Fixing constexpr member functions without const

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Motivation:

Part of D3652 "Relaxing constraints on constexpr functions"
http://wiki.edg.com/twiki/pub/Wg21bristol/CoreWorkingGroup/d3652.html
is a breaking change in [dcl.constexpr] (7.1.5)/8, by striking the following sentence:

A constexpr specifier for a nonstatic member function that is not a constructor declares that member function to be const (9.3.1).

That is: constexpr member functions are no longer implicitly const

Thus, all member functions (except constructors) that were declared in C++11 as being constexpr, but not const, are no longer callable for constant objects. This might/will break a significantly amount of code.

To avoid this break, I suggest the following corresponding changes in the library, introducing const for each constexpr member function, where it doesn't occur yet.

Proposed changes:

In 20.5 Class template bitset [template.bitset]
class bitset
change:
  constexpr size_t size() noexcept;
into:
  constexpr size_t size() const noexcept;

In 20.5.2 bitset members [bitset.members]
change before paragraph 38:
  constexpr size_t size() noexcept;
into
  constexpr size_t size() const noexcept;

and change before paragraph 49:
  constexpr bool operator[](size_t pos);
into
  constexpr bool operator[](size_t pos) const;
In 23.3.2.1 Class template array overview [array.overview] 
in class array<> change:
  constexpr size_type size() noexcept;
  constexpr size_type max_size() noexcept;
  constexpr bool empty() noexcept;
into:
  constexpr size_type size() const noexcept;
  constexpr size_type max_size() const noexcept;
  constexpr bool empty() const noexcept;

In 23.3.2.4 array::size [array.size] 
class array<> change:
  template <class T, size_t N> constexpr size_type array<T,N>::size() noexcept;
into:
  template <class T, size_t N> constexpr size_type array<T,N>::size() const noexcept;

In 26.4.3 complex specializations [complex.special] 
in complex<float> change:
  constexpr float real();
  void real(float);
  constexpr float imag();
  void imag(float);
into:
  constexpr float real() const;
  void real(float);
  constexpr float imag() const;
  void imag(float);

and in complex<double> change:
  constexpr double real();
  void real(double);
  constexpr double imag();
  void imag(double);
into:
  constexpr double real() const;
  void real(double);
  constexpr double imag() const;
  void imag(double);

and in complex<long double> change:
  constexpr long double real();
  void real(long double);
  constexpr long double imag();
  void imag(long double);
into:
  constexpr long double real() const;
  void real(long double);
constexpr long double imag() const;
void imag(long double);