Making `std::queue` constexpr

Document #:	P1925R0
Date:	2019-10-07
Project:	Programming Language C++
Audience:	LEWGI

Reply-to: Alexander Zaitsev <zamazan4ik@tut.by, zamazan4ik@gmail.com>

1 Revision history

- R0 – Initial draft

2 Abstract

`std::queue` is not currently `constexpr` friendly. With the loosening of requirements on `constexpr` in [P0784R1] and related papers, we can now make `std::queue` `constexpr`, and we should in order to support the `constexpr` reflection effort (and other evident use cases).

3 Motivation

`std::queue` is not so widely-used standard container as `std::vector` or `std::string`. But there is no reason to keep `std::queue` in non-`constexpr` state since one of the main directions of C++ evolution is compile-time programming. And we want to use in compile-time as much as possible from STL. And this paper makes `std::queue` available in compile-time.

4 Proposed wording

We basically mark all the member and non-member functions of `std::queue` `constexpr`.

Direction to the editor: please apply `constexpr` to all of `std::queue`, including any additions that might be missing from this paper.

In **[support.limits.general]**, add the new feature test macro `__cpp_lib_constexpr_queue` with the corresponding value for header `<queue>` to Table 36 **[tab:support.ft]**.

Change in **[queue.syn] 22.6.2**:

```
#include <initializer_list>

namespace std {
  template<class T, class Container = deque<T>> class queue;

  template<class T, class Container>
    constexpr bool operator==(const queue<T, Container>& x, const queue<T, Container>& y);
  template<class T, class Container>
    constexpr bool operator!=(const queue<T, Container>& x, const queue<T, Container>& y);
  template<class T, class Container>
    constexpr bool operator< (const queue<T, Container>& x, const queue<T, Container>& y);
  template<class T, class Container>
    constexpr bool operator> (const queue<T, Container>& x, const queue<T, Container>& y);
  template<class T, class Container>
    constexpr bool operator<=(const queue<T, Container>& x, const queue<T, Container>& y);
  template<class T, class Container>
    constexpr bool operator>=(const queue<T, Container>& x, const queue<T, Container>& y);
  template<class T, three_way_comparable Container>
    constexpr compare_three_way_result_t<Container>
      operator<=>(const queue<T, Container>& x, const queue<T, Container>& y);

  template<class T, class Container>
    constexpr void swap(queue<T, Container>& x, queue<T, Container>& y)
      noexcept(noexcept(x.swap(y)));
  template<class T, class Container, class Alloc>
    struct uses_allocator<queue<T, Container>, Alloc>;
}
```

[...]

Change in **[queue.defn] 22.6.4.1**:

```
namespace std {
  template<class T, class Container = deque<T>>
  class queue {
  public:
        using value_type      = typename Container::value_type;
        using reference       = typename Container::reference;
        using const_reference = typename Container::const_reference;
        using size_type       = typename Container::size_type;
        using container_type  =          Container;

  protected:
        Container c;

  public:
        constexpr queue() : queue(Container()) {}
        constexpr explicit queue(const Container&);
        constexpr explicit queue(Container&&);
        template<class Alloc> constexpr explicit queue(const Alloc&);
        template<class Alloc> constexpr queue(const Container&, const Alloc&);
        template<class Alloc> constexpr queue(Container&&, const Alloc&);
```

```
    template<class Alloc> constexpr queue(const queue&, const Alloc&);
    template<class Alloc> constexpr queue(queue&&, const Alloc&);

    [[nodiscard]] constexpr bool empty() const    { return c.empty(); }
    constexpr size_type          size()  const    { return c.size(); }
    constexpr reference          front()          { return c.front(); }
    constexpr const_reference    front() const    { return c.front(); }
    constexpr reference          back()           { return c.back(); }
    constexpr const_reference    back() const     { return c.back(); }
    constexpr void push(const value_type& x)      { c.push_back(x); }
    constexpr void push(value_type&& x)           { c.push_back(std::move(x)); }
    template<class... Args>
      constexpr decltype(auto) emplace(Args&&... args)
        { return c.emplace_back(std::forward<Args>(args)...); }
    constexpr void pop()                          { c.pop_front(); }
    constexpr void swap(queue& q) noexcept(is_nothrow_swappable_v<Container>)
      { using std::swap; swap(c, q.c); }
  };

  template<class Container>
    queue(Container) -> queue<typename Container::value_type, Container>;

  template<class Container, class Allocator>
    queue(Container, Allocator) -> queue<typename Container::value_type, Container>;

  template<class T, class Container>
    constexpr void swap(queue<T, Container>& x, queue<T, Container>& y)
      noexcept(noexcept(x.swap(y)));

  template<class T, class Container, class Alloc>
    struct uses_allocator<queue<T, Container>, Alloc>
      : uses_allocator<Container, Alloc>::type { };
}
```

Change in [**queue.cons**] **22.6.4.2**:

```
constexpr explicit queue(const Container& cont);
```

[...]

```
constexpr explicit queue(Container&& cont);
```

Change in [**queue.cons.alloc**] **22.6.4.3**:

```
template<class Alloc> constexpr explicit queue(const Alloc& a);
```

[...]

```
template<class Alloc> constexpr queue(const container_type& cont, const Alloc& a);
```

[...]

```
template<class Alloc> constexpr queue(container_type&& cont, const Alloc& a);
```

[...]

```
template<class Alloc> constexpr queue(const queue& q, const Alloc& a);
```

[...]

```
template<class Alloc> constexpr queue(queue&& q, const Alloc& a);
```

[...]

Change in [**queue.ops**] **22.6.4.4**:

```
template<class T, class Container>
  constexpr bool operator==(const queue<T, Container>& x, const queue<T, Container>& y);
```

[...]

```
template<class T, class Container>
  constexpr bool operator!=(const queue<T, Container>& x,  const queue<T, Container>& y);
```

[...]

```
template<class T, class Container>
  constexpr bool operator< (const queue<T, Container>& x, const queue<T, Container>& y);
```

[...]

```
template<class T, class Container>
  constexpr bool operator> (const queue<T, Container>& x, const queue<T, Container>& y);
```

[...]

```
template<class T, class Container>
  constexpr bool operator<=(const queue<T, Container>& x, const queue<T, Container>& y);
```

[...]

```
template<class T, class Container>
  constexpr bool operator>=(const queue<T, Container>& x,
                                      const queue<T, Container>& y);
```

[...]

```
template<class T, three_way_comparable Container>
  constexpr compare_three_way_result_t<Container>
    operator<=>(const queue<T, Container>& x, const queue<T, Container>& y);
```

[...]

Change in [**queue.special**] **22.6.4.5**:

```
template<class T, class Container>
  constexpr void swap(queue<T, Container>& x, queue<T, Container>& y)
    noexcept(noexcept(x.swap(y)));
```

5 Implementation

Possible implementation can be found here: LLVM fork. Notice that when proposal was written constexpr destructors were not supported in Clang.

6 References

[P0784R1] Multiple authors, *Standard containers and constexpr*
http://www.open-std.org/jtc1/sc22/wg21/docs/papers/2018/p0784r1.html