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## Defect Report: Terminology for Container Element Requirements - Rev 1

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### Document Conventions

All section names and numbers are relative to the April 2011 FDIS, [N3290](#).

Existing working paper text is indented and shown in dark blue. Edits to the working paper are shown with ~~red strikeouts for deleted text~~ and green underlining for inserted text within the indented blue original text.

Comments and rationale mixed in with the proposed wording appears as shaded text.

Requests for LWG opinions and guidance appear with light (yellow) shading. It is expected that changes resulting from such guidance will be minor and will not delay acceptance of this proposal in the same meeting at which it is presented.

### National Body comments and issues

This defect report describes an omission in [N3173](#), which resolved comment US 115 to the July, 2010 FCD. The proposed wording in this paper interacts with the resolution of [LWG 2033](#).

The wording here assumes that the resolution of LWG 2033 has been applied.

### Changes from N3301

- Added the term *default-insertion* to replace *value-initialization* in the WP.
- Added the term *Erasable* to replace *Destructible* in the containers section.
- Fixed typos
- Added `value_type` requirements for associative and unordered containers.

## Description of Defect

Adoption of [N3173](#) corrected the misuse of the terms `CopyConstructible` and `MoveConstructible` and the phrase “constructible with *args*” in the containers section of the FCD. Unfortunately, the paper missed a few incorrect uses of `CopyConstructible` and failed to correct similar misuses of the terms `DefaultConstructible` and `Destructible`. These errors persist now in the IS and should be corrected by a TC.

The nature of the terminology misuse is that elements of a container are never constructed or destructed directly within the container (except in the case of `array`), but rather are constructed by calling the `construct` member function of the container’s allocator and destructed by calling the `destroy` member function of the container’s allocator. The allocator is not required to call the element’s constructor with exactly the list of arguments supplied to `construct`. The `scoped_allocator_adaptor` is an example of an allocator that modifies the `construct` argument list before calling the element’s constructor. Thus, saying that a container’s `value_type` is `DefaultConstructible` is neither necessary nor sufficient for specifying the requirements on that type. The proposed wording below defines precise replacements for the terms `DefaultConstructible` and `Destructible` in the containers section just as [N3173](#) did for `CopyConstructible` and `MoveConstructible`. The wording also replaces any incorrect uses of `DefaultConstructible` and `Destructible` with the new terms and corrects some remaining incorrect uses of `CopyConstructible`.

## Proposed Resolution (formal wording)

Note to the Editor: It is probably easiest to apply the PR of [LWG 2033](#) to the WP before applying these changes, since some of the global search-and-replace will affect text in [LWG 2033](#).

1. Modify the first row of Table 96 in section 23.2.1 [container.requirements.general] as follows:

Expression	Return Type	Operational Semantics	Assertion/note pre-/post-condition	Complexity
<code>X::value_type</code>	T		<i>Requires:</i> T is <del>Destructible</del> <a href="#">Erasable from X</a> (see <a href="#">[container.requirements.general]</a> , <a href="#">below</a> )	compile time

Note to the Editor: The reference to [container.requirements.general] specifically refers to paragraph 13, but I understand that paragraph-level references are not used in the standard.

2. Add a thee new bullets to 23.2.1 [container.requirements.general], paragraph 13 as follows:  
Given a container type X having an `allocator_type` identical to A and a `value_type` identical to T and given an lvalue m of type A, a pointer p of type T\*, an expression v of type (possibly const) T, and an rvalue rv of type T, the following terms are defined. (If X is not allocator-aware, the terms below are defined as if A were

`std::allocator<T>` – no allocator object needs to be created and user specializations of `std::allocator<T>` are not instantiated:

- `T` is **DefaultInsertable** into `X` means that the following expression is well formed:

```
allocator_traits<A>::construct(m, p);
```

- An element of `X` is **default-inserted** if it is initialized by evaluation of the expression

```
allocator_traits<A>::construct(m, p);
```

where `p` is the address of the uninitialized storage for the element allocated within `X`.

One could argue that the terms *ValueInsertable* and *value-inserted* would be more consistent with the term *value-initialized* which they replace. However, I think it is easier to understand the terms *DefaultInsertable* and *default-inserted* because they typically invoke the default constructor.

- `T` is **CopyInsertable** into `X` means that the following expression is well-formed:

```
allocator_traits<A>::construct(m, p, v);
```

- `T` is **MoveInsertable** into `X` means that the following expression is well-formed:

```
allocator_traits<A>::construct(m, p, rv);
```

- `T` is **EmplaceConstructible** into `X` from `args`, for zero or more arguments, `args`, means that the following expression is well-formed:

```
allocator_traits<A>::construct(m, p, args);
```

- `T` is **Erasable from X** means that the following expression is well formed:

```
allocator_traits<A>::destroy(m, p);
```

[ Note: A container calls `allocator_traits<A>::construct(m, p, args)` to construct an element at `p` using `args`. The default of `construct` in `std::allocator` will call `::new((void*) p)` `T(args)` but specialized allocators may choose a different definition. – end note ]

There are no incorrect uses of `DefaultConstructible`, `CopyConstructible`, `MoveConstructible`, or *constructible from* in section 23.2, including Tables 96 through Tables 103.

3. In section 23.2.4 [associative.reqmts], table 102, modify the top rows as follows:

Expression	Return Type	Assertion/note pre-/post-condition	Complexity
<code>X::key_type</code>	Key	<del>Requires: Key is Destructible</del>	compile time
<code>X::mapped_type</code> (map and multimap only)	T	<del>Requires: T is Destructible</del>	compile time
<code>X::value_type</code> (set and multiset only)	Key	Requires: value_type is Erasable from X	compile time
<code>X::value_type</code> (map and multimap only)	pair<const Key, T>	Requires: value_type is Erasable from X	compile time

4. In section 23.2.5 [unord.req], table 103, modify the top rows as follows:

Expression	Return Type	Assertion/note pre-/post-condition	Complexity
<code>X::key_type</code>	Key	<del>Requires: Key shall be Destructible</del>	compile time
<code>X::mapped_type</code> ( <code>unordered_map</code> and <code>unordered_multimap</code> only)	T	<del>Requires: T is Destructible</del>	compile time
<code>X::value_type</code> ( <code>unordered_set</code> and <code>unordered_multiset</code> only)	Key	Requires: <code>value_type</code> is Erasable from X	compile time
<code>X::value_type</code> ( <code>unordered_map</code> and <code>unordered_multimap</code> only)	<code>pair&lt;const Key, T&gt;</code>	Requires: <code>value_type</code> is Erasable from X	compile time

5. In sections 23.3.3 [deque] through 23.5 [unord], make the following text replacements:

Original text, in FDIS	Replacement text
T shall be DefaultConstructible	T shall be DefaultInsertable into *this
value-initialized elements	default-inserted elements
key_type shall be CopyConstructible	key_type shall be CopyInsertable into *this
mapped_type shall be DefaultConstructible	mapped_type shall be DefaultInsertable into *this
mapped_type shall be CopyConstructible	mapped_type shall be CopyInsertable into *this
mapped_type shall be MoveConstructible	mapped_type shall be MoveInsertable into *this
Key shall be CopyConstructible	Key shall be CopyInsertable into *this
value_type is constructible from	value_type is EmplaceConstructible into *this from

**Notes to the editor:** The above are carefully selected phrases that can be used for global search-and-replace within the specified sections without accidentally making changes to correct uses of `DefaultConstructible` et. al.. Please ensure that the resolution of 2033 is

applied before applying these changes, otherwise, the use of DefaultConstructible in that resolution will be incorrect.

6. Modify section 23.3.4.5 [forwardlist.modifiers], split paragraphs 27 and 28 into four paragraphs as follows:

```
void resize(size_type sz);
```

```
void resize(size_type sz, const value_type& c);
```

*Effects:* If  $sz < \text{distance}(\text{begin}(), \text{end}())$ , erases the last  $\text{distance}(\text{begin}(), \text{end}()) - sz$  elements from the list. Otherwise, inserts  $sz - \text{distance}(\text{begin}(), \text{end}())$  default-inserted elements at the end of the list. ~~For the first signature the inserted elements are value initialized, and for the second signature they are copies of c.~~

*Requires:* T shall be DefaultInsertable into \*this. ~~DefaultConstructible for the first form and it shall be CopyInsertable into \*this for the second form.~~

```
void resize(size_type sz, const value_type& c);
```

*Effects:* If  $sz < \text{distance}(\text{begin}(), \text{end}())$ , erases the last  $\text{distance}(\text{begin}(), \text{end}()) - sz$  elements from the list. Otherwise, inserts  $sz - \text{distance}(\text{begin}(), \text{end}())$  such that each new element,  $e$ , is initialized by a method equivalent to calling allocator traits<allocator type>::construct(get\_allocator(), std::addressof(e), c).

*Requires:* T shall be CopyInsertable into \*this.

7. Fix section 23.3.6.3 [vector.capacity] paragraph 10 as shown:

```
void resize(size_type sz);
```

9 *Effects:* If  $sz \leq \text{size}()$ , equivalent to  $\text{erase}(\text{begin}() + sz, \text{end}())$ ; If  $\text{size}() < sz$ , appends  $sz - \text{size}()$  ~~value initialized~~default-inserted elements to the sequence.

10 *Requires:* T shall be ~~Copy~~MoveInsertable into \*this and DefaultInsertable into \*this.

**Note to the editor:** The change to paragraph 10 supersedes a similar change proposed in the resolution of LWG 2033. The change to paragraph 9 is orthogonal to a separate change to the same paragraph in LWG 2033.

Separable issue: In 23.4.4.2 map constructor  $\text{map}(\text{first}, \text{last})$ , has an incomplete *requires* clause. It describes what the requirement is *if* \*first is  $\text{pair}\langle \text{key\_type}, \text{mapped\_type} \rangle$  but doesn't say what requirement is otherwise. What should the requirement be? Does \*this have to be a pair, or merely pair-like? What are the actual requirements on  $\text{first} \rightarrow \text{first}$  and  $\text{first} \rightarrow \text{second}$ ? I believe that the requirement should be fairly broad but complex: the iterator's value type must have members  $\text{first}$  and  $\text{second}$ , where  $\text{key\_type}$  is EmplaceConstructible into \*this from  $\text{first} \rightarrow \text{first}$  and  $\text{mapped\_type}$  is EmplaceConstructible into \*this from  $\text{first} \rightarrow \text{second}$ . However, it might be sufficient and simplest to say that  $\text{value\_type}$  is EmplaceConstructible into \*this from \*first. The same issue applies to the insert member 23.4.4.4 [map.modifiers]. In the latter case, the range insert version should probably be separated from the other two and each one's

requirements precisely described (some use of forward<> might be needed). It is also confusing that the requirements for `insert` describes things that are *not* required. Same issue for `multimap` (23.4.5.3).

Separable issue: `operator[] (key_type&&)` is missing a requirement that `key_type` be `MoveInsertable` into `*this`.

## Acknowledgements

Thanks for Daniel Krugler for pointing out omissions and errors in N3301 and for helping me revise it.

## References

[N3301](#): Defect Report: Terminology for Container Element Requirements

[N3290](#): Final Draft International Standard: Programming Languages C++, 2011-04-11

[N3102](#): ISO/IEC FCD 14882, C++0X, National Body Comments

[N3173](#): Terminology for constructing container elements

[LWG 2033](#): Preconditions of `reserve`, `shrink_to_fit`, and `resize` functions