Core Concepts for the C++0x Standard Library (Revision 2)

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Introduction

This document proposes basic support for concepts in the C++0x Standard Library. It describes a new header `<concepts>` that contains concepts that require compiler support (such as `SameType` and `ObjectType`) and concepts that describe common type behaviors likely to be used in many templates, including those in the Standard Library (such as `CopyConstructible` and `EqualityComparable`).

Within the proposed wording, text that has been added will be presented in blue and underlined when possible. Text that has been removed will be presented in red,~~with strike-through when possible~~.

Purely editorial comments will be written in a separate, shaded box.

Changes from N2572

— Added the `Has*Assign` concepts, which are required by `valarray` and friends.

— Split `MoveAssignable` into the two-parameter `HasMoveAssign` and the one-parameter `MoveAssignable`; the same split is also used for `CopyAssignable` and `HasCopyAssign`.

— Added the `MemberPointeeType` concept, and revised `ReferentType` to permit reference types.

— Renamed `HeapAllocatable` to `FreeStoreAllocatable`, which better reflects the terminology of the standard.

— Changed the `IntegralLike` requirement for a `long long` constructor into a requirement for a `intmax_t` constructor.

— `ObjectType` now refines `MemberPointeeType`.

Chapter 20 General utilities library [utilities]

2 The following clauses describe utility @~~and allocator~~ ~~requirements~~concepts, utility components, tuples, type traits templates, function objects, dynamic memory management utilities, and date/time utilities, as summarized in Table 30.

Table 30: General utilities library summary

Subclause	**Header(s)**
20.1 ~~Requirements~~Concepts	`<concepts>`
[utility] Utility components	`<utility>`
[tuple] Tuples	`<tuple>`
[meta] Type traits	`<type_traits>`
[function.objects] Function objects	`<functional>`

[memory] Memory	`<memory>`
	`<cstdlib>`
	`<cstring>`

[date.time] Date and time	`<ctime>`

Replace the section [utility.requirements] with the following section [utility.concepts]

20.1 Concepts [utility.concepts]

1 The `<concepts>` header describes requirements on template arguments used throughout the C++ Standard Library.

Header `<concepts>` synopsis

```
namespace std {
  // 20.1.1, support concepts:
  concept Returnable<typename T> { }
  concept PointeeType<typename T> { }
  concept MemberPointeeType<typename T> see below;
  concept ReferentType<typename T> { }
  concept VariableType<typename T> { }
  concept ObjectType<typename T> see below;
  concept ClassType<typename T> see below;
  concept Class<typename T> see below;
  concept Union<typename T> see below;
  concept TrivialType<typename T> see below;
  concept StandardLayoutType<typename T> see below;
```

```
concept LiteralType<typename T> see below;
concept ScalarType<typename T> see below;
concept NonTypeTemplateParameterType<typename T> see below;
concept IntegralConstantExpressionType<typename T> see below;
concept IntegralType<typename T> see below;
concept EnumerationType<typename T> see below;
concept SameType<typename T, typename U> {  }
concept DerivedFrom<typename Derived, typename Base> { }

// 20.1.2, comparisons:
auto concept LessThanComparable<typename T> see below;
auto concept EqualityComparable<typename T> see below;
auto concept TriviallyEqualityComparable<typename T> see below;

// 20.1.3, destruction:
auto concept Destructible<typename T> see below;
concept TriviallyDestructible<typename T> see below;

// 20.1.4, construction:
auto concept HasConstructor<typename T, typename... Args> see below;
auto concept DefaultConstructible<typename T> see below;
concept TriviallyDefaultConstructible<typename T> see below;

// 20.1.5, copy and move:
auto concept MoveConstructible<typename T> see below;
auto concept CopyConstructible<typename T> see below;
concept TriviallyCopyConstructible<typename T> see below;
auto concept MoveAssignable<typename T> see below;
auto concept CopyAssignable<typename T> see below;
concept TriviallyCopyAssignable<typename T> see below;
auto concept Swappable<typename T> see below;

// 20.1.6, memory allocation:
auto concept FreeStoreAllocatable<typename T> see below;

// 20.1.7, regular types:
auto concept Semiregular<typename T> see below;
auto concept Regular<typename T> see below;

// 20.1.8, convertibility:
auto concept ExplicitlyConvertible<typename T, typename U> see below;
auto concept Convertible<typename T, typename U> see below;

// 20.1.9, true:
concept True<bool> { }
concept_map True<true> { }

// 20.1.10, operator concepts:
auto concept HasPlus<typename T, typename U = T> see below;
auto concept HasMinus<typename T, typename U = T> see below;
```

```
  auto concept HasMultiply<typename T, typename U = T> see below;
  auto concept HasDivide<typename T, typename U = T> see below;
  auto concept HasModulus<typename T, typename U = T> see below;
  auto concept HasUnaryPlus<typename T> see below;
  auto concept HasNegate<typename T> see below;
  auto concept HasLess<typename T, typename U = T> see below;
  auto concept HasEqualTo<typename T, typename U = T> see below;
  auto concept HasLogicalAnd<typename T, typename U = T> see below;
  auto concept HasLogicalOr<typename T, typename U = T> see below;
  auto concept HasLogicalNot<typename T> see below;
  auto concept HasBitAnd<typename T, typename U = T> see below;
  auto concept HasBitOr<typename T, typename U = T> see below;
  auto concept HasBitXor<typename T, typename U = T> see below;
  auto concept HasComplement<typename T> see below;
  auto concept HasLeftShift<typename T, typename U = T> see below;
  auto concept HasRightShift<typename T, typename U = T> see below;
  auto concept Dereferenceable<typename T> see below;
  auto concept Addressable<typename T> see below;
  auto concept Callable<typename F, typename... Args> see below;
  auto concept HasMoveAssign<typename T, typename U = T> see below;
  auto concept HasCopyAssign<typename T, typename U = T> see below;
  auto concept HasPlusAssign<typename T, typename U = T> see below;
  auto concept HasMinusAssign<typename T, typename U = T> see below;
  auto concept HasMultiplyAssign<typename T, typename U = T> see below;
  auto concept HasDivideAssign<typename T, typename U = T> see below;
  auto concept HasModulusAssign<typename T, typename U = T> see below;
  auto concept HasBitAndAssign<typename T, typename U = T> see below;
  auto concept HasBitOrAssign<typename T, typename U = T> see below;
  auto concept HasBitXorAssign<typename T, typename U = T> see below;
  auto concept HasLeftShiftAssign<typename T, typename U = T> see below;
  auto concept HasRightShiftAssign<typename T, typename U = T> see below;

  // 20.1.11, arithmetic concepts:
  concept ArithmeticLike<typename T> see below;
  concept IntegralLike<typename T> see below;
  concept SignedIntegralLike<typename T> see below;
  concept UnsignedIntegralLike<typename T> see below;
  concept FloatingPointLike<typename T> see below;

  // 20.1.12, predicates:
  auto concept Predicate<typename F, typename... Args> see below;
}
```

20.1.1 Support concepts [concept.support]

1 The concepts in [concept.support] provide the ability to state template requirements for C++ type classifications ([basic.types]) and type relationships that cannot be expressed directly with concepts ([concept]). Concept maps for these concepts are implicitly defined. A program shall not provide concept maps for any concept in [concept.support].

```
concept Returnable<typename T> { }
```

2 *Note:* Describes types that can be used as the return type of a function.

3 *Requires:* for every non-array type `T` that is *cv* `void` or that meets the requirement `MoveConstructible<T>` (20.1.5), the concept map `Returnable<T>` shall be implicitly defined in namespace `std`.

```
concept PointeeType<typename T> { }
```

4 *Note:* describes types to which a pointer can be created.

5 *Requires:* for every type `T` that is an object type, function type, or *cv* `void`, a concept map `PointeeType` shall be implicitly defined in namespace `std`.

```
concept MemberPointeeType<typename T> : PointeeType<T> { }
```

6 *Note:* describes types to which a pointer-to-member can be created.

7 *Requires:* for every type `T` that is an object type or function type, a concept map `MemberPointeeType` shall be implicitly defined in namespace `std`.

```
concept ReferentType<typename T> { }
```

8 *Note:* describes types to which a reference ~~or pointer-to-member~~ can be created.

9 *Requires:* for every type `T` that is an object type~~or~~, a function type, or a reference type, a concept map `ReferentType` shall be implicitly defined in namespace `std`.

```
concept VariableType<typename T> { }
```

10 *Note:* describes types that can be used to declare a variable.

11 *Requires:* for every type `T` that is an object type or reference type, a concept map `VariableType<T>` shall be implicitly defined in namespace `std`.

```
concept ObjectType<typename T> : VariableType<T>, MemberPointeeType<T>
```

12 *Note:* describes object types ([basic.types]), for which storage can be allocated.

13 *Requires:* for every type `T` that is an object type, a concept map `ObjectType<T>` shall be implicitly defined in namespace `std`.

```
concept ClassType<typename T> : ObjectType<T> { }
```

14 *Note:* describes class types (i.e., unions, classes, and structs).

15 *Requires:* for every type `T` that is a class type ([class]), a concept map `ClassType<T>` shall be implicitly defined in namespace `std`.

```
concept Class<typename T> : ClassType<T> { }
```

16 *Note:* describes classes and structs ([class]).

17 *Requires:* for every type `T` that is a class or struct, a concept map `Class<T>` shall be implicitly defined in namespace `std`.

```
concept Union<typename T> : ClassType<T> { }
```

18 *Note:* describes union types ([class.union]).

19 *Requires:* for every type `T` that is a union, a concept map `Union<T>` shall be implicitly defined in namespace `std`.

```
concept TrivialType<typename T> : ObjectType<T> { }
```

20 *Note:* describes trivial types ([basic.types]).

21 *Requires:* for every type `T` that is a trivial type, a concept map `TrivialType<T>` shall be implicitly defined in namespace `std`.

```
concept StandardLayoutType<typename T> : ObjectType<T> { }
```

22 *Note:* describes standard-layout types ([basic.types]).

23 *Requires:* for every type `T` that is a standard-layout type, a concept map `StandardLayoutType<T>` shall be implicitly defined in namespace `std`.

```
concept LiteralType<typename T> : ObjectType<T> { }
```

24 *Note:* describes literal types ([basic.types]).

25 *Requires:* for every type `T` that is a literal type, a concept map `LiteralType<T>` shall be implicitly defined in namespace `std`.

```
concept ScalarType<typename T>
  : TrivialType<T>, LiteralType<T>, StandardLayoutType<T> { }
```

26 *Note:* describes scalar types ([basic.types]).

27 *Requires:* for every type `T` that is a scalar type, a concept map `ScalarType<T>` shall be implicitly defined in namespace `std`.

```
concept NonTypeTemplateParameterType<typename T> : VariableType<T> { }
```

28 *Note:* describess type that can be used as the type of a non-type template parameter ([temp.param]).

29 *Requires:* for every type `T` that can be the type of a non-type *template-parameter* ([temp.param]), a concept map `NonTypeTemplateParameterType<T>` shall be implicitly defined in namespace `std`.

```
concept IntegralConstantExpressionType<typename T>
  : ScalarType<T>, NonTypeTemplateParameterType<T> { }
```

30 *Note:* describes types that can be the type of an integral constant expression ([expr.const]).

31 *Requires:* for every type `T` that is an integral type or enumeration type, a concept map `IntegralConstantExpressionType<T>` shall be implicitly defined in namespace `std`.

```
concept IntegralType<typename T> : IntegralConstantExpressionType<T> { }
```

32 *Note:* describes integral types ([basic.fundamental]).

33 *Requires:* for every type `T` that is an integral type, a concept map `IntegralType<T>` shall be implicitly defined in namespace `std`.

```
concept EnumerationType<typename T> : IntegralConstantExpressionType<T> { }
```

34 *Note:* describes enumeration types ([dcl.enum]).

35 *Requires:* for every type T that is an enumeration type, a concept map EnumerationType<T> shall be implicitly defined in namespace std.

```
concept SameType<typename T, typename U> { }
```

36 *Note:* describes a same-type requirement ([temp.req]).

```
concept DerivedFrom<typename Derived, typename Base> { }
```

37 *Requires:* for every pair of class types (T, U), such that T is either the same as or publicly and unambiguously derived from U, a concept map DerivedFrom<T, U> shall be implicitly defined in namespace std.

20.1.2 Comparisons [concept.comparison]

1 *Note:* describes types with an operator <.

```
auto concept LessThanComparable<typename T> : HasLess<T> {
  bool operator>(T const& a, T const& b) { return b < a; }
  bool operator<=(T const& a, T const& b) { return !(b < a); }
  bool operator>=(T const& a, T const& b) { return !(a < b); }

  axiom Consistency(T a, T b) {
    (a > b) == (b < a);
    (a <= b) == !(b < a);
    (a >= b) == !(a < b);
  }

  axiom Irreflexivity(T a) { (a < a) == false; }

  axiom Antisymmetry(T a, T b) {
    if (a < b) (b < a) == false;
  }

  axiom Transitivity(T a, T b, T c) {
    if (a < b && b < c) (a < c) == true;
  }

  axiom TransitivityOfEquivalence(T a, T b, T c) {
    if (!(a < b) && !(b < a) && !(b < c) && !(c < b))
      (!(a < c) && !(c < a)) == true;
  }
}
```

2 *Note:* describes types whose values can be ordered, where operator< is a strict weak ordering relation ([alg.sorting]).

```
auto concept EqualityComparable<typename T> : HasEqualTo<T> {
  bool operator!=(T const& a, T const& b) { return !(a == b); }
```

```
  axiom Consistency(T a, T b) {
    (a == b) == !(a != b);
  }

  axiom Reflexivity(T a) { a == a; }

  axiom Symmetry(T a, T b) { if (a == b) b == a; }

  axiom Transitivity(T a, T b, T c) {
    if (a == b && b == c) a == c;
  }
}
```

3 *Note:* describes types whose values can be compared for equality with `operator==`, which is an equivalence relation.

```
concept TriviallyEqualityComparable<typename T> : EqualityComparable<T> { }
```

4 *Note:* describes types whose equality comparison operators (`==`, `!=`) can be implemented via a bitwise equality comparison, as with `memcmp`. [*Note:* such types should not have padding, i.e. the size of the type is the sum of the sizes of its elements. If padding exists, the comparison may provide false negatives, but never false positives. *— end note*]

5 *Requires:* for every integral type `T` and pointer type, a concept map `TriviallyEqualityComparable<T>` shall be defined in namespace `std`.

20.1.3 Destruction [concept.destruct]

```
auto concept Destructible<typename T> : VariableType<T> {
  T::~T();
}
```

1 *Note:* describes types that can be destroyed, including scalar types, references, and class types with a public destructor.

2 *Requires:* following destruction of an object, ~~All~~all resources owned by the object are reclaimed.

```
concept TriviallyDestructible<typename T> : Destructible<T> { }
```

3 *Note:* describes types whose destructors do not need to be executed when the object is destroyed.

4 *Requires:* for every type `T` that is a trivial type ([basic.types]), reference, or class type with a trivial destructor ([class.dtor]), a concept map `TriviallyDestructible<T>` shall be implicitly defined in namespace `std`.

20.1.4 Construction [concept.construct]

```
auto concept HasConstructor<typename T, typename... Args> : Destructible<T> {
  T::T(Args...);
}
```

1 *Note:* describes types that can be constructed from a given set of arguments.

```
auto concept DefaultConstructible<typename T> : HasConstructor<T> { }
```

2 *Note:* describes types for which an object can be constructed without initializing the object to any particular value.

20.1.5 Copy and move [concept.copymove]

```
auto concept MoveConstructible<typename T> : HasConstructor<T, T&&> { }
```

1 *Note:* describes types that can move-construct an object from a value of the same type, possibly altering that value.

```
T::T(T&& rv); // note: inherited from HasConstructor<T, T&&>
```

2 *Postcondition:* the constructed `T` object is equivalent to the value of `rv` before the construction. [*Note:* there is no requirement on the value of `rv` after the construction. *— end note*]

```
auto concept CopyConstructible<typename T> : MoveConstructible<T>, HasConstructor<T, const T&> {
  axiom CopyPreservation(T x) {
    T(x) == x;
  }
}
```

3 *Note:* describes types with a public copy constructor.

```
concept TriviallyCopyConstructible<typename T> : CopyConstructible<T> { }
```

4 *Note:* describes types whose copy constructor is equivalent to `memcpy`.

5 *Requires:* for every type `T` that is a trivial type ([basic.types]), a reference, or a class type with a trivial copy constructor ([class.copy]), a concept map `TriviallyCopyConstructible<T>` shall be implicitly defined in namespace `std`.

```
auto concept MoveAssignable<typename T> : HasMoveAssign<T> { }
```

6 *Note:* describes types with the ability to assign to an object from an rvalue, potentially altering the rvalue.

```
result_type T::operator=(T&& rv); // inherited from HasMoveAssign
```

7 *Postconditions:* the constructed `T` object is equivalent to the value of `rv` before the assignment. [*Note:* there is no requirement on the value of `rv` after the assignment. *— end note*]

```
auto concept CopyAssignable<typename T> : MoveAssignable<T> {
  axiom CopyPreservation(T& x, T y) {
    (x = y, x) == y;
  }
}
```

8 *Note:* describes types with the ability to assign to an object.

The CopyAssignable requirements in N2461 specify that `operator=` must return a `T&`. This is too strong a requirement for most of the uses of `CopyAssignable`, so we have weakened `CopyAssignable` to not require anything of its return type. When we need a `T&`, we'll add that as an explicit requirement. See, e.g., the `IntegralLike` concept.

```
concept TriviallyCopyAssignable<typename T> : CopyAssignable<T> { }
```

9 *Note:* describes types whose copy-assignment operator is equivalent to `memcpy`.

10 *Requires:* for every type `T` that is a trivial type ([basic.types]) or a class type with a trivial copy assignment operator ([class.copy]), a concept map `TriviallyCopyAssignable<T>` shall be implicitly defined in namespace `std`.

```
auto concept Swappable<typename T> {
  void swap(T&, T&);
}
```

11 *Note:* describes types for which two values of that type can be swapped.

```
void swap(T& t, T& u);
```

12 *Postconditions:* `t` has the value originally held by `u`, and `u` has the value originally held by `t`.

20.1.6 Memory allocation [concept.memory]

```
auto concept FreeStoreAllocatable<typename T> {
  void* T::operator new(size_t size);
  void* T::operator new(size_t size, void*);
  void* T::operator new[](size_t size);
  void T::operator delete(void*);
  void T::operator delete[](void*);
}
```

1 *Note:* describes types for which objects and arrays of objects can be allocated on or freed from the free store with `new` and `delete`.

20.1.7 Regular types [concept.regular]

```
auto concept Semiregular<typename T> : CopyConstructible<T>, CopyAssignable<T>, FreeStoreAllocatable<T> {
  requires SameType<CopyAssignable<T>::result_type, T&>;
}
```

1 *Note:* collects several common requirements supported by most types.

```
auto concept Regular<typename T>
  : Semiregular<T>, DefaultConstructible<T>, EqualityComparable<T> { }
```

2 *Note:* describes semi-regular types that are default constructible and have equality comparison operators.

20.1.8 Convertibility [concept.convertible]

```
auto concept ExplicitlyConvertible<typename T, typename U> : VariableType<T> {
  explicit operator U(T const&);
}
```

1 *Note:* describes types with a conversion (explicit or implicit) from ~~one type to another~~T to U.

```
auto concept Convertible<typename T, typename U> : ExplicitlyConvertible<T, U> {
  operator U(T const&);
}
```

2 *Note:* describes types with an implicit conversion from ~~one type to another~~T to U.

20.1.9 True [concept.true]

```
concept True<bool> { }
concept_map True<true> { }
```

1 *Note:* used to express the requirement that a particular integral constant expression evaluate true.

2 *Requires:* a program shall not provide a concept map for the True concept.

20.1.10 Operator concepts [concept.operator]

```
auto concept HasPlus<typename T, typename U = T> {
  typename result_type;
  result_type operator+(T const&, U const&);
}
```

1 *Note:* describes types with a binary operator+.

```
auto concept HasMinus<typename T, typename U = T> {
  typename result_type;
  result_type operator-(T const&, U const&);
}
```

2 *Note:* describes types with a binary operator-.

```
auto concept HasMultiply<typename T, typename U = T> {
  typename result_type;
  result_type operator*(T const&, U const&);
}
```

3 *Note:* describes types with a binary operator*.

```
auto concept HasDivide<typename T, typename U = T> {
  typename result_type;
  result_type operator/(T const&, U const&);
}
```

4 *Note:* describes types with an operator/.

```
auto concept HasModulus<typename T, typename U = T> {
  typename result_type;
  result_type operator%(T const&, U const&);
}
```

5 *Note:* describes types with an operator%.

```
auto concept HasUnaryPlus<typename T> {
  typename result_type;
  result_type operator+(T const&);
}
```

6 *Note:* describes types with a unary operator+.

```
auto concept HasNegate<typename T> {
  typename result_type;
  result_type operator-(T const&);
}
```

7 *Note:* describes types with a unary operator-.

```
auto concept HasLess<typename T, typename U = T> {
  bool operator<(T const& a, U const& b);
}
```

8 *Note:* describes types with an operator<.

```
auto concept HasEqualTo<typename T, typename U = T> {
  bool operator==(T const& a, U const& b);
}
```

9 *Note:* describes types with an operator==.

```
auto concept HasLogicalAnd<typename T, typename U = T> {
  bool operator&&(T const&, U const&);
}
```

10 *Note:* describes types with a logical conjunction operator.

```
auto concept HasLogicalOr<typename T, typename U = T> {
  bool operator||(T const&, U const&);
}
```

11 *Note:* describes types with a logical disjunction operator.

```
auto concept HasLogicalNot<typename T> {
  bool operator!(T const&);
}
```

12 *Note:* describes types with a logical negation operator.

```
auto concept HasBitAnd<typename T, typename U = T> {
  typename result_type;
```

```
  result_type operator&(T const&, U const&);
}
```

13 *Note:* describes types with a binary `operator&`.

```
auto concept HasBitOr<typename T, typename U = T> {
  typename result_type;
  result_type operator|(T const&, U const&);
}
```

14 *Note:* describes types with an `operator|`.

```
auto concept HasBitXor<typename T, typename U = T> {
  typename result_type;
  result_type operator^(T const&, U const&);
}
```

15 *Note:* describes types with an `operator^`.

```
auto concept HasComplement<typename T> {
  typename result_type;
  result_type operator~(T const&);
}
```

16 *Note:* describes types with an `operator~`.

```
auto concept HasLeftShift<typename T, typename U = T> {
  typename result_type;
  result_type operator<<(T const&, U const&);
}
```

17 *Note:* describes types with an `operator<<`.

```
auto concept HasRightShift<typename T, typename U = T> {
  typename result_type;
  result_type operator>>(T const&, U const&);
}
```

18 *Note:* describes types with an `operator>>`.

```
auto concept Dereferenceable<typename T> {
  typename reference;
  reference operator*(T);
}
```

19 *Note:* describes types with a dereferencing `operator*`.

```
auto concept Addressable<typename T> {
  typename pointer;
  pointer operator&(T&);
}
```

20 *Note:* describes types with an address-of `operator&`.

```
auto concept Callable<typename F, typename... Args> {
  typename result_type;
  result_type operator()(F&, Args...);
}
```

21 *Note:* describes function object types callable given arguments of types `Args...`.

```
auto concept HasMoveAssign<typename T, typename U = T> {
  typename result_type;
  result_type T::operator=(U&&);
}
```

22 *Note:* describes types with the ability to assign to an object from an rvalue (which may have a different type), potentially altering the rvalue.

```
auto concept HasCopyAssign<typename T, typename U = T> : HasMoveAssign<T, U> {
  result_type T::operator=(const U&);
}
```

23 *Note:* describes types with the ability to assign to an object (which may have a different type).

```
auto concept HasPlusAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator+=(T&, const U&);
}
```

24 *Note:* describes types with an `operator`$+=$.

```
auto concept HasMinusAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator-=(T&, const U&);
}
```

25 *Note:* describes types with an `operator`$-=$.

```
auto concept HasMultiplyAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator*=(T&, const U&);
}
```

26 *Note:* describes types with an `operator`$*=$.

```
auto concept HasDivideAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator/=(T&, const U&);
}
```

27 *Note:* describes types with an `operator`$/=$.

```
auto concept HasModulusAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator%=(T&, const U&);
}
```

28 *Note:* describes types with an operator%=.

```
auto concept HasBitAndAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator&=(T&, const U&);
}
```

29 *Note:* describes types with an operator&=.

```
auto concept HasBitOrAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator|=(T&, const U&);
}
```

30 *Note:* describes types with an operator|=.

```
auto concept HasBitXorAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator^=(T&, const U&);
}
```

31 *Note:* describes types with an operator^=.

```
auto concept HasLeftShiftAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator<<=(T&, const U&);
}
```

32 *Note:* describes types with an operator<<=.

```
auto concept HasRightShiftAssign<typename T, typename U = T> {
  typename result_type;
  result_type operator>>=(T&, const U&);
}
```

33 *Note:* describes types with an operator>>=.

20.1.11 Arithmetic concepts [concept.arithmetic]

```
concept ArithmeticLike<typename T>
  : Regular<T>, LessThanComparable<T>, HasPlus<T>, HasMinus<T>, HasMultiply<T>, HasDivide<T>,
    HasUnaryPlus<T>, HasNegate<T> {
  T::T(long longintmax_t);
  T::T(long double);

  T& operator++(T&);
  T operator++(T& t, int) { T tmp(t); ++t; return tmp; }
  T& operator--(T&);
  T operator--(T& t, int) { T tmp(t); --t; return tmp; }

  requires Convertible<HasUnaryPlus<T>::result_type, T>
```

```
        && Convertible<HasNegate<T>::result_type, T>
        && Convertible<HasPlus<T>::result_type, T>
        && Convertible<HasMinus<T>::result_type, T>
        && Convertible<HasMultiply<T>::result_type, T>
        && Convertible<HasDivide<T>::result_type, T>;

  T& operator*=(T&, T);
  T& operator/=(T&, T);
  T& operator+=(T&, T);
  T& operator-=(T&, T);
}
```

1 *Note:* describes types that provide all of the operations available on arithmetic types ([basic.fundamental]).

```
concept IntegralLike<typename T>
  : ArithmeticLike<T>, HasComplement<T>, HasModulus<T>, HasBitAnd<T>, HasBitXor<T>, HasBitOr<T>,
    HasLeftShift<T>, HasRightShift<T> {
  requires Convertible<HasComplement<T>::result_type, T>
        && Convertible<HasModulus<T>::result_type, T>
        && Convertible<HasBitAnd<T>::result_type, T>
        && Convertible<HasBitXor<T>::result_type, T>
        && Convertible<HasBitOr<T>::result_type, T>
        && Convertible<HasLeftShift<T>::result_type, T>
        && Convertible<HasRightShift<T>::result_type, T>;

  T& operator%=(T&, T);
  T& operator&=(T&, T);
  T& operator^=(T&, T);
  T& operator|=(T&, T);
  T& operator<<=(T&, T);
  T& operator>>=(T&, T);
}
```

2 *Note:* describes types that provide all of the operations available on integral types.

```
concept SignedIntegralLike<typename T> : IntegralLike<T> { }
```

3 *Note:* describes types that provide all of the operations available on signed integral types.

4 *Requires:* for every signed integral type `T` ([basic.fundamental]), including signed extended integral types, an empty concept map `SignedIntegralLike<T>` shall be defined in namespace `std`.

```
concept UnsignedIntegralLike<typename T> : IntegralLike<T> { }
```

5 *Note:* describes types that provide all of the operations available on unsigned integral types.

6 *Requires:* for every unsigned integral type `T` ([basic.fundamental]), including unsigned extended integral types, an empty concept map `UnsignedIntegralLike<T>` shall be defined in namespace `std`.

```
concept FloatingPointLike<typename T> : ArithmeticLike<T> { }
```

7 *Note:* describes floating-point types.

8 *Requires:* for every floating point type `T` ([basic.fundamental]), an empty concept map `FloatingPointLike<T>` shall be defined in namespace `std`.

20.1.12 Predicates [concept.predicate]

```
auto concept Predicate<typename F, typename... Args> : Callable<F, Args...> {
  requires Convertible<result_type, bool>;
}
```

1 *Note:* describes function objects callable with some set of arguments, the result of which can be used in a context that requires a `bool`.

2 *Requires:* predicate function objects shall not apply any non-constant function through the predicate arguments.

Acknowledgments

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