

---

## Subject: Problem with Vector::Add (pick/clone semantics)

Posted by [shutalker](#) on Fri, 09 Aug 2019 10:14:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Hi all!

I've encountered with the following problem. When I try to define such object as

```
const static VectorMap<String, Vector<String>> MY_MAP = {  
    {"s1", pick(Vector<String>{"s11", "s12", "s13", "s14"})},  
    {"s2", pick(Vector<String>{"s21", "s22", "s23", "s24"})},  
    {"s3", pick(Vector<String>{"s31", "s32", "s33", "s34"})},  
    {"s4", pick(Vector<String>{"s41", "s42", "s43", "s44"})},  
    {"s5", pick(Vector<String>{"s51", "s52", "s53", "s54"})}  
};
```

I get several errors like this

```
/home/alexis/upp/uppsrc/Core/Vcont.hpp (158): error: call to implicitly-deleted copy constructor of  
'Upp::Vector<Upp::String>'  
...  
/upp/uppsrc/Core/Core.h (357): In file included from /home/alexis/upp/uppsrc/Core/Core.h:357:  
(): T *q = new(Rdd()) T(x);  
/home/alexis/upp/uppsrc/Core/Vcont.h (132): note: in instantiation of member function  
'Upp::Vector<Upp::Vector<Upp::String> >::GrowAdd' requested here  
(): T& Add(const T & x) { return items < alloc ? *(new(Rdd()) T(clone(x))) :  
GrowAdd(x); }  
/home/alexis/upp/uppsrc/Core/Map.h (51): note: in instantiation of member function  
'Upp::Vector<Upp::Vector<Upp::String> >::Add' requested here  
(): T& Add(const K& k, const T& x) { key.Add(k); return value.Add(x); }  
/home/alexis/upp/uppsrc/Core/Map.h (179): note: in instantiation of member function  
'Upp::AMap<Upp::String, Upp::Vector<Upp::String>, Upp::Vector<Upp::Vector<Upp::String> >  
::Add' requested here  
(): AMap(std::initializer_list<std::pair<K, T>> init) { for(const auto& i : init) Add(i.first, i.second); }  
/home/alexis/upp/uppsrc/Core/Map.h (236): note: in instantiation of member function  
'Upp::AMap<Upp::String, Upp::Vector<Upp::String>, Upp::Vector<Upp::Vector<Upp::String> >  
::AMap' requested here  
(): VectorMap(std::initializer_list<std::pair<K, T>> init) : B::AMap(init) {}
```

I guess the reason is

T \*q = new(Rdd()) T(x); // <-- should be clone(x)

So I made a little patch that fixed the problem. Please, check it and give feedback if I did

something wrong :)

UPD

I use upp from git repository <https://github.com/ultimatepp/mirror>

Used compiler: FreeBSD clang version 6.0.0 (tags/RELEASE\_600/final 326565) (based on LLVM 6.0.0)

## File Attachments

---

1) [vcont.patch](#), downloaded 333 times

---

---

Subject: Re: Problem with Vector::Add (pick/clone semantics)

Posted by [Novo](#) on Fri, 09 Aug 2019 18:12:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I personally would say that this is not a bug. This is a feature. :)

clone was intentionally removed from Add to prevent implicit cloning.

Basically, std::initializer\_list will create a temporary const object and after that it will force you to create another copy of it. This is an unnecessary allocation.

U++ is warning you about that and offering you other tools like

VectorMap<String, Vector<String>> MY\_MAP;

MY\_MAP.Add("s1", Vector<String>{"s11", "s12", "s13", "s14"});

In this case objects will be moved.

Ideally, it would be great to have a set of overloaded operators VectorMap& operator()(const K& k, const T& v)

More details on this problem can be found [here](#).

A comment to this article has an interesting code snippet:

```
template<std::size_t N>
Vec(T&&a)[N]
: _vect(std::make_move_iterator(std::begin(a)), std::make_move_iterator(std::end(a)))
{}
```

Extra braces needed though, but somebody may find this more idiomatic:

```
Vec<int> v {{1, 2}};
```

---

---

Subject: Re: Problem with Vector::Add (pick/clone semantics)

Posted by [Novo](#) on Sat, 10 Aug 2019 04:33:51 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Actually, it is possible to move data from std::initializer\_list with a little hack:

```
template <typename T>
```

```

struct Foo {
    Foo(std::initializer_list<T> init) {
        for(const T& i : init)
            v.Add(pick(const_cast<T&>(i)));
    }
    // Foo(std::initializer_list<T> init) {
    //     for(const T& i : init)
    //         v.Add(i);
    // }
}

Vector<T> v;
};

struct Boo : Moveable<Boo> {
    Boo() {}
    Boo(const Boo&) = default;
    Boo(Boo&&) = delete;
};

CONSOLE_APP_MAIN
{
    Foo<Vector<int>> f = {{1}};
    // Foo<Boo> f = {Boo()};
}

```

The problem is that this will require all types to have a move constructor.

A move constructor can be detected via `std::is_move_constructible`, but I couldn't figure out how to apply SFINAE to a constructor.

IMHO, all this code complexity is unnecessary in this case.

---



---

Subject: Re: Problem with `Vector::Add` (pick/clone semantics)

Posted by [mirek](#) on Tue, 13 Aug 2019 07:08:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I made it work, even without `pick`:

```

const static VectorMap<String, Vector<String>> MY_MAP = {
    {"s1", Vector<String>{"s11", "s12", "s13", "s14"}},
    {"s2", Vector<String>{"s21", "s22", "s23", "s24"}},
    {"s3", Vector<String>{"s31", "s32", "s33", "s34"}},
    {"s4", Vector<String>{"s41", "s42", "s43", "s44"}},
    {"s5", Vector<String>{"s51", "s52", "s53", "s54"}}
};

```

(making this work is perhaps slight departure from "use clone/pick always", OTOH I feel uneasy altering initialization data (by pick) anyway).

Mirek

---

---

Subject: Re: Problem with Vector::Add (pick/clone semantics)

Posted by [Novo](#) on Tue, 13 Aug 2019 14:02:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Tue, 13 August 2019 03:08I made it work, even without pick:

This won't compile:

```
const VectorMap<Vector<String>, String> MY_MAP = {  
    {Vector<String>{"s11", "s12", "s13", "s14"}, "s1"},  
};
```

pick wasn't needed because Vector<String>{...} is an rvalue by itself.

It would be great to have all overloads of  
VectorMap& VectorMap&::operator()(const K& k, const T& v)

similar to AMap::Add(k, v).

IMHO, the problem is not a constructor of VectorMap, but an implementation of std::initializer\_list. I believe I saw an alternative implementation somewhere.

---

---

Subject: Re: Problem with Vector::Add (pick/clone semantics)

Posted by [mirek](#) on Tue, 13 Aug 2019 15:09:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Novo wrote on Tue, 13 August 2019 16:02mirek wrote on Tue, 13 August 2019 03:08I made it work, even without pick:

This won't compile:

```
const VectorMap<Vector<String>, String> MY_MAP = {  
    {Vector<String>{"s11", "s12", "s13", "s14"}, "s1"},  
};
```

pick wasn't needed because Vector<String>{...} is an rvalue by itself.

Works now. Thanks.

Quote:

It would be great to have all overloads of  
VectorMap& VectorMap&::operator()(const K& k, const T& v)

similar to AMap::Add(k, v).

Done. Long live std::forward...

Mirek

---

---

Subject: Re: Problem with Vector::Add (pick/clone semantics)

Posted by [Novo](#) on Thu, 15 Aug 2019 01:47:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

mirek wrote on Tue, 13 August 2019 11:09 Done. Long live std::forward...

Mirek

Thank you!

---

---

Subject: Re: Problem with Vector::Add (pick/clone semantics)

Posted by [shutalker](#) on Mon, 26 Aug 2019 08:42:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Mirek, Novo, thank you! Your explanations and this article are very helpful, though I should find out more about initialization by myself :)

---

---

Subject: Re: Problem with Vector::Add (pick/clone semantics)

Posted by [mr\\_ped](#) on Mon, 26 Aug 2019 17:27:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

About C++ initialization .. (animated gif .. sort of joke... but not really):

<https://i.imgur.com/3wlxtl0.gifv>

---