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Revises: [N4042](#)

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Safe conversions in `unique_ptr<T[]>`, revision 2

Introduction

This paper proposes to resolve [LWG 2118](#) by permitting conversions to `unique_ptr<T[]>` if they are known to be safe.

Changes since N4042

This paper corrects a minor factual error in [N4042](#), and makes the following changes to the proposed wording:

- Restored guarantee that `default_delete::operator()` is ill-formed when called on an incomplete type.
- Added `noexcept` to `reset()`.
- Improved parallelism of wording for SFINAE conditions.
- Added note clarifying relationship between SFINAE rules for the primary template and the specialization.

Correction on multi-level qualification conversions

Consider the following code:

```
unique_ptr<Foo const * const []> ptr1(new Foo*[10]);  
Foo const * ptr = ptr1[9];
```

Under this proposed resolution, the declaration of `ptr1` would be ill-formed due to the issue reported in [CWG 330](#), but would become well-formed if that issue is resolved. [N4042](#) stated that even if it were well-formed, the declaration of `ptr1` would have undefined behavior due to the issue reported in [CWG 1865](#), but this is not precisely correct. The undefined behavior results not from the pointer conversion itself, but from performing arithmetic on the result of the conversion, so it is the second line that results in undefined behavior, not the first.

Proposed Wording

Changes are relative to [N3936](#).

Revise [unique.ptr.dltr.dflt1] as follows:

```
namespace std {
    template <class T> struct default_delete<T[]> {
        constexpr default_delete() noexcept = default;
        template <class U> default_delete(const default_delete<U[]>&) noexcept;
        void operator()(T*) const;
        template <class U> void operator()(U* ptr) const = delete;
    };
}
```

template <class U> default_delete(const default_delete<U[]>& other) noexcept;
Effects: constructs a default_delete object from another default_delete<U[]> object.
Remarks: This constructor shall not participate in overload resolution unless U(*)[] is convertible to T(*)[].

~~void operator()(T* ptr) const;~~
template <class U> void operator()(U* ptr) const;
Effects: calls delete[] on ptr.
Remarks: If TU is an incomplete type, the program is ill-formed. This function shall not participate in overload resolution unless U(*)[] is convertible to T(*)[].

Revise [unique.ptr.single]/3 as follows:

If the type `remove_reference<D>::type::pointer` exists, then `unique_ptr<T, D>::pointer` shall be a synonym for `remove_reference<D>::type::pointer`. Otherwise `unique_ptr<T, D>::pointer` shall be a synonym for `T* element type*`. The type `unique_ptr<T, D>::pointer` shall satisfy the requirements of `NullablePointer` (17.6.3.3).

Revise [unique.ptr.runtime] as follows:

```
namespace std {
    template <class T, class D> class unique_ptr<T[], D> {
    public:
        typedef see below pointer;
        typedef T element_type;
        typedef D deleter_type;

        // 20.7.1.3.1, constructors
        constexpr unique_ptr() noexcept;
```

```

template <class U> explicit unique_ptr(pointerU p) noexcept;
template <class U> unique_ptr(pointerU p, see below d) noexcept;
template <class U> unique_ptr(pointerU p, see below d) noexcept;
unique_ptr(unique_ptr&& u) noexcept;
constexpr unique_ptr(nullptr_t) noexcept : unique_ptr() { }
template <class U, class E>
    unique_ptr(unique_ptr<U, E>&& u) noexcept;

// destructor
~unique_ptr();

// assignment
unique_ptr& operator=(unique_ptr&& u) noexcept;
template <class U, class E>
    unique_ptr& operator=(unique_ptr<U, E>&& u) noexcept;
unique_ptr& operator=(nullptr_t) noexcept;

// 20.7.1.3.2, observers
T& operator[](size_t i) const;
pointer get() const noexcept;
deleter_type& get_deleter() noexcept;
const deleter_type& get_deleter() const noexcept;
explicit operator bool() const noexcept;

// 20.7.1.3.3 modifiers
pointer release() noexcept;
void reset(pointer p = pointer()) noexcept;
void reset(nullptr_t = nullptr) noexcept;
template <class U> void reset(U p) noexcept = delete;
void swap(unique_ptr& u) noexcept;

// disable copy from lvalue
unique_ptr(const unique_ptr&) = delete;
unique_ptr& operator=(const unique_ptr&) = delete;
};
}

```

A specialization for array types is provided with a slightly altered interface.

- Conversions between different types of `unique_ptr<T[], D>` that would be disallowed for the corresponding pointer-to-array types ~~of~~, and conversions to or from the non-array forms of `unique_ptr`, produce an ill-formed program.
- Pointers to types derived from `T` are rejected by the constructors, and by `reset`.
- The observers `operator*` and `operator->` are not provided.

- The indexing observer operator[] is provided.
- The default deleter will call delete[].

Descriptions are provided below only for **member functions that have behavior different members that differ** from the primary template.

The template argument T shall be a complete type.

unique_ptr constructors [unique.ptr.runtime.ctor]

```
template <class U> explicit unique_ptr(pointerU p) noexcept;
```

```
template <class U> unique_ptr(pointerU p, see below d) noexcept;
```

```
template <class U> unique_ptr(pointerU p, see below d) noexcept;
```

These constructors behave the same as **the constructors that take a pointer parameter** in the primary template except that they **do not accept pointer types which are convertible to pointers** shall not participate in overload resolution unless either

— U is the same type as pointer, or

— pointer is the same type as element_type*, U is a pointer type V*, and V(*)[] is

convertible to element_type(*)[]. **[Note: One implementation technique is to create private templated overloads of these members. — end note]**

```
template <class U, class E> unique_ptr(unique_ptr<U, E>&& u) noexcept;
```

This constructor behaves the same as in the primary template, except that it shall not participate in overload resolution unless all of the following conditions hold, where UP is unique_ptr<U, E>:

— U is an array type, and

— pointer is the same type as element_type*, and

— UP::pointer is the same type as UP::element_type*, and

— UP::element_type(*)[] is convertible to element_type(*)[], and

— either D is a reference type and E is the same type as D, or D is not a reference type and E is implicitly convertible to D.

[Note: this replaces the overload-resolution specification of the primary template — end note]

unique_ptr assignment [unique.ptr.runtime.asgn]

```
template <class U, class E>
```

```
unique_ptr& operator=(unique_ptr<U, E>&& u) noexcept;
```

This operator behaves the same as in the primary template, except that it shall not participate in overload resolution unless all of the following conditions hold, where UP is unique_ptr<U, E>:

— U is an array type, and

— pointer is the same type as element_type*, and

— UP::pointer is the same type as UP::element_type*, and

— UP::element_type(*)[] is convertible to element_type(*)[], and

— either D is a reference type and E is the same type as D, or D is not a reference type and E is implicitly convertible to D.

[*Note*: this replaces the overload-resolution specification of the primary template — *end note*]

unique_ptr observers [unique_ptr.runtime.observers]

T& operator[](size_t i) const;

Requires: i < the number of elements in the array to which the stored pointer points.

Returns: get()[i].

unique_ptr modifiers [unique_ptr.runtime.modifiers]

~~void reset(pointer p = pointer()) noexcept;~~

void reset(nullptr_t p = nullptr) noexcept;

~~Effects: If get() == nullptr there are no effects. Otherwise~~

~~get_deleter()(get());~~ Equivalent to reset(pointer()).

~~Postcondition: get() == p.~~

template <class U> void reset(U p) noexcept;

This function behaves the same as the reset member of the primary template, except that it shall not participate in overload resolution unless either

— U is the same type as pointer, or

— pointer is the same type as element_type*, U is a pointer type V*, and V(*)[] is convertible to element_type(*)[].