int min(int left, int right) {  
    return left < right ? left : right;  
}
```

- **Multiple similar implementations just for covering all fundamental types!**
 - What about composite types? `std::string`
 - What about your own types? `Date`, `Word`?
- **Implementing an overload for every possible type leads to code duplication and is not maintainable**
 - Solution: Templates for compile-time polymorphism

```
template <Template-Parameter-List>  
FunctionDefinition
```

- **Keyword `template` for declaring a template**
- **Template parameter list: Contains one or more template parameters**
 - A template parameter is a placeholder for a type, which can be used within the template as a type
 - A type template parameter is introduced with the `typename` (or `class`) keyword

- **Example**

Template
Definition

Template
Parameter

```
template <typename T>  
T min(T left, T right) {  
    return left < right ? left : right;  
}
```



```
template <typename T>                                min.h
T min(T left, T right) {
    return left < right ? left : right;
}
```

```
#include "min.h"                                     smaller.cpp
#include <iostream>

int main() {
    int first;
    int second;
    if (std::cin >> first >> second) {
        auto const smaller = min(first, second);
        std::cout << "Smaller of " << first
                    << " and " << second
                    << " is: " << smaller << '\n';
    }
}
```

- **The compiler...**

- ...resolves the function template
- ...figures out the template argument(s)
- ...instantiates the template for the arguments (creates code with template parameters replaced)
- ...checks the types for correct usage

```
template <typename T>  
T min(T left, T right) {  
    return left < right ? left : right;  
}
```

```
min(first, second)
```

TemplateId

Template
Instance

```
min<int>
```

```
int min(int left, int right) {  
    return left < right ? left : right;  
}
```

- **Templates are usually defined in a header file**
 - A compiler needs to see the whole template definition to create an instance
 - Function template definitions are implicitly `inline`
- **The definition in a source file is possible, but then it can only be used in that translation unit**
- **Type checking happens twice**
 - When the template is defined: Only basic checks are performed: syntax and resolution of names that are independent of the template parameters
 - When the template is instantiated (used): The compiler checks whether the template arguments can be used as required by the template

- **Generics in Java require bounds defined by interfaces or types**

```
public static <T extends Comparable<? super T>> T min(T first, T second) {  
    return first.compareTo(second) < 0 ? first : second;  
}
```

- Only the capabilities specified by those bounds can be used
- Type erasure removes the argument's type. It can only be instantiated via reflection.

- **C++ Templates use duck-typing**

```
template <typename T>  
T min(T left, T right) {  
    return left < right ? left : right;  
}
```

- Every type can be used as argument as long as it supports the used operations
- The actual type can still be used within a template, e.g. create an instance directly

- **Concept:** The requirements a type must fulfill to be useable as an argument for a specific template parameter
- **What are the requirements of the type T in our min function template?**

```
template <typename T>  
T min(T left, T right) {  
    return left < right ? left : right;  
}
```

- < Comparable with itself: bool operator<(T, T)
- Copy/Move-Constructible, to return T by value
- **In C++20 there will be the possibility to explicitly specify concepts**
 - Allows better checking of template definition (are all requirements fulfilled)
 - Better (easier to read) error messages for failed template instantiations

```
template<class InputIt1, class InputIt2, class T>
T inner_product(InputIt1 first1, InputIt1 last1, InputIt2 first2, T init) {
    while (first1 != last1) {
        init = init + *first1 * *first2;
        ++first1;
        ++first2;
    }
    return init;
}
```

- **InputIt1/InputIt2:**

- * (Dereferenceable)
- ++ (Prefix increment)
- Only InputIt1:
 - ! = with itself
 - Result convertible to bool

- **init + *first1 * *first2:**

- * on *first1 and *first2
- + on T and result of above

- **T:**

- Assignable from result of
init + *first1 * *first2
- Copy/Move Constructible

- The compiler will try to figure out the function template's arguments from the call

```
template <typename T>  
T min(T left, T right) {  
    //Implementation  
}
```

```
min(1, 2);
```

Argument 1 has type `int`
Argument 2 has type `int`
Parameter 1 is `T`
Parameter 2 is `T`
`T` becomes `int`

- Pattern matching on the function parameter list is used for deducing the correct argument

```
template <typename T>  
T min(std::vector<T> const & values) {  
    //Implementation  
}
```

```
std::vector<double> values{1.0, 2.0};  
min(values);
```

Argument has type `std::vector<double>`
Parameter is `std::vector<T> const &`
`T` becomes `double`

```
template <typename T>
T min(T left, T right) {
    return left < right ? left : right;
}
```

min(1, 1.0)

?

```
int min(int left, int right) {
    return left < right ? left : right;
}
```

```
double min(double left, double right) {
    return left < right ? left : right;
}
```


- In specific cases the number of template parameters might not be fix/known upfront

- Thus the template shall take an arbitrary number of parameters

- Example:

```
template<typename First, typename...Types>
void printAll(First const & first, Types const &...rest) {
    std::cout << first;
    if (sizeof...(Types)) {
        std::cout << ", ";
    }
    printAll(rest...);
}
```

- Syntax (ellipses everywhere): ...

- ... in template parameter list for an arbitrary number of template parameters (Template Parameter Pack)

- ... in function parameter list for an arbitrary number of function arguments (Function Parameter Pack)

- ... after sizeof to access the number of elements in template parameter pack

- ... in the variadic template implementation after a pattern (Pack Expansion)

- **Template declaration:**

```
template<typename First, typename...Types>
void printAll(First const & first, Types const &...rest);
```

- **Implicit instantiation:**

```
int i{42}; double d{1.25}; std::string book{"Lucid C++"};
printAll(i, d, book);
```

- **Template instance:**

```
void printAll(int const & first, double const & __rest0,
              std::string const & __rest1) {
    std::cout << first;
    if (2) { //sizeof...(Types) - Number of arguments in the pack
        std::cout << ", ";
    }
    printAll(__rest0, __rest1); //rest... expansion
}
```

- **sizeof...(<PACK>) will be replaced by the number of arguments in the pack parameter**

- 0, 1, 2, ...

```
template<typename First, typename...Types>
void printAll(First const & first, Types const &...rest) {
    //...
    printAll(rest...);
}
```

- **Pattern: rest**
- **The pattern must contain at least one pack parameter**
- **An expansion is a coma-separated list of instances of the pattern**
- **For each argument in that pack an instance of the pattern is created**
- **In an instance of the pattern the parameter pack name is replaced by an argument of the pack**

```
void printAll(int const & first, double const & __rest0, std::string const & __rest1) {
    //...
    printAll(__rest0, __rest1); //rest...
}
```

- For the call `printAll(__rest0, __rest1): printAll<double, std::string>`

```
void printAll(double const & first, std::string const & __rest0) {  
    std::cout << first;  
    if (1) { //sizeof...(Types) - Number of arguments in the pack  
        std::cout << ", ";  
    }  
    printAll(__rest0); //rest... expansion  
}
```

- For the call `printAll(<rest0>): printAll<std::string>`

```
void printAll(std::string const & first) {  
    std::cout << first;  
    if (0) { //sizeof...(Types) - Number of arguments in the pack  
        std::cout << ", ";  
    }  
    printAll(); //rest... expansion  
}
```

- What about `printAll()`?

- **What about printAll()?**
 - The variadic template printAll is not viable, as it requires at least one parameter
- **We need a base case for the recursion**

```
void printAll() {  
}
```

- **Wouldn't it be feasible to just rearrange the code in the variadic template?**

```
template<typename First, typename...Types>  
void printAll(First const & first, Types const &...rest) {  
    std::cout << first;  
    if (sizeof...(Types)) {  
        std::cout << ", ";  
        printAll(rest...);  
    }  
}
```



```
template <typename F, typename...T>
F min(F const & first, T const &...rest) {
    auto const & restMin = min(rest...);
    return first < restMin ? first : restMin;
}

int main() {
    std::cout << min(3, 1, 4, 1, 5);
}
```

Incorrect

The recursive min function template lacks a base case. The call `min()` will not be resolvable. Furthermore, it would be difficult to specify that overload, because it would need to return a value that is smaller than every other value of the given type.
Solution: overload `min(F const & first)`

```
template <typename F, typename...T>
F min(F const & first, T const &...rest) {
    auto const & restMin = min(rest...);
    return first < restMin ? first : restMin;
}
```

Correct

Template code that is not used will not be instantiated. Therefore, the missing overload `min()` will not be recognized.

- String literals as arguments

```
int main() {  
    std::cout << min("Gregor Clegane", "Tyrion Lannister");  
}
```

- Possible output: Tyrion Lannister

```
template <typename T>  
T min(T left, T right) {  
    return left < right ? left : right;  
}
```



```
min<char const *>  
char const * min(char const * left,  
                 char const * right) {  
    return left < right ? left : right;  
}
```

- Comparison happens based on the pointer (address) of the arguments

- **Multiple function templates with the same name can exist**
 - As long as they can be distinguished by their parameter list
- **An overload for pointers is possible**

```
template <typename T>
T min(T left, T right) {
    return left < right ? left : right;
}

template <typename T>
T * min(T * left, T * right) {
    return *left < *right ? left : right;
}
```



```
template <typename T>
T min(T left, T right) {
    return left < right ? left : right;
}

template <typename T>
T * min(T * left, T * right) {
    return *left < *right ? left : right;
}
```

- Will this help for the string literal example?

```
std::cout << min("Gregor Clegane", "Tyrion Lannister");
```

- And this?

```
std::cout << min("Samwell Tarly", "Sansa Stark");
```

- Function templates and "normal" functions with the same name can coexist

```
template <typename T>
T min(T left, T right) {
    return left < right ? left : right;
}

template <typename T>
T * min(T * left, T * right) {
    return *left < *right ? left : right;
}

char const * min(char const * left,
                 char const * right) {
    return std::string{left} < std::string{right} ? left : right;
}
```

- Operators and member functions can be templates too

- Example

```
auto const printer = [&out](auto const & e) {  
    out << "Element: " << e;  
};
```

```
struct __PrinterLambda {  
    template <typename T>  
    void operator()(T const & e) const {  
        __out << "Element: " << e;  
    }  
    std::ostream & __out;  
};
```

- Beware: Don't make operator templates too eagerly, you might end up with unexpected (better) matches for other calls.

- Literals and references

```
template <typename T>  
T const & min(T const & left, T const & right) {  
    return left < right ? left : right;  
}
```

```
std::cout << min("C++", "Java");
```

```
error: no matching function for call to  
'min(const char [4], const char [5])'
```

- Literal suffix helps

```
using namespace std::string_literals;  
std::cout << min("C++"s, "Java"s);
```

- **Templates might be a better match**
 - For example because of constness

```
template <typename T>
T min(T & left, T & right) {
    return left < right ? left : right;
}

std::string min(std::string const & left, std::string const & right) {
    return lexicographical_compare(begin(left), end(left),
                                   begin(right), end(right),
                                   [](char l, char r) {
                                       return tolower(l) < tolower(r);
                                   }) ? left : right;
}
```

```
std::string small{"aa"};
std::string capital{"ZZ"};
std::cout << min(small, capital) << '\n'; //ZZ
```

- Temporary might become invalid

```
template <typename T>
T const & min(T const & left, T const & right) {
    return left < right ? left : right;
}
```

```
std::string const & smaller = min("a"s, "b"s);
std::cout << "smaller is: " << smaller;
```

- Lifetime of temporaries ends at ;
- `const &` can extend the lifetime of a temporary, but only if it is a temporary value as a result of the outermost expression

Right or Wrong?

?

```
template <typename T>
T const &
min(T const & left, T const & right) {
    return left < right ? left : right;
}

int main() {
    std::cout << min("Java", "Rust");
}
```

Incorrect

This code actually compiles, as both string literals have type `char const[5]`. However, the comparison will still happen on the effective addresses of the arrays.

```
template <typename T>
T const &
min(T const & left, T const & right) {
    return left < right ? left : right;
}

int main() {
    std::string java{"Java"};
    std::string const rust{"Rust"};
    std::cout << min(java, rust);
}
```

Correct

Even though one string is `const` and the other is not, the non-`const` string can be passed as an argument to a `const` reference.

- **Function templates provide way to specify a set of functions for types that behave in a certain way**
- **Arguments for a function template instance might be deduced by the compiler**
- **Variadic templates take an arbitrary number of arguments**
- **Template instantiation happens at compile-time**