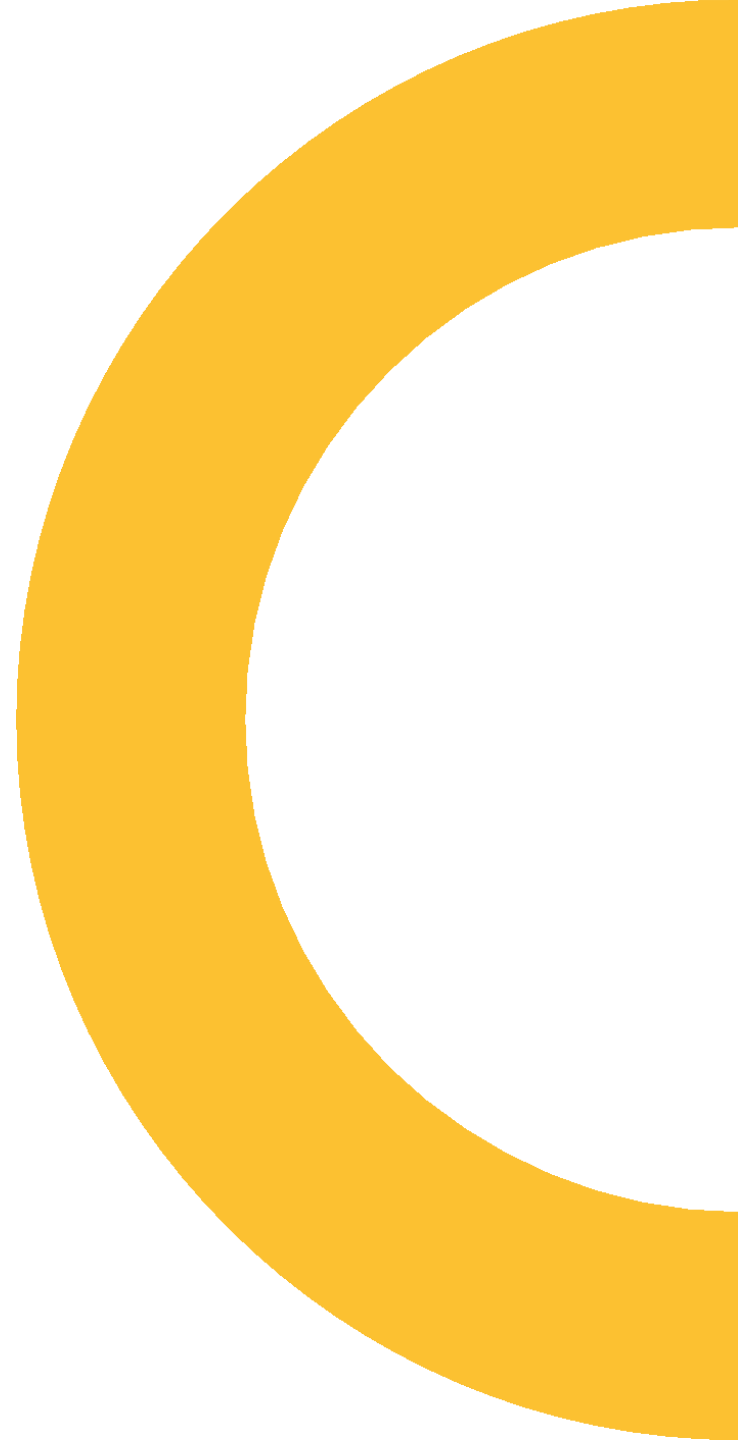




Structured binding declaration as a condition

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Example 1

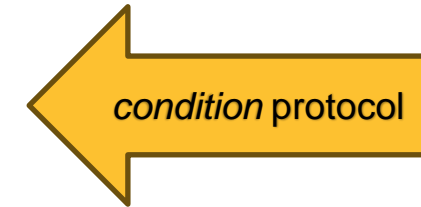
```
if (auto [first, last] = parse(begin(), end()))  
{  
    // interpret [first, last) into a value  
}
```

The return type implements two protocols

```
struct parse_window
{
    char const *first, *last;

    explicit operator bool() const noexcept
    {
        return first != last;
    }
};

parse_window parse(char const*, char const*);
```

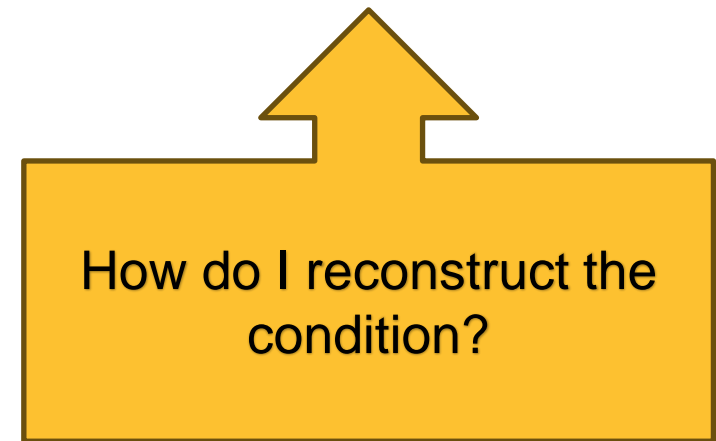
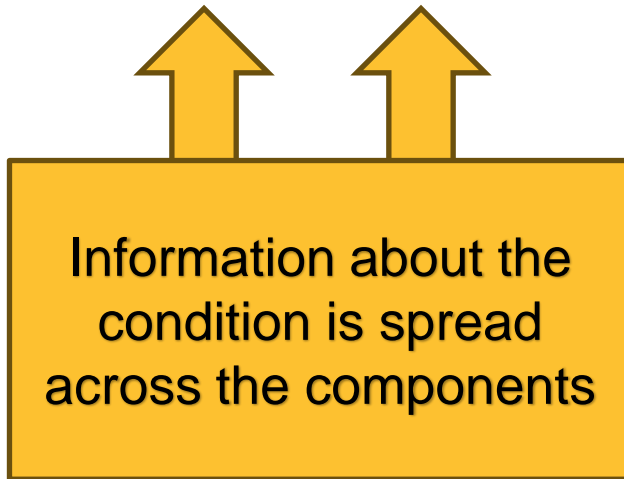


Without the paper

```
if (auto [first, last] = parse(begin(), end()); first != last)
{
    // interpret [first, last) into a value
}
```

Problem solved in example 1

```
if (auto [first, last] = parse(begin(), end()); first != last)  
{
```



Deconstructural & testable

```
if (auto [first, last] = parse(begin(), end()))  
{  
    // interpret [first, last) into a value  
}
```

```
auto e = parse(begin(), end());  
bool t(e.operator bool());  
if (t)  
{
```

condition



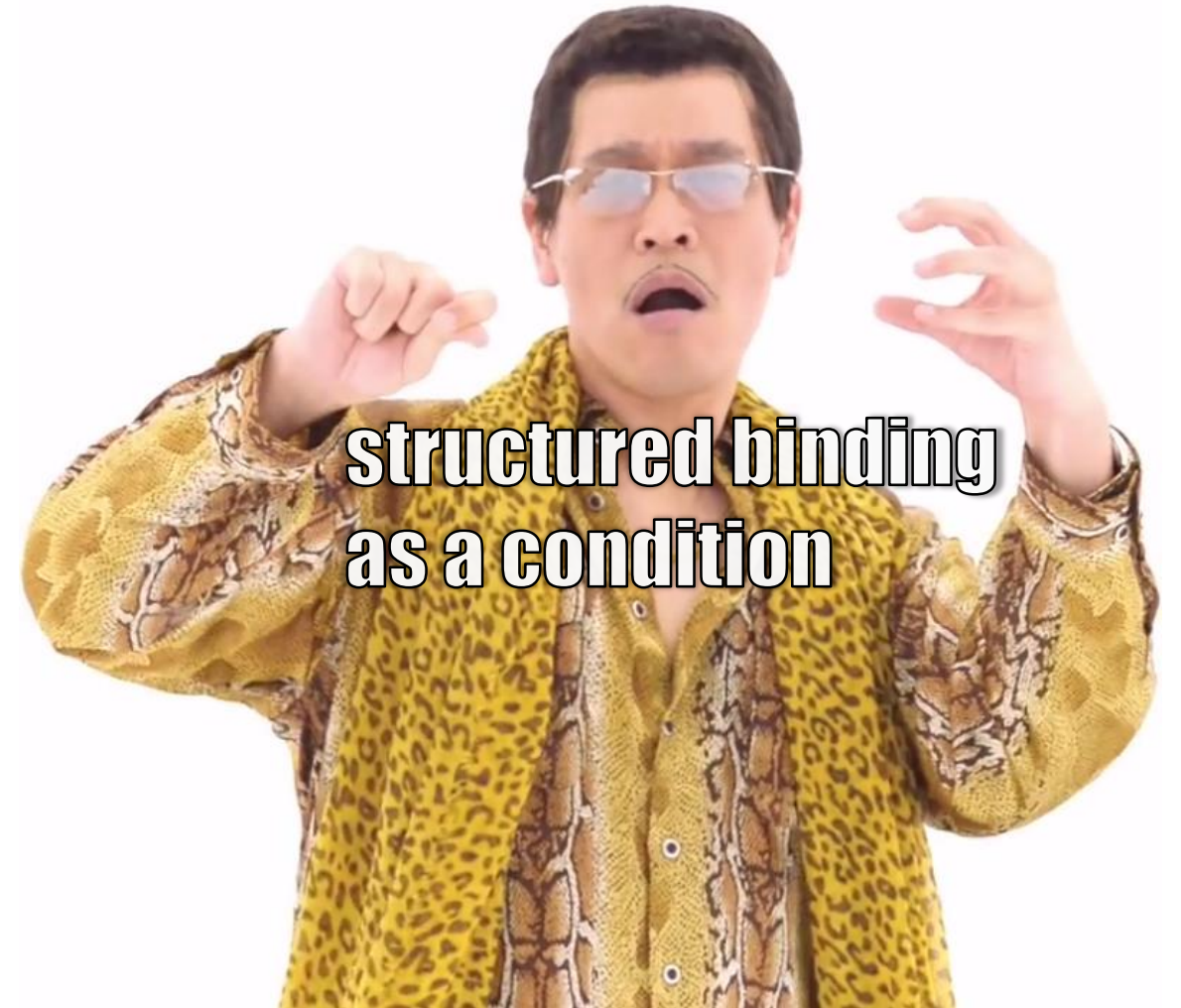
```
auto e = parse(begin(), end());  
using T1 = decltype((e.first));  
using T2 = decltype((e.last));  
T1 first = e.first;  
T2 last = e.last;
```



structured
binding

decision variable

```
auto e = parse(begin(), end());  
using T1 = decltype((e.first));  
using T2 = decltype((e.last));  
bool t(e.operator bool());  
T1 first = e.first;  
T2 last = e.last;  
if (t)  
{
```



The formulation allows moving get()

```
std::generator<int> f()
{
    co_yield 1;
    co_yield 2;
}
```

```
if (auto g = f(); auto [a, b] = std::ranges::subrange{g})
{
    // ok
}
```

Move-only ranges

```
template<std::size_t N, class I, class S, std::ranges::subrange_kind K>
    requires (N < 2)
constexpr auto get(std::ranges::subrange<I, S, K>&& r)
{
    if constexpr (N == 0)
        return r.begin(); // may perform move construction
    else
        return r.end();
}
```

Operator bool usable only if range isn't moved-out

std::ranges::view_interface<D>::operator bool

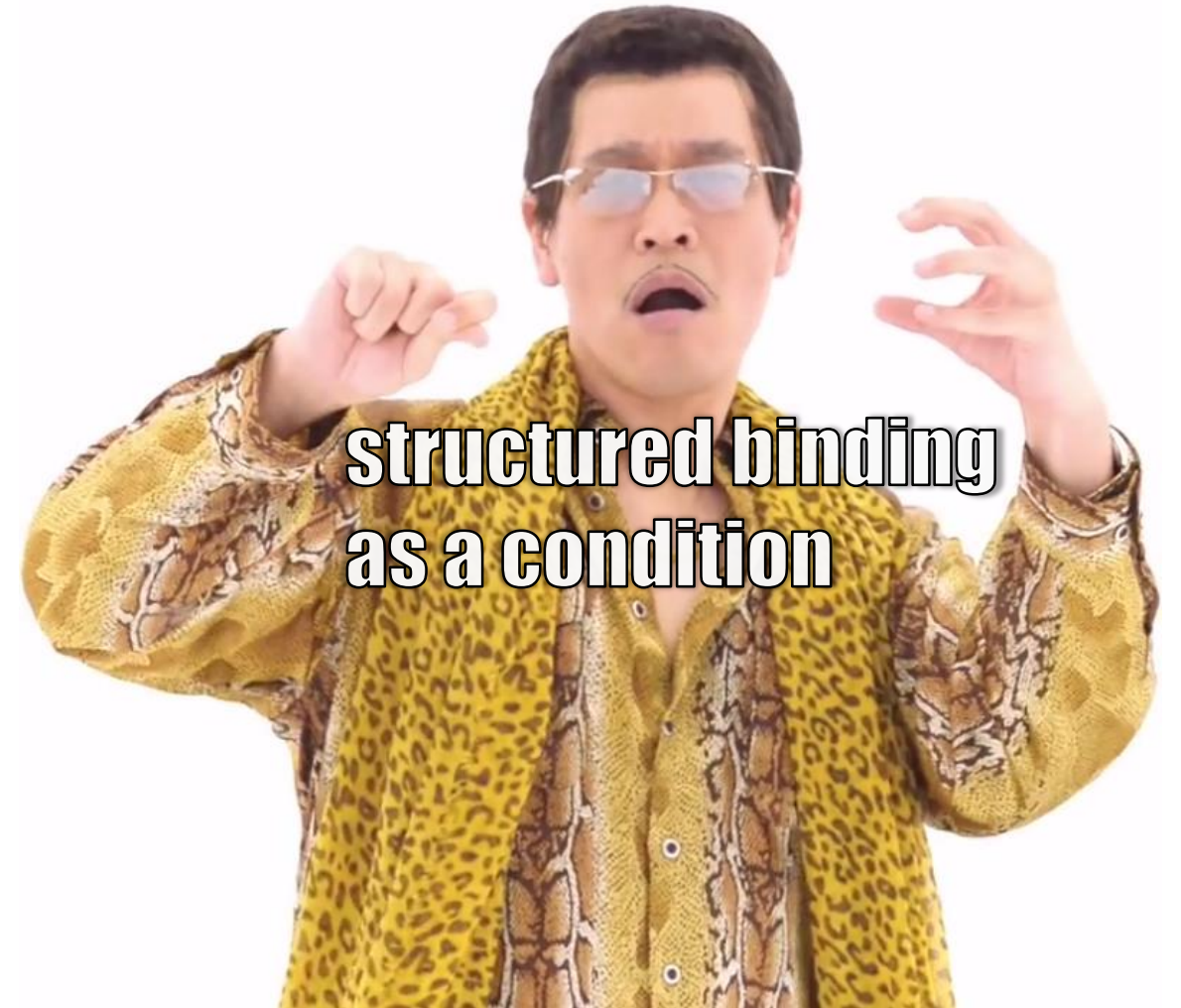
```
constexpr explicit operator bool() requires /* see below */; (1) (since C++20)
```

```
constexpr explicit operator bool() const requires /* see below */; (2) (since C++20)
```

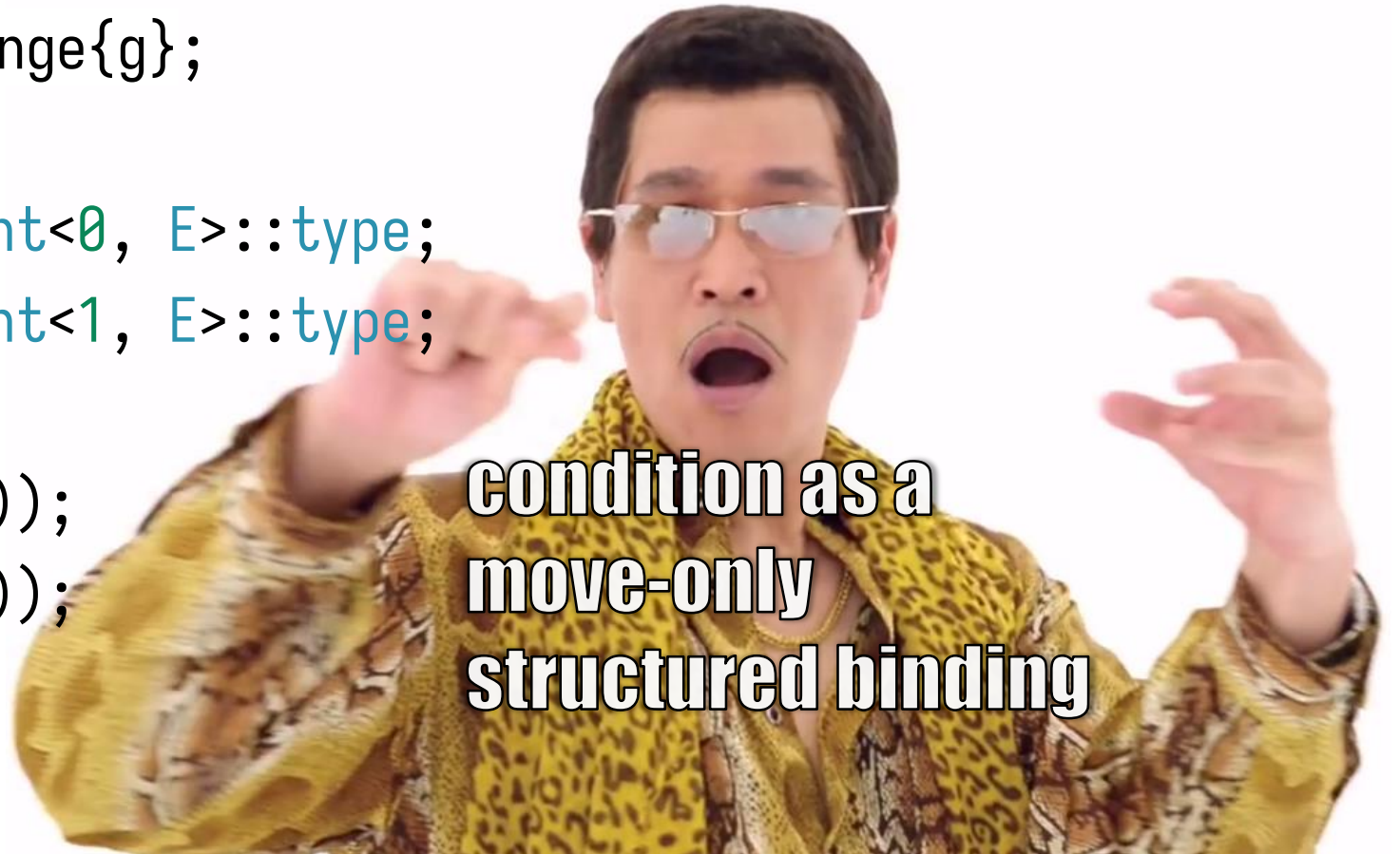
The default implementation of `operator bool` member function checks whether the view is non-empty. It makes the derived type contextually convertible to `bool`.

- 1) Let derived be `static_cast<D&>(*this)`. The expression in the requires-clause is equal to `requires { ranges::empty(derived); }`, and the function body is equivalent to `return !ranges::empty(derived);`.
- 2) Same as (1), except that derived is `static_cast<const D&>(*this)`.

```
auto e = parse(begin(), end());  
using T1 = decltype((e.first));  
using T2 = decltype((e.last));  
bool t(e.operator bool());  
T1 first = e.first;  
T2 last = e.last;  
if (t)  
{
```



```
auto e = std::ranges::subrange{g};  
using E = decltype(e);  
using T1 = std::tuple_element<0, E>::type;  
using T2 = std::tuple_element<1, E>::type;  
bool t(e.operator bool());  
T1&& a = get<0>(std::move(e));  
T2&& b = get<1>(std::move(e));  
if (t)  
{
```



**condition as a
move-only
structured binding**

Where can I use this?

- `if constexpropt (init-statementopt condition) statement else statement`
- `switch (init-statementopt condition) statement`
- `while (condition) statement`
- `for (init-statement conditionopt ; expressionopt) statement`

Example 2

```
if (auto [ptr, ec] = std::to_chars(p, last, 42))
{
    // okay to proceed
}
else
{
    // handle errors
}
```


Without this paper in C++26

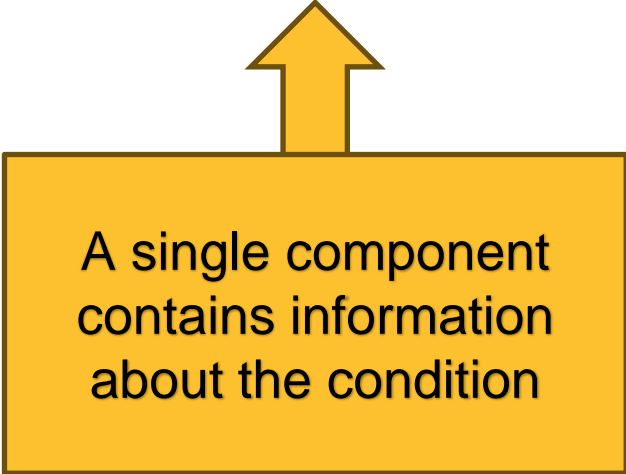
```
if (auto result = std::to_chars(p, last, 42))
{
    auto [ptr, _] = result;
    // okay to proceed
}
else
{
    auto [ptr, ec] = result;
    // handle errors
}
```

...or this

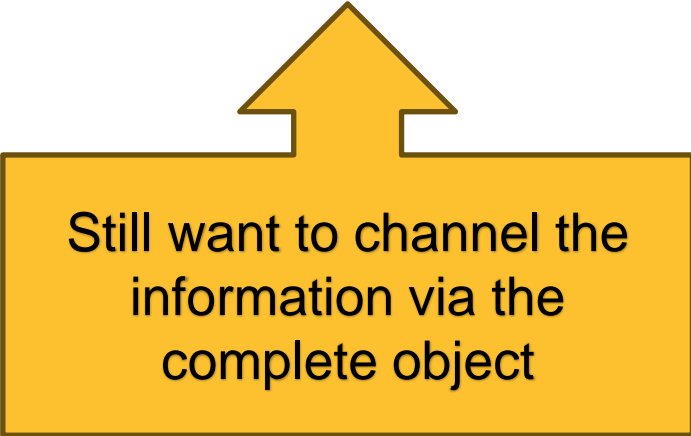
```
if (auto [ptr, ec] = std::to_chars(p, last, 42); ec != std::errc{})
{
    // okay to proceed
}
else
{
    // handle errors
}
```

Problem solved in example 2

```
if (auto [ptr, ec] = std::to_chars(p, last, 42); ec != std::errc{})  
{
```



A single component
contains information
about the condition



Still want to channel the
information via the
complete object

Example 3

iterative solver

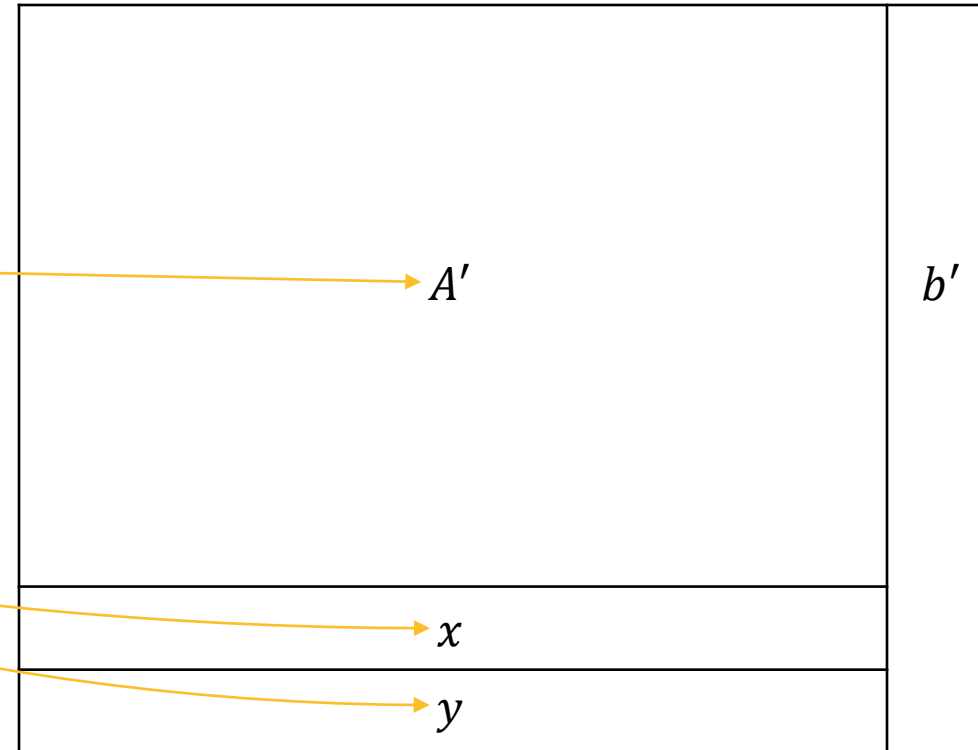
```
struct tableau
```

```
{
```

```
    matrix Ap;
```

```
    vector bp, x, y;
```

```
};
```



Example 3

iterative solver

```
class tableau
{
    matrix Ap;
    vector bp, x, y;
    bool reached_optimal_;
};
```

```
// more code required
```

```
class Solver
{
    public:
        tableau solve();
        bool is_optimal(vector const&);
};
```

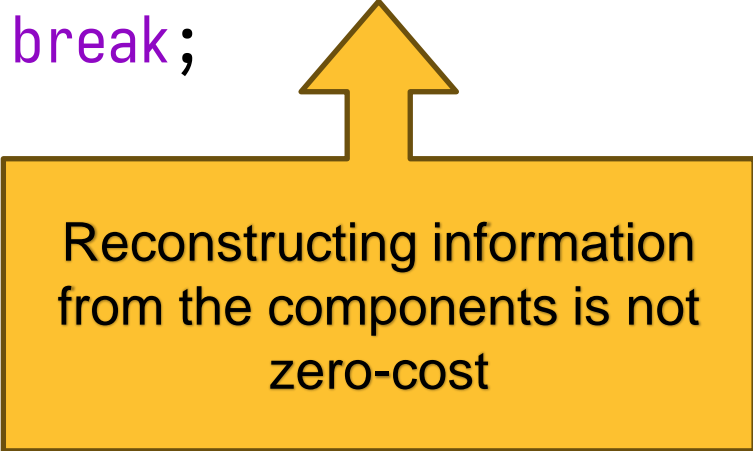
With this paper

```
for (;;)
{
    // ...
    if (auto [Ap, bp, x, y] = solve())
        break;
}
```

Problem solved in example 3

```
for (;;)
{
    // ...
    auto [Ap, bp, x, y] = solve();


    if (is_optimal(x))
        break;
}
```



Reconstructing information
from the components is not
zero-cost

Example 4

```
if (auto [city, state, zip] = ctref2::match<"(\\w+), (\\w+) (\\d+)">(s))  
{  
    return location{ city, state, zip };  
}
```

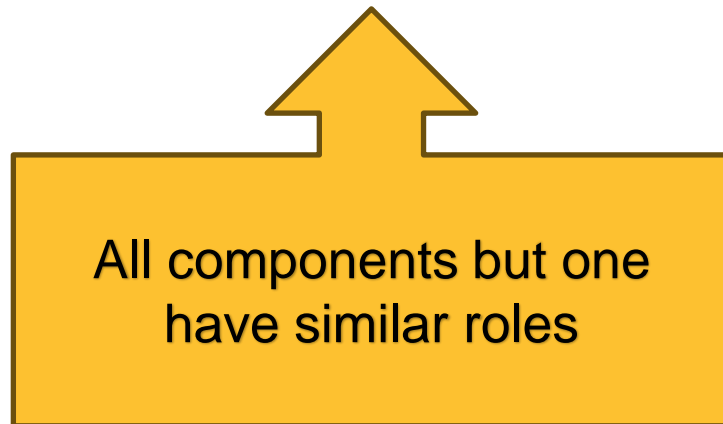
The diagram consists of three yellow curved arrows pointing from the regex pattern to the variable names in the code. The first arrow points from the first `(\\w+)` to `city`. The second arrow points from the second `(\\w+)` to `state`. The third arrow points from the `(\\d+)` to `zip`.

Without this paper

```
if (auto [all, city, state, zip] =
    ctire::match<"(\\w+), (\\w+) (\\d+)">(s); all)
{
    return location{ city, state, zip };
}
```

Problem solved in example 4

```
if (auto [all, city, state, zip] =  
    ctre::match<"(\\w+), (\\w+) (\\d+)">(s); all)  
{
```



All components but one
have similar roles

Alternative solution *with* this paper in C++26



```
if (auto [_, city, state, zip] =  
    ctre::match<"(\\w+), (\\w+) (\\d+)">(s))  
{
```



Implementation Experience

R1 is implemented in Clang



```
A ▾ 🗄️ + ▾ 📄 🔍 🗑️ C++ ▾
9
10 struct format_status
11 {
12     format_errc ec;
13     char *bp;
14
15     explicit operator bool() const noexcept
16     {
17         return ec == format_errc::no_error;
18     }
19 };
20
21 format_status
22
23 int main()
24 {
25     if (auto [ok, ptr] = readint())
26     {
27         printf("stopped at %p\n", ptr);
28     }
29 }
```

warning: ISO C++17 does not permit structured binding declaration in a condition [-Wbinding-in-condition] x86-64 clang (trunk) #1
View Problem (Alt+F8) No quick fixes available

```
x86-64 clang (trunk) ▾ 🗄️ + ▾ 🔍 🗑️ -Wall -std=c++17
A ▾ ⚙️ ▾ 🗄️ 🔍 + ▾ 🗑️
1 main: # @main
2     push rax
3     call readint()@PLT
4     test eax, eax
5     jne .LBB0_2
6     lea rdi, [rip + .L.str]
7     mov rsi, rdx
8     xor eax, eax
9     call printf@PLT
10 .LBB0_2:
11     xor eax, eax
12     pop rcx
13     ret
14 .L.str:
15     .asciz "stopped at %p\n"
```

R2 semantics is not in the extension

```
C++ source #1
A [icons] C++
1 #include <generator>
2 #include <ranges>
3
4 std::generator<int> f() {
5     co_yield 1;
6     co_yield 2;
7 }
8
9 int main() {
10     if (auto g = f();
11         auto [b, e] = std::ranges::subrange{g}) {
12         return 0;
13     }
14 }
```

```
Output of x86-64 clang (trunk) (Compiler #1)
A [Wrap lines] [Select all]
<source>:11:14: warning: ISO C++17 does not permit structured
binding declaration in a condition [-Wbinding-in-condition]
    11 |         auto [b, e] = std::ranges::subrange{g}) {
        |                ^~~~~~
1 warning generated.
ASM generation compiler returned: 0
<source>:11:14: warning: ISO C++17 does not permit structured
binding declaration in a condition [-Wbinding-in-condition]
    11 |         auto [b, e] = std::ranges::subrange{g}) {
        |                ^~~~~~
1 warning generated.
Execution build compiler returned: 0
Program returned: 139
Program terminated with signal: SIGSEGV
```

Thank you

