EDAF50 – C++ Programming

10. Templates and the standard library. <chrono>*.* <thread>*.*

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Outline

Variadic templates
A function template can take a variable number of arguments

```
void println() { base case: no argument
    cout << endl;
}

template <typename T, typename... Tail>
void println(const T& head, const Tail&... tail)
{
    cout << head << " ";     Print the first element
    println(tail...);        recursion: print the rest
}

void test_variadic()
{
    string a{"Hello"};
    int b{10};
    double c{17.42};
    long d{100};

    println(a,b,c,d);

}
```

Template metaprogramming

- Write code that is executed *by the compiler, at compile-time*
- Common in the standard library
  - As optimization: move computations from run-time to compile-time
  - As utilities: e.g., `type_traits`, `iterator_traits`
- Metafunction: a class template containing the result
- Standard library conventions:
  - Type results: type member named `type`
  - Value results: value member named `value`

Template metaprogramming
Example of compile-time computation

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

template <>
struct Factorial<0>{
    static constexpr int value = 1;
};

void example()
{
    Show<int, Factorial<5>::value>{};
}
```

Result of the *meta-function call* as a compiler error:

```
error: invalid use of incomplete type 'struct Show<int, 120>'
     Show< int, Factorial<5>::value >{};
```

Template metaprogramming
Example of templates for getting values as compiler errors

- Trick: use a template that doesn't compile to get information about the template parameters through a compiler error.
- Can be useful for debugging templates.
- To get the type parameter `T`:

```
template <typename T>
struct ShowType;
```

- To get a value (`N`) of type `T`:

```
template <typename T, T N>
struct Show;
```

What is a value

The semantics of a value often include

- a quantity
- a number
- a unit

E.g `int length = 2;`

- two meters?
- two millimeters?

*Including quantity and unit in the **type** helps avoid mistakes.*

Time representation

- A "time value" can be either
  - A duration – a time interval
  - A point in time
    - relative to a particular *clock*
- Different units
  - seconds
  - milliseconds
  - nanoseconds
  - *manual conversion error prone*
- Different semantics
  - `duration + duration = duration`
  - `duration - duration = duration`
  - `time_point + duration = time_point`
  - `time_point - duration = time_point`
  - `time_point - time_point = duration`
  - `time_point + time_point =` *error*

Time representation

<chrono>

- Uses the type system to denote
  - if a value is a duration or a point in time
  - the unit used (seconds, milliseconds, etc.)
  - which clock a point in time is relative to
    - `system_clock` – wall clock time
    - `steady_clock` – stopwatch
- Uses compile-time computations for
  - conversions between units
    - implicit conversions when safe
    - explicit conversions when loosing information
    - E.g. `duration_cast<seconds>(milliseconds)`

Time representation

<chrono>

A duration is

- an *integer value* and
- *a ratio* (the number of seconds between two values).

```
std::chrono::nanoseconds duration</*signed int, at least 64 bits*/,
                                  std::nano>
std::chrono::microseconds duration</*signed int, at least 55 bits*/,
                                  std::micro>
std::chrono::milliseconds duration</*signed int, at least 45 bits*/,
                                   std::milli>
std::chrono::seconds duration</*signed integer, at least 35 bits*/>
std::chrono::minutes duration</*signed integer, at least 29 bits*/,
                              std::ratio<60>>
std::chrono::hours   duration</*signed integer, at least 23 bits*/,
                              std::ratio<3600>>
```

`std::ratio` provides compile-time rational arithmetic

Demo

Algorithms and references

The standard algorithms take function objects *by value*:

```
template< class InputIt, class UnaryFunction >
UnaryFunction for_each(InputIt first, InputIt last, UnaryFunction f);

template< class InputIt, class UnaryPredicate >
InputIt find_if(InputIt first, InputIt last, UnaryPredicate p);
```

How to handle *stateful function objects*?

Demo

std::ref

<functional> defines helper functions std::ref and std::cref:

```
template< class T >
std::reference_wrapper<T> ref(T& t) noexcept;

template< class T >
std::reference_wrapper<const T> cref( const T& t ) noexcept;
```

that return a CopyConstructible and CopyAssignable wrapper around a reference:

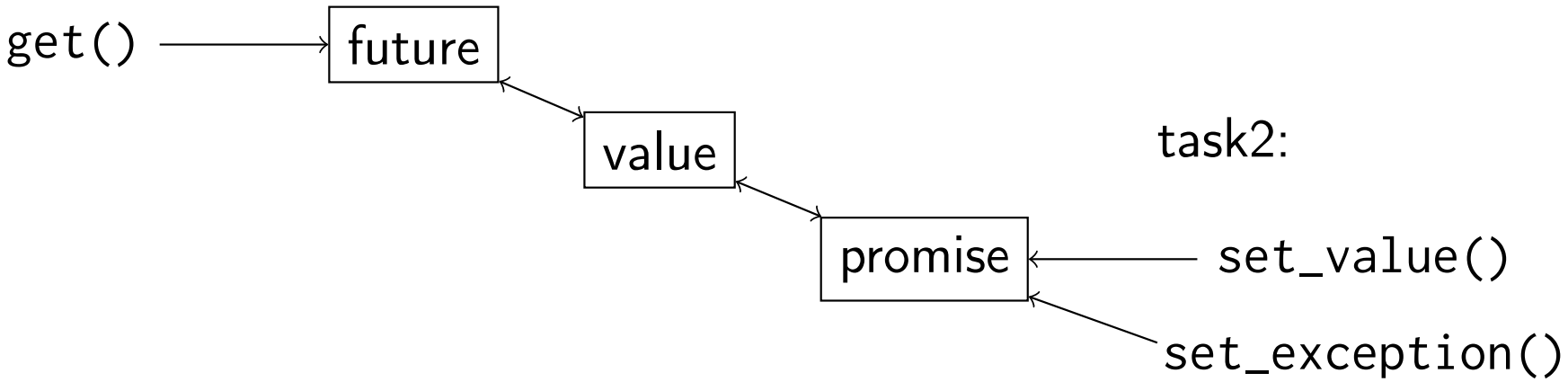
```
template< class T >
class reference_wrapper {
public:
    reference_wrapper& operator=(const reference_wrapper&) noexcept;
    operator T&() const noexcept;
    T& get() const noexcept;

    template< class... ArgTypes >
    typename std::result_of<T&(ArgTypes&&...)>::type
    operator() ( ArgTypes&&... args ) const;
};
```

Concurrency

- Tasks and threads
- Passing arguments
- Returning results
- Sharing data
- Waiting for events
- Communicating tasks

Concurrency
futures and promises

- Transfer a value between tasks without an explicit lock
- A `future` represents a (possibly not yet existing) result of a computation
- A `promise` is used to deliver a value to a future



Concurrency
packaged_task

A future is connected to a promise

- create a `promise`
- get a `future` by calling `promise::get_future()`

More conventient to use a `packaged_task`

- a function (object) and the associated future and promise

Concurrency

Demo

union

The size of a normal **struct** (**class**) is *the sum* of its members

```
struct DataS {
    int nr;
    double v;
    char txt[6];
};
```

All members in a **struct** are laid out after each other in memory.

The size of a **union** is equal to *the size of the largest member*

```
union DataU {
    int nr;
    double v;
    char txt[6];
};
```

All members in a **union** have *the same address*: only one member can be used at any time.

Example use of DataU

```
union DataU {
    int nr;
    double v;
    char txt[6];
};
```

```
DataU a;

a.nr = 57;
cout << a.nr << endl;        57

a.v = 12.345;
cout << a.v << endl;         12.345

strncpy(a.txt, "Tjo",6);
cout << a.txt << endl;       Tjo
```

The programmer is responsible for only using the "right" member

union
Example of wrong use

```
using std::cout;
using std::endl;

union Foo{
  int i;
  float f;
  double d;
  char c[10];
};
int main()
{
  Foo f;

  f.i = 12;
  cout << f.i << ", " << f.f << ", " << f.d << ", " << f.c << endl;

  strncpy(f.c, "Hej, du", 10);
  cout << f.i << ", " << f.f << ", " << f.d << ", " << f.c << endl;
}
```

```
12, 1.68156e-44, 5.92879e-323, ^L
745170248, 3.33096e-12, 1.90387e-306, Hej, du
```

union

encapsulate a union in a class to reduce the risk of mistakes

```
struct Bar{
    enum {undef, i, f, d, c} kind;
    Foo u;
};
void print(Bar b) {
    switch(b.kind){
    case Bar::i:
        cout << b.u.i << endl;
        break;
    case Bar::f:
        cout << b.u.f << endl;
        break;
    case Bar::d:
        cout << b.u.d << endl;
        break;
    case Bar::c:
        cout << b.u.c << endl;
        break;
    default:
        cout << "???" << endl;
        break;
    }
}
```

```
void test_kind()
{
    Bar b{};

    b.kind = Bar::i;
    b.u.i = 17;

    print(b);

    Bar b2{};
    print(b2);
}
```

```
17
???
```

union
anonymous union – removes one level

An alternative to the previous example:

```
struct FooS{
  enum {undef, k_i, k_f, k_d, k_c} kind;
  union{
    int i;
    float f;
    double d;
    char c[10];
  };
};

FooS test;
```

```
test.kind = FooS::k_c;
strncpy(test.c, "Testing", 10);
if(test.kind == FooS::k_c)
    cout << test.c << endl;
```

```
Testing
```

Exposing the tag to the users is brittle.

Tagged union
A class with anonymous union and access functions

```
struct FooS{
  enum {undef, k_i, k_f, k_d, k_c} kind;
  union{
    int i;
    float f;
    double d;
    char c[10];
  };
  FooS()            :kind{undef} {}
  FooS(int ii)      :kind{k_i},i{ii} {}
  FooS(float fi)    :kind{k_f},f{fi} {}
  FooS(double di) :kind{k_d},d{di} {}
  FooS(const char* ci) :kind{k_c} {strncpy(c,ci,10);}
  int    get_i() {assert(kind==k_i); return i;}
  float  get_f() {assert(kind==k_f); return f;}
  double get_d() {assert(kind==k_d); return d;}
  char*  get_c() {assert(kind==k_c); return c;}
  FooS& operator=(int ii)    {kind=k_i; i = ii; return *this;}
  FooS& operator=(float fi)  {kind=k_f; f = fi; return *this;}
  FooS& operator=(double di) {kind=k_d; d = di; return *this;}
  FooS& operator=(const char* ci){kind=k_c; strncpy(c,ci,10);
                                  return *this;}
};
```

Suggested reading

References to sections in Lippman

Overloading and templates	16.4
Variadic templates	16.4
Template specialization	16.5
Union	19.6