Adopt source_location from Library Fundamentals V3 for C++20

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1 Class source_location [reflection.src_loc]

1.1 Header <source_location> Synopsis [reflection.src_-loc.intro]

```
namespace std {
    struct source_location {
      constexpr source_location() noexcept;
      constexpr uint_least32_t line() const noexcept;
      constexpr uint_least32_t column() const noexcept;
      constexpr const char* file_name() const noexcept;
      constexpr const char* function_name() const noexcept;
      static consteval source_location current() noexcept;
[Note: The intent of source_location is to have a small size and efficient
copying.— end note ]
constexpr source_location() noexcept;
     Effects: Constructs an object of class source_location.
     Remark: The values are implementation-defined.
constexpr uint_least32_t line() const noexcept;
     Returns: The presumed line number (16.8) represented by this object.
constexpr uint_least32_t column() const noexcept;
```

4 Returns: An implementation-defined value representing some offset from the start of the line represented by this object.

```
constexpr const char* file_name() const noexcept;
```

5 Returns: The presumed name of the current source file (14.2) represented by this object as an NTBS.

```
constexpr const char* function_name() const noexcept;
```

Returns: If this object represents a position in the body of a function, returns an implementation-defined NTBS that should correspond to the function name. Otherwise, returns an empty string.

```
static consteval source_location current() noexcept;
```

- Returns: When invoked by a function call whose postfix-expression is a (possibly parenthesized) id-expression naming current, returns a source_-location with an implementation-defined value. The value should be affected by #line (14.4) in the same manner as for __LINE__ and __FILE__. If invoked in some other way, the value returned is unspecified.
- Remark: When a brace-or-equal-initializer is used to initialize a non-static data member, any calls to current should correspond to the location of the constructor or aggregate initialization that initializes the member.
- [Note: When used as a default argument (9.3.6), the value of the source_-location will be the location of the call to current at the call site. end note]

```
[Example:
```

```
struct s {
  source_location member = source_location::current();
  int other_member;
  s(source_location loc = source_location::current())
    : member(loc) // values of member will be from call-site
  s(int blather) : // values of member should be hereabouts
    other_member(blather)
  s(double) // values of member should be hereabouts
  {}
};
void f(source_location a = source_location::current()) {
  source_location b = source_location::current(); // values in b represent
this line
}
void g() {
  f(); // f's first argument corresponds to this line of code
  source_location c = source_location::current();
  f(c); // f's first argument gets the same values as c, above
```

- end example]

2 Feature macro

We recommend the feature macro __cpp_lib_source_location for this feature