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SIMD ISSUES: EXPLICIT, UNSEQUENCED, IDENTITY-ELEMENT POSITION, AND MEMBERS OF DISABLED SIMD

ABSTRACT

This paper collects all issues that came up in LWG review of P1928 (merge std::simd), which require LEWG approval.

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1 Changelog

1	CHANGELOG

(placeholder)

STRAW POLLS

(placeholder)

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3 ISSUE 1: EXPLICIT

simd has 7 constructors and one conversion operator:

default constructor	not explicit	
copy constructor	not explicit	
broadcast constructor	not explicit, ill-formed when not value-preserving	← reconsider!
conversion constructor	conditionally explicit: depends on participating value types	
generator construtor	explicit	
load constructors	explicit	
<i>Recommended practice:</i> conversion constructor from <i>implementation-</i> <i>defined</i> set of types (intrinsics / vector builtin)	explicit	← reconsider!
Recommended practice: conversion operator to implementation-defined set of types (intrinsics / vector builtin)	explicit	← reconsider!

3.1

BROADCAST CONSTRUCTOR

The authors do not recall that moving the constraint of the broadcast constructor to a conditional explicit was considered in LEWG. The behavior of broadcast and basic_simd conversion constructors is currently inconsistent. One allows conversions that are not value-preserving, via explicit constructor / static_cast. The other does not. We recommend that the broadcast constructor is changed to be conditionally explicit:

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template <class u=""></class>
<pre>constexpr explicit(see below) basic_simd(U&& x) noexcept;</pre>
Let From denote the type remove_cvref_t <u>.</u>
Constraints: value_type satisfies constructible_from <u>. From satisfies convertible_to<value_type>, and either</value_type></u>
• From is an arithmetic type and the conversion from From to value_type is value preserving ([simd.general]), or
• From is not an arithmetic type and does not satisfy constempr-wrapper-like, or
From satisfies constexpr-wrapper-like ([simd.syn]) remove_const_t <decltype(from::value)> is</decltype(from::value)>
an arithmetic type, and From::value is representable by value_type.
<i>Effects</i> : Initializes each element to the value of the argument after conversion to value_type_value type(forward <u>(x)).</u>
Remarks: The expression inside explicit evaluates to false if and only if From satisfies convertible
to <value_type>, and either</value_type>
• From is an arithmetic type and the conversion from From to value_type is value-preserving ([simd.general]), or
• From is not an arithmetic type and does not satisfy <i>constexpr-wrapper-like</i> , or
• From satisfies <i>constexpr-wrapper-like</i> ([simd.syn]), remove_const_t <decltype(from::value)> is</decltype(from::value)>
an arithmetic type, and From::value is representable by value_type.

before	with P3430R0
<pre>using floatv = std::simd<float>;</float></pre>	<pre>using floatv = std::simd<float>;</float></pre>
<pre>void f(floatv x)</pre>	<pre>void f(floatv x)</pre>
{	{
x + 2; // ill-formed	x + 2; // ill-formed
x + float(2); // OK	x + float(2); // OK
<pre>x + floatv(2); // ill-formed</pre>	x + floatv(2); // OK
<pre>x = 2 // ill-formed x = float(2) // OK</pre>	<pre>x = 2 // ill-formed x = float(2) // OK</pre>
<pre>x = floatv(2) // ill-formed</pre>	x = floatv(2) // OK
}	}

TonyBefore/After Table 1: Make explicit conversions more consistent

3.2

The policy draft on explicit says "Implicit conversions should exist only between types that are fundamentally the same". The intrinsic types and vector builtin types implemented as extensions in basically every compiler are "fundamentally the same" as the simd types of equal value type and width. Consequently, we should consider implicit conversions. The reason for the current wording to say explicit still stems from the TS design which deliberately wanted to err on the "too strict" side¹. This choice was never reconsidered while merging the TS wording to the IS.

³ *Recommended practice*: Implementations should enable <u>explicit implicit</u> conversion from and to implementationdefined types. This adds one or more of the following declarations to class basic_simd:

```
constexpr explicit operator implementation-defined() const;
```

```
constexpr explicit_basic_simd(const implementation-defined& init);
```

[*Example:* Consider an implementation that supports the type __vec4f and the function __vec4f _vec4f_addsub(__vec4f, __vec4f) for the architecture of the execution environment. A user may require the use of _vec4f_addsub for maximum performance and thus writes:

```
using V = basic_simd<float, simd_abi::__simd128>;
V addsub(V a, V b) {
    return static_cast<V>(_vec4f_addsub(static_cast<__vec4f>(a), static_cast<__vec4f>(b)));
}
```

```
-end example]
```

before	with P3430R0
<pre>void f(std::simd<int, 4=""> x) { x = static_cast<std::simd<int, 4="">>(_mm_add_epi32(static_cast<m128i>(x),</m128i></std::simd<int,></int,></pre>	<pre>void f(std::simd<int, 4=""> x) { x = _mm_add_epi32(x, x); }</int,></pre>

TonyBefore/After Table 2: Calling an SSE intrinsic

¹ that wasn't my preference, but guidance from WG21 at the time

4 Issue 2: drop "unsequenced" from generator ctor

3.3 SUGGESTED POLLS

Poll: Make the broadcast constructor conditionally explicit (P3430RO Section 3.1)

SF	F	Ν	А	SA

Poll: Make conversions to/from implementation-defined vector types implicit (strike explicit) (P3430R0 Section 3.2)

SF	F	Ν	А	SA

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ISSUE 2: DROP "UNSEQUENCED" FROM GENERATOR CTOR

The current wording for the generator constructors (basic_simd and basic_simd_mask) says:

The calls to gen are unsequenced with respect to each other. Vectorization-unsafe ([algorithms.parallel.defns]) standard library functions may not be invoked by gen.

To the authors knowledge this has never been explicitly implemented. Yes, compilers can relatively easily vectorize generator constructor calls, but that doesn't require this wording. In other words, there is no need to restrict user code for the cases where we expect vectorization.

On the other hand, this requirement on user code is likely to be violated in practice. However, as long as implementations implement the broadcast constructor as an unrolled loop over all calls, the UB will never materialize. Unless, at some point in the future an implementation can annotate its unrolled loop with the necessary "unsequenced" property. Suddenly latent bugs would materialize.

Furthermore, the current restriction disallows legitimate use cases, such as calling a random number generator/distribution, performing potentially blocking/synchronizing calls, throwing an exception, or std::print debugging.

Therefore, we propose to remove the requirement on the user code and at the same time drop noexcept (because throwing from the callable is a valid strategy for error handling).

If we ever find the need for a function that generates simd objects from unsequenced calls to scalar functions we can add a named function to do so. The name of such a function could help to indicate unsequenced execution, which helps in code reviews to catch potential issues.

_ [simd.ctor]

template<class G> constexpr explicit basic_simd(G&& gen)_noexcept;

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- 7 Let From_i denote the type decltype(gen(integral_constant<*simd-size-type*, *i*>())).
- 8 Constraints: From_i satisfies convertible_to<value_type> for all *i* in the range of [0, size()). In addition, for all *i* in the range of [0, size()), if From_i is an arithmetic type, conversion from From_i to value_type is value-preserving.
- 9 Effects: Initializes the ith element with static_cast<value_type>(gen(integral_constant<simd-sizetype, i>())) for all i in the range of [0, size()).
- ¹⁰ The calls to gen are unsequenced with respect to each other. Vectorization-unsafe ([algorithms.parallel.defns]) standard library functions may not be invoked by gen. gen is invoked exactly once for each i.

__ [simd.mask.ctor]

template<class G> constexpr explicit basic_simd_mask(G&& gen)_noexcept;

- 4 Constraints: static_cast<bool>(gen(integral_constant<simd-size-type, i>())) is well-formed for all i in the range of [0, size()).
- 5 *Effects*: Initializes the *i*th element with gen(integral_constant<*simd-size-type*, i>()) for all *i* in the range of [0, size()).
- $\begin{array}{l} 6 \\ \hline & \text{The calls to gen are unsequenced with respect to each other. Vectorization-unsafe ([algorithms.parallel.defns])} \\ \hline & \text{standard library functions may not be invoked by gen. gen is invoked exactly once for each } i. \end{array}$

4.1

SUGGESTED POLL

Poll: Remove wording that unconditionally allows calls to gen from the generator constructors to be unsequenced with respect to each other. At the same time, remove noexcept from the constructors. (P3430R0 Section 4)

SF	F	Ν	А	SA

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ISSUE 3: REORDER IDENTITY_ELEMENT AND BINARY_OP ON REDUCE

The masked std::reduce overloads for simd require an identity element (for efficient implementation²). The value of the identity element is know for all vectorizable types and if the BinaryOperation is one of std::plus<>, std::multiplies<>, std::bit_and<>, std::bit_or<>, or std::bit_xor<>. For every other user-defined binary operation, the caller must provide a value for the identity element:

P1928R11

```
template<class T, class Abi, class BinaryOperation = plus<>>
    constexpr T reduce(
        const basic_simd<T, Abi>& x, const typename basic_simd<T, Abi>::mask_type& mask,
        type_identity_t<T> identity_element, BinaryOperation binary_op)
```

The original reduce overload for the TS was modeled after the overloads that provide an *ini-tial value*:reduce(InputIt first, InputIt last, T init, BinaryOp op). For these functions the init parameter precedes the BinaryOp parameter.

However, the initial value is a very different parameter: It provides an additional value that is included in the reduction together with the given range. This is not the case for the simd overload, where the identity element is included O-simd::size() times in the reduction. More importantly, the value must be such that it doesn't influence the result, otherwise it violates a precondition of reduce.

Because of this different nature of the parameter, and because we can provide a default for known binary operations, the identity_element parameter can and should be after the BinaryOp. Then the 6 overloads for masked reductions are reduced to a single overload of the form:

_ P1928R12

```
template<class T, class Abi, class BinaryOperation = plus<>>
    constexpr T reduce(
        const basic_simd<T, Abi>& x, const typename basic_simd<T, Abi>::mask_type& mask,
        BinaryOperation binary_op = {}, type_identity_t<T> identity_element = see below);
```

6 Constraints:

- BinaryOperation models reduction-binary-operation<T>.
- An argument for identity_element is provided for the invocation, unless BinaryOperation is one of plus<>, multiplies<>, bit_and<>, bit_or<>, or bit_xor<>.

7 Preconditions:

• binary_op does not modify x.

² The basic idea is to fill all masked elements of the given simd object with the identity element and then perform a tree reduction over all elements of the simd.

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- For all finite values y representable by T, the results of y == binary_op(simd<T, 1>(identity_element), simd<T, 1>(y))[0] and y == binary_op(simd<T, 1>(y), simd<T, 1>(identity_element))[0] are true.
- 8 Returns: If none_of(mask) is true, returns identity_element. Otherwise, returns GENERALIZED_SUM(binary_op, simd<T, 1>(x[k_0]), ..., simd<T, 1>(x[k_n]))[0] where k_0, \ldots, k_n are the selected indices of mask.
- 9 Throws: Any exception thrown from binary_op.

10 *Remarks:* The default argument for identity_element is equal to

- T() if BinaryOperation is plus<>,
- T(1) if BinaryOperation is multiplies<>,
- T(~T()) if BinaryOperation is bit_and<>,
- T() if BinaryOperation is bit_or<>, or
- T() if BinaryOperation is bit_xor<>.

Note that the latest revision of P1928, already contains this new signature / wording, as this was preferred by LWG. LEWG still needs to re-confirm that change, otherwise I will have to roll it back.

5.1				SUGGESTED POLL
Poll: I	Reor	der t	oina	ry_op and identity_element as suggested by LWG and implemented in P1928R12
SF	F	Ν	А	SA

6 ISSUE 4: UNDO REMOVAL OF MEMBERS OF DISABLED BASIC_SIMD

LEWG directed me to remove the size member from basic_simd and basic_simd_mask for disabled specializations (it was called "not supported" back then):

Poll: Make simd_size exposition only and cause simd to have the size static data member if and only if T is a vectorizable type and Abi is an ABI tag.

SF	F	Ν	А	SA
1	7	4	1	0

But that change breaks valid uses cases on constexpr if:

```
if constexpr (std::default_initializable<V>) {
  constexpr int width = V::size();
}
```

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Because size is not a member of disabled basic_simd specializations anymore, the code above is still ill-formed even though the user tried to guard against it with the constexpr if branch. What we need to consider is that name lookup still isn't allowed to fail inside constexpr if branches. It is okay if no viable overload exists, as long as there is at least one.³ The same argument can be made for all the other members of basic_simd and basic_simd_mask.

Possible resolutions:

- Bite the bullet and go all the way: Make disabled basic_simd and basic_simd_mask incomplete types.
- Walk back the change requested by LEWG in Varna and keep all the members in disabled basic_simd and basic_simd_mask specializations. (TS behavior and my preference / suggestion)

Suggested wording change:

_ [simd.overview]

² Every specialization of basic_simd is a complete type. The types basic_simd<T, deduce-t<T, N>> for all vectorizable T and with N in the range of [1,64] are enabled. It is implementation-defined whether any other basic_simd<T, Abi> specialization with vectorizable T is enabled. Any other specialization of basic_simd is disabled.

If basic_simd<T, Abi> is disabled, the specialization has a deleted default constructor, deleted destructor, deleted copy constructor, and deleted copy assignment. In addition only the value_type, abi_type, and mask_-type members are present.

If basic_simd<T, Abi> is enabled, basic_simd<T, Abi> is trivially copyable.

6.1

SUGGESTED POLL

Poll: Name lookup of members of disabled basic_simd specializations works if it works for enabled basic_simd specializations. Likewise for basic_simd_mask.

SF	F	Ν	А	SA

³ Well... depends: https://compiler-explorer.com/z/xP3PPjezx