

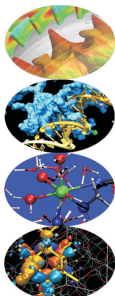
# Scientific and Technical Computing in C

## Part 3 Class Templates & STL

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- OO languages allow for definition of new, very rich, powerful, domain specific types and operations
- Particularly C++, with all its features
- This is not as easy as it may seem from the first examples one meets
- Object Oriented programming is all about design
- A design choice in one class may have annoying consequences elsewhere
- Fundamental OOP principle:

*The sins of the fathers are to be laid upon the children*

*W. Shakespeare, "The Merchant of Venice", act. III, sc. V*

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- We want a type that represents positions in a 3D space
- And we want all arithmetic operations that make sense:
  - unary + and -
  - binary + and -
  - multiplication times a scalar and division by a scalar
  - dot product
  - and combined operator-assignment like +=

# Design and Implementation Choices

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- The three components of a position are well defined: let's have them public
- Let's use double precision
- Let's define two constructors:
  - ① a default constructor, doing nothing
  - ② a constructor that initializes the three components
- For arithmetic operators, let's use a traditional approach:
  - ① define unary ones as methods (they are so simple!)
  - ② define combined operator-assignment as methods (they modify the object!)
  - ③ define all other binary operators in terms of the previous ones
- And let's make them **inline**, as they are small and used very often
  - It's automatic on methods defined inside the class

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```

#ifndef POSITION_H
#define POSITION_H

struct position {
    double x, y, z;

    position() {}
    position(double a, double b, double c) : x(a), y(b), z(c) {}

    position operator+(const) const { return *this; }
    position operator-(const) const { return position(-x, -y, -z); }

    position& operator+=(position r) { x += r.x; y += r.y; z += r.z; return *this; }
    position& operator-= (position r) { x -= r.x; y -= r.y; z -= r.z; return *this; }
    position& operator*=(double s) { x *= s; y *= s; z *= s; return *this; }
    position& operator/=(double s) { x /= s; y /= s; z /= s; return *this; }

};

#endif

```

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- Implemented as **position** client functions
  - + read and write access are separated
  - were data members private, dot product would not work
  - looking at the class definition is not enough
- Implemented as **position** member functions
  - + all supported operations listed in class definition
  - + all operations have complete access and work
  - left operand passed by reference!
- Implemented as **position** friend functions
  - + all supported operations listed in class definition
  - + all operations have complete access and work
  - + both operands passed by value
- Remember:
  - member functions are inherited on derivation
  - client and friend functions are not

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```

struct position {
    double x, y, z;

    position() {}
    position(double a, double b, double c) : x(a), y(b), z(c) {}

    position operator+() const { return *this; }
    position operator-() const { return position(-x, -y, -z); }

    position& operator+= (position r) { x += r.x; y += r.y; z += r.z; return *this; }
    position& operator-= (position r) { x -= r.x; y -= r.y; z -= r.z; return *this; }
    position& operator*= (double s) { x *= s; y *= s; z *= s; return *this; }
    position& operator/= (double s) { x /= s; y /= s; z /= s; return *this; }
};

inline position operator+ (position r1, position r2) {
    r1 += r2;
    return r1;
}

inline double operator* (position r1, position r2) {
    return r1.x*r2.x + r1.y*r2.y + r1.z*r2.z;
}
    
```



# position.h: Operators as Methods

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```

struct position {
    double x, y, z;

    position() {}
    position(double a, double b, double c) : x(a), y(b), z(c) {}

    position operator+() const { return *this; }
    position operator-() const { return position(-x, -y, -z); }

    position& operator+= (position r) { x += r.x; y += r.y; z += r.z; return *this; }
    position& operator-= (position r) { x -= r.x; y -= r.y; z -= r.z; return *this; }
    position& operator*= (double s) { x *= s; y *= s; z *= s; return *this; }
    position& operator/= (double s) { x /= s; y /= s; z /= s; return *this; }

    position operator+ (position r) const;
    double operator* (position r) const;
};

inline position position::operator+ (position r) const {
    position temp(*this);
    temp += r;
    return temp;
}

inline double position::operator* (position r) const {
    return x*r.x + y*r.y + z*r.z;
}

```

# position.h: Operators as Friends

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```

struct position {
    double x, y, z;

    position() {}
    position(double a, double b, double c) : x(a), y(b), z(c) {}

    position operator+() const { return *this; }
    position operator-() const { return position(-x, -y, -z); }

    position& operator+= (position r) { x += r.x; y += r.y; z += r.z; return *this; }
    position& operator-= (position r) { x -= r.x; y -= r.y; z -= r.z; return *this; }
    position& operator*= (double s) { x *= s; y *= s; z *= s; return *this; }
    position& operator/= (double s) { x /= s; y /= s; z /= s; return *this; }

    friend position operator+ (position r1, position r2);
    friend double operator* (position r1, position r2);
};

inline position operator+ (position r1, position r2) {
    r1 += r2;
    return r1;
}

inline double operator* (position r1, position r2) {
    return r1.x*r2.x + r1.y*r2.y + r1.z*r2.z;
}

```

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- Write the operator functions for:
  - binary `position` subtraction
  - multiplication times a scalar and division by a scalar
  - equality and inequality
- Write a program that exercises the `position` class:
  - testing all methods and operators
  - verifying operator associativity and precedence in complicated expressions
  - verifying illegal expressions are rejected by the compiler

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- Operator arguments are almost always defined as:
  - references, when content is changed by the operator
  - **const** references, when it isn't
- This is not a matter of style
  - Indispensable, in the first case
  - Wise, in the second
- Expression evaluation involves intermediate values
  - Which have to be properly constructed and destructed
  - I.e. suitable constructors and destructors are called
- Here, we dispensed with **const** references
  - For the sake of simplicity
  - Because constructors are so simple that the compiler can easily optimize the code
- This is not true for more complicated types: use **const** references in real codes!

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- OO Programming amounts to extending the base language into a *domain specific language*
- Consistency is key to facilitate use of new data types and code reuse
- Consistency must be ensured on two sides:
  - ① the application domain
  - ② the base language
- Let's analyze the issue by adding cross product and modulus to `position` class

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- Let's add in the class definition two methods:

```
position cross(position r) const {
    return position(y*r.z - z*r.y,
                   z*r.x - x*r.z,
                   x*r.y - y*r.x);
}
```

```
double abs() const {
    return sqrt(*this**this);
}
```

- So that:

- `r1.cross(r2)` returns the cross product
- and `r1.abs()` returns the modulus

- This style is typical of programmers overexposed to other OO languages, like Smalltalk, that think of methods as messages sent to an object
- Unfortunately:
  - it's inconsistent with the application domain
  - it's inconsistent with C++ style of arithmetic
  - may be confusing and ambiguous to users

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- Let's add to `position.h` the two functions:

```
inline position cross(position r1, position r2) {
    return position(r1.y*r2.z - r1.z*r2.y,
                   r1.z*r2.x - r1.x*r2.z,
                   r1.x*r2.y - r1.y*r2.x);
}
```

```
inline double abs(position r) {
    return sqrt(r*r);
}
```

and make the former (or possibly both) a friend of `position` class

- This is:
  - + quite consistent with the application domain
  - + definitely consistent with C++ style of arithmetic
  - + and if both are friends, you'll spot them all at a glance in the class definition

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- Let's add in `position` class:

```
position& operator%= (position r) {
    x = y*r.z - z*r.y,
    y = z*r.x - x*r.z,
    z = x*r.y - y*r.x);
    return *this;
}
```

```
friend position operator% (position r1, position r2);
```

and to `position.h` the function:

```
inline position operator% (position r1, position r2) {
    r1 %= r2;
    return r1;
}
```

- This is:
  - + very consistent with the application domain, even if the operator symbol differs
  - +/- slightly inconsistent with C++ style of arithmetic, as the `%` operator is the integer modulo



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- In a 3D space, velocities have the same components and arithmetics of positions

- Let's try the following:

```
#include "position.h"

struct velocity : public position {
    velocity()
    velocity(double a, double b, double c) : position(a,b,c)
};
```

- Of course, friend functions will not be inherited
- Nonetheless:
  - try to exercise the **velocity** class
  - verify that a **velocity** value cannot be assigned to a **position** object or viceversa
  - check which **position** methods can be succesfully used with **velocity** values and objects

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Inheriting **velocity** from **position** class has some drawbacks:

- **velocity** values can be assigned to **position** variables
- Base class methods that return an object of the base class can't be immediately used on the derived class
- As we said, we got a bonus conversion from **velocity** to its base class, and this cannot be hidden
- Adding two velocities to get a position is not physically sound

# Using a Common Base Class

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- The obvious solution: have both **position** and **velocity** inherit from a common base class **vect** and delegate actual computations to it
- **position** and **velocity** will be two separate branches of the inheritance tree, so no conversion between them will be possible
- To avoid using **vect** as the base class and convert it on its derived:
  - declare protected all its methods, so that no operations can be performed outside its derived classes
  - declare protected its constructors, so that no **object** can be created outside its derived classes

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```

#ifndef VECT_H
#define VECT_H

#include <cmath>

struct vect {
    double x, y, z;
protected:
    vect() {}
    vect(double a, double b, double c) : x(a), y(b), z(c) {}

    vect operator+() const { return *this; }
    vect operator-() const { return vect(-x, -y, -z); }

    vect& operator+= (vect v) { x += v.x; y += v.y; z += v.z; return *this; }
    vect& operator-= (vect v) { x -= v.x; y -= v.y; z -= v.z; return *this; }
    vect& operator*= (double s) { x *= s; y *= s; z *= s; return *this; }
    vect& operator/= (double s) { x /= s; y /= s; z /= s; return *this; }

    vect operator+ (vect v) const;
    vect operator- (vect v) const;
    double operator* (vect v) const;
    vect operator* (double s) const;
    friend vect operator* (double s, vect v);
    vect operator/ (double s) const;
    bool operator== (vect v) const;
    bool operator!= (vect v) const;

    friend double abs(vect v);
};

```

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```

inline vect vect::operator+ (vect v) const {
    vect temp(*this);
    temp += v;
    return temp;
}

inline vect vect::operator- (vect v) const {
    vect temp(*this);
    temp -= v;
    return temp;
}

inline double vect::operator* (vect v) const {
    return x*v.x + y*v.y + z*v.z;
}

inline vect vect::operator* (double s) const {
    vect temp(*this);
    temp *= s;
    return temp;
}

inline vect operator* (double s, vect v) {
    v *= s;
    return v;
}

inline vect vect::operator/ (double s) const {
    vect temp(*this);
    temp /= s;
    return temp;
}

```

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```
inline bool vect::operator==(vect v) const {
    return x==v.x && y==v.y && z==v.z;
}

inline bool vect::operator!=(vect v) const {
    return !(*this==v);
}

inline double abs(vect v) {
    return sqrt(v*v);
}

#endif
```

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```

struct position : public vect {
protected:
    position(vect r) : vect(r) {}
public:
    position() {}
    position(double a, double b, double c) : vect(a,b,c) {}

    position operator+() const { return *this; }
    position operator-() const { return this->vect::operator-(); }

    position& operator+= (position r) { this->vect::operator+=(r); return *this; }
    position& operator-= (position r) { this->vect::operator-=(r); return *this; }
    position& operator*= (double s) { this->vect::operator*=(s); return *this; }
    position& operator/= (double s) { this->vect::operator/=(s); return *this; }

    position operator+ (position r) const { return this->vect::operator+(r); }
    position operator- (position r) const { return this->vect::operator-(r); }
    double operator* (position r) const { return this->vect::operator*(r); }
    position operator* (double s) const { return this->vect::operator*(s); }
    friend position operator* (double s, position r);
    position operator/ (double s) const { return this->vect::operator/(s); }
    bool operator==(position r) const { return this->vect::operator==(r); }
    bool operator!=(position r) const { return this->vect::operator!=(r); }
    friend double abs(position r);
};

inline position operator* (double s, position r) {
    r *= s;
    return r;
}

inline double abs(position r) {
    return abs(vect(r));
}

```

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```

struct velocity : public vect {
protected:
    velocity(vect r) : vect(r) {}
public:
    velocity() {}
    velocity(double a, double b, double c) : vect(a,b,c) {}

    velocity operator+() const { return *this; }
    velocity operator-() const { return this->vect::operator-(); }

    velocity& operator+= (velocity v) { this->vect::operator+=(v); return *this; }
    velocity& operator-= (velocity v) { this->vect::operator-=(v); return *this; }
    velocity& operator*= (double s) { this->vect::operator*=(s); return *this; }
    velocity& operator/= (double s) { this->vect::operator/=(s); return *this; }

    velocity operator+ (velocity v) const { return this->vect::operator+(v); }
    velocity operator- (velocity v) const { return this->vect::operator-(v); }
    double operator* (velocity v) const { return this->vect::operator*(v); }
    velocity operator* (double s) const { return this->vect::operator*(s); }
    friend velocity operator* (double s, velocity v);
    velocity operator/ (double s) const { return this->vect::operator/(s); }
    bool operator== (velocity v) const { return this->vect::operator==(v); }
    bool operator!= (velocity v) const { return this->vect::operator!=(v); }
    friend double abs(velocity v);
};

inline velocity operator* (double s, velocity v) {
    v *= s;
    return v;
}

inline double abs(velocity v) {
    return abs(vect(r));
}

```



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- We could derive from `vect` more classes:
  - acceleration
  - momentum
  - force
  - angular velocity
  - angular momentum
  - torque
  - electric field
  - magnetic field
- Compiler will perform syntax checking, and ensure no misuses are made
- But we can do more... let's define a time class

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```
class time {
    double val;
public:
    time() {}
    time(double t) : val(t) {}
    time operator+() const { return *this; }
    time operator-() const { return time(-val); }

    // <op>= member operators

    // member arithmetic operators (sum, difference,
    //                               multiplication and division by a scalar)
    // all comparison member operators

    // friend << and >> operators for iostreams

    friend position operator* (velocity v, time t);
    friend position operator* (time t, velocity v);
    friend velocity operator/ (position r, time t);
};

position operator* (velocity v, time t) {
    return v*t.val;
}

position operator* (time t, velocity v) {
    return v*t.val;
}

velocity operator/ (position r, time t) {
    return r/t.val;
}
```

# Dimensionally Consistent Arithmetic

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- Let's also enroll the three mixed type operators in **position** and **velocity** friends
- Note: depending on include file structure this will involve forward declarations like:  

```
class time;  
struct velocity;
```

or other pairs from the three classes, to be added in suitable places
- And we'll get a physical quantities arithmetic whose dimensional consistency is checked by the compiler
  - Have a look at Units or MPL in the Boost library (for braves only)

# Consistent Extension and Code Reuse

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- Better yet, we could:
  - define a base class for a generic physical scalar implementing the basic arithmetic and I/O
  - protecting all its members, including constructors, like we did with **vect**
  - derive time, mass, charge, pressure, temperature, ... classes from it, like we did with **position** and **velocity** from **vect**
  - define suitable mixed-type operations according to the rule of physics
  
- And we'd get all the benefits of code reuse and syntax checking

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- Like functions, classes can be parameterized
- Class templates generate multiple specific classes from a single definition
- Templates are a form of overloading
  - And can be themselves overloaded
- Templates can be combined together
  - A template class can inherit from another template class
  - A template class method can be a template in itself
- Templates are one of the most powerful features of C++
  - They are the foundation of generic programming
  - They can be an alternative to inheritance

# float VS. double

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- We based our vectors on `double`s, but we could need a `float` version to use less memory
- We could duplicate the code for `float`s, but this is bad for code management
- Let's make `vect` and its descendants parametric in the coordinate type
- And let's make it safely, and consistently with C++ rules for arithmetic
  
- We'll have to proceed in steps

# vect.h: Template Version Part 1 of 3

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```

#ifndef VECT_H
#define VECT_H

#include <cmath>

template<class T> struct vect {
    T x, y, z;
protected:
    vect() {}
    vect(T a, T b, T c) : x(a), y(b), z(c) {}

    vect operator+() const { return *this; }
    vect operator-() const { return vect(-x, -y, -z); }

    vect& operator+= (vect v) { x += v.x; y += v.y; z += v.z; return *this; }
    vect& operator-= (vect v) { x -= v.x; y -= v.y; z -= v.z; return *this; }
    vect& operator*= (T s) { x *= s; y *= s; z *= s; return *this; }
    vect& operator/= (T s) { x /= s; y /= s; z /= s; return *this; }

    vect operator+ (vect v) const;
    vect operator- (vect v) const;
    T operator* (vect v) const;
    vect operator* (T s) const;
    template<class F> friend vect<F> operator* (F s, vect<F> v);
    vect operator/ (T s) const;
    bool operator== (vect v) const;
    bool operator!= (vect v) const;

    template<class F> friend F abs(vect<F> v);
};

```



# vect.h: Template Version Part 2 of 3

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```
template<class T> inline vect<T> vect<T>::operator+ (vect<T> v) const {  
    vect<T> temp(*this);  
    temp += v;  
    return temp;  
}
```

```
template<class T> inline vect<T> vect<T>::operator- (vect<T> v) const {  
    vect<T> temp(*this);  
    temp -= v;  
    return temp;  
}
```

```
template<class T> inline T vect<T>::operator* (vect<T> v) const {  
    return x*v.x + y*v.y + z*v.z;  
}
```

```
template<class T> inline vect<T> vect<T>::operator* (T s) const {  
    vect<T> temp(*this);  
    temp *= s;  
    return temp;  
}
```

```
template<class F> inline vect<F> operator* (F s, vect<F> v) {  
    v *= s;  
    return v;  
}
```

# vect.h: Template Version Part 3 of 3

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```
template<class T> inline vect<T> vect<T>::operator/ (T s) const {
    vect<T> temp(*this);
    temp /= s;
    return temp;
}

template<class T> inline bool vect<T>::operator== (vect<T> v) const {
    return x==v.x && y==v.y && z==v.z;
}

template<class T> inline bool vect<T>::operator!= (vect<T> v) const {
    return !(*this==v);
}

template<class F> inline F abs(vect<F> v) {
    return std::sqrt(v*v);
}

#endif
```

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- **class T** is a template type parameter
  - It doesn't need to be a class
  - It can be any type
- Method declarations do not need to be in template form, it's automatic
- Method definitions *inside* the class definition do not need to be in template form, it's automatic
- Method definitions *outside* the class definition must be in template form
- Friend function templates must be declared in template form inside the class
- Of course, we have to 'templatize' **position** and **velocity** too
- And we'll make **double** the default, using a default template argument

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```
template<class T=double> struct position : public vect<T> {
protected:
    position(vect<T> r) : vect<T>(r) {}
public:
    position() {}
    position(double a, double b, double c) : vect<T>(a,b,c) {}

    position operator+() const { return *this; }
    position operator-() const { return this->vect<T>::operator-(); }

    position& operator+= (position v) { this->vect<T>::operator+=(v); return *this; }
    position& operator-= (position v) { this->vect<T>::operator-=(v); return *this; }
    position& operator*= (T s) { this->vect<T>::operator*=(s); return *this; }
    position& operator/= (T s) { this->vect<T>::operator/=(s); return *this; }

    position operator+ (position v) const { return this->vect<T>::operator+(v); }
    position operator- (position v) const { return this->vect<T>::operator-(v); }
    T operator* (position v) const { return this->vect<T>::operator*(v); }
    position operator* (T s) const { return this->vect<T>::operator*(s); }
    template<class F> friend position<F> operator* (F s, position<F> v);
    position operator/ (T s) const { return this->vect<T>::operator/(s); }
    bool operator== (position v) const { return this->vect<T>::operator==(v); }
    bool operator!= (position v) const { return this->vect<T>::operator!=(v); }
    template<class F> friend F abs(position<F> v);
};

template<class F> inline position<F> operator* (F s, position<F> v) {
    v *= s;
    return v;
}

template<class F> inline F abs(position<F> v) {
    return abs(vect<F>(v));
}
```

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```

template<class T=double> struct velocity : public vect<T> {
protected:
    velocity(vect<T> r) : vect<T>(r) {}
public:
    velocity() {}
    velocity(double a, double b, double c) : vect<T>(a,b,c) {}

    velocity operator+() const { return *this; }
    velocity operator-() const { return this->vect<T>::operator-(); }

    velocity& operator+= (velocity v) { this->vect<T>::operator+=(v); return *this; }
    velocity& operator-= (velocity v) { this->vect<T>::operator-=(v); return *this; }
    velocity& operator*= (T s) { this->vect<T>::operator*=(s); return *this; }
    velocity& operator/= (T s) { this->vect<T>::operator/=(s); return *this; }

    velocity operator+ (velocity v) const { return this->vect<T>::operator+(v); }
    velocity operator- (velocity v) const { return this->vect<T>::operator-(v); }
    T operator* (velocity v) const { return this->vect<T>::operator*(v); }
    velocity operator* (T s) const { return this->vect<T>::operator*(s); }
    template<class F> friend velocity<F> operator* (F s, velocity<F> v);
    velocity operator/ (T s) const { return this->vect<T>::operator/(s); }
    bool operator== (velocity v) const { return this->vect<T>::operator==(v); }
    bool operator!= (velocity v) const { return this->vect<T>::operator!=(v); }
    template<class F> friend F abs(velocity<F> v);
};

template<class F> inline velocity<F> operator* (F s, velocity<F> v) {
    v *= s;
    return v;
}

template<class F> inline F abs(velocity<F> v) {
    return abs(vect<F>(v));
}

```

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- Write a program to exercise the `position` class template
- Then try to mix in the same expression:
  - `floats` with `position<double>S`
  - `doubles` with `position<float>S`
  - `position<float>S` with `position<double>S`
- Verify that `position<>` is equivalent to `position<double>`
- And try combinations like `position<unsigned int>` or `position<char>`

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- Now we can represent coordinates in single and double precision
- And, if we are not careful enough, we could represent **unsigned** and **char** coordinates
- Or, for that matter, we could happen to represent coordinates with **velocitys**, or whatever abstract type that supports some sort of exotic arithmetic
  - very subtle bugs are possible
  - particularly if a template is not explicitly instantiated, and members are instantiated on demand
- To make our classes more robust, let's allow only **position<float>** and **position<double>** objects
- To this purpose, we need to exploit:
  - one more feature: template specialization
  - a common C++ idiom: traits classes

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- It's a form of overloading
- A specialized template is a specific implementation for specific values of template arguments
- Very useful to complete the generic template with specific ones optimized for particular cases
- Specialized template and functions prevail on less specialized ones in overload resolution
- More on this later, let's use it now to avoid **position** template abuses
- Brute force solution:
  - defining only two specialized templates, `vect<float>` and `vect<double>`
  - but this is code replication, bad for source code management
- Clever solution: traits classes



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```
#ifndef VECT_H
#define VECT_H

#include <cmath>

template<class T> struct vectComponentTrait {};

template<> struct vectComponentTrait<double> {
    typedef double component;
};

template<> struct vectComponentTrait<float> {
    typedef float component;
};

template<class T> struct vect {
    typename vectComponentTrait<T>::component x;
    T y, z;
protected:
    //...
```

...everything else unchanged

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- `vectComponentTrait<>` template defines a suitable type for a `vect` component
  - But it does so only for argument types we allow
  - And doesn't define anything in the general case
- `vectComponentTrait<>::component` is used to define `vect<>` first member
  - `typename` tells the compiler that it is a type indeed
- Thus, an instantiation of the `vect<>` template will:
  - succeed, if the argument type is `float` or `double`
  - fail at compile time otherwise
- Please, notice:
  - no code duplication
  - no other changes to `vect<>` or its descendants
  - to add support for one more type, just add one more specialization of `vectComponentTrait<>`

# More on Traits Classes

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- Traits classes are widely used in Standard C++ Library and in many other libraries
- They usually don't have data members, only:
  - type members
  - static methods
- Traits classes static methods are useful to abstract a unified interface from a bunch of heterogeneous classes
- Traits classes with more than one type member help to manage mixed precision computations
- Do you remember the issues we had with `gcd()` and `lcm()` on mixed precision types?
  - To avoid troubles, we had to hide the template
  - And use it explicitly in (too) many wrapper functions
- Now we know more, let's write an elegant solution

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```
#ifndef NUMBERTHEORY_H
#define NUMBERTHEORY_H

template<class T, class F> struct numth_traits {};

template<> struct numth_traits<int, int> {
    typedef int narrow_t;
    typedef int wide_t;
};

template<> struct numth_traits<int, long> {
    typedef int narrow_t;
    typedef long wide_t;
};

template<> struct numth_traits<long, int> {
    typedef int narrow_t;
    typedef long wide_t;
};

template<> struct numth_traits<long, long> {
    typedef long narrow_t;
    typedef long wide_t;
};
```

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```

// Greatest Common Divisor
template <class T, class F>
typename numth_traits<T,F>::narrow_t gcd(T aa, F bb) {

    typename numth_traits<T,F>::wide_t a = abs(aa);
    typename numth_traits<T,F>::wide_t b = abs(bb);

    if (a == 0)
        return b;
    if (b == 0)
        return a;

    do {
        typename numth_traits<T,F>::wide_t t = a % b;
        a = b;
        b = t;
    } while (b != 0);

    return a;
}

// Least Common Multiple
template <class T, class F>
typename numth_traits<T,F>::wide_t lcm(T a, F b) {
    if (a == 0 || b == 0)
        return 0;
    return a*(b/gcd(a,b));
}

#endif

```



# Mixed Precision Arithmetic and Consistency

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- Excluding mixed precision computations is very annoying
  - We have three options
- 1 Defining implicit conversions and rely on them
    - Inconsistent with C++ rules!
    - Arithmetic operations on a `float` and a `double` shall be performed in `double`
    - Automatic down-conversion shall only happen on assignment
  - 2 Do as in C++ does with `complex<>` values
    - Mixed precision only allowed on `=`, `+=`, `-=`, `*=`, `/=`
    - Explicit conversions needed otherwise
  - 3 Implement mixed precision arithmetic for all binary operators
    - Let's go for option #2

# vect: Mixed Precision Arithmetic

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```

template<class T> struct vect {
    typename vectComponentTrait<T>::component x;
    T y, z;
protected:
    vect() {}
    vect(T a, T b, T c) : x(a), y(b), z(c) {}
    template<class F> vect(const vect<F> &v) : x(v.x), y(v.y), z(v.z) {}

    vect operator+() const { return *this; }
    vect operator-() const { return vect(-x, -y, -z); }

    template<class F>
    vect& operator= (vect<F> v) { x = v.x; y = v.y; z = v.z; return *this; }

    template <class F>
    vect& operator+= (vect<F> v) { x += v.x; y += v.y; z += v.z; return *this; }
    template <class F>
    vect& operator-= (vect<F> v) { x -= v.x; y -= v.y; z -= v.z; return *this; }
    template <class F>
    vect& operator*= (F s) { x *= s; y *= s; z *= s; return *this; }
    template <class F>
    vect& operator/= (F s) { x /= s; y /= s; z /= s; return *this; }

    vect operator+ (vect v) const;
    vect operator- (vect v) const;
    T operator* (vect v) const;
    vect operator* (T s) const;
    template<class F> friend vect<F> operator* (F s, vect<F> v);
    vect operator/ (T s) const;
    bool operator== (vect v) const;
    bool operator!= (vect v) const;

    template<class F> friend F abs(vect<F> v);

```



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- A template copy constructor has been added
- Thus, instantiating `vect<double>` would automatically generate, as needed:

```
vect<double> vect<double>(const vect<float> &v);
vect<double> vect<double>(const vect<double> &v);
```

- And instantiating `vect<float>` would automatically generate, as needed:

```
vect<float> vect<float>(const vect<float> &v);
vect<float> vect<float>(const vect<double> &v);
```

- Ditto for `=`, `+=`, `-=`, `*=`, `/=`
- Now we need to change `position` and `velocity` definitions accordingly
- And make their copy constructor **explicit** to avoid unintended 'automatic' behavior



# position: Mixed Precision Arithmetic

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```

template<class T=double> struct position : public vect<T> {
protected:
    position(vect<T> r) : vect<T>(r) {}
public:
    position() {}
    position(double a, double b, double c) : vect<T>(a,b,c) {}
    template<class F> explicit position(const position<F> &v) : vect<T>(v) {}

    position operator+() const { return *this; }
    position operator-() const { return this->vect<T>::operator-(); }

    template<class F> position& operator= (position<F> v)
        { this->vect<T>::operator=(v); return *this; }

    template <class F> position& operator+= (position<F> v)
        { this->vect<T>::operator+=(v); return *this; }
    template <class F> position& operator-= (position<F> v)
        { this->vect<T>::operator-=(v); return *this; }
    template <class F>
        position& operator*=( F s) { this->vect<T>::operator*=(s); return *this; }
    template <class F>
        position& operator/=( F s) { this->vect<T>::operator/=(s); return *this; }

    position operator+ (position v) const { return this->vect<T>::operator+(v); }
    position operator- (position v) const { return this->vect<T>::operator-(v); }
    T operator* (position v) const { return this->vect<T>::operator*(v); }
    position operator* (T s) const { return this->vect<T>::operator*(s); }
    template<class F> friend position<F> operator* (F s, position<F> v);
    position operator/ (T s) const { return this->vect<T>::operator/(s); }
    bool operator==( position v) const { return this->vect<T>::operator==(v); }
    bool operator!=( position v) const { return this->vect<T>::operator!=(v); }
    template<class F> friend F abs(position<F> v);
  
```

# velocity: Mixed Precision Arithmetic

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```
template<class T=double> struct velocity : public vect<T> {
protected:
    velocity(vect<T> r) : vect<T>(r) {}
public:
    velocity() {}
    velocity(double a, double b, double c) : vect<T>(a,b,c) {}
    template<class F> explicit velocity(const velocity<F> &v) : vect<T>(v) {}

    velocity operator+() const { return *this; }
    velocity operator-() const { return this->vect<T>::operator-(); }

    template<class F> velocity& operator= (velocity<F> v)
        { this->vect<T>::operator=(v); return *this; }

    template <class F> velocity& operator+= (velocity<F> v)
        { this->vect<T>::operator+=(v); return *this; }
    template <class F> velocity& operator-= (velocity<F> v)
        { this->vect<T>::operator-=(v); return *this; }

    template <class F>
        velocity& operator*=( F s) { this->vect<T>::operator*=(s); return *this; }
    template <class F>
        velocity& operator/=( F s) { this->vect<T>::operator/=(s); return *this; }

    velocity operator+ (velocity v) const { return this->vect<T>::operator+(v); }
    velocity operator- (velocity v) const { return this->vect<T>::operator-(v); }
    T operator* (velocity v) const { return this->vect<T>::operator*(v); }
    velocity operator* (T s) const { return this->vect<T>::operator*(s); }
    template<class F> friend velocity<F> operator* (F s, velocity<F> v);
    velocity operator/ (T s) const { return this->vect<T>::operator/(s); }
    bool operator==( velocity v) const { return this->vect<T>::operator==(v); }
    bool operator!=( velocity v) const { return this->vect<T>::operator!=(v); }
    template<class F> friend F abs(velocity<F> v);
};
```

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- Implementing full mixed precision arithmetic is the next logical step
- Quite similar to `gcd()` and `lcm()` mixed precision arguments issue
- Unsurprisingly, traits classes come to rescue
- Homework assignment:
  - test that the traits based templates we implemented work as intended
  - test that the simplified mixed precision arithmetic version we implemented works as intended
  - implement full mixed precision arithmetic using traits classes as we did in `gcd()` and `lcm()`

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```
template<int N, class T> class vertex : public position<T> {
protected:
    position<T> *edge[N];
public:
    vertex() : position<T>() {
        for(int i=0; i<N; ++i)
            edge[i] = NULL;
    }

    int edgesno() { return N; }

    // more methods, friends...
}
```

- Templates are not restricted to a single parameter
- And template parameters do not need to be types
- They can also be constant expressions of `int` type, to:
  - size internal data structures
  - bound a constant into methods of an object at creation
  - ...
- Or constant expressions of pointer or reference type
- Actually, non-type template parameters turn templates into a powerful, Turing complete, declarative language

# Non-Type Parameters and Specialization

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- Non-type parameters too support overloading and specialization
- Let's imagine we want to write a generic code to do plasma physics simulations in 2D and 3D spaces
- In two dimensions, we only have the  $x$  and  $y$  coordinates
- We could:
  - add an `int D` parameter to `vect` and its descendants
  - write two specialized versions with 2 or 3 components respectively
  - adapt all operators and functions accordingly (the cross product is now a scalar!)
  - and create objects of `position<2, double>` or `position<3, float>` type
- But now for something completely different...

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```

#ifndef POLYNOMIAL_H
#define POLYNOMIAL_H

#include <cstring>
#include <stdexcept>

template<class T=double> class polynomial {
    int order;
    T *coeff;

    T horner(T x) const;

public:
    polynomial() : order(-1), coeff(NULL) { }
    polynomial(int n) : order(n), coeff(new T[n+1]) {
        for (int i = 0; i<n+1; ++i)
            coeff[i] = 0.0;
    }
    polynomial(int n, const T c[]) : order(n), coeff(new T[n+1]) {
        memcpy(coeff, c, (n+1)*sizeof(T));
    }

    ~polynomial() { delete[] coeff; }

    polynomial(const polynomial& p);
    polynomial& operator= (const polynomial& p);

    int degree() const { return order; }
    T& operator[] (int i) { return coeff[i]; }

    T operator() (T x) const { return horner(x); }
};
  
```

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```
// deep copy constructor

template<class T> polynomial<T>::polynomial(const polynomial<T>& p)
    : order(p.order), coeff(NULL) {

    if (order >= 0) {
        coeff = new T[order+1];
        memcpy(coeff, p.coeff, (order+1)*sizeof(T));
    }
}

// deep assignment

template<class T> polynomial<T>& polynomial<T>::operator= (const polynomial<T>& p) {
    if (this == &p) return *this;
    order = p.order;
    delete[] coeff; coeff = NULL;
    if (order >= 0) {
        coeff = new T[order+1];
        memcpy(coeff, p.coeff, (order+1)*sizeof(T));
    }
    return *this;
}

// polynomial evaluation with horner algorithm

template<class T> T polynomial<T>::horner(T x) const {
    if (!coeff) throw std::domain_error("uninitialized polynomial");
    T p = coeff[order];
    for (int i=order-1; i>=0; --i)
        p = p*x + coeff[i];
    return p;
}
```

# polynomial: Miscellaneous Remarks

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- All constructors put the pointer to coefficients storage in a consistent state
- Copy constructor and assignment must be explicitly defined because of deep copy
- `delete` on a null pointer does not cause errors
- The `[]` operator is overloaded to allow accessing coefficients like it were an array
- Yes, all operators can be overloaded
  - arithmetic (+, -, \*, /, %, ~, |, &, ^, <<, >>)
  - increment and decrement (++, --)
  - assignment (=, +=, -=, \*=, /=, %=, &=, |=, ^=, <<=, >>=)
  - comparison (==, !=, <, >, <=, >=)
  - logical (!, ||, &&, ^^)
  - address of, dereferencing, and access (&, \*, ->, [])
  - function call (()) and more



# Let's Get Real

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- We'll never evaluate a 10 thousands degree polynomial with this class
- Most polynomials in use are of low degree
- And high degree ones require special numeric care
- Or have so many zero coefficients to make this approach inefficient
- Moreover, when iteration count is known at compile time, compilers generate better code for loops
- Let's add an integer parameter to the template, to fix the degree at compile time
- We'll loose some runtime flexibility, but the class will become very simple

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```
#ifndef POLYNOMIAL_H
#define POLYNOMIAL_H

#include <cstring>

template<int N, class T=double> class polynomial {
    T coeff[N+1];

    T horner(T x) const {
        T p = coeff[N];
        for (int i=N-1; i>=0; --i)
            p = p*x + coeff[i];
        return p;
    }

public:
    polynomial() {
        for (int i = 0; i<N+1; ++i)
            coeff[i] = 0.0;
    }

    polynomial(const T c[]) {
        memcpy(coeff, c, (N+1)*sizeof(T));
    }

    T& operator[] (int i) { return coeff[i]; }

    T operator() (T x) const { return horner(x); }
};

#endif
```

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- Coefficients are now stored inside the object: no need for deep copies
- No dynamic memory allocation:
  - default destructor is OK
  - no need to throw exceptions
- Too simple? Wait...
- Most polynomial approximations are of *very* low degree
- And we could suspect that the function call and the loop cost more than the calculations
- Should we build specialized template of the class for low degrees to make them more efficient?
  - NO! duplicating code is bad
  - Let's use *template metaprogramming*

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- We said templates are a declarative language
- In declarative languages, loops are performed by recursion
  - A final step is defined, for the first or the last iteration
  - All other iterations are defined in terms of the next or previous one
- The basic idea is:
  - 1 Define a function template with an integer parameter
  - 2 Having it perform one iteration and invoke itself recursively incrementing or decrementing the parameter
  - 3 Making a specialized version for the ending iterations
  - 4 Make all these templates expand inline
- Unfortunately, we need a special kind of template specialization not allowed in function templates
- We'll have to use a helper class template

# polynomial.h: Expanding the Loop

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```

#ifndef POLYNOMIAL_H
#define POLYNOMIAL_H

#include <cstring>

template<int N, class T=double> class polynomial {
    T coeff[N+1];

    // U is the polynomial type, M is max degree, C is current iteration
    template<class U, int M, int C> struct horner { // private template struct
        static U eval(const U *c, U x) { // with a static method
            return horner<U,M,C-1>::eval(c, x)*x + c[M-C]; // using recursion
        }
    };

    template<class U, int M> struct horner<U,M,0> { // partial specialization
        static U eval(const U *c, U x) { return c[M]; }
    };

public:
    polynomial() {
        for (int i = 0; i<N+1; ++i)
            coeff[i] = 0.0;
    }
    polynomial(const T c[]) {
        memcpy(coeff, c, (N+1)*sizeof(T));
    }

    T& operator[] (int i) { return coeff[i]; }

    T operator() (T x) const { return horner<T,N,N>::eval(coeff, x); }
};

```

# A Few Details

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- The helper class templates are private members of the class to avoid namespace pollution
- `coeff` must be passed in because its address is unknown at compile time and `eval()` is a static method
- As methods are defined inside a class, they will be expanded inline
- A template specializing only part of its parameters has a special syntax
- And is termed a *partial specialization*

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- Write a program to exercise the `polynomial` class template
- Test that all functionalities work as desired
- Test that template metaprogramming works
  - By compiling with `-c` option
  - And looking at symbols in the object file (using `nm` command)
  - Then compiling with `-c -O2` or `-c -O3`
  - And looking again at symbols in the object file
- Beware: if you don't invoke the functor, no template will be instantiated
  - And no symbols of interest will show up in the object
- Then test what happens if out of bounds indexes are passed to the `[]` operator

# Want to Know More?

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- Template metaprogramming is incredibly powerful
  - Likewise, you can define if/then/else, **switch**-like structures,  
...
  - Gives way much more flexibility than the macro preprocessor
  - It's abundantly used in libraries (notably, the STL)
  - You may encounter it in very complex codes
- Template metaprogramming is at least as difficult as powerful
  - It stresses compilers and programmers
  - C++ standard and bibles are silent or very obscure
  - Search for info and help on the web



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- Research effort started in 1979, to explore generic implementations abstracting widely used data organizations and manipulations
- Developed in different languages, in the same decade C++ was developed
- Until both efforts joined in 1993
- STL revolutionized OO programming
- It sports:
  - *container* data structures hosting other objects
  - *iterators* to access their contents
  - generic *algorithms* operating on data in a container
  - *functors* to be applied by the latter

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- A panoply of options:
  - `vector<>`
  - `list<>`
  - `deque<>`
  - `set<>`
  - `map<>`
  - ...
  - `#include <container>` and start using it
- STL containers shine at managing objects whose number changes dynamically
- Far easier to use and flexible than C++ built-in arrays:
  - manage memory for you
  - keep track of how many objects they hold
  - and more...
- May appear slower than C++ built-in arrays
  - But they are not, if wisely used
  - Their methods implement code you should anyway write

# Collecting Atoms

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- We want to collect in a container representations of atoms in a box we are simulating
  - An `atom` class is used to represent each atom
- We want direct access to any atom, using an index
- Number of atoms in our box is constant during the simulation
- But only known after reading a complex input file
- Our (quite obvious) choice: a `vector<atom>`

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```
typedef string element; // we'd better switch to an enum...

class atom {
    unsigned long id; // unique identifier
    element symbol;
    double mass;

    position p;
    velocity v;
    acceleration a;

    ...
};
```

# A Sketch to Read Atoms

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```
// prepare an empty vector container for atoms
vector<atom> system;

// read atomic positions and properties
// and store them in system vector
while (!in.eof() || in.good()) {
    atom current_atom();
    in >> current_atom;
    current_atom.id = system.size(); // vectors indexes are zero-based
    system.push_back(current_atom);
}

// print out a report for DEBUGGING
cerr << "System has " << system.size() << "atoms" << endl;
```

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- STL containers automatically grow to accommodate additional items
- **push\_back()** method inserts an element at the end
- This operation might involve a preliminary resize, i.e.:
  - ① *allocation* of a new, bigger memory block
  - ② *copy* of all elements from old to new block
  - ③ *destruction* of objects in old block
  - ④ *deallocation* of old memory block
- Beware!
  - Steps 1 to 3 can be very expensive
  - Any pointer/reference to a container's element might be invalidated!

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```
// prepare an empty vector container for atoms
vector<atom> system;
system.reserve(educated_guess);

// read atomic positions and properties
// and store them in system vector
while (!in.eof() || in.good()) {
    atom current_atom();
    in >> current_atom;
    current_atom.id = system.size(); // vectors indexes are zero-based
    system.push_back(current_atom);
}

// print out a report for DEBUGGING
cerr << "System has " << system.size() << "atoms" << endl;
```



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- **reserve(size\_t n)** method reserves space in advance for **n** items of element type
- If we reserve enough space:
  - no reallocation will be needed on **push\_back()** calls
  - a lot of memory reallocations and data copies will be spared
  - a lot of constructor and destructor calls will be spared too
- Related methods:
  - **capacity()** returns how many elements fit in memory presently allocated by the container
  - **size()** tells how many elements are in the container
  - **empty()** ... guess it

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```
vector<atom> system;
cerr << "Size: " << system.size() << "Capacity: " << system.capacity() << endl;

system.reserve(n_atoms);          // run, then comment this out and run again

while (!in.eof() || in.good()) {
    atom current_atom();
    in >> current_ atom;
    atom.id = system.size();      // vectors indexes are zero-based

    // beware: the following horribly slows down the code
    cerr << "Size: " << system.size() << "Capacity: " << system.capacity() << endl;
}
cerr << "Size: " << system.size() << "Capacity: " << system.capacity() << endl;
```

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- Many STL implementations will *double* a `vector<>` memory on automatic resize
  - No problem going from 100KB to 200KB
  - An issue if going from 1GB to 2GB
- You can free unused space with:  
`vector<atom> (system) . swap (system) ;`
  - `vector<atom> (system)` creates an unnamed temporary copy of `system`
  - Copy constructor allocates just enough memory for existing elements
  - `swap (system)` method call swaps memory blocks between the two
  - At `;` the temporary is destructed and memory freed
- Beware: next `push_back ()` will result in a resize

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- `pop_back()` method removes last element from a vector
- Take the bingo class inheriting from `rng`
- Use a vector for the list of numbers to draw
- Use another vector for the list of already drawn numbers
- Dispense with `m` field and rewrite the class relying on vectors
- What do you think of the new code?

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- $atom_i$  interacts with  $atom_j$  if their distance is less than  $R$
- Atomic positions evolve in time
  - Some atoms will depart, some will come closer
  - Interacting pairs will change
- For each atom, at each simulation time step, we need to list all atoms it interacts with
- This is a costly process
  - Comparing distances for each pair has  $O(N^2)$  complexity
  - $R$  might depend on interacting atomic species and force field
  - Unbearable for medium to large systems
  - Newton's Third Law can halve it, but is not enough

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- A widely used technique
- Simulation domain is split into regular cells
- Interaction lists for each atom are computed considering:
  - 1 atoms belonging to the same cell
  - 2 atoms belonging to 26 (in 3D) neighboring cells
- Using lists of atoms located in each cell, complexity reduces to  $O(N)$
- Still, atom moves, diffusing from cell to cell
- We need suitable data structures to represent:
  - atoms in a cell
  - the cell itself
  - the collection of cells composing our domain
  - interaction lists

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- *contiguous-memory* containers like `vector<>`, `string<>`, `deque<>`:
  - store all  $N$  elements consecutively in one or more chunks of memory
  - on insertion/deletion of an element, only elements in the same chunk have to be shifted
  - thus sequential access is very fast ( $O(1)$ ), while insertions and deletions can be slow ( $O(N)$ )
- *node-based* containers like `list<>` or `map<>`:
  - store each element in an independent chunk of memory
  - on insertion/deletion of an element, only pointers in neighboring ones are affected
  - they trade sequential access speed ( $O(N)$ ) for fast insertions and deletions ( $O(1)$ )

# Choosing the Proper Container

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- *Do you need to insert or delete elements in arbitrary positions?*
  - Containers such as lists, queues or dequeues will perform better
- *Do you only add elements at the end?*
  - A vector could be ok
- *Do you need constant time, fast access?*
  - A vector, no doubts
- *Has internal data to be layout-compatible with C?*
  - Only vectors will do
- *Is it crucial that on insertion or deletion other elements do not move in memory?*
  - Vectors and contiguous-memory containers will not do



# Copies or Pointers?

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- Containers store copies of the template parameter type
- Easy answer: use less memory
  - Use pointers to **system** elements for atoms in cells and interaction lists
  - Use values for container of cells
- Object-smart answer: copies of objects might be costly
  - Copy constructor or copy assignment must be called
- Inheritance-smart answer: copy leads to 'slicing'
  - If you put a derived class object in a container for its base class and try to copy it back
  - Unless you make copy assignments and constructors virtual, which adds to costs
  - Pointers are safer in this respect
- Beware: destruction of pointer containers does not destruct pointees
  - Which is what we need, with atoms

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- Atoms in a cell
  - We'll scan them sequentially for interactions
  - At each time step, some of them will change cell
  - Let's use a list
- The cell itself
  - A very simple class
- Collection of cells
  - Direct access to neighbouring cells is needed
  - Let's use vectors
- Interaction lists
  - Rebuilt from scratch at each time step
  - Lists or vectors?
  - Let's opt for vectors, more cache friendly and quick to access

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```
vector< vector<atom *> > interactions(system.size());

struct cell {
    unsigned n_atoms;
    list<atom *> atoms;

    cell() : n_atoms(0), atoms() {}

    unsigned size() const { return n_atoms; }
};

// compute cell size and n_x, n_y, n_z from R and box size

vector< vector< vector<cell> > > linkedCells(n_z); // resize() at construction

// linkedCells build up

for (int k=0; k < n_z; ++k) {
    linkedCells[k].resize(n_y);
    for (int j=0; j < n_y; ++j) {
        linkedCells[k][j].resize(n_x)
        for (int i=0; i < n_x; ++i)
            linkedCells[k][j][i] = cell(); // invokes member constructors
    }
}
```

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- We got:
  - a `vector<>`
  - of `vector<>s`
  - of `vector<>s`
  - of `structs`
  - containing a `list<>`
- Beware!
  - This looks like a built-in array:  
`cell linkedCells[n_z][n_y][n_z]`
  - But is very different!
  - Each `vector<>` in a `vector< vector <> >` may have different size
  - If you forget, you might insert bugs in your code

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```
const double invDimCell_x = n_x/BoxSide_x;  
const double invDimCell_y = n_y/BoxSide_y;  
const double invDimCell_z = n_z/BoxSide_z;  
  
for (int idx=0; idx<system.size(); idx++) {  
    atom& Atom = system[idx];  
  
    int i = invDimCell_x * Atom.pos.x;  
    int j = invDimCell_y * Atom.pos.y;  
    int k = invDimCell_z * Atom.pos.z;  
  
    linkedCells[i][j][k].atoms.push_back(&Atom);  
    linkedCells[i][j][k].n_atoms++;  
}
```

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- Lists are better for frequent insertions and deletions
  - Each element is an independent chunk of memory
  - No  $O(N)$  resize costs, insertion/deletion is  $O(1)$
  - Pointers to unaffected elements still valid afterwards
- They provide many insertion and deletion methods
  - `push_front()` / `push_back()` insert a new item at beginning/end of list ( $O(1)$ )
  - `pop_front()` / `pop_back()` delete an item at beginning/end of list ( $O(1)$ )
  - `insert(pos)` / `erase(pos)` insert/delete the item at position `pos` of list ( $O(N)!$ )
  - `remove(val)` deletes all items with value `val`
- Beware of `size()` in node-based containers!
  - It's ( $O(N)$ )
  - That's why we cache size in `n_atoms` member of `cell`
  - Always use  $O(1)$  `my_list.empty()` instead of `(my_list.size() == 0)`

# lists Aren't vectors

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- Lists don't provide **capacity()** method
  - They don't need it!
- Ditto for **reserve()** method
- Lists provide special member functions for moving elements
  - Generally faster since they only change pointers
- Lists don't support subscript operator **[i]** nor **at(i)**
  - To avoid performance noxious abuses
- So, how to run through a list or list portion?

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```
for(int i=0; i < system.size(); i++) {
    atom& atom_i = system[i];

    int iC = invDimCell_x * atom_i.pos.x;
    int jC = invDimCell_y * atom_i.pos.y;
    int kC = invDimCell_z * atom_i.pos.z;
    cell& here = linkedCells[kC][jC][iC];

    // cell side slightly larger than maxInteractionRadius
    interactions[i].reserve(ceil(here.n_atoms*acos(-1)/6.0)*8);

    // using iterators to build interaction lists
    list<atom *>::iterator j;

    for (j = here.atoms.begin(); j != here.atoms.end(); j++)
        if ( *j != &atom_i && myShortRangeField.interact(atom_i, *j) )
            interactions[i].push_back(*j);

    // loops on neighboring cells atoms ...
}
```



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- Elements of a list are accessed through *iterators*
- A generic technique
  - Usable with any container kind (also for vectors)
  - They mimic pointers
  - In fact, pointers are good iterators for contiguous-memory containers
  - Trickier ones are needed for node-based containers
- Basic syntax
  - **begin()** method returns iterator 'pointing' to first container element
  - **end()** method returns iterator 'pointing' right 'after' last container element
  - use **end()** for comparisons only
  - **j++** / **--j** advances/steps back the iterator
  - **\*j** returns the element it 'points' to
- **#include <iterator>** for more iterator flavors

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- We already met `valarray<>s`
- `deque<>`
  - Double ended queue
  - Similar to `vector<>`, can easily add/remove elements on both ends
- `map<>` and `multimap<>`
  - Associative containers good for *(key,value)* pairs
  - Keep elements sorted according to some criterion
- `set<>` and `multiset<>`
  - Associative containers mimicking logical sets
  - Elements search has  $O(\log(N))$  complexity
- And more...

# valarray<> VS. vector<>

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- Do not mistake one for the other
- Both are composable
  - Different elements may be containers of different size
- **valarray<>** supports elementwise arithmetic
  - **vector<>** *does not*
- **vector<>** supports automatic resize
  - **valarray<>** *does not*
- Both support manual resize using **resize()** method
  - But a **valarray<>** loses its contents!
  - While a **vector<>** *does not*

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- Containers by themselves aren't that much appealing
- Real STL power lies in generic algorithms that serve most fundamental programmer's needs
  - *traversal, sorting, searching, inserting, removing, etc*
- Commonalities:
  - implemented as template functions
  - operating through iterators
  - element types inferred from iterator types
- Able to operate on containers portions
  - Beginning iterator 'points' to first element to operate upon
  - End iterator 'points' right 'after' the last one
- To exploit them **#include**:
  - **algorithm** for general ones
  - **numeric** for the few numerically specialized ones
  - **functional** for function objects (a.k.a. functors)

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- A common task consist in assigning values to the container's elements
  - Elements can be set to a constant value using `fill()`
  - Or using a more specialized functor passed to `generate()`
- Both relay on `operator=` of container's elements
  - A natural task for POD, mind for user defined types
  - Container's elements must be already initialized
- Another common task is to print the values of elements to `stdout`
  - A standard `for()` loop can do the job
  - or you can combine `copy` with `ostream_iterator`

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```
#include <iostream>
#include <vector>
#include <limits>
#include <cmath>
#include <algorithm>
#include <iterator>

vector<double> pi(100);
fill(pi.begin(), pi.end(), acos(-1.0) );

template<class T>
class RandClass {
    T maxv;
public:
    explicit RandClass(const T &maxvalue = numeric_limits<T>::max() ) : maxv(maxvalue)
    T operator() (void) const { return (maxv/(RAND_MAX + 1.0))*rand(); }
};

vector<int> v(90);
const int max_value = 90;
generate(v.begin(), v.end(), RandClass(max_value) );

copy(pi.begin(), pi.end(), ostream_iterator<double>(cout, " ")); cout << endl;
copy(v.begin(), v.end(), ostream_iterator<int>(cout, " ")); cout << endl;
```

# Sort Algorithm

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- Sort is among most known and frequently used algorithms
  - Requires random-access iterators (works best for vectors)
  - For lists, don't use the algorithm, use `sort ()` method
- `sort ()` reorders container elements:
  - using comparison operators for the element type
  - or an optional comparison function argument
  - or an optional *compare* functor object
- `sort ()` has  $N \log(N)$  complexity on average
  - But its worst case is  $O(N^2)$
- `stable_sort ()` variant is  $2N \log(N)$
- Partial sorts also available

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```
vector<int> v(90);
... // initialize v with different numbers
sort(v.begin(), v.end()) // after sort, v is modified with its elements sorted
```

```
int builtin[90];
... // initialize builtin with different numbers
sort(&builtin[0], &builtin[90]) // good also for built-in arrays
```

```
vector<atom> momenta(system); // Note: costly copy for illustration purposes only
```

```
class compareAtomMomenta { // order by decreasing momentum
public:
    bool operator() (const atom &a, const atom &b) const
        { return a.mass*abs(a.vel) > b.mass*abs(b.vel); }
};
```

```
sort(momenta.begin(), momenta.end(), compareAtomMomenta());
```



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- Searches among elements are also very common
- **find()** returns first occurrence of an element matching the search
  - Match performed using **(==)** operator
  - Returns container **end()** if no match
- **find\_if()** accepts a predicate functor to specify complex matching criteria
  - A predicate must return a **bool**

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```
int match = 90; // la paura!  
vector<int>::iterator matchIterator =  
    find(bingoExtractions.begin(), bingoExtractions.end(), match);
```

```
class less_than_4_neighbors {  
public:  
    bool operator() (const vector<atom *> &v) const  
        { return v.size() < 4;}  
}
```

```
vector<vector<atom *> >::iterator firstUnder4 =  
    find_if(interactions.begin(), interactions.end(), less_than_4_neighbors());
```

```
class atomIsCarbon {  
public:  
    bool operator() (const atom &a) const  
        { return a.symbol == "C";}  
}
```

```
vector<atom>::iterator firstCarbonAtom =  
    find_if(system.begin(), system.end(), atomIsCarbon());
```

# Specializing and Extending Predicates

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- `less_than_4_neighbors` is ugly code
  - And we'd probably need to compare against a different number of neighbours
- `atomIsCarbon` is not generic
  - And we'd like to pass the species to be searched for as argument
- STL provides some helpers
  - Functional template predicates: *equal\_to*, *greater*, *greater\_equal*, *less*, *less\_equal*, etc
  - Binders and template predicates: *bind2nd(y)*, *bind1st(x)*, *unary\_function*, *binary\_function*
- Can be combined to extend predicates and define new operations
- To access them, `#include <functional>`

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```
vector<int> v(90);
generate(v.begin(), v.end(), Rand<int>(maxv) );
sort(v.begin(), v.end()); // after sort, v is modified with its elements sorted
copy(v.begin(), v.end(), ostream_iterator<double>(cout, " ")); cout << endl;

1 1 3 5 5 6 7 9 11 12 12 14 14 17 17 19 20 21 21 23 24 25 25 26 26 29 30
31 31 31 31 32 33 35 36 36 39 39 41 42 44 46 46 46 47 47 47 47 48 49 54
56 57 57 57 59 60 61 61 64 64 66 68 69 69 69 70 71 72 72 74 75 75 76 79
80 80 80 81 82 82 82 83 83 85 85 87 87 89

counts = count_if(v1.begin(), v1.end(), bind2nd(equal_to<int>(), 5) );
// result counts = 2

// 10 <= x
counts = count_if(v.begin(), v.end(), bind1st(less_equal<int>(), 10) );
// result counts = 82

// x <= 10
counts = count_if(v.begin(), v.end(), bind2nd(less_equal<int>(), 10) );
// result counts = 8

vector<double> v2;
... // build a signal in v2
double clamp = 0.5;
replace_if(v1.begin(), v1.end, clamp, bind1st( less_equal<double>(), clamp));
```

# Extending Predicates with User Defined Types

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- Specializing predicates on PODs is easy
- We need more control when dealing with user-defined types
- STL provides common base classes to help users build their own predicates

```
template <class Arg, class Res> struct unary_function {  
    typedef Arg argument_type;  
    typedef Res result_type;  
};
```

```
template <class Arg, class Arg2, class Res> struct binary_function {  
    typedef Arg first_argument_type;  
    typedef Arg2 second_argument_type;  
    typedef Res result_type;  
};
```

# Extending Predicates to User Defined Types

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```
class less_neighbors_than : public unary_function< vector<atom*>, bool> {
    int arg2;
public:
    explicit less_neighbors_than (const int &x) : arg2(x) { }
    bool operator() (const vector<atom *> &v) const
        { return v.size() < arg2;}
}

vector<vector<atom *> >::iterator firstUnder4 =
    find_if(c.begin(), c.end(), less_neighbors_than(4));

class atomSpecieIs : public unary_function<atom,bool> {
    string specie;
public:
    explicit atomSpecieIs (const string &x) : specie(x) { }
    bool operator() (const atom &a) const
        { return a.chemsymbol == specie;}
}

vector<atom>::iterator firstCarbonAtom =
    find_if(system.begin(), system.end(), atomSpecieIs("C"));
```

# Member Function and Pointer Function Adapters

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- Most algorithms invoke built-in or user-defined operators
- We may want to invoke a method or any other function on each element in a sequence
- STL provides function adapters
  - `mem_fun()` call a method on each element pointer
  - `mem_fun_ref()` call a method on each element reference
  - `ptr_fun()` takes a pointer to a non-member function
- A set of algorithms map function objects or adapters on sequences
  - `for_each()` applies an adapter on each element
  - same for `transform()`, that can modify elements or generate a sequence of results
  - arithmetic function objects *plus, minus, multiplies, etc...*
- Again, `#include <functional>`

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```
// call method with no argument
for_each(system.begin(), system.end(), mem_fun_ref(&atom::reset) );

// call method with argument timestep
for_each(system.begin(), system.end(),
          bind2nd(mem_fun_ref(&atom::evolve), timestep) );

// compute the center of mass of the system
class centerOfMass {
    position c;
    double tot_m;
public:
    centerOfMass() : c(0.0,0.0,0.0), tot_m(0.0) { } // initialize
    void operator () (atom &a) { c += a.mass * a.pos;
                             tot_m += a.mass; } // accumulate
    position result() const { return c/tot_m; } // return sum
}

centerOfMass CoM;
for_each(system.begin(), system.end(), CoM);
cout << "Center of mass is " << CoM.result() << endl;
```



# Composing and Transforming Elements

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```
// transform A based on operand, result in B
transform(A.begin(), A.end(), B.begin(), bind1st(plus(), 100) );

// combine A and B with operand, result in C
transform(A.begin(), A.end(), B.begin(), C.begin(), plus() );

// C = A + B with insertion (each result is pushed_back)
transform(A.begin(), A.end(), B.begin(), back_inserter(C.begin()), plus() );

// runs through a container of pointers deleting pointees
template<class T> struct Delete_ptr {
    T* operator() (T *p) {
        delete p; return NULL;
    };
}

void purgePointerContainer (vector<myClass *> &somePointerContainer) {
    transform(somePointerContainer.begin(), somePointerContainer.end(),
        somePointerContainer.begin(), Delete_ptr<myClass>());
}
```

# remove () VS. erase ()

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- Want to remove all elements with value *val*?
- For lists, the best way is using **remove ()** method  

```
mylist.remove(88);
```
- For associative containers, use **erase ()** method  

```
associative.erase(88);
```
- For contiguous-memory containers, you must combine **erase ()** methods with **remove ()** algorithm  

```
v.erase( remove(v.begin(), v.end(), 88) , v.end());
```
- **remove ()** algorithm doesn't really removes elements
  - Shifts back (by copy!) following elements
  - And returns an iterator 'pointing' to new *logical end*
  - This behavior makes it compatible with built-in arrays
  - Erase will do the rest

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- Want to remove all elements satisfying **predicate**?

```
template<class T>  
bool predicate(T x); // returns wheter x is "bad" for us
```

- For lists, the best way is using **remove\_if()** method

```
mylist.remove_if(predicate);
```

- For contiguous-memory containers, you must combine **erase()** method with **remove\_if()** algorithm

```
v.erase(v.remove_if(v.begin(), v.end(), predicate), v.end());
```

- Again, **remove\_if()** doesn't really remove elements
  - Simply shifts back (by copy!) following elements
  - And returns an iterator 'pointing' to new *logical end*

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- Too many to cover
- Please find them in books and reference manuals

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- Much more C++ practice
  - That's your job
- Much more C++
  - Much more of **new** and **delete**
  - Much more of streams
  - Much more of STL
  - Run-Time Type Information (RTTI) support
  - Much more of everything
- Much more OO Programming
  - Much more on design
  - Much more on implementation
  - Much more on structured exception handling
  - Much more on template metaprogramming

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- C++11 is the official name of next C++ Standard (not covered in this course)
- The overall aims for the C++11 effort were:
  - make C++ a better language for systems programming and library building
  - make concurrent systems programming type-safe and portable
  - make C++ a easier to teach and learn language
- C++ new features includes:
  - several additions to the core language
  - extensions to the C++ standard library (STL)

# C++ 11 Core Language Improvements

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- Type `long long int`
- Changes to plain old data definitions
- Generalized constant expressions
- User defined literals
- Rvalue references and move semantic
- Range based `for` loops
- Lambda functions
- Explicit conversion operators
- Extern templates
- Template aliases and variadic
- Memory model for multithreading
- ...



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- Type traits for metaprogramming
- Smart pointers
- Tuples
- Hashes
- Regular expressions
- Extensible random number facilities
- Multithreading facilities
- ...

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- Boost
  - Heterogeneous collection covering scientific and programming problems
  - <http://www.boost.org>
- Blitz++
  - Array arithmetic with Fortran performance (thanks to template metaprogramming)
  - <http://www.oonumerics.org/blitz/>
- Lapack++
  - Lapack C++ wrapper
  - <http://lapackpp.sourceforge.net/>
- Trilinos
  - Many packages for large-scale, complex multiphysics problems
  - <http://trilinos.sandia.gov/>
- Many more on <http://www.oonumerics.org/oon/>
  - Pick up those actively maintained and with live users' forums

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