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My Position about the templatized Iostream for Austin Meeting

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In this paper, I discuss for the two documents about Iostream(X3J16/94-0203, ``Iostream motion for Valley Forge by Jerry Schwarz", and , X3J16/94-0197, ``Comments for Jerry's proposals about the Templatized Iostream", by me) in order to make my position clear for Austin Meeting.

Conclusion

1) I agree with Jerry's proposal of X3J16/94-0203, under the following condition:

   1a) introduce **`wstreampos`**, **`wstreamoff`** in the **`wchar_t`** version of **`ios_traits`** (relating to "Proposal 1").
   1b) move **`fill`** member function from the **`ios_base`** to **`basic_ios`** (relating to "Proposal 8".

2) I agree with Jerry's proposal of deleting **`basic_convbuf`** from the Working Paper(see X3J16/94-0163).

3) I summarize my paper of X3J16/94-0197 as specifying locale-dependency of **`basic_filebuf`** default implementation. I propose the following modification for the Working Paper so as to achieve it:

   3a) rewrite the description of the **`basic_filebuf`** so as to clarify that implements shall perform conversion between external source/sink byte stream in a file and **`charT`** stream in the put/get buffer with the **`codecnv`** facet in the locale object imbued in the **`basic_filebuf`**.

3b) introduce two member functions:

```
locale imbue (locale new_loc);
locale getloc () const;
```

to the **basic_streambuf** (not to **basic_filebuf**) so as to achieve synchronization of changing locale value between a **basic_istream**/ **basic_ostream** object and its related **basic_streambuf** object.

3c) introduce the following attribute(one of the private members) in the **basic_filebuf**:

```
state_type state;
```

3d) [optional] introduce a new value to the return value and modify the behavior of **codecnv** facet of the **locale** class so as to avoid unnecessary copying to the **basic_filebuf** implementation.

Discussion

1: Jerry's document "Iostream motion for Valley Forge" (X3J16/94-0203)

Proposal 1: Reorganize the "traits" classes as follows:

....

Allow (but do not require) an implementation to specialize **ios_traits<char>**.

ios_traits<wchar_t> shall have the default values except that **int_type** shall be **wint_t**.

I agree with it other than the default values of **ios_traits<wchar_t>**. Instead of the above description, I believe we should specify:

ios_traits<wchar_t> shall have the default values except that the following:

* **int_type** shall be **wint_t**,
* **pos_type** shall be **wstreampos**,

* **off_type** shall be **wstreamoff**,

We should leave freedom to choose a separate implementation of widechar version of Iostream from the skinny character version. In a shift encoding environment, **pos_type** and **off_type** should hold a shift state as well as file position offset information. I am afraid that if the Standard imposed **streampos**, **streamoff** for **pos_type**, **off_type** in widechar version as well as in skinny character version, we should have given up to enjoy the 32bit range of seek facility under some shift encoding environment.

Proposal 1a: Add traits to **ios_traits**.

Agree.

Proposal 2: Change the declaration of **not_eof** to ...

Agree.

Proposal 3: Clarify that **POS_T** and **OFF_T** are merely shorthand notations ...

Agree.

Proposal 4: Rewrite the requirement on **pos_type** and **off_type** ... Proposal 5: Determining the offset associated with ... Proposal 6: Explicitly allow **streampos** and **streamoff** to be the same type. Proposal 7: The identity, **streampos(streamoff (n)) == n;** is required...

Agree.

Proposal 8: Introduce a class containing some of the types, constants and functions that are currently declared in **basic_ios**, but which do not depend on the template parameters of **basic_ios**.

I agree with the opinion. I have found that the **ios_base** definition appeared in Jerry's document had included the **fill** member function although it has **int_type** as its argument type, which closely relates to the template parameters of **basic_ios**. I believe the **fill** function should be moved to **basic_ios**.

Proposal 8: Change specification for various types to use typedefs rather than derived classes.

```
typedef basic_ios<char> ios;
typedef basic_ios<wchar_t> wios;
...
```

Agree.

Proposal 9: A new header **iosfwd** that will contain an incomplete declarations of **basic_ios**, **ios**, **wios**, **basic_istream**, **istream**, **wistream**, **basic_ostream**, **ostream** and **wostream**.

Agree.

Proposal 12: Declare wide "standard stream" **win**, **wout**, **werr** and **wlog** with streambufs directed to the same sources/sinks of characters as the skinny standard streams.

Mixing operations on corresponding wide and skinny streams (or stdio **FILES**) will follow the same semantics as mixing wide and skinny operations as in amendment 1 of the ISO C standard.

Agree. I much appreciate the specification of the mixing operation.

Proposal 13: Eliminate **write_byte** and **read_byte** from the WP.

Agree.

Proposal 14: Describe **pbackfail** using a style consistent with the descriptions of the default (protocol) behavior of **underflow** and **overflow** as currently present in editorial box 154 of the WP.

Agree.

Proposal 15: Add a sentence ...

Agree.

Proposal 16: Delete all functions from the working paper that mention **`signed charT`** or **`unsigned charT`** is the template class parameter. And add editorial boxes noting that the existing code which calls these functions when **`T`** is **`char`** may quietly change: actual arguments of type **`signed char`** or **`unsigned char`** will resolve to **`int`** instead.

Agree.

I think the resulting declaration of ios_traits are as follows:

```
template <class charT, class traits=ios_traits<charT> >
class ios_traits {
public:
    typedef charT char_type;
    typedef int      int_type;  // 94-0203
    static char_type to_char_type (int_type c);
    static int_type  to_int_type (char_type c);
    static bool      eq_char_type (char_type, char_type);
    static bool      eq_int_type (int_type, int_type);
    static int_type  eof ();
    static int_type  not_eof (char_type c);
                              // 94-0203
    static bool      is_eof (int_type);
    static char_type newline ();
    static bool      is_whitespace (ctype<char_type>, char_type);
    static char_type eos ();
    static size_t    length (); // streamsize?
    static char_type* copy (char_type* dst,
                         const char_type* src, size_t n);
                              // size_t --> streamsize?

    typedef streampos pos_type; // 94-0203
    typedef streamoff off_type; // 94-0203
    typedef T1 state_type;      // 94-0197(1-1) && 94-0203,
                              // but WP shows int instead of T1.
```

```
    static state_type get_state (pos_type pos);
                                // 94-0197 && 94-0203
    static state_type get_pos (streampos pos, state_type s);
                                // 94-0197 && 94-0203

};

class ios_traits<wchar_t> {
public:
    typedef wchar_t char_type;
    typedef wint_t  int_type;    // 94-0203
    static char_type to_char_type (int_type c);
    ...
    typedef wstreampos pos_type; // 94-0197(1-2) (conflicts 203)
    typedef wstreamoff off_type; // 94-0197(1-2) (conflicts 203)
    ...
};
```

2: Deleting `basic_convbuf`

I decided to accept Jerry's response about extensibility of conversion functionality (see c++std-lib-3515). I understand his idea to provide the extensibility by means of **`mbstreambuf`** class and agree with him that the Standard has enough extensibility without **`basic_convbuf`**. So I agree to delete it from the Working Paper.

3: `basic_filebuf`(X3J16/94-0203)

In general, we have to implement a conversion between **`charT`** sequence and byte sequence in a templatized streambuf class whose external source/sink is a byte stream. Note that this is not only the case in wide characters (**`wchar_t`**) but it is the common case for any **`charT`** specialization's.

In the Working Paper, the **`basic_filebuf`** class is the only templatized streambuf class whose external is byte-oriented. In order to implement the **`basic_filebuf`**, we have to generate a **`charT`** sequence for filling the get buffer from the byte sequence in a file and to generate a byte sequence from the **`charT`** sequence in the put buffer in the

protected virtuals (**underflow**, **uflow**, and **overflow**) of the **basic_filebuf**. Therefore, we need some templatized method to generate a **charT** sequences from a byte sequence and to generate a byte sequence from a **charT** sequence in order to implement **basic_filebuf**. Because all of the templatized method needed for implementation shall be specified in the Standard by some means(either in a template argument, in a traits, or through another templatized functions), we shall specify templatized conversion functions as well.

Deletion of **basic_convbuf** from the Working Paper will cause the **basic_filebuf** to lose the templatized conversion functions. So we have to do something to recover a templatized conversion functions to it.

There are at least three alternatives to provide templatized conversion functions as follows:

* use the **convert** member function of the **codecvt** facet in the **locale** class,
* use the **widen**/**narrow** member functions of the **ctype** facet in the **locale** class,
* introduce a new templatized class for conversion.

Among the above three, the **widen**/**narrow** approach is based on the concept of conversion between one byte and one character and provides no ways to handle shift states. So it is not appropriate as the solution.

The specification of **convert** member function of the **codecnv** facet is as follows(see 22.2.7):

```
result convert (stateT& state,
  const fromT* from, const fromT* f_end, const fromT*& f_next,
        toT*   to,       toT* t_end,    toT*& t_next) const;
```

In the above interface, **fromT**, **toT**, and **stateT** is the template parameters of the codecnv facet. This function provides an in-core memory to memory conversion between arbitral two character classes, **fromT** and **toT**. It also has the **stateT** as one of the template parameter so as to customize shift state definition necessary to support arbitral shift encodings. In case the parameter **fromT** is fixed to **char**, the **convert** function is available to convert from a byte sequence to a **charT** sequence in a **basic_filebuf** implementation. So it is suitable for one of the solutions.

The **'mbstate'** class, a new templatized class for conversion introduced in my

message, c++std-lib-3511, is functionally equivalent to the **convert** member function of the **codecnv** facet. It provides an in-core memory to memory templatized conversion and can handle shift state by deriving from it, too. Instead of introducing 'yet another' redundant functionality to the Standard, I will give up the **mbstate** and follow an approach based on the **codecnv** facet in order to specify templatized conversion functionality to the **basic_filebuf**.

3.1 Synchronization between templatized istream/ostream and templatized streambuf:

Changing the locale value in a **basic_ifstream/basic_ofstream** object causes to change the encoding scheme for the its **basic_filebuf** object(**rdbuf**) if the new locale object provides different **codecnv** facet object to the previous one.

So the **basic_filebuf** shall have a locale object (or at least a codecnv facet object) as one of the attributes and shall have a member function to alter its locale attribute value. So I might propose the following two members, **imbue** and **setloc** and one attribute, **loc** (for exposition only), as same declaration as in the **ios_base**:

```
template <class charT, class traits=ios_traits<charT> >
class basic_filebuf : public basic_streambuf {
public:
    ....
    locale imbue (locale loc);
        // alter the locale attribute value.  Mainly for
        // implementing basic_ifstream::imbue.
    locale getloc () const;
        // get the locale attribute value.

private:
    locale loc;    // for exposition only
    ....
};
```

Exactly speaking, this specification is not enough to implement the **ios_base::imbue**, because the implementation of **ios_base::imbue** will refer the stream pointer (the return value of **rdbuf()**), as the **basic_streambuf** class pointer, not as the **basic_filebuf** pointer. Therefore, the class **basic_streambuf** shall have two member, **imbue** and **getloc**, and one attribute, **loc**.

Although introducing a locale value to the **basic_streambuf**, it does not affect the behavior of other member functions than **imbue**, **getloc** at all because it is not useful unless its external source/sink is byte-oriented. It affects only the behavior of the **basic_filebuf** in the Standard.

3.2 Behavior of the basic_filebuf

Once we decide the **basic_streambuf** has a locale value as an attribute, we can specify the behavior of the **basic_filebuf** as follows:

* In **underflow,uflow** member function, before acquiring **charT** values to fill the get buffer a conversion with the **codecnv** facet of the attribute **loc** as if by invoking the following function:

```
loc.use<locale::codecnv<char, charT, state_type> >().convert
  (state_type& state,
   const char* from, const char* f_end, const char*& f_next,
        charT* to,        charT* t_end,      charT*& t_next);
```

  the input buffer beginning pointed to by **from** and the next byte pointed to by **f_end** filled with the next of the external source byte sequence in a file.

* In **overflow** member function, before writing the byte sequence to the external sink byte sequence in a file, a conversion with the **codecnv** facet of the attribute **loc** as if by invoking the following function:

```
loc.use<locale::codecnv<charT, char, state_type> >().convert
 (state_type& state,
  const charT* from, const charT* f_end, const charT*& f_next,
         char* to,          char* t_end,        char*& t_next);
```

  with the **charT** character sequence from the put buffer.

* Another private member, state, is needed to implement the above behaviors.

```
    state_type state;
```

3.3 Performance improvement

Although it is inevitable some conversion in the *default* behavior in the basic_filebuf class, we would like to avoid the conversion function invocation and relating handling charge in some *specialization's* where no conversion needed(for example, **`filebuf`** in the ASCII environment). In the ASCII environment, at least we would like to do without unnecessary copying byte sequence from pointed to by **`from`** to **`to`** in the **`convert`** function of the **`codecnv`** facet.

Fundamentally, there is no right to judge the necessity of conversion in the **`basic_filebuf`** protected virtuals because it depends on the feature of the **`codecnv`** facet.

In order to allow a convert function implementation where no copying occurs to return immediately, we can introduce the means for the convert function to notify its decision of no-copying and availability of the source data to the basic_filebuf. When a convert function invocation results to notify the no-copying occurrence, the invoker, one of the basic_filebuf protected virtuals is pleased to use the data pointed to by from instead of those pointed to by to fill its get buffer, or to perform a physical write operation to the file.

We have already had an enum, **`result`**, in the codecnv declaration, so as to utilize it as the good means to the notification. We can introduce the forth value, **`noconv`** in the enum **`result`** to do so. In case the convert returns the **`noconv`** value, the protected virtuals use the sequence between pointed to by **`from`** and by **`f_next`** instead of those between by **`to`** and by **`t_next`**.

* introduce a new value, **`noconv`**, in the enum, **`locale::codecnv::result`**.

```
enum result { ok, partial, error, noconv };
```