



Efficient C++ Programming

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INFN-CNAF

ESC'19 — Bertinoro, 21–26 October 2019

<https://baltig.infn.it/giaco/cpp-esc19>

<http://cern.ch/go/L8nX>



Outline

Introduction

Algorithms and functions

Resource management

Move semantics

Containers

Compile-time computation

Additional material

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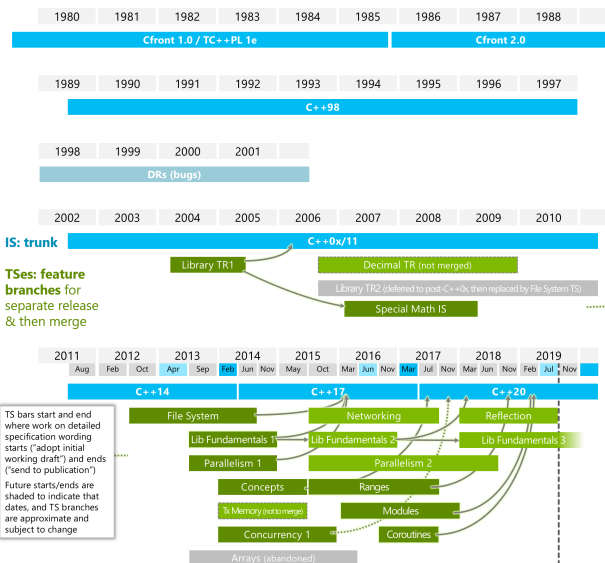
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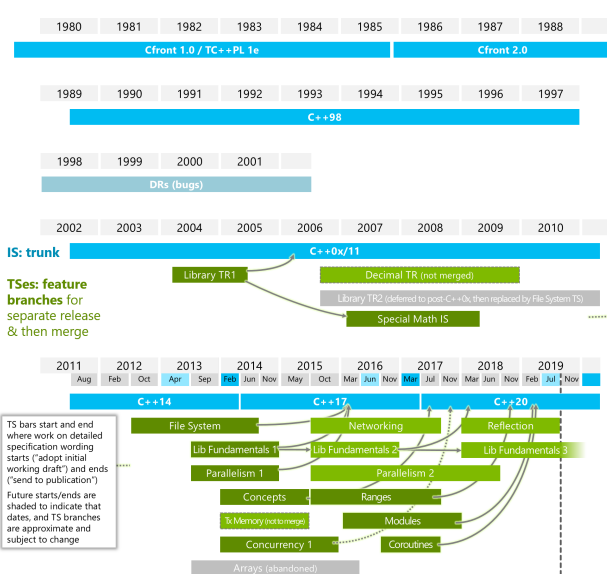
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- good from low-level programming to high-level abstractions
- efficient (*“you don’t pay for what you don’t use”*)
- standard

- **Start from**
 - <https://isocpp.org/>
 - <https://en.cppreference.com/>
 - <https://github.com/isocpp/CppCoreGuidelines>
- **Main C++ conferences**
 - <https://github.com/cppcon>,
<https://youtube.com/cppcon>
 - <https://github.com/boostcon>,
<https://youtube.com/boostcon>
- **Standard Committee papers**
 - <http://www.open-std.org/jtc1/sc22/wg21/docs/papers/>

C++ timeline



C++ timeline



"Modern C++ feels like a new language"

Working drafts, almost the same as the final published document

C++03 <https://wg21.link/n1905>

C++11 <https://wg21.link/n3242>

C++14 <https://wg21.link/n4296>

C++17 <https://wg21.link/n4659>

C++2a <https://wg21.link/n4835> (current draft)

For the $\text{\LaTeX}$ sources see

<https://github.com/cplusplus/draft>

- The ESC machines provide gcc 4.8 (native, pretty old), gcc 7.3, gcc 8.3, gcc 9.2, clang 5.0 (all need to be enabled, see instructions)
- You can also edit and try your code online with multiple compilers at
 - <https://godbolt.org/>
 - <https://coliru.stacked-crooked.com/>
 - <https://wandbox.org/>
 - <https://repl.it/>

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- The standard library contains components of general use
 - containers (data structures)
 - algorithms
 - strings
 - input/output
 - random numbers
 - regular expressions
 - concurrency and parallelism
 - filesystem
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- But templates are everywhere

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Numeric `iota accumulate inner_product`
`partial_sum adjacent_difference ...`

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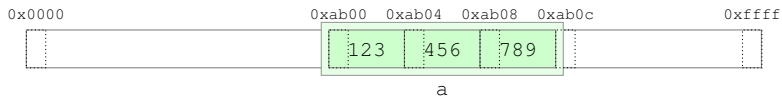
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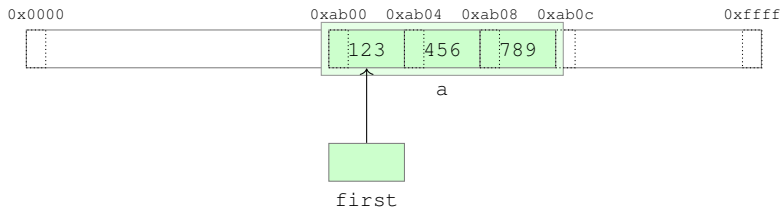
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 - certainly $* ++ -> == !=$, maybe $-- + - += -= <$
- Expect significant improvements in C++20

Range (cont.)



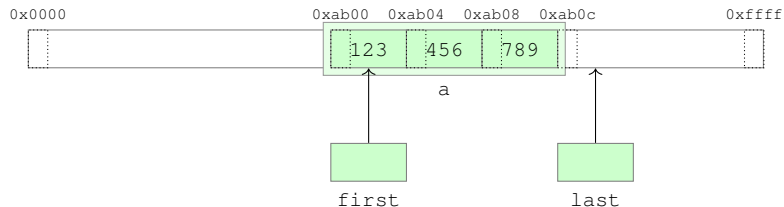
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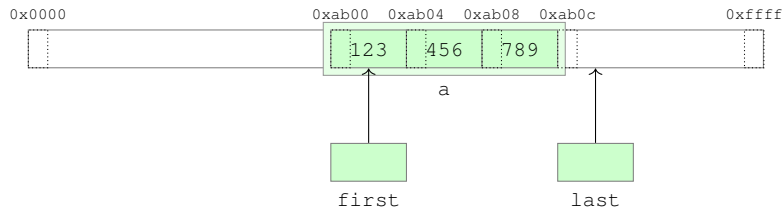
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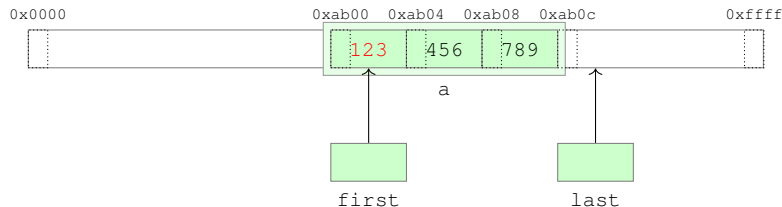
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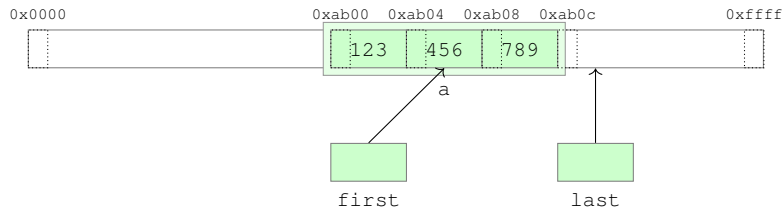
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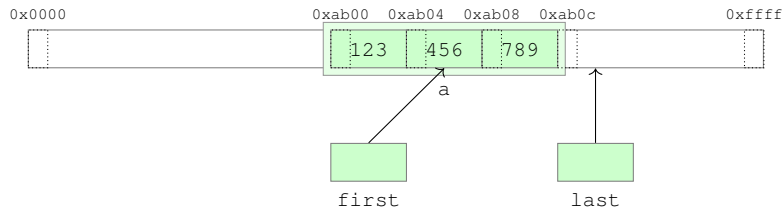
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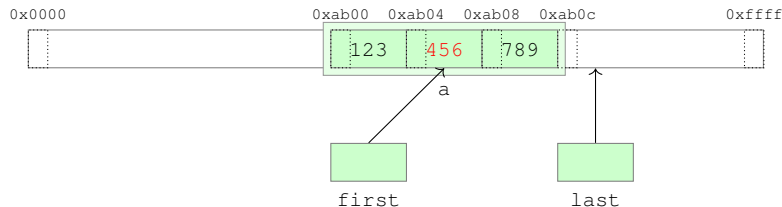
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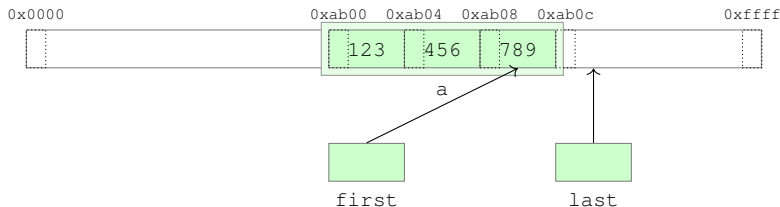
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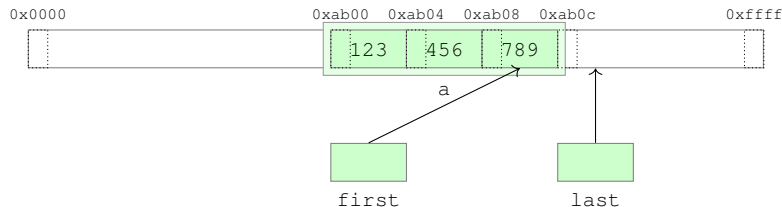
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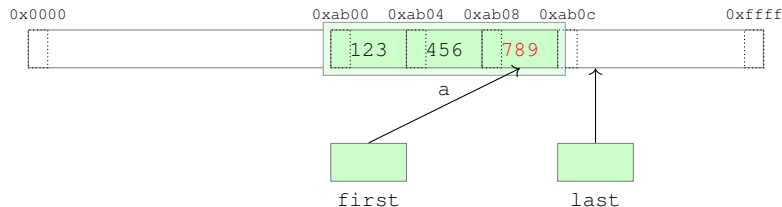
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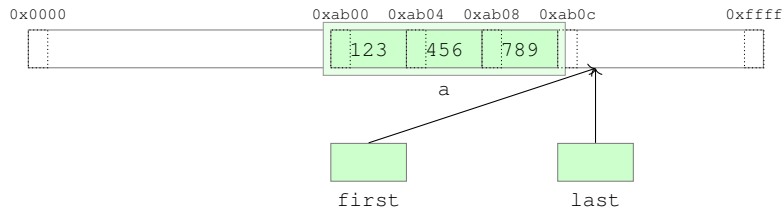
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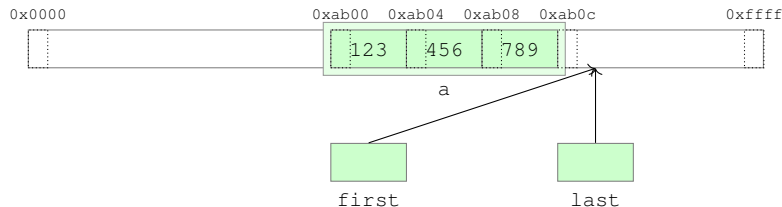
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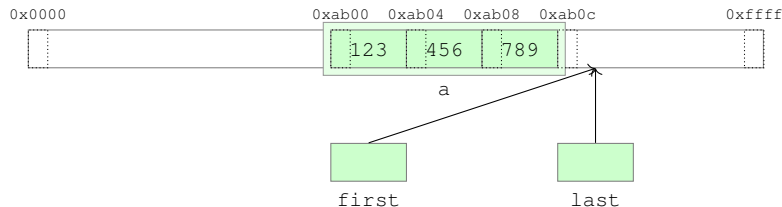
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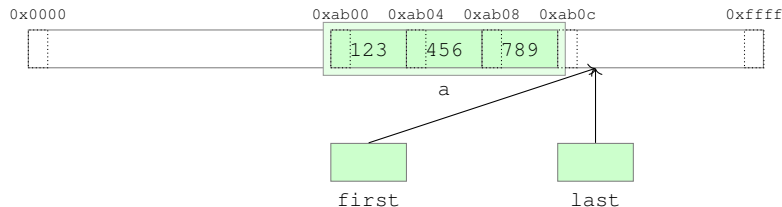
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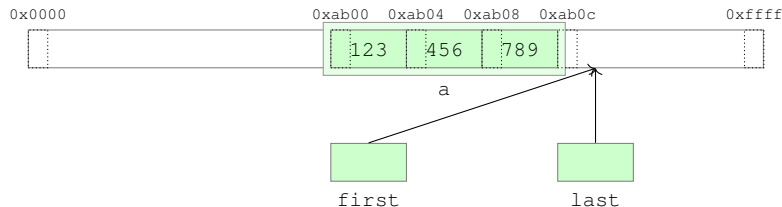
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template <class Iterator, class T>
Iterator
find(Iterator first, Iterator last, const T& value)
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    for (; first != last; ++first)
        if (*first == value)
            break;
    return first;
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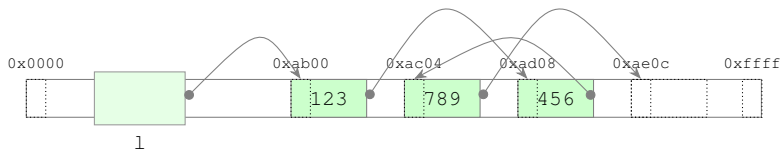
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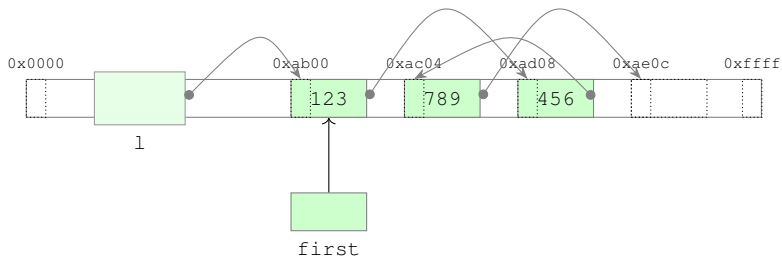
- A concept is a set of requirements that a type needs to satisfy
 - e.g. supported expressions, nested typedefs, memory layout, ...

Range (cont.)



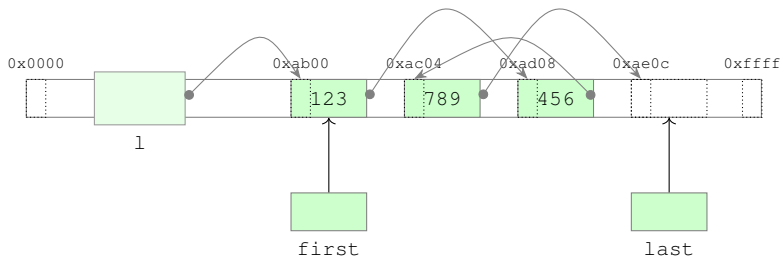
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std::forward_list<int> l = {123, 456, 789};
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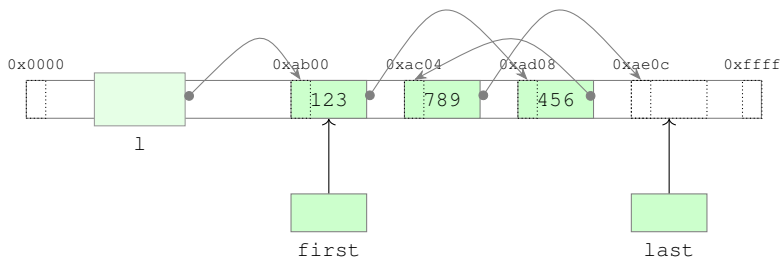
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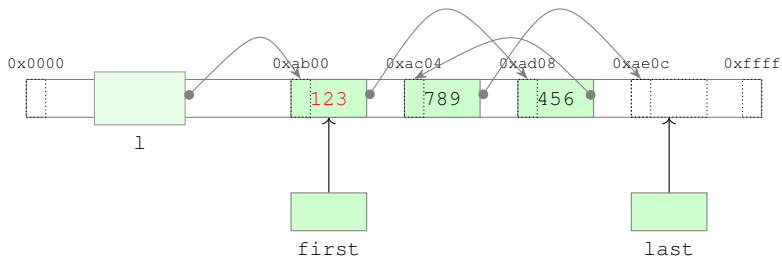
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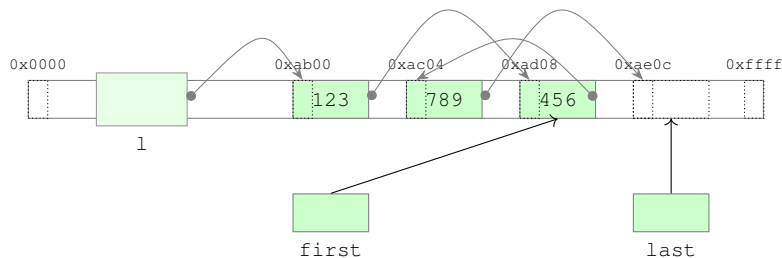
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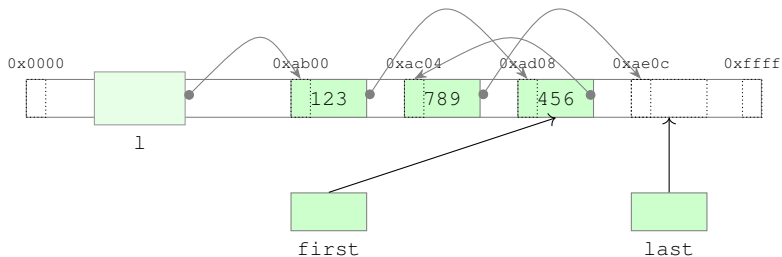
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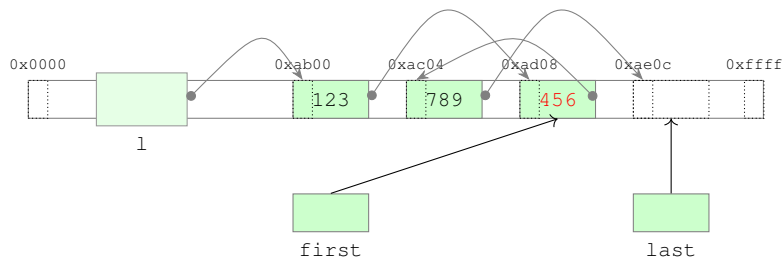
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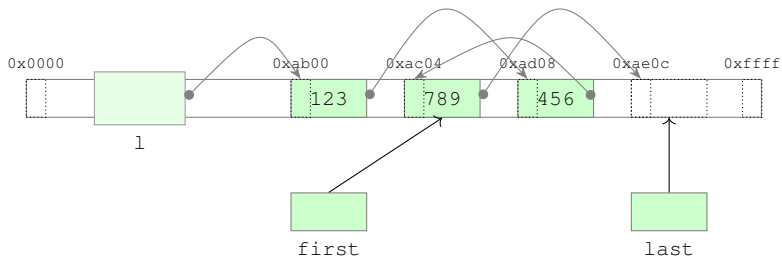
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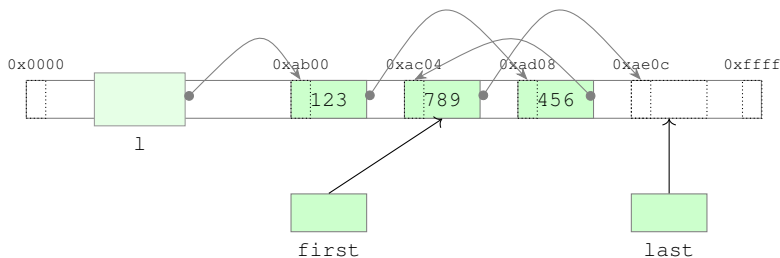
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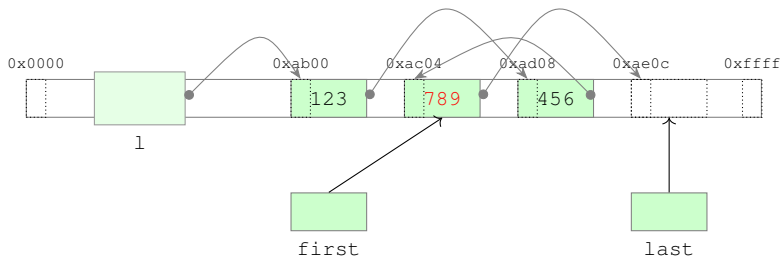
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Range (cont.)



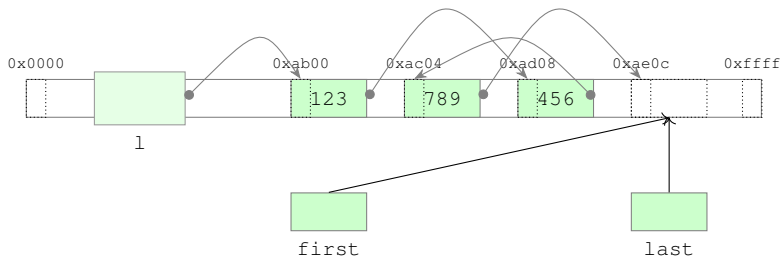
```
std::forward_list<int> l = {123, 456, 789};  
auto first = l.begin();  
auto const last = l.end();  
while (first != last) {  
    ... *first ...;  
    ++first;  
}
```

Range (cont.)



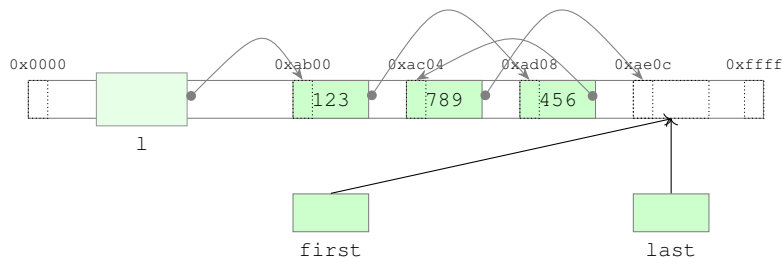
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Range (cont.)



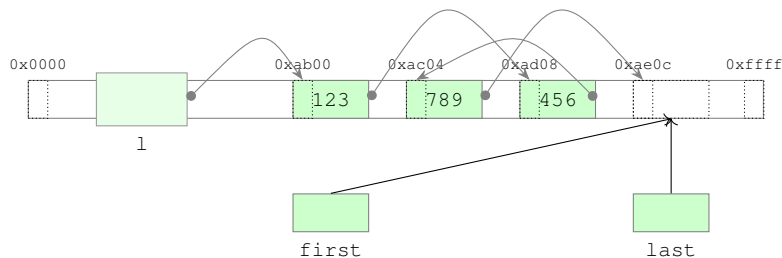
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```

Range (cont.)



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```

Range (cont.)



```
std::forward_list<int> l = {123, 456, 789};  
auto first = l.begin();  
auto const last = l.end();  
while (first != last) {  
    ... *first ...;  
    ++first;  
}
```

- `std::forward_list<T>::iterator` models the *ForwardIterator* concept

Algorithms and ranges

- Examples

```
std::vector v = { 23, 54, 41, 0, 18 };

// sort the vector in ascending order
std::sort(std::begin(v), std::end(v));

// sum up the vector elements, initializing the sum to 0
auto s = std::accumulate(std::begin(v), std::end(v), 0);
auto r = std::reduce(std::begin(v), std::end(v));

// append the partial sums of the vector elements into a list
std::list<int> l;
std::partial_sum(std::begin(v), std::end(v), std::back_inserter(l));

// find the first element with value 42
auto it = std::find(std::begin(v), std::end(v), 42);
```

- Some algorithms are customizable passing a function

```
auto it = std::find_if(v.begin(), v.end(), filter);
```

- C++ → Algorithms
- Starting from `algo.cpp` and following the hints, write code to
 - sum all the elements of the vector
 - compute the average of the first half and of the second half of the vector
 - move the three central numbers to the beginning
 - remove duplicate elements
 - ...

Why using standard algorithms

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- They express intent more clearly than a raw `for` loop
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 - parallel algorithms available in C++17, implementations are appearing

```
#include <execution>

std::vector<int> v = ...;
std::sort(std::execution::par, v.begin(), v.end());
auto it = std::find(std::execution::par, v.begin(), v.end(), 42);
```

- C++ → Algorithms
- Starting from `algo_par.cpp` and following the hints, write code to
 - sum all the elements of the vector, with and without parallelization
 - sort the vector, with and without parallelization
 - ...

and compare the execution times.

Functions

- A function associates a sequence of statements (the function *body*) with a name and a list of zero or more parameters

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```
std::string join(std::string const& s, int i)
{
    return s + '-' + std::to_string(i);
}

join("XYZ", 5); // std::string{"XYZ-5"}
```

Functions

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- A function returning a `bool` is called a *predicate*

```
bool less(int n, int m) { return n < m; }
```

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```

- A function may return a value
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```
bool less(int n, int m) { return n < m; }
```

- Multiple functions can have the same name → *overloading*
 - different parameter lists

Algorithms and functions

```
template <class Iterator, class T>
Iterator find(Iterator first, Iterator last, const T& value)
{
    for (; first != last; ++first)
        if (*first == value)
            break;
    return first;
}

auto it = find(v.begin(), v.end(), 42);
```

Algorithms and functions

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template <class Iterator, class T>
Iterator find(Iterator first, Iterator last, const T& value)
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}

auto it = find(v.begin(), v.end(), 42);
```

```
template <class Iterator, class T>
Iterator find_if(Iterator first, Iterator last, T pred)
{
    for (; first != last; ++first)
        if (pred(*first))           // unary predicate
            break;
    return first;
}
```

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bool lt42(int n) { return n < 42; }
```

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Iterator find_if(Iterator first, Iterator last, T pred)
{
    for (; first != last; ++first)
        if (pred(*first))           // unary predicate
            break;
    return first;
}

bool lt42(int n) { return n < 42; }

auto it = find_if(v.begin(), v.end(), lt42);
```

Function objects

A mechanism to define *something-callable-like-a-function*

Function objects

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```
auto lt42(int n)
{
    return n < 42;
}
```

```
auto b = lt42(32); // true
```

Function objects

A mechanism to define *something-callable-like-a-function*

```
auto lt42(int n)
{
    return n < 42;
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auto b = lt42(32); // true

vector v{61,32,51};
auto it = find_if(
    begin(v), end(v),
    lt42
); // *it == 32
```

Function objects

A mechanism to define *something-callable-like-a-function*

- A class with an `operator()`

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```
struct LessThan42 {
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    {
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    }
};
```

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```

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struct LessThan42 {
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    {
        return n < 42;
    }
};

LessThan42 lt42{};
```

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    auto operator()(int n) const
    {
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    }
};

auto lt42 = LessThan42{};
```

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    auto operator()(int n) const
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    }
};

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    lt42
); // *it == 32
```

```
struct LessThan42 {
    auto operator()(int n) const
    {
        return n < 42;
    }
};

auto lt42 = LessThan42{};
auto b = lt42(32); // true

vector v{61,32,51};
auto it = find_if(
    begin(v), end(v),
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); // *it == 32
```

Function objects (cont.)

A function object, being the instance of a class, can have state

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A function object, being the instance of a class, can have state

```
class LessThan {  
    int m_;  
public:  
    explicit LessThan(int m) : m_{m} {}  
    auto operator()(int n) const {  
        return n < m_;  
    }  
};
```

Function objects (cont.)

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public:  
    explicit LessThan(int m) : m_{m} {}  
    auto operator()(int n) const {  
        return n < m_;  
    }  
};  
  
LessThan lt42{42};  
auto b1 = lt42(32); // true
```

Function objects (cont.)

A function object, being the instance of a class, can have state

```
class LessThan {  
    int m_;  
public:  
    explicit LessThan(int m) : m_{m} {}  
    auto operator()(int n) const {  
        return n < m_;  
    }  
};
```

```
LessThan lt42{42};  
auto b1 = lt42(32); // true
```

```
LessThan lt24{24};  
auto b2 = lt24(32); // false
```

Function objects (cont.)

A function object, being the instance of a class, can have state

```
class LessThan {
    int m_;
public:
    explicit LessThan(int m) : m_{m} {}
    auto operator()(int n) const {
        return n < m_;
    }
};

LessThan lt42{42};
auto b1 = lt42(32); // true

LessThan lt24{24};
auto b2 = lt24(32); // false

vector v{61,32,51};
auto i1 = find_if(..., lt42); // *i1 == 32
auto i2 = find_if(..., lt24); // i2 == end, i.e. not found
```

Function objects (cont.)

A function object, being the instance of a class, can have state

```
class LessThan {
    int m_;
public:
    explicit LessThan(int m) : m_{m} {}
    auto operator()(int n) const {
        return n < m_;
    }
};

LessThan lt42{42};
auto b1 = LessThan{42}(32); // true

LessThan lt24{24};
auto b2 = LessThan{24}(32); // false

vector v{61,32,51};
auto i1 = find_if(..., LessThan{42}); // *i1 == 32
auto i2 = find_if(..., LessThan{24}); // i2 == end, i.e. not found
```

Function objects (cont.)

An example from the standard library

```
#include <random>

// random bit generator (mersenne twister)
std::mt19937 gen;

// generate N 32-bit unsigned integer numbers
for (int n = 0; n != N; ++n) {
    std::cout << gen() << '\n';
}

// generate N floats distributed normally (mean: 0., stddev: 1.)
std::normal_distribution<float> dist;
for (int n = 0; n != N; ++n) {
    std::cout << dist(gen) << '\n';
}

// generate N ints distributed uniformly between 1 and 6 included
std::uniform_int_distribution<> roll_dice(1, 6);
for (int n = 0; n != N; ++n) {
    std::cout << roll_dice(gen) << '\n';
}
```

Lambda expression

- A concise way to create an unnamed function object
- Useful to pass actions/callbacks to algorithms, threads, frameworks, ...

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struct LessThan42 {  
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    {  
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    }  
};  
  
class LessThan {  
    int m_;  
public:  
    explicit LessThan(int m)  
        : m_{m} {}  
    auto operator()(int n) const  
    {  
        return n < m_;  
    }  
};
```

```
find_if(..., LessThan42{});
```

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class LessThan {  
    int m_;  
public:  
    explicit LessThan(int m)  
        : m_{m} {}  
    auto operator()(int n) const  
    {  
        return n < m_;  
    }  
};
```

```
find_if(..., LessThan42{});  
  
find_if(..., [](int n) {  
    return n < 42;  
})  
);  
  
find_if(..., LessThan{42});
```

Lambda expression

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```
struct LessThan42 {  
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    {  
        return n < 42;  
    }  
};  
  
class LessThan {  
    int m_;  
public:  
    explicit LessThan(int m)  
        : m_{m} {}  
    auto operator()(int n) const  
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        return n < m_;  
    }  
};
```

```
find_if(..., LessThan42{});  
  
find_if(..., [](int n) {  
    return n < 42;  
})  
);  
  
find_if(..., LessThan{42});  
  
int m{42};  
find_if(..., [=](int n) {  
    return n < m;  
})  
);
```

Lambda expression

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struct LessThan42 {  
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        return n < m_;  
    }  
};
```

```
find_if(..., LessThan42{});  
  
find_if(..., [](int n) {  
    return n < 42;  
})  
);  
  
find_if(..., LessThan{42});  
  
find_if(..., [m = 42](int n) {  
    return n < m;  
})  
);
```

Lambda expression (cont.)

The evaluation of a lambda expression produces an unnamed function object (a *closure*)

- The `operator()` corresponds to the code of the body of the lambda expression
- The data members are the captured local variables
 - `[]` capture nothing
 - `[=]` capture all by value
 - `[k]` capture `k` by value
 - `[&]` capture all by reference
 - `[&k]` capture `k` by reference
 - `[=, &k]` capture all by value but `k` by reference
 - `[&, k]` capture all by reference but `k` by value
- Global variables are available without being captured

- C++ → Algorithms
- Starting from `algo_functions.cpp` and following the hints, write code to
 - multiply all the elements of the vector
 - sort the vector in descending order
 - move the even numbers to the beginning
 - create another vector with the squares of the numbers in the first vector
 - find the first multiple of 3 or 7
 - erase from the vector all the multiples of 3 or 7
 - ...

- Type-erased wrapper that can store and invoke any callable entity with a certain signature
 - function, function object, lambda, member function
- Some space and time overhead, so use only if a template parameter is not satisfactory

std::function

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 - function, function object, lambda, member function
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```
#include <functional>

int sum_squares(int x, int y) { return x * x + y * y; }

int main() {
    std::vector<std::function<int(int, int)>> v {
        std::plus<>{},          // has a compatible operator()
        std::multiplies<>{},    // idem
        &sum_squares
    };
    for (int k = 10; k <= 1000; k *= 10) {
        v.push_back([k](int x, int y) -> int { return k * x + y; });
    }

    for (auto const& f : v) { std::cout << f(4, 5) << '\n'; }
}
```

Introduction

Algorithms and functions

Resource management

Move semantics

Containers

Compile-time computation

Additional material

Weaknesses of a T^*

- Critical information is not encoded in the type
 - Am I the owner of the pointee? Should I delete it?
 - Is the pointee an object or an array of objects? of what size?
 - Was it allocated with `new`, `malloc` or even something else (e.g. `fopen` returns a `FILE*`)?

```
 $T^*$  p = create_something();
```

Weaknesses of a T^*

- Critical information is not encoded in the type
- Owning pointers are prone to leaks and double deletes

```
{  
    T* p = new T{};  
    ...  
    // ops, forgot to delete p  
}  
  
{  
    T* p = new T;  
    ...  
    delete p;  
    ...  
    delete p; // ops, delete again  
}
```

Weaknesses of a T^*

- Critical information is not encoded in the type
- Owing pointers are prone to leaks and double deletes
- Owing pointers are unsafe in presence of exceptions

```
{  
  T* p = new T;  
  ... // potentially throwing code  
  delete p;  
}
```

Weaknesses of a T^*

- Critical information is not encoded in the type
- Owing pointers are prone to leaks and double deletes
- Owing pointers are unsafe in presence of exceptions
- Runtime overhead
 - dynamic allocation/deallocation
 - indirection

Debugging memory problems

- Valgrind is a suite of debugging and profiling tools for memory management, threading, caching, etc.
- Valgrind Memcheck can detect
 - invalid memory accesses
 - use of uninitialized values
 - memory leaks
 - bad frees
- It's precise, but slow

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 - memory leaks
 - bad frees
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```
$ g++ leak.cpp
$ valgrind ./a.out
==18331== Memcheck, a memory error detector
...
```

Debugging memory problems (cont.)

- *Address Sanitizer* (ASan)
- The compiler instruments the executable so that at runtime ASan can catch problems similar, but not identical, to valgrind
- Faster than valgrind

Debugging memory problems (cont.)

- *Address Sanitizer* (ASan)
- The compiler instruments the executable so that at runtime ASan can catch problems similar, but not identical, to valgrind
- Faster than valgrind

```
$ g++ -fsanitize=address leak.cpp  
$ ./a.out
```

```
=====  
==18338==ERROR: LeakSanitizer: detected memory leaks  
...
```

- C++ → Memory issues
- Get familiar with Valgrind and memory sanitizers
- Compile, run directly and run through valgrind and/or memory sanitizers
 - `non_owning_pointer.cpp`
 - `array_too_small.cpp`
 - `leak.cpp`
 - `double_delete.cpp`
 - `missed_delete.cpp`
- Try and fix the problems

When to use a T^*

- To represent a *link* to an object when
 - the object is not owned, and
 - the link may be null or the link can be re-bound
- Mutable and immutable scenarios
 - T^* **VS** T `const*`

When not to use a T*

- To represent a link to an object when
 - the object is owned, or
 - the link can never be null, and the link cannot be re-bound
- Alternatives
 - use a copy
 - use a (const) reference

```
T& tr = t1;    // tr is an alias for t1
tr = t2;       // doesn't re-bind tr, assigns t2 to t1

T* tp = &t1;   // tp points to t1
tp = &t2;      // re-binds tp, it now points to t2
```

- use a resource-managing object
 - `std::array`, `std::vector`, `std::string`, *smart pointers*, ...

- Dynamic memory is just one of the many types of resources manipulated by a program:
 - thread, mutex, socket, file, ...
- C++ offers powerful tools to manage resources
 - *"C++ is my favorite garbage collected language because it generates so little garbage"*

Smart pointers

- Objects that behave like pointers, but also manage the lifetime of the pointee

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- Objects that behave like pointers, but also manage the lifetime of the pointee
- Leverage the RAII idiom
 - Resource Acquisition Is Initialization
 - Resource (e.g. memory) is acquired in the constructor
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 - Resource (e.g. memory) is acquired in the constructor
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 - deterministic: guaranteed execution at the end of the scope
 - order of execution opposite to order of construction

Smart pointers

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- Importance of how the destructor is designed in C++
 - deterministic: guaranteed execution at the end of the scope
 - order of execution opposite to order of construction
- Guaranteed no leak nor double release, even in presence of exceptions

Smart pointers (cont.)

```
template<typename Pointee>
class SmartPointer {
    Pointee* m_p;
public:
    explicit SmartPointer(Pointee* p): m_p{p} {}
    ~SmartPointer() { delete m_p; }

};

class Histo { ... };

{
    SmartPointer<Histo> sp{new Histo{}};

}
```

At the end of the scope (i.e. at the closing `}`) `sp` is destroyed and its destructor `deletes` the pointee

Smart pointers (cont.)

```
template<typename Pointee>
class SmartPointer {
    Pointee* m_p;
public:
    explicit SmartPointer(Pointee* p): m_p{p} {}
    ~SmartPointer() { delete m_p; }

};

class Histo { ... };

{
    SmartPointer<Histo> sp{new Histo{}};
    sp->fill();
    (*sp).fill();
}
```

At the end of the scope (i.e. at the closing `}`) `sp` is destroyed and its destructor deletes the pointee

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    Pointee* operator->() { return m_p; }
    Pointee& operator*() { return *m_p; }
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class Histo { ... };  
  
void take(std::unique_ptr<Histo> ph);  
  
std::unique_ptr<Histo> ph{new Histo{}};    // explicit new
```

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std::unique_ptr<Histo> ph{new Histo{}};    // explicit new  
auto ph = std::make_unique<Histo>();      // better
```

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auto ph = std::make_unique<Histo>();      // better
take(ph);
```

Standard smart pointer

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- Non-copyable, movable

```
class Histo { ... };

void take(std::unique_ptr<Histo> ph);           // by value

std::unique_ptr<Histo> ph{new Histo{}};        // explicit new
auto ph = std::make_unique<Histo>();           // better
take(ph);                                       // error, non-copyable
```

Standard smart pointer

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- Non-copyable, movable

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class Histo { ... };

void take(std::unique_ptr<Histo> ph);

std::unique_ptr<Histo> ph{new Histo{}}; // explicit new
auto ph = std::make_unique<Histo>();   // better
take(ph);                               // error, non-copyable
take(std::move(ph));
```

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take(px);
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On *smart_ptr*<T>

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```
std::unique_ptr<int[]> p{new int[n]};  
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```

On `smart_ptr<T>`

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std::unique_ptr<int[]> p{new int[n]};  
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```

- Access to the raw pointer is available
 - e.g. to pass to legacy APIs
 - `smart_ptr<T>::get()`
 - returns a **non-owning** `T*`
 - `unique_ptr<T>::release()`
 - returns an **owning** `T*`
 - must be explicitly managed

smart_ptr and functions

Pass a smart pointer to a function only if the function needs to rely on the smart pointer itself

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- by value of a `unique_ptr`, to transfer ownership

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take(u);           // error  
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- by value of a `shared_ptr`, to keep the resource alive

```
auto s = std::make_shared<Histo>();  
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- by value of a `shared_ptr`, to keep the resource alive

```
auto s = std::make_shared<Histo>();
std::thread t{[=] { do_something_with(s); }};
```

- by reference, to interact with the smart pointer itself

```
void print_count(std::shared_ptr<Histo> const& s) {
    std::cout << s.use_count() << '\n';
};
auto s = std::make_shared<Histo>();
print_count(s);
```

smart_ptr and functions (cont.)

- Otherwise pass the pointee by (const) reference/pointer

smart_ptr and functions (cont.)

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```
auto s = make_shared<Histo>();
```

smart_ptr and functions (cont.)

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```
void fill(std::shared_ptr<Histo> s) { if (s) s->fill(); }
```

```
auto s = make_shared<Histo>();  
fill(s);
```

smart_ptr and functions (cont.)

- Otherwise pass the pointee by (const) reference/pointer

```
void fill(std::shared_ptr<Histo> s) { if (s) s->fill(); }  
void fill(Histo* t)                { if (t) t->fill(); } // better
```

```
auto s = make_shared<Histo>();  
fill(s);  
fill(s->get());
```

- Otherwise pass the pointee by (const) reference/pointer

```
void fill(std::shared_ptr<Histo> s) { if (s) s->fill(); }  
void fill(Histo* t)                { if (t) t->fill(); } // better  
void fill(Histo& t)                { t.fill(); }         // better  
  
auto s = make_shared<Histo>();  
fill(s);  
fill(s->get());  
if (s) fill(*s);
```

smart_ptr and functions (cont.)

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```

- Return a *smart_ptr* from a function if the function has dynamically allocated a resource that is passed to the caller

```
auto factory() { return std::make_unique<Histo>(); }
```

smart_ptr and functions (cont.)

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void fill(std::shared_ptr<Histo> s) { if (s) s->fill(); }  
void fill(Histo* t)                  { if (t) t->fill(); } // better  
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- Return a *smart_ptr* from a function if the function has dynamically allocated a resource that is passed to the caller

```
auto factory() { return std::make_unique<Histo>(); }  
  
auto u = factory();          // std::unique_ptr<Histo>  
std::shared_ptr<Histo> s = std::move(u);
```

smart_ptr and functions (cont.)

- Otherwise pass the pointee by (const) reference/pointer

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void fill(std::shared_ptr<Histo> s) { if (s) s->fill(); }  
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- Return a *smart_ptr* from a function if the function has dynamically allocated a resource that is passed to the caller

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auto u = factory();      // std::unique_ptr<Histo>  
std::shared_ptr<Histo> s = std::move(u);  
  
std::shared_ptr<Histo> s = factory();
```

`smart_ptr` custom deleter

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    [](auto p) { std::fclose(p); }  
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Usual problems:

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- Early return/throw
- Wrap the deallocation function in a lambda to be safe in presence of multiple overloads
- For `unique_ptr` it's trickier

- C++ → Memory issues
 - Adapt the exercises to use smart pointers, when applicable
- C++ → Managing resources
- Starting from `dir.cpp` and following the hints in the file, write code to:
 - create a smart pointer managing a `DIR` resource obtained with the `opendir` function call
 - associate a deleter to that smart pointer
 - implement a function to read the names of the files in that directory
 - check if the deleter is called at the right moment
 - hide the creation of the smart pointer behind a factory function
 - populate a vector of `FILE`s, properly wrapped in a smart pointer, obtained opening the regular files in that directory
 - ...

Introduction

Algorithms and functions

Resource management

Move semantics

Containers

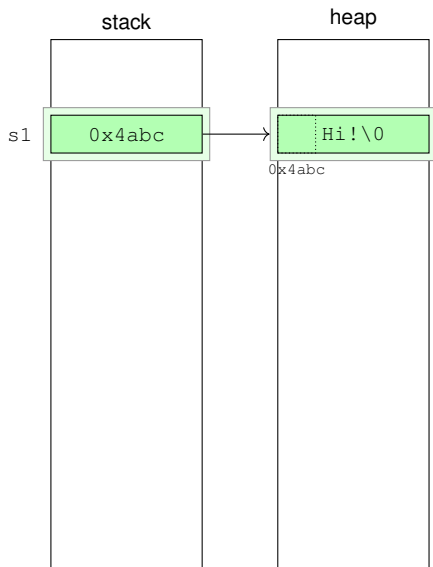
Compile-time computation

Additional material

We can do better than copying

```
class String {  
    char* s_;  
    ...  
};
```

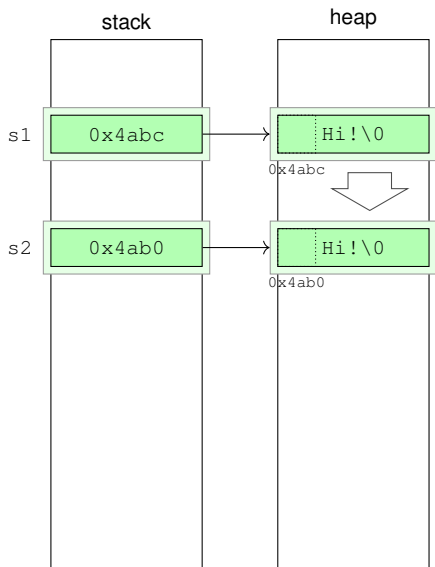
```
String s1{"Hi!"};
```



We can do better than copying

```
class String {  
    char* s_;  
    ...  
};
```

```
String s1{"Hi!"};  
String s2{s1};
```

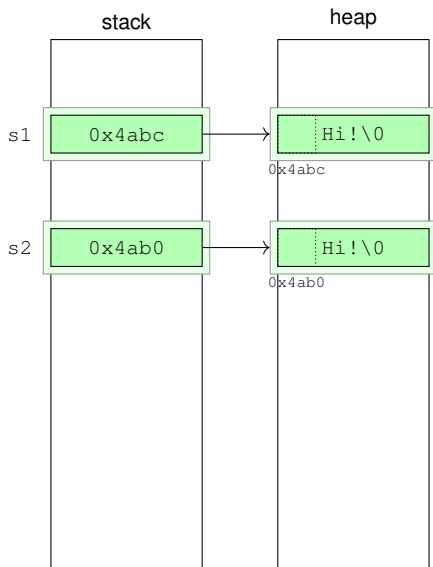


We can do better than copying

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class String {  
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String s1{"Hi!"};  
String s2{s1};
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- Both `s1` and `s2` exist at the end
- The “deep” copy is needed



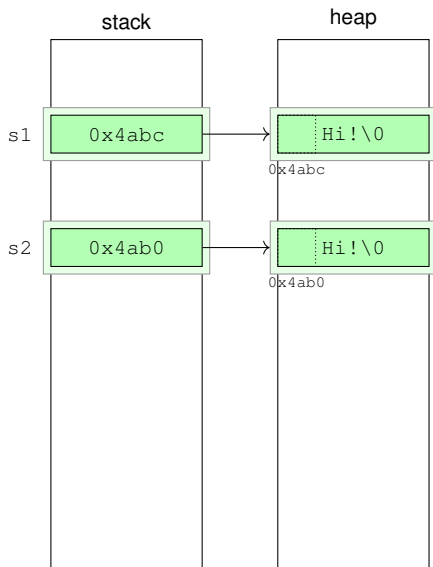
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```
String get_string() { return "Hi!"; }  
String s3{get_string()};
```



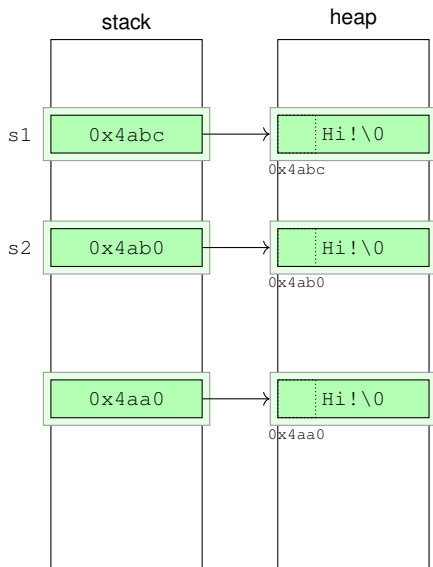
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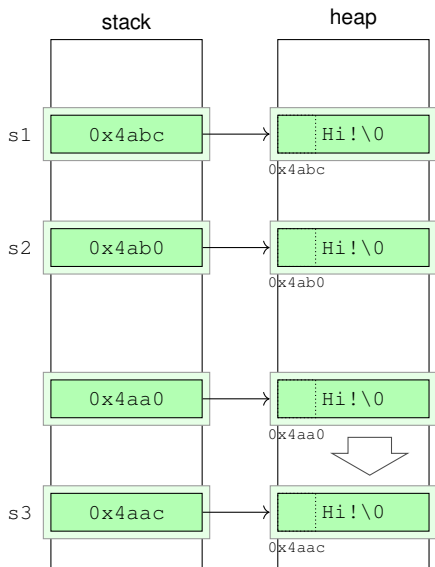
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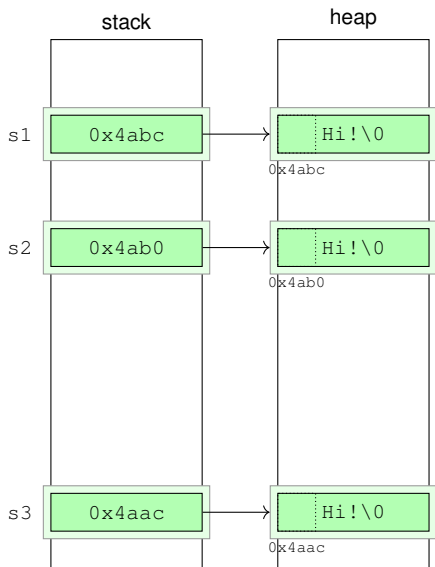
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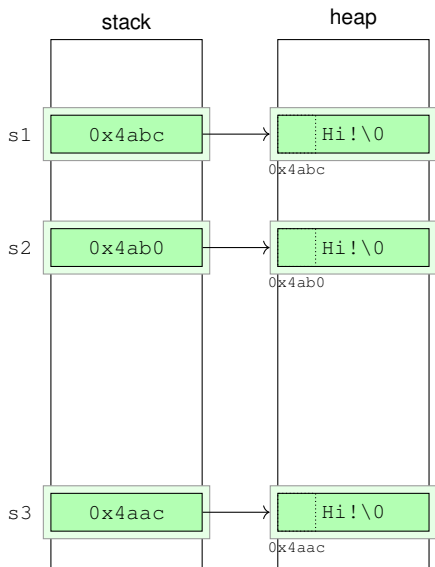
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- Both `s1` and `s2` exist at the end
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```
String get_string() { return "Hi!"; }  
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```

- Only `s3` exists at the end
- The “deep” copy is a waste

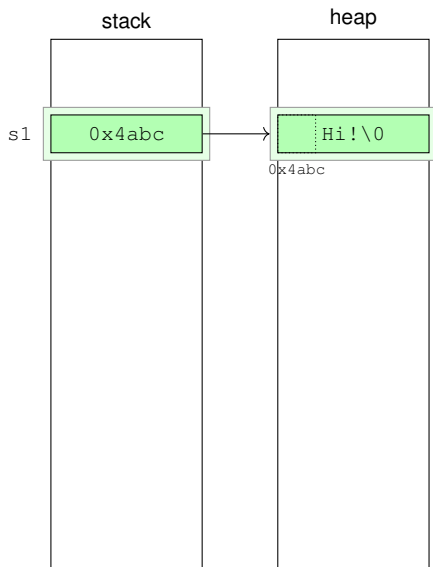


Copy vs move

```
class String {  
    char* s_;  
public:  
    String(char const* s) {  
        size_t size = strlen(s) + 1;  
        s_ = new char[size];  
        memcpy(s_, s, size);  
    }  
    ~String() { delete [] s_; }
```

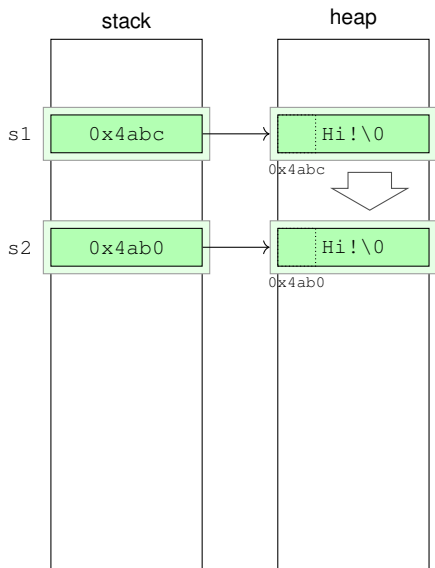
```
    ...  
};
```

```
String s1{"Hi!"};
```



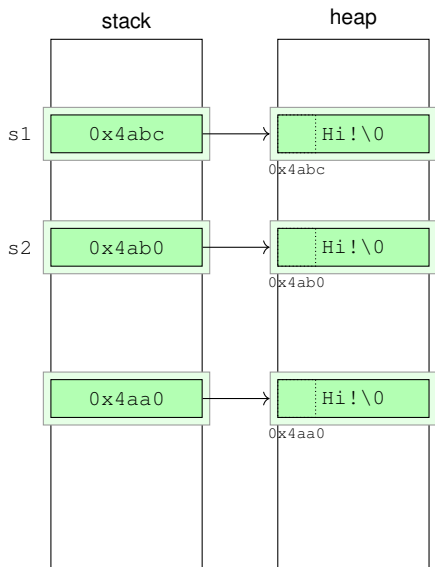
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    String(String const& other) {  
        size_t size = strlen(other.s_) + 1;  
        s_ = new char[size];  
        memcpy(s_, other.s_, size);  
    }  
  
    ...  
};  
  
String s1{"Hi!"};  
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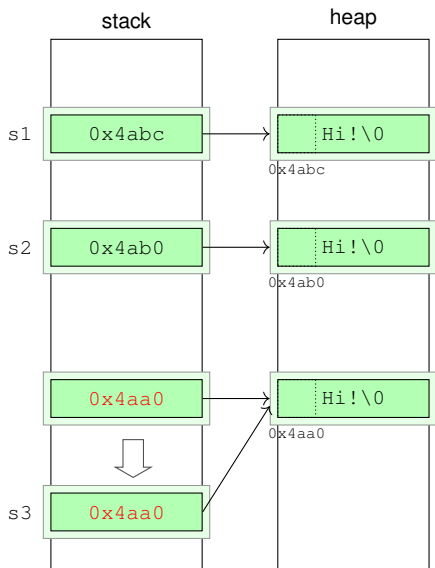
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        s_ = new char[size];  
        memcpy(s_, other.s_, size);  
    }  
  
    ...  
};  
  
String s1{"Hi!"};  
String s2{s1};  
String s3{get_string()};
```



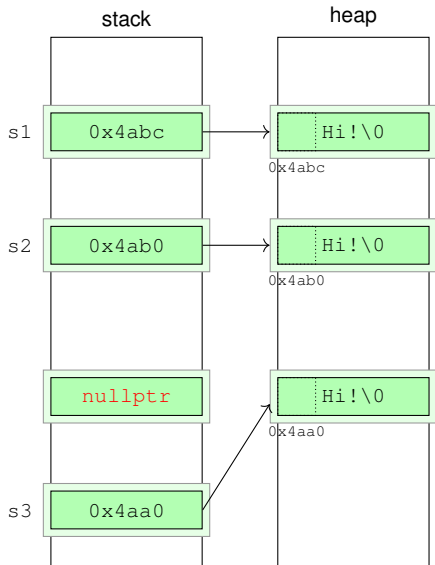
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    String(String const& other) {  
        size_t size = strlen(other.s_) + 1;  
        s_ = new char[size];  
        memcpy(s_, other.s_, size);  
    }  
    // move  
    String(??? tmp): s_(tmp.s_) {  
  
    }  
    ...  
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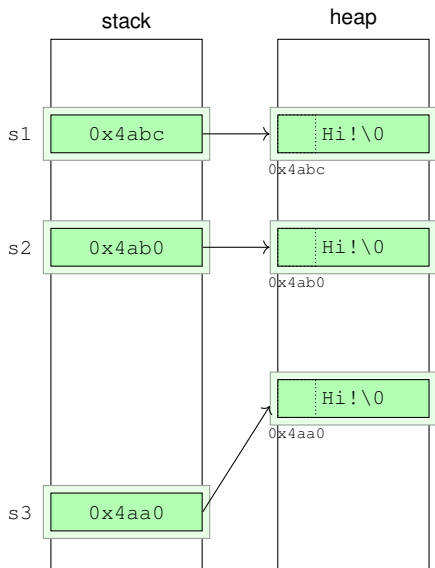
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    // move  
    String(??? tmp): s_(tmp.s_) {  
        tmp.s_ = nullptr;  
    }  
    ...  
};  
  
String s1{"Hi!"};  
String s2{s1};  
String s3{get_string()};
```



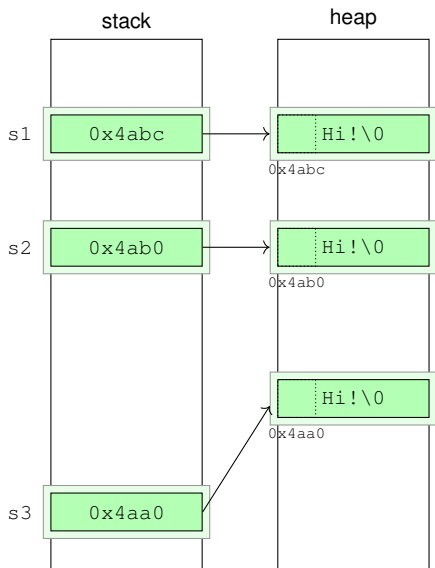
Copy vs move

```
class String {  
    char* s_;  
public:  
    String(char const* s) {  
        size_t size = strlen(s) + 1;  
        s_ = new char[size];  
        memcpy(s_, s, size);  
    }  
    ~String() { delete [] s_; }  
    // copy  
    String(String const& other) {  
        size_t size = strlen(other.s_) + 1;  
        s_ = new char[size];  
        memcpy(s_, other.s_, size);  
    }  
    // move  
    String(??? tmp): s_(tmp.s_) {  
        tmp.s_ = nullptr;  
    }  
    ...  
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String s1{"Hi!"};  
String s2{s1};  
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Copy vs move

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class String {  
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    // copy  
    String(String const& other) {  
        size_t size = strlen(other.s_) + 1;  
        s_ = new char[size];  
        memcpy(s_, other.s_, size);  
    }  
    // move  
    String(??? tmp): s_(tmp.s_) {  
        tmp.s_ = nullptr;  
    }  
    ...  
};  
  
String s1{"Hi!"};  
String s2{s1};  
String s3{get_string()};
```



lvalues vs rvalues

- The taxonomy of values in C++ is complex
 - glvalue, prvalue, xvalue, lvalue, rvalue
- We can assume
 - lvalue** A named object
 - for which you can take the address
 - **l** stands for “left” because it used to represent the **l**eft-hand side of an assignment
 - rvalue** An unnamed (temporary) object
 - for which you can’t take the address
 - **r** stands for “right” because it used to represent the **r**ight-hand side of an assignment

Rvalue reference

- A **T&&** is an rvalue reference
 - introduced in C++11
- It binds to rvalues but not to lvalues

Rvalue reference

- A **T&&** is an rvalue reference
 - introduced in C++11
- It binds to rvalues but not to lvalues

```
class String {  
    // copy constructor  
    String(String const& other) { ... }  
    // move constructor  
    String(String&& tmp) { ... }  
};
```

Rvalue reference

- A **T&&** is an rvalue reference
 - introduced in C++11
- It binds to rvalues but not to lvalues

```
class String {  
    // copy constructor  
    String(String const& other) { ... }  
    // move constructor  
    String(String&& tmp) { ... }  
};  
  
String s2{s1};           // call String::String(String const&)
```

Rvalue reference

- A **T&&** is an rvalue reference
 - introduced in C++11
- It binds to rvalues but not to lvalues

```
class String {  
    // copy constructor  
    String(String const& other) { ... }  
    // move constructor  
    String(String&& tmp) { ... }  
};  
  
String s2{s1};           // call String::String(String const&)  
String s3{get_string()}; // call String::String(String&&)
```

Special member functions

- A class has five special member functions
 - Plus the default constructor

```
class Widget {  
    Widget(Widget const&);           // copy constructor  
    Widget& operator=(Widget const&); // copy assignment  
    Widget(Widget&&);               // move constructor  
    Widget& operator=(Widget&&);    // move assignment  
    ~Widget();                     // destructor  
};
```

Special member functions

- A class has five special member functions
 - Plus the default constructor

```
class Widget {  
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    Widget(Widget&&);               // move constructor  
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    ~Widget();                      // destructor  
};
```

- The compiler can generate them automatically according to some convoluted rules
 - The behavior depends on the behavior of data members

Special member functions

- A class has five special member functions
 - Plus the default constructor

```
class Widget {  
    Widget(Widget const&);           // copy constructor  
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    Widget(Widget&&);               // move constructor  
    Widget& operator=(Widget&&);    // move assignment  
    ~Widget();                      // destructor  
};
```

- The compiler can generate them automatically according to some convoluted rules
 - The behavior depends on the behavior of data members
- Rules of thumb

Rule of zero Don't declare them and rely on the compiler

Rule of five If you need to declare one, declare them all

- Consider = default and = delete

Return a value from a function

- Returning a large value from a function is often perceived as slow

Return a value from a function

- Returning a large value from a function is often perceived as slow
 - Return “by pointer”

```
std::unique_ptr<LargeObject> make_large_object() {  
    return std::make_unique<LargeObject>();  
}
```

```
auto lo = make_large_object();  
lo->...; // use the object, via a pointer
```

Return a value from a function

- Returning a large value from a function is often perceived as slow
 - Return “by pointer”

```
std::unique_ptr<LargeObject> make_large_object() {  
    return std::make_unique<LargeObject>();  
}
```

```
auto lo = make_large_object();  
lo->...; // use the object, via a pointer
```

- Use “out” arguments

```
void make_large_object(LargeObject& o) {  
    o = LargeObject{}; // requires copy assignment  
}
```

```
LargeObject lo; // requires default constructor  
make_large_object(lo);  
lo... // use the object
```

Return a value from a function (cont.)

- There are very few reasons for not doing the obvious

```
LargeObject make_large_object() {  
    return LargeObject{};  
}  
  
auto lo = make_large_object(); // possibly auto const  
lo....                          // use the object
```

- In fact the compiler is allowed or even obliged in some circumstances to elide the copy of the returned value into the final destination
 - (N)RVO – (Named) Return Value Optimization
- If (N)RVO is not applied, a move is done, if available
- If the move is not available, copy

Return value optimization

Unnamed

```
Widget make_widget()
{
    if (...) {
        return Widget{};
    }
    return Widget{};
}

auto w = make_widget();
```

Named

```
Widget make_widget()
{
    Widget result;
    if (...) {
        result = Widget{};
    }
    return result;
}

auto w = make_widget();
```

Return value optimization

Unnamed

```
Widget make_widget()
{
    if (...) {
        return Widget{};
    }
    return Widget{};
}

auto w = make_widget();
```

Named

```
Widget make_widget()
{
    Widget result;
    if (...) {
        result = Widget{};
    }
    return result;
}

auto w = make_widget();
```

- Try not to mix named and unnamed returns in the same function
- Avoid `return std::move(result)`, unless necessary

- C++ → Move
- Open the program `move.cpp`. Implement variations of the `make_vector` function so that:
 - the result is returned from the function
 - the result is passed to the function as an output parameter (by reference or by pointer)
 - the result is returned from the function, but the Return Value Optimization is disabled (how?)
- Measure the time it takes to execute them. Discuss the results.

Introduction

Algorithms and functions

Resource management

Move semantics

Containers

Compile-time computation

Additional material

Dynamic memory allocation

It's not always possible to know at compile time which type of objects is needed or how many of them

Dynamic memory allocation

It's not always possible to know at compile time which type of objects is needed or how many of them

- run-time polymorphism

```
struct Shape { ... };
struct Rectangle : Shape { ... };
struct Circle : Shape { ... };

std::unique_ptr<Shape> s;
char c; std::cin >> c;
switch (c) {
    case 'r': s = std::make_unique<Rectangle>(); break;
    case 'c': s = std::make_unique<Circle>(); break;
}
```

Dynamic memory allocation

It's not always possible to know at compile time which type of objects is needed or how many of them

- run-time polymorphism

```
struct Shape { ... };
struct Rectangle : Shape { ... };
struct Circle : Shape { ... };

std::unique_ptr<Shape> s;
char c; std::cin >> c;
switch (c) {
    case 'r': s = std::make_unique<Rectangle>(); break;
    case 'c': s = std::make_unique<Circle>(); break;
}
```

- dynamic collections of objects

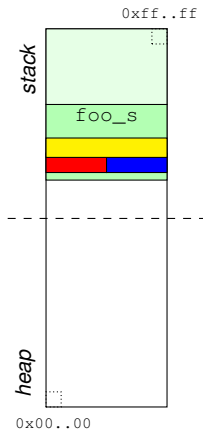
```
int n; std::cin >> n;
std::vector<Particle> v;
for (int i = 0; i != n; ++i) {
    v.emplace_back(...);
}
```

Stack vs Heap: space

```
struct S {  
    int    n;  
    float  f;  
    double d;  
};
```

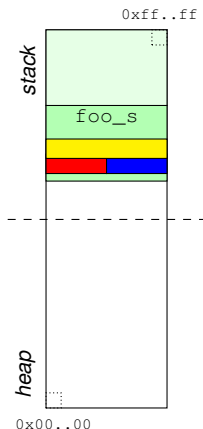
Stack vs Heap: space

```
struct S {  
    int    n;  
    float  f;  
    double d;  
};  
  
auto foo_s() {  
    S s;  
    ...  
}
```



Stack vs Heap: space

```
struct S {  
    int    n;  
    float  f;  
    double d;  
};  
  
auto foo_s() {  
    S s;  
    ...  
}
```

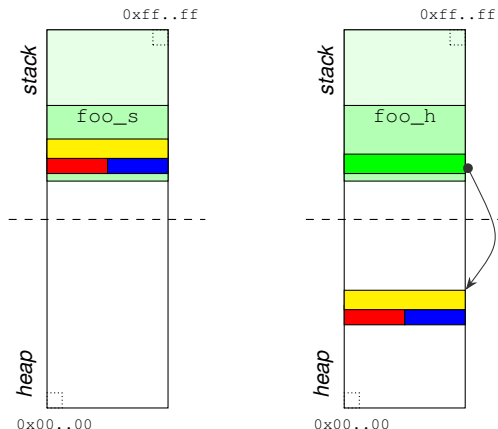


Occupancy:

- sizeof(S)

Stack vs Heap: space

```
struct S {  
    int    n;  
    float  f;  
    double d;  
};  
  
auto foo_s() {  
    S s;  
    ...  
}  
  
auto foo_h() {  
    S* s = new S;  
    ...  
}
```

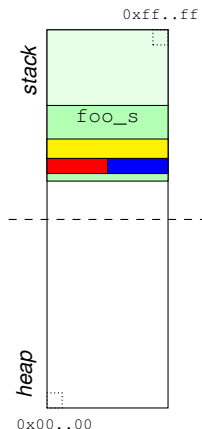


Occupancy:

- `sizeof(S)`

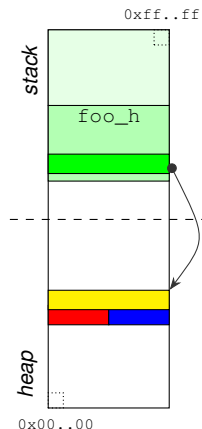
Stack vs Heap: space

```
struct S {  
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    float  f;  
    double d;  
};  
  
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    S s;  
    ...  
}  
  
auto foo_h() {  
    S* s = new S;  
    ...  
}
```



Occupancy:

- `sizeof(S)`



Occupancy:

- `sizeof(S) + sizeof(S*)`
- plus new internal space overhead

Stack vs Heap: time

Stack

```
void stack()
{
    int m{123};
    ...
}
```

Heap

```
void heap()
{
    int* m = new int{123};
    ...
    delete m;
}
```

Stack vs Heap: time

Stack

```
void stack()
{
    int m{123};
    ...
}
```

```
stack():
    subq %4, %rsp
    movl $123, (%rsp)
    ...
    addq $4, %rsp
    ret
```

Heap

```
void heap()
{
    int* m = new int{123};
    ...
    delete m;
}
```

Stack vs Heap: time

Stack

```
void stack()
{
    int m{123};
    ...
}
```

```
stack():
    subq $4, %rsp
    movl $123, (%rsp)
    ...
    addq $4, %rsp
    ret
```

Heap

```
void heap()
{
    int* m = new int{123};
    ...
    delete m;
}
```

```
heap():
    subq $8, %rsp
    movl $4, %edi
    call operator new(unsigned long)
    movl $123, (%rax)
    movq %rax, (%rsp)
    ...
    movl $4, %esi
    movq %rax, %rdi
    call operator delete(void*, unsigned long)
    addq $8, %rsp
    ret
```

Stack vs Heap: time

Stack

```
void stack()
{
    int m{123};
    ...
}
```

```
stack():
    subq $4, %rsp
    movl $123, (%rsp)
    ...
    addq $4, %rsp
    ret
```

Heap

```
void heap()
{
    int* m = new int{123};
    ...
    delete m;
}
```

```
heap():
    subq $8, %rsp
    movl $4, %edi
    call operator new(unsigned long)
    movl $123, (%rax)
    movq %rax, (%rsp)
    ...
    movl $4, %esi
    movq %rax, %rdi
    call operator delete(void*, unsigned long)
    addq $8, %rsp
    ret
```

```
$ g++ -O3 heap.cpp && ./a.out
1000000 iterations: 0.0494411 s
```

i.e. ~50 ns for each new/delete

STL Containers

- Objects that contain and own other objects
- Different characteristics and operations, some common traits
- Implemented as class templates

Sequence The client decides where an element gets inserted

- `array`, `deque`, `forward_list`, `list`,
`vector`

Associative The container decides where an element gets inserted

Ordered The elements are sorted

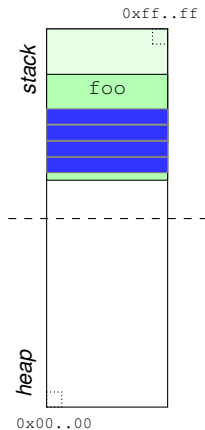
- `map`, `multimap`, `set`,
`multiset`

Unordered The elements are hashed

- `unordered_*`

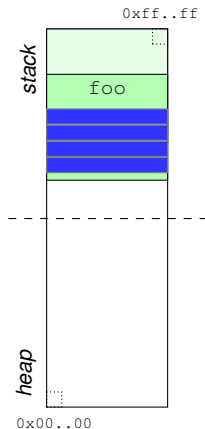
Sequence containers

`std::array`

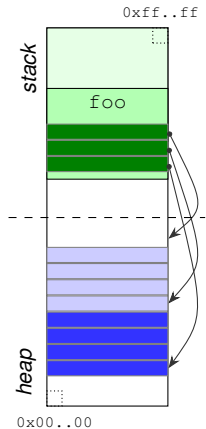


Sequence containers

`std::array`

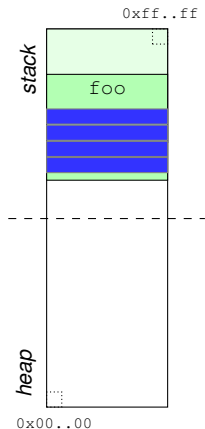


`std::vector`

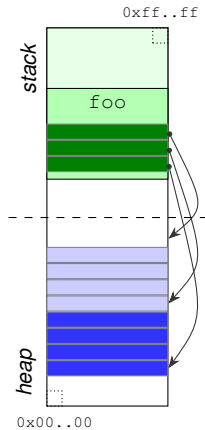


Sequence containers

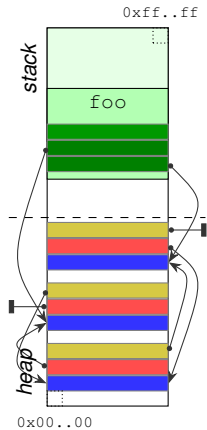
`std::array`



`std::vector`



`std::list`

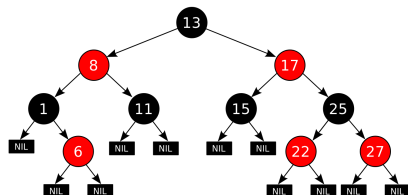


Associative ordered containers

- They contain ordered values (`set` and `multiset`) or key-value pairs (`map` and `multimap`)
- Search, removal and insertion have logarithmic complexity

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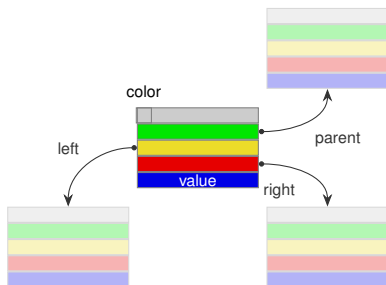
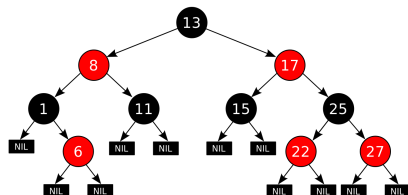


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Associative ordered containers

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- C++ → Containers
- Inspect, build and run `containers.cpp`, also using `perf`
- Extend it to manage an `std::list`
- Compare the performance obtained with the two containers

Introduction

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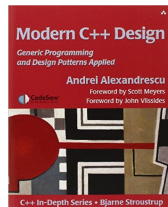
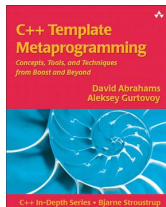
Containers

Compile-time computation

Additional material

Doing things at compile-time

- C++ has always been very strong in compile-time manipulation of program entities
- Thanks mainly to its support for templates



- Let's see two use cases
 - Type introspection
 - Computation

Type introspection

Query the type system to get information about types:

- how big is this type? `sizeof(T)`
- is this type default constructible?
`is_default_constructible_v<T>`
- is this type move-assignable? `is_move_assignable_v<T>`
- can the move assignment throw?
`is_nothrow_move_assignable_v<T>`
- are these two types the same? `is_same_v<T1, T2>`
- what's the common type for these types?
`common_type_t<int, unsigned, float>`

Type introspection

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`common_type_t<int, unsigned, float>`

```
template<typename T>
class uniform_real_distribution {
    static_assert(std::is_floating_point_v<T>);
    ...
};
```

Iterator traits

`std::iterator_traits` is a class template that provides properties about an iterator in terms of member types

- `difference_type` is a signed integer to identify the distance between iterators
- `value_type` is the type obtained dereferencing an iterator
- `pointer` is the type of pointer to `value_type`
- `reference` is the type of reference to `value_type`
- `iterator_category` is one of input, output, forward, bidirectional, random-access

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- `iterator_category` is one of input, output, forward, bidirectional, random-access

```
template<typename T>
struct iterator_traits<T*> // specialization for a pointer
{
    typedef random_access_iterator_tag iterator_category;
    typedef T value_type;
    typedef ptrdiff_t difference_type;
    typedef T* pointer;
    typedef T& reference;
};
```

Iterator traits

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Tag dispatching

```
template<class It>
typename iterator_traits<It>::difference_type
distance(It first, It last) {
}
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template<class It>
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```

Tag dispatching

```
template<class It>
typename iterator_traits<It>::difference_type
__distance(It first, It last) { // for random-access iterators
    return last - first;
}
```

```
template<class It>
typename iterator_traits<It>::difference_type
distance(It first, It last) {

}
```

Tag dispatching

```
template<class It>
typename iterator_traits<It>::difference_type
__distance(It first, It last) { // for random-access iterators
    return last - first;
}

template<class It>
typename iterator_traits<It>::difference_type
__distance(It first, It last) { // for input iterators
    typename iterator_traits<It>::difference_type n = 0;
    while (first != last) { ++first; ++n; }
    return n;
}

template<class It>
typename iterator_traits<It>::difference_type
distance(It first, It last) {

}
```

Tag dispatching

```
template<class It>
typename iterator_traits<It>::difference_type
__distance(It first, It last) { // for random-access iterators
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}

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typename iterator_traits<It>::difference_type
__distance(It first, It last) { // for input iterators
    typename iterator_traits<It>::difference_type n = 0;
    while (first != last) { ++first; ++n; }
    return n;
}

template<class It>
typename iterator_traits<It>::difference_type
distance(It first, It last) {
    return __distance(first, last); // which one?
}
```

Tag dispatching

```
template<class It>
typename iterator_traits<It>::difference_type
__distance(It first, It last, random_access_iterator_tag tag) {
    return last - first;
}

template<class It>
typename iterator_traits<It>::difference_type
__distance(It first, It last, input_iterator_tag tag) {
    typename iterator_traits<It>::difference_type n = 0;
    while (first != last) { ++first; ++n; }
    return n;
}

template<class It>
typename iterator_traits<It>::difference_type
distance(It first, It last) {
    return __distance(first, last, iterator_traits<It>::category{});
}
```

Tag dispatching

```
template<class It>
typename iterator_traits<It>::difference_type
__distance(It first, It last, random_access_iterator_tag tag) {
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typename iterator_traits<It>::difference_type
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    return n;
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template<class It>
typename iterator_traits<It>::difference_type
distance(It first, It last) {
    return __distance(first, last, iterator_traits<It>::category{});
}
```

Tag dispatching

```
template<class It>
auto
__distance(It first, It last, random_access_iterator_tag tag) {
    return last - first;
}

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auto
__distance(It first, It last, input_iterator_tag tag) {
    typename iterator_traits<It>::difference_type n = 0;
    while (first != last) { ++first; ++n; }
    return n;
}

template<class It>
auto
distance(It first, It last) {
    return __distance(first, last, iterator_traits<It>::category{});
}
```

Compile-time computation

- Compute values to be used in contexts where a constant expression is required:
 - boolean condition in a `static_assert`
 - size of an `std::array`
 - ...
- Statically initialize constant objects
- Reduce as much as possible the computation needed at runtime
- ...

Compile-time computation

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- Statically initialize constant objects
- Reduce as much as possible the computation needed at runtime
- ...

Let's compute the factorial of a number at compile time

Factorial with templates

Using a class template and non-type template parameters

```
template<int N>
struct F
{
    static const int value =          ;
};
```

```
static_assert(F<5>::value == 120);
```

Factorial with templates

Using a class template and non-type template parameters

```
template<int N>
struct F
{
    static const int value = N * F<N-1>::value;
};
```

```
static_assert(F<5>::value == 120);
```

Factorial with templates

Using a class template and non-type template parameters

```
template<int N>
struct F          // general (recursive) case
{
    static const int value = N * F<N-1>::value;
};

template<>
struct F<0>       // base case
{
    static const int value = 1;
};

static_assert(F<5>::value == 120);
```

Factorial with templates

Using a class template and non-type template parameters

```
template<int N>
struct F          // general (recursive) case
{
    static const int value = N * F<N-1>::value;
};

template<>
struct F<0>       // base case
{
    static const int value = 1;
};

static_assert(F<5>::value == 120);
std::array<char, F<5>::value> buffer;
```

Factorial with a function

Iterative function

```
int factorial(int N) {  
    int r = 1;  
    while (N > 0) { r *= N--; }  
    return r;  
}
```

Recursive function

```
int factorial(int N) {  
    return N == 0 ? 1 : N * factorial(N-1);  
}
```

Factorial with a function

Iterative function

```
int factorial(int N) {  
    int r = 1;  
    while (N > 0) { r *= N--; }  
    return r;  
}
```

Recursive function

```
int factorial(int N) {  
    return N == 0 ? 1 : N * factorial(N-1);  
}
```

```
static_assert(factorial(5) == 120);    // error  
std::array<char, factorial(5)> buffer; // error
```

- The `constexpr` specifier specifies that the value of a variable or function can appear in a constant expression

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- A function can be evaluated at compile-time only if the arguments are known at compile-time

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 - plus a few other constraints

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- The variable or the function can be evaluated at compile-time
- A function can be evaluated at compile-time only if the arguments are known at compile-time
 - plus a few other constraints

```
constexpr int factorial(int N) { // iterative
    int r = 1;
    while (N > 0) { r *= N--; }
    return r;
}
```

```
constexpr int factorial(int N) { // recursive
    return N == 0 ? 1 : N * factorial(N-1);
}
```

```
static_assert(factorial(5) == 120);
constexpr auto f5 = factorial(5);
std::array<char, f5> buffer;
```

Factorial using a function template with a *constexpr-if*

Factorial using a function template with a *constexpr-if*

```
template<int N>
constexpr auto Factorial()
{
    if constexpr (N > 0) {
        return N * Factorial<N-1>();
    } else {
        return 1;
    }
}
```

Factorial using a function template with a *constexpr-if*

```
template<int N>
constexpr auto Factorial()
{
    if constexpr (N > 0) {
        return N * Factorial<N-1>();
    } else {
        return 1;
    }
}

static_assert(Factorial<5>() == 120);
constexpr auto f5 = Factorial<5>();
std::array<char, f5> buffer;
```

- Take the `pi` function in `pi_time.cpp` and make it `constexpr`
- Implement a `constexpr` function that checks if a number is prime
- Take `containers_assoc.cpp` and extend it to cover also the use of the `std::set` and `std::unordered_set` associative containers. To fill the associative containers you can simply insert all the numbers from 0 to N , without random generation and without advancing. In order to dispatch to the correct implementation you can use the `is_associative` trait already included in that file, using it either as a tag or in a *constexpr-if*.
- Construct a compile-time table corresponding to a Pascal's Triangle of N rows, where N is a compile-time constant.

Outline

Introduction

Algorithms and functions

Resource management

Move semantics

Containers

Compile-time computation

Additional material

Let the compiler deduce the type of a variable from the initializer

```
auto i = 0;           // int
auto u = 0U;          // unsigned int
auto p = &i;          // int*
auto d = 1.;          // double
auto c = 'a';         // char
auto s = "a";         // char const*
```

Let the compiler deduce the type of a variable from the initializer

```
auto i = 0;           // int
auto u = 0U;          // unsigned int
auto p = &i;           // int*
auto d = 1.;           // double
auto c = 'a';          // char
auto s = "a";          // char const*
auto t = std::string{"a"}; // std::string
std::vector<std::string> v;
auto it = std::begin(v); // std::vector<std::string>::iterator
```

Let the compiler deduce the type of a variable from the initializer

```
auto i = 0;                // int
auto u = 0U;               // unsigned int
auto p = &i;               // int*
auto d = 1.;               // double
auto c = 'a';              // char
auto s = "a";              // char const*
auto t = std::string{"a"}; // std::string
std::vector<std::string> v;
auto it = std::begin(v);   // std::vector<std::string>::iterator
using std::literals::chrono_literals;
auto u = 1234us;           // std::chrono::microseconds
```

Let the compiler deduce the type of a variable from the initializer

```
auto i = 0;           // int
auto u = 0U;          // unsigned int
auto p = &i;          // int*
auto d = 1.;          // double
auto c = 'a';         // char
auto s = "a";         // char const*
auto t = std::string{"a"}; // std::string
std::vector<std::string> v;
auto it = std::begin(v); // std::vector<std::string>::iterator
using std::literals::chrono_literals;
auto u = 1234us;       // std::chrono::microseconds
auto e;               // error
```

- `auto` never deduces a reference
- if needed, `&` must be added explicitly

```
T v;  
  
auto v1 = v;           // T - v1 is a copy of v  
auto& v2 = v;          // T& - v2 is an alias of v  
auto v3 = v2;          // T - v2 is a copy of v
```

auto and const

- auto makes a mutable copy
- auto const (or const auto) makes a non-mutable copy
- auto& preserves const-ness

```
T v;
```

```
auto          v1 = v; // T          - v1 is a mutable copy of v
auto const    v2 = v; // T const    - v2 is a non-mutable copy of v
auto&         v3 = v; // T&         - v3 is a mutable alias of v
auto const&   v4 = v; // T const&   - v4 is a non-mutable alias of v
```

```
T const v;
```

```
auto          v1 = v; // T          - v1 is a mutable copy of v
auto const    v2 = v; // T const    - v2 is a non-mutable copy of v
auto&         v3 = v; // T const&   - v3 is a non-mutable alias of v
auto const&   v4 = v; // T const&   - v4 is a non-mutable alias of v
```

How to check the deduced type?

- Trick by S. Meyers

```
template<typename T> struct D;  
  
auto k = 0U;  
D<decltype(k)> d; // error: aggregate 'D<unsigned int> d'...  
  
auto const o = 0.;  
D<decltype(o)> d; // error: aggregate 'D<const double> d'...  
  
auto const& f = 0.f;  
D<decltype(f)> d; // error: aggregate 'D<const float&> td'...  
  
auto s = "hello";  
D<decltype(s)> d; // error: aggregate 'D<const char*> d'...  
  
auto& t = "hello";  
D<decltype(t)> d; // error: aggregate 'D<const char (&)[6]> d'...
```

- `decltype` returns the type of an expression
 - at compile time

Lambda: closure

The evaluation of a lambda expression produces an unnamed function object (a *closure*)

- The `operator()` corresponds to the code of the body of the lambda expression
- The data members are the captured local variables

Lambda: closure

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```
auto l = []
```

```
class SomeUniqueName {  
    public:  
  
    auto operator()  
};  
  
auto l = SomeUniqueName{ };
```

Lambda: closure

The evaluation of a lambda expression produces an unnamed function object (a *closure*)

- The `operator()` corresponds to the code of the body of the lambda expression
- The data members are the captured local variables

```
auto l = [](int i)
{ return i + v; }
```

```
class SomeUniqueName {
public:

    auto operator()(int i)
    { return i + v ; }
};

auto l = SomeUniqueName{ };
```

Lambda: closure

The evaluation of a lambda expression produces an unnamed function object (a *closure*)

- The `operator()` corresponds to the code of the body of the lambda expression
- The data members are the captured local variables

```
int v = 3;

auto l = [](int i)
{ return i + v; }
```

```
class SomeUniqueName {

public:

    auto operator()(int i)
    { return i + v ; }
};

int v = 3;
auto l = SomeUniqueName{ };
```

Lambda: closure

The evaluation of a lambda expression produces an unnamed function object (a *closure*)

- The `operator()` corresponds to the code of the body of the lambda expression
- The data members are the captured local variables

```
int v = 3;

auto l = [=](int i)
{ return i + v; }
```

```
class SomeUniqueName {
    int v_;
public:
    explicit SomeUniqueName(int v)
        : v_{v} {}

    auto operator()(int i)
    { return i + v_; }
};

int v = 3;
auto l = SomeUniqueName{v};
```

Lambda: closure

The evaluation of a lambda expression produces an unnamed function object (a *closure*)

- The `operator()` corresponds to the code of the body of the lambda expression
- The data members are the captured local variables

```
int v = 3;

auto l = [=](int i)
{ return i + v; }

auto r = l(5); // 8
```

```
class SomeUniqueName {
    int v_;
public:
    explicit SomeUniqueName(int v)
        : v_{v} {}

    auto operator()(int i)
    { return i + v_; }
};

int v = 3;
auto l = SomeUniqueName{v};
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auto l = [v = 3](int i)
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};

int v = 3;
auto l = SomeUniqueName{v};
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```

Lambda: closure

The evaluation of a lambda expression produces an unnamed function object (a *closure*)

- The `operator()` corresponds to the code of the body of the lambda expression
- The data members are the captured local variables

```
auto l = [v = 3](auto i)
{ return i + v; }

auto r = l(5); // 8
```

```
class SomeUniqueName {
    int v_;
public:
    explicit SomeUniqueName(int v)
        : v_{v} {}
    template<typename T>
    auto operator()(T i)
    { return i + v_; }
};

int v = 3;
auto l = SomeUniqueName{v};
auto r = l(5); // 8
```

Lambda: closure

The evaluation of a lambda expression produces an unnamed function object (a *closure*)

- The `operator()` corresponds to the code of the body of the lambda expression
- The data members are the captured local variables

```
auto l = [v = 3](auto i) -> int  
{ return i + v; }
```

```
auto r = l(5); // 8
```

```
class SomeUniqueName {  
    int v_;  
public:  
    explicit SomeUniqueName(int v)  
        : v_{v} {}  
    template<typename T>  
    int operator()(T i)  
    { return i + v_; }  
};
```

```
int v = 3;  
auto l = SomeUniqueName{v};  
auto r = l(5); // 8
```

Lambda: capturing

- Automatic variables used in the body need to be captured
 - `[]` capture nothing
 - `[=]` capture all by value
 - `[k]` capture `k` by value
 - `[&]` capture all by reference
 - `[&k]` capture `k` by reference
 - `[=, &k]` capture all by value but `k` by reference
 - `[&, k]` capture all by reference but `k` by value

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 - `[=, &k]` capture all by value but `k` by reference
 - `[&, k]` capture all by reference but `k` by value

```
int v = 3;  
auto l = [v] {};
```

```
class SomeUniqueName {  
    int v_;  
public:  
    explicit SomeUniqueName(int v)  
        : v_{v} {}  
    ...  
};  
  
auto l = SomeUniqueName{v};
```

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 - `[&k]` capture `k` by reference
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 - `[&, k]` capture all by reference but `k` by value

```
int v = 3;  
auto l = [&v] {};
```

```
class SomeUniqueName {  
    int& v_;  
public:  
    explicit SomeUniqueName(int& v)  
        : v_{v} {}  
    ...  
};  
  
auto l = SomeUniqueName{v};
```

Lambda: capturing

- Automatic variables used in the body need to be captured
 - `[]` capture nothing
 - `[=]` capture all by value
 - `[k]` capture `k` by value
 - `[&]` capture all by reference
 - `[&k]` capture `k` by reference
 - `[=, &k]` capture all by value but `k` by reference
 - `[&, k]` capture all by reference but `k` by value

```
int v = 3;  
auto l = [&v] {};
```

```
class SomeUniqueName {  
    int& v_;  
public:  
    explicit SomeUniqueName(int& v)  
        : v_{v} {}  
    ...  
};  
  
auto l = SomeUniqueName{v};
```

- Global variables are available without being captured

Lambda: `const` and `mutable`

- By default the call to a lambda is `const`
 - Variables captured by value are not modifiable

```
[] {};
```

```
struct SomeUniqueName {  
    auto operator() () const {}  
};
```

Lambda: `const` and `mutable`

- By default the call to a lambda is `const`
 - Variables captured by value are not modifiable
- A lambda can be declared `mutable`

```
[] () mutable {};
```

```
struct SomeUniqueName {  
    auto operator() () {}  
};
```

Lambda: `const` and `mutable`

- By default the call to a lambda is `const`
 - Variables captured by value are not modifiable
- A lambda can be declared `mutable`

```
[]() mutable -> void {};
```

```
struct SomeUniqueName {  
    void operator()() {}  
};
```

Lambda: `const` and `mutable`

- By default the call to a lambda is `const`
 - Variables captured by value are not modifiable
- A lambda can be declared `mutable`

```
[]() mutable -> void {};
```

```
struct SomeUniqueName {  
    void operator()() {}  
};
```

- Variables captured by reference can be modified
 - There is no way to capture by `const&`

```
int v = 3;  
[&v] { ++v; }();  
assert(v == 4);
```

Lambda: dangling reference

Be careful not to have dangling references in a closure

- It's similar to a function returning a reference to a local variable

```
auto make_lambda()
{
    int v = 3;
    return [&] { return v; }; // return a closure
}

auto l = make_lambda();
auto d = l(); // the captured variable is dangling here
```

```
auto start_in_thread()
{
    int v = 3;
    return std::async([&] { return v; });
}
```

Rvalue reference

- A **T&&** is an rvalue reference
 - introduced in C++11
- It binds to rvalues but not to lvalues

Rvalue reference

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```
class Thing;  
Thing make_thing();  
  
Thing t;
```

Rvalue reference

- A **T&&** is an rvalue reference
 - introduced in C++11
- It binds to rvalues but not to lvalues

```
class Thing;  
Thing make_thing();  
  
Thing t;  
  
Thing      &  r = t;
```

Rvalue reference

- A **T&&** is an rvalue reference
 - introduced in C++11
- It binds to rvalues but not to lvalues

```
class Thing;  
Thing make_thing();  
  
Thing t;  
  
Thing      &  r = t;           // ok
```

Rvalue reference

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 - introduced in C++11
- It binds to rvalues but not to lvalues

```
class Thing;
Thing make_thing();

Thing t;

Thing    &  r = t;           // ok
Thing    && r = t;
```

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```
class Thing;  
Thing make_thing();  
  
Thing t;  
  
Thing    &  r = t;           // ok  
Thing    && r = t;          // error
```

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```
class Thing;
Thing make_thing();

Thing t;

Thing    &  r = t;           // ok
Thing    && r = t;           // error
Thing    &  r = make_thing();
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class Thing;
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Thing t;

Thing    &  r = t;           // ok
Thing    && r = t;           // error
Thing    &  r = make_thing(); // error
Thing    && r = make_thing();
```

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Thing t;

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Thing    && r = t;           // error
Thing    &  r = make_thing(); // error
Thing    && r = make_thing(); // ok
```

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class Thing;
Thing make_thing();

Thing t;

Thing    &  r = t;           // ok
Thing    && r = t;           // error
Thing    &  r = make_thing(); // error
Thing    && r = make_thing(); // ok
Thing const& r = make_thing();
```

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 - introduced in C++11
- It binds to rvalues but not to lvalues

```
class Thing;
Thing make_thing();

Thing t;

Thing    &  r = t;           // ok
Thing    && r = t;           // error
Thing    &  r = make_thing(); // error
Thing    && r = make_thing(); // ok
Thing const& r = make_thing(); // ok (!)
```

Rvalue reference

- A **T&&** is an rvalue reference
 - introduced in C++11
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```
class Thing;
Thing make_thing();

Thing t;

Thing    &  r = t;           // ok
Thing    && r = t;           // error
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Thing const& r = make_thing(); // ok (!)
Thing const&& r = make_thing();
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```
class Thing;
Thing make_thing();

Thing t;

Thing    &  r = t;           // ok
Thing    && r = t;           // error
Thing    &  r = make_thing(); // error
Thing    && r = make_thing(); // ok
Thing const& r = make_thing(); // ok (!)
Thing const&& r = make_thing(); // ok, but what for?
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- A **T&&** is an rvalue reference
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```
class Thing;
Thing make_thing();

Thing t;

Thing    &  r = t;           // ok
Thing    && r = t;           // error
Thing    &  r = make_thing(); // error
Thing    && r = make_thing(); // ok
Thing const& r = make_thing(); // ok (!)
Thing const&& r = make_thing(); // ok, but what for?
```

```
class String {
    // move constructor
    String(String&& tmp) : s_(tmp.s_) {
        tmp.s_ = nullptr;
    }
};

String s2{s1};           // call String::String(String const&)
String s3{get_string()}; // call String::String(String&&)
```

Rvalue reference (cont.)

- Any function can accept rvalue references

```
void foo(String&&);  
  
foo(get_string());  
foo(String{"hello"});
```

- Ivalues can be explicitly transformed into rvalues

```
String s;  
foo(s); // error  
foo(std::move(s)); // ok, I don't care any more about s  
s.size(); // dangerous
```

Overloading on &&

- A function can be overloaded for temporaries
 - useful if there are significant opportunities of optimization

```
void foo(Widget const&) {...}  
void foo(Widget&&) {...}  
  
Widget w{...};  
foo(w);           // calls foo(Widget const&)  
foo(Widget{...}); // calls foo(Widget&&)
```

Overloading on &&

- A function can be overloaded for temporaries
 - useful if there are significant opportunities of optimization

```
void foo(Widget const&) {...}  
void foo(Widget&&) {...}  
  
Widget w{...};  
foo(w);           // calls foo(Widget const&)  
foo(Widget{...}); // calls foo(Widget&&)
```

- For more than one parameter it becomes less desirable
 - consider pass by value, if move is cheap
 - especially useful for "sinks", e.g. in constructors

```
struct S {  
    T1 t1_; T2 t2_;  
    S(T1 t1, T2 t2) : t1_(std::move(t1)), t2_(std::move(t2)) {...}  
};  
  
T1 t1; T2 t2;  
S s{t1, make_t2()};  
S s{make_t1(), t2};
```

Copy operations

```
class Widget {  
    ...  
    Widget (Widget const& other);  
    Widget& operator=(Widget const& other);  
};
```

Copy operations

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class Widget {  
    ...  
    Widget(Widget const& other);  
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};
```

copy constructor Allows the **construction** of an object as a copy of another object

```
Widget w1;  
Widget w2{w1};
```

copy assignment Allows to change the value of an **existing** object as a copy of another object

```
Widget w1, w2;  
w2 = w1;
```

Copy operations

```
class Widget {  
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    Widget(Widget const& other);  
    Widget& operator=(Widget const& other);  
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copy constructor Allows the **construction** of an object as a copy of another object

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Widget w1;  
Widget w2{w1};
```

copy assignment Allows to change the value of an **existing** object as a copy of another object

```
Widget w1, w2;  
w2 = w1;
```

- The two objects are/remain distinct
- The copied-from object is not changed
- After the copy the two objects should compare equal

Move operations

```
class Widget {  
    ...  
    Widget (Widget&& other);  
    Widget& operator=(Widget&& other);  
};
```

Move operations

```
class Widget {  
    ...  
    Widget(Widget&& other);  
    Widget& operator=(Widget&& other);  
};
```

move constructor Allows the **construction** of an object stealing the internals of another object

```
Widget w{make_widget()};
```

move assignment Allows to change the value of an **existing** object stealing the internals of another object

```
Widget w;  
w = make_widget();
```

Move operations

```
class Widget {  
    ...  
    Widget(Widget&& other);  
    Widget& operator=(Widget&& other);  
};
```

move constructor Allows the **construction** of an object stealing the internals of another object

```
Widget w{make_widget()};
```

move assignment Allows to change the value of an **existing** object stealing the internals of another object

```
Widget w;  
w = make_widget();
```

- The two objects are/remain distinct
- The moved-from object is usually changed
 - to a *valid but unspecified* state
 - it must be at least destructible and possibly reassignable

On move

- A move is typically cheaper than a copy, but it can be as expensive

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- A move is typically cheaper than a copy, but it can be as expensive
- If the *Return Value Optimization* is not applied, the return value of a function is moved, not copied, into destination
- `operator=(T&&)` can assume that the argument is a temporary, hence different from `this`
 - There is no need to check for self-assignment
 - But be sure that in such event there is no crash
 - Rule of thumb: `std::swap` must work

```
template<typename T>
void swap(T& a, T& b) {
    T t{std::move(a)};
    a = std::move(b);
    b = std::move(t);
}
```

= default

- Explicitly tell the compiler to generate a special member function according to the default implementation

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```
class Widget {  
    int i = 0;  
public:  
    Widget (Widget const&);  
  
};  
  
static_assert (std::is_copy_constructible<Widget>::value);  
static_assert (!std::is_default_constructible<Widget>::value);
```

= default

- Explicitly tell the compiler to generate a special member function according to the default implementation

```
class Widget {  
    int i = 0;  
public:  
    Widget(Widget const&);  
    Widget() = default;  
};  
  
static_assert(std::is_copy_constructible<Widget>::value);  
static_assert(std::is_default_constructible<Widget>::value);
```

= delete

- A function can be declared as *deleted*, marking it with
= delete

```
template<typename P>
class SmartPointer {
    ...
    SmartPointer(SmartPointer const&) = delete;
    SmartPointer& operator=(SmartPointer const&) = delete;
};
```

= delete

- A function can be declared as *deleted*, marking it with **= delete**
- For example, a class can be made **non copyable** deleting its copy operations

```
template<typename P>
class SmartPointer {
    ...
    SmartPointer(SmartPointer const&) = delete;
    SmartPointer& operator=(SmartPointer const&) = delete;
};

using SPI = SmartPointer<int>;

static_assert(!std::is_copy_constructible<SPI>::value);
static_assert(!std::is_copy_assignable<SPI>::value);
```

= delete

- A function can be declared as *deleted*, marking it with **= delete**
- For example, a class can be made **non copyable** deleting its copy operations
- Calling a deleted functions causes a compilation error

```
template<typename P>
class SmartPointer {
    ...
    SmartPointer(SmartPointer const&) = delete;
    SmartPointer& operator=(SmartPointer const&) = delete;
};

using SPI = SmartPointer<int>;

static_assert(!std::is_copy_constructible<SPI>::value);
static_assert(!std::is_copy_assignable<SPI>::value);

SPI sp1, sp2;
SPI sp3{sp1}; // error
```

= delete

- A function can be declared as *deleted*, marking it with **= delete**
- For example, a class can be made **non copyable** deleting its copy operations
- Calling a deleted functions causes a compilation error

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template<typename P>
class SmartPointer {
    ...
    SmartPointer(SmartPointer const&) = delete;
    SmartPointer& operator=(SmartPointer const&) = delete;
};
```

```
using SPI = SmartPointer<int>;
```

```
static_assert(!std::is_copy_constructible<SPI>::value);
static_assert(!std::is_copy_assignable<SPI>::value);
```

```
SPI sp1, sp2;
SPI sp3{sp1}; // error
sp2 = sp1;    // error
```

= delete

- A function can be declared as *deleted*, marking it with **= delete**
- For example, a class can be made **non copyable** deleting its copy operations
- Calling a deleted functions causes a compilation error
- Any function can be deleted

```
template<typename P>
class SmartPointer {
    ...
    SmartPointer(SmartPointer const&) = delete;
    SmartPointer& operator=(SmartPointer const&) = delete;
};
```

```
using SPI = SmartPointer<int>;
```

```
static_assert(!std::is_copy_constructible<SPI>::value);
static_assert(!std::is_copy_assignable<SPI>::value);
```

```
SPI sp1, sp2;
SPI sp3{sp1}; // error
sp2 = sp1;    // error
```

Mechanisms for error management

The sooner the errors are identified, the better

- `static_assert`
 - Logical assertion that must be valid at compile time
- `assert`
 - Logical assertion that must be valid at run time
- Exceptions
 - To express an error condition happening at run time, typically related to a lack of resource
- C-style error codes
 - They can be ignored (but they should not!)
- ...

static_assert

Check that a certain constant boolean expression is satisfied during compilation

- If not, fail compilation with the specified message

Check that a certain constant boolean expression is satisfied during compilation

- If not, fail compilation with the specified message

```
#include <type_traits>

struct C {
    C(C const&) = default;
    C& operator=(C const&) = delete;
};

static_assert(!std::is_default_constructible<C>::value, "");
static_assert( std::is_copy_constructible_v<C>);
static_assert(!std::is_copy_assignable_v<C>);
static_assert( std::is_move_constructible_v<C>);
static_assert(!std::is_move_assignable_v<C>);
static_assert( std::is_destructible_v<C>);
static_assert(sizeof(C) == 1);
```

Check that a certain constant boolean expression is satisfied during compilation

- If not, fail compilation with the specified message

```
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struct C {
    C(C const&) = default;
    C& operator=(C const&) = delete;
};

static_assert(!std::is_default_constructible<C>::value, "");
static_assert( std::is_copy_constructible_v<C>);
static_assert(!std::is_copy_assignable_v<C>);
static_assert( std::is_nothrow_move_constructible_v<C>);
static_assert(!std::is_move_assignable_v<C>);
static_assert( std::is_destructible_v<C>);
static_assert(sizeof(C) == 1);
```

Check that a certain constant boolean expression is satisfied during compilation

- If not, fail compilation with the specified message

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#include <type_traits>

struct C {
    C(C const&) = default;
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static_assert(!std::is_move_assignable_v<C>);
static_assert( std::is_destructible_v<C>);
static_assert(sizeof(C) == 1);
```

A static assertion declaration can appear practically anywhere

- There is no effect, hence no overhead, at run time

Check that a certain boolean expression is satisfied at run time

- If not satisfied, it means that the state of the program is corrupted → better to `terminate` as soon as possible

Check that a certain boolean expression is satisfied at run time

- If not satisfied, it means that the state of the program is **corrupted** → better to `terminate` as soon as possible

```
template<class T> class Vector {  
    T* p;  
    ...  
    T& operator[](int n) {  
  
        return p[n];  
    }  
};
```

Check that a certain boolean expression is satisfied at run time

- If not satisfied, it means that the state of the program is corrupted → better to `terminate` as soon as possible

```
template<class T> class Vector {  
    T* p;  
    ...  
    T& operator[](int n) {  
        assert(p != nullptr);           // class invariant (sort of)  
  
        return p[n];  
    }  
};
```

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    ...  
    T& operator[](int n) {  
        assert(p != nullptr);           // class invariant (sort of)  
        assert(n >= 0 && n < size()); // function pre-condition  
        return p[n];  
    }  
};
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    ...  
    T& operator[](int n) {  
        assert(p != nullptr);           // class invariant (sort of)  
        assert(n >= 0 && n < size()); // function pre-condition  
        return p[n];  
    }  
};
```

Useful during testing/debugging

- Can be disabled for performance reasons (`-DNDEBUG`)
- Avoid side effects in `asserts`

Exceptions

- Mechanism to report errors out of a function, stopping its execution
- Useful to express *post-conditions*
- Help separate application logic from error management

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```
class Thing {...};

auto make_thing() {

    return Thing{    };
}
```

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```
class Thing {...};

auto make_thing() {
    auto res = acquire_resources_to_build_thing();

    return Thing{res};
}
```

Exceptions

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```
class Thing {...};

auto make_thing() {
    auto res = acquire_resources_to_build_thing();
    if (!success(res)) {

    }
    return Thing{res};
}
```

Exceptions

- Mechanism to report errors out of a function, stopping its execution
- Useful to express *post-conditions*
- Help separate application logic from error management

```
class Thing {...};  
class Exception {...};  
  
auto make_thing() {  
    auto res = acquire_resources_to_build_thing();  
    if (!success(res)) {  
        Exception e{...};  
        throw e;  
    }  
    return Thing{res};  
}
```

Exceptions

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class Thing {...};  
class Exception {...};  
  
auto make_thing() {  
    auto res = acquire_resources_to_build_thing();  
    if (!success(res)) {  
        Exception e{...};  
        throw e;  
    }  
    return Thing{res}; // not executed in case of exception  
}
```

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- Useful to express *post-conditions*
- Help separate application logic from error management

```
class Thing {...};  
class Exception {...};  
  
auto make_thing() {  
    auto res = acquire_resources_to_build_thing();  
    if (!success(res)) {  
  
        throw Exception{...};  
    }  
    return Thing{res}; // not executed in case of exception  
}
```

Exceptions

- Mechanism to report errors out of a function, stopping its execution
- Useful to express *post-conditions*
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```
class Thing {...};  
class Exception {...};  
  
auto make_thing() {  
    auto res = acquire_resources_to_build_thing();  
    if (!success(res)) {  
  
        throw Exception{...};  
    }  
    return Thing{res}; // not executed in case of exception  
}
```

Note that all local variables (e.g. `res`) are properly destroyed when exiting the function, be it via `return` or via `throw`

Exception propagation

```
auto high() {  
  
    mid();  
  
}  
  
auto mid() {  
  
    low();  
  
}  
  
auto low() {  
  
  
}
```

Exception propagation

```
auto high() {  
    // this part is executed  
    mid();  
  
}  
  
auto mid() {  
    low();  
  
}  
  
auto low() {  
  
}
```

Exception propagation

```
auto high() {  
  
    // this part is executed  
    mid();  
  
}  
  
auto mid() {  
    T t; // this part is executed  
    low();  
  
}  
  
auto low() {  
  
}
```

Exception propagation

```
auto high() {  
  
    // this part is executed  
    mid();  
  
}  
  
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auto low() {  
    // this part is executed  
  
}
```

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    mid();  
  
}  
  
auto mid() {  
    T t; // this part is executed  
    low();  
  
}  
  
auto low() {  
    // this part is executed  
    throw E{};  
  
}
```

Exception propagation

```
auto high() {  
    // this part is executed  
    mid();  
  
}  
  
auto mid() {  
    T t; // this part is executed  
    low();  
  
}  
  
auto low() {  
    // this part is executed  
    throw E{};  
    // this part is not executed  
}
```

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    low();  
    // this part is not executed  
  
}  
  
auto low() {  
    // this part is executed  
    throw E{};  
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    // this part is not executed  
    // T is properly destroyed  
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    // this part is executed  
    throw E{};  
    // this part is not executed  
}
```

Exception propagation

```
auto high() {  
    try {  
        // this part is executed  
        mid();  
  
    } catch (E& e) {  
  
    }  
}  
  
auto mid() {  
    T t; // this part is executed  
    low();  
    // this part is not executed  
    // T is properly destroyed  
}  
  
auto low() {  
    // this part is executed  
    throw E{};  
    // this part is not executed  
}
```

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        // this part is not executed  
    } catch (E& e) {  
  
    }  
}  
  
auto mid() {  
    T t; // this part is executed  
    low();  
    // this part is not executed  
    // T is properly destroyed  
}  
  
auto low() {  
    // this part is executed  
    throw E{};  
    // this part is not executed  
}
```

Exception propagation

```
auto high() {  
    try {  
        // this part is executed  
        mid();  
        // this part is not executed  
    } catch (E& e) {  
        // use e  
    }  
}  
  
auto mid() {  
    T t; // this part is executed  
    low();  
    // this part is not executed  
    // T is properly destroyed  
}  
  
auto low() {  
    // this part is executed  
    throw E{};  
    // this part is not executed  
}
```

Exception propagation

```
auto high() {  
    try {  
        // this part is executed  
        mid();  
        // this part is not executed  
    } catch (E& e) { // by reference  
        // use e  
    }  
}  
  
auto mid() {  
    T t; // this part is executed  
    low();  
    // this part is not executed  
    // T is properly destroyed  
}  
  
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    // this part is executed  
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auto low() {  
    // this part is executed  
    throw E{};  
    // this part is not executed  
}
```

- An exception is propagated up the stack of function calls until a suitable catch clause is found
- If no suitable catch clause is found the program is terminated
- During stack unwinding all automatic objects are properly destroyed
 - Remember smart pointers!

Exception safety

Different levels of safety guarantees (for member functions):

basic If an exception is thrown, no resource is leaked and the object is left in a *valid but unspecified* state

- the object should be at least safely assignable and destroyable
- every class should provide at least the basic guarantee

strong Transaction semantics: if an exception is thrown, the object's state is as it was before the function was called

no-throw The operation is always successful and no exception leaves the function

- A function can be declared `noexcept`, telling the compiler that the function
 - doesn't throw, or

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```
class Handle {  
    Handle(Handle&& o) noexcept : ... { ... }  
    ...  
};
```

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 - doesn't throw, or
 - is not able to manage exceptions → better terminate

```
class Handle {  
    Handle(Handle&& o) noexcept : ... { ... }  
    ...  
};
```

- Declaring functions (not only member functions) `noexcept` helps the compiler to optimize the code
- If move operations, especially the constructor, are `noexcept` the compiler/library can apply **significant** optimizations
 - E.g. in order to provide the strong guarantee `std::vector::push_back` must copy, not move, objects, if the move can throw

Move and `noexcept`

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- `T::T(T&& tmp)` may be more difficult
 - Start with one object (`tmp`), end up with two (`*this` and `tmp`)

Move and `noexcept`

- `T& T::operator=(T&& tmp)` is typically easy to make `noexcept`
 - Rely on the `noexcept`-ness of data members' move-assignments
- `T::T(T&& tmp)` may be more difficult
 - Start with one object (`tmp`), end up with two (`*this` and `tmp`)
 - Can rely on `T::T()` being `noexcept` as well
 - Which is not obvious if a resource has to be acquired

Destructor and `noexcept`

- The destructor is by default `noexcept`
 - i.e. releasing a resource should not fail

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```
class Thing {  
    ~Thing()  
    {  
        try {  
            :  
        } catch (...) { // catch all exceptions  
            // e.g. log something, provided logging doesn't throw  
        }  
    }  
};
```

Destructor and `noexcept`

- The destructor is by default `noexcept`
 - i.e. releasing a resource should not fail
- Don't do anything overly complicated in the destructor or swallow all exceptions locally

```
class Thing {  
    ~Thing()  
    {  
        try {  
            :  
        } catch (...) { // catch all exceptions  
            // e.g. log something, provided logging doesn't throw  
        }  
    }  
};
```

- It's always possible to declare a destructor, like any other function, `noexcept (false)`