The GNU C++ Library

License

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Introduction

Chapter 1

Status

1.1 Implementation Status

1.1.1 C++ 1998/2003

1.1.1.1 Implementation Status

This status table is based on the table of contents of ISO/IEC 14882:2003.

This page describes the C++ support in mainline GCC SVN, not in any particular release.

1.1.1.2 Implementation Specific Behavior

The ISO standard defines the following phrase:

> **`[1.3.5] implementation-defined behavior`** Behavior, for a well-formed program construct and correct data, that depends on the implementation *and that each implementation shall document*.

We do so here, for the C++ library only. Behavior of the compiler, linker, runtime loader, and other elements of "the implementation" are documented elsewhere. Everything listed in Annex B, Implementation Qualities, are also part of the compiler, not the library.

For each entry, we give the section number of the standard, when applicable. This list is probably incomplet and inkorrekt.

[1.9]/11 #3 If `isatty(3)` is true, then interactive stream support is implied.

[17.4.4.5] Non-reentrant functions are probably best discussed in the various sections on multithreading (see above).

[18.1]/4 The type of `NULL` is described here.

[18.3]/8 Even though it's listed in the library sections, libstdc++ has zero control over what the cleanup code hands back to the runtime loader. Talk to the compiler people. :-)

[18.4.2.1]/5 (bad_alloc), *[18.5.2]/5* (bad_cast), *[18.5.3]/5* (bad_typeid), *[18.6.1]/8* (exception), *[18.6.2.1]/5* (bad_exception): The `what()` member function of class `std::exception`, and these other classes publicly derived from it, simply returns the name of the class. But they are the *mangled* names; you will need to call `c++filt` and pass the names as command-line parameters to demangle them, or call a runtime demangler function. (The classes in `<stdexcept>` have constructors which require an argument to use later for `what()` calls, so the problem of `what()`'s value does not arise in most user-defined exceptions.)

[18.5.1]/7 The return value of `std::type_info::name()` is the mangled type name (see the previous entry for more).

Section	Description	Status	Comments
18	*Language support*		
18.1	Types	Y	
18.2	Implementation properties	Y	
18.2.1	Numeric Limits		
18.2.1.1	Class template `numeric_limits`	Y	
18.2.1.2	`numeric_limits` members	Y	
18.2.1.3	`float_round_style`	Y	
18.2.1.4	`float_denorm_style`	Y	
18.2.1.5	`numeric_limits` specializations	Y	
18.2.2	C Library	Y	
18.3	Start and termination	Y	
18.4	Dynamic memory management	Y	
18.5	Type identification		
18.5.1	Class type_info	Y	
18.5.2	Class bad_cast	Y	
18.5.3	Class bad_typeid	Y	
18.6	Exception handling		
18.6.1	Class exception	Y	
18.6.2	Violation exception-specifications	Y	
18.6.3	Abnormal termination	Y	
18.6.4	`uncaught_exception`	Y	
18.7	Other runtime support	Y	
19	*Diagnostics*		
19.1	Exception classes	Y	
19.2	Assertions	Y	
19.3	Error numbers	Y	
20	*General utilities*		
20.1	Requirements	Y	
20.2	Utility components		
20.2.1	Operators	Y	
20.2.2	`pair`	Y	
20.3	Function objects		
20.3.1	Base	Y	
20.3.2	Arithmetic operation	Y	
20.3.3	Comparisons	Y	
20.3.4	Logical operations	Y	
20.3.5	Negators	Y	
20.3.6	Binders	Y	
20.3.7	Adaptors for pointers to functions	Y	
20.3.8	Adaptors for pointers to members	Y	
20.4	Memory		
20.4.1	The default allocator	Y	
20.4.2	Raw storage iterator	Y	
20.4.3	Temporary buffers	Y	
20.4.4	Specialized algorithms	Y	
20.4.4.1	`uninitialized_copy`	Y	
20.4.4.2	`uninitialized_fill`	Y	
20.4.4.3	`uninitialized_fill_n`	Y	
20.4.5	Class template `auto_ptr`	Y	
20.4.6	C library	Y	
21	*Strings*		
21.1	Character traits		
21.1.1	Character traits requirements	Y	

[20.1.5]/5 "Implementors are encouraged to supply libraries that can accept allocators that encapsulate more general memory models and that support non-equal instances. In such implementations, any requirements imposed on allocators by containers beyond those requirements that appear in Table 32, and the semantics of containers and algorithms when allocator instances compare non-equal, are implementation-defined." As yet we don't have any allocators which compare non-equal, so we can't describe how they behave.

[21.1.3.1]/3,4, *[21.1.3.2]/2*, *[23.*]'s foo::iterator*, *[27.*]'s foo::*_type*, *others...* Nope, these types are called implementation-defined because you shouldn't be taking advantage of their underlying types. Listing them here would defeat the purpose. :-)

[21.1.3.1]/5 I don't really know about the mbstate_t stuff... see the chapter 22 notes for what does exist.

[22.]* Anything and everything we have on locale implementation will be described over here.

[26.2.8]/9 I have no idea what `complex<T>`'s pow(0,0) returns.

[27.4.2.4]/2 Calling `std::ios_base::sync_with_stdio` after I/O has already been performed on the standard stream objects will flush the buffers, and destroy and recreate the underlying buffer instances. Whether or not the previously-written I/O is destroyed in this process depends mostly on the --enable-libio choice: for stdio, if the written data is already in the stdio buffer, the data may be completely safe!

[27.6.1.1.2], *[27.6.2.3]* The I/O sentry ctor and dtor can perform additional work than the minimum required. We are not currently taking advantage of this yet.

[27.7.1.3]/16, *[27.8.1.4]/10* The effects of `pubsetbuf/setbuf` are described in this chapter.

[27.8.1.4]/16 Calling `fstream::sync` when a get area exists will... whatever `fflush()` does, I think.

1.1.2 C++ 200x

This table is based on the table of contents of ISO/IEC Doc No: N3000=09-0190 Date: 2009-11-09 Working Draft, Standard for Programming Language C++

In this implementation `-std=gnu++0x` or `-std=c++0x` flags must be used to enable language and library features. See dialect options. The pre-defined symbol `__GXX_EXPERIMENTAL_CXX0X__` is used to check for the presence of the required flag.

This page describes the C++0x support in mainline GCC SVN, not in any particular release.

1.1.3 C++ TR1

This table is based on the table of contents of ISO/IEC DTR 19768 Doc No: N1836=05-0096 Date: 2005-06-24 Draft Technical Report on C++ Library Extensions

In this implementation the header names are prefixed by `tr1/`, for instance `<tr1/functional>`, `<tr1/memory>`, and so on.

This page describes the TR1 support in mainline GCC SVN, not in any particular release.

1.1.4 C++ TR 24733

This table is based on the table of contents of ISO/IEC TR 24733 Date: 2009-08-28 Extension for the programming language C++ to support decimal floating-point arithmetic

This page describes the TR 24733 support in mainline GCC SVN, not in any particular release.

1.2 License

There are two licenses affecting GNU libstdc++: one for the code, and one for the documentation.

There is a license section in the FAQ regarding common questions. If you have more questions, ask the FSF or the gcc mailing list.

Section	Description	Status	Comments
18	*Language support*		
18.1	General	Y	
18.2	Types	Partial	Missing offsetof, max_align_t, nullptr_t
18.3	Implementation properties		
18.3.1	Numeric Limits		
18.3.1.1	Class template `numeric_limits`	Y	
18.3.1.2	`numeric_limits` members	Partial	Missing constexpr
18.3.1.3	`float_round_style`	N	
18.3.1.4	`float_denorm_style`	N	
18.3.1.5	`numeric_limits` specializations	Y	
18.3.2	C Library	Y	
18.4	Integer types		
18.4.1	Header `<cstdint>` synopsis	Y	
18.4.2	The header `<stdint.h>`	Partial	May use configure-generated stdint.h via GCC_HEADER_STDINT
18.5	Start and termination	Partial	Missing quick_exit, at_quick_exit
18.6	Dynamic memory management	Y	
18.7	Type identification		
18.7.1	Class type_info	Y	
18.7.2	Class type_index	N	
18.7.3	Class bad_cast	Y	
18.7.4	Class bad_typeid	Y	
18.8	Exception handling		
18.8.1	Class exception	Y	
18.8.2	Violation exception-specifications	Y	
18.8.3	Abnormal termination	Y	
18.8.4	`uncaught_exception`	Y	
18.8.5	Propagation	Y	
18.8.6	Class `nested_exception`	Y	
18.9	Initializer lists		
18.9.1	Initializer list constructors	Y	
18.9.2	Initializer list access	Y	
18.9.3	Initializer list concept maps	N	
18.10	Other runtime support	Y	
19	*Diagnostics*		
19.1	General	Y	
19.2	Exception classes	Y	
19.3	Assertions	Y	
19.4	Error numbers	Y	
19.5	System error support		
19.5.1	Class `error_category`	Y	
19.5.2	Class `error_code`	Partial	Missing concept ErrorCodeEnum
19.5.3	Class `error_condition`	Partial	Missing concept ErrorConditionEnum
19.5.4	Comparison operators	Y	
19.5.5	Class `system_error`	Y	
20	*General utilities*		
20.1	General	Partial	Missing all concepts
20.2	Concepts	N	
20.3	Utility components		

Section	Description	Status	Comments
2	*General Utilities*		
2.1	Reference wrappers		
2.1.1	Additions to header `<functional>` synopsis	Y	
2.1.2	Class template `reference_wrapper`		
2.1.2.1	`reference_wrapper` construct/copy/destroy	Y	
2.1.2.2	`reference_wrapper` assignment	Y	
2.1.2.3	`reference_wrapper` access	Y	
2.1.2.4	`reference_wrapper` invocation	Y	
2.1.2.5	`reference_wrapper` helper functions	Y	
2.2	Smart pointers		
2.2.1	Additions to header `<memory>` synopsis	Y	
2.2.2	Class `bad_weak_ptr`	Y	
2.2.3	Class template `shared_ptr`		Uses code from boost::shared_ptr.
2.2.3.1	`shared_ptr` constructors	Y	
2.2.3.2	`shared_ptr` destructor	Y	
2.2.3.3	`shared_ptr` assignment	Y	
2.2.3.4	`shared_ptr` modifiers	Y	
2.2.3.5	`shared_ptr` observers	Y	
2.2.3.6	`shared_ptr` comparison	Y	
2.2.3.7	`shared_ptr` I/O	Y	
2.2.3.8	`shared_ptr` specialized algorithms	Y	
2.2.3.9	`shared_ptr` casts	Y	
2.2.3.10	`get_deleter`	Y	
2.2.4	Class template `weak_ptr`		
2.2.4.1	`weak_ptr` constructors	Y	
2.2.4.2	`weak_ptr` destructor	Y	
2.2.4.3	`weak_ptr` assignment	Y	
2.2.4.4	`weak_ptr` modifiers	Y	
2.2.4.5	`weak_ptr` observers	Y	
2.2.4.6	`weak_ptr` comparison	Y	
2.2.4.7	`weak_ptr` specialized algorithms	Y	
2.2.5	Class template `enable_shared_from_this`	Y	
3	*Function Objects*		
3.1	Definitions	Y	
3.2	Additions to `<functional>` synopsis	Y	
3.3	Requirements	Y	
3.4	Function return types	Y	
3.5	Function template `mem_fn`	Y	
3.6	Function object binders		
3.6.1	Class template `is_bind_expression`	Y	
3.6.2	Class template `is_placeholder`	Y	
3.6.3	Function template `bind`	Y	
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Section	Description	Status	Comments
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1	*Normative references*		
2	*Conventions*		
3	*Decimal floating-point types*		
3.1	Characteristics of decimal floating-point types		
3.2	Decimal Types		
3.2.1	Class `decimal` synopsis	Partial	Missing declarations for formatted input/output; non-conforming extension for functions converting to integral type
3.2.2	Class `decimal32`	Partial	Missing 3.2.2.5 conversion to integral type; conforming extension for conversion from scalar decimal floating-point
3.2.3	Class `decimal64`	Partial	Missing 3.2.3.5 conversion to integral type; conforming extension for conversion from scalar decimal floating-point
3.2.4	Class `decimal128`	Partial	Missing 3.2.4.5 conversion to integral type; conforming extension for conversion from scalar decimal floating-point
3.2.5	Initialization from coefficient and exponent	Y	
3.2.6	Conversion to generic floating-point type	Y	
3.2.7	Unary arithmetic operators	Y	
3.2.8	Binary arithmetic operators	Y	
3.2.9	Comparison operators	Y	
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3.3	Additions to header `limits`	N	
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3.4.2	Additions to header `cfloat` synopsis	Y	
3.4.3	Additions to header `float.h` synopsis	N	
3.4.4	Maximum finite value	Y	
3.4.5	Epsilon	Y	
3.4.6	Minimum positive normal value	Y	
3.4.7	Minimum positive subnormal value	Y	
3.4.8	Evaluation format	Y	
3.5	Additions to `cfenv` and `fenv.h`	Outside the scope of GCC	
3.6	Additions to `cmath` and `math.h`	Outside the scope of GCC	
3.7	Additions to `cstdio` and `stdio.h`	Outside the scope of GCC	
3.8	Additions to `cstdlib` and `stdlib.h`	Outside the scope of GCC	
3.9	Additions to `cwchar` and `wchar.h`	Outside the scope of GCC	
3.10	Facets	N	
3.11	Type traits	N	

1.2.1 The Code: GPL

The source code is distributed under the GNU General Public License version 3, with the addition under section 7 of an exception described in the 'GCC Runtime Library Exception, version 3.1' as follows (or see the file COPYING.RUNTIME):

```
GCC RUNTIME LIBRARY EXCEPTION

Version 3.1, 31 March 2009

Copyright (C) 2009 Free Software Foundation, Inc.

Everyone is permitted to copy and distribute verbatim copies of this
license document, but changing it is not allowed.

This GCC Runtime Library Exception ("Exception") is an additional
permission under section 7 of the GNU General Public License, version
3 ("GPLv3"). It applies to a given file (the "Runtime Library") that
bears a notice placed by the copyright holder of the file stating that
the file is governed by GPLv3 along with this Exception.

When you use GCC to compile a program, GCC may combine portions of
certain GCC header files and runtime libraries with the compiled
program. The purpose of this Exception is to allow compilation of
non-GPL (including proprietary) programs to use, in this way, the
header files and runtime libraries covered by this Exception.

0. Definitions.

A file is an "Independent Module" if it either requires the Runtime
Library for execution after a Compilation Process, or makes use of an
interface provided by the Runtime Library, but is not otherwise based
on the Runtime Library.

"GCC" means a version of the GNU Compiler Collection, with or without
modifications, governed by version 3 (or a specified later version) of
the GNU General Public License (GPL) with the option of using any
subsequent versions published by the FSF.

"GPL-compatible Software" is software whose conditions of propagation,
modification and use would permit combination with GCC in accord with
the license of GCC.

"Target Code" refers to output from any compiler for a real or virtual
target processor architecture, in executable form or suitable for
input to an assembler, loader, linker and/or execution
phase. Notwithstanding that, Target Code does not include data in any
format that is used as a compiler intermediate representation, or used
for producing a compiler intermediate representation.

The "Compilation Process" transforms code entirely represented in
non-intermediate languages designed for human-written code, and/or in
Java Virtual Machine byte code, into Target Code. Thus, for example,
use of source code generators and preprocessors need not be considered
part of the Compilation Process, since the Compilation Process can be
understood as starting with the output of the generators or
preprocessors.
```

```
A Compilation Process is "Eligible" if it is done using GCC, alone or
with other GPL-compatible software, or if it is done without using any
work based on GCC. For example, using non-GPL-compatible Software to
optimize any GCC intermediate representations would not qualify as an
Eligible Compilation Process.

1. Grant of Additional Permission.

You have permission to propagate a work of Target Code formed by
combining the Runtime Library with Independent Modules, even if such
propagation would otherwise violate the terms of GPLv3, provided that
all Target Code was generated by Eligible Compilation Processes. You
may then convey such a combination under terms of your choice,
consistent with the licensing of the Independent Modules.

2. No Weakening of GCC Copyleft.

The availability of this Exception does not imply any general
presumption that third-party software is unaffected by the copyleft
requirements of the license of GCC.
```

Hopefully that text is self-explanatory. If it isn't, you need to speak to your lawyer, or the Free Software Foundation.

1.2.2 The Documentation: GPL, FDL

The documentation shipped with the library and made available over the web, excluding the pages generated from source comments, are copyrighted by the Free Software Foundation, and placed under the GNU Free Documentation License version 1.2. There are no Front-Cover Texts, no Back-Cover Texts, and no Invariant Sections.

For documentation generated by doxygen or other automated tools via processing source code comments and markup, the original source code license applies to the generated files. Thus, the doxygen documents are licensed GPL.

If you plan on making copies of the documentation, please let us know. We can probably offer suggestions.

1.3 Bugs

1.3.1 Implementation Bugs

Information on known bugs, details on efforts to fix them, and fixed bugs are all available as part of the GCC bug tracking system, with the category set to `libstdc++`.

1.3.2 Standard Bugs

Everybody's got issues. Even the C++ Standard Library.

The Library Working Group, or LWG, is the ISO subcommittee responsible for making changes to the library. They periodically publish an Issues List containing problems and possible solutions. As they reach a consensus on proposed solutions, we often incorporate the solution.

Here are the issues which have resulted in code changes to the library. The links are to the specific defect reports from a *partial copy* of the Issues List. You can read the full version online at the ISO C++ Committee homepage, linked to on the GCC "Readings" page. If you spend a lot of time reading the issues, we recommend downloading the ZIP file and reading them locally.

(NB: *partial copy* means that not all links within the lwg-*.html pages will work. Specifically, links to defect reports that have not been accorded full DR status will probably break. Rather than trying to mirror the entire issues list on our overworked web server, we recommend you go to the LWG homepage instead.)

If a DR is not listed here, we may simply not have gotten to it yet; feel free to submit a patch. Search the include/bits and src directories for appearances of `_GLIBCXX_RESOLVE_LIB_DEFECTS` for examples of style. Note that we usually do not make changes to the code until an issue has reached DR status.

5: *string::compare specification questionable* This should be two overloaded functions rather than a single function.

17: *Bad bool parsing* Apparently extracting Boolean values was messed up...

19: *"Noconv" definition too vague* If `codecvt::do_in` returns `noconv` there are no changes to the values in `[to, to_limit)`.

22: *Member open vs flags* Re-opening a file stream does *not* clear the state flags.

23: *Num_get overflow result* Implement the proposed resolution.

25: *String operator<< uses width() value wrong* Padding issues.

48: *Use of non-existent exception constructor* An instance of `ios_base::failure` is constructed instead.

49: *Underspecification of ios_base::sync_with_stdio* The return type is the *previous* state of synchronization.

50: *Copy constructor and assignment operator of ios_base* These members functions are declared `private` and are thus inaccessible. Specifying the correct semantics of "copying stream state" was deemed too complicated.

60: *What is a formatted input function?* This DR made many widespread changes to `basic_istream` and `basic_ostream` all of which have been implemented.

63: *Exception-handling policy for unformatted output* Make the policy consistent with that of formatted input, unformatted input, and formatted output.

68: *Extractors for char* should store null at end* And they do now. An editing glitch in the last item in the list of [27.6.1.2.3]/7.

74: *Garbled text for codecvt::do_max_length* The text of the standard was gibberish. Typos gone rampant.

75: *Contradiction in codecvt::length's argument types* Change the first parameter to `stateT&` and implement the new effects paragraph.

83: *string::npos vs. string::max_size()* Safety checks on the size of the string should test against `max_size()` rather than `npos`.

90: *Incorrect description of operator>> for strings* The effect contain `isspace(c,getloc())` which must be replaced by `isspace(c,is.getloc())`.

91: *Description of operator>> and getline() for string<> might cause endless loop* They behave as a formatted input function and as an unformatted input function, respectively (except that `getline` is not required to set `gcount`).

103: *set::iterator is required to be modifiable, but this allows modification of keys.* For associative containers where the value type is the same as the key type, both `iterator` and `const_iterator` are constant iterators.

109: *Missing binders for non-const sequence elements* The `binder1st` and `binder2nd` didn't have an `operator()` taking a non-const parameter.

110: *istreambuf_iterator::equal not const* This was not a const member function. Note that the DR says to replace the function with a const one; we have instead provided an overloaded version with identical contents.

117: *basic_ostream uses nonexistent num_put member functions* `num_put::put()` was overloaded on the wrong types.

118: *basic_istream uses nonexistent num_get member functions* Same as 117, but for `num_get::get()`.

129: *Need error indication from seekp() and seekg()* These functions set `failbit` on error now.

130: ***Return type of container::erase(iterator) differs for associative containers*** Make member `erase` return iterator for `set`, `multiset`, `map`, `multimap`.

136: ***seekp, seekg setting wrong streams?*** `seekp` should only set the output stream, and `seekg` should only set the input stream.

167: ***Improper use of traits_type::length()*** `op<<` with a `const char*` was calculating an incorrect number of characters to write.

169: ***Bad efficiency of overflow() mandated*** Grow efficiently the internal array object.

171: ***Strange seekpos() semantics due to joint position*** Quite complex to summarize...

181: ***make_pair() unintended behavior*** This function used to take its arguments as reference-to-const, now it copies them (pass by value).

195: ***Should basic_istream::sentry's constructor ever set eofbit?*** Yes, it can, specifically if EOF is reached while skipping whitespace.

211: ***operator>>(istream&, string&) doesn't set failbit*** If nothing is extracted into the string, `op>>` now sets `failbit` (which can cause an exception, etc., etc.).

214: ***set::find() missing const overload*** Both `set` and `multiset` were missing overloaded find, lower_bound, upper_bound, and equal_range functions for const instances.

231: ***Precision in iostream?*** For conversion from a floating-point type, `str.precision()` is specified in the conversion specification.

233: ***Insertion hints in associative containers*** Implement N1780, first check before then check after, insert as close to hint as possible.

235: ***No specification of default ctor for reverse_iterator*** The declaration of `reverse_iterator` lists a default constructor. However, no specification is given what this constructor should do.

241: ***Does unique_copy() require CopyConstructible and Assignable?*** Add a helper for forward_iterator/output_iterator, fix the existing one for input_iterator/output_iterator to not rely on Assignability.

243: ***get and getline when sentry reports failure*** Store a null character only if the character array has a non-zero size.

251: ***basic_stringbuf missing allocator_type*** This nested typedef was originally not specified.

253: ***valarray helper functions are almost entirely useless*** Make the copy constructor and copy-assignment operator declarations public in gslice_array, indirect_array, mask_array, slice_array; provide definitions.

265: ***std::pair::pair() effects overly restrictive*** The default ctor would build its members from copies of temporaries; now it simply uses their respective default ctors.

266: ***bad_exception::~bad_exception() missing Effects clause*** The `bad_*` classes no longer have destructors (they are trivial), since no description of them was ever given.

271: ***basic_iostream missing typedefs*** The typedefs it inherits from its base classes can't be used, since (for example) `basic_iostream<T>::traits_type` is ambiguous.

275: ***Wrong type in num_get::get() overloads*** Similar to 118.

280: ***Comparison of reverse_iterator to const reverse_iterator*** Add global functions with two template parameters. (NB: not added for now a templated assignment operator)

292: ***Effects of a.copyfmt (a)*** If `(this == &rhs)` do nothing.

300: ***List::merge() specification incomplete*** If `(this == &x)` do nothing.

303: ***Bitset input operator underspecified*** Basically, compare the input character to `is.widen(0)` and `is.widen(1)`.

305: ***Default behavior of codecvt<wchar_t, char, mbstate_t>::length()*** Do not specify what `codecvt<wchar_t, char, mbstate_t>::do_length` must return.

328: ***Bad sprintf format modifier in money_put<>::do_put()*** Change the format string to "%.0Lf".

365: ***Lack of const-qualification in clause 27*** Add const overloads of `is_open`.

387: ***std::complex over-encapsulated*** Add the `real(T)` and `imag(T)` members; in C++0x mode, also adjust the existing `real()` and `imag()` members and free functions.

389: ***Const overload of valarray::operator[] returns by value*** Change it to return a `const T&`.

396: ***what are characters zero and one*** Implement the proposed resolution.

402: ***Wrong new expression in [some_]allocator::construct*** Replace "new" with "::new".

408: ***Is vector<reverse_iterator<char*> > forbidden?*** Tweak the debug-mode checks in _Safe_iterator.

409: ***Closing an fstream should clear the error state*** Have `open` clear the error flags.

431: ***Swapping containers with unequal allocators*** Implement Option 3, as per N1599.

432: ***stringbuf::overflow() makes only one write position available*** Implement the resolution, beyond DR 169.

434: ***bitset::to_string() hard to use*** Add three overloads, taking fewer template arguments.

438: ***Ambiguity in the "do the right thing" clause*** Implement the resolution, basically cast less.

453: ***basic_stringbuf::seekoff need not always fail for an empty stream*** Don't fail if the next pointer is null and newoff is zero.

455: ***cerr::tie() and wcerr::tie() are overspecified*** Initialize cerr tied to cout and wcerr tied to wcout.

464: ***Suggestion for new member functions in standard containers*** Add `data()` to `std::vector` and `at(const key_type&)` to `std::map`.

508: ***Bad parameters for ranlux64_base_01*** Fix the parameters.

512: ***Seeding subtract_with_carry_01 from a single unsigned long*** Construct a `linear_congruential` engine and seed with it.

526: ***Is it undefined if a function in the standard changes in parameters?*** Use &value.

538: ***241 again: Does unique_copy() require CopyConstructible and Assignable?*** In case of input_iterator/output_iterator rely on Assignability of input_iterator' value_type.

539: ***partial_sum and adjacent_difference should mention requirements*** We were almost doing the right thing, just use std::move in adjacent_difference.

541: ***shared_ptr template assignment and void*** Add an auto_ptr<void> specialization.

543: ***valarray slice default constructor*** Follow the straightforward proposed resolution.

550: ***What should the return type of pow(float,int) be?*** In C++0x mode, remove the pow(float,int), etc., signatures.

586: ***string inserter not a formatted function*** Change it to be a formatted output function (i.e. catch exceptions).

596: ***27.8.1.3 Table 112 omits "a+" and "a+b" modes*** Add the missing modes to fopen_mode.

630: ***arrays of valarray*** Implement the simple resolution.

660: ***Missing bitwise operations*** Add the missing operations.

691: ***const_local_iterator cbegin, cend missing from TR1*** In C++0x mode add cbegin(size_type) and cend(size_type) to the unordered containers.

693: ***std::bitset::all() missing*** Add it, consistently with the discussion.

695: ***ctype<char>::classic_table() not accessible*** Make the member functions table and classic_table public.

696: ***istream::operator>>(int&) broken*** Implement the straightforward resolution.

761: ***unordered_map needs an at() member function*** In C++0x mode, add at() and at() const.

775: ***Tuple indexing should be unsigned?*** Implement the int -> size_t replacements.

776: ***Undescribed assign function of std::array*** In C++0x mode, remove assign, add fill.

781: ***std::complex should add missing C99 functions*** In C++0x mode, add std::proj.

809: ***std::swap should be overloaded for array types*** Add the overload.

844: ***complex pow return type is ambiguous*** In C++0x mode, remove the pow(complex<T>, int) signature.

853: ***to_string needs updating with zero and one*** Update / add the signatures.

865: ***More algorithms that throw away information*** The traditional HP / SGI return type and value is blessed by the resolution of the DR.

Chapter 2

Setup

To transform libstdc++ sources into installed include files and properly built binaries useful for linking to other software is a multi-step process. Steps include getting the sources, configuring and building the sources, testing, and installation.

The general outline of commands is something like:

```
get gcc sources
extract into gccsrcdir
mkdir gccbuilddir
cd gccbuilddir
gccsrcdir/configure --prefix=destdir --other-opts...
make
make check
make install
```

Each step is described in more detail in the following sections.

2.1 Prerequisites

Because libstdc++ is part of GCC, the primary source for installation instructions is the GCC install page. In particular, list of prerequisite software needed to build the library starts with those requirements. The same pages also list the tools you will need if you wish to modify the source.

Additional data is given here only where it applies to libstdc++.

As of GCC 4.0.1 the minimum version of binutils required to build libstdc++ is `2.15.90.0.1.1`. You can get snapshots (as well as releases) of binutils from ftp://sources.redhat.com/pub/binutils. Older releases of libstdc++ do not require such a recent version, but to take full advantage of useful space-saving features and bug-fixes you should use a recent binutils whenever possible. The configure process will automatically detect and use these features if the underlying support is present.

Finally, a few system-specific requirements:

linux If gcc 3.1.0 or later on is being used on linux, an attempt will be made to use "C" library functionality necessary for C++ named locale support. For gcc 3.2.1 and later, this means that glibc 2.2.5 or later is required and the "C" library de_DE locale information must be installed.

Note however that the sanity checks involving the de_DE locale are skipped when an explicit --enable-clocale=gnu configure option is used: only the basic checks are carried out, defending against misconfigurations.

If the 'gnu' locale model is being used, the following locales are used and tested in the libstdc++ testsuites. The first column is the name of the locale, the second is the character set it is expected to use.

```
de_DE                   ISO-8859-1
de_DE@euro              ISO-8859-15
```

```
en_GB               ISO-8859-1
en_HK               ISO-8859-1
en_PH               ISO-8859-1
en_US               ISO-8859-1
en_US.ISO-8859-1    ISO-8859-1
en_US.ISO-8859-15   ISO-8859-15
en_US.UTF-8         UTF-8
es_ES               ISO-8859-1
es_MX               ISO-8859-1
fr_FR               ISO-8859-1
fr_FR@euro          ISO-8859-15
is_IS               UTF-8
it_IT               ISO-8859-1
ja_JP.eucjp         EUC-JP
ru_RU.ISO-8859-5    ISO-8859-5
ru_RU.UTF-8         UTF-8
se_NO.UTF-8         UTF-8
ta_IN               UTF-8
zh_TW               BIG5
```

Failure to have the underlying "C" library locale information installed will mean that C++ named locales for the above regions will not work: because of this, the libstdc++ testsuite will skip the named locale tests. If this isn't an issue, don't worry about it. If named locales are needed, the underlying locale information must be installed. Note that rebuilding libstdc++ after the "C" locales are installed is not necessary.

To install support for locales, do only one of the following:

- install all locales
  - with RedHat Linux:
    ```
    export LC_ALL=C
    rpm -e glibc-common --nodeps
    rpm -i --define "_install_langs all"  glibc-common-2.2.5-34.i386.rpm
    ```
  - Instructions for other operating systems solicited.
- install just the necessary locales
  - with Debian Linux:
    Add the above list, as shown, to the file `/etc/locale.gen`
    run `/usr/sbin/locale-gen`
  - on most Unix-like operating systems:
    ```
    localedef -i de_DE -f ISO-8859-1 de_DE
    ```
    (repeat for each entry in the above list)
  - Instructions for other operating systems solicited.

2.2 Configure

When configuring libstdc++, you'll have to configure the entire *gccsrcdir* directory. Consider using the toplevel gcc configuration option `--enable-languages=c++`, which saves time by only building the C++ toolchain.

Here are all of the configure options specific to libstdc++. Keep in mind that they all have opposite forms as well (enable/disable and with/without). The defaults are for the *current development sources*, which may be different than those for released versions.

The canonical way to find out the configure options that are available for a given set of libstdc++ sources is to go to the source directory and then type:**./configure --help**.

`--enable-multilib[default]` This is part of the generic multilib support for building cross compilers. As such, targets like "powerpc-elf" will have libstdc++ built many different ways: "-msoft-float" and not, etc. A different libstdc++ will be built for each of the different multilib versions. This option is on by default.

--enable-sjlj-exceptions Forces old, set-jump/long-jump exception handling model. If at all possible, the new, frame unwinding exception handling routines should be used instead, as they significantly reduce both runtime memory usage and executable size. This option can change the library ABI.

--enable-version-specific-runtime-libs Specify that run-time libraries should be installed in the compiler-specific subdirectory (i.e., `${libdir}/gcc-lib/${target_alias}/${gcc_version}`) instead of `${libdir}`. This option is useful if you intend to use several versions of gcc in parallel. In addition, libstdc++'s include files will be installed in `${libdir}/gcc-lib/${target_alias}/${gcc_version}/include/g++`, unless you also specify `--with-gxx-include-dir=dirname` during configuration.

--with-gxx-include-dir=<include-files dir> Adds support for named libstdc++ include directory. For instance, the following puts all the libstdc++ headers into a directory called "4.4-20090404" instead of the usual "c++/(version)".

```
--with-gxx-include-dir=/foo/H-x86-gcc-3-c-gxx-inc/include/4.4-20090404
```

--enable-cstdio This is an abbreviated form of `'--enable-cstdio=stdio'` (described next).

--enable-cstdio=OPTION Select a target-specific I/O package. At the moment, the only choice is to use 'stdio', a generic "C" abstraction. The default is 'stdio'. This option can change the library ABI.

--enable-clocale This is an abbreviated form of `'--enable-clocale=generic'` (described next).

--enable-clocale=OPTION Select a target-specific underlying locale package. The choices are 'ieee_1003.1-2001' to specify an X/Open, Standard Unix (IEEE Std. 1003.1-2001) model based on langinfo/iconv/catgets, 'gnu' to specify a model based on functionality from the GNU C library (langinfo/iconv/gettext) (from glibc, the GNU C library), or 'generic' to use a generic "C" abstraction which consists of "C" locale info.

If not explicitly specified, the configure proccess tries to guess the most suitable package from the choices above. The default is 'generic'. On glibc-based systems of sufficient vintage (2.2.5 and newer) and capability (with installed DE and FR locale data), 'gnu' is automatically selected. This option can change the library ABI.

--enable-libstdcxx-allocator This is an abbreviated form of `'--enable-libstdcxx-allocator=auto'` (described next).

--enable-libstdcxx-allocator=OPTION Select a target-specific underlying std::allocator. The choices are 'new' to specify a wrapper for new, 'malloc' to specify a wrapper for malloc, 'mt' for a fixed power of two allocator, 'pool' for the SGI pooled allocator or 'bitmap' for a bitmap allocator. See this page for more information on allocator extensions. This option can change the library ABI.

--enable-cheaders=OPTION This allows the user to define the approach taken for C header compatibility with C++. Options are c, c_std, and c_global. These correspond to the source directory's include/c, include/c_std, and include/c_global, and may also include include/c_compatibility. The default is 'c_global'.

--enable-threads This is an abbreviated form of `'--enable-threads=yes'` (described next).

--enable-threads=OPTION Select a threading library. A full description is given in the general compiler configuration instructions. This option can change the library ABI.

--enable-libstdcxx-debug Build separate debug libraries in addition to what is normally built. By default, the debug libraries are compiled with `CXXFLAGS='-g3 -O0 -fno-inline'` , are installed in `${libdir}/debug`, and have the same names and versioning information as the non-debug libraries. This option is off by default.

Note this make command, executed in the build directory, will do much the same thing, without the configuration difference and without building everything twice: `make CXXFLAGS='-g3 -O0 -fno-inline' all`

--enable-libstdcxx-debug-flags=FLAGS This option is only valid when `--enable-debug` is also specified, and applies to the debug builds only. With this option, you can pass a specific string of flags to the compiler to use when building the debug versions of libstdc++. FLAGS is a quoted string of options, like

```
--enable-libstdcxx-debug-flags='-g3 -O1 -fno-inline'
```

--enable-cxx-flags=FLAGS With this option, you can pass a string of -f (functionality) flags to the compiler to use when building libstdc++. This option can change the library ABI. FLAGS is a quoted string of options, like

```
--enable-cxx-flags='-fvtable-gc -fomit-frame-pointer -ansi'
```

Note that the flags don't necessarily have to all be -f flags, as shown, but usually those are the ones that will make sense for experimentation and configure-time overriding.

The advantage of --enable-cxx-flags over setting CXXFLAGS in the 'make' environment is that, if files are automatically rebuilt, the same flags will be used when compiling those files as well, so that everything matches.

Fun flags to try might include combinations of

```
-fstrict-aliasing
-fno-exceptions
-ffunction-sections
-fvtable-gc
```

and opposite forms (-fno-) of the same. Tell us (the libstdc++ mailing list) if you discover more!

--enable-c99 The "long long" type was introduced in C99, along with many other functions for wide characters, and math classification macros, etc. If enabled, all C99 functions not specified by the C++ standard will be put into `namespace __gnu_cxx`, and then all these names will be injected into namespace std, so that C99 functions can be used "as if" they were in the C++ standard (as they will eventually be in some future revision of the standard, without a doubt). By default, C99 support is on, assuming the configure probes find all the necessary functions and bits necessary. This option can change the library ABI.

--enable-wchar_t[default] Template specializations for the "wchar_t" type are required for wide character conversion support. Disabling wide character specializations may be expedient for initial porting efforts, but builds only a subset of what is required by ISO, and is not recommended. By default, this option is on. This option can change the library ABI.

--enable-long-long The "long long" type was introduced in C99. It is provided as a GNU extension to C++98 in g++. This flag builds support for "long long" into the library (specialized templates and the like for iostreams). This option is on by default: if enabled, users will have to either use the new-style "C" headers by default (i.e., <cmath> not <math.h>) or add appropriate compile-time flags to all compile lines to allow "C" visibility of this feature (on GNU/Linux, the flag is -D_ISOC99_SOURCE, which is added automatically via CPLUSPLUS_CPP_SPEC's addition of _GNU_SOURCE). This option can change the library ABI.

--enable-fully-dynamic-string This option enables a special version of basic_string avoiding the optimization that allocates empty objects in static memory. Mostly useful together with shared memory allocators, see PR libstdc++/16612 for details.

--enable-concept-checks This turns on additional compile-time checks for instantiated library templates, in the form of specialized templates, described here. They can help users discover when they break the rules of the STL, before their programs run.

--enable-symvers[=style] In 3.1 and later, tries to turn on symbol versioning in the shared library (if a shared library has been requested). Values for 'style' that are currently supported are 'gnu', 'gnu-versioned-namespace', 'darwin', and 'darwin-export'. Both gnu- options require that a recent version of the GNU linker be in use. Both darwin options are equivalent. With no style given, the configure script will try to guess correct defaults for the host system, probe to see if additional requirements are necessary and present for activation, and if so, will turn symbol versioning on. This option can change the library ABI.

--enable-visibility In 4.2 and later, enables or disables visibility attributes. If enabled (as by default), and the compiler seems capable of passing the simple sanity checks thrown at it, adjusts items in namespace std, namespace std::tr1, and namespace __gnu_cxx so that -fvisibility options work.

--enable-libstdcxx-pch In 3.4 and later, tries to turn on the generation of stdc++.h.gch, a pre-compiled file including all the standard C++ includes. If enabled (as by default), and the compiler seems capable of passing the simple sanity checks thrown at it, try to build stdc++.h.gch as part of the make process. In addition, this generated file is used later on (by appending `--include bits/stdc++.h` to CXXFLAGS) when running the testsuite.

--disable-hosted-libstdcxx By default, a complete *hosted* C++ library is built. The C++ Standard also describes a *freestanding* environment, in which only a minimal set of headers are provided. This option builds such an environment.

--enable-clock-gettime This is an abbreviated form of `'--enable-clock-gettime=yes'` (described next).

--enable-libstdcxx-time=OPTION Enables link-type checks for the availability of the clock_gettime clocks, used in the implementation of [time.clock], and of the nanosleep and sched_yield functions, used in the implementation of [thread.thread.this] of the current C++0x draft. The choice OPTION=yes checks for the availability of the facilities in libc and libposix4. In case of need the latter is also linked to libstdc++ as part of the build process. OPTION=rt also searches (and, in case, links) librt. Note that the latter is not always desirable because, in glibc, for example, in turn it triggers the linking of libpthread too, which activates locking, a large overhead for single-thread programs. OPTION=no skips the tests completely. The default is OPTION=no.

2.3 Make

If you have never done this before, you should read the basic GCC Installation Instructions first. Read *all of them. Twice.*

Then type:**make**, and congratulations, you're started to build.

Chapter 3

Using

3.1 Command Options

The set of features available in the GNU C++ library is shaped by several GCC Command Options. Options that impact libstdc++ are enumerated and detailed in the table below.

By default, **g++** is equivalent to **g++ -std=gnu++98**. The standard library also defaults to this dialect.

Option Flags	Description
`-std=c++98`	Use the 1998 ISO C++ standard plus amendments.
`-std=gnu++98`	As directly above, with GNU extensions.
`-std=c++0x`	Use the working draft of the upcoming ISO C++0x standard.
`-std=gnu++0x`	As directly above, with GNU extensions.
`-fexceptions`	See exception-free dialect
`-frtti`	As above, but RTTI-free dialect.
`-pthread` or `-pthreads`	For ISO C++0x <thread>, <future>, <mutex>, or <condition_variable>.
`-fopenmp`	For parallel mode.

Table 3.1: C++ Command Options

3.2 Headers

3.2.1 Header Files

The C++ standard specifies the entire set of header files that must be available to all hosted implementations. Actually, the word "files" is a misnomer, since the contents of the headers don't necessarily have to be in any kind of external file. The only rule is that when one `#include`'s a header, the contents of that header become available, no matter how.

That said, in practice files are used.

There are two main types of include files: header files related to a specific version of the ISO C++ standard (called Standard Headers), and all others (TR1, C++ ABI, and Extensions).

Two dialects of standard headers are supported, corresponding to the 1998 standard as updated for 2003, and the draft of the upcoming 200x standard.

C++98/03 include files. These are available in the default compilation mode, i.e. `-std=c++98` or `-std=gnu++98`.

C++0x include files. These are only available in C++0x compilation mode, i.e. `-std=c++0x` or `-std=gnu++0x`.

algorithm	bitset	complex	deque	exception
fstream	functional	iomanip	ios	iosfwd
iostream	istream	iterator	limits	list
locale	map	memory	new	numeric
ostream	queue	set	sstream	stack
stdexcept	streambuf	string	utility	typeinfo
valarray	vector			

Table 3.2: C++ 1998 Library Headers

cassert	cerrno	cctype	cfloat	ciso646
climits	clocale	cmath	csetjmp	csignal
cstdarg	cstddef	cstdio	cstdlib	cstring
ctime	cwchar	cwctype		

Table 3.3: C++ 1998 Library Headers for C Library Facilities

algorithm	array	bitset	chrono	complex
condition_ variable	deque	exception	forward_list	fstream
functional	future	initalizer_ list	iomanip	ios
iosfwd	iostream	istream	iterator	limits
list	locale	map	memory	mutex
new	numeric	ostream	queue	random
ratio	regex	set	sstream	stack
stdexcept	streambuf	string	system_error	thread
tuple	type_traits	typeinfo	unordered_map	unordered_set
utility	valarray	vector		

Table 3.4: C++ 200x Library Headers

cassert	ccomplex	cctype	cerrno	cfenv
cfloat	cinttypes	ciso646	climits	clocale
cmath	csetjmp	csignal	cstdarg	cstdbool
cstddef	cstdint	cstdlib	cstdio	cstring
ctgmath	ctime	cuchar	cwchar	cwctype
stdatomic.h				

Table 3.5: C++ 200x Library Headers for C Library Facilities

tr1/array	tr1/complex	tr1/memory	tr1/functional	tr1/random
tr1/regex	tr1/tuple	tr1/type_ traits	tr1/unordered_ map	tr1/unordered_ set
tr1/utility				

Table 3.6: C++ TR 1 Library Headers

tr1/ccomplex	tr1/cfenv	tr1/cfloat	tr1/cmath	tr1/cinttypes
tr1/climits	tr1/cstdarg	tr1/cstdbool	tr1/cstdint	tr1/cstdio
tr1/cstdlib	tr1/ctgmath	tr1/ctime	tr1/cwchar	tr1/cwctype

Table 3.7: C++ TR 1 Library Headers for C Library Facilities

In addition, TR1 includes as:

Decimal floating-point arithmetic is available if the C++ compiler supports scalar decimal floating-point types defined via __attribute__((mode(SD|DD|LD))).

decimal/decimal

Table 3.8: C++ TR 24733 Decimal Floating-Point Header

Also included are files for the C++ ABI interface:

cxxabi.h	cxxabi_forced.h

Table 3.9: C++ ABI Headers

And a large variety of extensions.

ext/algorithm	ext/atomicity.h	ext/array_allocator.h	ext/bitmap_allocator.h	ext/cast.h
ext/codecvt_specializations.h	ext/concurrence.h	ext/debug_allocator.h	ext/enc_filebuf.h	ext/extptr_allocator.h
ext/functional	ext/iterator	ext/malloc_allocator.h	ext/memory	ext/mt_allocator.h
ext/new_allocator.h	ext/numeric	ext/numeric_traits.h	ext/pb_ds/assoc_container.h	ext/pb_ds/priority_queue.h
ext/pod_char_traits.h	ext/pool_allocator.h	ext/rb_tree	ext/rope	ext/slist
ext/stdio_filebuf.h	ext/stdio_sync_filebuf.h	ext/throw_allocator.h	ext/typelist.h	ext/type_traits.h
ext/vstring.h				

Table 3.10: Extension Headers

3.2.2 Mixing Headers

A few simple rules.

First, mixing different dialects of the standard headers is not possible. It's an all-or-nothing affair. Thus, code like

```
#include <array>
#include <functional>
```

Implies C++0x mode. To use the entities in <array>, the C++0x compilation mode must be used, which implies the C++0x functionality (and deprecations) in <functional> will be present.

Second, the other headers can be included with either dialect of the standard headers, although features and types specific to C++0x are still only enabled when in C++0x compilation mode. So, to use rvalue references with __gnu_cxx::vstring, or to use the debug-mode versions of std::unordered_map, one must use the std=gnu++0x compiler flag. (Or std=c++0x, of course.)

A special case of the second rule is the mixing of TR1 and C++0x facilities. It is possible (although not especially prudent) to include both the TR1 version and the C++0x version of header in the same translation unit:

```
#include <tr1/type_traits>
#include <type_traits>
```

Several parts of C++0x diverge quite substantially from TR1 predecessors.

debug/bitset	debug/deque	debug/list	debug/map	debug/set
debug/string	debug/ unordered_map	debug/ unordered_set	debug/vector	

Table 3.11: Extension Debug Headers

profile/bitset	profile/deque	profile/list	profile/map
profile/set	profile/unordered_ map	profile/unordered_ set	profile/vector

Table 3.12: Extension Profile Headers

3.2.3 The C Headers and `namespace std`

The standard specifies that if one includes the C-style header (<math.h> in this case), the symbols will be available in the global namespace and perhaps in namespace `std::` (but this is no longer a firm requirement.) On the other hand, including the C++-style header (<cmath>) guarantees that the entities will be found in namespace std and perhaps in the global namespace.

Usage of C++-style headers is recommended, as then C-linkage names can be disambiguated by explicit qualification, such as by `std::abort`. In addition, the C++-style headers can use function overloading to provide a simpler interface to certain families of C-functions. For instance in <cmath>, the function `std::sin` has overloads for all the builtin floating-point types. This means that `std::sin` can be used uniformly, instead of a combination of `std::sinf`, `std::sin`, and `std::sinl`.

3.2.4 Precompiled Headers

There are three base header files that are provided. They can be used to precompile the standard headers and extensions into binary files that may the be used to speed compiles that use these headers.

- stdc++.h

  Includes all standard headers. Actual content varies depending on language dialect.

- stdtr1c++.h

  Includes all of <stdc++.h>, and adds all the TR1 headers.

- extc++.h

  Includes all of <stdtr1c++.h>, and adds all the Extension headers.

How to construct a .gch file from one of these base header files.

First, find the include directory for the compiler. One way to do this is:

```
g++ -v hello.cc

#include <...> search starts here:
 /mnt/share/bld/H-x86-gcc.20071201/include/c++/4.3.0
...
End of search list.
```

Then, create a precompiled header file with the same flags that will be used to compile other projects.

parallel/algorithm	parallel/numeric

Table 3.13: Extension Parallel Headers

```
g++ -Winvalid-pch -x c++-header -g -O2 -o ./stdc++.h.gch /mnt/share/bld/H-x86-gcc.20071201/ ↩
    include/c++/4.3.0/x86_64-unknown-linux-gnu/bits/stdc++.h
```

The resulting file will be quite large: the current size is around thirty megabytes.

How to use the resulting file.

```
g++ -I. -include stdc++.h  -H -g -O2 hello.cc
```

Verification that the PCH file is being used is easy:

```
g++ -Winvalid-pch -I. -include stdc++.h -H -g -O2 hello.cc -o test.exe
! ./stdc++.h.gch
. /mnt/share/bld/H-x86-gcc.20071201/include/c++/4.3.0/iostream
. /mnt/share/bld/H-x86-gcc.20071201include/c++/4.3.0/string
```

The exclamation point to the left of the `stdc++.h.gch` listing means that the generated PCH file was used, and thus the

Detailed information about creating precompiled header files can be found in the GCC documentation.

3.3 Macros

All library macros begin with `_GLIBCXX_`.

Furthermore, all pre-processor macros, switches, and configuration options are gathered in the file `c++config.h`, which is generated during the libstdc++ configuration and build process. This file is then included when needed by files part of the public libstdc++ API, like <ios>. Most of these macros should not be used by consumers of libstdc++, and are reserved for internal implementation use. *These macros cannot be redefined*.

A select handful of macros control libstdc++ extensions and extra features, or provide versioning information for the API. Only those macros listed below are offered for consideration by the general public.

Below is the macro which users may check for library version information.

__GLIBCXX__ The current version of libstdc++ in compressed ISO date format, form of an unsigned long. For details on the value of this particular macro for a particular release, please consult this document.

Below are the macros which users may change with #define/#undef or with -D/-U compiler flags. The default state of the symbol is listed.

'Configurable' (or 'Not configurable') means that the symbol is initially chosen (or not) based on --enable/--disable options at library build and configure time (documented here), with the various --enable/--disable choices being translated to #define/#undef).

ABI means that changing from the default value may mean changing the ABI of compiled code. In other words, these choices control code which has already been compiled (i.e., in a binary such as libstdc++.a/.so). If you explicitly #define or #undef these macros, the *headers* may see different code paths, but the *libraries* which you link against will not. Experimenting with different values with the expectation of consistent linkage requires changing the config headers before building/installing the library.

_GLIBCXX_DEPRECATED Defined by default. Not configurable. ABI-changing. Turning this off removes older ARM-style iostreams code, and other anachronisms from the API. This macro is dependent on the version of the standard being tracked, and as a result may give different results for `-std=c++98` and `-std=c++0x`. This may be useful in updating old C++ code which no longer meet the requirements of the language, or for checking current code against new language standards.

_GLIBCXX_FORCE_NEW Undefined by default. When defined, memory allocation and allocators controlled by libstdc++ call operator new/delete without caching and pooling. Configurable via `--enable-libstdcxx-allocator`. ABI-changing.

_GLIBCXX_CONCEPT_CHECKS Undefined by default. Configurable via `--enable-concept-checks`. When defined, performs compile-time checking on certain template instantiations to detect violations of the requirements of the standard. This is described in more detail here.

_GLIBCXX_DEBUG Undefined by default. When defined, compiles user code using the debug mode.

_GLIBCXX_DEBUG_PEDANTIC Undefined by default. When defined while compiling with the debug mode, makes the debug mode extremely picky by making the use of libstdc++ extensions and libstdc++-specific behavior into errors.

_GLIBCXX_PARALLEL Undefined by default. When defined, compiles user code using the parallel mode.

_GLIBCXX_PROFILE Undefined by default. When defined, compiles user code using the profile mode.

3.4 Namespaces

3.4.1 Available Namespaces

There are three main namespaces.

- std

  The ISO C++ standards specify that "all library entities are defined within namespace std." This includes namespaces nested within `namespace std`, such as `namespace std::tr1`.

- abi

  Specified by the C++ ABI. This ABI specifies a number of type and function APIs supplemental to those required by the ISO C++ Standard, but necessary for interoperability.

- __gnu_

  Indicating one of several GNU extensions. Choices include `__gnu_cxx`, `__gnu_debug`, `__gnu_parallel`, and `__gnu_pbds`.

A complete list of implementation namespaces (including namespace contents) is available in the generated source documentation.

3.4.2 namespace std

One standard requirement is that the library components are defined in `namespace std::`. Thus, in order to use these types or functions, one must do one of two things:

- put a kind of *using-declaration* in your source (either `using namespace std;` or i.e. `using std::string;`) This approach works well for individual source files, but should not be used in a global context, like header files.
- use a *fully qualified name* for each library symbol (i.e. `std::string`, `std::cout`) Always can be used, and usually enhanced, by strategic use of typedefs. (In the cases where the qualified verbiage becomes unwieldy.)

3.4.3 Using Namespace Composition

Best practice in programming suggests sequestering new data or functionality in a sanely-named, unique namespace whenever possible. This is considered an advantage over dumping everything in the global namespace, as then name look-up can be explicitly enabled or disabled as above, symbols are consistently mangled without repetitive naming prefixes or macros, etc.

For instance, consider a project that defines most of its classes in `namespace gtk`. It is possible to adapt `namespace gtk` to `namespace std` by using a C++-feature called *namespace composition*. This is what happens if a *using*-declaration is put into a namespace-definition: the imported symbol(s) gets imported into the currently active namespace(s). For example:

```
namespace gtk
{
  using std::string;
  using std::tr1::array;

  class Window { ... };
}
```

In this example, `std::string` gets imported into `namespace gtk`. The result is that use of `std::string` inside namespace gtk can just use `string`, without the explicit qualification. As an added bonus, `std::string` does not get imported into the global namespace. Additionally, a more elaborate arrangement can be made for backwards compatibility and portability, whereby the `using`-declarations can wrapped in macros that are set based on autoconf-tests to either "" or i.e. `using std::string;` (depending on whether the system has libstdc++ in `std::` or not). (ideas from Llewelly and Karl Nelson)

3.5 Linking

3.5.1 Almost Nothing

Or as close as it gets: freestanding. This is a minimal configuration, with only partial support for the standard library. Assume only the following header files can be used:

- `cstdarg`
- `cstddef`
- `cstdlib`
- `exception`
- `limits`
- `new`
- `exception`
- `typeinfo`

In addition, throw in

- `cxxabi.h`.

In the C++0x dialect add

- `initializer_list`
- `type_traits`

There exists a library that offers runtime support for just these headers, and it is called `libsupc++.a`. To use it, compile with **gcc** instead of **g++**, like so:

gcc foo.cc -lsupc++

No attempt is made to verify that only the minimal subset identified above is actually used at compile time. Violations are diagnosed as undefined symbols at link time.

3.5.2 Finding Dynamic or Shared Libraries

If the only library built is the static library (`libstdc++.a`), or if specifying static linking, this section is can be skipped. But if building or using a shared library (`libstdc++.so`), then additional location information will need to be provided.

But how?

A quick read of the relevant part of the GCC manual, Compiling C++ Programs, specifies linking against a C++ library. More details from the GCC FAQ, which states *GCC does not, by default, specify a location so that the dynamic linker can find dynamic libraries at runtime.*

Users will have to provide this information.

Methods vary for different platforms and different styles, and are printed to the screen during installation. To summarize:

- At runtime set `LD_LIBRARY_PATH` in your environment correctly, so that the shared library for libstdc++ can be found and loaded. Be certain that you understand all of the other implications and behavior of `LD_LIBRARY_PATH` first.
- Compile the path to find the library at runtime into the program. This can be done by passing certain options to **g++**, which will in turn pass them on to the linker. The exact format of the options is dependent on which linker you use:
  - GNU ld (default on Linux):`-Wl,--rpath,destdir/lib`
  - IRIX ld: `-Wl,-rpath,destdir/lib`
  - Solaris ld:`-Wl,-Rdestdir/lib`

Use the **ldd** utility on the linked executable to show which `libstdc++.so` library the system will get at runtime.

A `libstdc++.la` file is also installed, for use with Libtool. If you use Libtool to create your executables, these details are taken care of for you.

3.6 Concurrency

This section discusses issues surrounding the proper compilation of multithreaded applications which use the Standard C++ library. This information is GCC-specific since the C++ standard does not address matters of multithreaded applications.

3.6.1 Prerequisites

All normal disclaimers aside, multithreaded C++ application are only supported when libstdc++ and all user code was built with compilers which report (via `gcc/g++ -v`) the same thread model and that model is not *single*. As long as your final application is actually single-threaded, then it should be safe to mix user code built with a thread model of *single* with a libstdc++ and other C++ libraries built with another thread model useful on the platform. Other mixes may or may not work but are not considered supported. (Thus, if you distribute a shared C++ library in binary form only, it may be best to compile it with a GCC configured with --enable-threads for maximal interchangeability and usefulness with a user population that may have built GCC with either --enable-threads or --disable-threads.)

When you link a multithreaded application, you will probably need to add a library or flag to g++. This is a very non-standardized area of GCC across ports. Some ports support a special flag (the spelling isn't even standardized yet) to add all required macros to a compilation (if any such flags are required then you must provide the flag for all compilations not just linking) and link-library additions and/or replacements at link time. The documentation is weak. Here is a quick summary to display how ad hoc this is: On Solaris, both -pthreads and -threads (with subtly different meanings) are honored. On OSF, -pthread and -threads (with subtly different meanings) are honored. On Linux/i386, -pthread is honored. On FreeBSD, -pthread is honored. Some other ports use other switches. AFAIK, none of this is properly documented anywhere other than in ``gcc -dumpspecs'' (look at lib and cpp entries).

3.6.2 Thread Safety

We currently use the SGI STL definition of thread safety.

The library strives to be thread-safe when all of the following conditions are met:

- The system's libc is itself thread-safe,
- The compiler in use reports a thread model other than 'single'. This can be tested via output from `gcc -v`. Multi-thread capable versions of gcc output something like this:

```
%gcc -v
Using built-in specs.
...
Thread model: posix
gcc version 4.1.2 20070925 (Red Hat 4.1.2-33)
```

  Look for "Thread model" lines that aren't equal to "single."

- Requisite command-line flags are used for atomic operations and threading. Examples of this include `-pthread` and `-march=native`, although specifics vary depending on the host environment. See Machine Dependent Options.
- An implementation of atomicity.h functions exists for the architecture in question. See the internals documentation for more details.

The user-code must guard against concurrent method calls which may access any particular library object's state. Typically, the application programmer may infer what object locks must be held based on the objects referenced in a method call. Without getting into great detail, here is an example which requires user-level locks:

```
library_class_a shared_object_a;

thread_main () {
  library_class_b *object_b = new library_class_b;
  shared_object_a.add_b (object_b);    // must hold lock for shared_object_a
  shared_object_a.mutate ();           // must hold lock for shared_object_a
}

// Multiple copies of thread_main() are started in independent threads.
```

Under the assumption that object_a and object_b are never exposed to another thread, here is an example that should not require any user-level locks:

```
thread_main () {
  library_class_a object_a;
  library_class_b *object_b = new library_class_b;
  object_a.add_b (object_b);
  object_a.mutate ();
}
```

All library objects are safe to use in a multithreaded program as long as each thread carefully locks out access by any other thread while it uses any object visible to another thread, i.e., treat library objects like any other shared resource. In general, this requirement includes both read and write access to objects; unless otherwise documented as safe, do not assume that two threads may access a shared standard library object at the same time.

3.6.3 Atomics

3.6.4 IO

This gets a bit tricky. Please read carefully, and bear with me.

3.6.4.1 Structure

A wrapper type called `__basic_file` provides our abstraction layer for the `std::filebuf` classes. Nearly all decisions dealing with actual input and output must be made in `__basic_file`.

A generic locking mechanism is somewhat in place at the filebuf layer, but is not used in the current code. Providing locking at any higher level is akin to providing locking within containers, and is not done for the same reasons (see the links above).

3.6.4.2 Defaults

The __basic_file type is simply a collection of small wrappers around the C stdio layer (again, see the link under Structure). We do no locking ourselves, but simply pass through to calls to `fopen`, `fwrite`, and so forth.

So, for 3.0, the question of "is multithreading safe for I/O" must be answered with, "is your platform's C library threadsafe for I/O?" Some are by default, some are not; many offer multiple implementations of the C library with varying tradeoffs of threadsafety and efficiency. You, the programmer, are always required to take care with multiple threads.

(As an example, the POSIX standard requires that C stdio FILE* operations are atomic. POSIX-conforming C libraries (e.g, on Solaris and GNU/Linux) have an internal mutex to serialize operations on FILE*s. However, you still need to not do stupid things like calling `fclose(fs)` in one thread followed by an access of `fs` in another.)

So, if your platform's C library is threadsafe, then your `fstream` I/O operations will be threadsafe at the lowest level. For higher-level operations, such as manipulating the data contained in the stream formatting classes (e.g., setting up callbacks inside an `std::ofstream`), you need to guard such accesses like any other critical shared resource.

3.6.4.3 Future

A second choice may be available for I/O implementations: libio. This is disabled by default, and in fact will not currently work due to other issues. It will be revisited, however.

The libio code is a subset of the guts of the GNU libc (glibc) I/O implementation. When libio is in use, the `__basic_file` type is basically derived from FILE. (The real situation is more complex than that... it's derived from an internal type used to implement FILE. See libio/libioP.h to see scary things done with vtbls.) The result is that there is no "layer" of C stdio to go through; the filebuf makes calls directly into the same functions used to implement `fread`, `fwrite`, and so forth, using internal data structures. (And when I say "makes calls directly," I mean the function is literally replaced by a jump into an internal function. Fast but frightening. *grin*)

Also, the libio internal locks are used. This requires pulling in large chunks of glibc, such as a pthreads implementation, and is one of the issues preventing widespread use of libio as the libstdc++ cstdio implementation.

But we plan to make this work, at least as an option if not a future default. Platforms running a copy of glibc with a recent-enough version will see calls from libstdc++ directly into the glibc already installed. For other platforms, a copy of the libio subsection will be built and included in libstdc++.

3.6.4.4 Alternatives

Don't forget that other cstdio implementations are possible. You could easily write one to perform your own forms of locking, to solve your "interesting" problems.

3.6.5 Containers

This section discusses issues surrounding the design of multithreaded applications which use Standard C++ containers. All information in this section is current as of the gcc 3.0 release and all later point releases. Although earlier gcc releases had a different approach to threading configuration and proper compilation, the basic code design rules presented here were similar. For information on all other aspects of multithreading as it relates to libstdc++, including details on the proper compilation of threaded code (and compatibility between threaded and non-threaded code), see Chapter 17.

Two excellent pages to read when working with the Standard C++ containers and threads are SGI's http://www.sgi.com/tech/stl/-thread_safety.html and SGI's http://www.sgi.com/tech/stl/Allocators.html.

However, please ignore all discussions about the user-level configuration of the lock implementation inside the STL container-memory allocator on those pages. For the sake of this discussion, libstdc++ configures the SGI STL implementation, not you. This is quite different from how gcc pre-3.0 worked. In particular, past advice was for people using g++ to explicitly define _PTHREADS or other macros or port-specific compilation options on the command line to get a thread-safe STL. This is no longer required for any port and should no longer be done unless you really know what you are doing and assume all responsibility.

Since the container implementation of libstdc++ uses the SGI code, we use the same definition of thread safety as SGI when discussing design. A key point that beginners may miss is the fourth major paragraph of the first page mentioned above (*For most clients...*), which points out that locking must nearly always be done outside the container, by client code (that'd be you, not us). There is a notable exceptions to this rule. Allocators called while a container or element is constructed uses an internal lock obtained and released solely within libstdc++ code (in fact, this is the reason STL requires any knowledge of the thread configuration).

For implementing a container which does its own locking, it is trivial to provide a wrapper class which obtains the lock (as SGI suggests), performs the container operation, and then releases the lock. This could be templatized *to a certain extent*, on the underlying container and/or a locking mechanism. Trying to provide a catch-all general template solution would probably be more trouble than it's worth.

The library implementation may be configured to use the high-speed caching memory allocator, which complicates thread safety issues. For all details about how to globally override this at application run-time see here. Also useful are details on allocator options and capabilities.

3.7 Exceptions

The C++ language provides language support for stack unwinding with `try` and `catch` blocks and the `throw` keyword.

These are very powerful constructs, and require some thought when applied to the standard library in order to yield components that work efficiently while cleaning up resources when unexpectedly killed via exceptional circumstances.

Two general topics of discussion follow: exception neutrality and exception safety.

3.7.1 Exception Safety

What is exception-safe code?

Will define this as reasonable and well-defined behavior by classes and functions from the standard library when used by user-defined classes and functions that are themselves exception safe.

Please note that using exceptions in combination with templates imposes an additional requirement for exception safety. Instantiating types are required to have destructors that do no throw.

Using the layered approach from Abrahams, can classify library components as providing set levels of safety. These will be called exception guarantees, and can be divided into three categories.

- One. Don't throw.

  As specified in 23.2.1 general container requirements. Applicable to container and string classes.

  Member functions `erase`, `pop_back`, `pop_front`, `swap`, `clear`. And iterator copy constructor and assignment operator.

- Two. Don't leak resources when exceptions are thrown. This is also referred to as the 'basic' exception safety guarantee.

  This applicable throughout the standard library.

- Three. Commit-or-rollback semantics. This is referred to as 'strong' exception safety guarantee.

  As specified in 23.2.1 general container requirements. Applicable to container and string classes.

  Member functions `insert` of a single element, `push_back`, `push_front`, and `rehash`.

3.7.2 Exception Neutrality

Simply put, once thrown an exception object should continue in flight unless handled explicitly. In practice, this means propagating exceptions should not be swallowed in gratuitous `catch(...)` blocks. Instead, matching `try` and `catch` blocks should have specific catch handlers and allow un-handed exception objects to propagate. If a terminating `catch(...)` blocks exist then it should end with a `throw` to re-throw the current exception.

Why do this?

By allowing exception objects to propagate, a more flexible approach to error handling is made possible (although not required.) Instead of dealing with an error immediately, one can allow the exception to propagate up until sufficient context is available and the choice of exiting or retrying can be made in an informed manner.

Unfortunately, this tends to be more of a guideline than a strict rule as applied to the standard library. As such, the following is a list of known problem areas where exceptions are not propagated.

- Input/Output

  The destructor `ios_base::Init::~Init()` swallows all exceptions from `flush` called on all open streams at termination.

  All formatted input in `basic_istream` or formatted output in `basic_ostream` can be configured to swallow exceptions when `exceptions` is set to ignore ios_base::badbit.

  Functions that have been registered with `ios_base::register_callback` swallow all exceptions when called as part of a callback event.

  When closing the underlying file, `basic_filebuf::close` will swallow (non-cancellation) exceptions thrown and return `NULL`.

- Thread

  The constructors of `thread` that take a callable function argument swallow all exceptions resulting from executing the function argument.

3.7.3 Doing without

C++ is a language that strives to be as efficient as is possible in delivering features. As such, considerable care is used by both language implementer and designers to make sure unused features not impose hidden or unexpected costs. The GNU system tries to be as flexible and as configurable as possible. So, it should come as no surprise that GNU C++ provides an optional language extension, spelled `-fno-exceptions`, as a way to excise the implicitly generated magic necessary to support `try` and `catch` blocks and thrown objects. (Language support for `-fno-exceptions` is documented in the GNU GCC manual.)

Before detailing the library support for `-fno-exceptions`, first a passing note on the things lost when this flag is used: it will break exceptions trying to pass through code compiled with `-fno-exceptions` whether or not that code has any `try` or `catch` constructs. If you might have some code that throws, you shouldn't use `-fno-exceptions`. If you have some code that uses `try` or `catch`, you shouldn't use `-fno-exceptions`.

And what it to be gained, tinkering in the back alleys with a language like this? Exception handling overhead can be measured in the size of the executable binary, and varies with the capabilities of the underlying operating system and specific configuration of the C++ compiler. On recent hardware with GNU system software of the same age, the combined code and data size overhead for enabling exception handling is around 7%. Of course, if code size is of singular concern than using the appropriate optimizer setting with exception handling enabled (ie, `-Os -fexceptions`) may save up to twice that, and preserve error checking.

So. Hell bent, we race down the slippery track, knowing the brakes are a little soft and that the right front wheel has a tendency to wobble at speed. Go on: detail the standard library support for `-fno-exceptions`.

In sum, valid C++ code with exception handling is transformed into a dialect without exception handling. In detailed steps: all use of the C++ keywords `try`, `catch`, and `throw` in the standard library have been permanently replaced with the pre-processor controlled equivalents spelled `__try`, `__catch`, and `__throw_exception_again`. They are defined as follows.

```
#ifdef __EXCEPTIONS
# define __try      try
# define __catch(X) catch(X)
```

```
# define __throw_exception_again throw
#else
# define __try      if (true)
# define __catch(X) if (false)
# define __throw_exception_again
#endif
```

In addition, for every object derived from class `exception`, there exists a corresponding function with C language linkage. An example:

```
#ifdef __EXCEPTIONS
  void __throw_bad_exception(void)
  { throw bad_exception(); }
#else
  void __throw_bad_exception(void)
  { abort(); }
#endif
```

The last language feature needing to be transformed by `-fno-exceptions` is treatment of exception specifications on member functions. Fortunately, the compiler deals with this by ignoring exception specifications and so no alternate source markup is needed.

By using this combination of language re-specification by the compiler, and the pre-processor tricks and the functional indirection layer for thrown exception objects by the library, libstdc++ files can be compiled with `-fno-exceptions`.

User code that uses C++ keywords like `throw`, `try`, and `catch` will produce errors even if the user code has included libstdc++ headers and is using constructs like `basic_iostream`. Even though the standard library has been transformed, user code may need modification. User code that attempts or expects to do error checking on standard library components compiled with exception handling disabled should be evaluated and potentially made conditional.

Some issues remain with this approach (see bugzilla entry 25191). Code paths are not equivalent, in particular `catch` blocks are not evaluated. Also problematic are `throw` expressions expecting a user-defined throw handler. Known problem areas in the standard library include using an instance of `basic_istream` with `exceptions` set to specific ios_base::iostate conditions, or cascading `catch` blocks that dispatch error handling or recovery efforts based on the type of exception object thrown.

Oh, and by the way: none of this hackery is at all special. (Although perhaps well-deserving of a raised eyebrow.) Support continues to evolve and may change in the future. Similar and even additional techniques are used in other C++ libraries and compilers.

C++ hackers with a bent for language and control-flow purity have been successfully consoled by grizzled C veterans lamenting the substitution of the C language keyword `const` with the uglified doppelganger `__const`.

3.7.4 Compatibility

3.7.4.1 With C

C language code that is expecting to interoperate with C++ should be compiled with `-fexceptions`. This will make debugging a C language function called as part of C++-induced stack unwinding possible.

In particular, unwinding into a frame with no exception handling data will cause a runtime abort. If the unwinder runs out of unwind info before it finds a handler, `std::terminate()` is called.

Please note that most development environments should take care of getting these details right. For GNU systems, all appropriate parts of the GNU C library are already compiled with `-fexceptions`.

3.7.4.2 With POSIX thread cancellation

GNU systems re-use some of the exception handling mechanisms to track control flow for `POSIX` thread cancellation.

Cancellation points are functions defined by POSIX as worthy of special treatment. The standard library may use some of these functions to implement parts of the ISO C++ standard or depend on them for extensions.

Of note:

`nanosleep`, `read`, `write`, `open`, `close`, and `wait`.

The parts of libstdc++ that use C library functions marked as cancellation points should take pains to be exception neutral. Failing this, `catch` blocks have been augmented to show that the POSIX cancellation object is in flight.

This augmentation adds a `catch` block for `__cxxabiv1::__forced_unwind`, which is the object representing the POSIX cancellation object. Like so:

```
catch(const __cxxabiv1::__forced_unwind&)
{
  this->_M_setstate(ios_base::badbit);
  throw;
}
catch(...)
{ this->_M_setstate(ios_base::badbit); }
```

3.7.5 Bibliography

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[8] , uri GCC Bug 25191: exception_defines.h #defines try/catch .

3.8 Debugging Support

There are numerous things that can be done to improve the ease with which C++ binaries are debugged when using the GNU tool chain. Here are some of them.

3.8.1 Using g++

Compiler flags determine how debug information is transmitted between compilation and debug or analysis tools.

The default optimizations and debug flags for a libstdc++ build are `-g -O2`. However, both debug and optimization flags can be varied to change debugging characteristics. For instance, turning off all optimization via the `-g -O0 -fno-inline` flags will disable inlining and optimizations, and add debugging information, so that stepping through all functions, (including inlined constructors and destructors) is possible. In addition, `-fno-eliminate-unused-debug-types` can be used when additional debug information, such as nested class info, is desired.

Or, the debug format that the compiler and debugger use to communicate information about source constructs can be changed via `-gdwarf-2` or `-gstabs` flags: some debugging formats permit more expressive type and scope information to be shown in gdb. Expressiveness can be enhanced by flags like `-g3`. The default debug information for a particular platform can be identified via the value set by the PREFERRED_DEBUGGING_TYPE macro in the gcc sources.

Many other options are available: please see "Options for Debugging Your Program" in Using the GNU Compiler Collection (GCC) for a complete list.

3.8.2 Debug Versions of Library Binary Files

If you would like debug symbols in libstdc++, there are two ways to build libstdc++ with debug flags. The first is to run make from the toplevel in a freshly-configured tree with

```
--enable-libstdcxx-debug
```

and perhaps

```
--enable-libstdcxx-debug-flags='...'
```

to create a separate debug build. Both the normal build and the debug build will persist, without having to specify `CXXFLAGS`, and the debug library will be installed in a separate directory tree, in `(prefix)/lib/debug`. For more information, look at the configuration section.

A second approach is to use the configuration flags

```
make CXXFLAGS='-g3 -fno-inline -O0' all
```

This quick and dirty approach is often sufficient for quick debugging tasks, when you cannot or don't want to recompile your application to use the debug mode.

3.8.3 Memory Leak Hunting

There are various third party memory tracing and debug utilities that can be used to provide detailed memory allocation information about C++ code. An exhaustive list of tools is not going to be attempted, but includes `mtrace`, `valgrind`, `mudflap`, and the non-free commercial product `purify`. In addition, `libcwd` has a replacement for the global new and delete operators that can track memory allocation and deallocation and provide useful memory statistics.

Regardless of the memory debugging tool being used, there is one thing of great importance to keep in mind when debugging C++ code that uses `new` and `delete`: there are different kinds of allocation schemes that can be used by `std::allocator`. For implementation details, see the mt allocator documentation and look specifically for `GLIBCXX_FORCE_NEW`.

In a nutshell, the default allocator used by `std::allocator` is a high-performance pool allocator, and can give the mistaken impression that in a suspect executable, memory is being leaked, when in reality the memory "leak" is a pool being used by the library's allocator and is reclaimed after program termination.

For valgrind, there are some specific items to keep in mind. First of all, use a version of valgrind that will work with current GNU C++ tools: the first that can do this is valgrind 1.0.4, but later versions should work at least as well. Second of all, use a completely unoptimized build to avoid confusing valgrind. Third, use GLIBCXX_FORCE_NEW to keep extraneous pool allocation noise from cluttering debug information.

Fourth, it may be necessary to force deallocation in other libraries as well, namely the "C" library. On linux, this can be accomplished with the appropriate use of the `__cxa_atexit` or `atexit` functions.

```
#include <cstdlib>

extern "C" void __libc_freeres(void);

void do_something() { }

int main()
{
  atexit(__libc_freeres);
  do_something();
  return 0;
}
```

or, using `__cxa_atexit`:

```
extern "C" void __libc_freeres(void);
extern "C" int __cxa_atexit(void (*func) (void *), void *arg, void *d);

void do_something() { }

int main()
{
   extern void* __dso_handle __attribute__ ((__weak__));
   __cxa_atexit((void (*) (void *)) __libc_freeres, NULL,
    &__dso_handle ? __dso_handle : NULL);
   do_test();
   return 0;
}
```

Suggested valgrind flags, given the suggestions above about setting up the runtime environment, library, and test file, might be:

```
valgrind -v --num-callers=20 --leak-check=yes --leak-resolution=high --show-reachable= ↩
    yes a.out
```

3.8.4 Using gdb

Many options are available for gdb itself: please see "GDB features for C++" in the gdb documentation. Also recommended: the other parts of this manual.

These settings can either be switched on in at the gdb command line, or put into a .gdbint file to establish default debugging characteristics, like so:

```
set print pretty on
set print object on
set print static-members on
set print vtbl on
set print demangle on
set demangle-style gnu-v3
```

Starting with version 7.0, GDB includes support for writing pretty-printers in Python. Pretty printers for STL classes are distributed with GCC from version 4.5.0. The most recent version of these printers are always found in libstdc++ svn repository. To enable these printers, check-out the latest printers to a local directory:

```
svn co svn://gcc.gnu.org/svn/gcc/trunk/libstdc++-v3/python
```

Next, add the following section to your ~/.gdbinit The path must match the location where the Python module above was checked-out. So if checked out to: /home/maude/gdb_printers/, the path would be as written in the example below.

```
python
import sys
sys.path.insert(0, '/home/maude/gdb_printers/python')
from libstdcxx.v6.printers import register_libstdcxx_printers
register_libstdcxx_printers (None)
end
```

The path should be the only element that needs to be adjusted in the example. Once loaded, STL classes that the printers support should print in a more human-readable format. To print the classes in the old style, use the /r (raw) switch in the print command (i.e., print /r foo). This will print the classes as if the Python pretty-printers were not loaded.

For additional information on STL support and GDB please visit: "GDB Support for STL" in the GDB wiki. Additionally, in-depth documentation and discussion of the pretty printing feature can be found in "Pretty Printing" node in the GDB manual. You can find on-line versions of the GDB user manual in GDB's homepage, at "GDB: The GNU Project Debugger" .

3.8.5 Tracking uncaught exceptions

The verbose termination handler gives information about uncaught exceptions which are killing the program. It is described in the linked-to page.

3.8.6 Debug Mode

The Debug Mode has compile and run-time checks for many containers.

3.8.7 Compile Time Checking

The Compile-Time Checks Extension has compile-time checks for many algorithms.

3.8.8 Profile-based Performance Analysis

The Profile-based Performance Analysis Extension has performance checks for many algorithms.

Part II

Standard Contents

Chapter 4

Support

This part deals with the functions called and objects created automatically during the course of a program's existence.

While we can't reproduce the contents of the Standard here (you need to get your own copy from your nation's member body; see our homepage for help), we can mention a couple of changes in what kind of support a C++ program gets from the Standard Library.

4.1 Types

4.1.1 Fundamental Types

C++ has the following builtin types:

- char
- signed char
- unsigned char
- signed short
- signed int
- signed long
- unsigned short
- unsigned int
- unsigned long
- bool
- wchar_t
- float
- double
- long double

These fundamental types are always available, without having to include a header file. These types are exactly the same in either C++ or in C.

Specializing parts of the library on these types is prohibited: instead, use a POD.

4.1.2 Numeric Properties

The header `limits` defines traits classes to give access to various implementation defined-aspects of the fundamental types. The traits classes -- fourteen in total -- are all specializations of the template class `numeric_limits`, documented here and defined as follows:

```
  template<typename T>
    struct class
    {
      static const bool is_specialized;
      static T max() throw();
      static T min() throw();

      static const int digits;
      static const int digits10;
      static const bool is_signed;
      static const bool is_integer;
      static const bool is_exact;
      static const int radix;
      static T epsilon() throw();
      static T round_error() throw();

      static const int min_exponent;
      static const int min_exponent10;
      static const int max_exponent;
      static const int max_exponent10;

      static const bool has_infinity;
      static const bool has_quiet_NaN;
      static const bool has_signaling_NaN;
      static const float_denorm_style has_denorm;
      static const bool has_denorm_loss;
      static T infinity() throw();
      static T quiet_NaN() throw();
      static T denorm_min() throw();

      static const bool is_iec559;
      static const bool is_bounded;
      static const bool is_modulo;

      static const bool traps;
      static const bool tinyness_before;
      static const float_round_style round_style;
    };
```

4.1.3 NULL

The only change that might affect people is the type of `NULL`: while it is required to be a macro, the definition of that macro is *not* allowed to be `(void*)0`, which is often used in C.

For **g++**, `NULL` is

```
#define
```

'd to be `__null`, a magic keyword extension of **g++**.

The biggest problem of #defining `NULL` to be something like '0L' is that the compiler will view that as a long integer before it views it as a pointer, so overloading won't do what you expect. (This is why **g++** has a magic extension, so that `NULL` is always a pointer.)

In his book Effective C++, Scott Meyers points out that the best way to solve this problem is to not overload on pointer-vs-integer types to begin with. He also offers a way to make your own magic `NULL` that will match pointers before it matches integers.

See the Effective C++ CD example

4.2 Dynamic Memory

There are six flavors each of `new` and `delete`, so make certain that you're using the right ones. Here are quickie descriptions of `new`:

- single object form, throwing a `bad_alloc` on errors; this is what most people are used to using
- Single object "nothrow" form, returning NULL on errors
- Array `new`, throwing `bad_alloc` on errors
- Array nothrow `new`, returning `NULL` on errors
- Placement `new`, which does nothing (like it's supposed to)
- Placement array `new`, which also does nothing

They are distinguished by the parameters that you pass to them, like any other overloaded function. The six flavors of `delete` are distinguished the same way, but none of them are allowed to throw an exception under any circumstances anyhow. (They match up for completeness' sake.)

Remember that it is perfectly okay to call `delete` on a NULL pointer! Nothing happens, by definition. That is not the same thing as deleting a pointer twice.

By default, if one of the 'throwing `new`s' can't allocate the memory requested, it tosses an instance of a `bad_alloc` exception (or, technically, some class derived from it). You can change this by writing your own function (called a new-handler) and then registering it with `set_new_handler()`:

```
typedef void (*PFV)(void);

static char*  safety;
static PFV    old_handler;

void my_new_handler ()
{
    delete[] safety;
    popup_window ("Dude, you are running low on heap memory.  You
       should, like, close some windows, or something.
       The next time you run out, we're gonna burn!");
    set_new_handler (old_handler);
    return;
}

int main ()
{
    safety = new char[500000];
    old_handler = set_new_handler (&my_new_handler);
    ...
}
```

`bad_alloc` is derived from the base `exception` class defined in Sect1 19.

4.3 Termination

4.3.1 Termination Handlers

Not many changes here to `cstdlib`. You should note that the `abort()` function does not call the destructors of automatic nor static objects, so if you're depending on those to do cleanup, it isn't going to happen. (The functions registered with `atexit()` don't get called either, so you can forget about that possibility, too.)

The good old `exit()` function can be a bit funky, too, until you look closer. Basically, three points to remember are:

1. Static objects are destroyed in reverse order of their creation.
2. Functions registered with `atexit()` are called in reverse order of registration, once per registration call. (This isn't actually new.)
3. The previous two actions are 'interleaved,' that is, given this pseudocode:

```
extern "C or C++" void  f1 (void);
extern "C or C++" void  f2 (void);

static Thing obj1;
atexit(f1);
static Thing obj2;
atexit(f2);
```

   then at a call of `exit()`, `f2` will be called, then `obj2` will be destroyed, then `f1` will be called, and finally `obj1` will be destroyed. If `f1` or `f2` allow an exception to propagate out of them, Bad Things happen.

Note also that `atexit()` is only required to store 32 functions, and the compiler/library might already be using some of those slots. If you think you may run out, we recommend using the `xatexit`/`xexit` combination from `libiberty`, which has no such limit.

4.3.2 Verbose Terminate Handler

If you are having difficulty with uncaught exceptions and want a little bit of help debugging the causes of the core dumps, you can make use of a GNU extension, the verbose terminate handler.

```
#include <exception>

int main()
{
  std::set_terminate(__gnu_cxx::__verbose_terminate_handler);
  ...

  throw anything;
}
```

The `__verbose_terminate_handler` function obtains the name of the current exception, attempts to demangle it, and prints it to stderr. If the exception is derived from `exception` then the output from `what()` will be included.

Any replacement termination function is required to kill the program without returning; this one calls abort.

For example:

```
#include <exception>
#include <stdexcept>

struct argument_error : public std::runtime_error
{
  argument_error(const std::string& s): std::runtime_error(s) { }
```

```
};

int main(int argc)
{
  std::set_terminate(__gnu_cxx::__verbose_terminate_handler);
  if (argc > 5)
    throw argument_error(argc is greater than 5!);
  else
    throw argc;
}
```

With the verbose terminate handler active, this gives:

```
   % ./a.out
   terminate called after throwing a 'int'
   Aborted
   % ./a.out f f f f f f f f f f
   terminate called after throwing an instance of 'argument_error'
   what(): argc is greater than 5!
   Aborted
```

The 'Aborted' line comes from the call to `abort()`, of course.

This is the default termination handler; nothing need be done to use it. To go back to the previous 'silent death' method, simply include `exception` and `cstdlib`, and call

```
     std::set_terminate(std::abort);
```

After this, all calls to `terminate` will use `abort` as the terminate handler.

Note: the verbose terminate handler will attempt to write to stderr. If your application closes stderr or redirects it to an inappropriate location, `__verbose_terminate_handler` will behave in an unspecified manner.

Chapter 5

Diagnostics

5.1 Exceptions

5.1.1 API Reference

All exception objects are defined in one of the standard header files: `exception`, `stdexcept`, `new`, and `typeinfo`.

The base exception object is `exception`, located in `exception`. This object has no `string` member.

Derived from this are several classes that may have a `string` member: a full hierarchy can be found in the source documentation.

Full API details.

5.1.2 Adding Data to `exception`

The standard exception classes carry with them a single string as data (usually describing what went wrong or where the 'throw' took place). It's good to remember that you can add your own data to these exceptions when extending the hierarchy:

```
struct My_Exception : public std::runtime_error
{
  public:
    My_Exception (const string& whatarg)
  : std::runtime_error(whatarg), e(errno), id(GetDataBaseID()) { }
    int  errno_at_time_of_throw() const { return e; }
    DBID id_of_thing_that_threw() const { return id; }
  protected:
    int    e;
    DBID   id;     // some user-defined type
};
```

5.2 Concept Checking

In 1999, SGI added 'concept checkers' to their implementation of the STL: code which checked the template parameters of instantiated pieces of the STL, in order to insure that the parameters being used met the requirements of the standard. For example, the Standard requires that types passed as template parameters to `vector` be "Assignable" (which means what you think it means). The checking was done during compilation, and none of the code was executed at runtime.

Unfortunately, the size of the compiler files grew significantly as a result. The checking code itself was cumbersome. And bugs were found in it on more than one occasion.

The primary author of the checking code, Jeremy Siek, had already started work on a replacement implementation. The new code has been formally reviewed and accepted into the Boost libraries, and we are pleased to incorporate it into the GNU C++ library.

The new version imposes a much smaller space overhead on the generated object file. The checks are also cleaner and easier to read and understand.

They are off by default for all versions of GCC. They can be enabled at configure time with --enable-concept-checks. You can enable them on a per-translation-unit basis with `-D_GLIBCXX_CONCEPT_CHECKS`.

Please note that the upcoming C++ standard has first-class support for template parameter constraints based on concepts in the core language. This will obviate the need for the library-simulated concept checking described above.

Chapter 6

Utilities

6.1 Functors

If you don't know what functors are, you're not alone. Many people get slightly the wrong idea. In the interest of not reinventing the wheel, we will refer you to the introduction to the functor concept written by SGI as chapter of their STL, in their http://www.sgi.com/tech/stl/functors.html.

6.2 Pairs

The `pair<T1,T2>` is a simple and handy way to carry around a pair of objects. One is of type T1, and another of type T2; they may be the same type, but you don't get anything extra if they are. The two members can be accessed directly, as `.first` and `.second`.

Construction is simple. The default ctor initializes each member with its respective default ctor. The other simple ctor,

```
    pair (const T1& x, const T2& y);
```

does what you think it does, `first` getting `x` and `second` getting `y`.

There is a copy constructor, but it requires that your compiler handle member function templates:

```
    template <class U, class V> pair (const pair<U,V>& p);
```

The compiler will convert as necessary from U to T1 and from V to T2 in order to perform the respective initializations.

The comparison operators are done for you. Equality of two `pair<T1,T2>`s is defined as both `first` members comparing equal and both `second` members comparing equal; this simply delegates responsibility to the respective `operator==` functions (for types like MyClass) or builtin comparisons (for types like int, char, etc).

The less-than operator is a bit odd the first time you see it. It is defined as evaluating to:

```
    x.first  <  y.first  ||
  ( !(y.first  <  x.first)  &&  x.second  <  y.second )
```

The other operators are not defined using the `rel_ops` functions above, but their semantics are the same.

Finally, there is a template function called `make_pair` that takes two references-to-const objects and returns an instance of a pair instantiated on their respective types:

```
    pair<int,MyClass> p = make_pair(4,myobject);
```

6.3 Memory

Memory contains three general areas. First, function and operator calls via `new` and `delete` operator or member function calls. Second, allocation via `allocator`. And finally, smart pointer and intelligent pointer abstractions.

6.3.1 Allocators

Memory management for Standard Library entities is encapsulated in a class template called `allocator`. The `allocator` abstraction is used throughout the library in `string`, container classes, algorithms, and parts of iostreams. This class, and base classes of it, are the superset of available free store ('heap') management classes.

6.3.1.1 Requirements

The C++ standard only gives a few directives in this area:

- When you add elements to a container, and the container must allocate more memory to hold them, the container makes the request via its Allocator template parameter, which is usually aliased to allocator_type. This includes adding chars to the string class, which acts as a regular STL container in this respect.
- The default Allocator argument of every container-of-T is `allocator<T>`.
- The interface of the `allocator<T>` class is extremely simple. It has about 20 public declarations (nested typedefs, member functions, etc), but the two which concern us most are:

```
T*    allocate   (size_type n, const void* hint = 0);
void  deallocate (T* p, size_type n);
```

  The `n` arguments in both those functions is a *count* of the number of T's to allocate space for, *not their total size*. (This is a simplification; the real signatures use nested typedefs.)

- The storage is obtained by calling `::operator new`, but it is unspecified when or how often this function is called. The use of the `hint` is unspecified, but intended as an aid to locality if an implementation so desires. `[20.4.1.1]/6`

Complete details can be found in the C++ standard, look in `[20.4 Memory]`.

6.3.1.2 Design Issues

The easiest way of fulfilling the requirements is to call `operator new` each time a container needs memory, and to call `operator delete` each time the container releases memory. This method may be slower than caching the allocations and re-using previously-allocated memory, but has the advantage of working correctly across a wide variety of hardware and operating systems, including large clusters. The `__gnu_cxx::new_allocator` implements the simple operator new and operator delete semantics, while `__gnu_cxx::malloc_allocator` implements much the same thing, only with the C language functions `std::malloc` and `free`.

Another approach is to use intelligence within the allocator class to cache allocations. This extra machinery can take a variety of forms: a bitmap index, an index into an exponentially increasing power-of-two-sized buckets, or simpler fixed-size pooling cache. The cache is shared among all the containers in the program: when your program's `std::vector<int>` gets cut in half and frees a bunch of its storage, that memory can be reused by the private `std::list<WonkyWidget>` brought in from a KDE library that you linked against. And operators `new` and `delete` are not always called to pass the memory on, either, which is a speed bonus. Examples of allocators that use these techniques are `__gnu_cxx::bitmap_allocator`, `__gnu_cxx::pool_allocator`, and `__gnu_cxx::__mt_alloc`.

Depending on the implementation techniques used, the underlying operating system, and compilation environment, scaling caching allocators can be tricky. In particular, order-of-destruction and order-of-creation for memory pools may be difficult to pin down with certainty, which may create problems when used with plugins or loading and unloading shared objects in memory. As such, using caching allocators on systems that do not support `abi::__cxa_atexit` is not recommended.

6.3.1.3 Implementation

6.3.1.3.1 Interface Design

The only allocator interface that is supported is the standard C++ interface. As such, all STL containers have been adjusted, and all external allocators have been modified to support this change.

The class `allocator` just has typedef, constructor, and rebind members. It inherits from one of the high-speed extension allocators, covered below. Thus, all allocation and deallocation depends on the base class.

The base class that `allocator` is derived from may not be user-configurable.

6.3.1.3.2 Selecting Default Allocation Policy

It's difficult to pick an allocation strategy that will provide maximum utility, without excessively penalizing some behavior. In fact, it's difficult just deciding which typical actions to measure for speed.

Three synthetic benchmarks have been created that provide data that is used to compare different C++ allocators. These tests are:

1. Insertion.

   Over multiple iterations, various STL container objects have elements inserted to some maximum amount. A variety of allocators are tested. Test source for sequence and associative containers.

2. Insertion and erasure in a multi-threaded environment.

   This test shows the ability of the allocator to reclaim memory on a per-thread basis, as well as measuring thread contention for memory resources. Test source here.

3. A threaded producer/consumer model.

   Test source for sequence and associative containers.

The current default choice for `allocator` is `__gnu_cxx::new_allocator`.

6.3.1.3.3 Disabling Memory Caching

In use, `allocator` may allocate and deallocate using implementation-specified strategies and heuristics. Because of this, every call to an allocator object's `allocate` member function may not actually call the global operator new. This situation is also duplicated for calls to the `deallocate` member function.

This can be confusing.

In particular, this can make debugging memory errors more difficult, especially when using third party tools like valgrind or debug versions of `new`.

There are various ways to solve this problem. One would be to use a custom allocator that just called operators `new` and `delete` directly, for every allocation. (See `include/ext/new_allocator.h`, for instance.) However, that option would involve changing source code to use a non-default allocator. Another option is to force the default allocator to remove caching and pools, and to directly allocate with every call of `allocate` and directly deallocate with every call of `deallocate`, regardless of efficiency. As it turns out, this last option is also available.

To globally disable memory caching within the library for the default allocator, merely set `GLIBCXX_FORCE_NEW` (with any value) in the system's environment before running the program. If your program crashes with `GLIBCXX_FORCE_NEW` in the environment, it likely means that you linked against objects built against the older library (objects which might still using the cached allocations...).

6.3.1.4 Using a Specific Allocator

You can specify different memory management schemes on a per-container basis, by overriding the default Allocator template parameter. For example, an easy (but non-portable) method of specifying that only `malloc` or `free` should be used instead of the default node allocator is:

```
std::list <int, __gnu_cxx::malloc_allocator<int> >  malloc_list;
```

Likewise, a debugging form of whichever allocator is currently in use:

```
std::deque <int, __gnu_cxx::debug_allocator<std::allocator<int> > >  debug_deque;
```

6.3.1.5 Custom Allocators

Writing a portable C++ allocator would dictate that the interface would look much like the one specified for `allocator`. Additional member functions, but not subtractions, would be permissible.

Probably the best place to start would be to copy one of the extension allocators: say a simple one like `new_allocator`.

6.3.1.6 Extension Allocators

Several other allocators are provided as part of this implementation. The location of the extension allocators and their names have changed, but in all cases, functionality is equivalent. Starting with gcc-3.4, all extension allocators are standard style. Before this point, SGI style was the norm. Because of this, the number of template arguments also changed. Here's a simple chart to track the changes.

More details on each of these extension allocators follows.

1. `new_allocator`

   Simply wraps `::operator new` and `::operator delete`.

2. `malloc_allocator`

   Simply wraps `malloc` and `free`. There is also a hook for an out-of-memory handler (for `new`/`delete` this is taken care of elsewhere).

3. `array_allocator`

   Allows allocations of known and fixed sizes using existing global or external storage allocated via construction of `std::tr1::array` objects. By using this allocator, fixed size containers (including `std::string`) can be used without instances calling `::operator new` and `::operator delete`. This capability allows the use of STL abstractions without runtime complications or overhead, even in situations such as program startup. For usage examples, please consult the testsuite.

4. `debug_allocator`

   A wrapper around an arbitrary allocator A. It passes on slightly increased size requests to A, and uses the extra memory to store size information. When a pointer is passed to `deallocate()`, the stored size is checked, and `assert()` is used to guarantee they match.

5. `throw_allocator`

   Includes memory tracking and marking abilities as well as hooks for throwing exceptions at configurable intervals (including random, all, none).

6. `__pool_alloc`

   A high-performance, single pool allocator. The reusable memory is shared among identical instantiations of this type. It calls through `::operator new` to obtain new memory when its lists run out. If a client container requests a block larger than a certain threshold size, then the pool is bypassed, and the allocate/deallocate request is passed to `::operator new` directly.

Older versions of this class take a boolean template parameter, called `thr`, and an integer template parameter, called `inst`.

The `inst` number is used to track additional memory pools. The point of the number is to allow multiple instantiations of the classes without changing the semantics at all. All three of

```
typedef  __pool_alloc<true,0>    normal;
typedef  __pool_alloc<true,1>    private;
typedef  __pool_alloc<true,42>   also_private;
```

behave exactly the same way. However, the memory pool for each type (and remember that different instantiations result in different types) remains separate.

The library uses *0* in all its instantiations. If you wish to keep separate free lists for a particular purpose, use a different number.

The `thr` boolean determines whether the pool should be manipulated atomically or not. When `thr` = `true`, the allocator is thread-safe, while `thr` = `false`, is slightly faster but unsafe for multiple threads.

For thread-enabled configurations, the pool is locked with a single big lock. In some situations, this implementation detail may result in severe performance degradation.

(Note that the GCC thread abstraction layer allows us to provide safe zero-overhead stubs for the threading routines, if threads were disabled at configuration time.)

7. `__mt_alloc`

   A high-performance fixed-size allocator with exponentially-increasing allocations. It has its own documentation, found here.

8. `bitmap_allocator`

   A high-performance allocator that uses a bit-map to keep track of the used and unused memory locations. It has its own documentation, found here.

6.3.1.7 Bibliography

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6.3.2 auto_ptr

6.3.2.1 Limitations

Explaining all of the fun and delicious things that can happen with misuse of the `auto_ptr` class template (called AP here) would take some time. Suffice it to say that the use of AP safely in the presence of copying has some subtleties.

The AP class is a really nifty idea for a smart pointer, but it is one of the dumbest of all the smart pointers -- and that's fine.

AP is not meant to be a supersmart solution to all resource leaks everywhere. Neither is it meant to be an effective form of garbage collection (although it can help, a little bit). And it can *not*be used for arrays!

AP is meant to prevent nasty leaks in the presence of exceptions. That's *all*. This code is AP-friendly:

```
  // Not a recommend naming scheme, but good for web-based FAQs.
  typedef std::auto_ptr<MyClass>  APMC;

  extern function_taking_MyClass_pointer (MyClass*);
  extern some_throwable_function ();

  void func (int data)
  {
APMC  ap (new MyClass(data));

some_throwable_function();   // this will throw an exception

function_taking_MyClass_pointer (ap.get());
  }
```

When an exception gets thrown, the instance of MyClass that's been created on the heap will be `delete`'d as the stack is unwound past `func()`.

Changing that code as follows is not AP-friendly:

```
APMC  ap (new MyClass[22]);
```

You will get the same problems as you would without the use of AP:

```
char*  array = new char[10];       // array new...
...
delete array;                     // ...but single-object delete
```

AP cannot tell whether the pointer you've passed at creation points to one or many things. If it points to many things, you are about to die. AP is trivial to write, however, so you could write your own `auto_array_ptr` for that situation (in fact, this has been done many times; check the mailing lists, Usenet, Boost, etc).

6.3.2.2 Use in Containers

All of the containers described in the standard library require their contained types to have, among other things, a copy constructor like this:

```
  struct My_Type
  {
My_Type (My_Type const&);
  };
```

Note the const keyword; the object being copied shouldn't change. The template class `auto_ptr` (called AP here) does not meet this requirement. Creating a new AP by copying an existing one transfers ownership of the pointed-to object, which means that the AP being copied must change, which in turn means that the copy ctors of AP do not take const objects.

The resulting rule is simple: *Never ever use a container of auto_ptr objects*. The standard says that 'undefined' behavior is the result, but it is guaranteed to be messy.

To prevent you from doing this to yourself, the concept checks built in to this implementation will issue an error if you try to compile code like this:

```
  #include <vector>
  #include <memory>

  void f()
  {
std::vector< std::auto_ptr<int> >   vec_ap_int;
  }
```

Should you try this with the checks enabled, you will see an error.

6.3.3 shared_ptr

The shared_ptr class template stores a pointer, usually obtained via new, and implements shared ownership semantics.

6.3.3.1 Requirements

The standard deliberately doesn't require a reference-counted implementation, allowing other techniques such as a circular-linked-list.

At the time of writing the C++0x working paper doesn't mention how threads affect shared_ptr, but it is likely to follow the existing practice set by `boost::shared_ptr`. The shared_ptr in libstdc++ is derived from Boost's, so the same rules apply.

6.3.3.2 Design Issues

The `shared_ptr` code is kindly donated to GCC by the Boost project and the original authors of the code. The basic design and algorithms are from Boost, the notes below describe details specific to the GCC implementation. Names have been uglified in this implementation, but the design should be recognisable to anyone familiar with the Boost 1.32 shared_ptr.

The basic design is an abstract base class, `_Sp_counted_base` that does the reference-counting and calls virtual functions when the count drops to zero. Derived classes override those functions to destroy resources in a context where the correct dynamic type is known. This is an application of the technique known as type erasure.

6.3.3.3 Implementation

6.3.3.3.1 Class Hierarchy

A `shared_ptr<T>` contains a pointer of type T* and an object of type `__shared_count`. The shared_count contains a pointer of type _Sp_counted_base* which points to the object that maintains the reference-counts and destroys the managed resource.

`_Sp_counted_base<Lp>` The base of the hierarchy is parameterized on the lock policy alone. _Sp_counted_base doesn't depend on the type of pointer being managed, it only maintains the reference counts and calls virtual functions when the counts drop to zero. The managed object is destroyed when the last strong reference is dropped, but the _Sp_counted_base itself must exist until the last weak reference is dropped.

`_Sp_counted_base_impl<Ptr, Deleter, Lp>` Inherits from _Sp_counted_base and stores a pointer of type Ptr and a deleter of type `Deleter`. `_Sp_deleter` is used when the user doesn't supply a custom deleter. Unlike Boost's, this default deleter is not "checked" because GCC already issues a warning if `delete` is used with an incomplete type. This is the only derived type used by `shared_ptr<Ptr>` and it is never used by `shared_ptr`, which uses one of the following types, depending on how the shared_ptr is constructed.

`_Sp_counted_ptr<Ptr, Lp>` Inherits from _Sp_counted_base and stores a pointer of type Ptr, which is passed to `delete` when the last reference is dropped. This is the simplest form and is used when there is no custom deleter or allocator.

`_Sp_counted_deleter<Ptr, Deleter, Alloc>` Inherits from _Sp_counted_ptr and adds support for custom deleter and allocator. Empty Base Optimization is used for the allocator. This class is used even when the user only provides a custom deleter, in which case `allocator` is used as the allocator.

`_Sp_counted_ptr_inplace<Tp, Alloc, Lp>` Used by `allocate_shared` and `make_shared`. Contains aligned storage to hold an object of type Tp, which is constructed in-place with placement `new`. Has a variadic template constructor allowing any number of arguments to be forwarded to Tp's constructor. Unlike the other `_Sp_counted_*` classes, this one is parameterized on the type of object, not the type of pointer; this is purely a convenience that simplifies the implementation slightly.

6.3.3.3.2 Thread Safety

The interface of `tr1::shared_ptr` was extended for C++0x with support for rvalue-references and the other features from N2351. As with other libstdc++ headers shared by TR1 and C++0x, boost_shared_ptr.h uses conditional compilation, based on the macros `_GLIBCXX_INCLUDE_AS_CXX0X` and `_GLIBCXX_INCLUDE_AS_TR1`, to enable and disable features.

C++0x-only features are: rvalue-ref/move support, allocator support, aliasing constructor, make_shared & allocate_shared. Additionally, the constructors taking `auto_ptr` parameters are deprecated in C++0x mode.

The Thread Safety section of the Boost shared_ptr documentation says "shared_ptr objects offer the same level of thread safety as built-in types." The implementation must ensure that concurrent updates to separate shared_ptr instances are correct even when those instances share a reference count e.g.

```
shared_ptr<A> a(new A);
shared_ptr<A> b(a);

// Thread 1     // Thread 2
   a.reset();      b.reset();
```

The dynamically-allocated object must be destroyed by exactly one of the threads. Weak references make things even more interesting. The shared state used to implement shared_ptr must be transparent to the user and invariants must be preserved at all times. The key pieces of shared state are the strong and weak reference counts. Updates to these need to be atomic and visible to all threads to ensure correct cleanup of the managed resource (which is, after all, shared_ptr's job!) On multi-processor systems memory synchronisation may be needed so that reference-count updates and the destruction of the managed resource are race-free.

The function `_Sp_counted_base::_M_add_ref_lock()`, called when obtaining a shared_ptr from a weak_ptr, has to test if the managed resource still exists and either increment the reference count or throw `bad_weak_ptr`. In a multi-threaded program there is a potential race condition if the last reference is dropped (and the managed resource destroyed) between testing the reference count and incrementing it, which could result in a shared_ptr pointing to invalid memory.

The Boost shared_ptr (as used in GCC) features a clever lock-free algorithm to avoid the race condition, but this relies on the processor supporting an atomic *Compare-And-Swap* instruction. For other platforms there are fall-backs using mutex locks. Boost (as of version 1.35) includes several different implementations and the preprocessor selects one based on the compiler, standard library, platform etc. For the version of shared_ptr in libstdc++ the compiler and library are fixed, which makes things much simpler: we have an atomic CAS or we don't, see Lock Policy below for details.

6.3.3.3.3 Selecting Lock Policy

There is a single `_Sp_counted_base` class, which is a template parameterized on the enum __gnu_cxx::_Lock_policy. The entire family of classes is parameterized on the lock policy, right up to `__shared_ptr`, `__weak_ptr` and `__enable_shared_from_this`. The actual `std::shared_ptr` class inherits from `__shared_ptr` with the lock policy parameter selected automatically based on the thread model and platform that libstdc++ is configured for, so that the best available template specialization will be used. This design is necessary because it would not be conforming for `shared_ptr` to have an extra template parameter, even if it had a default value. The available policies are:

1. _S_Atomic

   Selected when GCC supports a builtin atomic compare-and-swap operation on the target processor (see Atomic Builtins.) The reference counts are maintained using a lock-free algorithm and GCC's atomic builtins, which provide the required memory synchronisation.

2. _S_Mutex

   The _Sp_counted_base specialization for this policy contains a mutex, which is locked in add_ref_lock(). This policy is used when GCC's atomic builtins aren't available so explicit memory barriers are needed in places.

3. _S_Single

   This policy uses a non-reentrant add_ref_lock() with no locking. It is used when libstdc++ is built without `--enable--threads`.

For all three policies, reference count increments and decrements are done via the functions in `ext/atomicity.h`, which detect if the program is multi-threaded. If only one thread of execution exists in the program then less expensive non-atomic operations are used.

6.3.3.3.4 Dual C++0x and TR1 Implementation

The classes derived from `_Sp_counted_base` (see Class Hierarchy below) and `__shared_count` are implemented separately for C++0x and TR1, in `bits/boost_sp_shared_count.h` and `tr1/boost_sp_shared_count.h` respectively. All other classes including `_Sp_counted_base` are shared by both implementations.

The TR1 implementation is considered relatively stable, so is unlikely to change unless bug fixes require it. If the code that is common to both C++0x and TR1 modes needs to diverge further then it might be necessary to duplicate additional classes and only make changes to the C++0x versions.

6.3.3.3.5 Related functions and classes

`dynamic_pointer_cast`, `static_pointer_cast`, `const_pointer_cast` As noted in N2351, these functions can be implemented non-intrusively using the alias constructor. However the aliasing constructor is only available in C++0x mode, so in TR1 mode these casts rely on three non-standard constructors in shared_ptr and __shared_ptr. In C++0x mode these constructors and the related tag types are not needed.

`enable_shared_from_this` The clever overload to detect a base class of type `enable_shared_from_this` comes straight from Boost. There is an extra overload for `__enable_shared_from_this` to work smoothly with `__shared_ptr<Tp, Lp>` using any lock policy.

`make_shared`, `allocate_shared` `make_shared` simply forwards to `allocate_shared` with `std::allocator` as the allocator. Although these functions can be implemented non-intrusively using the alias constructor, if they have access to the implementation then it is possible to save storage and reduce the number of heap allocations. The newly constructed object and the _Sp_counted_* can be allocated in a single block and the standard says implementations are "encouraged, but not required," to do so. This implementation provides additional non-standard constructors (selected with the type `_Sp_make_shared_tag`) which create an object of type `_Sp_counted_ptr_inplace` to hold the new object. The returned `shared_ptr<A>` needs to know the address of the new `A` object embedded in the `_Sp_counted_ptr_inplace`, but it has no way to access it. This implementation uses a "covert channel" to return the address of the embedded object when `get_deleter<_Sp_make_shared_tag>()` is called. Users should not try to use this. As well as the extra constructors, this implementation also needs some members of _Sp_counted_deleter to be protected where they could otherwise be private.

6.3.3.4 Use

6.3.3.4.1 Examples

Examples of use can be found in the testsuite, under `testsuite/tr1/2_general_utilities/shared_ptr`.

6.3.3.4.2 Unresolved Issues

The resolution to C++ Standard Library issue 674, "shared_ptr interface changes for consistency with N1856" will need to be implemented after it is accepted into the working paper. Issue 743 might also require changes.

The _S_single policy uses atomics when used in MT code, because it uses the same dispatcher functions that check `__gthread_active_p()`. This could be addressed by providing template specialisations for some members of `_Sp_counted_base<_S_single>`.

Unlike Boost, this implementation does not use separate classes for the pointer+deleter and pointer+deleter+allocator cases in C++0x mode, combining both into _Sp_counted_deleter and using `allocator` when the user doesn't specify an allocator. If it was found to be beneficial an additional class could easily be added. With the current implementation, the _Sp_counted_deleter and __shared_count constructors taking a custom deleter but no allocator are technically redundant and could be removed,

changing callers to always specify an allocator. If a separate pointer+deleter class was added the __shared_count constructor would be needed, so it has been kept for now.

The hack used to get the address of the managed object from `_Sp_counted_ptr_inplace::_M_get_deleter()` is accessible to users. This could be prevented if `get_deleter<_Sp_make_shared_tag>()` always returned NULL, since the hack only needs to work at a lower level, not in the public API. This wouldn't be difficult, but hasn't been done since there is no danger of accidental misuse: users already know they are relying on unsupported features if they refer to implementation details such as _Sp_make_shared_tag.

tr1::_Sp_deleter could be a private member of tr1::__shared_count but it would alter the ABI.

Exposing the alias constructor in TR1 mode could simplify the *_pointer_cast functions. Constructor could be private in TR1 mode, with the cast functions as friends.

6.3.3.5 Acknowledgments

The original authors of the Boost shared_ptr, which is really nice code to work with, Peter Dimov in particular for his help and invaluable advice on thread safety. Phillip Jordan and Paolo Carlini for the lock policy implementation.

6.3.3.6 Bibliography

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6.4 Traits

Chapter 7

Strings

7.1 String Classes

7.1.1 Simple Transformations

Here are Standard, simple, and portable ways to perform common transformations on a `string` instance, such as "convert to all upper case." The word transformations is especially apt, because the standard template function `transform<>` is used.

This code will go through some iterations. Here's a simple version:

```
#include <string>
#include <algorithm>
#include <cctype>      // old <ctype.h>

struct ToLower
{
  char operator() (char c) const  { return std::tolower(c); }
};

struct ToUpper
{
  char operator() (char c) const  { return std::toupper(c); }
};

int main()
{
  std::string  s ("Some Kind Of Initial Input Goes Here");

  // Change everything into upper case
  std::transform (s.begin(), s.end(), s.begin(), ToUpper());

  // Change everything into lower case
  std::transform (s.begin(), s.end(), s.begin(), ToLower());

  // Change everything back into upper case, but store the
  // result in a different string
  std::string  capital_s;
  capital_s.resize(s.size());
  std::transform (s.begin(), s.end(), capital_s.begin(), ToUpper());
}
```

Note that these calls all involve the global C locale through the use of the C functions `toupper/tolower`. This is absolutely guaranteed to work -- but *only* if the string contains *only* characters from the basic source character set, and there are *only* 96 of

those. Which means that not even all English text can be represented (certain British spellings, proper names, and so forth). So, if all your input forevermore consists of only those 96 characters (hahahahahaha), then you're done.

Note that the `ToUpper` and `ToLower` function objects are needed because `toupper` and `tolower` are overloaded names (declared in `<cctype>` and `<locale>`) so the template-arguments for `transform<>` cannot be deduced, as explained in this message. At minimum, you can write short wrappers like

```
char toLower (char c)
{
   return std::tolower(c);
}
```

(Thanks to James Kanze for assistance and suggestions on all of this.)

Another common operation is trimming off excess whitespace. Much like transformations, this task is trivial with the use of string's `find` family. These examples are broken into multiple statements for readability:

```
std::string  str (" \t blah blah blah    \n ");

// trim leading whitespace
string::size_type  notwhite = str.find_first_not_of(" \t\n");
str.erase(0,notwhite);

// trim trailing whitespace
notwhite = str.find_last_not_of(" \t\n");
str.erase(notwhite+1);
```

Obviously, the calls to `find` could be inserted directly into the calls to `erase`, in case your compiler does not optimize named temporaries out of existence.

7.1.2 Case Sensitivity

The well-known-and-if-it-isn't-well-known-it-ought-to-be Guru of the Week discussions held on Usenet covered this topic in January of 1998. Briefly, the challenge was, 'write a 'ci_string' class which is identical to the standard 'string' class, but is case-insensitive in the same way as the (common but nonstandard) C function stricmp()'.

```
ci_string s( "AbCdE" );

// case insensitive
assert( s == "abcde" );
assert( s == "ABCDE" );

// still case-preserving, of course
assert( strcmp( s.c_str(), "AbCdE" ) == 0 );
assert( strcmp( s.c_str(), "abcde" ) != 0 );
```

The solution is surprisingly easy. The original answer was posted on Usenet, and a revised version appears in Herb Sutter's book *Exceptional C++* and on his website as GotW 29.

See? Told you it was easy!

Added June 2000: The May 2000 issue of C++ Report contains a fascinating article by Matt Austern (yes, *the* Matt Austern) on why case-insensitive comparisons are not as easy as they seem, and why creating a class is the *wrong* way to go about it in production code. (The GotW answer mentions one of the principle difficulties; his article mentions more.)

Basically, this is "easy" only if you ignore some things, things which may be too important to your program to ignore. (I chose to ignore them when originally writing this entry, and am surprised that nobody ever called me on it...) The GotW question and answer remain useful instructional tools, however.

Added September 2000: James Kanze provided a link to a Unicode Technical Report discussing case handling, which provides some very good information.

7.1.3 Arbitrary Character Types

The `std::basic_string` is tantalizingly general, in that it is parameterized on the type of the characters which it holds. In theory, you could whip up a Unicode character class and instantiate `std::basic_string<my_unicode_char>`, or assuming that integers are wider than characters on your platform, maybe just declare variables of type `std::basic_string<int>`.

That's the theory. Remember however that basic_string has additional type parameters, which take default arguments based on the character type (called `CharT` here):

```
    template <typename CharT,
  typename Traits = char_traits<CharT>,
  typename Alloc = allocator<CharT> >
    class basic_string { .... };
```

Now, `allocator<CharT>` will probably Do The Right Thing by default, unless you need to implement your own allocator for your characters.

But `char_traits` takes more work. The char_traits template is *declared* but not *defined*. That means there is only

```
    template <typename CharT>
struct char_traits
{
    static void foo (type1 x, type2 y);
    ...
};
```

and functions such as char_traits<CharT>::foo() are not actually defined anywhere for the general case. The C++ standard permits this, because writing such a definition to fit all possible CharT's cannot be done.

The C++ standard also requires that char_traits be specialized for instantiations of `char` and `wchar_t`, and it is these template specializations that permit entities like `basic_string<char,char_traits<char>>` to work.

If you want to use character types other than char and wchar_t, such as `unsigned char` and `int`, you will need suitable specializations for them. For a time, in earlier versions of GCC, there was a mostly-correct implementation that let programmers be lazy but it broke under many situations, so it was removed. GCC 3.4 introduced a new implementation that mostly works and can be specialized even for `int` and other built-in types.

If you want to use your own special character class, then you have a lot of work to do, especially if you with to use i18n features (facets require traits information but don't have a traits argument).

Another example of how to specialize char_traits was given on the mailing list and at a later date was put into the file `include/ext/pod_char_traits.h`. We agree that the way it's used with basic_string (scroll down to main()) doesn't look nice, but that's because the nice-looking first attempt turned out to not be conforming C++, due to the rule that CharT must be a POD. (See how tricky this is?)

7.1.4 Tokenizing

The Standard C (and C++) function `strtok()` leaves a lot to be desired in terms of user-friendliness. It's unintuitive, it destroys the character string on which it operates, and it requires you to handle all the memory problems. But it does let the client code decide what to use to break the string into pieces; it allows you to choose the "whitespace," so to speak.

A C++ implementation lets us keep the good things and fix those annoyances. The implementation here is more intuitive (you only call it once, not in a loop with varying argument), it does not affect the original string at all, and all the memory allocation is handled for you.

It's called stringtok, and it's a template function. Sources are as below, in a less-portable form than it could be, to keep this example simple (for example, see the comments on what kind of string it will accept).

```
#include <string>
template <typename Container>
void
```

```
stringtok(Container &container, string const &in,
    const char * const delimiters = " \t\n")
{
    const string::size_type len = in.length();
    string::size_type i = 0;

    while (i < len)
    {
  // Eat leading whitespace
  i = in.find_first_not_of(delimiters, i);
  if (i == string::npos)
    return;   // Nothing left but white space

  // Find the end of the token
  string::size_type j = in.find_first_of(delimiters, i);

  // Push token
  if (j == string::npos)
  {
    container.push_back(in.substr(i));
    return;
  }
  else
    container.push_back(in.substr(i, j-i));

  // Set up for next loop
  i = j + 1;
    }
}
```

The author uses a more general (but less readable) form of it for parsing command strings and the like. If you compiled and ran this code using it:

```
   std::list<string>  ls;
   stringtok (ls, " this  \t is\t\n  a test  ");
   for (std::list<string>const_iterator i = ls.begin();
  i != ls.end(); ++i)
   {
       std::cerr << ':' << (*i) << ":\n";
   }
```

You would see this as output:

```
   :this:
   :is:
   :a:
   :test:
```

with all the whitespace removed. The original `s` is still available for use, `ls` will clean up after itself, and `ls.size()` will return how many tokens there were.

As always, there is a price paid here, in that stringtok is not as fast as strtok. The other benefits usually outweigh that, however.

Added February 2001: Mark Wilden pointed out that the standard `std::getline()` function can be used with standard `istringstreams` to perform tokenizing as well. Build an istringstream from the input text, and then use std::getline with varying delimiters (the three-argument signature) to extract tokens into a string.

7.1.5 Shrink to Fit

From GCC 3.4 calling `s.reserve(res)` on a `string s` with `res < s.capacity()` will reduce the string's capacity to `std::max(s.size(), res)`.

This behaviour is suggested, but not required by the standard. Prior to GCC 3.4 the following alternative can be used instead

```
      std::string(str.data(), str.size()).swap(str);
```

This is similar to the idiom for reducing a `vector`'s memory usage (see this FAQ entry) but the regular copy constructor cannot be used because libstdc++'s `string` is Copy-On-Write.

7.1.6 CString (MFC)

A common lament seen in various newsgroups deals with the Standard string class as opposed to the Microsoft Foundation Class called CString. Often programmers realize that a standard portable answer is better than a proprietary nonportable one, but in porting their application from a Win32 platform, they discover that they are relying on special functions offered by the CString class.

Things are not as bad as they seem. In this message, Joe Buck points out a few very important things:

- The Standard `string` supports all the operations that CString does, with three exceptions.
- Two of those exceptions (whitespace trimming and case conversion) are trivial to implement. In fact, we do so on this page.
- The third is `CString::Format`, which allows formatting in the style of `sprintf`. This deserves some mention:

The old libg++ library had a function called form(), which did much the same thing. But for a Standard solution, you should use the stringstream classes. These are the bridge between the iostream hierarchy and the string class, and they operate with regular streams seamlessly because they inherit from the iostream hierarchy. An quick example:

```
#include <iostream>
#include <string>
#include <sstream>

string f (string& incoming)     // incoming is "foo  N"
{
    istringstream   incoming_stream(incoming);
    string          the_word;
    int             the_number;

    incoming_stream >> the_word        // extract "foo"
        >> the_number;     // extract N

    ostringstream   output_stream;
    output_stream << "The word was " << the_word
      << " and 3*N was " << (3*the_number);

    return output_stream.str();
}
```

A serious problem with CString is a design bug in its memory allocation. Specifically, quoting from that same message:

```
CString suffers from a common programming error that results in
poor performance.  Consider the following code:

CString n_copies_of (const CString& foo, unsigned n)
{
  CString tmp;
  for (unsigned i = 0; i < n; i++)
    tmp += foo;
  return tmp;
}

This function is O(n^2), not O(n).  The reason is that each +=
```

```
causes a reallocation and copy of the existing string.  Microsoft
applications are full of this kind of thing (quadratic performance
on tasks that can be done in linear time) -- on the other hand,
we should be thankful, as it's created such a big market for high-end
ix86 hardware. :-)

If you replace CString with string in the above function, the
performance is O(n).
```

Joe Buck also pointed out some other things to keep in mind when comparing CString and the Standard string class:

- CString permits access to its internal representation; coders who exploited that may have problems moving to `string`.
- Microsoft ships the source to CString (in the files MFC\SRC\Str{core,ex}.cpp), so you could fix the allocation bug and rebuild your MFC libraries. Note: *It looks like the CString shipped with VC++6.0 has fixed this, although it may in fact have been one of the VC++ SPs that did it.*
- `string` operations like this have O(n) complexity *if the implementors do it correctly*. The libstdc++ implementors did it correctly. Other vendors might not.
- While chapters of the SGI STL are used in libstdc++, their string class is not. The SGI `string` is essentially `vector<char>` and does not do any reference counting like libstdc++'s does. (It is O(n), though.) So if you're thinking about SGI's string or rope classes, you're now looking at four possibilities: CString, the libstdc++ string, the SGI string, and the SGI rope, and this is all before any allocator or traits customizations! (More choices than you can shake a stick at -- want fries with that?)

Chapter 8

Localization

8.1 Locales

8.1.1 locale

Describes the basic locale object, including nested classes id, facet, and the reference-counted implementation object, class _Impl.

8.1.1.1 Requirements

Class locale is non-templatized and has two distinct types nested inside of it:

class facet 22.1.1.1.2 Class locale::facet

Facets actually implement locale functionality. For instance, a facet called numpunct is the data object that can be used to query for the thousands separator in the locale.

Literally, a facet is strictly defined:

- Containing the following public data member:
  ```
  static locale::id id;
  ```
- Derived from another facet:
  ```
  class gnu_codecvt:  public std::ctype<user-defined-type>
  ```

Of interest in this class are the memory management options explicitly specified as an argument to facet's constructor. Each constructor of a facet class takes a std::size_t __refs argument: if __refs == 0, the facet is deleted when the locale containing it is destroyed. If __refs == 1, the facet is not destroyed, even when it is no longer referenced.

class id 22.1.1.1.3 - Class locale::id

Provides an index for looking up specific facets.

8.1.1.2 Design

The major design challenge is fitting an object-orientated and non-global locale design on top of POSIX and other relevant standards, which include the Single Unix (nee X/Open.)

Because C and earlier versions of POSIX fall down so completely, portability is an issue.

8.1.1.3 Implementation

8.1.1.3.1 Interacting with "C" locales

- `locale -a` displays available locales.

```
af_ZA
ar_AE
ar_AE.utf8
ar_BH
ar_BH.utf8
ar_DZ
ar_DZ.utf8
ar_EG
ar_EG.utf8
ar_IN
ar_IQ
ar_IQ.utf8
ar_JO
ar_JO.utf8
ar_KW
ar_KW.utf8
ar_LB
ar_LB.utf8
ar_LY
ar_LY.utf8
ar_MA
ar_MA.utf8
ar_OM
ar_OM.utf8
ar_QA
ar_QA.utf8
ar_SA
ar_SA.utf8
ar_SD
ar_SD.utf8
ar_SY
ar_SY.utf8
ar_TN
ar_TN.utf8
ar_YE
ar_YE.utf8
be_BY
be_BY.utf8
bg_BG
bg_BG.utf8
br_FR
bs_BA
C
ca_ES
ca_ES@euro
ca_ES.utf8
ca_ES.utf8@euro
cs_CZ
cs_CZ.utf8
cy_GB
da_DK
da_DK.iso885915
da_DK.utf8
de_AT
de_AT@euro
```

```
de_AT.utf8
de_AT.utf8@euro
de_BE
de_BE@euro
de_BE.utf8
de_BE.utf8@euro
de_CH
de_CH.utf8
de_DE
de_DE@euro
de_DE.utf8
de_DE.utf8@euro
de_LU
de_LU@euro
de_LU.utf8
de_LU.utf8@euro
el_GR
el_GR.utf8
en_AU
en_AU.utf8
en_BW
en_BW.utf8
en_CA
en_CA.utf8
en_DK
en_DK.utf8
en_GB
en_GB.iso885915
en_GB.utf8
en_HK
en_HK.utf8
en_IE
en_IE@euro
en_IE.utf8
en_IE.utf8@euro
en_IN
en_NZ
en_NZ.utf8
en_PH
en_PH.utf8
en_SG
en_SG.utf8
en_US
en_US.iso885915
en_US.utf8
en_ZA
en_ZA.utf8
en_ZW
en_ZW.utf8
es_AR
es_AR.utf8
es_BO
es_BO.utf8
es_CL
es_CL.utf8
es_CO
es_CO.utf8
es_CR
es_CR.utf8
es_DO
es_DO.utf8
es_EC
```

```
es_EC.utf8
es_ES
es_ES@euro
es_ES.utf8
es_ES.utf8@euro
es_GT
es_GT.utf8
es_HN
es_HN.utf8
es_MX
es_MX.utf8
es_NI
es_NI.utf8
es_PA
es_PA.utf8
es_PE
es_PE.utf8
es_PR
es_PR.utf8
es_PY
es_PY.utf8
es_SV
es_SV.utf8
es_US
es_US.utf8
es_UY
es_UY.utf8
es_VE
es_VE.utf8
et_EE
et_EE.utf8
eu_ES
eu_ES@euro
eu_ES.utf8
eu_ES.utf8@euro
fa_IR
fi_FI
fi_FI@euro
fi_FI.utf8
fi_FI.utf8@euro
fo_FO
fo_FO.utf8
fr_BE
fr_BE@euro
fr_BE.utf8
fr_BE.utf8@euro
fr_CA
fr_CA.utf8
fr_CH
fr_CH.utf8
fr_FR
fr_FR@euro
fr_FR.utf8
fr_FR.utf8@euro
fr_LU
fr_LU@euro
fr_LU.utf8
fr_LU.utf8@euro
ga_IE
ga_IE@euro
ga_IE.utf8
ga_IE.utf8@euro
```

```
gl_ES
gl_ES@euro
gl_ES.utf8
gl_ES.utf8@euro
gv_GB
gv_GB.utf8
he_IL
he_IL.utf8
hi_IN
hr_HR
hr_HR.utf8
hu_HU
hu_HU.utf8
id_ID
id_ID.utf8
is_IS
is_IS.utf8
it_CH
it_CH.utf8
it_IT
it_IT@euro
it_IT.utf8
it_IT.utf8@euro
iw_IL
iw_IL.utf8
ja_JP.eucjp
ja_JP.utf8
ka_GE
kl_GL
kl_GL.utf8
ko_KR.euckr
ko_KR.utf8
kw_GB
kw_GB.utf8
lt_LT
lt_LT.utf8
lv_LV
lv_LV.utf8
mi_NZ
mk_MK
mk_MK.utf8
mr_IN
ms_MY
ms_MY.utf8
mt_MT
mt_MT.utf8
nl_BE
nl_BE@euro
nl_BE.utf8
nl_BE.utf8@euro
nl_NL
nl_NL@euro
nl_NL.utf8
nl_NL.utf8@euro
nn_NO
nn_NO.utf8
no_NO
no_NO.utf8
oc_FR
pl_PL
pl_PL.utf8
POSIX
```

```
pt_BR
pt_BR.utf8
pt_PT
pt_PT@euro
pt_PT.utf8
pt_PT.utf8@euro
ro_RO
ro_RO.utf8
ru_RU
ru_RU.koi8r
ru_RU.utf8
ru_UA
ru_UA.utf8
se_NO
sk_SK
sk_SK.utf8
sl_SI
sl_SI.utf8
sq_AL
sq_AL.utf8
sr_YU
sr_YU@cyrillic
sr_YU.utf8
sr_YU.utf8@cyrillic
sv_FI
sv_FI@euro
sv_FI.utf8
sv_FI.utf8@euro
sv_SE
sv_SE.iso885915
sv_SE.utf8
ta_IN
te_IN
tg_TJ
th_TH
th_TH.utf8
tl_PH
tr_TR
tr_TR.utf8
uk_UA
uk_UA.utf8
ur_PK
uz_UZ
vi_VN
vi_VN.tcvn
wa_BE
wa_BE@euro
yi_US
zh_CN
zh_CN.gb18030
zh_CN.gbk
zh_CN.utf8
zh_HK
zh_HK.utf8
zh_TW
zh_TW.euctw
zh_TW.utf8
```

- `locale` displays environmental variables that impact how locale("") will be deduced.

```
LANG=en_US
```

```
LC_CTYPE="en_US"
LC_NUMERIC="en_US"
LC_TIME="en_US"
LC_COLLATE="en_US"
LC_MONETARY="en_US"
LC_MESSAGES="en_US"
LC_PAPER="en_US"
LC_NAME="en_US"
LC_ADDRESS="en_US"
LC_TELEPHONE="en_US"
LC_MEASUREMENT="en_US"
LC_IDENTIFICATION="en_US"
LC_ALL=
```

From Josuttis, p. 697-698, which says, that "there is only *one* relation (of the C++ locale mechanism) to the C locale mechanism: the global C locale is modified if a named C++ locale object is set as the global locale" (emphasis Paolo), that is:

```
std::locale::global(std::locale(""));
```

affects the C functions as if the following call was made:

```
std::setlocale(LC_ALL, "");
```

On the other hand, there is *no* vice versa, that is, calling setlocale has *no* whatsoever on the C++ locale mechanism, in particular on the working of locale(""), which constructs the locale object from the environment of the running program, that is, in practice, the set of LC_ALL, LANG, etc. variable of the shell.

8.1.1.4 Future

- Locale initialization: at what point does _S_classic, _S_global get initialized? Can named locales assume this initialization has already taken place?
- Document how named locales error check when filling data members. I.e., a fr_FR locale that doesn't have numpunct::truename(): does it use "true"? Or is it a blank string? What's the convention?
- Explain how locale aliasing happens. When does "de_DE" use "de" information? What is the rule for locales composed of just an ISO language code (say, "de") and locales with both an ISO language code and ISO country code (say, "de_DE").
- What should non-required facet instantiations do? If the generic implementation is provided, then how to end-users provide specializations?

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8.2 Facets

8.2.1 ctype

8.2.1.1 Implementation

8.2.1.1.1 Specializations

For the required specialization codecvt<wchar_t, char, mbstate_t> , conversions are made between the internal character set (always UCS4 on GNU/Linux) and whatever the currently selected locale for the LC_CTYPE category implements.

The two required specializations are implemented as follows:

`ctype<char>`

This is simple specialization. Implementing this was a piece of cake.

`ctype<wchar_t>`

This specialization, by specifying all the template parameters, pretty much ties the hands of implementors. As such, the implementation is straightforward, involving mcsrtombs for the conversions between char to wchar_t and wcsrtombs for conversions between wchar_t and char.

Neither of these two required specializations deals with Unicode characters.

8.2.1.2 Future

- How to deal with the global locale issue?
- How to deal with different types than char, wchar_t?
- Overlap between codecvt/ctype: narrow/widen
- Mask typedef in codecvt_base, argument types in codecvt. what is know about this type?
- Why mask* argument in codecvt?
- Can this be made (more) generic? is there a simple way to straighten out the configure-time mess that is a by-product of this class?
- Get the ctype<wchar_t>::mask stuff under control. Need to make some kind of static table, and not do lookup every time somebody hits the do_is... functions. Too bad we can't just redefine mask for ctype<wchar_t>
- Rename abstract base class. See if just smash-overriding is a better approach. Clarify, add sanity to naming.

8.2.1.3 Bibliography

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8.2.2 codecvt

The standard class codecvt attempts to address conversions between different character encoding schemes. In particular, the standard attempts to detail conversions between the implementation-defined wide characters (hereafter referred to as wchar_t) and the standard type char that is so beloved in classic 'C' (which can now be referred to as narrow characters.) This document attempts to describe how the GNU libstdc++ implementation deals with the conversion between wide and narrow characters, and also presents a framework for dealing with the huge number of other encodings that iconv can convert, including Unicode and UTF8. Design issues and requirements are addressed, and examples of correct usage for both the required specializations for wide and narrow characters and the implementation-provided extended functionality are given.

8.2.2.1 Requirements

Around page 425 of the C++ Standard, this charming heading comes into view:

> 22.2.1.5 - Template class codecvt

The text around the codecvt definition gives some clues:

> *-1- The class codecvt<internT,externT,stateT> is for use when converting from one codeset to another, such as from wide characters to multibyte characters, between wide character encodings such as Unicode and EUC.*

Hmm. So, in some unspecified way, Unicode encodings and translations between other character sets should be handled by this class.

> *-2- The stateT argument selects the pair of codesets being mapped between.*

Ah ha! Another clue...

> *-3- The instantiations required in the Table ?? (lib.locale.category), namely codecvt<wchar_t,char,mbstate_t> and codecvt<char,char,mbstate_t>, convert the implementation-defined native character set. codecvt<char,char,mbstate_t> implements a degenerate conversion; it does not convert at all. codecvt<wchar_t,char,mbstate_t> converts between the native character sets for tiny and wide characters. Instantiations on mbstate_t perform conversion between encodings known to the library implementor. Other encodings can be converted by specializing on a user-defined stateT type. The stateT object can contain any state that is useful to communicate to or from the specialized do_convert member.*

At this point, a couple points become clear:

One: The standard clearly implies that attempts to add non-required (yet useful and widely used) conversions need to do so through the third template parameter, stateT.

Two: The required conversions, by specifying mbstate_t as the third template parameter, imply an implementation strategy that is mostly (or wholly) based on the underlying C library, and the functions mcsrtombs and wcsrtombs in particular.

8.2.2.2 Design

8.2.2.2.1 wchar_t Size

The simple implementation detail of wchar_t's size seems to repeatedly confound people. Many systems use a two byte, unsigned integral type to represent wide characters, and use an internal encoding of Unicode or UCS2. (See AIX, Microsoft NT, Java, others.) Other systems, use a four byte, unsigned integral type to represent wide characters, and use an internal encoding of UCS4. (GNU/Linux systems using glibc, in particular.) The C programming language (and thus C++) does not specify a specific size for the type wchar_t.

Thus, portable C++ code cannot assume a byte size (or endianness) either.

8.2.2.2.2 Support for Unicode

Probably the most frequently asked question about code conversion is: "So dudes, what's the deal with Unicode strings?" The dude part is optional, but apparently the usefulness of Unicode strings is pretty widely appreciated. Sadly, this specific encoding (And other useful encodings like UTF8, UCS4, ISO 8859-10, etc etc etc) are not mentioned in the C++ standard.

A couple of comments:

The thought that all one needs to convert between two arbitrary codesets is two types and some kind of state argument is unfortunate. In particular, encodings may be stateless. The naming of the third parameter as stateT is unfortunate, as what is really needed is some kind of generalized type that accounts for the issues that abstract encodings will need. The minimum information that is required includes:

- Identifiers for each of the codesets involved in the conversion. For example, using the iconv family of functions from the Single Unix Specification (what used to be called X/Open) hosted on the GNU/Linux operating system allows bi-directional mapping between far more than the following tantalizing possibilities:

  (An edited list taken from `iconv --list` on a Red Hat 6.2/Intel system:

  ```
  8859_1, 8859_9, 10646-1:1993, 10646-1:1993/UCS4, ARABIC, ARABIC7,
  ASCII, EUC-CN, EUC-JP, EUC-KR, EUC-TW, GREEK-CCIcode, GREEK, GREEK7-OLD,
  GREEK7, GREEK8, HEBREW, ISO-8859-1, ISO-8859-2, ISO-8859-3,
  ISO-8859-4, ISO-8859-5, ISO-8859-6, ISO-8859-7, ISO-8859-8,
  ISO-8859-9, ISO-8859-10, ISO-8859-11, ISO-8859-13, ISO-8859-14,
  ISO-8859-15, ISO-10646, ISO-10646/UCS2, ISO-10646/UCS4,
  ISO-10646/UTF-8, ISO-10646/UTF8, SHIFT-JIS, SHIFT_JIS, UCS-2, UCS-4,
  UCS2, UCS4, UNICODE, UNICODEBIG, UNICODELIcodeLE, US-ASCII, US, UTF-8,
  UTF-16, UTF8, UTF16).
  ```

  For iconv-based implementations, string literals for each of the encodings (i.e. "UCS-2" and "UTF-8") are necessary, although for other, non-iconv implementations a table of enumerated values or some other mechanism may be required.

- Maximum length of the identifying string literal.
- Some encodings require explicit endian-ness. As such, some kind of endian marker or other byte-order marker will be necessary. See "Footnotes for C/C++ developers" in Haible for more information on UCS-2/Unicode endian issues. (Summary: big endian seems most likely, however implementations, most notably Microsoft, vary.)
- Types representing the conversion state, for conversions involving the machinery in the "C" library, or the conversion descriptor, for conversions using iconv (such as the type iconv_t.) Note that the conversion descriptor encodes more information than a simple encoding state type.
- Conversion descriptors for both directions of encoding. (i.e., both UCS-2 to UTF-8 and UTF-8 to UCS-2.)
- Something to indicate if the conversion requested if valid.
- Something to represent if the conversion descriptors are valid.
- Some way to enforce strict type checking on the internal and external types. As part of this, the size of the internal and external types will need to be known.

8.2.2.2.3 Other Issues

In addition, multi-threaded and multi-locale environments also impact the design and requirements for code conversions. In particular, they affect the required specialization codecvt<wchar_t, char, mbstate_t> when implemented using standard "C" functions.

Three problems arise, one big, one of medium importance, and one small.

First, the small: mcsrtombs and wcsrtombs may not be multithread-safe on all systems required by the GNU tools. For GNU/Linux and glibc, this is not an issue.

Of medium concern, in the grand scope of things, is that the functions used to implement this specialization work on null-terminated strings. Buffers, especially file buffers, may not be null-terminated, thus giving conversions that end prematurely or are otherwise incorrect. Yikes!

The last, and fundamental problem, is the assumption of a global locale for all the "C" functions referenced above. For something like C++ iostreams (where codecvt is explicitly used) the notion of multiple locales is fundamental. In practice, most users may not run into this limitation. However, as a quality of implementation issue, the GNU C++ library would like to offer a solution that allows multiple locales and or simultaneous usage with computationally correct results. In short, libstdc++ is trying to offer, as an option, a high-quality implementation, damn the additional complexity!

For the required specialization codecvt<wchar_t, char, mbstate_t> , conversions are made between the internal character set (always UCS4 on GNU/Linux) and whatever the currently selected locale for the LC_CTYPE category implements.

8.2.2.3 Implementation

The two required specializations are implemented as follows:

```
codecvt<char, char, mbstate_t>
```

This is a degenerate (i.e., does nothing) specialization. Implementing this was a piece of cake.

```
codecvt<char, wchar_t, mbstate_t>
```

This specialization, by specifying all the template parameters, pretty much ties the hands of implementors. As such, the implementation is straightforward, involving mcsrtombs for the conversions between char to wchar_t and wcsrtombs for conversions between wchar_t and char.

Neither of these two required specializations deals with Unicode characters. As such, libstdc++ implements a partial specialization of the codecvt class with and iconv wrapper class, encoding_state as the third template parameter.

This implementation should be standards conformant. First of all, the standard explicitly points out that instantiations on the third template parameter, stateT, are the proper way to implement non-required conversions. Second of all, the standard says (in Chapter 17) that partial specializations of required classes are a-ok. Third of all, the requirements for the stateT type elsewhere in the standard (see 21.1.2 traits typedefs) only indicate that this type be copy constructible.

As such, the type encoding_state is defined as a non-templatized, POD type to be used as the third type of a codecvt instantiation. This type is just a wrapper class for iconv, and provides an easy interface to iconv functionality.

There are two constructors for encoding_state:

```
encoding_state() :  __in_desc(0), __out_desc(0)
```

This default constructor sets the internal encoding to some default (currently UCS4) and the external encoding to whatever is returned by nl_langinfo(CODESET).

```
encoding_state(const char* __int, const char* __ext)
```

This constructor takes as parameters string literals that indicate the desired internal and external encoding. There are no defaults for either argument.

One of the issues with iconv is that the string literals identifying conversions are not standardized. Because of this, the thought of mandating and or enforcing some set of pre-determined valid identifiers seems iffy: thus, a more practical (and non-migraine inducing) strategy was implemented: end-users can specify any string (subject to a pre-determined length qualifier, currently 32 bytes) for encodings. It is up to the user to make sure that these strings are valid on the target system.

```
void _M_init()
```

Strangely enough, this member function attempts to open conversion descriptors for a given encoding_state object. If the conversion descriptors are not valid, the conversion descriptors returned will not be valid and the resulting calls to the codecvt conversion functions will return error.

```
bool _M_good()
```

Provides a way to see if the given encoding_state object has been properly initialized. If the string literals describing the desired internal and external encoding are not valid, initialization will fail, and this will return false. If the internal and external encodings

are valid, but iconv_open could not allocate conversion descriptors, this will also return false. Otherwise, the object is ready to convert and will return true.

```
encoding_state(const encoding_state&)
```

As iconv allocates memory and sets up conversion descriptors, the copy constructor can only copy the member data pertaining to the internal and external code conversions, and not the conversion descriptors themselves.

Definitions for all the required codecvt member functions are provided for this specialization, and usage of codecvt<internal character type, external character type, encoding_state> is consistent with other codecvt usage.

8.2.2.4 Use

A conversions involving string literal.

```
typedef codecvt_base::result                  result;
typedef unsigned short                        unicode_t;
typedef unicode_t                             int_type;
typedef char                                  ext_type;
typedef encoding_state                          state_type;
typedef codecvt<int_type, ext_type, state_type> unicode_codecvt;

const ext_type*       e_lit = "black pearl jasmine tea";
int                   size = strlen(e_lit);
int_type              i_lit_base[24] =
{ 25088, 27648, 24832, 25344, 27392, 8192, 28672, 25856, 24832, 29184,
  27648, 8192, 27136, 24832, 29440, 27904, 26880, 28160, 25856, 8192, 29696,
  25856, 24832, 2560
};
const int_type*       i_lit = i_lit_base;
const ext_type*       efrom_next;
const int_type*       ifrom_next;
ext_type*             e_arr = new ext_type[size + 1];
ext_type*             eto_next;
int_type*             i_arr = new int_type[size + 1];
int_type*             ito_next;

// construct a locale object with the specialized facet.
locale                loc(locale::classic(), new unicode_codecvt);
// sanity check the constructed locale has the specialized facet.
VERIFY( has_facet<unicode_codecvt>(loc) );
const unicode_codecvt& cvt = use_facet<unicode_codecvt>(loc);
// convert between const char* and unicode strings
unicode_codecvt::state_type state01("UNICODE", "ISO_8859-1");
initialize_state(state01);
result r1 = cvt.in(state01, e_lit, e_lit + size, efrom_next,
       i_arr, i_arr + size, ito_next);
VERIFY( r1 == codecvt_base::ok );
VERIFY( !int_traits::compare(i_arr, i_lit, size) );
VERIFY( efrom_next == e_lit + size );
VERIFY( ito_next == i_arr + size );
```

8.2.2.5 Future

- a. things that are sketchy, or remain unimplemented: do_encoding, max_length and length member functions are only weakly implemented. I have no idea how to do this correctly, and in a generic manner. Nathan?
- b. conversions involving std::string
  - how should operators != and == work for string of different/same encoding?

- what is equal? A byte by byte comparison or an encoding then byte comparison?
- conversions between narrow, wide, and unicode strings

- c. conversions involving std::filebuf and std::ostream
  - how to initialize the state object in a standards-conformant manner?
  - how to synchronize the "C" and "C++" conversion information?
  - wchar_t/char internal buffers and conversions between internal/external buffers?

8.2.2.6 Bibliography

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8.2.3 messages

The std::messages facet implements message retrieval functionality equivalent to Java's java.text.MessageFormat .using either GNU gettext or IEEE 1003.1-200 functions.

8.2.3.1 Requirements

The std::messages facet is probably the most vaguely defined facet in the standard library. It's assumed that this facility was built into the standard library in order to convert string literals from one locale to the other. For instance, converting the "C" locale's `const char* c = "please"` to a German-localized `"bitte"` during program execution.

> 22.2.7.1 - Template class messages [lib.locale.messages]

This class has three public member functions, which directly correspond to three protected virtual member functions.

The public member functions are:

```
catalog open(const string&, const locale&) const

string_type get(catalog, int, int, const string_type&) const

void close(catalog) const
```

While the virtual functions are:

```
catalog do_open(const string&, const locale&) const
```

-1- Returns: A value that may be passed to get() to retrieve a message, from the message catalog identified by the string name according to an implementation-defined mapping. The result can be used until it is passed to close(). Returns a value less than 0 if no such catalog can be opened.

```
string_type do_get(catalog, int, int, const string_type&) const
```

-3- Requires: A catalog cat obtained from open() and not yet closed. -4- Returns: A message identified by arguments set, msgid, and dfault, according to an implementation-defined mapping. If no such message can be found, returns dfault.

```
void do_close(catalog) const
```

-5- Requires: A catalog cat obtained from open() and not yet closed. -6- Effects: Releases unspecified resources associated with cat. -7- Notes: The limit on such resources, if any, is implementation-defined.

8.2.3.2 Design

A couple of notes on the standard.

First, why is `messages_base::catalog` specified as a typedef to int? This makes sense for implementations that use `catopen`, but not for others. Fortunately, it's not heavily used and so only a minor irritant.

Second, by making the member functions `const`, it is impossible to save state in them. Thus, storing away information used in the 'open' member function for use in 'get' is impossible. This is unfortunate.

The 'open' member function in particular seems to be oddly designed. The signature seems quite peculiar. Why specify a `const string&` argument, for instance, instead of just `const char*`? Or, why specify a `const locale&` argument that is to be used in the 'get' member function? How, exactly, is this locale argument useful? What was the intent? It might make sense if a locale argument was associated with a given default message string in the 'open' member function, for instance. Quite murky and unclear, on reflection.

Lastly, it seems odd that messages, which explicitly require code conversion, don't use the codecvt facet. Because the messages facet has only one template parameter, it is assumed that ctype, and not codecvt, is to be used to convert between character sets.

It is implicitly assumed that the locale for the default message string in 'get' is in the "C" locale. Thus, all source code is assumed to be written in English, so translations are always from "en_US" to other, explicitly named locales.

8.2.3.3 Implementation

8.2.3.3.1 Models

This is a relatively simple class, on the face of it. The standard specifies very little in concrete terms, so generic implementations that are conforming yet do very little are the norm. Adding functionality that would be useful to programmers and comparable to Java's java.text.MessageFormat takes a bit of work, and is highly dependent on the capabilities of the underlying operating system.

Three different mechanisms have been provided, selectable via configure flags:

- generic

  This model does very little, and is what is used by default.

- gnu

  The gnu model is complete and fully tested. It's based on the GNU gettext package, which is part of glibc. It uses the functions `textdomain, bindtextdomain, gettext` to implement full functionality. Creating message catalogs is a relatively straight-forward process and is lightly documented below, and fully documented in gettext's distributed documentation.

- ieee_1003.1-200x

  This is a complete, though untested, implementation based on the IEEE standard. The functions `catopen, catgets, catclose` are used to retrieve locale-specific messages given the appropriate message catalogs that have been constructed for their use. Note, the script `po2msg.sed` that is part of the gettext distribution can convert gettext catalogs into catalogs that `catopen` can use.

A new, standards-conformant non-virtual member function signature was added for 'open' so that a directory could be specified with a given message catalog. This simplifies calling conventions for the gnu model.

8.2.3.3.2 The GNU Model

The messages facet, because it is retrieving and converting between characters sets, depends on the ctype and perhaps the codecvt facet in a given locale. In addition, underlying "C" library locale support is necessary for more than just the `LC_MESSAGES` mask: `LC_CTYPE` is also necessary. To avoid any unpleasantness, all bits of the "C" mask (i.e. `LC_ALL`) are set before retrieving messages.

Making the message catalogs can be initially tricky, but become quite simple with practice. For complete info, see the gettext documentation. Here's an idea of what is required:

- Make a source file with the required string literals that need to be translated. See `intl/string_literals.cc` for an example.
- Make initial catalog (see "4 Making the PO Template File" from the gettext docs).

  ```
  xgettext --c++ --debug string_literals.cc -o libstdc++.pot
  ```

- Make language and country-specific locale catalogs.

  ```
  cp libstdc++.pot fr_FR.po
  cp libstdc++.pot de_DE.po
  ```

- Edit localized catalogs in emacs so that strings are translated.

  ```
  emacs fr_FR.po
  ```

- Make the binary mo files.

  ```
  msgfmt fr_FR.po -o fr_FR.mo
  msgfmt de_DE.po -o de_DE.mo
  ```

- Copy the binary files into the correct directory structure.

  ```
  cp fr_FR.mo (dir)/fr_FR/LC_MESSAGES/libstdc++.mo
  cp de_DE.mo (dir)/de_DE/LC_MESSAGES/libstdc++.mo
  ```

- Use the new message catalogs.

  ```
  locale loc_de("de_DE");
   use_facet<messages<char> >(loc_de).open("libstdc++", locale(), dir);
  ```

8.2.3.4 Use

A simple example using the GNU model of message conversion.

```
#include <iostream>
#include <locale>
using namespace std;

void test01()
{
  typedef messages<char>::catalog catalog;
```

```
  const char* dir =
  "/mnt/egcs/build/i686-pc-linux-gnu/libstdc++/po/share/locale";
  const locale loc_de("de_DE");
  const messages<char>& mssg_de = use_facet<messages<char> >(loc_de);

  catalog cat_de = mssg_de.open("libstdc++", loc_de, dir);
  string s01 = mssg_de.get(cat_de, 0, 0, "please");
  string s02 = mssg_de.get(cat_de, 0, 0, "thank you");
  cout << "please in german:" << s01 << '\n';
  cout << "thank you in german:" << s02 << '\n';
  mssg_de.close(cat_de);
}
```

8.2.3.5 Future

- Things that are sketchy, or remain unimplemented:
  - _M_convert_from_char, _M_convert_to_char are in flux, depending on how the library ends up doing character set conversions. It might not be possible to do a real character set based conversion, due to the fact that the template parameter for messages is not enough to instantiate the codecvt facet (1 supplied, need at least 2 but would prefer 3).
  - There are issues with gettext needing the global locale set to extract a message. This dependence on the global locale makes the current "gnu" model non MT-safe. Future versions of glibc, i.e. glibc 2.3.x will fix this, and the C++ library bits are already in place.
- Development versions of the GNU "C" library, glibc 2.3 will allow a more efficient, MT implementation of std::messages, and will allow the removal of the _M_name_messages data member. If this is done, it will change the library ABI. The C++ parts to support glibc 2.3 have already been coded, but are not in use: once this version of the "C" library is released, the marked parts of the messages implementation can be switched over to the new "C" library functionality.
- At some point in the near future, std::numpunct will probably use std::messages facilities to implement truename/falsename correctly. This is currently not done, but entries in libstdc++.pot have already been made for "true" and "false" string literals, so all that remains is the std::numpunct coding and the configure/make hassles to make the installed library search its own catalog. Currently the libstdc++.mo catalog is only searched for the testsuite cases involving messages members.
- The following member functions:

  ```
  catalog open(const basic_string<char>& __s, const locale& __loc) const
  catalog open(const basic_string<char>&, const locale&, const char*) const;
  ```

  Don't actually return a "value less than 0 if no such catalog can be opened" as required by the standard in the "gnu" model. As of this writing, it is unknown how to query to see if a specified message catalog exists using the gettext package.

8.2.3.6 Bibliography

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Chapter 9

Containers

9.1 Sequences

9.1.1 list

9.1.1.1 list::size() is O(n)

Yes it is, and that's okay. This is a decision that we preserved when we imported SGI's STL implementation. The following is quoted from their FAQ:

> The size() member function, for list and slist, takes time proportional to the number of elements in the list. This was a deliberate tradeoff. The only way to get a constant-time size() for linked lists would be to maintain an extra member variable containing the list's size. This would require taking extra time to update that variable (it would make splice() a linear time operation, for example), and it would also make the list larger. Many list algorithms don't require that extra word (algorithms that do require it might do better with vectors than with lists), and, when it is necessary to maintain an explicit size count, it's something that users can do themselves.
>
> This choice is permitted by the C++ standard. The standard says that size() 'should' be constant time, and 'should' does not mean the same thing as 'shall'. This is the officially recommended ISO wording for saying that an implementation is supposed to do something unless there is a good reason not to.
>
> One implication of linear time size(): you should never write
>
> ```
> if (L.size() == 0)
>     ...
> ```
>
> Instead, you should write
>
> ```
> if (L.empty())
>     ...
> ```

9.1.2 vector

9.1.2.1 Space Overhead Management

In this message to the list, Daniel Kostecky announced work on an alternate form of `std::vector` that would support hints on the number of elements to be over-allocated. The design was also described, along with possible implementation choices.

The first two alpha releases were announced here and here.

9.2 Associative

9.2.1 Insertion Hints

Section [23.1.2], Table 69, of the C++ standard lists this function for all of the associative containers (map, set, etc):

```
      a.insert(p,t);
```

where 'p' is an iterator into the container 'a', and 't' is the item to insert. The standard says that '`t` is inserted as close as possible to the position just prior to `p`.' (Library DR #233 addresses this topic, referring to N1780. Since version 4.2 GCC implements the resolution to DR 233, so that insertions happen as close as possible to the hint. For earlier releases the hint was only used as described below.

Here we'll describe how the hinting works in the libstdc++ implementation, and what you need to do in order to take advantage of it. (Insertions can change from logarithmic complexity to amortized constant time, if the hint is properly used.) Also, since the current implementation is based on the SGI STL one, these points may hold true for other library implementations also, since the HP/SGI code is used in a lot of places.

In the following text, the phrases *greater than* and *less than* refer to the results of the strict weak ordering imposed on the container by its comparison object, which defaults to (basically) '<'. Using those phrases is semantically sloppy, but I didn't want to get bogged down in syntax. I assume that if you are intelligent enough to use your own comparison objects, you are also intelligent enough to assign 'greater' and 'lesser' their new meanings in the next paragraph. *grin*

If the `hint` parameter ('p' above) is equivalent to:

- `begin()`, then the item being inserted should have a key less than all the other keys in the container. The item will be inserted at the beginning of the container, becoming the new entry at `begin()`.
- `end()`, then the item being inserted should have a key greater than all the other keys in the container. The item will be inserted at the end of the container, becoming the new entry before `end()`.
- neither `begin()` nor `end()`, then: Let `h` be the entry in the container pointed to by `hint`, that is, `h = *hint`. Then the item being inserted should have a key less than that of `h`, and greater than that of the item preceding `h`. The new item will be inserted between `h` and `h`'s predecessor.

For `multimap` and `multiset`, the restrictions are slightly looser: 'greater than' should be replaced by 'not less than'and 'less than' should be replaced by 'not greater than.' (Why not replace greater with greater-than-or-equal-to? You probably could in your head, but the mathematicians will tell you that it isn't the same thing.)

If the conditions are not met, then the hint is not used, and the insertion proceeds as if you had called `a.insert(t)` instead. (*Note* that GCC releases prior to 3.0.2 had a bug in the case with `hint == begin()` for the `map` and `set` classes. You should not use a hint argument in those releases.)

This behavior goes well with other containers' `insert()` functions which take an iterator: if used, the new item will be inserted before the iterator passed as an argument, same as the other containers.

Note also that the hint in this implementation is a one-shot. The older insertion-with-hint routines check the immediately surrounding entries to ensure that the new item would in fact belong there. If the hint does not point to the correct place, then no further local searching is done; the search begins from scratch in logarithmic time.

9.2.2 bitset

9.2.2.1 Size Variable

No, you cannot write code of the form

```
  #include <bitset>

  void foo (size_t n)
  {
std::bitset<n>   bits;
....
  }
```

because n must be known at compile time. Your compiler is correct; it is not a bug. That's the way templates work. (Yes, it *is* a feature.)

There are a couple of ways to handle this kind of thing. Please consider all of them before passing judgement. They include, in no chapterticular order:

- A very large N in bitset<N>.
- A container<bool>.
- Extremely weird solutions.

A very large N in bitset<N>. It has been pointed out a few times in newsgroups that N bits only takes up (N/8) bytes on most systems, and division by a factor of eight is pretty impressive when speaking of memory. Half a megabyte given over to a bitset (recall that there is zero space overhead for housekeeping info; it is known at compile time exactly how large the set is) will hold over four million bits. If you're using those bits as status flags (e.g., 'changed'/'unchanged' flags), that's a *lot* of state.

You can then keep track of the 'maximum bit used' during some testing runs on representative data, make note of how many of those bits really need to be there, and then reduce N to a smaller number. Leave some extra space, of course. (If you plan to write code like the incorrect example above, where the bitset is a local variable, then you may have to talk your compiler into allowing that much stack space; there may be zero space overhead, but it's all allocated inside the object.)

A container<bool>. The Committee made provision for the space savings possible with that (N/8) usage previously mentioned, so that you don't have to do wasteful things like Container<char> or Container<short int>. Specifically, vector<bool> is required to be specialized for that space savings.

The problem is that vector<bool> doesn't behave like a normal vector anymore. There have been journal articles which discuss the problems (the ones by Herb Sutter in the May and July/August 1999 issues of C++ Report cover it well). Future revisions of the ISO C++ Standard will change the requirement for vector<bool> specialization. In the meantime, deque<bool> is recommended (although its behavior is sane, you probably will not get the space savings, but the allocation scheme is different than that of vector).

Extremely weird solutions. If you have access to the compiler and linker at runtime, you can do something insane, like figuring out just how many bits you need, then writing a temporary source code file. That file contains an instantiation of bitset for the required number of bits, inside some wrapper functions with unchanging signatures. Have your program then call the compiler on that file using Position Independent Code, then open the newly-created object file and load those wrapper functions. You'll have an instantiation of bitset<N> for the exact N that you need at the time. Don't forget to delete the temporary files. (Yes, this *can* be, and *has been*, done.)

This would be the approach of either a visionary genius or a raving lunatic, depending on your programming and management style. Probably the latter.

Which of the above techniques you use, if any, are up to you and your intended application. Some time/space profiling is indicated if it really matters (don't just guess). And, if you manage to do anything along the lines of the third category, the author would love to hear from you...

Also note that the implementation of bitset used in libstdc++ has some extensions.

9.2.2.2 Type String

Bitmasks do not take char* nor const char* arguments in their constructors. This is something of an accident, but you can read about the problem: follow the library's 'Links' from the homepage, and from the C++ information 'defect reflector' link, select the library issues list. Issue number 116 describes the problem.

For now you can simply make a temporary string object using the constructor expression:

```
      std::bitset<5> b ( std::string(10110) );
```

instead of

```
      std::bitset<5> b ( 10110 );    // invalid
```

9.3 Interacting with C

9.3.1 Containers vs. Arrays

You're writing some code and can't decide whether to use builtin arrays or some kind of container. There are compelling reasons to use one of the container classes, but you're afraid that you'll eventually run into difficulties, change everything back to arrays, and then have to change all the code that uses those data types to keep up with the change.

If your code makes use of the standard algorithms, this isn't as scary as it sounds. The algorithms don't know, nor care, about the kind of 'container' on which they work, since the algorithms are only given endpoints to work with. For the container classes, these are iterators (usually `begin()` and `end()`, but not always). For builtin arrays, these are the address of the first element and the past-the-end element.

Some very simple wrapper functions can hide all of that from the rest of the code. For example, a pair of functions called `beginof` can be written, one that takes an array, another that takes a vector. The first returns a pointer to the first element, and the second returns the vector's `begin()` iterator.

The functions should be made template functions, and should also be declared inline. As pointed out in the comments in the code below, this can lead to `beginof` being optimized out of existence, so you pay absolutely nothing in terms of increased code size or execution time.

The result is that if all your algorithm calls look like

```
   std::transform(beginof(foo), endof(foo), beginof(foo), SomeFunction);
```

then the type of foo can change from an array of ints to a vector of ints to a deque of ints and back again, without ever changing any client code.

```
// beginof
template<typename T>
  inline typename vector<T>::iterator
  beginof(vector<T> &v)
  { return v.begin(); }

template<typename T, unsigned int sz>
  inline T*
  beginof(T (&array)[sz]) { return array; }

// endof
template<typename T>
  inline typename vector<T>::iterator
  endof(vector<T> &v)
  { return v.end(); }

template<typename T, unsigned int sz>
  inline T*
  endof(T (&array)[sz]) { return array + sz; }

// lengthof
template<typename T>
  inline typename vector<T>::size_type
  lengthof(vector<T> &v)
  { return v.size(); }
```

```
template<typename T, unsigned int sz>
  inline unsigned int
  lengthof(T (&)[sz]) { return sz; }
```

Astute readers will notice two things at once: first, that the container class is still a `vector<T>` instead of a more general `Container<T>`. This would mean that three functions for `deque` would have to be added, another three for `list`, and so on. This is due to problems with getting template resolution correct; I find it easier just to give the extra three lines and avoid confusion.

Second, the line

```
    inline unsigned int lengthof (T (&)[sz]) { return sz; }
```

looks just weird! Hint: unused parameters can be left nameless.

Chapter 10

Iterators

10.1 Predefined

10.1.1 Iterators vs. Pointers

The following FAQ entry points out that iterators are not implemented as pointers. They are a generalization of pointers, but they are implemented in libstdc++ as separate classes.

Keeping that simple fact in mind as you design your code will prevent a whole lot of difficult-to-understand bugs.

You can think of it the other way 'round, even. Since iterators are a generalization, that means that *pointers* are *iterators*, and that pointers can be used whenever an iterator would be. All those functions in the Algorithms sect1 of the Standard will work just as well on plain arrays and their pointers.

That doesn't mean that when you pass in a pointer, it gets wrapped into some special delegating iterator-to-pointer class with a layer of overhead. (If you think that's the case anywhere, you don't understand templates to begin with...) Oh, no; if you pass in a pointer, then the compiler will instantiate that template using T* as a type, and good old high-speed pointer arithmetic as its operations, so the resulting code will be doing exactly the same things as it would be doing if you had hand-coded it yourself (for the 273rd time).

How much overhead *is* there when using an iterator class? Very little. Most of the layering classes contain nothing but typedefs, and typedefs are "meta-information" that simply tell the compiler some nicknames; they don't create code. That information gets passed down through inheritance, so while the compiler has to do work looking up all the names, your runtime code does not. (This has been a prime concern from the beginning.)

10.1.2 One Past the End

This starts off sounding complicated, but is actually very easy, especially towards the end. Trust me.

Beginners usually have a little trouble understand the whole 'past-the-end' thing, until they remember their early algebra classes (see, they *told* you that stuff would come in handy!) and the concept of half-open ranges.

First, some history, and a reminder of some of the funkier rules in C and C++ for builtin arrays. The following rules have always been true for both languages:

1. You can point anywhere in the array, *or to the first element past the end of the array*. A pointer that points to one past the end of the array is guaranteed to be as unique as a pointer to somewhere inside the array, so that you can compare such pointers safely.
2. You can only dereference a pointer that points into an array. If your array pointer points outside the array -- even to just one past the end -- and you dereference it, Bad Things happen.

3. Strictly speaking, simply pointing anywhere else invokes undefined behavior. Most programs won't puke until such a pointer is actually dereferenced, but the standards leave that up to the platform.

The reason this past-the-end addressing was allowed is to make it easy to write a loop to go over an entire array, e.g., while (*d++ = *s++);.

So, when you think of two pointers delimiting an array, don't think of them as indexing 0 through n-1. Think of them as *boundary markers*:

```
 beginning            end
   |                   |
   |                   |               This is bad.  Always having to
   |                   |               remember to add or subtract one.
   |                   |               Off-by-one bugs very common here.
   V                   V
array of N elements
   |---|---|--...--|---|---|
   | 0 | 1 |  ...  |N-2|N-1|
   |---|---|--...--|---|---|

   ^                       ^
   |                       |
   |                       |           This is good.  This is safe.  This
   |                       |           is guaranteed to work.  Just don't
   |                       |           dereference 'end'.
 beginning               end
```

See? Everything between the boundary markers is chapter of the array. Simple.

Now think back to your junior-high school algebra course, when you were learning how to draw graphs. Remember that a graph terminating with a solid dot meant, "Everything up through this point," and a graph terminating with an open dot meant, "Everything up to, but not including, this point," respectively called closed and open ranges? Remember how closed ranges were written with brackets, *[a,b]*, and open ranges were written with parentheses, *(a,b)*?

The boundary markers for arrays describe a *half-open range*, starting with (and including) the first element, and ending with (but not including) the last element: *[beginning,end)*. See, I told you it would be simple in the end.

Iterators, and everything working with iterators, follows this same time-honored tradition. A container's `begin()` method returns an iterator referring to the first element, and its `end()` method returns a past-the-end iterator, which is guaranteed to be unique and comparable against any other iterator pointing into the middle of the container.

Container constructors, container methods, and algorithms, all take pairs of iterators describing a range of values on which to operate. All of these ranges are half-open ranges, so you pass the beginning iterator as the starting parameter, and the one-past-the-end iterator as the finishing parameter.

This generalizes very well. You can operate on sub-ranges quite easily this way; functions accepting a *[first,last)* range don't know or care whether they are the boundaries of an entire {array, sequence, container, whatever}, or whether they only enclose a few elements from the center. This approach also makes zero-length sequences very simple to recognize: if the two endpoints compare equal, then the {array, sequence, container, whatever} is empty.

Just don't dereference `end()`.

Chapter 11

Algorithms

The neatest accomplishment of the algorithms sect1 is that all the work is done via iterators, not containers directly. This means two important things:

1. Anything that behaves like an iterator can be used in one of these algorithms. Raw pointers make great candidates, thus built-in arrays are fine containers, as well as your own iterators.
2. The algorithms do not (and cannot) affect the container as a whole; only the things between the two iterator endpoints. If you pass a range of iterators only enclosing the middle third of a container, then anything outside that range is inviolate.

Even strings can be fed through the algorithms here, although the string class has specialized versions of many of these functions (for example, `string::find()`). Most of the examples on this page will use simple arrays of integers as a playground for algorithms, just to keep things simple. The use of *N* as a size in the examples is to keep things easy to read but probably won't be valid code. You can use wrappers such as those described in the containers sect1 to keep real code readable.

The single thing that trips people up the most is the definition of *range* used with iterators; the famous "past-the-end" rule that everybody loves to hate. The iterators sect1 of this document has a complete explanation of this simple rule that seems to cause so much confusion. Once you get *range* into your head (it's not that hard, honest!), then the algorithms are a cakewalk.

11.1 Mutating

11.1.1 `swap`

11.1.1.1 Specializations

If you call `std::swap(x,y);` where x and y are standard containers, then the call will automatically be replaced by a call to `x.swap(y);` instead.

This allows member functions of each container class to take over, and containers' swap functions should have O(1) complexity according to the standard. (And while "should" allows implementations to behave otherwise and remain compliant, this implementation does in fact use constant-time swaps.) This should not be surprising, since for two containers of the same type to swap contents, only some internal pointers to storage need to be exchanged.

Chapter 12

Numerics

12.1 Complex

12.1.1 complex Processing

Using `complex<>` becomes even more comple- er, sorry, *complicated*, with the not-quite-gratuitously-incompatible addition of complex types to the C language. David Tribble has compiled a list of C++98 and C99 conflict points; his description of C's new type versus those of C++ and how to get them playing together nicely is here.

`complex<>` is intended to be instantiated with a floating-point type. As long as you meet that and some other basic requirements, then the resulting instantiation has all of the usual math operators defined, as well as definitions of `op<<` and `op>>` that work with iostreams: `op<<` prints `(u,v)` and `op>>` can read `u`, `(u)`, and `(u,v)`.

12.2 Generalized Operations

There are four generalized functions in the <numeric> header that follow the same conventions as those in <algorithm>. Each of them is overloaded: one signature for common default operations, and a second for fully general operations. Their names are self-explanatory to anyone who works with numerics on a regular basis:

- `accumulate`
- `inner_product`
- `chapterial_sum`
- `adjacent_difference`

Here is a simple example of the two forms of `accumulate`.

```
int   ar[50];
int   someval = somefunction();

// ...initialize members of ar to something...

int  sum       = std::accumulate(ar,ar+50,0);
int  sum_stuff = std::accumulate(ar,ar+50,someval);
int  product   = std::accumulate(ar,ar+50,1,std::multiplies<int>());
```

The first call adds all the members of the array, using zero as an initial value for `sum`. The second does the same, but uses `someval` as the starting value (thus, `sum_stuff == sum + someval`). The final call uses the second of the two signatures, and multiplies all the members of the array; here we must obviously use 1 as a starting value instead of 0.

The other three functions have similar dual-signature forms.

12.3 Interacting with C

12.3.1 Numerics vs. Arrays

One of the major reasons why FORTRAN can chew through numbers so well is that it is defined to be free of pointer aliasing, an assumption that C89 is not allowed to make, and neither is C++98. C99 adds a new keyword, `restrict`, to apply to individual pointers. The C++ solution is contained in the library rather than the language (although many vendors can be expected to add this to their compilers as an extension).

That library solution is a set of two classes, five template classes, and "a whole bunch" of functions. The classes are required to be free of pointer aliasing, so compilers can optimize the daylights out of them the same way that they have been for FORTRAN. They are collectively called `valarray`, although strictly speaking this is only one of the five template classes, and they are designed to be familiar to people who have worked with the BLAS libraries before.

12.3.2 C99

In addition to the other topics on this page, we'll note here some of the C99 features that appear in libstdc++.

The C99 features depend on the `--enable-c99` configure flag. This flag is already on by default, but it can be disabled by the user. Also, the configuration machinery will disable it if the necessary support for C99 (e.g., header files) cannot be found.

As of GCC 3.0, C99 support includes classification functions such as `isnormal`, `isgreater`, `isnan`, etc. The functions used for 'long long' support such as `strtoll` are supported, as is the `lldiv_t` typedef. Also supported are the wide character functions using 'long long', like `wcstoll`.

Chapter 13

Input and Output

13.1 Iostream Objects

To minimize the time you have to wait on the compiler, it's good to only include the headers you really need. Many people simply include <iostream> when they don't need to -- and that can *penalize your runtime as well.* Here are some tips on which header to use for which situations, starting with the simplest.

<*iosfwd*> should be included whenever you simply need the *name* of an I/O-related class, such as "ofstream" or "basic_streambuf". Like the name implies, these are forward declarations. (A word to all you fellow old school programmers: trying to forward declare classes like "class istream;" won't work. Look in the iosfwd header if you'd like to know why.) For example,

```
   #include <iosfwd>

   class MyClass
   {
....
std::ifstream&   input_file;
   };

   extern std::ostream& operator<< (std::ostream&, MyClass&);
```

<*ios*> declares the base classes for the entire I/O stream hierarchy, std::ios_base and std::basic_ios<charT>, the counting types std::streamoff and std::streamsize, the file positioning type std::fpos, and the various manipulators like std::hex, std::fixed, std::noshowbase, and so forth.

The ios_base class is what holds the format flags, the state flags, and the functions which change them (setf(), width(), precision(), etc). You can also store extra data and register callback functions through ios_base, but that has been historically underused. Anything which doesn't depend on the type of characters stored is consolidated here.

The template class basic_ios is the highest template class in the hierarchy; it is the first one depending on the character type, and holds all general state associated with that type: the pointer to the polymorphic stream buffer, the facet information, etc.

<*streambuf*> declares the template class basic_streambuf, and two standard instantiations, streambuf and wstreambuf. If you need to work with the vastly useful and capable stream buffer classes, e.g., to create a new form of storage transport, this header is the one to include.

<*istream*>/<*ostream*> are the headers to include when you are using the >>/<< interface, or any of the other abstract stream formatting functions. For example,

```
   #include <istream>

   std::ostream& operator<< (std::ostream& os, MyClass& c)
   {
      return os << c.data1() << c.data2();
   }
```

The std::istream and std::ostream classes are the abstract parents of the various concrete implementations. If you are only using the interfaces, then you only need to use the appropriate interface header.

<*iomanip*> provides "extractors and inserters that alter information maintained by class ios_base and its derived classes," such as std::setprecision and std::setw. If you need to write expressions like `os << setw(3);` or `is >> setbase(8);`, you must include <iomanip>.

<*sstream*>/<*fstream*> declare the six stringstream and fstream classes. As they are the standard concrete descendants of istream and ostream, you will already know about them.

Finally, <*iostream*> provides the eight standard global objects (cin, cout, etc). To do this correctly, this header also provides the contents of the <istream> and <ostream> headers, but nothing else. The contents of this header look like

```
  #include <ostream>
  #include <istream>

  namespace std
  {
extern istream cin;
extern ostream cout;
....

// this is explained below
static ios_base::Init __foo;    // not its real name
  }
```

Now, the runtime penalty mentioned previously: the global objects must be initialized before any of your own code uses them; this is guaranteed by the standard. Like any other global object, they must be initialized once and only once. This is typically done with a construct like the one above, and the nested class ios_base::Init is specified in the standard for just this reason.

How does it work? Because the header is included before any of your code, the *__foo* object is constructed before any of your objects. (Global objects are built in the order in which they are declared, and destroyed in reverse order.) The first time the constructor runs, the eight stream objects are set up.

The `static` keyword means that each object file compiled from a source file containing <iostream> will have its own private copy of *__foo*. There is no specified order of construction across object files (it's one of those pesky NP problems that make life so interesting), so one copy in each object file means that the stream objects are guaranteed to be set up before any of your code which uses them could run, thereby meeting the requirements of the standard.

The penalty, of course, is that after the first copy of *__foo* is constructed, all the others are just wasted processor time. The time spent is merely for an increment-and-test inside a function call, but over several dozen or hundreds of object files, that time can add up. (It's not in a tight loop, either.)

The lesson? Only include <iostream> when you need to use one of the standard objects in that source file; you'll pay less startup time. Only include the header files you need to in general; your compile times will go down when there's less parsing work to do.

13.2 Stream Buffers

13.2.1 Derived streambuf Classes

Creating your own stream buffers for I/O can be remarkably easy. If you are interested in doing so, we highly recommend two very excellent books: Standard C++ IOStreams and Locales by Langer and Kreft, ISBN 0-201-18395-1, and The C++ Standard Library by Nicolai Josuttis, ISBN 0-201-37926-0. Both are published by Addison-Wesley, who isn't paying us a cent for saying that, honest.

Here is a simple example, io/outbuf1, from the Josuttis text. It transforms everything sent through it to uppercase. This version assumes many things about the nature of the character type being used (for more information, read the books or the newsgroups):

```
  #include <iostream>
  #include <streambuf>
```

```
  #include <locale>
  #include <cstdio>

  class outbuf : public std::streambuf
  {
    protected:
/* central output function
 * - print characters in uppercase mode
 */
virtual int_type overflow (int_type c) {
    if (c != EOF) {
  // convert lowercase to uppercase
  c = std::toupper(static_cast<char>(c),getloc());

  // and write the character to the standard output
  if (putchar(c) == EOF) {
      return EOF;
  }
    }
    return c;
}
  };

  int main()
  {
// create special output buffer
outbuf ob;
// initialize output stream with that output buffer
std::ostream out(&ob);

out << "31 hexadecimal: "
    << std::hex << 31 << std::endl;
return 0;
  }
```

Try it yourself! More examples can be found in 3.1.x code, in `include/ext/*_filebuf.h`, and in this article by James Kanze: Filtering Streambufs.

13.2.2 Buffering

First, are you sure that you understand buffering? Chaptericularly the fact that C++ may not, in fact, have anything to do with it?

The rules for buffering can be a little odd, but they aren't any different from those of C. (Maybe that's why they can be a bit odd.) Many people think that writing a newline to an output stream automatically flushes the output buffer. This is true only when the output stream is, in fact, a terminal and not a file or some other device -- and *that* may not even be true since C++ says nothing about files nor terminals. All of that is system-dependent. (The "newline-buffer-flushing only occurring on terminals" thing is mostly true on Unix systems, though.)

Some people also believe that sending `endl` down an output stream only writes a newline. This is incorrect; after a newline is written, the buffer is also flushed. Perhaps this is the effect you want when writing to a screen -- get the text out as soon as possible, etc -- but the buffering is largely wasted when doing this to a file:

```
output << "a line of text" << endl;
output << some_data_variable << endl;
output << "another line of text" << endl;
```

The proper thing to do in this case to just write the data out and let the libraries and the system worry about the buffering. If you need a newline, just write a newline:

```
output << "a line of text\n"
 << some_data_variable << '\n'
```

```
    << "another line of text\n";
```

I have also joined the output statements into a single statement. You could make the code prettier by moving the single newline to the start of the quoted text on the last line, for example.

If you do need to flush the buffer above, you can send an `endl` if you also need a newline, or just flush the buffer yourself:

```
output << ..... << flush;    // can use std::flush manipulator
output.flush();              // or call a member fn
```

On the other hand, there are times when writing to a file should be like writing to standard error; no buffering should be done because the data needs to appear quickly (a prime example is a log file for security-related information). The way to do this is just to turn off the buffering *before any I/O operations at all* have been done (note that opening counts as an I/O operation):

```
std::ofstream    os;
std::ifstream    is;
int   i;

os.rdbuf()->pubsetbuf(0,0);
is.rdbuf()->pubsetbuf(0,0);

os.open("/foo/bar/baz");
is.open("/qux/quux/quuux");
...
os << "this data is written immediately\n";
is >> i;   // and this will probably cause a disk read
```

Since all aspects of buffering are handled by a streambuf-derived member, it is necessary to get at that member with `rdbuf()`. Then the public version of `setbuf` can be called. The arguments are the same as those for the Standard C I/O Library function (a buffer area followed by its size).

A great deal of this is implementation-dependent. For example, `streambuf` does not specify any actions for its own `setbuf()`-ish functions; the classes derived from `streambuf` each define behavior that "makes sense" for that class: an argument of (0,0) turns off buffering for `filebuf` but does nothing at all for its siblings `stringbuf` and `strstreambuf`, and specifying anything other than (0,0) has varying effects. User-defined classes derived from `streambuf` can do whatever they want. (For `filebuf` and arguments for `(p,s)` other than zeros, libstdc++ does what you'd expect: the first `s` bytes of `p` are used as a buffer, which you must allocate and deallocate.)

A last reminder: there are usually more buffers involved than just those at the language/library level. Kernel buffers, disk buffers, and the like will also have an effect. Inspecting and changing those are system-dependent.

13.3 Memory Based Streams

13.3.1 Compatibility With strstream

Stringstreams (defined in the header `<sstream>`) are in this author's opinion one of the coolest things since sliced time. An example of their use is in the Received Wisdom section for Sect1 21 (Strings), describing how to format strings.

The quick definition is: they are siblings of ifstream and ofstream, and they do for `std::string` what their siblings do for files. All that work you put into writing << and >> functions for your classes now pays off *again!* Need to format a string before passing the string to a function? Send your stuff via << to an ostringstream. You've read a string as input and need to parse it? Initialize an istringstream with that string, and then pull pieces out of it with >>. Have a stringstream and need to get a copy of the string inside? Just call the `str()` member function.

This only works if you've written your <</>> functions correctly, though, and correctly means that they take istreams and ostreams as parameters, not *if* streams and *of* streams. If they take the latter, then your I/O operators will work fine with file streams, but with nothing else -- including stringstreams.

If you are a user of the strstream classes, you need to update your code. You don't have to explicitly append `ends` to terminate the C-style character array, you don't have to mess with "freezing" functions, and you don't have to manage the memory yourself. The strstreams have been officially deprecated, which means that 1) future revisions of the C++ Standard won't support them, and 2) if you use them, people will laugh at you.

13.4 File Based Streams

13.4.1 Copying a File

So you want to copy a file quickly and easily, and most important, completely portably. And since this is C++, you have an open ifstream (call it IN) and an open ofstream (call it OUT):

```
#include <fstream>

std::ifstream  IN ("input_file");
std::ofstream  OUT ("output_file");
```

Here's the easiest way to get it completely wrong:

```
OUT << IN;
```

For those of you who don't already know why this doesn't work (probably from having done it before), I invite you to quickly create a simple text file called "input_file" containing the sentence

```
    The quick brown fox jumped over the lazy dog.
```

surrounded by blank lines. Code it up and try it. The contents of "output_file" may surprise you.

Seriously, go do it. Get surprised, then come back. It's worth it.

The thing to remember is that the `basic_[io]stream` classes handle formatting, nothing else. In chapericular, they break up on whitespace. The actual reading, writing, and storing of data is handled by the `basic_streambuf` family. Fortunately, the `operator<<` is overloaded to take an ostream and a pointer-to-streambuf, in order to help with just this kind of "dump the data verbatim" situation.

Why a *pointer* to streambuf and not just a streambuf? Well, the [io]streams hold pointers (or references, depending on the implementation) to their buffers, not the actual buffers. This allows polymorphic behavior on the chapter of the buffers as well as the streams themselves. The pointer is easily retrieved using the `rdbuf()` member function. Therefore, the easiest way to copy the file is:

```
OUT << IN.rdbuf();
```

So what *was* happening with OUT<<IN? Undefined behavior, since that chapericular << isn't defined by the Standard. I have seen instances where it is implemented, but the character extraction process removes all the whitespace, leaving you with no blank lines and only "Thequickbrownfox...". With libraries that do not define that operator, IN (or one of IN's member pointers) sometimes gets converted to a void*, and the output file then contains a perfect text representation of a hexadecimal address (quite a big surprise). Others don't compile at all.

Also note that none of this is specific to o*f*streams. The operators shown above are all defined in the parent basic_ostream class and are therefore available with all possible descendants.

13.4.2 Binary Input and Output

The first and most important thing to remember about binary I/O is that opening a file with `ios::binary` is not, repeat *not*, the only thing you have to do. It is not a silver bullet, and will not allow you to use the <</>> operators of the normal fstreams to do binary I/O.

Sorry. Them's the breaks.

This isn't going to try and be a complete tutorial on reading and writing binary files (because "binary" covers a lot of ground), but we will try and clear up a couple of misconceptions and common errors.

First, `ios::binary` has exactly one defined effect, no more and no less. Normal text mode has to be concerned with the newline characters, and the runtime system will translate between (for example) '\n' and the appropriate end-of-line sequence (LF on Unix, CRLF on DOS, CR on Macintosh, etc). (There are other things that normal mode does, but that's the most obvious.)

Opening a file in binary mode disables this conversion, so reading a CRLF sequence under Windows won't accidentally get mapped to a '\n' character, etc. Binary mode is not supposed to suddenly give you a bitstream, and if it is doing so in your program then you've discovered a bug in your vendor's compiler (or some other chapter of the C++ implementation, possibly the runtime system).

Second, using << to write and >> to read isn't going to work with the standard file stream classes, even if you use `skipws` during reading. Why not? Because ifstream and ofstream exist for the purpose of *formatting*, not reading and writing. Their job is to interpret the data into text characters, and that's exactly what you don't want to happen during binary I/O.

Third, using the `get()` and `put()/write()` member functions still aren't guaranteed to help you. These are "unformatted" I/O functions, but still character-based. (This may or may not be what you want, see below.)

Notice how all the problems here are due to the inappropriate use of *formatting* functions and classes to perform something which *requires* that formatting not be done? There are a seemingly infinite number of solutions, and a few are listed here:

- 'Derive your own fstream-type classes and write your own <</>> operators to do binary I/O on whatever data types you're using.'

  This is a Bad Thing, because while the compiler would probably be just fine with it, other humans are going to be confused. The overloaded bitshift operators have a well-defined meaning (formatting), and this breaks it.

- 'Build the file structure in memory, then `mmap()` the file and copy the structure. '

  Well, this is easy to make work, and easy to break, and is pretty equivalent to using `::read()` and `::write()` directly, and makes no use of the iostream library at all...

- 'Use streambufs, that's what they're there for.'

  While not trivial for the beginner, this is the best of all solutions. The streambuf/filebuf layer is the layer that is responsible for actual I/O. If you want to use the C++ library for binary I/O, this is where you start.

How to go about using streambufs is a bit beyond the scope of this document (at least for now), but while streambufs go a long way, they still leave a couple of things up to you, the programmer. As an example, byte ordering is completely between you and the operating system, and you have to handle it yourself.

Deriving a streambuf or filebuf class from the standard ones, one that is specific to your data types (or an abstraction thereof) is probably a good idea, and lots of examples exist in journals and on Usenet. Using the standard filebufs directly (either by declaring your own or by using the pointer returned from an fstream's `rdbuf()`) is certainly feasible as well.

One area that causes problems is trying to do bit-by-bit operations with filebufs. C++ is no different from C in this respect: I/O must be done at the byte level. If you're trying to read or write a few bits at a time, you're going about it the wrong way. You must read/write an integral number of bytes and then process the bytes. (For example, the streambuf functions take and return variables of type `int_type`.)

Another area of problems is opening text files in binary mode. Generally, binary mode is intended for binary files, and opening text files in binary mode means that you now have to deal with all of those end-of-line and end-of-file problems that we mentioned before.

An instructive thread from comp.lang.c++.moderated delved off into this topic starting more or less at this post and continuing to the end of the thread. (The subject heading is "binary iostreams" on both comp.std.c++ and comp.lang.c++.moderated.) Take special note of the replies by James Kanze and Dietmar Kühl.

Briefly, the problems of byte ordering and type sizes mean that the unformatted functions like `ostream::put()` and `istream::get()` cannot safely be used to communicate between arbitrary programs, or across a network, or from one invocation of a program to another invocation of the same program on a different platform, etc.

13.5 Interacting with C

13.5.1 Using FILE* and file descriptors

See the extensions for using FILE and file descriptors with `ofstream` and `ifstream`.

13.5.2 Performance

Pathetic Performance? Ditch C.

It sounds like a flame on C, but it isn't. Really. Calm down. I'm just saying it to get your attention.

Because the C++ library includes the C library, both C-style and C++-style I/O have to work at the same time. For example:

```
#include <iostream>
#include <cstdio>

std::cout << "Hel";
std::printf ("lo, worl");
std::cout << "d!\n";
```

This must do what you think it does.

Alert members of the audience will immediately notice that buffering is going to make a hash of the output unless special steps are taken.

The special steps taken by libstdc++, at least for version 3.0, involve doing very little buffering for the standard streams, leaving most of the buffering to the underlying C library. (This kind of thing is tricky to get right.) The upside is that correctness is ensured. The downside is that writing through `cout` can quite easily lead to awful performance when the C++ I/O library is layered on top of the C I/O library (as it is for 3.0 by default). Some patches have been applied which improve the situation for 3.1.

However, the C and C++ standard streams only need to be kept in sync when both libraries' facilities are in use. If your program only uses C++ I/O, then there's no need to sync with the C streams. The right thing to do in this case is to call

```
#include any of the I/O headers such as ios, iostream, etc

std::ios::sync_with_stdio(false);
```

You must do this before performing any I/O via the C++ stream objects. Once you call this, the C++ streams will operate independently of the (unused) C streams. For GCC 3.x, this means that `cout` and company will become fully buffered on their own.

Note, by the way, that the synchronization requirement only applies to the standard streams (`cin`, `cout`, `cerr`, `clog`, and their wide-character counterchapters). File stream objects that you declare yourself have no such requirement and are fully buffered.

Chapter 14

Atomics

Facilities for atomic operations.

14.1 API Reference

All items are declared in the standard header file `atomic`.

Set of typedefs that map int to `atomic_int`, and so on for all builtin integral types. Global enumeration memory_order to control memory ordering. Also includes `atomic`, a class template with member functions such as `load` and `store` that is instantiable such that `atomic_int` is the base class of `atomic<int>`.

Full API details.

Chapter 15

Concurrency

Facilities for concurrent operation, and control thereof.

15.1 API Reference

All items are declared in one of four standard header files.

In header `mutex`, class template `mutex` and variants, class `once_flag`, and class template `unique_lock`.

In header `condition_variable`, classes `condition_variable` and `condition_variable_any`.

In header `thread`, class `thread` and namespace `this_thread`.

In header `future`, class template `future` and class template `shared_future`, class template `promise`, and `packaged_task`.

Full API details.

Part III

Extensions

Here we will make an attempt at describing the non-Standard extensions to the library. Some of these are from SGI's STL, some of these are GNU's, and some just seemed to appear on the doorstep.

Before you leap in and use any of these extensions, be aware of two things:

1. Non-Standard means exactly that.

   The behavior, and the very existence, of these extensions may change with little or no warning. (Ideally, the really good ones will appear in the next revision of C++.) Also, other platforms, other compilers, other versions of g++ or libstdc++ may not recognize these names, or treat them differently, or...

2. You should know how to access these headers properly.

Chapter 16

Compile Time Checks

Also known as concept checking.

In 1999, SGI added *concept checkers* to their implementation of the STL: code which checked the template parameters of instantiated pieces of the STL, in order to insure that the parameters being used met the requirements of the standard. For example, the Standard requires that types passed as template parameters to `vector` be 'Assignable' (which means what you think it means). The checking was done during compilation, and none of the code was executed at runtime.

Unfortunately, the size of the compiler files grew significantly as a result. The checking code itself was cumbersome. And bugs were found in it on more than one occasion.

The primary author of the checking code, Jeremy Siek, had already started work on a replacement implementation. The new code has been formally reviewed and accepted into the Boost libraries, and we are pleased to incorporate it into the GNU C++ library.

The new version imposes a much smaller space overhead on the generated object file. The checks are also cleaner and easier to read and understand.

They are off by default for all versions of GCC from 3.0 to 3.4 (the latest release at the time of writing). They can be enabled at configure time with --enable-concept-checks. You can enable them on a per-translation-unit basis with `#define _GLIBCXX_CONCEPT_CHECKS` for GCC 3.4 and higher (or with `#define _GLIBCPP_CONCEPT_CHECKS` for versions 3.1, 3.2 and 3.3).

Please note that the upcoming C++ standard has first-class support for template parameter constraints based on concepts in the core language. This will obviate the need for the library-simulated concept checking described above.

Chapter 17

Debug Mode

17.1 Intro

By default, libstdc++ is built with efficiency in mind, and therefore performs little or no error checking that is not required by the C++ standard. This means that programs that incorrectly use the C++ standard library will exhibit behavior that is not portable and may not even be predictable, because they tread into implementation-specific or undefined behavior. To detect some of these errors before they can become problematic, libstdc++ offers a debug mode that provides additional checking of library facilities, and will report errors in the use of libstdc++ as soon as they can be detected by emitting a description of the problem to standard error and aborting the program. This debug mode is available with GCC 3.4.0 and later versions.

The libstdc++ debug mode performs checking for many areas of the C++ standard, but the focus is on checking interactions among standard iterators, containers, and algorithms, including:

- *Safe iterators*: Iterators keep track of the container whose elements they reference, so errors such as incrementing a past-the-end iterator or dereferencing an iterator that points to a container that has been destructed are diagnosed immediately.
- *Algorithm preconditions*: Algorithms attempt to validate their input parameters to detect errors as early as possible. For instance, the `set_intersection` algorithm requires that its iterator parameters `first1` and `last1` form a valid iterator range, and that the sequence [`first1`, `last1`) is sorted according to the same predicate that was passed to `set_intersection`; the libstdc++ debug mode will detect an error if the sequence is not sorted or was sorted by a different predicate.

17.2 Semantics

A program that uses the C++ standard library correctly will maintain the same semantics under debug mode as it had with the normal (release) library. All functional and exception-handling guarantees made by the normal library also hold for the debug mode library, with one exception: performance guarantees made by the normal library may not hold in the debug mode library. For instance, erasing an element in a `std::list` is a constant-time operation in normal library, but in debug mode it is linear in the number of iterators that reference that particular list. So while your (correct) program won't change its results, it is likely to execute more slowly.

libstdc++ includes many extensions to the C++ standard library. In some cases the extensions are obvious, such as the hashed associative containers, whereas other extensions give predictable results to behavior that would otherwise be undefined, such as throwing an exception when a `std::basic_string` is constructed from a NULL character pointer. This latter category also includes implementation-defined and unspecified semantics, such as the growth rate of a vector. Use of these extensions is not considered incorrect, so code that relies on them will not be rejected by debug mode. However, use of these extensions may affect the portability of code to other implementations of the C++ standard library, and is therefore somewhat hazardous. For this reason, the libstdc++ debug mode offers a "pedantic" mode (similar to GCC's `-pedantic` compiler flag) that attempts to emulate the semantics guaranteed by the C++ standard. For instance, constructing a `std::basic_string` with a NULL character pointer would result in an exception under normal mode or non-pedantic debug mode (this is a libstdc++ extension), whereas under pedantic debug mode libstdc++ would signal an error. To enable the pedantic debug mode, compile your program

with both -D_GLIBCXX_DEBUG and -D_GLIBCXX_DEBUG_PEDANTIC . (N.B. In GCC 3.4.x and 4.0.0, due to a bug, -D-_GLIBXX_DEBUG_PEDANTIC was also needed. The problem has been fixed in GCC 4.0.1 and later versions.)

The following library components provide extra debugging capabilities in debug mode:

- std::basic_string (no safe iterators and see note below)
- std::bitset
- std::deque
- std::list
- std::map
- std::multimap
- std::multiset
- std::set
- std::vector
- std::unordered_map
- std::unordered_multimap
- std::unordered_set
- std::unordered_multiset

N.B. although there are precondition checks for some string operations, e.g. operator[], they will not always be run when using the char and wchar_t specialisations (std::string and std::wstring). This is because libstdc++ uses GCC's extern template extension to provide explicit instantiations of std::string and std::wstring, and those explicit instantiations don't include the debug-mode checks. If the containing functions are inlined then the checks will run, so compiling with -O1 might be enough to enable them. Alternatively -D_GLIBCXX_EXTERN_TEMPLATE=0 will suppress the declarations of the explicit instantiations and cause the functions to be instantiated with the debug-mode checks included, but this is unsupported and not guaranteed to work. For full debug-mode support you can use the __gnu_debug::basic_string debugging container directly, which always works correctly.

17.3 Using

17.3.1 Using the Debug Mode

To use the libstdc++ debug mode, compile your application with the compiler flag -D_GLIBCXX_DEBUG. Note that this flag changes the sizes and behavior of standard class templates such as std::vector, and therefore you can only link code compiled with debug mode and code compiled without debug mode if no instantiation of a container is passed between the two translation units.

By default, error messages are formatted to fit on lines of about 78 characters. The environment variable GLIBCXX_DEBUG_-MESSAGE_LENGTH can be used to request a different length.

17.3.2 Using a Specific Debug Container

When it is not feasible to recompile your entire application, or only specific containers need checking, debugging containers are available as GNU extensions. These debugging containers are functionally equivalent to the standard drop-in containers used in debug mode, but they are available in a separate namespace as GNU extensions and may be used in programs compiled with either release mode or with debug mode. The following table provides the names and headers of the debugging containers:

In addition, when compiling in C++0x mode, these additional containers have additional debug capability.

Container	Header	Debug container	Debug header
std::bitset	bitset	__gnu_debug::bitset	bitset
std::deque	deque	__gnu_debug::deque	deque
std::list	list	__gnu_debug::list	list
std::map	map	__gnu_debug::map	map
std::multimap	map	__gnu_debug::multimap	map
std::multiset	set	__gnu_debug::multiset	set
std::set	set	__gnu_debug::set	set
std::string	string	__gnu_debug::string	string
std::wstring	string	__gnu_debug::wstring	string
std::basic_string	string	__gnu_debug::basic_string	string
std::vector	vector	__gnu_debug::vector	vector

Table 17.1: Debugging Containers

Container	Header	Debug container	Debug header
std::unordered_map	unordered_map	__gnu_debug::unordered_map	unordered_map
std::unordered_multimap	unordered_map	__gnu_debug::unordered_multimap	unordered_map
std::unordered_set	unordered_set	__gnu_debug::unordered_set	unordered_set
std::unordered_multiset	unordered_set	__gnu_debug::unordered_multiset	unordered_set

Table 17.2: Debugging Containers C++0x

17.4 Design

17.4.1 Goals

The libstdc++ debug mode replaces unsafe (but efficient) standard containers and iterators with semantically equivalent safe standard containers and iterators to aid in debugging user programs. The following goals directed the design of the libstdc++ debug mode:

- *Correctness*: the libstdc++ debug mode must not change the semantics of the standard library for all cases specified in the ANSI/ISO C++ standard. The essence of this constraint is that any valid C++ program should behave in the same manner regardless of whether it is compiled with debug mode or release mode. In particular, entities that are defined in namespace std in release mode should remain defined in namespace std in debug mode, so that legal specializations of namespace std entities will remain valid. A program that is not valid C++ (e.g., invokes undefined behavior) is not required to behave similarly, although the debug mode will abort with a diagnostic when it detects undefined behavior.
- *Performance*: the additional of the libstdc++ debug mode must not affect the performance of the library when it is compiled in release mode. Performance of the libstdc++ debug mode is secondary (and, in fact, will be worse than the release mode).
- *Usability*: the libstdc++ debug mode should be easy to use. It should be easily incorporated into the user's development environment (e.g., by requiring only a single new compiler switch) and should produce reasonable diagnostics when it detects a problem with the user program. Usability also involves detection of errors when using the debug mode incorrectly, e.g., by linking a release-compiled object against a debug-compiled object if in fact the resulting program will not run correctly.
- *Minimize recompilation*: While it is expected that users recompile at least part of their program to use debug mode, the amount of recompilation affects the detect-compile-debug turnaround time. This indirectly affects the usefulness of the debug mode, because debugging some applications may require rebuilding a large amount of code, which may not be feasible when the suspect code may be very localized. There are several levels of conformance to this requirement, each with its own usability and implementation characteristics. In general, the higher-numbered conformance levels are more usable (i.e., require less recompilation) but are more complicated to implement than the lower-numbered conformance levels.
  1. *Full recompilation*: The user must recompile his or her entire application and all C++ libraries it depends on, including the C++ standard library that ships with the compiler. This must be done even if only a small part of the program can use debugging features.
  2. *Full user recompilation*: The user must recompile his or her entire application and all C++ libraries it depends on, but not the C++ standard library itself. This must be done even if only a small part of the program can use debugging features. This can be achieved given a full recompilation system by compiling two versions of the standard library when the compiler is installed and linking against the appropriate one, e.g., a multilibs approach.
  3. *Partial recompilation*: The user must recompile the parts of his or her application and the C++ libraries it depends on that will use the debugging facilities directly. This means that any code that uses the debuggable standard containers would need to be recompiled, but code that does not use them (but may, for instance, use IOStreams) would not have to be recompiled.
  4. *Per-use recompilation*: The user must recompile the parts of his or her application and the C++ libraries it depends on where debugging should occur, and any other code that interacts with those containers. This means that a set of translation units that accesses a particular standard container instance may either be compiled in release mode (no checking) or debug mode (full checking), but must all be compiled in the same way; a translation unit that does not see that standard container instance need not be recompiled. This also means that a translation unit *A* that contains a particular instantiation (say, `std::vector<int>`) compiled in release mode can be linked against a translation unit *B* that contains the same instantiation compiled in debug mode (a feature not present with partial recompilation). While this behavior is technically a violation of the One Definition Rule, this ability tends to be very important in practice. The libstdc++ debug mode supports this level of recompilation.
  5. *Per-unit recompilation*: The user must only recompile the translation units where checking should occur, regardless of where debuggable standard containers are used. This has also been dubbed "`-g` mode", because the `-g` compiler switch works in this way, emitting debugging information at a per--translation-unit granularity. We believe that this level of recompilation is in fact not possible if we intend to supply safe iterators, leave the program semantics unchanged, and not regress in performance under release mode because we cannot associate extra information with an iterator (to form a safe iterator) without either reserving that space in release mode (performance regression) or allocating extra memory associated with each iterator with `new` (changes the program semantics).

17.4.2 Methods

This section provides an overall view of the design of the libstdc++ debug mode and details the relationship between design decisions and the stated design goals.

17.4.2.1 The Wrapper Model

The libstdc++ debug mode uses a wrapper model where the debugging versions of library components (e.g., iterators and containers) form a layer on top of the release versions of the library components. The debugging components first verify that the operation is correct (aborting with a diagnostic if an error is found) and will then forward to the underlying release-mode container that will perform the actual work. This design decision ensures that we cannot regress release-mode performance (because the release-mode containers are left untouched) and partially enables mixing debug and release code at link time, although that will not be discussed at this time.

Two types of wrappers are used in the implementation of the debug mode: container wrappers and iterator wrappers. The two types of wrappers interact to maintain relationships between iterators and their associated containers, which are necessary to detect certain types of standard library usage errors such as dereferencing past-the-end iterators or inserting into a container using an iterator from a different container.

17.4.2.1.1 Safe Iterators

Iterator wrappers provide a debugging layer over any iterator that is attached to a particular container, and will manage the information detailing the iterator's state (singular, dereferenceable, etc.) and tracking the container to which the iterator is attached. Because iterators have a well-defined, common interface the iterator wrapper is implemented with the iterator adaptor class template `__gnu_debug::_Safe_iterator`, which takes two template parameters:

- `Iterator`: The underlying iterator type, which must be either the `iterator` or `const_iterator` typedef from the sequence type this iterator can reference.
- `Sequence`: The type of sequence that this iterator references. This sequence must be a safe sequence (discussed below) whose `iterator` or `const_iterator` typedef is the type of the safe iterator.

17.4.2.1.2 Safe Sequences (Containers)

Container wrappers provide a debugging layer over a particular container type. Because containers vary greatly in the member functions they support and the semantics of those member functions (especially in the area of iterator invalidation), container wrappers are tailored to the container they reference, e.g., the debugging version of `std::list` duplicates the entire interface of `std::list`, adding additional semantic checks and then forwarding operations to the real `std::list` (a public base class of the debugging version) as appropriate. However, all safe containers inherit from the class template `__gnu_debug::_Safe_sequence`, instantiated with the type of the safe container itself (an instance of the curiously recurring template pattern).

The iterators of a container wrapper will be safe iterators that reference sequences of this type and wrap the iterators provided by the release-mode base class. The debugging container will use only the safe iterators within its own interface (therefore requiring the user to use safe iterators, although this does not change correct user code) and will communicate with the release-mode base class with only the underlying, unsafe, release-mode iterators that the base class exports.

The debugging version of `std::list` will have the following basic structure:

```
template<typename _Tp, typename _Allocator = allocator<_Tp>
  class debug-list :
    public release-list<_Tp, _Allocator>,
    public __gnu_debug::_Safe_sequence<debug-list<_Tp, _Allocator> >
  {
    typedef release-list<_Tp, _Allocator> _Base;
    typedef debug-list<_Tp, _Allocator>   _Self;

  public:
```

```
    typedef __gnu_debug::_Safe_iterator<typename _Base::iterator, _Self>       iterator;
    typedef __gnu_debug::_Safe_iterator<typename _Base::const_iterator, _Self>  ↩
        const_iterator;

    // duplicate std::list interface with debugging semantics
  };
```

17.4.2.2 Precondition Checking

The debug mode operates primarily by checking the preconditions of all standard library operations that it supports. Preconditions that are always checked (regardless of whether or not we are in debug mode) are checked via the `__check_xxx` macros defined and documented in the source file `include/debug/debug.h`. Preconditions that may or may not be checked, depending on the debug-mode macro `_GLIBCXX_DEBUG`, are checked via the `__requires_xxx` macros defined and documented in the same source file. Preconditions are validated using any additional information available at run-time, e.g., the containers that are associated with a particular iterator, the position of the iterator within those containers, the distance between two iterators that may form a valid range, etc. In the absence of suitable information, e.g., an input iterator that is not a safe iterator, these precondition checks will silently succeed.

The majority of precondition checks use the aforementioned macros, which have the secondary benefit of having prewritten debug messages that use information about the current status of the objects involved (e.g., whether an iterator is singular or what sequence it is attached to) along with some static information (e.g., the names of the function parameters corresponding to the objects involved). When not using these macros, the debug mode uses either the debug-mode assertion macro `_GLIBCXX_DEBUG_ASSERT` , its pedantic cousin `_GLIBCXX_DEBUG_PEDASSERT`, or the assertion check macro that supports more advance formulation of error messages, `_GLIBCXX_DEBUG_VERIFY`. These macros are documented more thoroughly in the debug mode source code.

17.4.2.3 Release- and debug-mode coexistence

The libstdc++ debug mode is the first debug mode we know of that is able to provide the "Per-use recompilation" (4) guarantee, that allows release-compiled and debug-compiled code to be linked and executed together without causing unpredictable behavior. This guarantee minimizes the recompilation that users are required to perform, shortening the detect-compile-debug bug hunting cycle and making the debug mode easier to incorporate into development environments by minimizing dependencies.

Achieving link- and run-time coexistence is not a trivial implementation task. To achieve this goal we required a small extension to the GNU C++ compiler (since incorporated into the C++0x language specification, described in the GCC Manual for the C++ language as namespace association), and a complex organization of debug- and release-modes. The end result is that we have achieved per-use recompilation but have had to give up some checking of the `std::basic_string` class template (namely, safe iterators).

17.4.2.3.1 Compile-time coexistence of release- and debug-mode components

Both the release-mode components and the debug-mode components need to exist within a single translation unit so that the debug versions can wrap the release versions. However, only one of these components should be user-visible at any particular time with the standard name, e.g., `std::list`.

In release mode, we define only the release-mode version of the component with its standard name and do not include the debugging component at all. The release mode version is defined within the namespace `std`. Minus the namespace associations, this method leaves the behavior of release mode completely unchanged from its behavior prior to the introduction of the libstdc++ debug mode. Here's an example of what this ends up looking like, in C++.

```
namespace std
{
  template<typename _Tp, typename _Alloc = allocator<_Tp> >
    class list
    {
      // ...
     };
} // namespace std
```

In debug mode we include the release-mode container (which is now defined in the namespace `__norm`) and also the debug-mode container. The debug-mode container is defined within the namespace `__debug`, which is associated with namespace `std` via the C++0x namespace association language feature. This method allows the debug and release versions of the same component to coexist at compile-time and link-time without causing an unreasonable maintenance burden, while minimizing confusion. Again, this boils down to C++ code as follows:

```
namespace std
{
  namespace __norm
  {
    template<typename _Tp, typename _Alloc = allocator<_Tp> >
      class list
      {
  // ...
      };
  } // namespace __gnu_norm

  namespace __debug
  {
    template<typename _Tp, typename _Alloc = allocator<_Tp> >
      class list
      : public __norm::list<_Tp, _Alloc>,
  public __gnu_debug::_Safe_sequence<list<_Tp, _Alloc> >
      {
  // ...
      };
  } // namespace __norm

  // namespace __debug __attribute__ ((strong));
  inline namespace __debug { }
}
```

17.4.2.3.2 Link- and run-time coexistence of release- and debug-mode components

Because each component has a distinct and separate release and debug implementation, there is no issue with link-time coexistence: the separate namespaces result in different mangled names, and thus unique linkage.

However, components that are defined and used within the C++ standard library itself face additional constraints. For instance, some of the member functions of `std::moneypunct` return `std::basic_string`. Normally, this is not a problem, but with a mixed mode standard library that could be using either debug-mode or release-mode `basic_string` objects, things get more complicated. As the return value of a function is not encoded into the mangled name, there is no way to specify a release-mode or a debug-mode string. In practice, this results in runtime errors. A simplified example of this problem is as follows.

Take this translation unit, compiled in debug-mode:

```
// -D_GLIBCXX_DEBUG
#include <string>

std::string test02();

std::string test01()
{
  return test02();
}

int main()
{
  test01();
  return 0;
}
```

... and linked to this translation unit, compiled in release mode:

```
#include <string>

std::string
test02()
{
  return std::string("toast");
}
```

For this reason we cannot easily provide safe iterators for the `std::basic_string` class template, as it is present throughout the C++ standard library. For instance, locale facets define typedefs that include `basic_string`: in a mixed debug/release program, should that typedef be based on the debug-mode `basic_string` or the release-mode `basic_string`? While the answer could be "both", and the difference hidden via renaming a la the debug/release containers, we must note two things about locale facets:

1. They exist as shared state: one can create a facet in one translation unit and access the facet via the same type name in a different translation unit. This means that we cannot have two different versions of locale facets, because the types would not be the same across debug/release-mode translation unit barriers.
2. They have virtual functions returning strings: these functions mangle in the same way regardless of the mangling of their return types (see above), and their precise signatures can be relied upon by users because they may be overridden in derived classes.

With the design of libstdc++ debug mode, we cannot effectively hide the differences between debug and release-mode strings from the user. Failure to hide the differences may result in unpredictable behavior, and for this reason we have opted to only perform `basic_string` changes that do not require ABI changes. The effect on users is expected to be minimal, as there are simple alternatives (e.g., `__gnu_debug::basic_string`), and the usability benefit we gain from the ability to mix debug- and release-compiled translation units is enormous.

17.4.2.3.3 Alternatives for Coexistence

The coexistence scheme above was chosen over many alternatives, including language-only solutions and solutions that also required extensions to the C++ front end. The following is a partial list of solutions, with justifications for our rejection of each.

- *Completely separate debug/release libraries*: This is by far the simplest implementation option, where we do not allow any coexistence of debug- and release-compiled translation units in a program. This solution has an extreme negative affect on usability, because it is quite likely that some libraries an application depends on cannot be recompiled easily. This would not meet our *usability* or *minimize recompilation* criteria well.
- *Add a `Debug` boolean template parameter*: Partial specialization could be used to select the debug implementation when `Debug == true`, and the state of `_GLIBCXX_DEBUG` could decide whether the default `Debug` argument is `true` or `false`. This option would break conformance with the C++ standard in both debug *and* release modes. This would not meet our *correctness* criteria.
- *Packaging a debug flag in the allocators*: We could reuse the `Allocator` template parameter of containers by adding a sentinel wrapper `debug<>` that signals the user's intention to use debugging, and pick up the `debug<>` allocator wrapper in a partial specialization. However, this has two drawbacks: first, there is a conformance issue because the default allocator would not be the standard-specified `std::allocator<T>`. Secondly (and more importantly), users that specify allocators instead of implicitly using the default allocator would not get debugging containers. Thus this solution fails the *correctness* criteria.
- *Define debug containers in another namespace, and employ a `using` declaration (or directive)*: This is an enticing option, because it would eliminate the need for the `link_name` extension by aliasing the templates. However, there is no true template aliasing mechanism in C++, because both `using` directives and using declarations disallow specialization. This method fails the *correctness* criteria.
- *Use implementation-specific properties of anonymous namespaces.* See this post This method fails the *correctness* criteria.

- *Extension: allow reopening on namespaces*: This would allow the debug mode to effectively alias the namespace `std` to an internal namespace, such as `__gnu_std_debug`, so that it is completely separate from the release-mode `std` namespace. While this will solve some renaming problems and ensure that debug- and release-compiled code cannot be mixed unsafely, it ensures that debug- and release-compiled code cannot be mixed at all. For instance, the program would have two `std::cout` objects! This solution would fails the *minimize recompilation* requirement, because we would only be able to support option (1) or (2).
- *Extension: use link name*: This option involves complicated re-naming between debug-mode and release-mode components at compile time, and then a g++ extension called *link name* to recover the original names at link time. There are two drawbacks to this approach. One, it's very verbose, relying on macro renaming at compile time and several levels of include ordering. Two, ODR issues remained with container member functions taking no arguments in mixed-mode settings resulting in equivalent link names, `vector::push_back()` being one example. See link name

Other options may exist for implementing the debug mode, many of which have probably been considered and others that may still be lurking. This list may be expanded over time to include other options that we could have implemented, but in all cases the full ramifications of the approach (as measured against the design goals for a libstdc++ debug mode) should be considered first. The DejaGNU testsuite includes some testcases that check for known problems with some solutions (e.g., the `using` declaration solution that breaks user specialization), and additional testcases will be added as we are able to identify other typical problem cases. These test cases will serve as a benchmark by which we can compare debug mode implementations.

17.4.3 Other Implementations

There are several existing implementations of debug modes for C++ standard library implementations, although none of them directly supports debugging for programs using libstdc++. The existing implementations include:

- SafeSTL: SafeSTL was the original debugging version of the Standard Template Library (STL), implemented by Cay S. Horstmann on top of the Hewlett-Packard STL. Though it inspired much work in this area, it has not been kept up-to-date for use with modern compilers or C++ standard library implementations.
- STLport: STLport is a free implementation of the C++ standard library derived from the SGI implementation, and ported to many other platforms. It includes a debug mode that uses a wrapper model (that in some ways inspired the libstdc++ debug mode design), although at the time of this writing the debug mode is somewhat incomplete and meets only the "Full user recompilation" (2) recompilation guarantee by requiring the user to link against a different library in debug mode vs. release mode.
- Metrowerks CodeWarrior: The C++ standard library that ships with Metrowerks CodeWarrior includes a debug mode. It is a full debug-mode implementation (including debugging for CodeWarrior extensions) and is easy to use, although it meets only the "Full recompilation" (1) recompilation guarantee.

Chapter 18

Parallel Mode

The libstdc++ parallel mode is an experimental parallel implementation of many algorithms the C++ Standard Library.

Several of the standard algorithms, for instance `std::sort`, are made parallel using OpenMP annotations. These parallel mode constructs and can be invoked by explicit source declaration or by compiling existing sources with a specific compiler flag.

18.1 Intro

The following library components in the include `numeric` are included in the parallel mode:

- `std::accumulate`
- `std::adjacent_difference`
- `std::inner_product`
- `std::partial_sum`

The following library components in the include `algorithm` are included in the parallel mode:

- `std::adjacent_find`
- `std::count`
- `std::count_if`
- `std::equal`
- `std::find`
- `std::find_if`
- `std::find_first_of`
- `std::for_each`
- `std::generate`
- `std::generate_n`
- `std::lexicographical_compare`
- `std::mismatch`
- `std::search`

- `std::search_n`
- `std::transform`
- `std::replace`
- `std::replace_if`
- `std::max_element`
- `std::merge`
- `std::min_element`
- `std::nth_element`
- `std::partial_sort`
- `std::partition`
- `std::random_shuffle`
- `std::set_union`
- `std::set_intersection`
- `std::set_symmetric_difference`
- `std::set_difference`
- `std::sort`
- `std::stable_sort`
- `std::unique_copy`

18.2 Semantics

The parallel mode STL algorithms are currently not exception-safe, i.e. user-defined functors must not throw exceptions. Also, the order of execution is not guaranteed for some functions, of course. Therefore, user-defined functors should not have any concurrent side effects.

Since the current GCC OpenMP implementation does not support OpenMP parallel regions in concurrent threads, it is not possible to call parallel STL algorithm in concurrent threads, either. It might work with other compilers, though.

18.3 Using

18.3.1 Prerequisite Compiler Flags

Any use of parallel functionality requires additional compiler and runtime support, in particular support for OpenMP. Adding this support is not difficult: just compile your application with the compiler flag `-fopenmp`. This will link in `libgomp`, the GNU OpenMP implementation, whose presence is mandatory.

In addition, hardware that supports atomic operations and a compiler capable of producing atomic operations is mandatory: GCC defaults to no support for atomic operations on some common hardware architectures. Activating atomic operations may require explicit compiler flags on some targets (like sparc and x86), such as `-march=i686`, `-march=native` or `-mcpu=v9`. See the GCC manual for more information.

18.3.2 Using Parallel Mode

To use the libstdc++ parallel mode, compile your application with the prerequisite flags as detailed above, and in addition add `-D_GLIBCXX_PARALLEL`. This will convert all use of the standard (sequential) algorithms to the appropriate parallel equivalents. Please note that this doesn't necessarily mean that everything will end up being executed in a parallel manner, but rather that the heuristics and settings coded into the parallel versions will be used to determine if all, some, or no algorithms will be executed using parallel variants.

Note that the `_GLIBCXX_PARALLEL` define may change the sizes and behavior of standard class templates such as `std::search`, and therefore one can only link code compiled with parallel mode and code compiled without parallel mode if no instantiation of a container is passed between the two translation units. Parallel mode functionality has distinct linkage, and cannot be confused with normal mode symbols.

18.3.3 Using Specific Parallel Components

When it is not feasible to recompile your entire application, or only specific algorithms need to be parallel-aware, individual parallel algorithms can be made available explicitly. These parallel algorithms are functionally equivalent to the standard drop-in algorithms used in parallel mode, but they are available in a separate namespace as GNU extensions and may be used in programs compiled with either release mode or with parallel mode.

An example of using a parallel version of `std::sort`, but no other parallel algorithms, is:

```
#include <vector>
#include <parallel/algorithm>

int main()
{
  std::vector<int> v(100);

  // ...

  // Explicitly force a call to parallel sort.
  __gnu_parallel::sort(v.begin(), v.end());
  return 0;
}
```

Then compile this code with the prerequisite compiler flags (`-fopenmp` and any necessary architecture-specific flags for atomic operations.)

The following table provides the names and headers of all the parallel algorithms that can be used in a similar manner:

18.4 Design

18.4.1 Interface Basics

All parallel algorithms are intended to have signatures that are equivalent to the ISO C++ algorithms replaced. For instance, the `std::adjacent_find` function is declared as:

```
namespace std
{
  template<typename _FIter>
    _FIter
    adjacent_find(_FIter, _FIter);
}
```

Which means that there should be something equivalent for the parallel version. Indeed, this is the case:

Algorithm	Header	Parallel algorithm	Parallel header
std::accumulate	numeric	__gnu_parallel::accumulate	parallel/numeric
std::adjacent_difference	numeric	__gnu_parallel::adjacent_difference	parallel/numeric
std::inner_product	numeric	__gnu_parallel::inner_product	parallel/numeric
std::partial_sum	numeric	__gnu_parallel::partial_sum	parallel/numeric
std::adjacent_find	algorithm	__gnu_parallel::adjacent_find	parallel/algorithm
std::count	algorithm	__gnu_parallel::count	parallel/algorithm
std::count_if	algorithm	__gnu_parallel::count_if	parallel/algorithm
std::equal	algorithm	__gnu_parallel::equal	parallel/algorithm
std::find	algorithm	__gnu_parallel::find	parallel/algorithm
std::find_if	algorithm	__gnu_parallel::find_if	parallel/algorithm
std::find_first_of	algorithm	__gnu_parallel::find_first_of	parallel/algorithm
std::for_each	algorithm	__gnu_parallel::for_each	parallel/algorithm
std::generate	algorithm	__gnu_parallel::generate	parallel/algorithm
std::generate_n	algorithm	__gnu_parallel::generate_n	parallel/algorithm
std::lexicographical_compare	algorithm	__gnu_parallel::lexicographical_compare	parallel/algorithm
std::mismatch	algorithm	__gnu_parallel::mismatch	parallel/algorithm
std::search	algorithm	__gnu_parallel::search	parallel/algorithm
std::search_n	algorithm	__gnu_parallel::search_n	parallel/algorithm
std::transform	algorithm	__gnu_parallel::transform	parallel/algorithm
std::replace	algorithm	__gnu_parallel::replace	parallel/algorithm
std::replace_if	algorithm	__gnu_parallel::replace_if	parallel/algorithm
std::max_element	algorithm	__gnu_parallel::max_element	parallel/algorithm
std::merge	algorithm	__gnu_parallel::merge	parallel/algorithm
std::min_element	algorithm	__gnu_parallel::min_element	parallel/algorithm
std::nth_element	algorithm	__gnu_parallel::nth_element	parallel/algorithm
std::partial_sort	algorithm	__gnu_parallel::partial_sort	parallel/algorithm
std::partition	algorithm	__gnu_parallel::partition	parallel/algorithm
std::random_shuffle	algorithm	__gnu_parallel::random_shuffle	parallel/algorithm
std::set_union	algorithm	__gnu_parallel::set_union	parallel/algorithm
std::set_intersection	algorithm	__gnu_parallel::set_intersection	parallel/algorithm
std::set_symmetri-	algorithm	__gnu_parallel::s-	parallel/algorithm

```
namespace std
{
  namespace __parallel
  {
    template<typename _FIter>
      _FIter
      adjacent_find(_FIter, _FIter);

    ...
  }
}
```

But.... why the ellipses?

The ellipses in the example above represent additional overloads required for the parallel version of the function. These additional overloads are used to dispatch calls from the ISO C++ function signature to the appropriate parallel function (or sequential function, if no parallel functions are deemed worthy), based on either compile-time or run-time conditions.

The available signature options are specific for the different algorithms/algorithm classes.

The general view of overloads for the parallel algorithms look like this:

- ISO C++ signature
- ISO C++ signature + sequential_tag argument
- ISO C++ signature + algorithm-specific tag type (several signatures)

Please note that the implementation may use additional functions (designated with the `_switch` suffix) to dispatch from the ISO C++ signature to the correct parallel version. Also, some of the algorithms do not have support for run-time conditions, so the last overload is therefore missing.

18.4.2 Configuration and Tuning

18.4.2.1 Setting up the OpenMP Environment

Several aspects of the overall runtime environment can be manipulated by standard OpenMP function calls.

To specify the number of threads to be used for the algorithms globally, use the function `omp_set_num_threads`. An example:

```
#include <stdlib.h>
#include <omp.h>

int main()
{
  // Explicitly set number of threads.
  const int threads_wanted = 20;
  omp_set_dynamic(false);
  omp_set_num_threads(threads_wanted);

  // Call parallel mode algorithms.

  return 0;
}
```

Some algorithms allow the number of threads being set for a particular call, by augmenting the algorithm variant. See the next section for further information.

Other parts of the runtime environment able to be manipulated include nested parallelism (`omp_set_nested`), schedule kind (`omp_set_schedule`), and others. See the OpenMP documentation for more information.

18.4.2.2 Compile Time Switches

To force an algorithm to execute sequentially, even though parallelism is switched on in general via the macro _GLIBCXX_PARALLEL, add __gnu_parallel::sequential_tag() to the end of the algorithm's argument list.

Like so:

```
std::sort(v.begin(), v.end(), __gnu_parallel::sequential_tag());
```

Some parallel algorithm variants can be excluded from compilation by preprocessor defines. See the doxygen documentation on compiletime_settings.h and features.h for details.

For some algorithms, the desired variant can be chosen at compile-time by appending a tag object. The available options are specific to the particular algorithm (class).

For the "embarrassingly parallel" algorithms, there is only one "tag object type", the enum _Parallelism. It takes one of the following values, __gnu_parallel::parallel_tag, __gnu_parallel::balanced_tag, __gnu_parallel::unbalanced_tag, __gnu_parallel::omp_loop_tag, __gnu_parallel::omp_loop_static_tag. This means that the actual parallelization strategy is chosen at run-time. (Choosing the variants at compile-time will come soon.)

For the following algorithms in general, we have __gnu_parallel::parallel_tag and __gnu_parallel::default_parallel_tag, in addition to __gnu_parallel::sequential_tag. __gnu_parallel::default_parallel_tag chooses the default algorithm at compiletime, as does omitting the tag. __gnu_parallel::parallel_tag postpones the decision to runtime (see next section). For all tags, the number of threads desired for this call can optionally be passed to the respective tag's constructor.

The multiway_merge algorithm comes with the additional choices, __gnu_parallel::exact_tag and __gnu_parallel::sampling_tag. Exact and sampling are the two available splitting strategies.

For the sort and stable_sort algorithms, there are several additional choices, namely __gnu_parallel::multiway_mergesort_tag, __gnu_parallel::multiway_mergesort_exact_tag, __gnu_parallel::multiway_mergesort_sampling_tag, __gnu_parallel::quicksort_tag, and __gnu_parallel::balanced_quicksort_tag. Multiway mergesort comes with the two splitting strategies for multi-way merging. The quicksort options cannot be used for stable_sort.

18.4.2.3 Run Time Settings and Defaults

The default parallelization strategy, the choice of specific algorithm strategy, the minimum threshold limits for individual parallel algorithms, and aspects of the underlying hardware can be specified as desired via manipulation of __gnu_parallel::_Settings member data.

First off, the choice of parallelization strategy: serial, parallel, or heuristically deduced. This corresponds to __gnu_parallel::_Settings::algorithm_strategy and is a value of enum __gnu_parallel::_AlgorithmStrategy type. Choices include: heuristic, force_sequential, and force_parallel. The default is heuristic.

Next, the sub-choices for algorithm variant, if not fixed at compile-time. Specific algorithms like find or sort can be implemented in multiple ways: when this is the case, a __gnu_parallel::_Settings member exists to pick the default strategy. For example, __gnu_parallel::_Settings::sort_algorithm can have any values of enum __gnu_parallel::_SortAlgorithm MWMS, QS, or QS_BALANCED.

Likewise for setting the minimal threshold for algorithm parallelization. Parallelism always incurs some overhead. Thus, it is not helpful to parallelize operations on very small sets of data. Because of this, measures are taken to avoid parallelizing below a certain, pre-determined threshold. For each algorithm, a minimum problem size is encoded as a variable in the active __gnu_parallel::_Settings object. This threshold variable follows the following naming scheme: __gnu_parallel::_Settings::[algorithm]_minimal_n. So, for fill, the threshold variable is __gnu_parallel::_Settings::fill_minimal_n,

Finally, hardware details like L1/L2 cache size can be hardwired via __gnu_parallel::_Settings::L1_cache_size and friends.

All these configuration variables can be changed by the user, if desired. There exists one global instance of the class _Settings, i. e. it is a singleton. It can be read and written by calling __gnu_parallel::_Settings::get and __gnu_parallel::_Settings::set, respectively. Please note that the first call return a const object, so direct manipulation is forbidden. See settings.h for complete details.

A small example of tuning the default:

```
#include <parallel/algorithm>
#include <parallel/settings.h>

int main()
{
  __gnu_parallel::_Settings s;
  s.algorithm_strategy = __gnu_parallel::force_parallel;
  __gnu_parallel::_Settings::set(s);

  // Do work... all algorithms will be parallelized, always.

  return 0;
}
```

18.4.3 Implementation Namespaces

One namespace contain versions of code that are always explicitly sequential: `__gnu_serial`.

Two namespaces contain the parallel mode: `std::__parallel` and `__gnu_parallel`.

Parallel implementations of standard components, including template helpers to select parallelism, are defined in `namespace std::__parallel`. For instance, `std::transform` from `algorithm` has a parallel counterpart in `std::__parallel::transform` from `parallel/algorithm`. In addition, these parallel implementations are injected into `namespace __gnu_parallel` with using declarations.

Support and general infrastructure is in `namespace __gnu_parallel`.

More information, and an organized index of types and functions related to the parallel mode on a per-namespace basis, can be found in the generated source documentation.

18.5 Testing

Both the normal conformance and regression tests and the supplemental performance tests work.

To run the conformance and regression tests with the parallel mode active,

```
  make check-parallel
```

The log and summary files for conformance testing are in the `testsuite/parallel` directory.

To run the performance tests with the parallel mode active,

```
  make check-performance-parallel
```

The result file for performance testing are in the `testsuite` directory, in the file `libstdc++_performance.sum`. In addition, the policy-based containers have their own visualizations, which have additional software dependencies than the usual bare-boned text file, and can be generated by using the `make doc-performance` rule in the testsuite's Makefile.

18.6 Bibliography

[52] Johannes SinglerLeonor Frias, *Parallelization of Bulk Operations for STL Dictionaries* , Copyright © 2007 , Workshop on Highly Parallel Processing on a Chip (HPPC) 2007. (LNCS) .

[53] Johannes SinglerPeter SandersFelix Putze, *The Multi-Core Standard Template Library* , Copyright © 2007 , Euro-Par 2007: Parallel Processing. (LNCS 4641) .

Chapter 19

Profile Mode

19.1 Intro

Goal: Give performance improvement advice based on recognition of suboptimal usage patterns of the standard library.

Method: Wrap the standard library code. Insert calls to an instrumentation library to record the internal state of various components at interesting entry/exit points to/from the standard library. Process trace, recognize suboptimal patterns, give advice. For details, see paper presented at CGO 2009.

Strengths:

- Unintrusive solution. The application code does not require any modification.
- The advice is call context sensitive, thus capable of identifying precisely interesting dynamic performance behavior.
- The overhead model is pay-per-view. When you turn off a diagnostic class at compile time, its overhead disappears.

Drawbacks:

- You must recompile the application code with custom options.
- You must run the application on representative input. The advice is input dependent.
- The execution time will increase, in some cases by factors.

19.1.1 Using the Profile Mode

This is the anticipated common workflow for program `foo.cc`:

```
$ cat foo.cc
#include <vector>
int main() {
  vector<int> v;
  for (int k = 0; k < 1024; ++k) v.insert(v.begin(), k);
}

$ g++ -D_GLIBCXX_PROFILE foo.cc
$ ./a.out
$ cat libstdcxx-profile.txt
vector-to-list: improvement = 5: call stack = 0x804842c ...
    : advice = change std::vector to std::list
vector-size: improvement = 3: call stack = 0x804842c ...
    : advice = change initial container size from 0 to 1024
```

Anatomy of a warning:

- Warning id. This is a short descriptive string for the class that this warning belongs to. E.g., "vector-to-list".
- Estimated improvement. This is an approximation of the benefit expected from implementing the change suggested by the warning. It is given on a log10 scale. Negative values mean that the alternative would actually do worse than the current choice. In the example above, 5 comes from the fact that the overhead of inserting at the beginning of a vector vs. a list is around 1024 * 1024 / 2, which is around 10e5. The improvement from setting the initial size to 1024 is in the range of 10e3, since the overhead of dynamic resizing is linear in this case.
- Call stack. Currently, the addresses are printed without symbol name or code location attribution. Users are expected to postprocess the output using, for instance, addr2line.
- The warning message. For some warnings, this is static text, e.g., "change vector to list". For other warnings, such as the one above, the message contains numeric advice, e.g., the suggested initial size of the vector.

Three files are generated. `libstdcxx-profile.txt` contains human readable advice. `libstdcxx-profile.raw` contains implementation specific data about each diagnostic. Their format is not documented. They are sufficient to generate all the advice given in `libstdcxx-profile.txt`. The advantage of keeping this raw format is that traces from multiple executions can be aggregated simply by concatenating the raw traces. We intend to offer an external utility program that can issue advice from a trace. `libstdcxx-profile.conf.out` lists the actual diagnostic parameters used. To alter parameters, edit this file and rename it to `libstdcxx-profile.conf`.

Advice is given regardless whether the transformation is valid. For instance, we advise changing a map to an unordered_map even if the application semantics require that data be ordered. We believe such warnings can help users understand the performance behavior of their application better, which can lead to changes at a higher abstraction level.

19.1.2 Tuning the Profile Mode

Compile time switches and environment variables (see also file profiler.h). Unless specified otherwise, they can be set at compile time using -D_<name> or by setting variable <name> in the environment where the program is run, before starting execution.

- `_GLIBCXX_PROFILE_NO_<diagnostic>`: disable specific diagnostics. See section Diagnostics for possible values. (Environment variables not supported.)
- `_GLIBCXX_PROFILE_TRACE_PATH_ROOT`: set an alternative root path for the output files.
- _GLIBCXX_PROFILE_MAX_WARN_COUNT: set it to the maximum number of warnings desired. The default value is 10.
- `_GLIBCXX_PROFILE_MAX_STACK_DEPTH`: if set to 0, the advice will be collected and reported for the program as a whole, and not for each call context. This could also be used in continuous regression tests, where you just need to know whether there is a regression or not. The default value is 32.
- `_GLIBCXX_PROFILE_MEM_PER_DIAGNOSTIC`: set a limit on how much memory to use for the accounting tables for each diagnostic type. When this limit is reached, new events are ignored until the memory usage decreases under the limit. Generally, this means that newly created containers will not be instrumented until some live containers are deleted. The default is 128 MB.
- `_GLIBCXX_PROFILE_NO_THREADS`: Make the library not use threads. If thread local storage (TLS) is not available, you will get a preprocessor error asking you to set -D_GLIBCXX_PROFILE_NO_THREADS if your program is single-threaded. Multithreaded execution without TLS is not supported. (Environment variable not supported.)
- `_GLIBCXX_HAVE_EXECINFO_H`: This name should be defined automatically at library configuration time. If your library was configured without `execinfo.h`, but you have it in your include path, you can define it explicitly. Without it, advice is collected for the program as a whole, and not for each call context. (Environment variable not supported.)

Code Location	Use
libstdc++-v3/include/std/*	Preprocessor code to redirect to profile extension headers.
libstdc++-v3/include/profile/*	Profile extension public headers (map, vector, ...).
libstdc++-v3/include/profile/impl/*	Profile extension internals. Implementation files are only included from impl/profiler.h, which is the only file included from the public headers.

Table 19.1: Profile Code Location

19.2 Design

19.2.1 Wrapper Model

In order to get our instrumented library version included instead of the release one, we use the same wrapper model as the debug mode. We subclass entities from the release version. Wherever _GLIBCXX_PROFILE is defined, the release namespace is std::__norm, whereas the profile namespace is std::__profile. Using plain std translates into std::__profile.

Whenever possible, we try to wrap at the public interface level, e.g., in unordered_set rather than in hashtable, in order not to depend on implementation.

Mixing object files built with and without the profile mode must not affect the program execution. However, there are no guarantees to the accuracy of diagnostics when using even a single object not built with -D_GLIBCXX_PROFILE. Currently, mixing the profile mode with debug and parallel extensions is not allowed. Mixing them at compile time will result in preprocessor errors. Mixing them at link time is undefined.

19.2.2 Instrumentation

Instead of instrumenting every public entry and exit point, we chose to add instrumentation on demand, as needed by individual diagnostics. The main reason is that some diagnostics require us to extract bits of internal state that are particular only to that diagnostic. We plan to formalize this later, after we learn more about the requirements of several diagnostics.

All the instrumentation points can be switched on and off using -D[_NO]_GLIBCXX_PROFILE_<diagnostic> options. With all the instrumentation calls off, there should be negligible overhead over the release version. This property is needed to support diagnostics based on timing of internal operations. For such diagnostics, we anticipate turning most of the instrumentation off in order to prevent profiling overhead from polluting time measurements, and thus diagnostics.

All the instrumentation on/off compile time switches live in include/profile/profiler.h.

19.2.3 Run Time Behavior

For practical reasons, the instrumentation library processes the trace partially rather than dumping it to disk in raw form. Each event is processed when it occurs. It is usually attached a cost and it is aggregated into the database of a specific diagnostic class. The cost model is based largely on the standard performance guarantees, but in some cases we use knowledge about GCC's standard library implementation.

Information is indexed by (1) call stack and (2) instance id or address to be able to understand and summarize precise creation-use-destruction dynamic chains. Although the analysis is sensitive to dynamic instances, the reports are only sensitive to call context. Whenever a dynamic instance is destroyed, we accumulate its effect to the corresponding entry for the call stack of its constructor location.

For details, see paper presented at CGO 2009.

19.2.4 Analysis and Diagnostics

Final analysis takes place offline, and it is based entirely on the generated trace and debugging info in the application binary. See section Diagnostics for a list of analysis types that we plan to support.

The input to the analysis is a table indexed by profile type and call stack. The data type for each entry depends on the profile type.

19.2.5 Cost Model

While it is likely that cost models become complex as we get into more sophisticated analysis, we will try to follow a simple set of rules at the beginning.

- *Relative benefit estimation:* The idea is to estimate or measure the cost of all operations in the original scenario versus the scenario we advise to switch to. For instance, when advising to change a vector to a list, an occurrence of the `insert` method will generally count as a benefit. Its magnitude depends on (1) the number of elements that get shifted and (2) whether it triggers a reallocation.
- *Synthetic measurements:* We will measure the relative difference between similar operations on different containers. We plan to write a battery of small tests that compare the times of the executions of similar methods on different containers. The idea is to run these tests on the target machine. If this training phase is very quick, we may decide to perform it at library initialization time. The results can be cached on disk and reused across runs.
- *Timers:* We plan to use timers for operations of larger granularity, such as sort. For instance, we can switch between different sort methods on the fly and report the one that performs best for each call context.
- *Show stoppers:* We may decide that the presence of an operation nullifies the advice. For instance, when considering switching from `set` to `unordered_set`, if we detect use of operator `++`, we will simply not issue the advice, since this could signal that the use care require a sorted container.

19.2.6 Reports

There are two types of reports. First, if we recognize a pattern for which we have a substitute that is likely to give better performance, we print the advice and estimated performance gain. The advice is usually associated to a code position and possibly a call stack.

Second, we report performance characteristics for which we do not have a clear solution for improvement. For instance, we can point to the user the top 10 `multimap` locations which have the worst data locality in actual traversals. Although this does not offer a solution, it helps the user focus on the key problems and ignore the uninteresting ones.

19.2.7 Testing

First, we want to make sure we preserve the behavior of the release mode. You can just type "`make check-profile`", which builds and runs the whole test suite in profile mode.

Second, we want to test the correctness of each diagnostic. We created a `profile` directory in the test suite. Each diagnostic must come with at least two tests, one for false positives and one for false negatives.

19.3 Extensions for Custom Containers

Many large projects use their own data structures instead of the ones in the standard library. If these data structures are similar in functionality to the standard library, they can be instrumented with the same hooks that are used to instrument the standard library. The instrumentation API is exposed in file `profiler.h` (look for "Instrumentation hooks").

19.4 Empirical Cost Model

Currently, the cost model uses formulas with predefined relative weights for alternative containers or container implementations. For instance, iterating through a vector is X times faster than iterating through a list.

(Under development.) We are working on customizing this to a particular machine by providing an automated way to compute the actual relative weights for operations on the given machine.

(Under development.) We plan to provide a performance parameter database format that can be filled in either by hand or by an automated training mechanism. The analysis module will then use this database instead of the built in. generic parameters.

19.5 Implementation Issues

19.5.1 Stack Traces

Accurate stack traces are needed during profiling since we group events by call context and dynamic instance. Without accurate traces, diagnostics may be hard to interpret. For instance, when giving advice to the user it is imperative to reference application code, not library code.

Currently we are using the libc `backtrace` routine to get stack traces. `_GLIBCXX_PROFILE_STACK_DEPTH` can be set to 0 if you are willing to give up call context information, or to a small positive value to reduce run time overhead.

19.5.2 Symbolization of Instruction Addresses

The profiling and analysis phases use only instruction addresses. An external utility such as addr2line is needed to postprocess the result. We do not plan to add symbolization support in the profile extension. This would require access to symbol tables, debug information tables, external programs or libraries and other system dependent information.

19.5.3 Concurrency

Our current model is simplistic, but precise. We cannot afford to approximate because some of our diagnostics require precise matching of operations to container instance and call context. During profiling, we keep a single information table per diagnostic. There is a single lock per information table.

19.5.4 Using the Standard Library in the Instrumentation Implementation

As much as we would like to avoid uses of libstdc++ within our instrumentation library, containers such as unordered_map are very appealing. We plan to use them as long as they are named properly to avoid ambiguity.

19.5.5 Malloc Hooks

User applications/libraries can provide malloc hooks. When the implementation of the malloc hooks uses stdlibc++, there can be an infinite cycle between the profile mode instrumentation and the malloc hook code.

We protect against reentrance to the profile mode instrumentation code, which should avoid this problem in most cases. The protection mechanism is thread safe and exception safe. This mechanism does not prevent reentrance to the malloc hook itself, which could still result in deadlock, if, for instance, the malloc hook uses non-recursive locks. XXX: A definitive solution to this problem would be for the profile extension to use a custom allocator internally, and perhaps not to use libstdc++.

19.5.6 Construction and Destruction of Global Objects

The profiling library state is initialized at the first call to a profiling method. This allows us to record the construction of all global objects. However, we cannot do the same at destruction time. The trace is written by a function registered by `atexit`, thus invoked by `exit`.

19.6 Developer Information

19.6.1 Big Picture

The profile mode headers are included with `-D_GLIBCXX_PROFILE` through preprocessor directives in `include/std/*`.

Instrumented implementations are provided in `include/profile/*`. All instrumentation hooks are macros defined in `include/profile/profiler.h`.

All the implementation of the instrumentation hooks is in `include/profile/impl/*`. Although all the code gets included, thus is publicly visible, only a small number of functions are called from outside this directory. All calls to hook implementations must be done through macros defined in `profiler.h`. The macro must ensure (1) that the call is guarded against reentrance and (2) that the call can be turned off at compile time using a `-D_GLIBCXX_PROFILE_...` compiler option.

19.6.2 How To Add A Diagnostic

Let's say the diagnostic name is "magic".

If you need to instrument a header not already under `include/profile/*`, first edit the corresponding header under `include/std/` and add a preprocessor directive such as the one in `include/std/vector`:

```
#ifdef _GLIBCXX_PROFILE
# include <profile/vector>
#endif
```

If the file you need to instrument is not yet under `include/profile/`, make a copy of the one in `include/debug`, or the main implementation. You'll need to include the main implementation and inherit the classes you want to instrument. Then define the methods you want to instrument, define the instrumentation hooks and add calls to them. Look at `include/profile/vector` for an example.

Add macros for the instrumentation hooks in `include/profile/impl/profiler.h`. Hook names must start with `__profcxx_`. Make sure they transform in no code with `-D_NO_GLBICXX_PROFILE_MAGIC`. Make sure all calls to any method in namespace `__gnu_profile` is protected against reentrance using macro `_GLIBCXX_PROFILE_REENTRANCE_GUARD`. All names of methods in namespace `__gnu_profile` called from `profiler.h` must start with `__trace_magic_`.

Add the implementation of the diagnostic.

- Create new file `include/profile/impl/profiler_magic.h`.
- Define class `__magic_info: public __object_info_base`. This is the representation of a line in the object table. The `__merge` method is used to aggregate information across all dynamic instances created at the same call context. The `__magnitude` must return the estimation of the benefit as a number of small operations, e.g., number of words copied. The `__write` method is used to produce the raw trace. The `__advice` method is used to produce the advice string.
- Define class `__magic_stack_info: public __magic_info`. This defines the content of a line in the stack table.
- Define class `__trace_magic: public __trace_base<__magic_info, __magic_stack_info>`. It defines the content of the trace associated with this diagnostic.

Add initialization and reporting calls in `include/profile/impl/profiler_trace.h`. Use `__trace_vector_to_list` as an example.

Add documentation in file `doc/xml/manual/profile_mode.xml`.

19.7 Diagnostics

The table below presents all the diagnostics we intend to implement. Each diagnostic has a corresponding compile time switch `-D_GLIBCXX_PROFILE_<diagnostic>`. Groups of related diagnostics can be turned on with a single switch. For instance, `-D_GLIBCXX_PROFILE_LOCALITY` is equivalent to `-D_GLIBCXX_PROFILE_SOFTWARE_PREFETCH -D_GLIBCXX_PROFILE_RBTREE_LOCALITY`.

The benefit, cost, expected frequency and accuracy of each diagnostic was given a grade from 1 to 10, where 10 is highest. A high benefit means that, if the diagnostic is accurate, the expected performance improvement is high. A high cost means that turning this diagnostic on leads to high slowdown. A high frequency means that we expect this to occur relatively often. A high accuracy means that the diagnostic is unlikely to be wrong. These grades are not perfect. They are just meant to guide users with specific needs or time budgets.

Group	Flag	Benefit	Cost	Freq.	Implemented
CONTAINERS	HASHTABLE_TOO_SMALL	10	1		10
	HASHTABLE_TOO_LARGE	5	1		10
	INEFFICIENT_HASH	7	3		10
	VECTOR_TOO_SMALL	8	1		10
	VECTOR_TOO_LARGE	5	1		10
	VECTOR_TO_HASHTABLE	7	7		10
	HASHTABLE_TO_VECTOR	7	7		10
	VECTOR_TO_LIST	8	5		10
	LIST_TO_VECTOR	10	5		10
	ORDERED_TO_UNORDERED	10	5		10
ALGORITHMS	SORT	7	8		7
LOCALITY	SOFTWARE_PREFETCH	8	8		5
	RBTREE_LOCALITY	4	8		5
	FALSE_SHARING	8	10		10

Table 19.2: Profile Diagnostics

19.7.1 Diagnostic Template

- *Switch:* `_GLIBCXX_PROFILE_<diagnostic>`.
- *Goal:* What problem will it diagnose?
- *Fundamentals:*. What is the fundamental reason why this is a problem
- *Sample runtime reduction:* Percentage reduction in execution time. When reduction is more than a constant factor, describe the reduction rate formula.
- *Recommendation:* What would the advise look like?
- *To instrument:* What stdlibc++ components need to be instrumented?
- *Analysis:* How do we decide when to issue the advice?
- *Cost model:* How do we measure benefits? Math goes here.
- *Example:*

```
program code
...
advice sample
```

19.7.2 Containers

Switch: `_GLIBCXX_PROFILE_CONTAINERS`.

19.7.2.1 Hashtable Too Small

- *Switch:* `_GLIBCXX_PROFILE_HASHTABLE_TOO_SMALL`.
- *Goal:* Detect hashtables with many rehash operations, small construction size and large destruction size.
- *Fundamentals:* Rehash is very expensive. Read content, follow chains within bucket, evaluate hash function, place at new location in different order.
- *Sample runtime reduction:* 36%. Code similar to example below.
- *Recommendation:* Set initial size to N at construction site S.
- *To instrument:* `unordered_set, unordered_map` constructor, destructor, rehash.
- *Analysis:* For each dynamic instance of `unordered_[multi]set|map`, record initial size and call context of the constructor. Record size increase, if any, after each relevant operation such as insert. Record the estimated rehash cost.
- *Cost model:* Number of individual rehash operations * cost per rehash.
- *Example:*

```
1 unordered_set<int> us;
2 for (int k = 0; k < 1000000; ++k) {
3   us.insert(k);
4 }

foo.cc:1: advice: Changing initial unordered_set size from 10 to 1000000 saves 1025530 ↩
    rehash operations.
```

19.7.2.2 Hashtable Too Large

- *Switch:* `_GLIBCXX_PROFILE_HASHTABLE_TOO_LARGE`.
- *Goal:* Detect hashtables which are never filled up because fewer elements than reserved are ever inserted.
- *Fundamentals:* Save memory, which is good in itself and may also improve memory reference performance through fewer cache and TLB misses.
- *Sample runtime reduction:* unknown.
- *Recommendation:* Set initial size to N at construction site S.
- *To instrument:* `unordered_set, unordered_map` constructor, destructor, rehash.
- *Analysis:* For each dynamic instance of `unordered_[multi]set|map`, record initial size and call context of the constructor, and correlate it with its size at destruction time.
- *Cost model:* Number of iteration operations + memory saved.
- *Example:*

```
1 vector<unordered_set<int>> v(100000, unordered_set<int>(100)) ;
2 for (int k = 0; k < 100000; ++k) {
3   for (int j = 0; j < 10; ++j) {
4     v[k].insert(k + j);
5  }
6 }

foo.cc:1: advice: Changing initial unordered_set size from 100 to 10 saves N
bytes of memory and M iteration steps.
```

19.7.2.3 Inefficient Hash

- *Switch:* `_GLIBCXX_PROFILE_INEFFICIENT_HASH`.
- *Goal:* Detect hashtables with polarized distribution.
- *Fundamentals:* A non-uniform distribution may lead to long chains, thus possibly increasing complexity by a factor up to the number of elements.
- *Sample runtime reduction:* factor up to container size.
- *Recommendation:* Change hash function for container built at site S. Distribution score = N. Access score = S. Longest chain = C, in bucket B.
- *To instrument:* `unordered_set, unordered_map` constructor, destructor, [], insert, iterator.
- *Analysis:* Count the exact number of link traversals.
- *Cost model:* Total number of links traversed.
- *Example:*

```
class dumb_hash {
 public:
  size_t operator() (int i) const { return 0; }
};
...
  unordered_set<int, dumb_hash> hs;
  ...
  for (int i = 0; i < COUNT; ++i) {
    hs.find(i);
  }
```

19.7.2.4 Vector Too Small

- *Switch:* `_GLIBCXX_PROFILE_VECTOR_TOO_SMALL`.
- *Goal:*Detect vectors with many resize operations, small construction size and large destruction size..
- *Fundamentals:*Resizing can be expensive. Copying large amounts of data takes time. Resizing many small vectors may have allocation overhead and affect locality.
- *Sample runtime reduction:%*.
- *Recommendation:* Set initial size to N at construction site S.
- *To instrument:*`vector`.
- *Analysis:* For each dynamic instance of `vector`, record initial size and call context of the constructor. Record size increase, if any, after each relevant operation such as `push_back`. Record the estimated resize cost.
- *Cost model:* Total number of words copied * time to copy a word.
- *Example:*

```
1 vector<int> v;
2 for (int k = 0; k < 1000000; ++k) {
3   v.push_back(k);
4 }

foo.cc:1: advice: Changing initial vector size from 10 to 1000000 saves
copying 4000000 bytes and 20 memory allocations and deallocations.
```

19.7.2.5 Vector Too Large

- *Switch:* `_GLIBCXX_PROFILE_VECTOR_TOO_LARGE`
- *Goal:*Detect vectors which are never filled up because fewer elements than reserved are ever inserted.
- *Fundamentals:*Save memory, which is good in itself and may also improve memory reference performance through fewer cache and TLB misses.
- *Sample runtime reduction:%*.
- *Recommendation:* Set initial size to N at construction site S.
- *To instrument:*`vector`.
- *Analysis:* For each dynamic instance of `vector`, record initial size and call context of the constructor, and correlate it with its size at destruction time.
- *Cost model:* Total amount of memory saved.
- *Example:*

```
1 vector<vector<int>> v(100000, vector<int>(100)) ;
2 for (int k = 0; k < 100000; ++k) {
3   for (int j = 0; j < 10; ++j) {
4     v[k].insert(k + j);
5  }
6 }

foo.cc:1: advice: Changing initial vector size from 100 to 10 saves N
bytes of memory and may reduce the number of cache and TLB misses.
```

19.7.2.6 Vector to Hashtable

- *Switch:* `_GLIBCXX_PROFILE_VECTOR_TO_HASHTABLE`.
- *Goal:* Detect uses of `vector` that can be substituted with `unordered_set` to reduce execution time.
- *Fundamentals:* Linear search in a vector is very expensive, whereas searching in a hashtable is very quick.
- *Sample runtime reduction:*factor up to container size.
- *Recommendation:*Replace `vector` with `unordered_set` at site S.
- *To instrument:*`vector` operations and access methods.
- *Analysis:* For each dynamic instance of `vector`, record call context of the constructor. Issue the advice only if the only methods called on this `vector` are `push_back`, `insert` and `find`.
- *Cost model:* Cost(vector::push_back) + cost(vector::insert) + cost(find, vector) - cost(unordered_set::insert) + cost(unordered_set::find
- *Example:*

```
1  vector<int> v;
...
2  for (int i = 0; i < 1000; ++i) {
3    find(v.begin(), v.end(), i);
4  }

foo.cc:1: advice: Changing "vector" to "unordered_set" will save about 500,000
comparisons.
```

19.7.2.7 Hashtable to Vector

- *Switch:* `_GLIBCXX_PROFILE_HASHTABLE_TO_VECTOR`.
- *Goal:* Detect uses of `unordered_set` that can be substituted with `vector` to reduce execution time.
- *Fundamentals:* Hashtable iterator is slower than vector iterator.
- *Sample runtime reduction:*95%.
- *Recommendation:*Replace `unordered_set` with `vector` at site S.
- *To instrument:*`unordered_set` operations and access methods.
- *Analysis:* For each dynamic instance of `unordered_set`, record call context of the constructor. Issue the advice only if the number of `find`, `insert` and `[]` operations on this `unordered_set` are small relative to the number of elements, and methods `begin` or `end` are invoked (suggesting iteration).
- *Cost model:* Number of .
- *Example:*

```
1  unordered_set<int> us;
...
2  int s = 0;
3  for (unordered_set<int>::iterator it = us.begin(); it != us.end(); ++it) {
4    s += *it;
5  }

foo.cc:1: advice: Changing "unordered_set" to "vector" will save about N
indirections and may achieve better data locality.
```

19.7.2.8 Vector to List

- *Switch:* `_GLIBCXX_PROFILE_VECTOR_TO_LIST`.
- *Goal:* Detect cases where `vector` could be substituted with `list` for better performance.
- *Fundamentals:* Inserting in the middle of a vector is expensive compared to inserting in a list.
- *Sample runtime reduction:*factor up to container size.
- *Recommendation:*Replace vector with list at site S.
- *To instrument:*`vector` operations and access methods.
- *Analysis:* For each dynamic instance of `vector`, record the call context of the constructor. Record the overhead of each `insert` operation based on current size and insert position. Report instance with high insertion overhead.
- *Cost model:* (Sum(cost(vector::method)) - Sum(cost(list::method)), for method in [push_back, insert, erase]) + (Cost(iterate vector) - Cost(iterate list))
- *Example:*

```
1  vector<int> v;
2  for (int i = 0; i < 10000; ++i) {
3    v.insert(v.begin(), i);
4  }

foo.cc:1: advice: Changing "vector" to "list" will save about 5,000,000
operations.
```

19.7.2.9 List to Vector

- *Switch:* `_GLIBCXX_PROFILE_LIST_TO_VECTOR`.
- *Goal:* Detect cases where `list` could be substituted with `vector` for better performance.
- *Fundamentals:* Iterating through a vector is faster than through a list.
- *Sample runtime reduction:*64%.
- *Recommendation:*Replace list with vector at site S.
- *To instrument:*`vector` operations and access methods.
- *Analysis:* Issue the advice if there are no `insert` operations.
- *Cost model:* (Sum(cost(vector::method)) - Sum(cost(list::method)), for method in [push_back, insert, erase]) + (Cost(iterate vector) - Cost(iterate list))
- *Example:*

```
1  list<int> l;
...
2  int sum = 0;
3  for (list<int>::iterator it = l.begin(); it != l.end(); ++it) {
4    sum += *it;
5  }

foo.cc:1: advice: Changing "list" to "vector" will save about 1000000 indirect
memory references.
```

19.7.2.10 List to Forward List (Slist)

- *Switch:* `_GLIBCXX_PROFILE_LIST_TO_SLIST`.
- *Goal:* Detect cases where `list` could be substituted with `forward_list` for better performance.
- *Fundamentals:* The memory footprint of a forward_list is smaller than that of a list. This has beneficial effects on memory subsystem, e.g., fewer cache misses.
- *Sample runtime reduction:*40%. Note that the reduction is only noticeable if the size of the forward_list node is in fact larger than that of the list node. For memory allocators with size classes, you will only notice an effect when the two node sizes belong to different allocator size classes.
- *Recommendation:*Replace list with forward_list at site S.
- *To instrument:*`list` operations and iteration methods.
- *Analysis:* Issue the advice if there are no `backwards` traversals or insertion before a given node.
- *Cost model:* Always true.
- *Example:*

```
1  list<int> l;
...
2  int sum = 0;
3  for (list<int>::iterator it = l.begin(); it != l.end(); ++it) {
4    sum += *it;
5  }

foo.cc:1: advice: Change "list" to "forward_list".
```

19.7.2.11 Ordered to Unordered Associative Container

- *Switch:* `_GLIBCXX_PROFILE_ORDERED_TO_UNORDERED`.
- *Goal:* Detect cases where ordered associative containers can be replaced with unordered ones.
- *Fundamentals:* Insert and search are quicker in a hashtable than in a red-black tree.
- *Sample runtime reduction:*52%.
- *Recommendation:* Replace set with unordered_set at site S.
- *To instrument:* `set`, `multiset`, `map`, `multimap` methods.
- *Analysis:* Issue the advice only if we are not using operator ++ on any iterator on a particular `[multi]set|map`.
- *Cost model:* (Sum(cost(hashtable::method)) - Sum(cost(rbtree::method)), for method in [insert, erase, find]) + (Cost(iterate hashtable) - Cost(iterate rbtree))
- *Example:*

```
1  set<int> s;
2  for (int i = 0; i < 100000; ++i) {
3    s.insert(i);
4  }
5  int sum = 0;
6  for (int i = 0; i < 100000; ++i) {
7    sum += *s.find(i);
8  }
```

19.7.3 Algorithms

Switch: `_GLIBCXX_PROFILE_ALGORITHMS`.

19.7.3.1 Sort Algorithm Performance

- *Switch:* `_GLIBCXX_PROFILE_SORT`.
- *Goal:* Give measure of sort algorithm performance based on actual input. For instance, advise Radix Sort over Quick Sort for a particular call context.
- *Fundamentals:* See papers: A framework for adaptive algorithm selection in STAPL and Optimizing Sorting with Machine Learning Algorithms.
- *Sample runtime reduction:*60%.
- *Recommendation:* Change sort algorithm at site S from X Sort to Y Sort.
- *To instrument:* `sort` algorithm.
- *Analysis:* Issue the advice if the cost model tells us that another sort algorithm would do better on this input. Requires us to know what algorithm we are using in our sort implementation in release mode.
- *Cost model:* Runtime(algo) for algo in [radix, quick, merge, ...]
- *Example:*

19.7.4 Data Locality

Switch: `_GLIBCXX_PROFILE_LOCALITY`.

19.7.4.1 Need Software Prefetch

- *Switch:* `_GLIBCXX_PROFILE_SOFTWARE_PREFETCH`.
- *Goal:* Discover sequences of indirect memory accesses that are not regular, thus cannot be predicted by hardware prefetchers.
- *Fundamentals:* Indirect references are hard to predict and are very expensive when they miss in caches.
- *Sample runtime reduction:*25%.
- *Recommendation:* Insert prefetch instruction.
- *To instrument:* Vector iterator and access operator [].
- *Analysis:* First, get cache line size and page size from system. Then record iterator dereference sequences for which the value is a pointer. For each sequence within a container, issue a warning if successive pointer addresses are not within cache lines and do not form a linear pattern (otherwise they may be prefetched by hardware). If they also step across page boundaries, make the warning stronger.

  The same analysis applies to containers other than vector. However, we cannot give the same advice for linked structures, such as list, as there is no random access to the n-th element. The user may still be able to benefit from this information, for instance by employing frays (user level light weight threads) to hide the latency of chasing pointers.

  This analysis is a little oversimplified. A better cost model could be created by understanding the capability of the hardware prefetcher. This model could be trained automatically by running a set of synthetic cases.
- *Cost model:* Total distance between pointer values of successive elements in vectors of pointers.
- *Example:*

```
1 int zero = 0;
2 vector<int*> v(10000000, &zero);
3 for (int k = 0; k < 10000000; ++k) {
4   v[random() % 10000000] = new int(k);
5 }
6 for (int j = 0; j < 10000000; ++j) {
7   count += (*v[j] == 0 ? 0 : 1);
8 }

foo.cc:7: advice: Insert prefetch instruction.
```

19.7.4.2 Linked Structure Locality

- *Switch:* `_GLIBCXX_PROFILE_RBTREE_LOCALITY`.
- *Goal:* Give measure of locality of objects stored in linked structures (lists, red-black trees and hashtables) with respect to their actual traversal patterns.
- *Fundamentals:*Allocation can be tuned to a specific traversal pattern, to result in better data locality. See paper: Custom Memory Allocation for Free.
- *Sample runtime reduction:*30%.
- *Recommendation:* High scatter score N for container built at site S. Consider changing allocation sequence or choosing a structure conscious allocator.
- *To instrument:* Methods of all containers using linked structures.
- *Analysis:* First, get cache line size and page size from system. Then record the number of successive elements that are on different line or page, for each traversal method such as `find`. Give advice only if the ratio between this number and the number of total node hops is above a threshold.
- *Cost model:* Sum(same_cache_line(this,previous))

- *Example:*

```
 1  set<int> s;
 2  for (int i = 0; i < 10000000; ++i) {
 3    s.insert(i);
 4  }
 5  set<int> s1, s2;
 6  for (int i = 0; i < 10000000; ++i) {
 7    s1.insert(i);
 8    s2.insert(i);
 9  }
...
      // Fast, better locality.
10    for (set<int>::iterator it = s.begin(); it != s.end(); ++it) {
11      sum += *it;
12    }
      // Slow, elements are further apart.
13    for (set<int>::iterator it = s1.begin(); it != s1.end(); ++it) {
14      sum += *it;
15    }

foo.cc:5: advice: High scatter score NNN for set built here.  Consider changing
the allocation sequence or switching to a structure conscious allocator.
```

19.7.5 Multithreaded Data Access

The diagnostics in this group are not meant to be implemented short term. They require compiler support to know when container elements are written to. Instrumentation can only tell us when elements are referenced.

Switch: `_GLIBCXX_PROFILE_MULTITHREADED`.

19.7.5.1 Data Dependence Violations at Container Level

- *Switch:* `_GLIBCXX_PROFILE_DDTEST`.
- *Goal:* Detect container elements that are referenced from multiple threads in the parallel region or across parallel regions.
- *Fundamentals:* Sharing data between threads requires communication and perhaps locking, which may be expensive.
- *Sample runtime reduction:*?%.
- *Recommendation:* Change data distribution or parallel algorithm.
- *To instrument:* Container access methods and iterators.
- *Analysis:* Keep a shadow for each container. Record iterator dereferences and container member accesses. Issue advice for elements referenced by multiple threads. See paper: The LRPD test: speculative run-time parallelization of loops with privatization and reduction parallelization.
- *Cost model:* Number of accesses to elements referenced from multiple threads
- *Example:*

19.7.5.2 False Sharing

- *Switch:* `_GLIBCXX_PROFILE_FALSE_SHARING`.
- *Goal:* Detect elements in the same container which share a cache line, are written by at least one thread, and accessed by different threads.
- *Fundamentals:* Under these assumptions, cache protocols require communication to invalidate lines, which may be expensive.
- *Sample runtime reduction:*68%.
- *Recommendation:* Reorganize container or use padding to avoid false sharing.
- *To instrument:* Container access methods and iterators.
- *Analysis:* First, get the cache line size. For each shared container, record all the associated iterator dereferences and member access methods with the thread id. Compare the address lists across threads to detect references in two different threads to the same cache line. Issue a warning only if the ratio to total references is significant. Do the same for iterator dereference values if they are pointers.
- *Cost model:* Number of accesses to same cache line from different threads.
- *Example:*

```
1     vector<int> v(2, 0);
2 #pragma omp parallel for shared(v, SIZE) schedule(static, 1)
3     for (i = 0; i < SIZE; ++i) {
4       v[i % 2] += i;
5     }

OMP_NUM_THREADS=2 ./a.out
foo.cc:1: advice: Change container structure or padding to avoid false
sharing in multithreaded access at foo.cc:4.  Detected N shared cache lines.
```

19.7.6 Statistics

Switch: `_GLIBCXX_PROFILE_STATISTICS`.

In some cases the cost model may not tell us anything because the costs appear to offset the benefits. Consider the choice between a vector and a list. When there are both inserts and iteration, an automatic advice may not be issued. However, the programmer may still be able to make use of this information in a different way.

This diagnostic will not issue any advice, but it will print statistics for each container construction site. The statistics will contain the cost of each operation actually performed on the container.

19.8 Bibliography

[54] Lixia LiuSilvius Rus, *Perflint: A Context Sensitive Performance Advisor for C++ Programs* , Copyright © 2009 , Proceedings of the 2009 International Symposium on Code Generation and Optimization .

Chapter 20

Allocators

20.1 mt_allocator

20.1.1 Intro

The mt allocator [hereinafter referred to simply as "the allocator"] is a fixed size (power of two) allocator that was initially developed specifically to suit the needs of multi threaded applications [hereinafter referred to as an MT application]. Over time the allocator has evolved and been improved in many ways, in particular it now also does a good job in single threaded applications [hereinafter referred to as a ST application]. (Note: In this document, when referring to single threaded applications this also includes applications that are compiled with gcc without thread support enabled. This is accomplished using ifdef's on __GTHREADS). This allocator is tunable, very flexible, and capable of high-performance.

The aim of this document is to describe - from an application point of view - the "inner workings" of the allocator.

20.1.2 Design Issues

20.1.2.1 Overview

There are three general components to the allocator: a datum describing the characteristics of the memory pool, a policy class containing this pool that links instantiation types to common or individual pools, and a class inheriting from the policy class that is the actual allocator.

The datum describing pools characteristics is

```
template<bool _Thread>
  class __pool
```

This class is parametrized on thread support, and is explicitly specialized for both multiple threads (with `bool==true`) and single threads (via `bool==false`.) It is possible to use a custom pool datum instead of the default class that is provided.

There are two distinct policy classes, each of which can be used with either type of underlying pool datum.

```
template<bool _Thread>
  struct __common_pool_policy

template<typename _Tp, bool _Thread>
  struct __per_type_pool_policy
```

The first policy, `__common_pool_policy`, implements a common pool. This means that allocators that are instantiated with different types, say `char` and `long` will both use the same pool. This is the default policy.

The second policy, `__per_type_pool_policy`, implements a separate pool for each instantiating type. Thus, `char` and `long` will use separate pools. This allows per-type tuning, for instance.

Putting this all together, the actual allocator class is

```
  template<typename _Tp, typename _Poolp = __default_policy>
    class __mt_alloc : public __mt_alloc_base<_Tp>,  _Poolp
```

This class has the interface required for standard library allocator classes, namely member functions `allocate` and `deallocate`, plus others.

20.1.3 Implementation

20.1.3.1 Tunable Parameters

Certain allocation parameters can be modified, or tuned. There exists a nested `struct __pool_base::_Tune` that contains all these parameters, which include settings for

- Alignment
- Maximum bytes before calling `::operator new` directly
- Minimum bytes
- Size of underlying global allocations
- Maximum number of supported threads
- Migration of deallocations to the global free list
- Shunt for global `new` and `delete`

Adjusting parameters for a given instance of an allocator can only happen before any allocations take place, when the allocator itself is initialized. For instance:

```
#include <ext/mt_allocator.h>

struct pod
{
  int i;
  int j;
};

int main()
{
  typedef pod value_type;
  typedef __gnu_cxx::__mt_alloc<value_type> allocator_type;
  typedef __gnu_cxx::__pool_base::_Tune tune_type;

  tune_type t_default;
  tune_type t_opt(16, 5120, 32, 5120, 20, 10, false);
  tune_type t_single(16, 5120, 32, 5120, 1, 10, false);

  tune_type t;
  t = allocator_type::_M_get_options();
  allocator_type::_M_set_options(t_opt);
  t = allocator_type::_M_get_options();

  allocator_type a;
  allocator_type::pointer p1 = a.allocate(128);
  allocator_type::pointer p2 = a.allocate(5128);

  a.deallocate(p1, 128);
  a.deallocate(p2, 5128);

  return 0;
}
```

20.1.3.2 Initialization

The static variables (pointers to freelists, tuning parameters etc) are initialized as above, or are set to the global defaults.

The very first allocate() call will always call the _S_initialize_once() function. In order to make sure that this function is called exactly once we make use of a __gthread_once call in MT applications and check a static bool (_S_init) in ST applications.

The _S_initialize() function: - If the GLIBCXX_FORCE_NEW environment variable is set, it sets the bool _S_force_new to true and then returns. This will cause subsequent calls to allocate() to return memory directly from a new() call, and deallocate will only do a delete() call.

- If the GLIBCXX_FORCE_NEW environment variable is not set, both ST and MT applications will: - Calculate the number of bins needed. A bin is a specific power of two size of bytes. I.e., by default the allocator will deal with requests of up to 128 bytes (or whatever the value of _S_max_bytes is when _S_init() is called). This means that there will be bins of the following sizes (in bytes): 1, 2, 4, 8, 16, 32, 64, 128. - Create the _S_binmap array. All requests are rounded up to the next "large enough" bin. I.e., a request for 29 bytes will cause a block from the "32 byte bin" to be returned to the application. The purpose of _S_binmap is to speed up the process of finding out which bin to use. I.e., the value of _S_binmap[29] is initialized to 5 (bin 5 = 32 bytes).

- Create the _S_bin array. This array consists of bin_records. There will be as many bin_records in this array as the number of bins that we calculated earlier. I.e., if _S_max_bytes = 128 there will be 8 entries. Each bin_record is then initialized: - bin_record->first = An array of pointers to block_records. There will be as many block_records pointers as there are maximum number of threads (in a ST application there is only 1 thread, in a MT application there are _S_max_threads). This holds the pointer to the first free block for each thread in this bin. I.e., if we would like to know where the first free block of size 32 for thread number 3 is we would look this up by: _S_bin[5].first[3] The above created block_record pointers members are now initialized to their initial values. I.e. _S_bin[n].first[n] = NULL;

- Additionally a MT application will: - Create a list of free thread id's. The pointer to the first entry is stored in _S_thread_freelist_first. The reason for this approach is that the __gthread_self() call will not return a value that corresponds to the maximum number of threads allowed but rather a process id number or something else. So what we do is that we create a list of thread_records. This list is _S_max_threads long and each entry holds a size_t thread_id which is initialized to 1, 2, 3, 4, 5 and so on up to _S_max_threads. Each time a thread calls allocate() or deallocate() we call _S_get_thread_id() which looks at the value of _S_thread_key which is a thread local storage pointer. If this is NULL we know that this is a newly created thread and we pop the first entry from this list and saves the pointer to this record in the _S_thread_key variable. The next time we will get the pointer to the thread_record back and we use the thread_record->thread_id as identification. I.e., the first thread that calls allocate will get the first record in this list and thus be thread number 1 and will then find the pointer to its first free 32 byte block in _S_bin[5].first[1] When we create the _S_thread_key we also define a destructor (_S_thread_key_destr) which means that when the thread dies, this thread_record is returned to the front of this list and the thread id can then be reused if a new thread is created. This list is protected by a mutex (_S_thread_freelist_mutex) which is only locked when records are removed or added to the list.

- Initialize the free and used counters of each bin_record: - bin_record->free = An array of size_t. This keeps track of the number of blocks on a specific thread's freelist in each bin. I.e., if a thread has 12 32-byte blocks on it's freelists and allocates one of these, this counter would be decreased to 11. - bin_record->used = An array of size_t. This keeps track of the number of blocks currently in use of this size by this thread. I.e., if a thread has made 678 requests (and no deallocations...) of 32-byte blocks this counter will read 678. The above created arrays are now initialized with their initial values. I.e. _S_bin[n].free[n] = 0;

- Initialize the mutex of each bin_record: The bin_record->mutex is used to protect the global freelist. This concept of a global freelist is explained in more detail in the section "A multi threaded example", but basically this mutex is locked whenever a block of memory is retrieved or returned to the global freelist for this specific bin. This only occurs when a number of blocks are grabbed from the global list to a thread specific list or when a thread decides to return some blocks to the global freelist.

20.1.3.3 Deallocation Notes

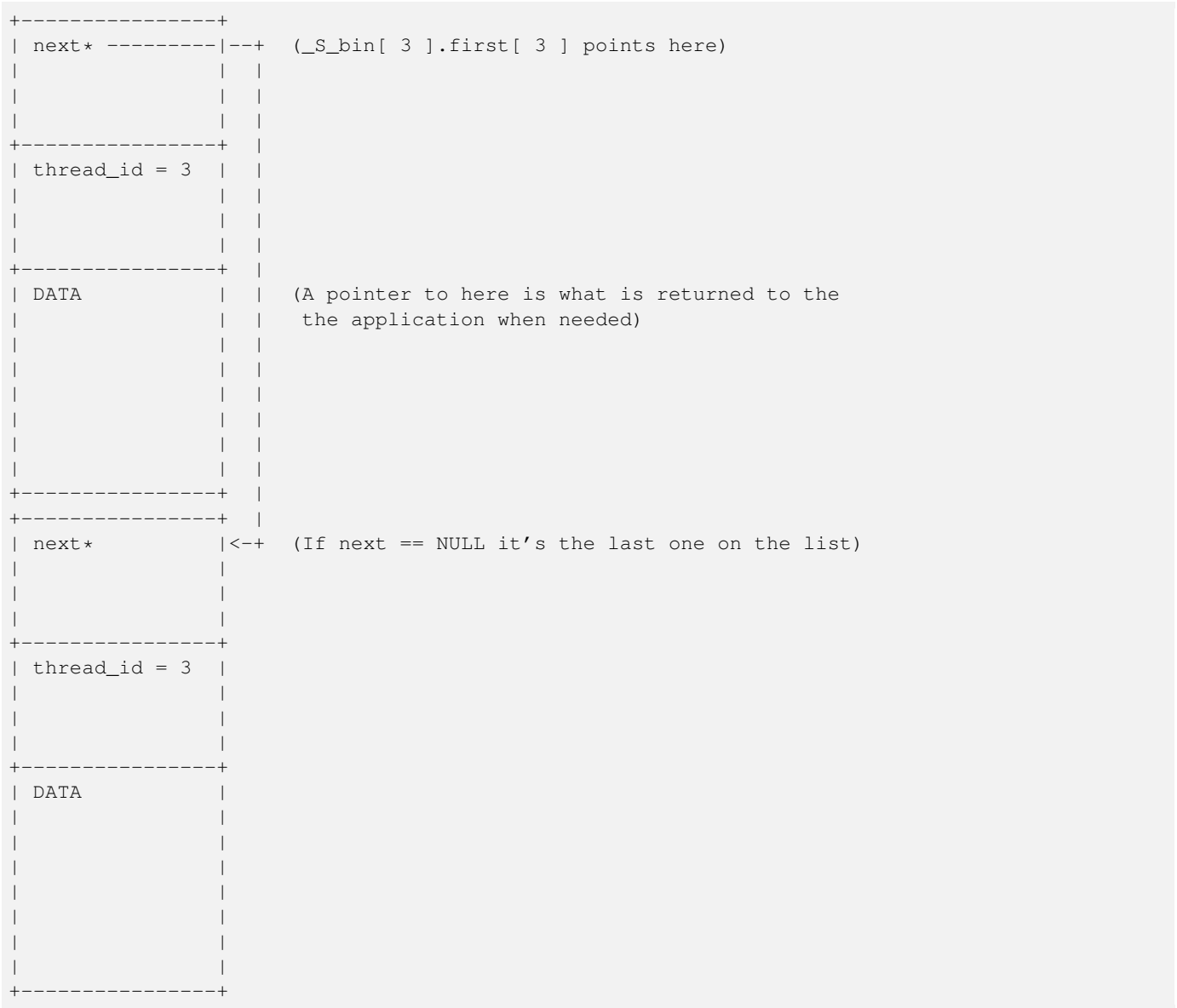
Notes about deallocation. This allocator does not explicitly release memory. Because of this, memory debugging programs like valgrind or purify may notice leaks: sorry about this inconvenience. Operating systems will reclaim allocated memory at program termination anyway. If sidestepping this kind of noise is desired, there are three options: use an allocator, like `new_allocator` that releases memory while debugging, use GLIBCXX_FORCE_NEW to bypass the allocator's internal pools, or use a custom pool datum that releases resources on destruction.

On systems with the function `__cxa_atexit`, the allocator can be forced to free all memory allocated before program termination with the member function `__pool_type::_M_destroy`. However, because this member function relies on the

precise and exactly-conforming ordering of static destructors, including those of a static local __pool object, it should not be used, ever, on systems that don't have the necessary underlying support. In addition, in practice, forcing deallocation can be tricky, as it requires the __pool object to be fully-constructed before the object that uses it is fully constructed. For most (but not all) STL containers, this works, as an instance of the allocator is constructed as part of a container's constructor. However, this assumption is implementation-specific, and subject to change. For an example of a pool that frees memory, see the following example.

20.1.4 Single Thread Example

Let's start by describing how the data on a freelist is laid out in memory. This is the first two blocks in freelist for thread id 3 in bin 3 (8 bytes):



With this in mind we simplify things a bit for a while and say that there is only one thread (a ST application). In this case all operations are made to what is referred to as the global pool - thread id 0 (No thread may be assigned this id since they span from 1 to _S_max_threads in a MT application).

When the application requests memory (calling allocate()) we first look at the requested size and if this is > _S_max_bytes we call new() directly and return.

If the requested size is within limits we start by finding out from which bin we should serve this request by looking in _S_binmap.

A quick look at _S_bin[bin].first[0] tells us if there are any blocks of this size on the freelist (0). If this is not NULL - fine, just remove the block that _S_bin[bin].first[0] points to from the list, update _S_bin[bin].first[0] and return a pointer to that blocks data.

If the freelist is empty (the pointer is NULL) we must get memory from the system and build us a freelist within this memory. All requests for new memory is made in chunks of _S_chunk_size. Knowing the size of a block_record and the bytes that this bin stores we then calculate how many blocks we can create within this chunk, build the list, remove the first block, update the pointer (_S_bin[bin].first[0]) and return a pointer to that blocks data.

Deallocation is equally simple; the pointer is casted back to a block_record pointer, lookup which bin to use based on the size, add the block to the front of the global freelist and update the pointer as needed (_S_bin[bin].first[0]).

The decision to add deallocated blocks to the front of the freelist was made after a set of performance measurements that showed that this is roughly 10% faster than maintaining a set of "last pointers" as well.

20.1.5 Multiple Thread Example

In the ST example we never used the thread_id variable present in each block. Let's start by explaining the purpose of this in a MT application.

The concept of "ownership" was introduced since many MT applications allocate and deallocate memory to shared containers from different threads (such as a cache shared amongst all threads). This introduces a problem if the allocator only returns memory to the current threads freelist (I.e., there might be one thread doing all the allocation and thus obtaining ever more memory from the system and another thread that is getting a longer and longer freelist - this will in the end consume all available memory).

Each time a block is moved from the global list (where ownership is irrelevant), to a threads freelist (or when a new freelist is built from a chunk directly onto a threads freelist or when a deallocation occurs on a block which was not allocated by the same thread id as the one doing the deallocation) the thread id is set to the current one.

What's the use? Well, when a deallocation occurs we can now look at the thread id and find out if it was allocated by another thread id and decrease the used counter of that thread instead, thus keeping the free and used counters correct. And keeping the free and used counters corrects is very important since the relationship between these two variables decides if memory should be returned to the global pool or not when a deallocation occurs.

When the application requests memory (calling allocate()) we first look at the requested size and if this is >_S_max_bytes we call new() directly and return.

If the requested size is within limits we start by finding out from which bin we should serve this request by looking in _S_binmap.

A call to _S_get_thread_id() returns the thread id for the calling thread (and if no value has been set in _S_thread_key, a new id is assigned and returned).

A quick look at _S_bin[bin].first[thread_id] tells us if there are any blocks of this size on the current threads freelist. If this is not NULL - fine, just remove the block that _S_bin[bin].first[thread_id] points to from the list, update _S_bin[bin].first[thread_id], update the free and used counters and return a pointer to that blocks data.

If the freelist is empty (the pointer is NULL) we start by looking at the global freelist (0). If there are blocks available on the global freelist we lock this bins mutex and move up to block_count (the number of blocks of this bins size that will fit into a _S_chunk_size) or until end of list - whatever comes first - to the current threads freelist and at the same time change the thread_id ownership and update the counters and pointers. When the bins mutex has been unlocked, we remove the block that _S_bin[bin].first[thread_id] points to from the list, update _S_bin[bin].first[thread_id], update the free and used counters, and return a pointer to that blocks data.

The reason that the number of blocks moved to the current threads freelist is limited to block_count is to minimize the chance that a subsequent deallocate() call will return the excess blocks to the global freelist (based on the _S_freelist_headroom calculation, see below).

However if there isn't any memory on the global pool we need to get memory from the system - this is done in exactly the same way as in a single threaded application with one major difference; the list built in the newly allocated memory (of _S_chunk_size size) is added to the current threads freelist instead of to the global.

The basic process of a deallocation call is simple: always add the block to the front of the current threads freelist and update the counters and pointers (as described earlier with the specific check of ownership that causes the used counter of the thread that originally allocated the block to be decreased instead of the current threads counter).

And here comes the free and used counters to service. Each time a deallocation() call is made, the length of the current threads freelist is compared to the amount memory in use by this thread.

Let's go back to the example of an application that has one thread that does all the allocations and one that deallocates. Both these threads use say 516 32-byte blocks that was allocated during thread creation for example. Their used counters will both say 516 at this point. The allocation thread now grabs 1000 32-byte blocks and puts them in a shared container. The used counter for this thread is now 1516.

The deallocation thread now deallocates 500 of these blocks. For each deallocation made the used counter of the allocating thread is decreased and the freelist of the deallocation thread gets longer and longer. But the calculation made in deallocate() will limit the length of the freelist in the deallocation thread to _S_freelist_headroom % of it's used counter. In this case, when the freelist (given that the _S_freelist_headroom is at it's default value of 10%) exceeds 52 (516/10) blocks will be returned to the global pool where the allocating thread may pick them up and reuse them.

In order to reduce lock contention (since this requires this bins mutex to be locked) this operation is also made in chunks of blocks (just like when chunks of blocks are moved from the global freelist to a threads freelist mentioned above). The "formula" used can probably be improved to further reduce the risk of blocks being "bounced back and forth" between freelists.

20.2 bitmap_allocator

20.2.1 Design

As this name suggests, this allocator uses a bit-map to keep track of the used and unused memory locations for it's book-keeping purposes.

This allocator will make use of 1 single bit to keep track of whether it has been allocated or not. A bit 1 indicates free, while 0 indicates allocated. This has been done so that you can easily check a collection of bits for a free block. This kind of Bitmapped strategy works best for single object allocations, and with the STL type parameterized allocators, we do not need to choose any size for the block which will be represented by a single bit. This will be the size of the parameter around which the allocator has been parameterized. Thus, close to optimal performance will result. Hence, this should be used for node based containers which call the allocate function with an argument of 1.

The bitmapped allocator's internal pool is exponentially growing. Meaning that internally, the blocks acquired from the Free List Store will double every time the bitmapped allocator runs out of memory.

The macro `__GTHREADS` decides whether to use Mutex Protection around every allocation/deallocation. The state of the macro is picked up automatically from the gthr abstraction layer.

20.2.2 Implementation

20.2.2.1 Free List Store

The Free List Store (referred to as FLS for the remaining part of this document) is the Global memory pool that is shared by all instances of the bitmapped allocator instantiated for any type. This maintains a sorted order of all free memory blocks given back to it by the bitmapped allocator, and is also responsible for giving memory to the bitmapped allocator when it asks for more.

Internally, there is a Free List threshold which indicates the Maximum number of free lists that the FLS can hold internally (cache). Currently, this value is set at 64. So, if there are more than 64 free lists coming in, then some of them will be given back to the OS using operator delete so that at any given time the Free List's size does not exceed 64 entries. This is done because a Binary Search is used to locate an entry in a free list when a request for memory comes along. Thus, the run-time complexity of the search would go up given an increasing size, for 64 entries however, lg(64) == 6 comparisons are enough to locate the correct free list if it exists.

Suppose the free list size has reached it's threshold, then the largest block from among those in the list and the new block will be selected and given back to the OS. This is done because it reduces external fragmentation, and allows the OS to use the larger

blocks later in an orderly fashion, possibly merging them later. Also, on some systems, large blocks are obtained via calls to mmap, so giving them back to free system resources becomes most important.

The function _S_should_i_give decides the policy that determines whether the current block of memory should be given to the allocator for the request that it has made. That's because we may not always have exact fits for the memory size that the allocator requests. We do this mainly to prevent external fragmentation at the cost of a little internal fragmentation. Now, the value of this internal fragmentation has to be decided by this function. I can see 3 possibilities right now. Please add more as and when you find better strategies.

1. Equal size check. Return true only when the 2 blocks are of equal size.
2. Difference Threshold: Return true only when the _block_size is greater than or equal to the _required_size, and if the _BS is > _RS by a difference of less than some THRESHOLD value, then return true, else return false.
3. Percentage Threshold. Return true only when the _block_size is greater than or equal to the _required_size, and if the _BS is > _RS by a percentage of less than some THRESHOLD value, then return true, else return false.

Currently, (3) is being used with a value of 36% Maximum wastage per Super Block.

20.2.2.2 Super Block

A super block is the block of memory acquired from the FLS from which the bitmap allocator carves out memory for single objects and satisfies the user's requests. These super blocks come in sizes that are powers of 2 and multiples of 32 (_Bits_Per_Block). Yes both at the same time! That's because the next super block acquired will be 2 times the previous one, and also all super blocks have to be multiples of the _Bits_Per_Block value.

How does it interact with the free list store?

The super block is contained in the FLS, and the FLS is responsible for getting / returning Super Bocks to and from the OS using operator new as defined by the C++ standard.

20.2.2.3 Super Block Data Layout

Each Super Block will be of some size that is a multiple of the number of Bits Per Block. Typically, this value is chosen as Bits_Per_Byte x sizeof(size_t). On an x86 system, this gives the figure 8 x 4 = 32. Thus, each Super Block will be of size 32 x Some_Value. This Some_Value is sizeof(value_type). For now, let it be called 'K'. Thus, finally, Super Block size is 32 x K bytes.

This value of 32 has been chosen because each size_t has 32-bits and Maximum use of these can be made with such a figure.

Consider a block of size 64 ints. In memory, it would look like this: (assume a 32-bit system where, size_t is a 32-bit entity).

268	0	4294967295	4294967295	Data -> Space for 64 ints

Table 20.1: Bitmap Allocator Memory Map

The first Column(268) represents the size of the Block in bytes as seen by the Bitmap Allocator. Internally, a global free list is used to keep track of the free blocks used and given back by the bitmap allocator. It is this Free List Store that is responsible for writing and managing this information. Actually the number of bytes allocated in this case would be: 4 + 4 + (4x2) + (64x4) = 272 bytes, but the first 4 bytes are an addition by the Free List Store, so the Bitmap Allocator sees only 268 bytes. These first 4 bytes about which the bitmapped allocator is not aware hold the value 268.

What do the remaining values represent?

The 2nd 4 in the expression is the sizeof(size_t) because the Bitmapped Allocator maintains a used count for each Super Block, which is initially set to 0 (as indicated in the diagram). This is incremented every time a block is removed from this super block (allocated), and decremented whenever it is given back. So, when the used count falls to 0, the whole super block will be given back to the Free List Store.

The value 4294967295 represents the integer corresponding to the bit representation of all bits set: 11111111111111111111111111111111

The 3rd 4x2 is size of the bitmap itself, which is the size of 32-bits x 2, which is 8-bytes, or 2 x sizeof(size_t).

20.2.2.4 Maximum Wasted Percentage

This has nothing to do with the algorithm per-se, only with some vales that must be chosen correctly to ensure that the allocator performs well in a real word scenario, and maintains a good balance between the memory consumption and the allocation/deallocation speed.

The formula for calculating the maximum wastage as a percentage:

(32 x k + 1) / (2 x (32 x k + 1 + 32 x c)) x 100.

where k is the constant overhead per node (e.g., for list, it is 8 bytes, and for map it is 12 bytes) and c is the size of the base type on which the map/list is instantiated. Thus, suppose the type1 is int and type2 is double, they are related by the relation sizeof(double) == 2*sizeof(int). Thus, all types must have this double size relation for this formula to work properly.

Plugging-in: For List: k = 8 and c = 4 (int and double), we get: 33.376%

For map/multimap: k = 12, and c = 4 (int and double), we get: 37.524%

Thus, knowing these values, and based on the sizeof(value_type), we may create a function that returns the Max_Wastage_Percentage for us to use.

20.2.2.5 `allocate`

The allocate function is specialized for single object allocation ONLY. Thus, ONLY if n == 1, will the bitmap_allocator's specialized algorithm be used. Otherwise, the request is satisfied directly by calling operator new.

Suppose n == 1, then the allocator does the following:

1. Checks to see whether a free block exists somewhere in a region of memory close to the last satisfied request. If so, then that block is marked as allocated in the bit map and given to the user. If not, then (2) is executed.
2. Is there a free block anywhere after the current block right up to the end of the memory that we have? If so, that block is found, and the same procedure is applied as above, and returned to the user. If not, then (3) is executed.
3. Is there any block in whatever region of memory that we own free? This is done by checking
   - The use count for each super block, and if that fails then
   - The individual bit-maps for each super block.

   Note: Here we are never touching any of the memory that the user will be given, and we are confining all memory accesses to a small region of memory! This helps reduce cache misses. If this succeeds then we apply the same procedure on that bit-map as (1), and return that block of memory to the user. However, if this process fails, then we resort to (4).
4. This process involves Refilling the internal exponentially growing memory pool. The said effect is achieved by calling _S_refill_pool which does the following:
   - Gets more memory from the Global Free List of the Required size.
   - Adjusts the size for the next call to itself.
   - Writes the appropriate headers in the bit-maps.
   - Sets the use count for that super-block just allocated to 0 (zero).
   - All of the above accounts to maintaining the basic invariant for the allocator. If the invariant is maintained, we are sure that all is well. Now, the same process is applied on the newly acquired free blocks, which are dispatched accordingly.

Thus, you can clearly see that the allocate function is nothing but a combination of the next-fit and first-fit algorithm optimized ONLY for single object allocations.

20.2.2.6 deallocate

The deallocate function again is specialized for single objects ONLY. For all n belonging to > 1, the operator delete is called without further ado, and the deallocate function returns.

However for n == 1, a series of steps are performed:

1. We first need to locate that super-block which holds the memory location given to us by the user. For that purpose, we maintain a static variable _S_last_dealloc_index, which holds the index into the vector of block pairs which indicates the index of the last super-block from which memory was freed. We use this strategy in the hope that the user will deallocate memory in a region close to what he/she deallocated the last time around. If the check for belongs_to succeeds, then we determine the bit-map for the given pointer, and locate the index into that bit-map, and mark that bit as free by setting it.
2. If the _S_last_dealloc_index does not point to the memory block that we're looking for, then we do a linear search on the block stored in the vector of Block Pairs. This vector in code is called _S_mem_blocks. When the corresponding super-block is found, we apply the same procedure as we did for (1) to mark the block as free in the bit-map.

Now, whenever a block is freed, the use count of that particular super block goes down by 1. When this use count hits 0, we remove that super block from the list of all valid super blocks stored in the vector. While doing this, we also make sure that the basic invariant is maintained by making sure that _S_last_request and _S_last_dealloc_index point to valid locations within the vector.

20.2.2.7 Questions

20.2.2.7.1 1

Q1) The "Data Layout" section is cryptic. I have no idea of what you are trying to say. Layout of what? The free-list? Each bitmap? The Super Block?

The layout of a Super Block of a given size. In the example, a super block of size 32 x 1 is taken. The general formula for calculating the size of a super block is 32 x sizeof(value_type) x 2^n, where n ranges from 0 to 32 for 32-bit systems.

20.2.2.7.2 2

And since I just mentioned the term `each bitmap', what in the world is meant by it? What does each bitmap manage? How does it relate to the super block? Is the Super Block a bitmap as well?

Each bitmap is part of a Super Block which is made up of 3 parts as I have mentioned earlier. Re-iterating, 1. The use count, 2. The bit-map for that Super Block. 3. The actual memory that will be eventually given to the user. Each bitmap is a multiple of 32 in size. If there are 32 x (2^3) blocks of single objects to be given, there will be '32 x (2^3)' bits present. Each 32 bits managing the allocated / free status for 32 blocks. Since each size_t contains 32-bits, one size_t can manage up to 32 blocks' status. Each bit-map is made up of a number of size_t, whose exact number for a super-block of a given size I have just mentioned.

20.2.2.7.3 3

How do the allocate and deallocate functions work in regard to bitmaps?

The allocate and deallocate functions manipulate the bitmaps and have nothing to do with the memory that is given to the user. As I have earlier mentioned, a 1 in the bitmap's bit field indicates free, while a 0 indicates allocated. This lets us check 32 bits at a time to check whether there is at lease one free block in those 32 blocks by testing for equality with (0). Now, the allocate function will given a memory block find the corresponding bit in the bitmap, and will reset it (i.e., make it re-set (0)). And when the deallocate function is called, it will again set that bit after locating it to indicate that that particular block corresponding to this bit in the bit-map is not being used by anyone, and may be used to satisfy future requests.

e.g.: Consider a bit-map of 64-bits as represented below: 1111111111111111111111111111111111111111111111111111111111111111

Now, when the first request for allocation of a single object comes along, the first block in address order is returned. And since the bit-maps in the reverse order to that of the address order, the last bit (LSB if the bit-map is considered as a binary word of 64-bits) is re-set to 0.

The bit-map now looks like this: 1111111111111111111111111111111111111111111111111111111111111110

20.2.2.8 Locality

Another issue would be whether to keep the all bitmaps in a separate area in memory, or to keep them near the actual blocks that will be given out or allocated for the client. After some testing, I've decided to keep these bitmaps close to the actual blocks. This will help in 2 ways.

1. Constant time access for the bitmap themselves, since no kind of look up will be needed to find the correct bitmap list or it's equivalent.
2. And also this would preserve the cache as far as possible.

So in effect, this kind of an allocator might prove beneficial from a purely cache point of view. But this allocator has been made to try and roll out the defects of the node_allocator, wherein the nodes get skewed about in memory, if they are not returned in the exact reverse order or in the same order in which they were allocated. Also, the new_allocator's book keeping overhead is too much for small objects and single object allocations, though it preserves the locality of blocks very well when they are returned back to the allocator.

20.2.2.9 Overhead and Grow Policy

Expected overhead per block would be 1 bit in memory. Also, once the address of the free list has been found, the cost for allocation/deallocation would be negligible, and is supposed to be constant time. For these very reasons, it is very important to minimize the linear time costs, which include finding a free list with a free block while allocating, and finding the corresponding free list for a block while deallocating. Therefore, I have decided that the growth of the internal pool for this allocator will be exponential as compared to linear for node_allocator. There, linear time works well, because we are mainly concerned with speed of allocation/deallocation and memory consumption, whereas here, the allocation/deallocation part does have some linear/logarithmic complexity components in it. Thus, to try and minimize them would be a good thing to do at the cost of a little bit of memory.

Another thing to be noted is the pool size will double every time the internal pool gets exhausted, and all the free blocks have been given away. The initial size of the pool would be sizeof(size_t) x 8 which is the number of bits in an integer, which can fit exactly in a CPU register. Hence, the term given is exponential growth of the internal pool.

Chapter 21

Containers

21.1 Policy Based Data Structures

More details here.

21.2 HP/SGI

A few extensions and nods to backwards-compatibility have been made with containers. Those dealing with older SGI-style allocators are dealt with elsewhere. The remaining ones all deal with bits:

The old pre-standard `bit_vector` class is present for backwards compatibility. It is simply a typedef for the `vector<bool>` specialization.

The `bitset` class has a number of extensions, described in the rest of this item. First, we'll mention that this implementation of `bitset<N>` is specialized for cases where N number of bits will fit into a single word of storage. If your choice of N is within that range (<=32 on i686-pc-linux-gnu, for example), then all of the operations will be faster.

There are versions of single-bit test, set, reset, and flip member functions which do no range-checking. If we call them member functions of an instantiation of "bitset<N>," then their names and signatures are:

```
bitset<N>&   _Unchecked_set   (size_t pos);
bitset<N>&   _Unchecked_set   (size_t pos, int val);
bitset<N>&   _Unchecked_reset (size_t pos);
bitset<N>&   _Unchecked_flip  (size_t pos);
bool         _Unchecked_test  (size_t pos);
```

Note that these may in fact be removed in the future, although we have no present plans to do so (and there doesn't seem to be any immediate reason to).

The semantics of member function `operator[]` are not specified in the C++ standard. A long-standing defect report calls for sensible obvious semantics, which are already implemented here: `op[]` on a const bitset returns a bool, and for a non-const bitset returns a `reference` (a nested type). However, this implementation does no range-checking on the index argument, which is in keeping with other containers' `op[]` requirements. The defect report's proposed resolution calls for range-checking to be done. We'll just wait and see...

Finally, two additional searching functions have been added. They return the index of the first "on" bit, and the index of the first "on" bit that is after `prev`, respectively:

```
size_t _Find_first() const;
size_t _Find_next (size_t prev) const;
```

The same caveat given for the _Unchecked_* functions applies here also.

21.3 Deprecated HP/SGI

The SGI hashing classes `hash_set` and `hash_set` have been deprecated by the unordered_set, unordered_multiset, unordered_map, unordered_multimap containers in TR1 and the upcoming C++0x, and may be removed in future releases.

The SGI headers

```
<hash_map>
<hash_set>
<rope>
<slist>
<rb_tree>
```

are all here; `<hash_map>` and `<hash_set>` are deprecated but available as backwards-compatible extensions, as discussed further below. `<rope>` is the SGI specialization for large strings ("rope," "large strings," get it? Love that geeky humor.) `<slist>` is a singly-linked list, for when the doubly-linked `list<>` is too much space overhead, and `<rb_tree>` exposes the red-black tree classes used in the implementation of the standard maps and sets.

Each of the associative containers map, multimap, set, and multiset have a counterpart which uses a hashing function to do the arranging, instead of a strict weak ordering function. The classes take as one of their template parameters a function object that will return the hash value; by default, an instantiation of hash. You should specialize this functor for your class, or define your own, before trying to use one of the hashing classes.

The hashing classes support all the usual associative container functions, as well as some extra constructors specifying the number of buckets, etc.

Why would you want to use a hashing class instead of the 'normal' implementations? Matt Austern writes:

> *[W]ith a well chosen hash function, hash tables generally provide much better average-case performance than binary search trees, and much worse worst-case performance. So if your implementation has hash_map, if you don't mind using nonstandard components, and if you aren't scared about the possibility of pathological cases, you'll probably get better performance from hash_map.*

Chapter 22

Utilities

The <functional> header contains many additional functors and helper functions, extending section 20.3. They are implemented in the file stl_function.h:

- `identity_element` for addition and multiplication. *
- The functor `identity`, whose `operator()` returns the argument unchanged. *
- Composition functors `unary_function` and `binary_function`, and their helpers `compose1` and `compose2`. *
- `select1st` and `select2nd`, to strip pairs. *
- `project1st` and `project2nd`. *
- A set of functors/functions which always return the same result. They are `constant_void_fun`, `constant_binary_fun`, `constant_unary_fun`, `constant0`, `constant1`, and `constant2`. *
- The class `subtractive_rng`. *
- mem_fun adaptor helpers `mem_fun1` and `mem_fun1_ref` are provided for backwards compatibility.

20.4.1 can use several different allocators; they are described on the main extensions page.

20.4.3 is extended with a special version of `get_temporary_buffer` taking a second argument. The argument is a pointer, which is ignored, but can be used to specify the template type (instead of using explicit function template arguments like the standard version does). That is, in addition to

```
get_temporary_buffer<int>(5);
```

you can also use

```
get_temporary_buffer(5, (int*)0);
```

A class `temporary_buffer` is given in stl_tempbuf.h. *

The specialized algorithms of section 20.4.4 are extended with `uninitialized_copy_n`. *

Chapter 23

Algorithms

25.1.6 (count, count_if) is extended with two more versions of count and count_if. The standard versions return their results. The additional signatures return void, but take a final parameter by reference to which they assign their results, e.g.,

```
void count (first, last, value, n);
```

25.2 (mutating algorithms) is extended with two families of signatures, random_sample and random_sample_n.

25.2.1 (copy) is extended with

```
copy_n (_InputIter first, _Size count, _OutputIter result);
```

which copies the first 'count' elements at 'first' into 'result'.

25.3 (sorting 'n' heaps 'n' stuff) is extended with some helper predicates. Look in the doxygen-generated pages for notes on these.

- `is_heap` tests whether or not a range is a heap.
- `is_sorted` tests whether or not a range is sorted in nondescending order.

25.3.8 (lexicographical_compare) is extended with

```
lexicographical_compare_3way(_InputIter1 first1, _InputIter1 last1,
      _InputIter2 first2, _InputIter2 last2)
```

which does... what?

Chapter 24

Numerics

26.4, the generalized numeric operations such as accumulate, are extended with the following functions:

```
power (x, n);
power (x, n, moniod_operation);
```

Returns, in FORTRAN syntax, "x ** n" where n>=0. In the case of n == 0, returns the identity element for the monoid operation. The two-argument signature uses multiplication (for a true "power" implementation), but addition is supported as well. The operation functor must be associative.

The `iota` function wins the award for Extension With the Coolest Name. It "assigns sequentially increasing values to a range. That is, it assigns value to *first, value + 1 to *(first + 1) and so on." Quoted from SGI documentation.

```
void iota(_ForwardIter first, _ForwardIter last, _Tp value);
```

Chapter 25

Iterators

24.3.2 describes `struct iterator`, which didn't exist in the original HP STL implementation (the language wasn't rich enough at the time). For backwards compatibility, base classes are provided which declare the same nested typedefs:

- input_iterator
- output_iterator
- forward_iterator
- bidirectional_iterator
- random_access_iterator

24.3.4 describes iterator operation `distance`, which takes two iterators and returns a result. It is extended by another signature which takes two iterators and a reference to a result. The result is modified, and the function returns nothing.

Chapter 26

Input and Output

Extensions allowing `filebuf`s to be constructed from "C" types like FILE*s and file descriptors.

26.1 Derived filebufs

The v2 library included non-standard extensions to construct `std::filebuf`s from C stdio types such as `FILE*`s and POSIX file descriptors. Today the recommended way to use stdio types with libstdc++ IOStreams is via the `stdio_filebuf` class (see below), but earlier releases provided slightly different mechanisms.

- 3.0.x `filebuf`s have another ctor with this signature: `basic_filebuf(__c_file_type*, ios_base::openmode, int_type);` This comes in very handy in a number of places, such as attaching Unix sockets, pipes, and anything else which uses file descriptors, into the IOStream buffering classes. The three arguments are as follows:
  - `__c_file_type* F` // the __c_file_type typedef usually boils down to stdio's FILE
  - `ios_base::openmode M` // same as all the other uses of openmode
  - `int_type B` // buffer size, defaults to BUFSIZ if not specified

  For those wanting to use file descriptors instead of FILE*'s, I invite you to contemplate the mysteries of C's `fdopen()`.
- In library snapshot 3.0.95 and later, `filebuf`s bring back an old extension: the `fd()` member function. The integer returned from this function can be used for whatever file descriptors can be used for on your platform. Naturally, the library cannot track what you do on your own with a file descriptor, so if you perform any I/O directly, don't expect the library to be aware of it.
- Beginning with 3.1, the extra `filebuf` constructor and the `fd()` function were removed from the standard filebuf. Instead, `<ext/stdio_filebuf.h>` contains a derived class called __gnu_cxx::stdio_filebuf. This class can be constructed from a C `FILE*` or a file descriptor, and provides the `fd()` function.

If you want to access a `filebuf`'s file descriptor to implement file locking (e.g. using the `fcntl()` system call) then you might be interested in Henry Suter's RWLock class.

Chapter 27

Demangling

Transforming C++ ABI identifiers (like RTTI symbols) into the original C++ source identifiers is called ‘demangling.’

If you have read the source documentation for namespace abi then you are aware of the cross-vendor C++ ABI in use by GCC. One of the exposed functions is used for demangling, `abi::__cxa_demangle`.

In programs like **c++filt**, the linker, and other tools have the ability to decode C++ ABI names, and now so can you.

(The function itself might use different demanglers, but that’s the whole point of abstract interfaces. If we change the implementation, you won’t notice.)

Probably the only times you’ll be interested in demangling at runtime are when you’re seeing `typeid` strings in RTTI, or when you’re handling the runtime-support exception classes. For example:

```
#include <exception>
#include <iostream>
#include <cxxabi.h>

struct empty { };

template <typename T, int N>
  struct bar { };


int main()
{
  int     status;
  char   *realname;

  // exception classes not in <stdexcept>, thrown by the implementation
  // instead of the user
  std::bad_exception  e;
  realname = abi::__cxa_demangle(e.what(), 0, 0, &status);
  std::cout << e.what() << "\t=> " << realname << "\t: " << status << '\n';
  free(realname);


  // typeid
  bar<empty,17>          u;
  const std::type_info  &ti = typeid(u);

  realname = abi::__cxa_demangle(ti.name(), 0, 0, &status);
  std::cout << ti.name() << "\t=> " << realname << "\t: " << status << '\n';
  free(realname);

  return 0;
}
```

This prints

```
     St13bad_exception       => std::bad_exception   : 0
     3barI5emptyLi17EE       => bar<empty, 17>       : 0
```

The demangler interface is described in the source documentation linked to above. It is actually written in C, so you don't need to be writing C++ in order to demangle C++. (That also means we have to use crummy memory management facilities, so don't forget to free() the returned char array.)

Chapter 28

Concurrency

28.1 Design

28.1.1 Interface to Locks and Mutexes

The file <ext/concurrence.h> contains all the higher-level constructs for playing with threads. In contrast to the atomics layer, the concurrence layer consists largely of types. All types are defined within `namespace __gnu_cxx`.

These types can be used in a portable manner, regardless of the specific environment. They are carefully designed to provide optimum efficiency and speed, abstracting out underlying thread calls and accesses when compiling for single-threaded situations (even on hosts that support multiple threads.)

The enumerated type `_Lock_policy` details the set of available locking policies: `_S_single`, `_S_mutex`, and `_S_atomic`.

- `_S_single`

  Indicates single-threaded code that does not need locking.

- `_S_mutex`

  Indicates multi-threaded code using thread-layer abstractions.

- `_S_atomic`

  Indicates multi-threaded code using atomic operations.

The compile-time constant `__default_lock_policy` is set to one of the three values above, depending on characteristics of the host environment and the current compilation flags.

Two more datatypes make up the rest of the interface: `__mutex`, and `__scoped_lock`.

The scoped lock idiom is well-discussed within the C++ community. This version takes a `__mutex` reference, and locks it during construction of `__scoped_locke` and unlocks it during destruction. This is an efficient way of locking critical sections, while retaining exception-safety.

28.1.2 Interface to Atomic Functions

Two functions and one type form the base of atomic support.

The type `_Atomic_word` is a signed integral type supporting atomic operations.

The two functions functions are:

```
_Atomic_word
__exchange_and_add_dispatch(volatile _Atomic_word*, int);

void
__atomic_add_dispatch(volatile _Atomic_word*, int);
```

Both of these functions are declared in the header file <ext/atomicity.h>, and are in `namespace __gnu_cxx`.

- `__exchange_and_add_dispatch`

  Adds the second argument's value to the first argument. Returns the old value.

- `__atomic_add_dispatch`

  Adds the second argument's value to the first argument. Has no return value.

These functions forward to one of several specialized helper functions, depending on the circumstances. For instance,

`__exchange_and_add_dispatch`

Calls through to either of:

- `__exchange_and_add`

  Multi-thread version. Inlined if compiler-generated builtin atomics can be used, otherwise resolved at link time to a non-builtin code sequence.

- `__exchange_and_add_single`

  Single threaded version. Inlined.

However, only `__exchange_and_add_dispatch` and `__atomic_add_dispatch` should be used. These functions can be used in a portable manner, regardless of the specific environment. They are carefully designed to provide optimum efficiency and speed, abstracting out atomic accesses when they are not required (even on hosts that support compiler intrinsics for atomic operations.)

In addition, there are two macros

`_GLIBCXX_READ_MEM_BARRIER`

`_GLIBCXX_WRITE_MEM_BARRIER`

Which expand to the appropriate write and read barrier required by the host hardware and operating system.

28.2 Implementation

28.2.1 Using Builtin Atomic Functions

The functions for atomic operations described above are either implemented via compiler intrinsics (if the underlying host is capable) or by library fallbacks.

Compiler intrinsics (builtins) are always preferred. However, as the compiler builtins for atomics are not universally implemented, using them directly is problematic, and can result in undefined function calls. (An example of an undefined symbol from the use of `__sync_fetch_and_add` on an unsupported host is a missing reference to `__sync_fetch_and_add_4`.)

In addition, on some hosts the compiler intrinsics are enabled conditionally, via the `-march` command line flag. This makes usage vary depending on the target hardware and the flags used during compile.

If builtins are possible for bool-sized integral types, `_GLIBCXX_ATOMIC_BUILTINS_1` will be defined. If builtins are possible for int-sized integral types, `_GLIBCXX_ATOMIC_BUILTINS_4` will be defined.

For the following hosts, intrinsics are enabled by default.

- alpha
- ia64
- powerpc
- s390

For others, some form of `-march` may work. On non-ancient x86 hardware, `-march=native` usually does the trick.

For hosts without compiler intrinsics, but with capable hardware, hand-crafted assembly is selected. This is the case for the following hosts:

- cris
- hppa
- i386
- i486
- m48k
- mips
- sparc

And for the rest, a simulated atomic lock via pthreads.

Detailed information about compiler intrinsics for atomic operations can be found in the GCC documentation.

More details on the library fallbacks from the porting section.

28.2.2 Thread Abstraction

A thin layer above IEEE 1003.1 (i.e. pthreads) is used to abstract the thread interface for GCC. This layer is called "gthread," and is comprised of one header file that wraps the host's default thread layer with a POSIX-like interface.

The file <gthr-default.h> points to the deduced wrapper for the current host. In libstdc++ implementation files, <bits/gthr.h> is used to select the proper gthreads file.

Within libstdc++ sources, all calls to underlying thread functionality use this layer. More detail as to the specific interface can be found in the source documentation.

By design, the gthread layer is interoperable with the types, functions, and usage found in the usual <pthread.h> file, including `pthread_t`, `pthread_once_t`, `pthread_create`, etc.

28.3 Use

Typical usage of the last two constructs is demonstrated as follows:

```
#include <ext/concurrence.h>

namespace
{
  __gnu_cxx::__mutex safe_base_mutex;
} // anonymous namespace

namespace other
{
  void
```

```
  foo()
  {
    __gnu_cxx::__scoped_lock sentry(safe_base_mutex);
    for (int i = 0; i < max;  ++i)
      {
  _Safe_iterator_base* __old = __iter;
  __iter = __iter-<_M_next;
  __old-<_M_detach_single();
      }
}
```

In this sample code, an anonymous namespace is used to keep the `__mutex` private to the compilation unit, and `__scoped_lock` is used to guard access to the critical section within the for loop, locking the mutex on creation and freeing the mutex as control moves out of this block.

Several exception classes are used to keep track of concurrence-related errors. These classes are: `__concurrence_lock_error`, `__concurrence_unlock_error`, `__concurrence_wait_error`, and `__concurrence_broadcast_error`.

Part IV

Appendices

Appendix A

Contributing AppendixContributing

The GNU C++ Library follows an open development model. Active contributors are assigned maintainer-ship responsibility, and given write access to the source repository. First time contributors should follow this procedure:

A.1 Contributor Checklist

A.1.1 Reading

- Get and read the relevant sections of the C++ language specification. Copies of the full ISO 14882 standard are available on line via the ISO mirror site for committee members. Non-members, or those who have not paid for the privilege of sitting on the committee and sustained their two meeting commitment for voting rights, may get a copy of the standard from their respective national standards organization. In the USA, this national standards organization is ANSI and their web-site is right here. (And if you've already registered with them, clicking this link will take you to directly to the place where you can buy the standard on-line.)
- The library working group bugs, and known defects, can be obtained here: http://www.open-std.org/jtc1/sc22/wg21
- The newsgroup dedicated to standardization issues is comp.std.c++: this FAQ for this group is quite useful and can be found here .
- Peruse the GNU Coding Standards, and chuckle when you hit the part about 'Using Languages Other Than C'.
- Be familiar with the extensions that preceded these general GNU rules. These style issues for libstdc++ can be found here.
- And last but certainly not least, read the library-specific information found here.

A.1.2 Assignment

Small changes can be accepted without a copyright assignment form on file. New code and additions to the library need completed copyright assignment form on file at the FSF. Note: your employer may be required to fill out appropriate disclaimer forms as well.

Historically, the libstdc++ assignment form added the following question:

' Which Belgian comic book character is better, Tintin or Asterix, and why? '

While not strictly necessary, humoring the maintainers and answering this question would be appreciated.

For more information about getting a copyright assignment, please see Legal Matters.

Please contact Benjamin Kosnik at bkoz+assign@redhat.com if you are confused about the assignment or have general licensing questions. When requesting an assignment form from mailto:assign@gnu.org, please cc the libstdc++ maintainer above so that progress can be monitored.

A.1.3 Getting Sources

Getting write access (look for "Write after approval")

A.1.4 Submitting Patches

Every patch must have several pieces of information before it can be properly evaluated. Ideally (and to ensure the fastest possible response from the maintainers) it would have all of these pieces:

- A description of the bug and how your patch fixes this bug. For new features a description of the feature and your implementation.
- A ChangeLog entry as plain text; see the various ChangeLog files for format and content. If you are using emacs as your editor, simply position the insertion point at the beginning of your change and hit CX-4a to bring up the appropriate ChangeLog entry. See--magic! Similar functionality also exists for vi.
- A testsuite submission or sample program that will easily and simply show the existing error or test new functionality.
- The patch itself. If you are accessing the SVN repository use **svn update; svn diff NEW**; else, use **diff -cp OLD NEW** ... If your version of diff does not support these options, then get the latest version of GNU diff. The SVN Tricks wiki page has information on customising the output of `svn diff`.
- When you have all these pieces, bundle them up in a mail message and send it to libstdc++@gcc.gnu.org. All patches and related discussion should be sent to the libstdc++ mailing list.

A.2 Directory Layout and Source Conventions

The unpacked source directory of libstdc++ contains the files needed to create the GNU C++ Library.

```
It has subdirectories:

  doc
    Files in HTML and text format that document usage, quirks of the
    implementation, and contributor checklists.

  include
    All header files for the C++ library are within this directory,
    modulo specific runtime-related files that are in the libsupc++
    directory.

    include/std
      Files meant to be found by #include <name> directives in
      standard-conforming user programs.

    include/c
      Headers intended to directly include standard C headers.
      [NB: this can be enabled via --enable-cheaders=c]

    include/c_global
      Headers intended to include standard C headers in
      the global namespace, and put select names into the std::
      namespace.  [NB: this is the default, and is the same as
      --enable-cheaders=c_global]

    include/c_std
```

```
      Headers intended to include standard C headers
      already in namespace std, and put select names into the std::
      namespace.  [NB: this is the same as --enable-cheaders=c_std]

    include/bits
      Files included by standard headers and by other files in
      the bits directory.

    include/backward
      Headers provided for backward compatibility, such as <iostream.h>.
      They are not used in this library.

    include/ext
      Headers that define extensions to the standard library.  No
      standard header refers to any of them.

  scripts
    Scripts that are used during the configure, build, make, or test
    process.

  src
    Files that are used in constructing the library, but are not
    installed.

  testsuites/[backward, demangle, ext, performance, thread, 17_* to 27_*]
    Test programs are here, and may be used to begin to exercise the
    library.  Support for "make check" and "make check-install" is
    complete, and runs through all the subdirectories here when this
    command is issued from the build directory.  Please note that
    "make check" requires DejaGNU 1.4 or later to be installed.  Please
    note that "make check-script" calls the script mkcheck, which
    requires bash, and which may need the paths to bash adjusted to
    work properly, as /bin/bash is assumed.

Other subdirectories contain variant versions of certain files
that are meant to be copied or linked by the configure script.
Currently these are:

  config/abi
  config/cpu
  config/io
  config/locale
  config/os

In addition, a subdirectory holds the convenience library libsupc++.

  libsupc++
    Contains the runtime library for C++, including exception
    handling and memory allocation and deallocation, RTTI, terminate
    handlers, etc.

Note that glibc also has a bits/ subdirectory.  We will either
need to be careful not to collide with names in its bits/
directory; or rename bits to (e.g.) cppbits/.

In files throughout the system, lines marked with an "XXX" indicate
a bug or incompletely-implemented feature.  Lines marked "XXX MT"
```

```
indicate a place that may require attention for multi-thread safety.
```

A.3 Coding Style

A.3.1 Bad Identifiers

Identifiers that conflict and should be avoided.

```
This is the list of names reserved to the
implementation that have been claimed by certain
compilers and system headers of interest, and should not be used
in the library. It will grow, of course.  We generally are
interested in names that are not all-caps, except for those like
"_T"

For Solaris:
_B
_C
_L
_N
_P
_S
_U
_X
_E1
..
_E24

Irix adds:
_A
_G

MS adds:
_T

BSD adds:
__used
__unused
__inline
_Complex
__istype
__maskrune
__tolower
__toupper
__wchar_t
__wint_t
_res
_res_ext
__tg_*

SPU adds:
__ea

For GCC:
```

```
[Note that this list is out of date. It applies to the old
name-mangling; in G++ 3.0 and higher a different name-mangling is
used. In addition, many of the bugs relating to G++ interpreting
these names as operators have been fixed.]

The full set of __* identifiers (combined from gcc/cp/lex.c and
gcc/cplus-dem.c) that are either old or new, but are definitely
recognized by the demangler, is:

__aa
__aad
__ad
__addr
__adv
__aer
__als
__alshift
__amd
__ami
__aml
__amu
__aor
__apl
__array
__ars
__arshift
__as
__bit_and
__bit_ior
__bit_not
__bit_xor
__call
__cl
__cm
__cn
__co
__component
__compound
__cond
__convert
__delete
__dl
__dv
__eq
__er
__ge
__gt
__indirect
__le
__ls
__lt
__max
__md
__method_call
__mi
__min
```

```
__minus
__ml
__mm
__mn
__mult
__mx
__ne
__negate
__new
__nop
__nt
__nw
__oo
__op
__or
__pl
__plus
__postdecrement
__postincrement
__pp
__pt
__rf
__rm
__rs
__sz
__trunc_div
__trunc_mod
__truth_andif
__truth_not
__truth_orif
__vc
__vd
__vn

SGI badnames:
__builtin_alloca
__builtin_fsqrt
__builtin_sqrt
__builtin_fabs
__builtin_dabs
__builtin_cast_f2i
__builtin_cast_i2f
__builtin_cast_d2ll
__builtin_cast_ll2d
__builtin_copy_dhi2i
__builtin_copy_i2dhi
__builtin_copy_dlo2i
__builtin_copy_i2dlo
__add_and_fetch
__sub_and_fetch
__or_and_fetch
__xor_and_fetch
__and_and_fetch
__nand_and_fetch
__mpy_and_fetch
__min_and_fetch
__max_and_fetch
```

```
__fetch_and_add
__fetch_and_sub
__fetch_and_or
__fetch_and_xor
__fetch_and_and
__fetch_and_nand
__fetch_and_mpy
__fetch_and_min
__fetch_and_max
__lock_test_and_set
__lock_release
__lock_acquire
__compare_and_swap
__synchronize
__high_multiply
__unix
__sgi
__linux__
__i386__
__i486__
__cplusplus
__embedded_cplusplus
// long double conversion members mangled as __opr
// http://gcc.gnu.org/ml/libstdc++/1999-q4/msg00060.html
_opr
```

A.3.2 By Example

```
This library is written to appropriate C++ coding standards. As such,
it is intended to precede the recommendations of the GNU Coding
Standard, which can be referenced in full here:

http://www.gnu.org/prep/standards/standards.html#Formatting

The rest of this is also interesting reading, but skip the "Design
Advice" part.

The GCC coding conventions are here, and are also useful:
http://gcc.gnu.org/codingconventions.html

In addition, because it doesn't seem to be stated explicitly anywhere
else, there is an 80 column source limit.

ChangeLog entries for member functions should use the
classname::member function name syntax as follows:

1999-04-15  Dennis Ritchie  <dr@att.com>

* src/basic_file.cc (__basic_file::open): Fix thinko in
_G_HAVE_IO_FILE_OPEN bits.

Notable areas of divergence from what may be previous local practice
(particularly for GNU C) include:

01. Pointers and references
```

```
char* p = "flop";
char& c = *p;
-NOT-
char *p = "flop";  // wrong
char &c = *p;      // wrong

Reason: In C++, definitions are mixed with executable code. Here,
p is being initialized, not *p. This is near-universal
practice among C++ programmers; it is normal for C hackers
to switch spontaneously as they gain experience.

02. Operator names and parentheses
operator==(type)
-NOT-
operator == (type)  // wrong

Reason: The == is part of the function name. Separating
it makes the declaration look like an expression.

03. Function names and parentheses
void mangle()
-NOT-
void mangle ()  // wrong

Reason: no space before parentheses (except after a control-flow
keyword) is near-universal practice for C++. It identifies the
parentheses as the function-call operator or declarator, as
opposed to an expression or other overloaded use of parentheses.

04. Template function indentation
template<typename T>
void
template_function(args)
{ }
-NOT-
template<class T>
void template_function(args) {};

Reason: In class definitions, without indentation whitespace is
needed both above and below the declaration to distinguish
it visually from other members. (Also, re: "typename"
rather than "class".)  T often could be int, which is
not a class. ("class", here, is an anachronism.)

05. Template class indentation
template<typename _CharT, typename _Traits>
class basic_ios : public ios_base
{
public:
// Types:
};
-NOT-
template<class _CharT, class _Traits>
class basic_ios : public ios_base
{
public:
// Types:
```

```
};
-NOT-
template<class _CharT, class _Traits>
class basic_ios : public ios_base
{
public:
// Types:
};

06. Enumerators
enum
{
space = _ISspace,
print = _ISprint,
cntrl = _IScntrl
};
-NOT-
enum { space = _ISspace, print = _ISprint, cntrl = _IScntrl };

07. Member initialization lists
All one line, separate from class name.

gribble::gribble()
: _M_private_data(0), _M_more_stuff(0), _M_helper(0);
{ }
-NOT-
gribble::gribble() : _M_private_data(0), _M_more_stuff(0), _M_helper(0);
{ }

08. Try/Catch blocks
try
{
//
}
catch (...)
{
//
}
-NOT-
try {
//
} catch(...) {
//
}

09. Member functions declarations and definitions
Keywords such as extern, static, export, explicit, inline, etc
go on the line above the function name. Thus

virtual int
foo()
-NOT-
virtual int foo()

Reason: GNU coding conventions dictate return types for functions
are on a separate line than the function name and parameter list
for definitions. For C++, where we have member functions that can
```

```
be either inline definitions or declarations, keeping to this
standard allows all member function names for a given class to be
aligned to the same margin, increasing readability.


10. Invocation of member functions with "this->"
For non-uglified names, use this->name to call the function.

this->sync()
-NOT-
sync()

Reason: Koenig lookup.

11. Namespaces
namespace std
{
blah blah blah;
} // namespace std

-NOT-

namespace std {
blah blah blah;
} // namespace std

12. Spacing under protected and private in class declarations:
space above, none below
i.e.

public:
int foo;

-NOT-
public:

int foo;

13. Spacing WRT return statements.
no extra spacing before returns, no parenthesis
i.e.

}
return __ret;

-NOT-
}

return __ret;

-NOT-

}
return (__ret);


14. Location of global variables.
```

All global variables of class type, whether in the "user visible"
space (e.g., cin) or the implementation namespace, must be defined
as a character array with the appropriate alignment and then later
re-initialized to the correct value.

This is due to startup issues on certain platforms, such as AIX.
For more explanation and examples, see src/globals.cc. All such
variables should be contained in that file, for simplicity.

15. Exception abstractions
Use the exception abstractions found in functexcept.h, which allow
C++ programmers to use this library with -fno-exceptions. (Even if
that is rarely advisable, it's a necessary evil for backwards
compatibility.)

16. Exception error messages
All start with the name of the function where the exception is
thrown, and then (optional) descriptive text is added. Example:

__throw_logic_error(__N("basic_string::_S_construct NULL not valid"));

Reason: The verbose terminate handler prints out exception::what(),
as well as the typeinfo for the thrown exception. As this is the
default terminate handler, by putting location info into the
exception string, a very useful error message is printed out for
uncaught exceptions. So useful, in fact, that non-programmers can
give useful error messages, and programmers can intelligently
speculate what went wrong without even using a debugger.

17. The doxygen style guide to comments is a separate document,
see index.

The library currently has a mixture of GNU-C and modern C++ coding
styles. The GNU C usages will be combed out gradually.

Name patterns:

For nonstandard names appearing in Standard headers, we are constrained
to use names that begin with underscores. This is called "uglification".
The convention is:

Local and argument names: __[a-z].*

Examples: __count __ix __s1

Type names and template formal-argument names: _[A-Z][^_].*

Examples: _Helper _CharT _N

Member data and function names: _M_.*

Examples: _M_num_elements _M_initialize ()

Static data members, constants, and enumerations: _S_.*

Examples: _S_max_elements _S_default_value

```
Don't use names in the same scope that differ only in the prefix,
e.g. _S_top and _M_top. See BADNAMES for a list of forbidden names.
(The most tempting of these seem to be and "_T" and "__sz".)

Names must never have "__" internally; it would confuse name
unmanglers on some targets. Also, never use "__[0-9]", same reason.

-------------------------

[BY EXAMPLE]

#ifndef  _HEADER_
#define  _HEADER_ 1

namespace std
{
class gribble
{
public:
gribble() throw();

gribble(const gribble&);

explicit
gribble(int __howmany);

gribble&
operator=(const gribble&);

virtual
~gribble() throw ();

// Start with a capital letter, end with a period.
inline void
public_member(const char* __arg) const;

// In-class function definitions should be restricted to one-liners.
int
one_line() { return 0 }

int
two_lines(const char* arg)
{ return strchr(arg, 'a'); }

inline int
three_lines();  // inline, but defined below.

// Note indentation.
template<typename _Formal_argument>
void
public_template() const throw();

template<typename _Iterator>
void
other_template();

private:
```

```
class _Helper;

int _M_private_data;
int _M_more_stuff;
_Helper* _M_helper;
int _M_private_function();

enum _Enum
{
_S_one,
_S_two
};

static void
_S_initialize_library();
};

// More-or-less-standard language features described by lack, not presence.
# ifndef _G_NO_LONGLONG
extern long long _G_global_with_a_good_long_name;  // avoid globals!
# endif

// Avoid in-class inline definitions, define separately;
// likewise for member class definitions:
inline int
gribble::public_member() const
{ int __local = 0; return __local; }

class gribble::_Helper
{
int _M_stuff;

friend class gribble;
};
}

// Names beginning with "__": only for arguments and
//   local variables; never use "__" in a type name, or
//   within any name; never use "__[0-9]".

#endif /* _HEADER_ */


namespace std
{
template<typename T>  // notice: "typename", not "class", no space
long_return_value_type<with_many, args>
function_name(char* pointer,               // "char *pointer" is wrong.
char* argument,
const Reference& ref)
{
// int a_local;  /* wrong; see below. */
if (test)
{
nested code
}
```

```
int a_local = 0;  // declare variable at first use.

//  char a, b, *p;    /* wrong */
char a = 'a';
char b = a + 1;
char* c = "abc";  // each variable goes on its own line, always.

// except maybe here...
for (unsigned i = 0, mask = 1; mask; ++i, mask <<= 1) {
// ...
}
}

gribble::gribble()
: _M_private_data(0), _M_more_stuff(0), _M_helper(0);
{ }

inline int
gribble::three_lines()
{
// doesn't fit in one line.
}
} // namespace std
```

A.4 Documentation Style

A.4.1 Doxygen

A.4.1.1 Prerequisites

Prerequisite tools are Bash 2.x, Doxygen, and the GNU coreutils. (GNU versions of find, xargs, and possibly sed and grep are used, just because the GNU versions make things very easy.)

To generate the pretty pictures and hierarchy graphs, the Graphviz package will need to be installed. For PDF output, pdflatex is required.

A.4.1.2 Generating the Doxygen Files

The following Makefile rules run Doxygen to generate HTML docs, XML docs, PDF docs, and the man pages.

```
make doc-html-doxygen
```

```
make doc-xml-doxygen
```

```
make doc-pdf-doxygen
```

```
make doc-man-doxygen
```

Careful observers will see that the Makefile rules simply call a script from the source tree, `run_doxygen`, which does the actual work of running Doxygen and then (most importantly) massaging the output files. If for some reason you prefer to not go through the Makefile, you can call this script directly. (Start by passing `--help`.)

If you wish to tweak the Doxygen settings, do so by editing `doc/doxygen/user.cfg.in`. Notes to fellow library hackers are written in triple-# comments.

A.4.1.3 Markup

In general, libstdc++ files should be formatted according to the rules found in the Coding Standard. Before any doxygen-specific formatting tweaks are made, please try to make sure that the initial formatting is sound.

Adding Doxygen markup to a file (informally called 'doxygenating') is very simple. The Doxygen manual can be found here. We try to use a very-recent version of Doxygen.

For classes, use `deque`/`vector`/`list` and `std::pair` as examples. For functions, see their member functions, and the free functions in `stl_algobase.h`. Member functions of other container-like types should read similarly to these member functions.

Some commentary to accompany the first list in the Special Documentation Blocks section of the Doxygen manual:

1. For longer comments, use the Javadoc style...
2. ...not the Qt style. The intermediate *'s are preferred.
3. Use the triple-slash style only for one-line comments (the 'brief' mode).
4. This is disgusting. Don't do this.

Some specific guidelines:

Use the @-style of commands, not the !-style. Please be careful about whitespace in your markup comments. Most of the time it doesn't matter; doxygen absorbs most whitespace, and both HTML and *roff are agnostic about whitespace. However, in <pre> blocks and @code/@endcode sections, spacing can have 'interesting' effects.

Use either kind of grouping, as appropriate. `doxygroups.cc` exists for this purpose. See `stl_iterator.h` for a good example of the 'other' kind of grouping.

Please use markup tags like @p and @a when referring to things such as the names of function parameters. Use @e for emphasis when necessary. Use @c to refer to other standard names. (Examples of all these abound in the present code.)

Complicated math functions should use the multi-line format. An example from `random.h`:

```
/**
 * @brief A model of a linear congruential random number generator.
 *
 * @f[
 *     x_{i+1}\leftarrow(ax_{i} + c) \bmod m
 * @f]
 */
```

Be careful about using certain, special characters when writing Doxygen comments. Single and double quotes, and separators in filenames are two common trouble spots. When in doubt, consult the following table.

HTML	Doxygen
\	\\
"	\"
'	\'
<i>	@a word
<b>	@b word
<code>	@c word
	@a word
	two words or more

Table A.1: HTML to Doxygen Markup Comparison

A.4.2 Docbook

A.4.2.1 Prerequisites

Editing the DocBook sources requires an XML editor. Many exist: some notable options include **emacs**, Kate, or Conglomerate.

Some editors support special 'XML Validation' modes that can validate the file as it is produced. Recommended is the **nXML Mode** for **emacs**.

Besides an editor, additional DocBook files and XML tools are also required.

Access to the DocBook stylesheets and DTD is required. The stylesheets are usually packaged by vendor, in something like `docbook-style-xsl`. To exactly match generated output, please use a version of the stylesheets equivalent to `docbook-style-x 74.0-5`. The installation directory for this package corresponds to the `XSL_STYLE_DIR` in `doc/Makefile.am` and defaults to `/usr/share/sgml/docbook/xsl-stylesheets`.

For processing XML, an XML processor and some style sheets are necessary. Defaults are **xsltproc** provided by `libxslt`.

For validating the XML document, you'll need something like **xmllint** and access to the DocBook DTD. These are provided by a vendor package like `libxml2`.

For PDF output, something that transforms valid XML to PDF is required. Possible solutions include dblatex, **xmlto**, or **prince**. Other options are listed on the DocBook web pages. Please consult the libstdc++@gcc.gnu.org list when preparing printed manuals for current best practice and suggestions.

Make sure that the XML documentation and markup is valid for any change. This can be done easily, with the validation rules in the `Makefile`, which is equivalent to doing:

```
xmllint --noout --valid xml/index.xml
```

A.4.2.2 Generating the DocBook Files

The following Makefile rules generate (in order): an HTML version of all the DocBook documentation, a PDF version of the same, a single XML document, and the result of validating the entire XML document.

```
make doc-html-docbook
```

```
make doc-pdf-docbook
```

```
make doc-xml-single-docbook
```

```
make doc-xml-validate-docbook
```

A.4.2.3 File Organization and Basics

```
Which files are important

All Docbook files are in the directory
libstdc++-v3/doc/xml

Inside this directory, the files of importance:
spine.xml    - index to documentation set
manual/spine.xml  - index to manual
manual/*.xml    - individual chapters and sections of the manual
faq.xml    - index to FAQ
api.xml    - index to source level / API

All *.txml files are template xml files, i.e., otherwise empty files with
```

```
the correct structure, suitable for filling in with new information.

Canonical Writing Style

class template
function template
member function template
(via C++ Templates, Vandevoorde)

class in namespace std: allocator, not std::allocator

header file: iostream, not <iostream>


General structure

<set>
<book>
</book>

<book>
<chapter>
</chapter>
</book>

<book>
<part>
<chapter>
<section>
</section>

<sect1>
</sect1>

<sect1>
<sect2>
</sect2>
</sect1>
</chapter>

<chapter>
</chapter>
</part>
</book>

</set>
```

A.4.2.4 Markup By Example

Complete details on Docbook markup can be found in the DocBook Element Reference, online. An incomplete reference for HTML to Docbook conversion is detailed in the table below.

And examples of detailed markup for which there are no real HTML equivalents are listed in the table below.

HTML	Docbook
<p>	<para>
<pre>	<computeroutput>, <programlisting>, <literallayout>
	<itemizedlist>
	<orderedlist>
<il>	<listitem>
<dl>	<variablelist>
<dt>	<term>
<dd>	<listitem>
<a href="">	<ulink url="">
<code>	<literal>, <programlisting>
	<emphasis>
	<emphasis>
"	<quote>

Table A.2: HTML to Docbook XML Markup Comparison

Element	Use
<structname>	<structname>char_traits</structname>
<classname>	<classname>string</classname>
<function>	<function>clear()</function> <function>fs.clear()</function>
<type>	<type>long long</type>
<varname>	<varname>fs</varname>
<literal>	<literal>-Weffc++</literal> <literal>rel_ops</literal>
<constant>	<constant>_GNU_SOURCE</constant> <constant>3.0</constant>
<command>	<command>g++</command>
<errortext>	<errortext>In instantiation of</errortext>
<filename>	<filename class="headerfile">ctype.h</filename> <filename class="directory">/home/gcc/build</filename> <filename class="libraryfile">libstdc++.so</filename>

Table A.3: Docbook XML Element Use

A.4.3 Combines

A.4.3.1 Generating Combines and Assemblages

The following Makefile rules are defaults, and are usually aliased to variable rules.

```
make doc-html
```

```
make doc-man
```

```
make doc-pdf
```

A.5 Design Notes

```
The Library
-----------

This paper is covers two major areas:

- Features and policies not mentioned in the standard that
the quality of the library implementation depends on, including
extensions and "implementation-defined" features;

- Plans for required but unimplemented library features and
optimizations to them.

Overhead
--------

The standard defines a large library, much larger than the standard
C library. A naive implementation would suffer substantial overhead
in compile time, executable size, and speed, rendering it unusable
in many (particularly embedded) applications. The alternative demands
care in construction, and some compiler support, but there is no
need for library subsets.

What are the sources of this overhead?  There are four main causes:

- The library is specified almost entirely as templates, which
with current compilers must be included in-line, resulting in
very slow builds as tens or hundreds of thousands of lines
of function definitions are read for each user source file.
Indeed, the entire SGI STL, as well as the dos Reis valarray,
are provided purely as header files, largely for simplicity in
porting. Iostream/locale is (or will be) as large again.

- The library is very flexible, specifying a multitude of hooks
where users can insert their own code in place of defaults.
When these hooks are not used, any time and code expended to
support that flexibility is wasted.

- Templates are often described as causing to "code bloat". In
practice, this refers (when it refers to anything real) to several
```

independent processes. First, when a class template is manually instantiated in its entirely, current compilers place the definitions for all members in a single object file, so that a program linking to one member gets definitions of all. Second, template functions which do not actually depend on the template argument are, under current compilers, generated anew for each instantiation, rather than being shared with other instantiations. Third, some of the flexibility mentioned above comes from virtual functions (both in regular classes and template classes) which current linkers add to the executable file even when they manifestly cannot be called.

- The library is specified to use a language feature, exceptions, which in the current gcc compiler ABI imposes a run time and code space cost to handle the possibility of exceptions even when they are not used. Under the new ABI (accessed with -fnew-abi), there is a space overhead and a small reduction in code efficiency resulting from lost optimization opportunities associated with non-local branches associated with exceptions.

What can be done to eliminate this overhead? A variety of coding techniques, and compiler, linker and library improvements and extensions may be used, as covered below. Most are not difficult, and some are already implemented in varying degrees.

Overhead: Compilation Time

Providing "ready-instantiated" template code in object code archives allows us to avoid generating and optimizing template instantiations in each compilation unit which uses them. However, the number of such instantiations that are useful to provide is limited, and anyway this is not enough, by itself, to minimize compilation time. In particular, it does not reduce time spent parsing conforming headers.

Quicker header parsing will depend on library extensions and compiler improvements. One approach is some variation on the techniques previously marketed as "pre-compiled headers", now standardized as support for the "export" keyword. "Exported" template definitions can be placed (once) in a "repository" -- really just a library, but of template definitions rather than object code -- to be drawn upon at link time when an instantiation is needed, rather than placed in header files to be parsed along with every compilation unit.

Until "export" is implemented we can put some of the lengthy template definitions in #if guards or alternative headers so that users can skip over the full definitions when they need only the ready-instantiated specializations.

To be precise, this means that certain headers which define templates which users normally use only for certain arguments can be instrumented to avoid exposing the template definitions to the compiler unless a macro is defined. For example, in <string>, we might have:

```
template <class _CharT, ... > class basic_string {
... // member declarations
};
```

```
... // operator declarations

#ifdef _STRICT_ISO_
# if _G_NO_TEMPLATE_EXPORT
#   include <bits/std_locale.h>  // headers needed by definitions
#   ...
#   include <bits/string.tcc>  // member and global template definitions.
# endif
#endif
```

Users who compile without specifying a strict-ISO-conforming flag would not see many of the template definitions they now see, and rely instead on ready-instantiated specializations in the library. This technique would be useful for the following substantial components: string, locale/iostreams, valarray. It would *not* be useful or usable with the following: containers, algorithms, iterators, allocator. Since these constitute a large (though decreasing) fraction of the library, the benefit the technique offers is limited.

The language specifies the semantics of the "export" keyword, but the gcc compiler does not yet support it. When it does, problems with large template inclusions can largely disappear, given some minor library reorganization, along with the need for the apparatus described above.

Overhead: Flexibility Cost

The library offers many places where users can specify operations to be performed by the library in place of defaults. Sometimes this seems to require that the library use a more-roundabout, and possibly slower, way to accomplish the default requirements than would be used otherwise.

The primary protection against this overhead is thorough compiler optimization, to crush out layers of inline function interfaces. Kuck & Associates has demonstrated the practicality of this kind of optimization.

The second line of defense against this overhead is explicit specialization. By defining helper function templates, and writing specialized code for the default case, overhead can be eliminated for that case without sacrificing flexibility. This takes full advantage of any ability of the optimizer to crush out degenerate code.

The library specifies many virtual functions which current linkers load even when they cannot be called. Some minor improvements to the compiler and to ld would eliminate any such overhead by simply omitting virtual functions that the complete program does not call. A prototype of this work has already been done. For targets where GNU ld is not used, a "pre-linker" could do the same job.

The main areas in the standard interface where user flexibility can result in overhead are:

- Allocators: Containers are specified to use user-definable allocator types and objects, making tuning for the container characteristics tricky.

- Locales: the standard specifies locale objects used to implement iostream operations, involving many virtual functions which use streambuf iterators.

- Algorithms and containers: these may be instantiated on any type, frequently duplicating code for identical operations.

- Iostreams and strings: users are permitted to use these on their own types, and specify the operations the stream must use on these types.

Note that these sources of overhead are _avoidable_. The techniques to avoid them are covered below.

Code Bloat

In the SGI STL, and in some other headers, many of the templates are defined "inline" -- either explicitly or by their placement in class definitions -- which should not be inline. This is a source of code bloat. Matt had remarked that he was relying on the compiler to recognize what was too big to benefit from inlining, and generate it out-of-line automatically. However, this also can result in code bloat except where the linker can eliminate the extra copies.

Fixing these cases will require an audit of all inline functions defined in the library to determine which merit inlining, and moving the rest out of line. This is an issue mainly in chapters 23, 25, and 27. Of course it can be done incrementally, and we should generally accept patches that move large functions out of line and into ".tcc" files, which can later be pulled into a repository. Compiler/linker improvements to recognize very large inline functions and move them out-of-line, but shared among compilation units, could make this work unnecessary.

Pre-instantiating template specializations currently produces large amounts of dead code which bloats statically linked programs. The current state of the static library, libstdc++.a, is intolerable on this account, and will fuel further confused speculation about a need for a library "subset". A compiler improvement that treats each instantiated function as a separate object file, for linking purposes, would be one solution to this problem. An alternative would be to split up the manual instantiation files into dozens upon dozens of little files, each compiled separately, but an abortive attempt at this was done for <string> and, though it is far from complete, it is already a nuisance. A better interim solution (just until we have "export") is badly needed.

When building a shared library, the current compiler/linker cannot automatically generate the instantiations needed. This creates a miserable situation; it means any time something is changed in the library, before a shared library can be built someone must manually

copy the declarations of all templates that are needed by other parts of the library to an "instantiation" file, and add it to the build system to be compiled and linked to the library. This process is readily automated, and should be automated as soon as possible. Users building their own shared libraries experience identical frustrations.

Sharing common aspects of template definitions among instantiations can radically reduce code bloat. The compiler could help a great deal here by recognizing when a function depends on nothing about a template parameter, or only on its size, and giving the resulting function a link-name "equate" that allows it to be shared with other instantiations. Implementation code could take advantage of the capability by factoring out code that does not depend on the template argument into separate functions to be merged by the compiler.

Until such a compiler optimization is implemented, much can be done manually (if tediously) in this direction. One such optimization is to derive class templates from non-template classes, and move as much implementation as possible into the base class. Another is to partial-specialize certain common instantiations, such as vector<T*>, to share code for instantiations on all types T. While these techniques work, they are far from the complete solution that a compiler improvement would afford.

Overhead: Expensive Language Features

The main "expensive" language feature used in the standard library is exception support, which requires compiling in cleanup code with static table data to locate it, and linking in library code to use the table. For small embedded programs the amount of such library code and table data is assumed by some to be excessive. Under the "new" ABI this perception is generally exaggerated, although in some cases it may actually be excessive.

To implement a library which does not use exceptions directly is not difficult given minor compiler support (to "turn off" exceptions and ignore exception constructs), and results in no great library maintenance difficulties. To be precise, given "-fno-exceptions", the compiler should treat "try" blocks as ordinary blocks, and "catch" blocks as dead code to ignore or eliminate. Compiler support is not strictly necessary, except in the case of "function try blocks"; otherwise the following macros almost suffice:

```
#define throw(X)
#define try      if (true)
#define catch(X) else if (false)
```

However, there may be a need to use function try blocks in the library implementation, and use of macros in this way can make correct diagnostics impossible. Furthermore, use of this scheme would require the library to call a function to re-throw exceptions from a try block. Implementing the above semantics in the compiler is preferable.

Given the support above (however implemented) it only remains to

replace code that "throws" with a call to a well-documented "handler" function in a separate compilation unit which may be replaced by the user. The main source of exceptions that would be difficult for users to avoid is memory allocation failures, but users can define their own memory allocation primitives that never throw. Otherwise, the complete list of such handlers, and which library functions may call them, would be needed for users to be able to implement the necessary substitutes. (Fortunately, they have the source code.)

Opportunities

The template capabilities of C++ offer enormous opportunities for optimizing common library operations, well beyond what would be considered "eliminating overhead". In particular, many operations done in Glibc with macros that depend on proprietary language extensions can be implemented in pristine Standard C++. For example, the chapter 25 algorithms, and even C library functions such as strchr, can be specialized for the case of static arrays of known (small) size.

Detailed optimization opportunities are identified below where the component where they would appear is discussed. Of course new opportunities will be identified during implementation.

Unimplemented Required Library Features

The standard specifies hundreds of components, grouped broadly by chapter. These are listed in excruciating detail in the CHECKLIST file.

17 general
18 support
19 diagnostics
20 utilities
21 string
22 locale
23 containers
24 iterators
25 algorithms
26 numerics
27 iostreams
Annex D backward compatibility

Anyone participating in implementation of the library should obtain a copy of the standard, ISO 14882. People in the U.S. can obtain an electronic copy for US$18 from ANSI’s web site. Those from other countries should visit http://www.iso.org/ to find out the location of their country’s representation in ISO, in order to know who can sell them a copy.

The emphasis in the following sections is on unimplemented features and optimization opportunities.

Chapter 17 General

Chapter 17 concerns overall library requirements.

The standard doesn't mention threads. A multi-thread (MT) extension primarily affects operators new and delete (18), allocator (20), string (21), locale (22), and iostreams (27). The common underlying support needed for this is discussed under chapter 20.

The standard requirements on names from the C headers create a lot of work, mostly done. Names in the C headers must be visible in the std:: and sometimes the global namespace; the names in the two scopes must refer to the same object. More stringent is that Koenig lookup implies that any types specified as defined in std:: really are defined in std::. Names optionally implemented as macros in C cannot be macros in C++. (An overview may be read at <http://www.cantrip.org/cheaders.html>). The scripts "inclosure" and "mkcshadow", and the directories shadow/ and cshadow/, are the beginning of an effort to conform in this area.

A correct conforming definition of C header names based on underlying C library headers, and practical linking of conforming namespaced customer code with third-party C libraries depends ultimately on an ABI change, allowing namespaced C type names to be mangled into type names as if they were global, somewhat as C function names in a namespace, or C++ global variable names, are left unmangled. Perhaps another "extern" mode, such as 'extern "C-global"' would be an appropriate place for such type definitions. Such a type would affect mangling as follows:

```
namespace A {
struct X {};
extern "C-global" {  // or maybe just 'extern "C"'
struct Y {};
};
}
void f(A::X*);  // mangles to f__FPQ21A1X
void f(A::Y*);  // mangles to f__FP1Y
```

(It may be that this is really the appropriate semantics for regular 'extern "C"', and 'extern "C-global"', as an extension, would not be necessary.) This would allow functions declared in non-standard C headers (and thus fixable by neither us nor users) to link properly with functions declared using C types defined in properly-namespaced headers. The problem this solves is that C headers (which C++ programmers do persist in using) frequently forward-declare C struct tags without including the header where the type is defined, as in

```
struct tm;
void munge(tm*);
```

Without some compiler accommodation, munge cannot be called by correct C++ code using a pointer to a correctly-scoped tm* value.

The current C headers use the preprocessor extension "#include_next", which the compiler complains about when run "-pedantic". (Incidentally, it appears that "-fpedantic" is currently ignored, probably a bug.) The solution in the C compiler is to use

"-isystem" rather than "-I", but unfortunately in g++ this seems
also to wrap the whole header in an 'extern "C"' block, so it's
unusable for C++ headers. The correct solution appears to be to
allow the various special include-directory options, if not given
an argument, to affect subsequent include-directory options additively,
so that if one said

```
-pedantic -iprefix $(prefix) \
-idirafter -ino-pedantic -ino-extern-c -iwithprefix -I g++-v3 \
-iwithprefix -I g++-v3/ext
```

the compiler would search $(prefix)/g++-v3 and not report
pedantic warnings for files found there, but treat files in
$(prefix)/g++-v3/ext pedantically. (The undocumented semantics
of "-isystem" in g++ stink. Can they be rescinded? If not it
must be replaced with something more rationally behaved.)

All the C headers need the treatment above; in the standard these
headers are mentioned in various chapters. Below, I have only
mentioned those that present interesting implementation issues.

The components identified as "mostly complete", below, have not been
audited for conformance. In many cases where the library passes
conformance tests we have non-conforming extensions that must be
wrapped in #if guards for "pedantic" use, and in some cases renamed
in a conforming way for continued use in the implementation regardless
of conformance flags.

The STL portion of the library still depends on a header
stl/bits/stl_config.h full of #ifdef clauses. This apparatus
should be replaced with autoconf/automake machinery.

The SGI STL defines a type_traits<> template, specialized for
many types in their code including the built-in numeric and
pointer types and some library types, to direct optimizations of
standard functions. The SGI compiler has been extended to generate
specializations of this template automatically for user types,
so that use of STL templates on user types can take advantage of
these optimizations. Specializations for other, non-STL, types
would make more optimizations possible, but extending the gcc
compiler in the same way would be much better. Probably the next
round of standardization will ratify this, but probably with
changes, so it probably should be renamed to place it in the
implementation namespace.

The SGI STL also defines a large number of extensions visible in
standard headers. (Other extensions that appear in separate headers
have been sequestered in subdirectories ext/ and backward/.) All
these extensions should be moved to other headers where possible,
and in any case wrapped in a namespace (not std!), and (where kept
in a standard header) girded about with macro guards. Some cannot be
moved out of standard headers because they are used to implement
standard features. The canonical method for accommodating these
is to use a protected name, aliased in macro guards to a user-space
name. Unfortunately C++ offers no satisfactory template typedef
mechanism, so very ad-hoc and unsatisfactory aliasing must be used
instead.

Implementation of a template typedef mechanism should have the highest priority among possible extensions, on the same level as implementation of the template "export" feature.

Chapter 18 Language support

Headers: <limits> <new> <typeinfo> <exception>
C headers: <cstddef> <climits> <cfloat> <cstdarg> <csetjmp> <ctime>   <csignal> <cstdlib> (also 21, 25, 26)

This defines the built-in exceptions, rtti, numeric_limits<>, operator new and delete. Much of this is provided by the compiler in its static runtime library.

Work to do includes defining numeric_limits<> specializations in separate files for all target architectures. Values for integer types except for bool and wchar_t are readily obtained from the C header <limits.h>, but values for the remaining numeric types (bool, wchar_t, float, double, long double) must be entered manually. This is largely dog work except for those members whose values are not easily deduced from available documentation. Also, this involves some work in target configuration to identify the correct choice of file to build against and to install.

The definitions of the various operators new and delete must be made thread-safe, which depends on a portable exclusion mechanism, discussed under chapter 20. Of course there is always plenty of room for improvements to the speed of operators new and delete.

<cstdarg>, in Glibc, defines some macros that gcc does not allow to be wrapped into an inline function. Probably this header will demand attention whenever a new target is chosen. The functions atexit(), exit(), and abort() in cstdlib have different semantics in C++, so must be re-implemented for C++.

Chapter 19 Diagnostics

Headers: <stdexcept>
C headers: <cassert> <cerrno>

This defines the standard exception objects, which are "mostly complete". Cygnus has a version, and now SGI provides a slightly different one. It makes little difference which we use.

The C global name "errno", which C allows to be a variable or a macro, is required in C++ to be a macro. For MT it must typically result in a function call.

Chapter 20 Utilities

Headers: <utility> <functional> <memory>
C header: <ctime> (also in 18)

SGI STL provides "mostly complete" versions of all the components

defined in this chapter. However, the auto_ptr<> implementation
is known to be wrong. Furthermore, the standard definition of it
is known to be unimplementable as written. A minor change to the
standard would fix it, and auto_ptr<> should be adjusted to match.

Multi-threading affects the allocator implementation, and there must
be configuration/installation choices for different users' MT
requirements. Anyway, users will want to tune allocator options
to support different target conditions, MT or no.

The primitives used for MT implementation should be exposed, as an
extension, for users' own work. We need cross-CPU "mutex" support,
multi-processor shared-memory atomic integer operations, and single-
processor uninterruptible integer operations, and all three configurable
to be stubbed out for non-MT use, or to use an appropriately-loaded
dynamic library for the actual runtime environment, or statically
compiled in for cases where the target architecture is known.

Chapter 21 String

Headers: <string>
C headers: <cctype> <cwctype> <cstring> <cwchar> (also in 27)
<cstdlib> (also in 18, 25, 26)

We have "mostly-complete" char_traits<> implementations. Many of the
char_traits<char> operations might be optimized further using existing
proprietary language extensions.

We have a "mostly-complete" basic_string<> implementation. The work
to manually instantiate char and wchar_t specializations in object
files to improve link-time behavior is extremely unsatisfactory,
literally tripling library-build time with no commensurate improvement
in static program link sizes. It must be redone. (Similar work is
needed for some components in chapters 22 and 27.)

Other work needed for strings is MT-safety, as discussed under the
chapter 20 heading.

The standard C type mbstate_t from <cwchar> and used in char_traits<>
must be different in C++ than in C, because in C++ the default constructor
value mbstate_t() must be the "base" or "ground" sequence state.
(According to the likely resolution of a recently raised Core issue,
this may become unnecessary. However, there are other reasons to
use a state type not as limited as whatever the C library provides.)
If we might want to provide conversions from (e.g.) internally-
represented EUC-wide to externally-represented Unicode, or vice-
versa, the mbstate_t we choose will need to be more accommodating
than what might be provided by an underlying C library.

There remain some basic_string template-member functions which do
not overload properly with their non-template brethren. The infamous
hack akin to what was done in vector<> is needed, to conform to
23.1.1 para 10. The CHECKLIST items for basic_string marked 'X',
or incomplete, are so marked for this reason.

Replacing the string iterators, which currently are simple character
pointers, with class objects would greatly increase the safety of the

client interface, and also permit a "debug" mode in which range, ownership, and validity are rigorously checked. The current use of raw pointers as string iterators is evil. vector<> iterators need the same treatment. Note that the current implementation freely mixes pointers and iterators, and that must be fixed before safer iterators can be introduced.

Some of the functions in <cstring> are different from the C version. generally overloaded on const and non-const argument pointers. For example, in <cstring> strchr is overloaded. The functions isupper etc. in <cctype> typically implemented as macros in C are functions in C++, because they are overloaded with others of the same name defined in <locale>.

Many of the functions required in <cwctype> and <cwchar> cannot be implemented using underlying C facilities on intended targets because such facilities only partly exist.

Chapter 22 Locale

Headers: <locale>
C headers: <clocale>

We have a "mostly complete" class locale, with the exception of code for constructing, and handling the names of, named locales. The ways that locales are named (particularly when categories (e.g. LC_TIME, LC_COLLATE) are different) varies among all target environments. This code must be written in various versions and chosen by configuration parameters.

Members of many of the facets defined in <locale> are stubs. Generally, there are two sets of facets: the base class facets (which are supposed to implement the "C" locale) and the "byname" facets, which are supposed to read files to determine their behavior. The base ctype<>, collate<>, and numpunct<> facets are "mostly complete", except that the table of bitmask values used for "is" operations, and corresponding mask values, are still defined in libio and just included/linked. (We will need to implement these tables independently, soon, but should take advantage of libio where possible.) The num_put<>::put members for integer types are "mostly complete".

A complete list of what has and has not been implemented may be found in CHECKLIST. However, note that the current definition of codecvt<wchar_t,char,mbstate_t> is wrong. It should simply write out the raw bytes representing the wide characters, rather than trying to convert each to a corresponding single "char" value.

Some of the facets are more important than others. Specifically, the members of ctype<>, numpunct<>, num_put<>, and num_get<> facets are used by other library facilities defined in <string>, <istream>, and <ostream>, and the codecvt<> facet is used by basic_filebuf<> in <fstream>, so a conforming iostream implementation depends on these.

The "long long" type eventually must be supported, but code mentioning it should be wrapped in #if guards to allow pedantic-mode compiling.

Performance of num_put<> and num_get<> depend critically on caching computed values in ios_base objects, and on extensions to the interface with streambufs.

Specifically: retrieving a copy of the locale object, extracting the needed facets, and gathering data from them, for each call to (e.g.) operator<< would be prohibitively slow. To cache format data for use by num_put<> and num_get<> we have a _Format_cache<> object stored in the ios_base::pword() array. This is constructed and initialized lazily, and is organized purely for utility. It is discarded when a new locale with different facets is imbued.

Using only the public interfaces of the iterator arguments to the facet functions would limit performance by forbidding "vector-style" character operations. The streambuf iterator optimizations are described under chapter 24, but facets can also bypass the streambuf iterators via explicit specializations and operate directly on the streambufs, and use extended interfaces to get direct access to the streambuf internal buffer arrays. These extensions are mentioned under chapter 27. These optimizations are particularly important for input parsing.

Unused virtual members of locale facets can be omitted, as mentioned above, by a smart linker.

Chapter 23 Containers

Headers: <deque> <list> <queue> <stack> <vector> <map> <set> <bitset>

All the components in chapter 23 are implemented in the SGI STL. They are "mostly complete"; they include a large number of nonconforming extensions which must be wrapped. Some of these are used internally and must be renamed or duplicated.

The SGI components are optimized for large-memory environments. For embedded targets, different criteria might be more appropriate. Users will want to be able to tune this behavior. We should provide ways for users to compile the library with different memory usage characteristics.

A lot more work is needed on factoring out common code from different specializations to reduce code size here and in chapter 25. The easiest fix for this would be a compiler/ABI improvement that allows the compiler to recognize when a specialization depends only on the size (or other gross quality) of a template argument, and allow the linker to share the code with similar specializations. In its absence, many of the algorithms and containers can be partial-specialized, at least for the case of pointers, but this only solves a small part of the problem. Use of a type_traits-style template allows a few more optimization opportunities, more if the compiler can generate the specializations automatically.

As an optimization, containers can specialize on the default allocator and bypass it, or take advantage of details of its implementation after it has been improved upon.

Replacing the vector iterators, which currently are simple element

pointers, with class objects would greatly increase the safety of the client interface, and also permit a "debug" mode in which range, ownership, and validity are rigorously checked. The current use of pointers for iterators is evil.

As mentioned for chapter 24, the deque iterator is a good example of an opportunity to implement a "staged" iterator that would benefit from specializations of some algorithms.

Chapter 24 Iterators

Headers: <iterator>

Standard iterators are "mostly complete", with the exception of the stream iterators, which are not yet templatized on the stream type. Also, the base class template iterator<> appears to be wrong, so everything derived from it must also be wrong, currently.

The streambuf iterators (currently located in stl/bits/std_iterator.h, but should be under bits/) can be rewritten to take advantage of friendship with the streambuf implementation.

Matt Austern has identified opportunities where certain iterator types, particularly including streambuf iterators and deque iterators, have a "two-stage" quality, such that an intermediate limit can be checked much more quickly than the true limit on range operations. If identified with a member of iterator_traits, algorithms may be specialized for this case. Of course the iterators that have this quality can be identified by specializing a traits class.

Many of the algorithms must be specialized for the streambuf iterators, to take advantage of block-mode operations, in order to allow iostream/locale operations' performance not to suffer. It may be that they could be treated as staged iterators and take advantage of those optimizations.

Chapter 25 Algorithms

Headers: <algorithm>
C headers: <cstdlib> (also in 18, 21, 26))

The algorithms are "mostly complete". As mentioned above, they are optimized for speed at the expense of code and data size.

Specializations of many of the algorithms for non-STL types would give performance improvements, but we must use great care not to interfere with fragile template overloading semantics for the standard interfaces. Conventionally the standard function template interface is an inline which delegates to a non-standard function which is then overloaded (this is already done in many places in the library). Particularly appealing opportunities for the sake of iostream performance are for copy and find applied to streambuf iterators or (as noted elsewhere) for staged iterators, of which the streambuf iterators are a good example.

The bsearch and qsort functions cannot be overloaded properly as required by the standard because gcc does not yet allow overloading on the extern-"C"-ness of a function pointer.

Chapter 26 Numerics

Headers: <complex> <valarray> <numeric>
C headers: <cmath>, <cstdlib> (also 18, 21, 25)

Numeric components: Gabriel dos Reis's valarray, Drepper's complex, and the few algorithms from the STL are "mostly done". Of course optimization opportunities abound for the numerically literate. It is not clear whether the valarray implementation really conforms fully, in the assumptions it makes about aliasing (and lack thereof) in its arguments.

The C div() and ldiv() functions are interesting, because they are the only case where a C library function returns a class object by value. Since the C++ type div_t must be different from the underlying C type (which is in the wrong namespace) the underlying functions div() and ldiv() cannot be re-used efficiently. Fortunately they are trivial to re-implement.

Chapter 27 Iostreams

Headers: <iosfwd> <streambuf> <ios> <ostream> <istream> <iostream> <iomanip> <sstream> <fstream>
C headers: <cstdio> <cwchar> (also in 21)

Iostream is currently in a very incomplete state. <iosfwd>, <iomanip>, ios_base, and basic_ios<> are "mostly complete". basic_streambuf<> and basic_ostream<> are well along, but basic_istream<> has had little work done. The standard stream objects, <sstream> and <fstream> have been started; basic_filebuf<> "write" functions have been implemented just enough to do "hello, world".

Most of the istream and ostream operators << and >> (with the exception of the op<<(integer) ones) have not been changed to use locale primitives, sentry objects, or char_traits members.

All these templates should be manually instantiated for char and wchar_t in a way that links only used members into user programs.

Streambuf is fertile ground for optimization extensions. An extended interface giving iterator access to its internal buffer would be very useful for other library components.

Iostream operations (primarily operators << and >>) can take advantage of the case where user code has not specified a locale, and bypass locale operations entirely. The current implementation of op<</num_put<>::put, for the integer types, demonstrates how they can cache encoding details from the locale on each operation. There is lots more room for optimization in this area.

The definition of the relationship between the standard streams cout et al. and stdout et al. requires something like a "stdiobuf". The SGI solution of using double-indirection to actually use a

stdio FILE object for buffering is unsatisfactory, because it interferes with peephole loop optimizations.

The <sstream> header work has begun. stringbuf can benefit from friendship with basic_string<> and basic_string<>::_Rep to use those objects directly as buffers, and avoid allocating and making copies.

The basic_filebuf<> template is a complex beast. It is specified to use the locale facet codecvt<> to translate characters between native files and the locale character encoding. In general this involves two buffers, one of "char" representing the file and another of "char_type", for the stream, with codecvt<> translating. The process is complicated by the variable-length nature of the translation, and the need to seek to corresponding places in the two representations. For the case of basic_filebuf<char>, when no translation is needed, a single buffer suffices. A specialized filebuf can be used to reduce code space overhead when no locale has been imbued. Matt Austern's work at SGI will be useful, perhaps directly as a source of code, or at least as an example to draw on.

Filebuf, almost uniquely (cf. operator new), depends heavily on underlying environmental facilities. In current releases iostream depends fairly heavily on libio constant definitions, but it should be made independent. It also depends on operating system primitives for file operations. There is immense room for optimizations using (e.g.) mmap for reading. The shadow/ directory wraps, besides the standard C headers, the libio.h and unistd.h headers, for use mainly by filebuf. These wrappings have not been completed, though there is scaffolding in place.

The encapsulation of certain C header <cstdio> names presents an interesting problem. It is possible to define an inline std::fprintf() implemented in terms of the 'extern "C"' vfprintf(), but there is no standard vfscanf() to use to implement std::fscanf(). It appears that vfscanf but be re-implemented in C++ for targets where no vfscanf extension has been defined. This is interesting in that it seems to be the only significant case in the C library where this kind of rewriting is necessary. (Of course Glibc provides the vfscanf() extension.) (The functions related to exit() must be rewritten for other reasons.)

Annex D

Headers: <strstream>

Annex D defines many non-library features, and many minor modifications to various headers, and a complete header. It is "mostly done", except that the libstdc++-2 <strstream> header has not been adopted into the library, or checked to verify that it matches the draft in those details that were clarified by the committee. Certainly it must at least be moved into the std namespace.

We still need to wrap all the deprecated features in #if guards so that pedantic compile modes can detect their use.

```
Nonstandard Extensions
----------------------
Headers: <iostream.h> <strstream.h> <hash> <rbtree>
<pthread_alloc> <stdiobuf> (etc.)

User code has come to depend on a variety of nonstandard components
that we must not omit. Much of this code can be adopted from
libstdc++-v2 or from the SGI STL. This particularly includes
<iostream.h>, <strstream.h>, and various SGI extensions such
as <hash_map.h>. Many of these are already placed in the
subdirectories ext/ and backward/. (Note that it is better to
include them via "<backward/hash_map.h>" or "<ext/hash_map>" than
to search the subdirectory itself via a "-I" directive.
```

Appendix B

Porting and Maintenance AppendixPorting and Maintenance

B.1 Configure and Build Hacking

B.1.1 Prerequisites

As noted previously, certain other tools are necessary for hacking on files that control configure (`configure.ac`, `acinclude.m4`) and make (`Makefile.am`). These additional tools (`automake`, and `autoconf`) are further described in detail in their respective manuals. All the libraries in GCC try to stay in sync with each other in terms of versions of the auto-tools used, so please try to play nicely with the neighbors.

B.1.2 Overview: What Comes from Where

```
Dependency Graph Configure to Build Files
```

Regenerate all generated files by using the command sequence `"autoreconf"` at the top level of the libstdc++ source directory. The following will also work, but is much more complex: `"aclocal-1.11 && autoconf-2.64 && autoheader-2.64 && automake-1.11"` The version numbers may be absent entirely or otherwise vary depending on the current requirements and your vendor's choice of installation names.

B.1.3 Storing Information in non-AC files (like configure.host)

Until that glorious day when we can use AC_TRY_LINK with a cross-compiler, we have to hardcode the results of what the tests would have shown if they could be run. So we have an inflexible mess like crossconfig.m4.

Wouldn't it be nice if we could store that information in files like configure.host, which can be modified without needing to regenerate anything, and can even be tweaked without really knowing how the configury all works? Perhaps break the pieces of crossconfig.m4 out and place them in their appropriate config/{cpu,os} directory.

Alas, writing macros like "`AC_DEFINE(HAVE_A_NICE_DAY)`" can only be done inside files which are passed through autoconf. Files which are pure shell script can be source'd at configure time. Files which contain autoconf macros must be processed with autoconf. We could still try breaking the pieces out into "config/*/cross.m4" bits, for instance, but then we would need arguments to aclocal/autoconf to properly find them all when generating configure. I would discourage that.

B.1.4 Coding and Commenting Conventions

Most comments should use {octothorpes, shibboleths, hash marks, pound signs, whatever} rather than "dnl". Nearly all comments in configure.ac should. Comments inside macros written in ancilliary .m4 files should. About the only comments which

should *not* use #, but use dnl instead, are comments *outside* our own macros in the ancilliary files. The difference is that # comments show up in `configure` (which is most helpful for debugging), while dnl'd lines just vanish. Since the macros in ancilliary files generate code which appears in odd places, their "outside" comments tend to not be useful while reading `configure`.

Do not use any `$target*` variables, such as `$target_alias`. The single exception is in configure.ac, for automake+dejagnu's sake.

B.1.5 The acinclude.m4 layout

The nice thing about acinclude.m4/aclocal.m4 is that macros aren't actually performed/called/expanded/whatever here, just loaded. So we can arrange the contents however we like. As of this writing, acinclude.m4 is arranged as follows:

```
GLIBCXX_CHECK_HOST
GLIBCXX_TOPREL_CONFIGURE
GLIBCXX_CONFIGURE
```

All the major variable "discovery" is done here. CXX, multilibs, etc.

```
fragments included from elsewhere
```

Right now, "fragments" == "the math/linkage bits".

```
GLIBCXX_CHECK_COMPILER_FEATURES
GLIBCXX_CHECK_LINKER_FEATURES
GLIBCXX_CHECK_WCHAR_T_SUPPORT
```

Next come extra compiler/linker feature tests. Wide character support was placed here because I couldn't think of another place for it. It will probably get broken apart like the math tests, because we're still disabling wchars on systems which could actually support them.

```
GLIBCXX_CHECK_SETRLIMIT_ancilliary
GLIBCXX_CHECK_SETRLIMIT
GLIBCXX_CHECK_S_ISREG_OR_S_IFREG
GLIBCXX_CHECK_POLL
GLIBCXX_CHECK_WRITEV

GLIBCXX_CONFIGURE_TESTSUITE
```

Feature tests which only get used in one place. Here, things used only in the testsuite, plus a couple bits used in the guts of I/O.

```
GLIBCXX_EXPORT_INCLUDES
GLIBCXX_EXPORT_FLAGS
GLIBCXX_EXPORT_INSTALL_INFO
```

Installation variables, multilibs, working with the rest of the compiler. Many of the critical variables used in the makefiles are set here.

```
GLIBGCC_ENABLE
GLIBCXX_ENABLE_C99
GLIBCXX_ENABLE_CHEADERS
GLIBCXX_ENABLE_CLOCALE
GLIBCXX_ENABLE_CONCEPT_CHECKS
GLIBCXX_ENABLE_CSTDIO
GLIBCXX_ENABLE_CXX_FLAGS
GLIBCXX_ENABLE_C_MBCHAR
GLIBCXX_ENABLE_DEBUG
GLIBCXX_ENABLE_DEBUG_FLAGS
GLIBCXX_ENABLE_LONG_LONG
GLIBCXX_ENABLE_PCH
GLIBCXX_ENABLE_SJLJ_EXCEPTIONS
GLIBCXX_ENABLE_SYMVERS
GLIBCXX_ENABLE_THREADS
```

All the features which can be controlled with enable/disable configure options. Note how they're alphabetized now? Keep them like that. :-)

```
AC_LC_MESSAGES
libtool bits
```

Things which we don't seem to use directly, but just has to be present otherwise stuff magically goes wonky.

B.1.6 GLIBCXX_ENABLE, the --enable maker

All the GLIBCXX_ENABLE_FOO macros use a common helper, GLIBCXX_ENABLE. (You don't have to use it, but it's easy.) The helper does two things for us:

1. Builds the call to the AC_ARG_ENABLE macro, with --help text properly quoted and aligned. (Death to changequote!)
2. Checks the result against a list of allowed possibilities, and signals a fatal error if there's no match. This means that the rest of the GLIBCXX_ENABLE_FOO macro doesn't need to test for strange arguments, nor do we need to protect against empty/whitespace strings with the `"x$foo" = "xbar"` idiom.

Doing these things correctly takes some extra autoconf/autom4te code, which made our macros nearly illegible. So all the ugliness is factored out into this one helper macro.

Many of the macros take an argument, passed from when they are expanded in configure.ac. The argument controls the default value of the enable/disable switch. Previously, the arguments themselves had defaults. Now they don't, because that's extra complexity with zero gain for us.

There are three "overloaded signatures". When reading the descriptions below, keep in mind that the brackets are autoconf's quotation characters, and that they will be stripped. Examples of just about everything occur in acinclude.m4, if you want to look.

```
GLIBCXX_ENABLE (FEATURE, DEFAULT, HELP-ARG, HELP-STRING)
GLIBCXX_ENABLE (FEATURE, DEFAULT, HELP-ARG, HELP-STRING, permit a|b|c)
GLIBCXX_ENABLE (FEATURE, DEFAULT, HELP-ARG, HELP-STRING, SHELL-CODE-HANDLER)
```

- FEATURE is the string that follows --enable. The results of the test (such as it is) will be in the variable $enable_FEATURE, where FEATURE has been squashed. Example: `[extra-foo]`, controlled by the --enable-extra-foo option and stored in $enable_extra_foo.
- DEFAULT is the value to store in $enable_FEATURE if the user does not pass --enable/--disable. It should be one of the permitted values passed later. Examples: `[yes]`, or `[bar]`, or `[$1]` (which passes the argument given to the GLIBCXX_ENABLE_FOO macro as the default).

  For cases where we need to probe for particular models of things, it is useful to have an undocumented "auto" value here (see GLIBCXX_ENABLE_CLOCALE for an example).
- HELP-ARG is any text to append to the option string itself in the --help output. Examples: `[]` (i.e., an empty string, which appends nothing), `[=BAR]`, which produces `--enable-extra-foo=BAR`, and `[@<:@=BAR@:>@]`, which produces `---enable-extra-foo[=BAR]`. See the difference? See what it implies to the user?

  If you're wondering what that line noise in the last example was, that's how you embed autoconf special characters in output text. They're called quadrigraphs and you should use them whenever necessary.
- HELP-STRING is what you think it is. Do not include the "default" text like we used to do; it will be done for you by GLIBCXX_ENABLE. By convention, these are not full English sentences. Example: [turn on extra foo]

With no other arguments, only the standard autoconf patterns are allowed: `"--{enable,disable}-foo[={yes,no}]"` The $enable_FEATURE variable is guaranteed to equal either "yes" or "no" after the macro. If the user tries to pass something else, an explanatory error message will be given, and configure will halt.

The second signature takes a fifth argument, "[permit a | b | c | ...]" This allows *a* or *b* or ... after the equals sign in the option, and $enable_FEATURE is guaranteed to equal one of them after the macro. Note that if you want to allow plain --enable/--disable with no "=whatever", you must include "yes" and "no" in the list of permitted values. Also note that whatever you passed as DEFAULT must be in the list. If the user tries to pass something not on the list, a semi-explanatory error message will be given, and configure will halt. Example: [permit generic|gnu|ieee_1003.1-2001|yes|no|auto]

The third signature takes a fifth argument. It is arbitrary shell code to execute if the user actually passes the enable/disable option. (If the user does not, the default is used. Duh.) No argument checking at all is done in this signature. See GLIBCXX_ENABLE_CXX_FLAGS for an example of handling, and an error message.

B.2 Porting to New Hardware or Operating Systems

This document explains how to port libstdc++ (the GNU C++ library) to a new target.

In order to make the GNU C++ library (libstdc++) work with a new target, you must edit some configuration files and provide some new header files. Unless this is done, libstdc++ will use generic settings which may not be correct for your target; even if they are correct, they will likely be inefficient.

Before you get started, make sure that you have a working C library on your target. The C library need not precisely comply with any particular standard, but should generally conform to the requirements imposed by the ANSI/ISO standard.

In addition, you should try to verify that the C++ compiler generally works. It is difficult to test the C++ compiler without a working library, but you should at least try some minimal test cases.

(Note that what we think of as a "target," the library refers to as a "host." The comment at the top of configure.ac explains why.)

B.2.1 Operating System

If you are porting to a new operating system (as opposed to a new chip using an existing operating system), you will need to create a new directory in the config/os hierarchy. For example, the IRIX configuration files are all in config/os/irix. There is no set way to organize the OS configuration directory. For example, config/os/solaris/solaris-2.6 and config/os/solaris/solaris-2.7 are used as configuration directories for these two versions of Solaris. On the other hand, both Solaris 2.7 and Solaris 2.8 use the config/os/solaris/solaris-2.7 directory. The important information is that there needs to be a directory under config/os to store the files for your operating system.

You might have to change the configure.host file to ensure that your new directory is activated. Look for the switch statement that sets os_include_dir, and add a pattern to handle your operating system if the default will not suffice. The switch statement switches on only the OS portion of the standard target triplet; e.g., the solaris2.8 in sparc-sun-solaris2.8. If the new directory is named after the OS portion of the triplet (the default), then nothing needs to be changed.

The first file to create in this directory, should be called os_defines.h. This file contains basic macro definitions that are required to allow the C++ library to work with your C library.

Several libstdc++ source files unconditionally define the macro _POSIX_SOURCE. On many systems, defining this macro causes large portions of the C library header files to be eliminated at preprocessing time. Therefore, you may have to #undef this macro, or define other macros (like _LARGEFILE_SOURCE or __EXTENSIONS__). You won't know what macros to define or undefine at this point; you'll have to try compiling the library and seeing what goes wrong. If you see errors about calling functions that have not been declared, look in your C library headers to see if the functions are declared there, and then figure out what macros you need to define. You will need to add them to the CPLUSPLUS_CPP_SPEC macro in the GCC configuration file for your target. It will not work to simply define these macros in os_defines.h.

At this time, there are a few libstdc++-specific macros which may be defined:

_GLIBCXX_USE_C99_CHECK may be defined to 1 to check C99 function declarations (which are not covered by specialization below) found in system headers against versions found in the library headers derived from the standard.

_GLIBCXX_USE_C99_DYNAMIC may be defined to an expression that yields 0 if and only if the system headers are exposing proper support for C99 functions (which are not covered by specialization below). If defined, it must be 0 while bootstrapping the compiler/rebuilding the library.

_GLIBCXX_USE_C99_LONG_LONG_CHECK may be defined to 1 to check the set of C99 long long function declarations found in system headers against versions found in the library headers derived from the standard.

_GLIBCXX_USE_C99_LONG_LONG_DYNAMIC may be defined to an expression that yields 0 if and only if the system headers are exposing proper support for the set of C99 long long functions. If defined, it must be 0 while bootstrapping the compiler/rebuilding the library.

_GLIBCXX_USE_C99_FP_MACROS_DYNAMIC may be defined to an expression that yields 0 if and only if the system headers are exposing proper support for the related set of macros. If defined, it must be 0 while bootstrapping the compiler/rebuilding the library.

_GLIBCXX_USE_C99_FLOAT_TRANSCENDENTALS_CHECK may be defined to 1 to check the related set of function declarations found in system headers against versions found in the library headers derived from the standard.

_GLIBCXX_USE_C99_FLOAT_TRANSCENDENTALS_DYNAMIC may be defined to an expression that yields 0 if and only if the system headers are exposing proper support for the related set of functions. If defined, it must be 0 while bootstrapping the compiler/rebuilding the library.

Finally, you should bracket the entire file in an include-guard, like this:

```
#ifndef _GLIBCXX_OS_DEFINES
#define _GLIBCXX_OS_DEFINES
...
#endif
```

We recommend copying an existing os_defines.h to use as a starting point.

B.2.2 CPU

If you are porting to a new chip (as opposed to a new operating system running on an existing chip), you will need to create a new directory in the config/cpu hierarchy. Much like the Operating system setup, there are no strict rules on how to organize the CPU configuration directory, but careful naming choices will allow the configury to find your setup files without explicit help.

We recommend that for a target triplet <CPU>-<vendor>-<OS>, you name your configuration directory config/cpu/<CPU>. If you do this, the configury will find the directory by itself. Otherwise you will need to edit the configure.host file and, in the switch statement that sets cpu_include_dir, add a pattern to handle your chip.

Note that some chip families share a single configuration directory, for example, alpha, alphaev5, and alphaev6 all use the config/cpu/alpha directory, and there is an entry in the configure.host switch statement to handle this.

The cpu_include_dir sets default locations for the files controlling Thread safety and Numeric limits, if the defaults are not appropriate for your chip.

B.2.3 Character Types

The library requires that you provide three header files to implement character classification, analogous to that provided by the C libraries <ctype.h> header. You can model these on the files provided in config/os/generic. However, these files will almost certainly need some modification.

The first file to write is ctype_base.h. This file provides some very basic information about character classification. The libstdc++ library assumes that your C library implements <ctype.h> by using a table (indexed by character code) containing integers, where each of these integers is a bit-mask indicating whether the character is upper-case, lower-case, alphabetic, etc. The ctype_base.h file gives the type of the integer, and the values of the various bit masks. You will have to peer at your own <ctype.h> to figure out how to define the values required by this file.

The ctype_base.h header file does not need include guards. It should contain a single struct definition called ctype_base. This struct should contain two type declarations, and one enumeration declaration, like this example, taken from the IRIX configuration:

```
  struct ctype_base
     {
       typedef unsigned int   mask;
       typedef int*     __to_type;

       enum
       {
    space = _ISspace,
    print = _ISprint,
    cntrl = _IScntrl,
    upper = _ISupper,
    lower = _ISlower,
    alpha = _ISalpha,
    digit = _ISdigit,
    punct = _ISpunct,
    xdigit = _ISxdigit,
    alnum = _ISalnum,
    graph = _ISgraph
       };
     };
```

The `mask` type is the type of the elements in the table. If your C library uses a table to map lower-case numbers to upper-case numbers, and vice versa, you should define `__to_type` to be the type of the elements in that table. If you don't mind taking a minor performance penalty, or if your library doesn't implement `toupper` and `tolower` in this way, you can pick any pointer-to-integer type, but you must still define the type.

The enumeration should give definitions for all the values in the above example, using the values from your native `<ctype.h>`. They can be given symbolically (as above), or numerically, if you prefer. You do not have to include `<ctype.h>` in this header; it will always be included before `ctype_base.h` is included.

The next file to write is `ctype_noninline.h`, which also does not require include guards. This file defines a few member functions that will be included in `include/bits/locale_facets.h`. The first function that must be written is the `ctype<char>::ctype` constructor. Here is the IRIX example:

```
ctype<char>::ctype(const mask* __table = 0, bool __del = false,
     size_t __refs = 0)
       : _Ctype_nois<char>(__refs), _M_del(__table != 0 && __del),
   _M_toupper(NULL),
   _M_tolower(NULL),
   _M_ctable(NULL),
   _M_table(!__table
      ? (const mask*) (__libc_attr._ctype_tbl->_class + 1)
      : __table)
       { }
```

There are two parts of this that you might choose to alter. The first, and most important, is the line involving `__libc_attr`. That is IRIX system-dependent code that gets the base of the table mapping character codes to attributes. You need to substitute code that obtains the address of this table on your system. If you want to use your operating system's tables to map upper-case letters to lower-case, and vice versa, you should initialize `_M_toupper` and `_M_tolower` with those tables, in similar fashion.

Now, you have to write two functions to convert from upper-case to lower-case, and vice versa. Here are the IRIX versions:

```
     char
     ctype<char>::do_toupper(char __c) const
     { return _toupper(__c); }

     char
     ctype<char>::do_tolower(char __c) const
     { return _tolower(__c); }
```

Your C library provides equivalents to IRIX's `_toupper` and `_tolower`. If you initialized `_M_toupper` and `_M_tolower` above, then you could use those tables instead.

Finally, you have to provide two utility functions that convert strings of characters. The versions provided here will always work - but you could use specialized routines for greater performance if you have machinery to do that on your system:

```
  const char*
  ctype<char>::do_toupper(char* __low, const char* __high) const
  {
    while (__low < __high)
{
  *__low = do_toupper(*__low);
  ++__low;
}
    return __high;
  }

  const char*
  ctype<char>::do_tolower(char* __low, const char* __high) const
  {
    while (__low < __high)
{
  *__low = do_tolower(*__low);
  ++__low;
}
    return __high;
  }
```

You must also provide the `ctype_inline.h` file, which contains a few more functions. On most systems, you can just copy `config/os/generic/ctype_inline.h` and use it on your system.

In detail, the functions provided test characters for particular properties; they are analogous to the functions like `isalpha` and `islower` provided by the C library.

The first function is implemented like this on IRIX:

```
  bool
  ctype<char>::
  is(mask __m, char __c) const throw()
  { return (_M_table)[(unsigned char)(__c)] & __m; }
```

The `_M_table` is the table passed in above, in the constructor. This is the table that contains the bitmasks for each character. The implementation here should work on all systems.

The next function is:

```
  const char*
  ctype<char>::
  is(const char* __low, const char* __high, mask* __vec) const throw()
  {
    while (__low < __high)
*__vec++ = (_M_table)[(unsigned char)(*__low++)];
    return __high;
  }
```

This function is similar; it copies the masks for all the characters from `__low` up until `__high` into the vector given by `__vec`.

The last two functions again are entirely generic:

```
  const char*
  ctype<char>::
  scan_is(mask __m, const char* __low, const char* __high) const throw()
  {
    while (__low < __high && !this->is(__m, *__low))
++__low;
    return __low;
```

```
    }

    const char*
    ctype<char>::
    scan_not(mask __m, const char* __low, const char* __high) const throw()
    {
      while (__low < __high && this->is(__m, *__low))
  ++__low;
      return __low;
    }
```

B.2.4 Thread Safety

The C++ library string functionality requires a couple of atomic operations to provide thread-safety. If you don't take any special action, the library will use stub versions of these functions that are not thread-safe. They will work fine, unless your applications are multi-threaded.

If you want to provide custom, safe, versions of these functions, there are two distinct approaches. One is to provide a version for your CPU, using assembly language constructs. The other is to use the thread-safety primitives in your operating system. In either case, you make a file called `atomicity.h`, and the variable `ATOMICITYH` must point to this file.

If you are using the assembly-language approach, put this code in `config/cpu/<chip>/atomicity.h`, where chip is the name of your processor (see CPU). No additional changes are necessary to locate the file in this case; `ATOMICITYH` will be set by default.

If you are using the operating system thread-safety primitives approach, you can also put this code in the same CPU directory, in which case no more work is needed to locate the file. For examples of this approach, see the `atomicity.h` file for IRIX or IA64.

Alternatively, if the primitives are more closely related to the OS than they are to the CPU, you can put the `atomicity.h` file in the Operating system directory instead. In this case, you must edit `configure.host`, and in the switch statement that handles operating systems, override the `ATOMICITYH` variable to point to the appropriate `os_include_dir`. For examples of this approach, see the `atomicity.h` file for AIX.

With those bits out of the way, you have to actually write `atomicity.h` itself. This file should be wrapped in an include guard named `_GLIBCXX_ATOMICITY_H`. It should define one type, and two functions.

The type is `_Atomic_word`. Here is the version used on IRIX:

```
typedef long _Atomic_word;
```

This type must be a signed integral type supporting atomic operations. If you're using the OS approach, use the same type used by your system's primitives. Otherwise, use the type for which your CPU provides atomic primitives.

Then, you must provide two functions. The bodies of these functions must be equivalent to those provided here, but using atomic operations:

```
    static inline _Atomic_word
    __attribute__ ((__unused__))
    __exchange_and_add (_Atomic_word* __mem, int __val)
    {
      _Atomic_word __result = *__mem;
      *__mem += __val;
      return __result;
    }

    static inline void
    __attribute__ ((__unused__))
    __atomic_add (_Atomic_word* __mem, int __val)
    {
      *__mem += __val;
    }
```

B.2.5 Numeric Limits

The C++ library requires information about the fundamental data types, such as the minimum and maximum representable values of each type. You can define each of these values individually, but it is usually easiest just to indicate how many bits are used in each of the data types and let the library do the rest. For information about the macros to define, see the top of `include/bits/std_limits.h`.

If you need to define any macros, you can do so in `os_defines.h`. However, if all operating systems for your CPU are likely to use the same values, you can provide a CPU-specific file instead so that you do not have to provide the same definitions for each operating system. To take that approach, create a new file called `cpu_limits.h` in your CPU configuration directory (see CPU).

B.2.6 Libtool

The C++ library is compiled, archived and linked with libtool. Explaining the full workings of libtool is beyond the scope of this document, but there are a few, particular bits that are necessary for porting.

Some parts of the libstdc++ library are compiled with the libtool `--tags CXX` option (the C++ definitions for libtool). Therefore, `ltcf-cxx.sh` in the top-level directory needs to have the correct logic to compile and archive objects equivalent to the C version of libtool, `ltcf-c.sh`. Some libtool targets have definitions for C but not for C++, or C++ definitions which have not been kept up to date.

The C++ run-time library contains initialization code that needs to be run as the library is loaded. Often, that requires linking in special object files when the C++ library is built as a shared library, or taking other system-specific actions.

The libstdc++ library is linked with the C version of libtool, even though it is a C++ library. Therefore, the C version of libtool needs to ensure that the run-time library initializers are run. The usual way to do this is to build the library using `gcc -shared`.

If you need to change how the library is linked, look at `ltcf-c.sh` in the top-level directory. Find the switch statement that sets `archive_cmds`. Here, adjust the setting for your operating system.

B.3 Test

The libstdc++ testsuite includes testing for standard conformance, regressions, ABI, and performance.

B.3.1 Organization

B.3.1.1 Directory Layout

The directory *libsrcdir/testsuite* contains the individual test cases organized in sub-directories corresponding to chapters of the C++ standard (detailed below), the dejagnu test harness support files, and sources to various testsuite utilities that are packaged in a separate testing library.

All test cases for functionality required by the runtime components of the C++ standard (ISO 14882) are files within the following directories.

```
17_intro
18_support
19_diagnostics
20_util
21_strings
22_locale
23_containers
25_algorithms
26_numerics
27_io
28_regex
29_atomics
30_threads
```

In addition, the following directories include test files:

```
tr1     Tests for components as described by the Technical Report on Standard Library  ↩
    Extensions (TR1).
backward    Tests for backwards compatibility and deprecated features.
demangle    Tests for __cxa_demangle, the IA 64 C++ ABI demangler
ext     Tests for extensions.
performance   Tests for performance analysis, and performance regressions.
```

Some directories don't have test files, but instead contain auxiliary information:

```
config      Files for the dejagnu test harness.
lib     Files for the dejagnu test harness.
libstdc++*        Files for the dejagnu test harness.
data      Sample text files for testing input and output.
util      Files for libtestc++, utilities and testing routines.
```

Within a directory that includes test files, there may be additional subdirectories, or files. Originally, test cases were appended to one file that represented a particular section of the chapter under test, and was named accordingly. For instance, to test items related to `21.3.6.1 - basic_string::find [lib.string::find]` in the standard, the following was used:

```
21_strings/find.cc
```

However, that practice soon became a liability as the test cases became huge and unwieldy, and testing new or extended functionality (like wide characters or named locales) became frustrating, leading to aggressive pruning of test cases on some platforms that covered up implementation errors. Now, the test suite has a policy of one file, one test case, which solves the above issues and gives finer grained results and more manageable error debugging. As an example, the test case quoted above becomes:

```
21_strings/basic_string/find/char/1.cc
21_strings/basic_string/find/char/2.cc
21_strings/basic_string/find/char/3.cc
21_strings/basic_string/find/wchar_t/1.cc
21_strings/basic_string/find/wchar_t/2.cc
21_strings/basic_string/find/wchar_t/3.cc
```

All new tests should be written with the policy of one test case, one file in mind.

B.3.1.2 Naming Conventions

In addition, there are some special names and suffixes that are used within the testsuite to designate particular kinds of tests.

- *_xin.cc*

  This test case expects some kind of interactive input in order to finish or pass. At the moment, the interactive tests are not run by default. Instead, they are run by hand, like:

  ```
  g++ 27_io/objects/char/3_xin.cc
  cat 27_io/objects/char/3_xin.in | a.out
  ```

- *.in*

  This file contains the expected input for the corresponding *_xin.cc* test case.

- *_neg.cc*

  This test case is expected to fail: it's a negative test. At the moment, these are almost always compile time errors.

- *char*

  This can either be a directory name or part of a longer file name, and indicates that this file, or the files within this directory are testing the `char` instantiation of a template.

- *wchar_t*

  This can either be a directory name or part of a longer file name, and indicates that this file, or the files within this directory are testing the `wchar_t` instantiation of a template. Some hosts do not support `wchar_t` functionality, so for these targets, all of these tests will not be run.

- *thread*

  This can either be a directory name or part of a longer file name, and indicates that this file, or the files within this directory are testing situations where multiple threads are being used.

- *performance*

  This can either be an enclosing directory name or part of a specific file name. This indicates a test that is used to analyze runtime performance, for performance regression testing, or for other optimization related analysis. At the moment, these test cases are not run by default.

B.3.2 Running the Testsuite

B.3.2.1 Basic

You can check the status of the build without installing it using the dejagnu harness, much like the rest of the gcc tools.

```
make check
```

in the *libbuilddir* directory.

or

```
make check-target-libstdc++-v3
```

in the *gccbuilddir* directory.

These commands are functionally equivalent and will create a 'testsuite' directory underneath *libbuilddir* containing the results of the tests. Two results files will be generated: *libstdc++.sum*, which is a PASS/FAIL summary for each test, and *libstdc++.log* which is a log of the exact command line passed to the compiler, the compiler output, and the executable output (if any).

Archives of test results for various versions and platforms are available on the GCC website in the build status section of each individual release, and are also archived on a daily basis on the gcc-testresults mailing list. Please check either of these places for a similar combination of source version, operating system, and host CPU.

B.3.2.2 Variations

There are several options for running tests, including testing the regression tests, testing a subset of the regression tests, testing the performance tests, testing just compilation, testing installed tools, etc. In addition, there is a special rule for checking the exported symbols of the shared library.

To debug the dejagnu test harness during runs, try invoking with a specific argument to the variable RUNTESTFLAGS, as below.

```
make check-target-libstdc++-v3 RUNTESTFLAGS="-v"
```

or

```
make check-target-libstdc++-v3 RUNTESTFLAGS="-v -v"
```

To run a subset of the library tests, you will need to generate the *testsuite_files* file by running **make testsuite_files** in the *libbuilddir/testsuite* directory, described below. Edit the file to remove the tests you don't want and then run the testsuite as normal.

There are two ways to run on a simulator: set up DEJAGNU to point to a specially crafted site.exp, or pass down --target_board flags.

Example flags to pass down for various embedded builds are as follows:

```
      --target=powerpc-eabism (libgloss/sim)
make check-target-libstdc++-v3 RUNTESTFLAGS="--target_board=powerpc-sim"

--target=calmrisc32 (libgloss/sid)
make check-target-libstdc++-v3 RUNTESTFLAGS="--target_board=calmrisc32-sid"

--target=xscale-elf (newlib/sim)
make check-target-libstdc++-v3 RUNTESTFLAGS="--target_board=arm-sim"
```

Also, here is an example of how to run the libstdc++ testsuite for a multilibed build directory with different ABI settings:

```
make check-target-libstdc++-v3 RUNTESTFLAGS='--target_board \"unix{-mabi=32,,-mabi=64}\"'
```

You can run the tests with a compiler and library that have already been installed. Make sure that the compiler (e.g., `g++`) is in your `PATH`. If you are using shared libraries, then you must also ensure that the directory containing the shared version of libstdc++ is in your `LD_LIBRARY_PATH`, or equivalent. If your GCC source tree is at `/path/to/gcc`, then you can run the tests as follows:

```
runtest --tool libstdc++ --srcdir=/path/to/gcc/libstdc++-v3/testsuite
```

The testsuite will create a number of files in the directory in which you run this command,. Some of those files might use the same name as files created by other testsuites (like the ones for GCC and G++), so you should not try to run all the testsuites in parallel from the same directory.

In addition, there are some testing options that are mostly of interest to library maintainers and system integrators. As such, these tests may not work on all cpu and host combinations, and may need to be executed in the *libbuilddir/testsuite* directory. These options include, but are not necessarily limited to, the following:

```
   make testsuite_files
```

Five files are generated that determine what test files are run. These files are:

- *testsuite_files*

  This is a list of all the test cases that will be run. Each test case is on a separate line, given with an absolute path from the *libsrcdir/testsuite* directory.

- *testsuite_files_interactive*

  This is a list of all the interactive test cases, using the same format as the file list above. These tests are not run by default.

- *testsuite_files_performance*

  This is a list of all the performance test cases, using the same format as the file list above. These tests are not run by default.

- *testsuite_thread*

  This file indicates that the host system can run tests which involved multiple threads.

- *testsuite_wchar_t*

  This file indicates that the host system can run the wchar_t tests, and corresponds to the macro definition `_GLIBCXX_USE_WCHAR_T` in the file c++config.h.

```
   make check-abi
```

The library ABI can be tested. This involves testing the shared library against an ABI-defining previous version of symbol exports.

```
   make check-compile
```

This rule compiles, but does not link or execute, the *testsuite_files* test cases and displays the output on stdout.

```
make check-performance
```

This rule runs through the *testsuite_files_performance* test cases and collects information for performance analysis and can be used to spot performance regressions. Various timing information is collected, as well as number of hard page faults, and memory used. This is not run by default, and the implementation is in flux.

We are interested in any strange failures of the testsuite; please email the main libstdc++ mailing list if you see something odd or have questions.

B.3.2.3 Permutations

To run the libstdc++ test suite under the debug mode, edit `libstdc++-v3/scripts/testsuite_flags` to add the compile-time flag `-D_GLIBCXX_DEBUG` to the result printed by the `--build-cxx` option. Additionally, add the `-D_GLIBCXX_DEBUG_PEDANTIC` flag to turn on pedantic checking. The libstdc++ test suite should produce precisely the same results under debug mode that it does under release mode: any deviation indicates an error in either the library or the test suite.

The parallel mode can be tested in much the same manner, substituting `-D_GLIBCXX_PARALLEL` for `-D_GLIBCXX_DEBUG` in the previous paragraph.

Or, just run the testsuites with `CXXFLAGS` set to `-D_GLIBCXX_DEBUG` or `-D_GLIBCXX_PARALLEL`.

B.3.3 Writing a new test case

The first step in making a new test case is to choose the correct directory and file name, given the organization as previously described.

All files are copyright the FSF, and GPL'd: this is very important. The first copyright year should correspond to the date the file was checked in to SVN.

As per the dejagnu instructions, always return 0 from main to indicate success.

A bunch of utility functions and classes have already been abstracted out into the testsuite utility library, `libtestc++`. To use this functionality, just include the appropriate header file: the library or specific object files will automatically be linked in as part of the testsuite run.

For a test that needs to take advantage of the dejagnu test harness, what follows below is a list of special keyword that harness uses. Basically, a test case contains dg-keywords (see dg.exp) indicating what to do and what kinds of behavior are to be expected. New test cases should be written with the new style DejaGnu framework in mind.

To ease transition, here is the list of dg-keyword documentation lifted from dg.exp.

```
# The currently supported options are:
#
# dg-prms-id N
# set prms_id to N
#
# dg-options "options ..." [{ target selector }]
# specify special options to pass to the tool (eg: compiler)
#
# dg-do do-what-keyword [{ target/xfail selector }]
# 'do-what-keyword' is tool specific and is passed unchanged to
# ${tool}-dg-test.  An example is gcc where 'keyword' can be any of:
# preprocess|compile|assemble|link|run
# and will do one of: produce a .i, produce a .s, produce a .o,
# produce an a.out, or produce an a.out and run it (the default is
# compile).
#
# dg-error regexp comment [{ target/xfail selector } [{.|0|linenum}]]
# indicate an error message <regexp> is expected on this line
# (the test fails if it doesn't occur)
# Linenum=0 for general tool messages (eg: -V arg missing).
```

```
# "." means the current line.
#
# dg-warning regexp comment [{ target/xfail selector } [{.|0|linenum}]]
# indicate a warning message <regexp> is expected on this line
# (the test fails if it doesn't occur)
#
# dg-bogus regexp comment [{ target/xfail selector } [{.|0|linenum}]]
# indicate a bogus error message <regexp> use to occur here
# (the test fails if it does occur)
#
# dg-build regexp comment [{ target/xfail selector }]
# indicate the build use to fail for some reason
# (errors covered here include bad assembler generated, tool crashes,
# and link failures)
# (the test fails if it does occur)
#
# dg-excess-errors comment [{ target/xfail selector }]
# indicate excess errors are expected (any line)
# (this should only be used sparingly and temporarily)
#
# dg-output regexp [{ target selector }]
# indicate the expected output of the program is <regexp>
# (there may be multiple occurrences of this, they are concatenated)
#
# dg-final { tcl code }
# add some tcl code to be run at the end
# (there may be multiple occurrences of this, they are concatenated)
# (unbalanced braces must be \-escaped)
#
# "{ target selector }" is a list of expressions that determine whether the
# test succeeds or fails for a particular target, or in some cases whether the
# option applies for a particular target.  If the case of 'dg-do' it specifies
# whether the test case is even attempted on the specified target.
#
# The target selector is always optional.  The format is one of:
#
# { xfail *-*-* ... } - the test is expected to fail for the given targets
# { target *-*-* ... } - the option only applies to the given targets
#
# At least one target must be specified, use *-*-* for "all targets".
# At present it is not possible to specify both 'xfail' and 'target'.
# "native" may be used in place of "*-*-*".

Example 1: Testing compilation only
// { dg-do compile }

Example 2: Testing for expected warnings on line 36, which all targets fail
// { dg-warning "string literals" "" { xfail *-*-* } 36

Example 3: Testing for expected warnings on line 36
// { dg-warning "string literals" "" { target *-*-* } 36

Example 4: Testing for compilation errors on line 41
// { dg-do compile }
// { dg-error "no match for" "" { target *-*-* } 41 }

Example 5: Testing with special command line settings, or without the
use of pre-compiled headers, in particular the stdc++.h.gch file. Any
options here will override the DEFAULT_CXXFLAGS and PCH_CXXFLAGS set
up in the normal.exp file.
// { dg-options "-O0" { target *-*-* } }
```

More examples can be found in the libstdc++-v3/testsuite/*/*.cc files.

B.3.4 Test Harness and Utilities

B.3.4.1 Dejagnu Harness Details

Underlying details of testing for conformance and regressions are abstracted via the GNU Dejagnu package. This is similar to the rest of GCC.

This is information for those looking at making changes to the testsuite structure, and/or needing to trace dejagnu's actions with --verbose. This will not be useful to people who are "merely" adding new tests to the existing structure.

The first key point when working with dejagnu is the idea of a "tool". Files, directories, and functions are all implicitly used when they are named after the tool in use. Here, the tool will always be "libstdc++".

The `lib` subdir contains support routines. The `lib/libstdc++.exp` file ("support library") is loaded automagically, and must explicitly load the others. For example, files can be copied from the core compiler's support directory into `lib`.

Some routines in `lib/libstdc++.exp` are callbacks, some are our own. Callbacks must be prefixed with the name of the tool. To easily distinguish the others, by convention our own routines are named "v3-*".

The next key point when working with dejagnu is "test files". Any directory whose name starts with the tool name will be searched for test files. (We have only one.) In those directories, any `.exp` file is considered a test file, and will be run in turn. Our main test file is called `normal.exp`; it runs all the tests in testsuite_files using the callbacks loaded from the support library.

The `config` directory is searched for any particular "target board" information unique to this library. This is currently unused and sets only default variables.

B.3.4.2 Utilities

The testsuite directory also contains some files that implement functionality that is intended to make writing test cases easier, or to avoid duplication, or to provide error checking in a way that is consistent across platforms and test harnesses. A stand-alone executable, called *abi_check*, and a static library called *libtestc++* are constructed. Both of these items are not installed, and only used during testing.

These files include the following functionality:

- *testsuite_abi.h*, *testsuite_abi.cc*, *testsuite_abi_check.cc*

  Creates the executable *abi_check*. Used to check correctness of symbol versioning, visibility of exported symbols, and compatibility on symbols in the shared library, for hosts that support this feature. More information can be found in the ABI documentation here

- *testsuite_allocator.h*, *testsuite_allocator.cc*

  Contains specialized allocators that keep track of construction and destruction. Also, support for overriding global new and delete operators, including verification that new and delete are called during execution, and that allocation over max_size fails.

- *testsuite_character.h*

  Contains `std::char_traits` and `std::codecvt` specializations for a user-defined POD.

- *testsuite_hooks.h*, *testsuite_hooks.cc*

  A large number of utilities, including:

  - VERIFY
  - set_memory_limits
  - verify_demangle
  - run_tests_wrapped_locale
  - run_tests_wrapped_env

  - try_named_locale
  - try_mkfifo
  - func_callback
  - counter
  - copy_tracker
  - copy_constructor
  - assignment_operator
  - destructor
  - pod_char, pod_int and associated char_traits specializations

- *testsuite_io.h*

  Error, exception, and constraint checking for `std::streambuf, std::basic_stringbuf, std::basic_filebuf`.

- *testsuite_iterators.h*

  Wrappers for various iterators.

- *testsuite_performance.h*

  A number of class abstractions for performance counters, and reporting functions including:

  - time_counter
  - resource_counter
  - report_performance

B.3.5 Special Topics

B.3.5.1 Qualifying Exception Safety Guarantees

B.3.5.1.1 Overview

Testing is composed of running a particular test sequence, and looking at what happens to the surrounding code when exceptions are thrown. Each test is composed of measuring initial state, executing a particular sequence of code under some instrumented conditions, measuring a final state, and then examining the differences between the two states.

Test sequences are composed of constructed code sequences that exercise a particular function or member function, and either confirm no exceptions were generated, or confirm the consistency/coherency of the test subject in the event of a thrown exception.

Random code paths can be constructed using the basic test sequences and instrumentation as above, only combined in a random or pseudo-random way.

To compute the code paths that throw, test instruments are used that throw on allocation events (`__gnu_cxx::throw_allocator_random` and `__gnu_cxx::throw_allocator_limit`) and copy, assignment, comparison, increment, swap, and various operators (`__gnu_cxx::throw_type_random` and `__gnu_cxx::throw_type_limit`). Looping through a given test sequence and conditionally throwing in all instrumented places. Then, when the test sequence completes without an exception being thrown, assume all potential error paths have been exercised in a sequential manner.

B.3.5.1.2 Existing tests

- Ad Hoc

  For example, `testsuite/23_containers/list/modifiers/3.cc`.

- Policy Based Data Structures

  For example, take the test functor `rand_reg_test` in in `testsuite/ext/pb_ds/regression/tree_no_data_map_rand.cc`. This uses `container_rand_regression_test` in `testsuite/util/regression/rand/assoc/container_rand_regression_test.h`.

  Which has several tests for container member functions, Includes control and test container objects. Configuration includes random seed, iterations, number of distinct values, and the probability that an exception will be thrown. Assumes instantiating container uses an extension allocator, `__gnu_cxx::throw_allocator_random`, as the allocator type.

- C++0x Container Requirements.

  Coverage is currently limited to testing container requirements for exception safety, although `__gnu_cxx::throw_type` meets the additional type requirements for testing numeric data structures and instantiating algorithms.

  Of particular interest is extending testing to algorithms and then to parallel algorithms. Also io and locales.

  The test instrumentation should also be extended to add instrumentation to `iterator` and `const_iterator` types that throw conditionally on iterator operations.

B.3.5.1.3 C++0x Requirements Test Sequence Descriptions

- Basic

  Basic consistency on exception propagation tests. For each container, an object of that container is constructed, a specific member function is exercised in a `try` block, and then any thrown exceptions lead to error checking in the appropriate `catch` block. The container's use of resources is compared to the container's use prior to the test block. Resource monitoring is limited to allocations made through the container's allocator_type, which should be sufficient for container data structures. Included in these tests are member functions are iterator and const_iterator operations, `pop_front`, `pop_back`, `push_front`, `push_back`, `insert`, `erase`, `swap`, `clear`, and `rehash`. The container in question is instantiated with two instrumented template arguments, with `__gnu_cxx::throw_allocator_limit` as the allocator type, and with `__gnu_cxx::throw_type_limit` as the value type. This allows the test to loop through conditional throw points.

  The general form is demonstrated in `testsuite/23_containers/list/requirements/exception/basic.cc`. The instantiating test object is `__gnu_test::basic_safety` and is detailed in `testsuite/util/exception/safety.h`.

- Generation Prohibited

  Exception generation tests. For each container, an object of that container is constructed and all member functions required to not throw exceptions are exercised. Included in these tests are member functions are iterator and const_iterator operations, `erase`, `pop_front`, `pop_back`, `swap`, and `clear`. The container in question is instantiated with two instrumented template arguments, with `__gnu_cxx::throw_allocator_random` as the allocator type, and with `__gnu_cxx::throw_type_random` as the value type. This test does not loop, an instead is sudden death: first error fails.

  The general form is demonstrated in `testsuite/23_containers/list/requirements/exception/generation_prohibited.cc`. The instantiating test object is `__gnu_test::generation_prohibited` and is detailed in `testsuite/util/exception/safety.h`.

- Propagation Consistent

  Container rollback on exception propagation tests. For each container, an object of that container is constructed, a specific member function that requires rollback to a previous known good state is exercised in a `try` block, and then any thrown exceptions lead to error checking in the appropriate `catch` block. The container is compared to the container's last known good state using such parameters as size, contents, and iterator references. Included in these tests are member functions are `push_front`, `push_back`, `insert`, and `rehash`. The container in question is instantiated with two instrumented template arguments, with `__gnu_cxx::throw_allocator_limit` as the allocator type, and with `__gnu_cxx::throw_type_limit` as the value type. This allows the test to loop through conditional throw points.

  The general form demonstrated in `testsuite/23_containers/list/requirements/exception/propagation_coherent.cc`. The instantiating test object is `__gnu_test::propagation_coherent` and is detailed in `testsuite/util/exception/safety.h`.

B.4 ABI Policy and Guidelines

B.4.1 The C++ Interface

C++ applications often dependent on specific language support routines, say for throwing exceptions, or catching exceptions, and perhaps also dependent on features in the C++ Standard Library.

The C++ Standard Library has many include files, types defined in those include files, specific named functions, and other behavior. The text of these behaviors, as written in source include files, is called the Application Programing Interface, or API.

Furthermore, C++ source that is compiled into object files is transformed by the compiler: it arranges objects with specific alignment and in a particular layout, mangling names according to a well-defined algorithm, has specific arrangements for the support of virtual functions, etc. These details are defined as the compiler Application Binary Interface, or ABI. The GNU C++ compiler uses an industry-standard C++ ABI starting with version 3. Details can be found in the ABI specification.

The GNU C++ compiler, g++, has a compiler command line option to switch between various different C++ ABIs. This explicit version switch is the flag `-fabi-version`. In addition, some g++ command line options may change the ABI as a side-effect of use. Such flags include `-fpack-struct` and `-fno-exceptions`, but include others: see the complete list in the GCC manual under the heading Options for Code Generation Conventions.

The configure options used when building a specific libstdc++ version may also impact the resulting library ABI. The available configure options, and their impact on the library ABI, are documented here.

Putting all of these ideas together results in the C++ Standard library ABI, which is the compilation of a given library API by a given compiler ABI. In a nutshell:

‘ library API + compiler ABI = library ABI ’

The library ABI is mostly of interest for end-users who have unresolved symbols and are linking dynamically to the C++ Standard library, and who thus must be careful to compile their application with a compiler that is compatible with the available C++ Standard library binary. In this case, compatible is defined with the equation above: given an application compiled with a given compiler ABI and library API, it will work correctly with a Standard C++ Library created with the same constraints.

To use a specific version of the C++ ABI, one must use a corresponding GNU C++ toolchain (i.e., g++ and libstdc++) that implements the C++ ABI in question.

B.4.2 Versioning

The C++ interface has evolved throughout the history of the GNU C++ toolchain. With each release, various details have been changed so as to give distinct versions to the C++ interface.

B.4.2.1 Goals

Extending existing, stable ABIs. Versioning gives subsequent releases of library binaries the ability to add new symbols and add functionality, all the while retaining compatibility with the previous releases in the series. Thus, program binaries linked with the initial release of a library binary will still link correctly if the library binary is replaced by carefully-managed subsequent library binaries. This is called forward compatibility.

The reverse (backwards compatibility) is not true. It is not possible to take program binaries linked with the latest version of a library binary in a release series (with additional symbols added), substitute in the initial release of the library binary, and remain link compatible.

Allows multiple, incompatible ABIs to coexist at the same time.

B.4.2.2 History

How can this complexity be managed? What does C++ versioning mean? Because library and compiler changes often make binaries compiled with one version of the GNU tools incompatible with binaries compiled with other (either newer or older) versions of the same GNU tools, specific techniques are used to make managing this complexity easier.

The following techniques are used:

1. Release versioning on the libgcc_s.so binary.

   This is implemented via file names and the ELF `DT_SONAME` mechanism (at least on ELF systems). It is versioned as follows:

   - gcc-3.0.0: libgcc_s.so.1
   - gcc-3.0.1: libgcc_s.so.1
   - gcc-3.0.2: libgcc_s.so.1
   - gcc-3.0.3: libgcc_s.so.1
   - gcc-3.0.4: libgcc_s.so.1
   - gcc-3.1.0: libgcc_s.so.1
   - gcc-3.1.1: libgcc_s.so.1
   - gcc-3.2.0: libgcc_s.so.1
   - gcc-3.2.1: libgcc_s.so.1
   - gcc-3.2.2: libgcc_s.so.1
   - gcc-3.2.3: libgcc_s.so.1
   - gcc-3.3.0: libgcc_s.so.1
   - gcc-3.3.1: libgcc_s.so.1
   - gcc-3.3.2: libgcc_s.so.1
   - gcc-3.3.3: libgcc_s.so.1
   - gcc-3.4.x, gcc-4.[0-5].x: on m68k-linux and hppa-linux this is either libgcc_s.so.1 (when configuring `--with-sjlj-exceptions`) or libgcc_s.so.2. For all others, this is libgcc_s.so.1.

2. Symbol versioning on the libgcc_s.so binary.

   It is versioned with the following labels and version definitions, where the version definition is the maximum for a particular release. Labels are cumulative. If a particular release is not listed, it has the same version labels as the preceding release.

   This corresponds to the mapfile: gcc/libgcc-std.ver

   - gcc-3.0.0: GCC_3.0
   - gcc-3.3.0: GCC_3.3
   - gcc-3.3.1: GCC_3.3.1
   - gcc-3.3.2: GCC_3.3.2
   - gcc-3.3.4: GCC_3.3.4
   - gcc-3.4.0: GCC_3.4
   - gcc-3.4.2: GCC_3.4.2
   - gcc-3.4.4: GCC_3.4.4
   - gcc-4.0.0: GCC_4.0.0
   - gcc-4.1.0: GCC_4.1.0
   - gcc-4.2.0: GCC_4.2.0
   - gcc-4.3.0: GCC_4.3.0
   - gcc-4.4.0: GCC_4.4.0

3. Release versioning on the libstdc++.so binary, implemented in the same was as the libgcc_s.so binary above. Listed is the filename: `DT_SONAME` can be deduced from the filename by removing the last two period-delimited numbers. For example, filename `libstdc++.so.5.0.4` corresponds to a `DT_SONAME` of `libstdc++.so.5`. Binaries with equivalent `DT_SONAME`s are forward-compatibile: in the table below, releases incompatible with the previous one are explicitly noted.

   It is versioned as follows:

- gcc-3.0.0: libstdc++.so.3.0.0
- gcc-3.0.1: libstdc++.so.3.0.1
- gcc-3.0.2: libstdc++.so.3.0.2
- gcc-3.0.3: libstdc++.so.3.0.2 (See Note 1)
- gcc-3.0.4: libstdc++.so.3.0.4
- gcc-3.1.0: libstdc++.so.4.0.0 *(Incompatible with previous)*
- gcc-3.1.1: libstdc++.so.4.0.1
- gcc-3.2.0: libstdc++.so.5.0.0 *(Incompatible with previous)*
- gcc-3.2.1: libstdc++.so.5.0.1
- gcc-3.2.2: libstdc++.so.5.0.2
- gcc-3.2.3: libstdc++.so.5.0.3 (See Note 2)
- gcc-3.3.0: libstdc++.so.5.0.4
- gcc-3.3.1: libstdc++.so.5.0.5
- gcc-3.3.2: libstdc++.so.5.0.5
- gcc-3.3.3: libstdc++.so.5.0.5
- gcc-3.4.0: libstdc++.so.6.0.0 *(Incompatible with previous)*
- gcc-3.4.1: libstdc++.so.6.0.1
- gcc-3.4.2: libstdc++.so.6.0.2
- gcc-3.4.3: libstdc++.so.6.0.3
- gcc-3.4.4: libstdc++.so.6.0.3
- gcc-3.4.5: libstdc++.so.6.0.3
- gcc-3.4.6: libstdc++.so.6.0.3
- gcc-4.0.0: libstdc++.so.6.0.4
- gcc-4.0.1: libstdc++.so.6.0.5
- gcc-4.0.2: libstdc++.so.6.0.6
- gcc-4.0.3: libstdc++.so.6.0.7
- gcc-4.1.0: libstdc++.so.6.0.7
- gcc-4.1.1: libstdc++.so.6.0.8
- gcc-4.1.2: libstdc++.so.6.0.8
- gcc-4.2.0: libstdc++.so.6.0.9
- gcc-4.2.1: libstdc++.so.6.0.9 (See Note 3)
- gcc-4.2.2: libstdc++.so.6.0.9
- gcc-4.2.3: libstdc++.so.6.0.9
- gcc-4.2.4: libstdc++.so.6.0.9
- gcc-4.3.0: libstdc++.so.6.0.10
- gcc-4.3.1: libstdc++.so.6.0.10
- gcc-4.3.2: libstdc++.so.6.0.10
- gcc-4.3.3: libstdc++.so.6.0.10
- gcc-4.3.4: libstdc++.so.6.0.10
- gcc-4.4.0: libstdc++.so.6.0.11
- gcc-4.4.1: libstdc++.so.6.0.12
- gcc-4.4.2: libstdc++.so.6.0.13
- gcc-4.5.0: libstdc++.so.6.0.14

Note 1: Error should be libstdc++.so.3.0.3.

Note 2: Not strictly required.

Note 3: This release (but not previous or subsequent) has one known incompatibility, see 33678 in the GCC bug database.

4. Symbol versioning on the libstdc++.so binary.

   mapfile: libstdc++/config/linker-map.gnu

   It is versioned with the following labels and version definitions, where the version definition is the maximum for a particular release. Note, only symbol which are newly introduced will use the maximum version definition. Thus, for release series with the same label, but incremented version definitions, the later release has both versions. (An example of this would be the gcc-3.2.1 release, which has GLIBCPP_3.2.1 for new symbols and GLIBCPP_3.2 for symbols that were introduced in the gcc-3.2.0 release.) If a particular release is not listed, it has the same version labels as the preceding release.

   - gcc-3.0.0: (Error, not versioned)
   - gcc-3.0.1: (Error, not versioned)
   - gcc-3.0.2: (Error, not versioned)
   - gcc-3.0.3: (Error, not versioned)
   - gcc-3.0.4: (Error, not versioned)
   - gcc-3.1.0: GLIBCPP_3.1, CXXABI_1
   - gcc-3.1.1: GLIBCPP_3.1, CXXABI_1
   - gcc-3.2.0: GLIBCPP_3.2, CXXABI_1.2
   - gcc-3.2.1: GLIBCPP_3.2.1, CXXABI_1.2
   - gcc-3.2.2: GLIBCPP_3.2.2, CXXABI_1.2
   - gcc-3.2.3: GLIBCPP_3.2.2, CXXABI_1.2
   - gcc-3.3.0: GLIBCPP_3.2.2, CXXABI_1.2.1
   - gcc-3.3.1: GLIBCPP_3.2.3, CXXABI_1.2.1
   - gcc-3.3.2: GLIBCPP_3.2.3, CXXABI_1.2.1
   - gcc-3.3.3: GLIBCPP_3.2.3, CXXABI_1.2.1
   - gcc-3.4.0: GLIBCXX_3.4, CXXABI_1.3
   - gcc-3.4.1: GLIBCXX_3.4.1, CXXABI_1.3
   - gcc-3.4.2: GLIBCXX_3.4.2
   - gcc-3.4.3: GLIBCXX_3.4.3
   - gcc-4.0.0: GLIBCXX_3.4.4, CXXABI_1.3.1
   - gcc-4.0.1: GLIBCXX_3.4.5
   - gcc-4.0.2: GLIBCXX_3.4.6
   - gcc-4.0.3: GLIBCXX_3.4.7
   - gcc-4.1.1: GLIBCXX_3.4.8
   - gcc-4.2.0: GLIBCXX_3.4.9
   - gcc-4.3.0: GLIBCXX_3.4.10, CXXABI_1.3.2
   - gcc-4.4.0: GLIBCXX_3.4.11, CXXABI_1.3.3
   - gcc-4.4.1: GLIBCXX_3.4.12, CXXABI_1.3.3
   - gcc-4.4.2: GLIBCXX_3.4.13, CXXABI_1.3.3
   - gcc-4.5.0: GLIBCXX_3.4.14, CXXABI_1.3.4

5. Incremental bumping of a compiler pre-defined macro, __GXX_ABI_VERSION. This macro is defined as the version of the compiler v3 ABI, with g++ 3.0.x being version 100. This macro will be automatically defined whenever g++ is used (the curious can test this by invoking g++ with the '-v' flag.)

   This macro was defined in the file "lang-specs.h" in the gcc/cp directory. Later versions defined it in "c-common.c" in the gcc directory, and from G++ 3.4 it is defined in c-cppbuiltin.c and its value determined by the '-fabi-version' command line option.

   It is versioned as follows, where 'n' is given by '-fabi-version=n':

- gcc-3.0.x: 100
- gcc-3.1.x: 100 (Error, should be 101)
- gcc-3.2.x: 102
- gcc-3.3.x: 102
- gcc-3.4.x, gcc-4.[0-5].x: 102 (when n=1)
- gcc-3.4.x, gcc-4.[0-5].x: 1000 + n (when n>1)
- gcc-3.4.x, gcc-4.[0-5].x: 999999 (when n=0)

6. Changes to the default compiler option for `-fabi-version`.

   It is versioned as follows:

   - gcc-3.0.x: (Error, not versioned)
   - gcc-3.1.x: (Error, not versioned)
   - gcc-3.2.x: `-fabi-version=1`
   - gcc-3.3.x: `-fabi-version=1`
   - gcc-3.4.x, gcc-4.[0-5].x: `-fabi-version=2` *(Incompatible with previous)*

7. Incremental bumping of a library pre-defined macro. For releases before 3.4.0, the macro is __GLIBCPP__. For later releases, it's __GLIBCXX__. (The libstdc++ project generously changed from CPP to CXX throughout its source to allow the "C" pre-processor the CPP macro namespace.) These macros are defined as the date the library was released, in compressed ISO date format, as an unsigned long.

   This macro is defined in the file "c++config" in the "libstdc++/include/bits" directory. (Up to gcc-4.1.0, it was changed every night by an automated script. Since gcc-4.1.0, it is the same value as gcc/DATESTAMP.)

   It is versioned as follows:

   - gcc-3.0.0: 20010615
   - gcc-3.0.1: 20010819
   - gcc-3.0.2: 20011023
   - gcc-3.0.3: 20011220
   - gcc-3.0.4: 20020220
   - gcc-3.1.0: 20020514
   - gcc-3.1.1: 20020725
   - gcc-3.2.0: 20020814
   - gcc-3.2.1: 20021119
   - gcc-3.2.2: 20030205
   - gcc-3.2.3: 20030422
   - gcc-3.3.0: 20030513
   - gcc-3.3.1: 20030804
   - gcc-3.3.2: 20031016
   - gcc-3.3.3: 20040214
   - gcc-3.4.0: 20040419
   - gcc-3.4.1: 20040701
   - gcc-3.4.2: 20040906
   - gcc-3.4.3: 20041105
   - gcc-3.4.4: 20050519
   - gcc-3.4.5: 20051201
   - gcc-3.4.6: 20060306

- gcc-4.0.0: 20050421
- gcc-4.0.1: 20050707
- gcc-4.0.2: 20050921
- gcc-4.0.3: 20060309
- gcc-4.1.0: 20060228
- gcc-4.1.1: 20060524
- gcc-4.1.2: 20070214
- gcc-4.2.0: 20070514
- gcc-4.2.1: 20070719
- gcc-4.2.2: 20071007
- gcc-4.2.3: 20080201
- gcc-4.2.4: 20080519
- gcc-4.3.0: 20080306
- gcc-4.3.1: 20080606
- gcc-4.3.2: 20080827
- gcc-4.3.3: 20090124
- gcc-4.4.0: 20090421
- gcc-4.4.1: 20090722
- gcc-4.4.2: 20091015

8. Incremental bumping of a library pre-defined macro, _GLIBCPP_VERSION. This macro is defined as the released version of the library, as a string literal. This is only implemented in gcc-3.1.0 releases and higher, and is deprecated in 3.4 (where it is called _GLIBCXX_VERSION).

   This macro is defined in the file "c++config" in the "libstdc++/include/bits" directory and is generated automatically by autoconf as part of the configure-time generation of config.h.

   It is versioned as follows:

   - gcc-3.0.0: "3.0.0"
   - gcc-3.0.1: "3.0.0" (Error, should be "3.0.1")
   - gcc-3.0.2: "3.0.0" (Error, should be "3.0.2")
   - gcc-3.0.3: "3.0.0" (Error, should be "3.0.3")
   - gcc-3.0.4: "3.0.0" (Error, should be "3.0.4")
   - gcc-3.1.0: "3.1.0"
   - gcc-3.1.1: "3.1.1"
   - gcc-3.2.0: "3.2"
   - gcc-3.2.1: "3.2.1"
   - gcc-3.2.2: "3.2.2"
   - gcc-3.2.3: "3.2.3"
   - gcc-3.3.0: "3.3"
   - gcc-3.3.1: "3.3.1"
   - gcc-3.3.2: "3.3.2"
   - gcc-3.3.3: "3.3.3"
   - gcc-3.4.x: "version-unused"
   - gcc-4.[0-5].x: "version-unused"

9. Matching each specific C++ compiler release to a specific set of C++ include files. This is only implemented in gcc-3.1.1 releases and higher.

   All C++ includes are installed in include/c++, then nest in a directory hierarchy corresponding to the C++ compiler's released version. This version corresponds to the variable "gcc_version" in "libstdc++/acinclude.m4," and more details can be found in that file's macro GLIBCXX_CONFIGURE (GLIBCPP_CONFIGURE before gcc-3.4.0).

   C++ includes are versioned as follows:

   - gcc-3.0.0: include/g++-v3
   - gcc-3.0.1: include/g++-v3
   - gcc-3.0.2: include/g++-v3
   - gcc-3.0.3: include/g++-v3
   - gcc-3.0.4: include/g++-v3
   - gcc-3.1.0: include/g++-v3
   - gcc-3.1.1: include/c++/3.1.1
   - gcc-3.2.0: include/c++/3.2
   - gcc-3.2.1: include/c++/3.2.1
   - gcc-3.2.2: include/c++/3.2.2
   - gcc-3.2.3: include/c++/3.2.3
   - gcc-3.3.0: include/c++/3.3
   - gcc-3.3.1: include/c++/3.3.1
   - gcc-3.3.2: include/c++/3.3.2
   - gcc-3.3.3: include/c++/3.3.3
   - gcc-3.4.0: include/c++/3.4.0
   - gcc-3.4.1: include/c++/3.4.1
   - gcc-3.4.2: include/c++/3.4.2
   - gcc-3.4.3: include/c++/3.4.3
   - gcc-3.4.4: include/c++/3.4.4
   - gcc-3.4.5: include/c++/3.4.5
   - gcc-3.4.6: include/c++/3.4.6
   - gcc-4.0.0: include/c++/4.0.0
   - gcc-4.0.1: include/c++/4.0.1
   - gcc-4.0.2: include/c++/4.0.2
   - gcc-4.0.3: include/c++/4.0.3
   - gcc-4.1.0: include/c++/4.1.0
   - gcc-4.1.1: include/c++/4.1.1
   - gcc-4.1.2: include/c++/4.1.2
   - gcc-4.2.0: include/c++/4.2.0
   - gcc-4.2.1: include/c++/4.2.1
   - gcc-4.2.2: include/c++/4.2.2
   - gcc-4.2.3: include/c++/4.2.3
   - gcc-4.2.4: include/c++/4.2.4
   - gcc-4.3.0: include/c++/4.3.0
   - gcc-4.3.1: include/c++/4.3.1
   - gcc-4.3.3: include/c++/4.3.3
   - gcc-4.3.4: include/c++/4.3.4

- gcc-4.4.0: include/c++/4.4.0
- gcc-4.4.1: include/c++/4.4.1
- gcc-4.4.2: include/c++/4.4.2
- gcc-4.5.0: include/c++/4.5.0

Taken together, these techniques can accurately specify interface and implementation changes in the GNU C++ tools themselves. Used properly, they allow both the GNU C++ tools implementation, and programs using them, an evolving yet controlled development that maintains backward compatibility.

B.4.2.3 Prerequisites

Minimum environment that supports a versioned ABI: A supported dynamic linker, a GNU linker of sufficient vintage to understand demangled C++ name globbing (ld), a shared executable compiled with g++, and shared libraries (libgcc_s, libstdc++) compiled by a compiler (g++) with a compatible ABI. Phew.

On top of all that, an additional constraint: libstdc++ did not attempt to version symbols (or age gracefully, really) until version 3.1.0.

Most modern Linux and BSD versions, particularly ones using gcc-3.1.x tools and more recent vintages, will meet the requirements above.

B.4.2.4 Configuring

It turns out that most of the configure options that change default behavior will impact the mangled names of exported symbols, and thus impact versioning and compatibility.

For more information on configure options, including ABI impacts, see: http://gcc.gnu.org/onlinedocs/libstdc++/configopts.html

There is one flag that explicitly deals with symbol versioning: --enable-symvers.

In particular, libstdc++/acinclude.m4 has a macro called GLIBCXX_ENABLE_SYMVERS that defaults to yes (or the argument passed in via --enable-symvers=foo). At that point, the macro attempts to make sure that all the requirement for symbol versioning are in place. For more information, please consult acinclude.m4.

B.4.2.5 Checking Active

When the GNU C++ library is being built with symbol versioning on, you should see the following at configure time for libstdc++:

```
  checking versioning on shared library symbols... gnu
```

If you don't see this line in the configure output, or if this line appears but the last word is 'no', then you are out of luck.

If the compiler is pre-installed, a quick way to test is to compile the following (or any) simple C++ file and link it to the shared libstdc++ library:

```
#include <iostream>

int main()
{ std::cout << "hello" << std::endl; return 0; }

%g++ hello.cc -o hello.out

%ldd hello.out
  libstdc++.so.5 => /usr/lib/libstdc++.so.5 (0x00764000)
  libm.so.6 => /lib/tls/libm.so.6 (0x004a8000)
  libgcc_s.so.1 => /mnt/hd/bld/gcc/gcc/libgcc_s.so.1 (0x40016000)
  libc.so.6 => /lib/tls/libc.so.6 (0x0036d000)
```

```
  /lib/ld-linux.so.2 => /lib/ld-linux.so.2 (0x00355000)

%nm hello.out
```

If you see symbols in the resulting output with "GLIBCXX_3" as part of the name, then the executable is versioned. Here's an example:

```
U _ZNSt8ios_base4InitC1Ev@@GLIBCXX_3.4
```

B.4.3 Allowed Changes

The following will cause the library minor version number to increase, say from "libstdc++.so.3.0.4" to "libstdc++.so.3.0.5".

1. Adding an exported global or static data member
2. Adding an exported function, static or non-virtual member function
3. Adding an exported symbol or symbols by additional instantiations

Other allowed changes are possible.

B.4.4 Prohibited Changes

The following non-exhaustive list will cause the library major version number to increase, say from "libstdc++.so.3.0.4" to "libstdc++.so.4.0.0".

1. Changes in the gcc/g++ compiler ABI
2. Changing size of an exported symbol
3. Changing alignment of an exported symbol
4. Changing the layout of an exported symbol
5. Changing mangling on an exported symbol
6. Deleting an exported symbol
7. Changing the inheritance properties of a type by adding or removing base classes
8. Changing the size, alignment, or layout of types specified in the C++ standard. These may not necessarily be instantiated or otherwise exported in the library binary, and include all the required locale facets, as well as things like std::basic_streambuf, et al.
9. Adding an explicit copy constructor or destructor to a class that would otherwise have implicit versions. This will change the way the compiler deals with this class in by-value return statements or parameters: instead of being passing instances of this class in registers, the compiler will be forced to use memory. See this part of the C++ ABI documentation for further details.

B.4.5 Implementation

1. Separation of interface and implementation

   This is accomplished by two techniques that separate the API from the ABI: forcing undefined references to link against a library binary for definitions.

   Include files have declarations, source files have defines For non-templatized types, such as much of `class locale`, the appropriate standard C++ include, say `locale`, can contain full declarations, while various source files (say `locale.cc, locale_init.cc, localename.cc`) contain definitions.

Extern template on required types For parts of the standard that have an explicit list of required instantiations, the GNU extension syntax `extern template` can be used to control where template definitions reside. By marking required instantiations as `extern template` in include files, and providing explicit instantiations in the appropriate instantiation files, non-inlined template functions can be versioned. This technique is mostly used on parts of the standard that require `char` and `wchar_t` instantiations, and includes `basic_string`, the locale facets, and the types in `iostreams`.

In addition, these techniques have the additional benefit that they reduce binary size, which can increase runtime performance.

2. Namespaces linking symbol definitions to export mapfiles

   All symbols in the shared library binary are processed by a linker script at build time that either allows or disallows external linkage. Because of this, some symbols, regardless of normal C/C++ linkage, are not visible. Symbols that are internal have several appealing characteristics: by not exporting the symbols, there are no relocations when the shared library is started and thus this makes for faster runtime loading performance by the underlying dynamic loading mechanism. In addition, they have the possibility of changing without impacting ABI compatibility.

   The following namespaces are transformed by the mapfile:

   `namespace std` Defaults to exporting all symbols in label `GLIBCXX` that do not begin with an underscore, i.e., `__test_func` would not be exported by default. Select exceptional symbols are allowed to be visible.

   `namespace __gnu_cxx` Defaults to not exporting any symbols in label `GLIBCXX`, select items are allowed to be visible.

   `namespace __gnu_internal` Defaults to not exported, no items are allowed to be visible.

   `namespace __cxxabiv1`, aliased to `namespace abi` Defaults to not exporting any symbols in label `CXXABI`, select items are allowed to be visible.

3. Freezing the API

   Disallowed changes, as above, are not made on a stable release branch. Enforcement tends to be less strict with GNU extensions that standard includes.

B.4.6 Testing

B.4.6.1 Single ABI Testing

Testing for GNU C++ ABI changes is composed of two distinct areas: testing the C++ compiler (g++) for compiler changes, and testing the C++ library (libstdc++) for library changes.

Testing the C++ compiler ABI can be done various ways.

One. Intel ABI checker.

Two. The second is yet unreleased, but has been announced on the gcc mailing list. It is yet unspecified if these tools will be freely available, and able to be included in a GNU project. Please contact Mark Mitchell (mark@codesourcery.com) for more details, and current status.

Three. Involves using the vlad.consistency test framework. This has also been discussed on the gcc mailing lists.

Testing the C++ library ABI can also be done various ways.

One. (Brendan Kehoe, Jeff Law suggestion to run 'make check-c++' two ways, one with a new compiler and an old library, and the other with an old compiler and a new library, and look for testsuite regressions)

Details on how to set this kind of test up can be found here: http://gcc.gnu.org/ml/gcc/2002-08/msg00142.html

Two. Use the 'make check-abi' rule in the libstdc++ Makefile.

This is a proactive check the library ABI. Currently, exported symbol names that are either weak or defined are checked against a last known good baseline. Currently, this baseline is keyed off of 3.4.0 binaries, as this was the last time the .so number was incremented. In addition, all exported names are demangled, and the exported objects are checked to make sure they are the same size as the same object in the baseline. Notice that each baseline is relative to a *default* configured library and compiler: in

particular, if options such as --enable-clocale, or --with-cpu, in case of multilibs, are used at configure time, the check may fail, either because of substantive differences or because of limitations of the current checking machinery.

This dataset is insufficient, yet a start. Also needed is a comprehensive check for all user-visible types part of the standard library for sizeof() and alignof() changes.

Verifying compatible layouts of objects is not even attempted. It should be possible to use sizeof, alignof, and offsetof to compute offsets for each structure and type in the standard library, saving to another datafile. Then, compute this in a similar way for new binaries, and look for differences.

Another approach might be to use the -fdump-class-hierarchy flag to get information. However, currently this approach gives insufficient data for use in library testing, as class data members, their offsets, and other detailed data is not displayed with this flag. (See g++/7470 on how this was used to find bugs.)

Perhaps there are other C++ ABI checkers. If so, please notify us. We'd like to know about them!

B.4.6.2 Multiple ABI Testing

A "C" application, dynamically linked to two shared libraries, liba, libb. The dependent library liba is C++ shared library compiled with gcc-3.3.x, and uses io, exceptions, locale, etc. The dependent library libb is a C++ shared library compiled with gcc-3.4.x, and also uses io, exceptions, locale, etc.

As above, libone is constructed as follows:

```
%$bld/H-x86-gcc-3.4.0/bin/g++ -fPIC -DPIC -c a.cc

%$bld/H-x86-gcc-3.4.0/bin/g++ -shared -Wl,-soname -Wl,libone.so.1 -Wl,-O1 -Wl,-z,defs a.o - ↩
    o libone.so.1.0.0

%ln -s libone.so.1.0.0 libone.so

%$bld/H-x86-gcc-3.4.0/bin/g++ -c a.cc

%ar cru libone.a a.o
```

And, libtwo is constructed as follows:

```
%$bld/H-x86-gcc-3.3.3/bin/g++ -fPIC -DPIC -c b.cc

%$bld/H-x86-gcc-3.3.3/bin/g++ -shared -Wl,-soname -Wl,libtwo.so.1 -Wl,-O1 -Wl,-z,defs b.o - ↩
    o libtwo.so.1.0.0

%ln -s libtwo.so.1.0.0 libtwo.so

%$bld/H-x86-gcc-3.3.3/bin/g++ -c b.cc

%ar cru libtwo.a b.o
```

...with the resulting libraries looking like

```
%ldd libone.so.1.0.0
  libstdc++.so.6 => /usr/lib/libstdc++.so.6 (0x40016000)
  libm.so.6 => /lib/tls/libm.so.6 (0x400fa000)
  libgcc_s.so.1 => /mnt/hd/bld/gcc/gcc/libgcc_s.so.1 (0x4011c000)
  libc.so.6 => /lib/tls/libc.so.6 (0x40125000)
  /lib/ld-linux.so.2 => /lib/ld-linux.so.2 (0x00355000)

%ldd libtwo.so.1.0.0
  libstdc++.so.5 => /usr/lib/libstdc++.so.5 (0x40027000)
  libm.so.6 => /lib/tls/libm.so.6 (0x400e1000)
  libgcc_s.so.1 => /mnt/hd/bld/gcc/gcc/libgcc_s.so.1 (0x40103000)
```

```
  libc.so.6 => /lib/tls/libc.so.6 (0x4010c000)
  /lib/ld-linux.so.2 => /lib/ld-linux.so.2 (0x00355000)
```

Then, the "C" compiler is used to compile a source file that uses functions from each library.

```
gcc test.c -g -O2 -L. -lone -ltwo /usr/lib/libstdc++.so.5 /usr/lib/libstdc++.so.6
```

Which gives the expected:

```
%ldd a.out
  libstdc++.so.5 => /usr/lib/libstdc++.so.5 (0x00764000)
  libstdc++.so.6 => /usr/lib/libstdc++.so.6 (0x40015000)
  libc.so.6 => /lib/tls/libc.so.6 (0x0036d000)
  libm.so.6 => /lib/tls/libm.so.6 (0x004a8000)
  libgcc_s.so.1 => /mnt/hd/bld/gcc/gcc/libgcc_s.so.1 (0x400e5000)
  /lib/ld-linux.so.2 => /lib/ld-linux.so.2 (0x00355000)
```

This resulting binary, when executed, will be able to safely use code from both liba, and the dependent libstdc++.so.6, and libb, with the dependent libstdc++.so.5.

B.4.7 Outstanding Issues

Some features in the C++ language make versioning especially difficult. In particular, compiler generated constructs such as implicit instantiations for templates, typeinfo information, and virtual tables all may cause ABI leakage across shared library boundaries. Because of this, mixing C++ ABIs is not recommended at this time.

For more background on this issue, see these bugzilla entries:

24660: versioning weak symbols in libstdc++

19664: libstdc++ headers should have pop/push of the visibility around the declarations

B.4.8 Bibliography

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B.5 API Evolution and Deprecation History

A list of user-visible changes, in chronological order

B.5.1 3.0

Extensions moved to `include/ext`.

Include files from the SGI/HP sources that pre-date the ISO standard are added. These files are placed into the `include/backward` directory and a deprecated warning is added that notifies on inclusion (`-Wno-deprecated` deactivates the warning.)

Deprecated include `backward/strstream` added.

Removal of include `builtinbuf.h`, `indstream.h`, `parsestream.h`, `PlotFile.h`, `SFile.h`, `stdiostream.h`, and `stream.h`.

B.5.2 3.1

Extensions from SGI/HP moved from `namespace std` to `namespace __gnu_cxx`. As part of this, the following new includes are added: `ext/algorithm`, `ext/functional`, `ext/iterator`, `ext/memory`, and `ext/numeric`.

Extensions to `basic_filebuf` introduced: `__gnu_cxx::enc_filebuf`, and `__gnu_cxx::stdio_filebuf`.

Extensions to tree data structures added in `ext/rb_tree`.

Removal of `ext/tree`, moved to `backward/tree.h`.

B.5.3 3.2

Symbol versioning introduced for shared library.

Removal of include `backward/strstream.h`.

Allocator changes. Change `__malloc_alloc` to `malloc_allocator` and `__new_alloc` to `new_allocator`.

For GCC releases from 2.95 through the 3.1 series, defining `__USE_MALLOC` on the gcc command line would change the default allocation strategy to instead use `malloc` and `free`. (This same functionality is now spelled `_GLIBCXX_FORCE_NEW`, see this page for details.

Error handling in iostreams cleaned up, made consistent.

B.5.4 3.3

B.5.5 3.4

Large file support.

Extensions for generic characters and `char_traits` added in `ext/pod_char_traits.h`.

Support for `wchar_t` specializations of `basic_filebuf` enhanced to support `UTF-8` and `Unicode`, depending on host. More hosts support basic `wchar_t` functionality.

Support for `char_traits` beyond builtin types.

Conformant `allocator` class and usage in containers. As part of this, the following extensions are added: `ext/bitmap_allocator.h`, `ext/debug_allocator.h`, `ext/mt_allocator.h`, `ext/malloc_allocator.h`,`ext/new_allocator.h`, `ext/pool_allocator.h`.

This is a change from all previous versions, and may require source-level changes due to allocator-related changes to structures names and template parameters, filenames, and file locations. Some, like `__simple_alloc`, `__allocator`, `__alloc`, and `_Alloc_traits` have been removed.

Default behavior of `std::allocator` has changed.

Previous versions prior to 3.4 cache allocations in a memory pool, instead of passing through to call the global allocation operators (i.e., `__gnu_cxx::pool_allocator`). More recent versions default to the simpler `__gnu_cxx::new_allocator`.

Previously, all allocators were written to the SGI style, and all STL containers expected this interface. This interface had a traits class called `_Alloc_traits` that attempted to provide more information for compile-time allocation selection and optimization. This traits class had another allocator wrapper, `__simple_alloc<T,A>`, which was a wrapper around another allocator, A, which itself is an allocator for instances of T. But wait, there's more: `__allocator<T,A>` is another adapter. Many of the provided allocator classes were SGI style: such classes can be changed to a conforming interface with this wrapper: `__allocator<T, __alloc>` is thus the same as `allocator<T>`.

The class `allocator` used the typedef __alloc to select an underlying allocator that satisfied memory allocation requests. The selection of this underlying allocator was not user-configurable.

Allocator (3.4)	Header (3.4)	Allocator (3.[0-3])	Header (3.[0-3])
`__gnu_cxx::new_allocator<T>`	`ext/new_allocator.h`	`std::__new_alloc`	`memory`
`__gnu_cxx::malloc_allocator<T>`	`ext/malloc_allocator.h`	`std::__malloc_alloc_template<int>`	`memory`
`__gnu_cxx::debug_allocator<T>`	`ext/debug_allocator.h`	`std::debug_alloc<T>`	`memory`
`__gnu_cxx::__pool_alloc<T>`	`ext/pool_allocator.h`	`std::__default_alloc_template<bool,int>`	`memory`
`__gnu_cxx::__mt_alloc<T>`	`ext/mt_allocator.h`		
`__gnu_cxx::bitmap_allocator<T>`	`ext/bitmap_allocator.h`		

Table B.1: Extension Allocators

Releases after gcc-3.4 have continued to add to the collection of available allocators. All of these new allocators are standard-style. The following table includes details, along with the first released version of GCC that included the extension allocator.

Allocator	Include	Version
`__gnu_cxx::array_allocator<T>`	`ext/array_allocator.h`	4.0.0
`__gnu_cxx::throw_allocator<T>`	`ext/throw_allocator.h`	4.2.0

Table B.2: Extension Allocators Continued

Debug mode first appears.

Precompiled header support PCH support.

Macro guard for changed, from `_GLIBCPP_` to `_GLIBCXX_`.

Extension `ext/stdio_sync_filebuf.h` added.

Extension `ext/demangle.h` added.

B.5.6 4.0

TR1 features first appear.

Extension allocator `ext/array_allocator.h` added.

Extension `codecvt` specializations moved to `ext/codecvt_specializations.h`.

Removal of `ext/demangle.h`.

B.5.7 4.1

Removal of `cassert` from all standard headers: now has to be explicitly included for `std::assert` calls.

Extensions for policy-based data structures first added. New includes, types, namespace `pb_assoc`.

Extensions for typelists added in `ext/typelist.h`.

Extension for policy-based `basic_string` first added: `__gnu_cxx::__versa_string` in `ext/vstring.h`.

B.5.8 4.2

Default visibility attributes applied to `namespace std`. Support for `-fvisibility`.

TR1 `random`, `complex`, and C compatibility headers added.

Extensions for concurrent programming consolidated into `ext/concurrence.h` and `ext/atomicity.h`, including change of namespace to `__gnu_cxx` in some cases. Added types include `_Lock_policy`, `__concurrence_lock_error`, `__concurrence_unlock_error`, `__mutex`, `__scoped_lock`.

Extensions for type traits consolidated into `ext/type_traits.h`. Additional traits are added (`__conditional_type`, `__enable_if`, others.)

Extensions for policy-based data structures revised. New includes, types, namespace moved to `__pb_ds`.

Extensions for debug mode modified: now nested in `namespace std::__debug` and extensions in `namespace __gnu_cxx::__debug`.

Extensions added: `ext/typelist.h` and `ext/throw_allocator.h`.

B.5.9 4.3

C++0X features first appear.

TR1 `regex` and `cmath`'s mathematical special function added.

Backward include edit.

- Removed

  `algobase.h` `algo.h` `alloc.h` `bvector.h` `complex.h` `defalloc.h` `deque.h` `fstream.h` `function.h` `hash_map.h` `hash_set.h` `hashtable.h` `heap.h` `iomanip.h` `iostream.h` `istream.h` `iterator.h` `list.h` `map.h` `multimap.h` `multiset.h` `new.h` `ostream.h` `pair.h` `queue.h` `rope.h` `set.h` `slist.h` `stack.h` `streambuf.h` `stream.h` `tempbuf.h` `tree.h` `vector.h`

- Added

  `hash_map` and `hash_set`

- Added in C++0x

  `auto_ptr.h` and `binders.h`

Header dependency streamlining.

- `algorithm` no longer includes `climits`, `cstring`, or `iosfwd`
- `bitset` no longer includes `istream` or `ostream`, adds `iosfwd`
- `functional` no longer includes `cstddef`
- `iomanip` no longer includes `istream`, `istream`, or `functional`, adds `ioswd`
- `numeric` no longer includes `iterator`

- string no longer includes algorithm or memory
- valarray no longer includes numeric or cstdlib
- tr1/hashtable no longer includes memory or functional
- tr1/memory no longer includes algorithm
- tr1/random no longer includes algorithm or fstream

Debug mode for unordered_map and unordered_set.

Parallel mode first appears.

Variadic template implementations of items in tuple and functional.

Default what implementations give more elaborate exception strings for bad_cast, bad_typeid, bad_exception, and bad_alloc.

PCH binary files no longer installed. Instead, the source files are installed.

Namespace pb_ds moved to __gnu_pb_ds.

B.5.10 4.4

C++0X features.

- Added.
  atomic, chrono, condition_variable, forward_list, initializer_list, mutex, ratio, thread
- Updated and improved.
  algorithm, system_error, type_traits
- Use of the GNU extension namespace association converted to inline namespaces.
- Preliminary support for initializer_list and defaulted and deleted constructors in container classes.
- unique_ptr.
- Support for new character types char16_t and char32_t added to char_traits, basic_string, numeric_limits, and assorted compile-time type traits.
- Support for string conversions to_string and to_wstring.
- Member functions taking string arguments were added to iostreams including basic_filebuf, basic_ofstream, and basic_ifstream.
- Exception propagation support, including exception_ptr, current_exception, copy_exception, and rethrow_exception.

Uglification of try to __try and catch to __catch.

Audit of internal mutex usage, conversion to functions returning static local mutex.

Extensions added: ext/pointer.h and ext/extptr_allocator.h. Support for non-standard pointer types has been added to vector and forward_list.

B.5.11 4.5

C++0X features.

- Added.
  `functional`, `future`, `random`
- Updated and improved.
  `atomic`, `system_error`, `type_traits`
- Add support for explicit operators and standard layout types.

Profile mode first appears.

Support for decimal floating-point arithmetic, including `decimal32`, `decimal64`, and `decimal128`.

Python pretty-printers are added for use with appropriately-advanced versions of **gdb**.

Audit for application of function attributes notrow, const, pure, and noreturn.

The default behavior for comparing typeinfo names changed, so in `typeinfo`, `__GXX_MERGED_TYPEINFO_NAMES` now defaults to zero.

Extensions modified: `ext/throw_allocator.h`.

B.6 Backwards Compatibility

B.6.1 First

The first generation GNU C++ library was called libg++. It was a separate GNU project, although reliably paired with GCC. Rumors imply that it had a working relationship with at least two kinds of dinosaur.

Some background: libg++ was designed and created when there was no ISO standard to provide guidance. Classes like linked lists are now provided for by `list<T>` and do not need to be created by `genclass`. (For that matter, templates exist now and are well-supported, whereas genclass (mostly) predates them.)

There are other classes in libg++ that are not specified in the ISO Standard (e.g., statistical analysis). While there are a lot of really useful things that are used by a lot of people, the Standards Committee couldn't include everything, and so a lot of those 'obvious' classes didn't get included.

Known Issues include many of the limitations of its immediate ancestor.

Portability notes and known implementation limitations are as follows.

B.6.1.1 No `ios_base`

At least some older implementations don't have `std::ios_base`, so you should use `std::ios::badbit`, `std::ios::failbit` and `std::ios::eofbit` and `std::ios::goodbit`.

B.6.1.2 No `cout` in `ostream.h`, no `cin` in `istream.h`

In earlier versions of the standard, `fstream.h`, `ostream.h` and `istream.h` used to define `cout`, `cin` and so on. ISO C++ specifies that one needs to include `iostream` explicitly to get the required definitions.

Some include adjustment may be required.

This project is no longer maintained or supported, and the sources archived. For the desperate, the GCC extensions page describes where to find the last libg++ source. The code is considered replaced and rewritten.

B.6.2 Second

The second generation GNU C++ library was called libstdc++, or libstdc++-v2. It spans the time between libg++ and pre-ISO C++ standardization and is usually associated with the following GCC releases: egcs 1.x, gcc 2.95, and gcc 2.96.

The STL portions of this library are based on SGI/HP STL release 3.11.

This project is no longer maintained or supported, and the sources archived. The code is considered replaced and rewritten.

Portability notes and known implementation limitations are as follows.

B.6.2.1 Namespace `std::` not supported

Some care is required to support C++ compiler and or library implementation that do not have the standard library in `namespace std`.

The following sections list some possible solutions to support compilers that cannot ignore `std::`-qualified names.

First, see if the compiler has a flag for this. Namespace back-portability-issues are generally not a problem for g++ compilers that do not have libstdc++ in `std::`, as the compilers use `-fno-honor-std` (ignore `std::`, `::  = std::`) by default. That is, the responsibility for enabling or disabling `std::` is on the user; the maintainer does not have to care about it. This probably applies to some other compilers as well.

Second, experiment with a variety of pre-processor tricks.

By defining `std` as a macro, fully-qualified namespace calls become global. Volia.

```
#ifdef WICKEDLY_OLD_COMPILER
# define std
#endif
```

Thanks to Juergen Heinzl who posted this solution on gnu.gcc.help.

Another pre-processor based approach is to define a macro `NAMESPACE_STD`, which is defined to either ' ' or 'std' based on a compile-type test. On GNU systems, this can be done with autotools by means of an autoconf test (see below) for `HAVE_NAMESPACE_STD`, then using that to set a value for the `NAMESPACE_STD` macro. At that point, one is able to use `NAMESPACE_STD::string`, which will evaluate to `std::string` or `::string` (i.e., in the global namespace on systems that do not put `string` in `std::`).

```
dnl @synopsis AC_CXX_NAMESPACE_STD
dnl
dnl If the compiler supports namespace std, define
dnl HAVE_NAMESPACE_STD.
dnl
dnl @category Cxx
dnl @author Todd Veldhuizen
dnl @author Luc Maisonobe <luc@spaceroots.org>
dnl @version 2004-02-04
dnl @license AllPermissive
AC_DEFUN([AC_CXX_NAMESPACE_STD], [
  AC_CACHE_CHECK(if g++ supports namespace std,
  ac_cv_cxx_have_std_namespace,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  AC_TRY_COMPILE([#include <iostream>
      std::istream& is = std::cin;],,
  ac_cv_cxx_have_std_namespace=yes, ac_cv_cxx_have_std_namespace=no)
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_have_std_namespace" = yes; then
    AC_DEFINE(HAVE_NAMESPACE_STD,,[Define if g++ supports namespace std. ])
  fi
])
```

B.6.2.2 Illegal iterator usage

The following illustrate implementation-allowed illegal iterator use, and then correct use.

- you cannot do `ostream::operator<<(iterator)` to print the address of the iterator => use `operator<< &*iterator` instead
- you cannot clear an iterator's reference (`iterator = 0`) => use `iterator = iterator_type();`
- `if (iterator)` won't work any more => use `if (iterator != iterator_type())`

B.6.2.3 `isspace` from `cctype` is a macro

Glibc 2.0.x and 2.1.x define `ctype.h` functionality as macros (isspace, isalpha etc.).

This implementations of libstdc++, however, keep these functions as macros, and so it is not back-portable to use fully qualified names. For example:

```
#include <cctype>
int main() { std::isspace('X'); }
```

Results in something like this:

```
std:: (__ctype_b[(int) ( ( 'X' ) )] & (unsigned short int) _ISspace ) ;
```

A solution is to modify a header-file so that the compiler tells `ctype.h` to define functions instead of macros:

```
// This keeps isalnum, et al from being propagated as macros.
#if __linux__
# define __NO_CTYPE 1
#endif
```

Then, include `ctype.h`

Another problem arises if you put a `using namespace std;` declaration at the top, and include `ctype.h`. This will result in ambiguities between the definitions in the global namespace (`ctype.h`) and the definitions in namespace `std::` (`<cctype>`).

B.6.2.4 No `vector::at`, `deque::at`, `string::at`

One solution is to add an autoconf-test for this:

```
AC_MSG_CHECKING(for container::at)
AC_TRY_COMPILE(
[
#include <vector>
#include <deque>
#include <string>

using namespace std;
],
[
deque<int> test_deque(3);
test_deque.at(2);
vector<int> test_vector(2);
test_vector.at(1);
string test_string(test_string);
test_string.at(3);
],
[AC_MSG_RESULT(yes)
AC_DEFINE(HAVE_CONTAINER_AT)],
[AC_MSG_RESULT(no)])
```

If you are using other (non-GNU) compilers it might be a good idea to check for `string::at` separately.

B.6.2.5 No `std::char_traits<char>::eof`

Use some kind of autoconf test, plus this:

```
#ifdef HAVE_CHAR_TRAITS
#define CPP_EOF std::char_traits<char>::eof()
#else
#define CPP_EOF EOF
#endif
```

B.6.2.6 No `string::clear`

There are two functions for deleting the contents of a string: `clear` and `erase` (the latter returns the string).

```
void
clear() { _M_mutate(0, this->size(), 0); }
```

```
basic_string&
erase(size_type __pos = 0, size_type __n = npos)
{
  return this->replace(_M_check(__pos), _M_fold(__pos, __n),
        _M_data(), _M_data());
}
```

Unfortunately, `clear` is not implemented in this version, so you should use `erase` (which is probably faster than `operator=(charT*)`).

B.6.2.7 Removal of `ostream::form` and `istream::scan` extensions

These are no longer supported. Please use stringstreams instead.

B.6.2.8 No `basic_stringbuf`, `basic_stringstream`

Although the ISO standard `i/ostringstream`-classes are provided, (`sstream`), for compatibility with older implementations the pre-ISO `i/ostrstream` (`strstream`) interface is also provided, with these caveats:

- `strstream` is considered to be deprecated
- `strstream` is limited to `char`
- with `ostringstream` you don't have to take care of terminating the string or freeing its memory
- `istringstream` can be re-filled (clear(); str(input);)

You can then use output-stringstreams like this:

```
#ifdef HAVE_SSTREAM
# include <sstream>
#else
# include <strstream>
#endif

#ifdef HAVE_SSTREAM
  std::ostringstream oss;
#else
  std::ostrstream oss;
#endif
```

```
oss << Name= << m_name << , number= << m_number << std::endl;
...
#ifndef HAVE_SSTREAM
  oss << std::ends; // terminate the char*-string
#endif

// str() returns char* for ostrstream and a string for ostringstream
// this also causes ostrstream to think that the buffer's memory
// is yours
m_label.set_text(oss.str());
#ifndef HAVE_SSTREAM
  // let the ostrstream take care of freeing the memory
  oss.freeze(false);
#endif
```

Input-stringstreams can be used similarly:

```
std::string input;
...
#ifdef HAVE_SSTREAM
std::istringstream iss(input);
#else
std::istrstream iss(input.c_str());
#endif

int i;
iss >> i;
```

One (the only?) restriction is that an istrstream cannot be re-filled:

```
std::istringstream iss(numerator);
iss >> m_num;
// this is not possible with istrstream
iss.clear();
iss.str(denominator);
iss >> m_den;
```

If you don't care about speed, you can put these conversions in a template-function:

```
template <class X>
void fromString(const string& input, X& any)
{
#ifdef HAVE_SSTREAM
std::istringstream iss(input);
#else
std::istrstream iss(input.c_str());
#endif
X temp;
iss >> temp;
if (iss.fail())
throw runtime_error(..)
any = temp;
}
```

Another example of using stringstreams is in this howto.

There is additional information in the libstdc++-v2 info files, in particular 'info iostream'.

B.6.2.9 Little or no wide character support

Classes `wstring` and `char_traits<wchar_t>` are not supported.

B.6.2.10 No templatized iostreams

Classes `wfilebuf` and `wstringstream` are not supported.

B.6.2.11 Thread safety issues

Earlier GCC releases had a somewhat different approach to threading configuration and proper compilation. Before GCC 3.0, configuration of the threading model was dictated by compiler command-line options and macros (both of which were somewhat thread-implementation and port-specific). There were no guarantees related to being able to link code compiled with one set of options and macro setting with another set.

For GCC 3.0, configuration of the threading model used with libraries and user-code is performed when GCC is configured and built using the --enable-threads and --disable-threads options. The ABI is stable for symbol name-mangling and limited functional compatibility exists between code compiled under different threading models.

The libstdc++ library has been designed so that it can be used in multithreaded applications (with libstdc++-v2 this was only true of the STL parts.) The first problem is finding a *fast* method of implementation portable to all platforms. Due to historical reasons, some of the library is written against per-CPU-architecture spinlocks and other parts against the gthr.h abstraction layer which is provided by gcc. A minor problem that pops up every so often is different interpretations of what "thread-safe" means for a library (not a general program). We currently use the same definition that SGI uses for their STL subset. However, the exception for read-only containers only applies to the STL components. This definition is widely-used and something similar will be used in the next version of the C++ standard library.

Here is a small link farm to threads (no pun) in the mail archives that discuss the threading problem. Each link is to the first relevant message in the thread; from there you can use "Thread Next" to move down the thread. This farm is in latest-to-oldest order.

- Our threading expert Loren gives a breakdown of the six situations involving threads for the 3.0 release series.
- This message inspired a recent updating of issues with threading and the SGI STL library. It also contains some example POSIX-multithreaded STL code.

(A large selection of links to older messages has been removed; many of the messages from 1999 were lost in a disk crash, and the few people with access to the backup tapes have been too swamped with work to restore them. Many of the points have been superseded anyhow.)

B.6.3 Third

The third generation GNU C++ library is called libstdc++, or libstdc++-v3.

The subset commonly known as the Standard Template Library (chapters 23 through 25, mostly) is adapted from the final release of the SGI STL (version 3.3), with extensive changes.

A more formal description of the V3 goals can be found in the official design document.

Portability notes and known implementation limitations are as follows.

B.6.3.1 Pre-ISO headers moved to backwards or removed

The pre-ISO C++ headers (`iostream.h`, `defalloc.h` etc.) are available, unlike previous libstdc++ versions, but inclusion generates a warning that you are using deprecated headers.

This compatibility layer is constructed by including the standard C++ headers, and injecting any items in `std::` into the global namespace.

For those of you new to ISO C++ (welcome, time travelers!), no, that isn't a typo. Yes, the headers really have new names. Marshall Cline's C++ FAQ Lite has a good explanation in item [27.4].

Some include adjustment may be required. What follows is an autoconf test that defines `PRE_STDCXX_HEADERS` when they exist.

```
# AC_HEADER_PRE_STDCXX
AC_DEFUN([AC_HEADER_PRE_STDCXX], [
  AC_CACHE_CHECK(for pre-ISO C++ include files,
  ac_cv_cxx_pre_stdcxx,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  ac_save_CXXFLAGS="$CXXFLAGS"
  CXXFLAGS="$CXXFLAGS -Wno-deprecated"

  # Omit defalloc.h, as compilation with newer compilers is problematic.
  AC_TRY_COMPILE([
  #include <new.h>
  #include <iterator.h>
  #include <alloc.h>
  #include <set.h>
  #include <hashtable.h>
  #include <hash_set.h>
  #include <fstream.h>
  #include <tempbuf.h>
  #include <istream.h>
  #include <bvector.h>
  #include <stack.h>
  #include <rope.h>
  #include <complex.h>
  #include <ostream.h>
  #include <heap.h>
  #include <iostream.h>
  #include <function.h>
  #include <multimap.h>
  #include <pair.h>
  #include <stream.h>
  #include <iomanip.h>
  #include <slist.h>
  #include <tree.h>
  #include <vector.h>
  #include <deque.h>
  #include <multiset.h>
  #include <list.h>
  #include <map.h>
  #include <algobase.h>
  #include <hash_map.h>
  #include <algo.h>
  #include <queue.h>
  #include <streambuf.h>
  ],,
  ac_cv_cxx_pre_stdcxx=yes, ac_cv_cxx_pre_stdcxx=no)
  CXXFLAGS="$ac_save_CXXFLAGS"
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_pre_stdcxx" = yes; then
    AC_DEFINE(PRE_STDCXX_HEADERS,,[Define if pre-ISO C++ header files are present. ])
  fi
])
```

Porting between pre-ISO headers and ISO headers is simple: headers like `vector.h` can be replaced with `vector` and a using directive `using namespace std;` can be put at the global scope. This should be enough to get this code compiling, assuming the other usage is correct.

B.6.3.2 Extension headers hash_map, hash_set moved to ext or backwards

At this time most of the features of the SGI STL extension have been replaced by standardized libraries. In particular, the unordered_map and unordered_set containers of TR1 are suitable replacement for the non-standard hash_map and hash_set containers in the SGI STL.

Header files `hash_map` and `hash_set` moved to `ext/hash_map` and `ext/hash_set`, respectively. At the same time, all types in these files are enclosed in `namespace __gnu_cxx`. Later versions move deprecate these files, and suggest using TR1's `unordered_map` and `unordered_set` instead.

The extensions are no longer in the global or `std` namespaces, instead they are declared in the `__gnu_cxx` namespace. For maximum portability, consider defining a namespace alias to use to talk about extensions, e.g.:

```
      #ifdef __GNUC__
      #if __GNUC__ < 3
  #include <hash_map.h>
  namespace extension { using ::hash_map; }; // inherit globals
      #else
  #include <backward/hash_map>
  #if __GNUC__ == 3 && __GNUC_MINOR__ == 0
    namespace extension = std;               // GCC 3.0
  #else
    namespace extension = ::__gnu_cxx;       // GCC 3.1 and later
  #endif
      #endif
      #else      // ...  there are other compilers, right?
  namespace extension = std;
      #endif

      extension::hash_map<int,int> my_map;
```

This is a bit cleaner than defining typedefs for all the instantiations you might need.

The following autoconf tests check for working HP/SGI hash containers.

```
# AC_HEADER_EXT_HASH_MAP
AC_DEFUN([AC_HEADER_EXT_HASH_MAP], [
  AC_CACHE_CHECK(for ext/hash_map,
  ac_cv_cxx_ext_hash_map,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  ac_save_CXXFLAGS="$CXXFLAGS"
  CXXFLAGS="$CXXFLAGS -Werror"
  AC_TRY_COMPILE([#include <ext/hash_map>], [using __gnu_cxx::hash_map;],
  ac_cv_cxx_ext_hash_map=yes, ac_cv_cxx_ext_hash_map=no)
  CXXFLAGS="$ac_save_CXXFLAGS"
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_ext_hash_map" = yes; then
    AC_DEFINE(HAVE_EXT_HASH_MAP,,[Define if ext/hash_map is present. ])
  fi
])
```

```
# AC_HEADER_EXT_HASH_SET
AC_DEFUN([AC_HEADER_EXT_HASH_SET], [
  AC_CACHE_CHECK(for ext/hash_set,
  ac_cv_cxx_ext_hash_set,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  ac_save_CXXFLAGS="$CXXFLAGS"
  CXXFLAGS="$CXXFLAGS -Werror"
  AC_TRY_COMPILE([#include <ext/hash_set>], [using __gnu_cxx::hash_set;],
```

```
  ac_cv_cxx_ext_hash_set=yes, ac_cv_cxx_ext_hash_set=no)
  CXXFLAGS="$ac_save_CXXFLAGS"
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_ext_hash_set" = yes; then
    AC_DEFINE(HAVE_EXT_HASH_SET,,[Define if ext/hash_set is present. ])
  fi
])
```

B.6.3.3 No `ios::nocreate/ios::noreplace`.

The existence of `ios::nocreate` being used for input-streams has been confirmed, most probably because the author thought it would be more correct to specify nocreate explicitly. So it can be left out for input-streams.

For output streams, 'nocreate' is probably the default, unless you specify `std::ios::trunc` ? To be safe, you can open the file for reading, check if it has been opened, and then decide whether you want to create/replace or not. To my knowledge, even older implementations support `app`, `ate` and `trunc` (except for `app` ?).

B.6.3.4 No `stream::attach(int fd)`

Phil Edwards writes: It was considered and rejected for the ISO standard. Not all environments use file descriptors. Of those that do, not all of them use integers to represent them.

For a portable solution (among systems which use file descriptors), you need to implement a subclass of `std::streambuf` (or `std::basic_streambuf<..>`) which opens a file given a descriptor, and then pass an instance of this to the stream-constructor.

An extension is available that implements this. `ext/stdio_filebuf.h` contains a derived class called __gnu_cxx::stdio_filebuf. This class can be constructed from a C `FILE*` or a file descriptor, and provides the `fd()` function.

For another example of this, refer to fdstream example by Nicolai Josuttis.

B.6.3.5 Support for C++98 dialect.

Check for complete library coverage of the C++1998/2003 standard.

```
# AC_HEADER_STDCXX_98
AC_DEFUN([AC_HEADER_STDCXX_98], [
  AC_CACHE_CHECK(for ISO C++ 98 include files,
  ac_cv_cxx_stdcxx_98,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  AC_TRY_COMPILE([
    #include <cassert>
    #include <cctype>
    #include <cerrno>
    #include <cfloat>
    #include <ciso646>
    #include <climits>
    #include <clocale>
    #include <cmath>
    #include <csetjmp>
    #include <csignal>
    #include <cstdarg>
    #include <cstddef>
    #include <cstdio>
    #include <cstdlib>
    #include <cstring>
    #include <ctime>
```

```
    #include <algorithm>
    #include <bitset>
    #include <complex>
    #include <deque>
    #include <exception>
    #include <fstream>
    #include <functional>
    #include <iomanip>
    #include <ios>
    #include <iosfwd>
    #include <iostream>
    #include <istream>
    #include <iterator>
    #include <limits>
    #include <list>
    #include <locale>
    #include <map>
    #include <memory>
    #include <new>
    #include <numeric>
    #include <ostream>
    #include <queue>
    #include <set>
    #include <sstream>
    #include <stack>
    #include <stdexcept>
    #include <streambuf>
    #include <string>
    #include <typeinfo>
    #include <utility>
    #include <valarray>
    #include <vector>
  ],,
  ac_cv_cxx_stdcxx_98=yes, ac_cv_cxx_stdcxx_98=no)
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_stdcxx_98" = yes; then
    AC_DEFINE(STDCXX_98_HEADERS,,[Define if ISO C++ 1998 header files are present. ])
  fi
])
```

B.6.3.6 Support for C++TR1 dialect.

Check for library coverage of the TR1 standard.

```
# AC_HEADER_STDCXX_TR1
AC_DEFUN([AC_HEADER_STDCXX_TR1], [
  AC_CACHE_CHECK(for ISO C++ TR1 include files,
  ac_cv_cxx_stdcxx_tr1,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  AC_TRY_COMPILE([
  #include <tr1/array>
  #include <tr1/ccomplex>
  #include <tr1/cctype>
  #include <tr1/cfenv>
  #include <tr1/cfloat>
  #include <tr1/cinttypes>
  #include <tr1/climits>
```

```
  #include <tr1/cmath>
  #include <tr1/complex>
  #include <tr1/cstdarg>
  #include <tr1/cstdbool>
  #include <tr1/cstdint>
  #include <tr1/cstdio>
  #include <tr1/cstdlib>
  #include <tr1/ctgmath>
  #include <tr1/ctime>
  #include <tr1/cwchar>
  #include <tr1/cwctype>
  #include <tr1/functional>
  #include <tr1/memory>
  #include <tr1/random>
  #include <tr1/regex>
  #include <tr1/tuple>
  #include <tr1/type_traits>
  #include <tr1/unordered_set>
  #include <tr1/unordered_map>
  #include <tr1/utility>
  ],,
  ac_cv_cxx_stdcxx_tr1=yes, ac_cv_cxx_stdcxx_tr1=no)
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_stdcxx_tr1" = yes; then
    AC_DEFINE(STDCXX_TR1_HEADERS,,[Define if ISO C++ TR1 header files are present. ])
  fi
])
```

An alternative is to check just for specific TR1 includes, such as <unordered_map> and <unordered_set>.

```
# AC_HEADER_TR1_UNORDERED_MAP
AC_DEFUN([AC_HEADER_TR1_UNORDERED_MAP], [
  AC_CACHE_CHECK(for tr1/unordered_map,
  ac_cv_cxx_tr1_unordered_map,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  AC_TRY_COMPILE([#include <tr1/unordered_map>], [using std::tr1::unordered_map;],
  ac_cv_cxx_tr1_unordered_map=yes, ac_cv_cxx_tr1_unordered_map=no)
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_tr1_unordered_map" = yes; then
    AC_DEFINE(HAVE_TR1_UNORDERED_MAP,,[Define if tr1/unordered_map is present. ])
  fi
])
```

```
# AC_HEADER_TR1_UNORDERED_SET
AC_DEFUN([AC_HEADER_TR1_UNORDERED_SET], [
  AC_CACHE_CHECK(for tr1/unordered_set,
  ac_cv_cxx_tr1_unordered_set,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  AC_TRY_COMPILE([#include <tr1/unordered_set>], [using std::tr1::unordered_set;],
  ac_cv_cxx_tr1_unordered_set=yes, ac_cv_cxx_tr1_unordered_set=no)
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_tr1_unordered_set" = yes; then
    AC_DEFINE(HAVE_TR1_UNORDERED_SET,,[Define if tr1/unordered_set is present. ])
  fi
])
```

B.6.3.7 Support for C++0x dialect.

Check for baseline language coverage in the compiler for the C++0xstandard.

```
# AC_COMPILE_STDCXX_OX
AC_DEFUN([AC_COMPILE_STDCXX_0X], [
  AC_CACHE_CHECK(if g++ supports C++0x features without additional flags,
  ac_cv_cxx_compile_cxx0x_native,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  AC_TRY_COMPILE([
  template <typename T>
    struct check
    {
      static_assert(sizeof(int) <= sizeof(T), "not big enough");
    };

    typedef check<check<bool>> right_angle_brackets;

    int a;
    decltype(a) b;

    typedef check<int> check_type;
    check_type c;
    check_type&& cr = c;],,
  ac_cv_cxx_compile_cxx0x_native=yes, ac_cv_cxx_compile_cxx0x_native=no)
  AC_LANG_RESTORE
  ])

  AC_CACHE_CHECK(if g++ supports C++0x features with -std=c++0x,
  ac_cv_cxx_compile_cxx0x_cxx,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  ac_save_CXXFLAGS="$CXXFLAGS"
  CXXFLAGS="$CXXFLAGS -std=c++0x"
  AC_TRY_COMPILE([
  template <typename T>
    struct check
    {
      static_assert(sizeof(int) <= sizeof(T), "not big enough");
    };

    typedef check<check<bool>> right_angle_brackets;

    int a;
    decltype(a) b;

    typedef check<int> check_type;
    check_type c;
    check_type&& cr = c;],,
  ac_cv_cxx_compile_cxx0x_cxx=yes, ac_cv_cxx_compile_cxx0x_cxx=no)
  CXXFLAGS="$ac_save_CXXFLAGS"
  AC_LANG_RESTORE
  ])

  AC_CACHE_CHECK(if g++ supports C++0x features with -std=gnu++0x,
  ac_cv_cxx_compile_cxx0x_gxx,
  [AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  ac_save_CXXFLAGS="$CXXFLAGS"
  CXXFLAGS="$CXXFLAGS -std=gnu++0x"
  AC_TRY_COMPILE([
```

```
  template <typename T>
    struct check
    {
      static_assert(sizeof(int) <= sizeof(T), "not big enough");
    };

    typedef check<check<bool>> right_angle_brackets;

    int a;
    decltype(a) b;

    typedef check<int> check_type;
    check_type c;
    check_type&& cr = c;],,
  ac_cv_cxx_compile_cxx0x_gxx=yes, ac_cv_cxx_compile_cxx0x_gxx=no)
  CXXFLAGS="$ac_save_CXXFLAGS"
  AC_LANG_RESTORE
  ])

  if test "$ac_cv_cxx_compile_cxx0x_native" = yes ||
     test "$ac_cv_cxx_compile_cxx0x_cxx" = yes ||
     test "$ac_cv_cxx_compile_cxx0x_gxx" = yes; then
    AC_DEFINE(HAVE_STDCXX_0X,,[Define if g++ supports C++0x features. ])
  fi
])
```

Check for library coverage of the C++0xstandard.

```
# AC_HEADER_STDCXX_0X
AC_DEFUN([AC_HEADER_STDCXX_0X], [
  AC_CACHE_CHECK(for ISO C++ 0x include files,
  ac_cv_cxx_stdcxx_0x,
  [AC_REQUIRE([AC_COMPILE_STDCXX_0X])
  AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  ac_save_CXXFLAGS="$CXXFLAGS"
  CXXFLAGS="$CXXFLAGS -std=gnu++0x"

  AC_TRY_COMPILE([
    #include <cassert>
    #include <ccomplex>
    #include <cctype>
    #include <cerrno>
    #include <cfenv>
    #include <cfloat>
    #include <cinttypes>
    #include <ciso646>
    #include <climits>
    #include <clocale>
    #include <cmath>
    #include <csetjmp>
    #include <csignal>
    #include <cstdarg>
    #include <cstdbool>
    #include <cstddef>
    #include <cstdint>
    #include <cstdio>
    #include <cstdlib>
    #include <cstring>
    #include <ctgmath>
    #include <ctime>
    #include <cwchar>
```

```
    #include <cwctype>

    #include <algorithm>
    #include <array>
    #include <bitset>
    #include <complex>
    #include <deque>
    #include <exception>
    #include <fstream>
    #include <functional>
    #include <iomanip>
    #include <ios>
    #include <iosfwd>
    #include <iostream>
    #include <istream>
    #include <iterator>
    #include <limits>
    #include <list>
    #include <locale>
    #include <map>
    #include <memory>
    #include <new>
    #include <numeric>
    #include <ostream>
    #include <queue>
    #include <random>
    #include <regex>
    #include <set>
    #include <sstream>
    #include <stack>
    #include <stdexcept>
    #include <streambuf>
    #include <string>
    #include <tuple>
    #include <typeinfo>
    #include <type_traits>
    #include <unordered_map>
    #include <unordered_set>
    #include <utility>
    #include <valarray>
    #include <vector>
  ],,
  ac_cv_cxx_stdcxx_0x=yes, ac_cv_cxx_stdcxx_0x=no)
  AC_LANG_RESTORE
  CXXFLAGS="$ac_save_CXXFLAGS"
  ])
  if test "$ac_cv_cxx_stdcxx_0x" = yes; then
    AC_DEFINE(STDCXX_0X_HEADERS,,[Define if ISO C++ 0x header files are present. ])
  fi
])
```

As is the case for TR1 support, these autoconf macros can be made for a finer-grained, per-header-file check. For <unordered_map>

```
# AC_HEADER_UNORDERED_MAP
AC_DEFUN([AC_HEADER_UNORDERED_MAP], [
  AC_CACHE_CHECK(for unordered_map,
  ac_cv_cxx_unordered_map,
  [AC_REQUIRE([AC_COMPILE_STDCXX_0X])
  AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  ac_save_CXXFLAGS="$CXXFLAGS"
```

```
  CXXFLAGS="$CXXFLAGS -std=gnu++0x"
  AC_TRY_COMPILE([#include <unordered_map>], [using std::unordered_map;],
  ac_cv_cxx_unordered_map=yes, ac_cv_cxx_unordered_map=no)
  CXXFLAGS="$ac_save_CXXFLAGS"
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_unordered_map" = yes; then
    AC_DEFINE(HAVE_UNORDERED_MAP,,[Define if unordered_map is present. ])
  fi
])
```

```
# AC_HEADER_UNORDERED_SET
AC_DEFUN([AC_HEADER_UNORDERED_SET], [
  AC_CACHE_CHECK(for unordered_set,
  ac_cv_cxx_unordered_set,
  [AC_REQUIRE([AC_COMPILE_STDCXX_0X])
  AC_LANG_SAVE
  AC_LANG_CPLUSPLUS
  ac_save_CXXFLAGS="$CXXFLAGS"
  CXXFLAGS="$CXXFLAGS -std=gnu++0x"
  AC_TRY_COMPILE([#include <unordered_set>], [using std::unordered_set;],
  ac_cv_cxx_unordered_set=yes, ac_cv_cxx_unordered_set=no)
  CXXFLAGS="$ac_save_CXXFLAGS"
  AC_LANG_RESTORE
  ])
  if test "$ac_cv_cxx_unordered_set" = yes; then
    AC_DEFINE(HAVE_UNORDERED_SET,,[Define if unordered_set is present. ])
  fi
])
```

B.6.3.8 Container::iterator_type is not necessarily Container::value_type*

This is a change in behavior from the previous version. Now, most iterator_type typedefs in container classes are POD objects, not value_type pointers.

B.6.4 Bibliography

[65] Dan Kegel, uri Migrating to GCC 4.1 .

[66] Martin Michlmayr, uri Building the Whole Debian Archive with GCC 4.1: A Summary .

[67] , uri Migration guide for GCC-3.2 .

Appendix C

Free Software Needs Free Documentation Appendix Documentation

The biggest deficiency in free operating systems is not in the software--it is the lack of good free manuals that we can include in these systems. Many of our most important programs do not come with full manuals. Documentation is an essential part of any software package; when an important free software package does not come with a free manual, that is a major gap. We have many such gaps today.

Once upon a time, many years ago, I thought I would learn Perl. I got a copy of a free manual, but I found it hard to read. When I asked Perl users about alternatives, they told me that there were better introductory manuals--but those were not free.

Why was this? The authors of the good manuals had written them for O'Reilly Associates, which published them with restrictive terms--no copying, no modification, source files not available--which exclude them from the free software community.

That wasn't the first time this sort of thing has happened, and (to our community's great loss) it was far from the last. Proprietary manual publishers have enticed a great many authors to restrict their manuals since then. Many times I have heard a GNU user eagerly tell me about a manual that he is writing, with which he expects to help the GNU project--and then had my hopes dashed, as he proceeded to explain that he had signed a contract with a publisher that would restrict it so that we cannot use it.

Given that writing good English is a rare skill among programmers, we can ill afford to lose manuals this way.

Free documentation, like free software, is a matter of freedom, not price. The problem with these manuals was not that O'Reilly Associates charged a price for printed copies--that in itself is fine. (The Free Software Foundation sells printed copies of free GNU manuals, too.) But GNU manuals are available in source code form, while these manuals are available only on paper. GNU manuals come with permission to copy and modify; the Perl manuals do not. These restrictions are the problems.

The criterion for a free manual is pretty much the same as for free software: it is a matter of giving all users certain freedoms. Redistribution (including commercial redistribution) must be permitted, so that the manual can accompany every copy of the program, on-line or on paper. Permission for modification is crucial too.

As a general rule, I don't believe that it is essential for people to have permission to modify all sorts of articles and books. The issues for writings are not necessarily the same as those for software. For example, I don't think you or I are obliged to give permission to modify articles like this one, which describe our actions and our views.

But there is a particular reason why the freedom to modify is crucial for documentation for free software. When people exercise their right to modify the software, and add or change its features, if they are conscientious they will change the manual too--so they can provide accurate and usable documentation with the modified program. A manual which forbids programmers to be conscientious and finish the job, or more precisely requires them to write a new manual from scratch if they change the program, does not fill our community's needs.

While a blanket prohibition on modification is unacceptable, some kinds of limits on the method of modification pose no problem. For example, requirements to preserve the original author's copyright notice, the distribution terms, or the list of authors, are ok. It is also no problem to require modified versions to include notice that they were modified, even to have entire sections that may not be deleted or changed, as long as these sections deal with nontechnical topics. (Some GNU manuals have them.)

These kinds of restrictions are not a problem because, as a practical matter, they don't stop the conscientious programmer from adapting the manual to fit the modified program. In other words, they don't block the free software community from making full use of the manual.

However, it must be possible to modify all the *technical* content of the manual, and then distribute the result in all the usual media, through all the usual channels; otherwise, the restrictions do block the community, the manual is not free, and so we need another manual.

Unfortunately, it is often hard to find someone to write another manual when a proprietary manual exists. The obstacle is that many users think that a proprietary manual is good enough--so they don't see the need to write a free manual. They do not see that the free operating system has a gap that needs filling.

Why do users think that proprietary manuals are good enough? Some have not considered the issue. I hope this article will do something to change that.

Other users consider proprietary manuals acceptable for the same reason so many people consider proprietary software acceptable: they judge in purely practical terms, not using freedom as a criterion. These people are entitled to their opinions, but since those opinions spring from values which do not include freedom, they are no guide for those of us who do value freedom.

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Appendix D

GNU General Public License version 3

Version 3, 29 June 2007

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Appendix F

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