CSE 333
Lecture 12 - templates, STL

Hal Perkins
Department of Computer Science & Engineering
University of Washington
Administrivia

HW2 due Thursday night, 11 pm.

Exam Monday in class

- Closed book, no notes — exam questions can be more straightforward that way; reference info on test as needed

- Topics: everything from lectures, exercises, project, etc. up to HW2 & basics of C++ (including references, classes, constructors, destructors, new/delete, etc.; no templates, STL, smart pointers, et seq.)

- Review in section this week; last minute Q&A 2pm Sun., CSE 403

- Old exams and topic list on the web now

Next exercise + HW3 out Monday after exam (exer. due Wed. am)
Today’s goals

Templates and type-independent code

C++’s standard library

- STL containers, iterators, algorithms
  - A few core ones only - see docs & Primer for others
Suppose that...

You want to write a function to compare two ints:

```cpp
// returns 0 if equal, 1 if value1 is bigger, -1 otherwise
int compare(const int &value1, const int &value2) {
    if (value1 < value2) return -1;
    if (value2 < value1) return 1;
    return 0;
}
```
Suppose that...

You want to write a function to compare two ints, and you also want to write a function to compare two strings:

```cpp
// note the cool use of function overloading!

// returns 0 if equal, 1 if value1 is bigger, -1 otherwise
int compare(const int &value1, const int &value2) {
    if (value1 < value2) return -1;
    if (value2 < value1) return 1;
    return 0;
}

// returns 0 if equal, 1 if value1 is bigger, -1 otherwise
int compare(const string &value1, const string &value2) {
    if (value1 < value2) return -1;
    if (value2 < value1) return 1;
    return 0;
}
```
Hmm....

The two implementations of compare are nearly identical.
- we could write a compare for every comparable type
  ‣ but, that’s obviously a waste; lots of redundant code!

Instead, we’d like to write “generic code”
- code that is type-independent
- code that is compile-time polymorphic across types
C++ has the notion of **templates**

- a function or class that accepts a **type** as a parameter
  - you implement the function or class once, in a type-agnostic way
  - when you invoke the function or instantiate the class, you specify (one or more) types, or values, as arguments to it

- at **compile-time**, when C++ notices you using a template...
  - the compiler generates specialized code using the types you provided as parameters to the template
You want to write a function to compare two things:

```cpp
#include <iostream>
#include <string>

// returns 0 if equal, 1 if value1 is bigger, -1 otherwise
template <class T>
int compare(const T &value1, const T &value2) {
    if (value1 < value2) return -1;
    if (value2 < value1) return 1;
    return 0;
}

int main(int argc, char **argv) {
    std::string h("hello"); w("world");
    std::cout << compare<hello>(h, w) << std::endl;
    std::cout << compare<int>(10, 20) << std::endl;
    std::cout << compare<double>(50.5, 50.6) << std::endl;
    return 0;
}
```
Function template

Same thing, but letting the compiler infer the types:

```cpp
#include <iostream>
#include <string>

// returns 0 if equal, 1 if value1 is bigger, -1 otherwise
template <class T>
int compare(const T &value1, const T &value2) {
    if (value1 < value2) return -1;
    if (value2 < value1) return 1;
    return 0;
}

int main(int argc, char **argv) {
    std::string h("hello"), w("world");
    std::cout << compare(10, 20) << std::endl;
    std::cout << compare("Hello", "World") << std::endl;  // bug!
    std::cout << compare(h, w) << std::endl;  // ok
    return 0;
}
```

functiontemplate_infer.cc
Function template

You can use non-types (constant values) in a template:

```cpp
#include <iostream>
#include <string>

template <class T, int N>
void printmultiple(const T &value1) {
    for (int i = 0; i < N; ++i)
        std::cout << value1 << std::endl;
}

int main(int argc, char **argv) {
    std::string h("hello");
    printmultiple<std::string, 3>(h);
    printmultiple<const char *, 4>("hi");
    printmultiple<int, 5>(10);
    return 0;
}
```
What’s going on underneath?

The compiler doesn’t generate any code when it sees the templated function

- it doesn’t know what code to generate yet, since it doesn’t know what types are involved

When the compiler sees the function being used, then it understands what types are involved

- it generates the instantiation of the template and compiles it

  ‣ the compiler generates template instantiations for each type used as a template parameter

  ‣ kind of like macro expansion
This creates a problem...

```cpp
#ifndef _COMPARE_H_
#define _COMPARE_H_

template <class T>
int comp(const T& a, const T& b);
#endif // COMPARE_H_

#include "compare.h"

template <class T>
int comp(const T& a, const T& b) {
    if (a < b) return -1;
    if (b < a) return 1;
    return 0;
}

#include <iostream>
#include "compare.h"

using namespace std;

int main(int argc, char **argv) {
    cout << comp<int>(10, 20);
    cout << endl;
    return 0;
}
```
One solution

```cpp
#ifndef _COMPARE_H_
#define _COMPARE_H_

template <class T>
int comp(const T& a, const T& b) {
    if (a < b) return -1;
    if (b < a) return 1;
    return 0;
}

#endif // COMPARE_H_
```

```cpp
#include <iostream>
#include "compare.h"

using namespace std;

int main(int argc, char **argv) {
    cout << comp<int>(10, 20);  
    cout << endl;  
    return 0;
}
```

CSE333 lec 12 C++,4 // 07-22-15 // Perkins
#ifndef _COMPARE_H_
#define _COMPARE_H_

#include <iostream>
#include "compare.h"

using namespace std;

int main(int argc, char **argv) {
    cout << comp<int>(10, 20);  
    cout << endl;
    return 0;
}

#endif  // COMPARE_H_

template <class T>
int comp(const T & a, const T & b) {
    if (a < b) return -1;
    if (b < a) return 1;
    return 0;
}

#include <compare.h>
#include "compare.cc"

Another solution
Class templates

Templating is useful for classes as well! Imagine we want a class that holds a pair of things

- we want to be able to:
  ▸ set the value of the first thing, second thing
  ▸ get the value of the first thing, second thing
  ▸ reverse the order of the things
  ▸ print the pair of things
Pair class

```cpp
#include <iostream>
#include <string>

template <class Thing> class Pair {
    public:
        Pair() { }

        Thing &get_first() { return first_; }
        Thing &get_second();
        void set_first(Thing &copyme);
        void set_second(Thing &copyme);
        void Reverse();

    private:
        Thing first_, second_;
};

#include "Pair.cc"

Pair.h
Pair class

template <class Thing> Thing &Pair<Thing>::get_second() {
    return second_
}

template <class Thing> void Pair<Thing>::set_first(Thing &copyme) {
    first_ = copyme;
}

template <class Thing> void Pair<Thing>::set_second(Thing &copyme) {
    second_ = copyme;
}

template <class Thing> void Pair<Thing>::Reverse() {
    // makes *3* copies
    Thing tmp = first_
    first_ = second_
    second_ = tmp
}
Pair class

```cpp
#include <iostream>
#include <string>
#include "Pair.h"

int main(int argc, char **argv) {
    Pair<std::string> ps;
    std::string x("foo"), y("bar");

    ps.set_first(x);
    ps.set_second(y);
    ps.Reverse();
    std::cout << ps.get_first() << std::endl;

    return 0;
}
```
C++’s standard library

Consists of four major pieces:

- the entire C standard library
- C++’s input/output stream library
  ‣ std::cin, std::cout, stringstreams, fstreams, etc.
- C++’s standard template library (STL)
  ‣ containers, iterators, algorithms (sort, find, etc.), numerics
- C++’s miscellaneous library
  ‣ strings, exceptions, memory allocation, localization
Containers!

- a container is an object that stores (in memory) a collection of other objects (elements)
  ‣ implemented as class templates, so hugely flexible

- several different classes of container
  ‣ sequence containers (vector, deque, list)
  ‣ associative containers (set, map, multiset, multimap, bitset)

- differ in algorithmic cost, supported operations
STL :(

STL containers store by value, not by reference

- when you insert an object, the container makes a copy
- if the container needs to rearrange objects, it makes copies
  ‣ e.g., if you sort a vector, it will make many many copies
  ‣ e.g., if you insert into a map, that may trigger several copies
- what if you don’t want this (disabled copy ctr, or copy is $$)?
  ‣ you can insert a wrapper object with a pointer to the object
  ‣ we’ll learn about these “smart pointers” later
STL vector

A generic, dynamically resizable array

- elements are stored in contiguous memory locations
  - elements can be accessed using pointer arithmetic if you like
  - random access is $O(1)$ time
- adding / removing from the end is cheap (constant time)
- inserting / deleting from middle or start is expensive ($O(n)$)

Example

see Tracer.cc, Tracer.h, vectorfun.cc
STL iterator

Each container class has an associated iterator class

- used to iterate through elements of the container (duh!)
- some container iterators support more operations than others
  - all can be incremented (++ operator), copied, copy-cons’ed
  - some can be dereferenced on RHS (e.g., x = *it;)
  - some can be dereferenced on LHS (e.g., *it = x;)
  - some can be decremented (-- operator)
  - some support random access ([ ], +, -, +++, --, <, > operators)

http://www.cplusplus.com/reference/std/iterator/
Example

see vectoriterator.cc
The ‘auto’ keyword can be used to infer types:

- simplifies your life if, for example, functions return complicated types
- the expression using auto must contain explicit initialization for it to work

```cpp
// Calculate and return a vector containing all factors of n
std::vector<int> Factors(int n);

void foo(void) {
    // Manually identified type
    std::vector<int> facts1 = Factors(324234);

    // Inferred type
    auto facts2 = Factors(12321);

    // Compiler error here
    auto facts3;
}
```
Type inference [C++11]

Auto and iterators

- life becomes much simpler!

```
for (vector<Tracer>::iterator it = vec.begin(); it < vec.end(); it++) {
    cout << *it << endl;
}
```

```
for (auto it = vec.begin(); it < vec.end(); it++) {
    cout << *it << endl;
}
```
Range “for” statements [C++11]

Syntactic sugar that emulates Java’s “foreach”
- works with any sequence-y type
  ‣ strings, initializer lists, arrays with an explicit length defined, STL containers that support iterators

```cpp
// Prints out a string, one character per line
std::string str("hello");
for (auto c : str) {
    std::cout << c << std::endl;
}
```
Combining auto with range for

see `vectoriterator_2011.cc`
STL algorithms

A set of functions to be used on ranges of elements

- range: any sequence that can be accessed through iterators or pointers, like arrays or some of the containers

- algorithms operate directly on values using assignment or copy constructors, rather than modifying container structure

- some do not modify elements
  - find, count, for_each, min_element, binary_search, etc.

- some do modify elements
  - sort, transform, copy, swap, etc.

http://www.cplusplus.com/reference/algorithm/
Example

see vectoralgos.cc
STL list

A generic doubly-linked list

- elements are *not* stored in contiguous memory locations
  - does not support random access (cannot do list[5])
- some operations are much more efficient than vectors
  - constant time insertion, deletion anywhere in list
  - can iterate forward or backwards
- has a built-in sort member function
  - no copies; manipulates list structure instead of element values

http://www.cplusplus.com/reference/stl/list/
Example

see listexample.cc
STL map

A key/value table, implemented as a tree

- elements stored in sorted order
  - key value must support less-than operator
- keys must be unique
  - multimap allows duplicate keys
- efficient lookup ($O(\log n)$) and insertion ($O(\log n)$)

http://www.cplusplus.com/reference/stl/map/
Example

see mapexample.cc
New in C++ 11

unordered_map, unordered_set

- and related classes: unordered_multimap, unordered_multiset

- average case for key access is $O(1)$
  
  ▸ But range iterators can be less efficient than ordered map/set

- See C++ Primer, online references for details

http://www.cplusplus.com/reference/stl/map/
Exercise 1

Take one of the books from HW2’s test_tree, and:

- read in the book, split it into words (you can use your HW2)
- for each word, insert the word into an STL map
  ‣ the key is the word, the value is an integer
  ‣ the value should keep track of how many times you’ve seen the word, so each time you encounter the word, increment its map element
  ‣ thus, build a histogram of word count
- print out the histogram in order, sorted by word count
- bonus: plot the histogram on a log/log scale (use excel, gnuplot, ...)
  ‣ xaxis: log(word number), y-axis: log(word count)
Exercise 2

Using the Tracer.cc/.h file from lecture:

- construct a vector of lists of Tracers
  ‣ i.e., a vector container, each element is a list of Tracers
- observe how many copies happen. :) 
  ‣ use the “sort” algorithm to sort the vector 
  ‣ use the “list.sort()” function to sort each list
See you on Friday!