Accredited Standards Committee¹ X3, INFORMATION PROCESSING SYSTEMS

Doc No: J16/98-0019 WG21/N1162 Date: 21 August 1998 Project: Programming Language C++ Reply to: Andrew Koenig AT&T Research 180 Park Avenue, room E265 PO Box 971 Florham Park, NJ 07932-0971 USA ark@research.att.com

Defect report: contiguity of vectors

Andrew Koenig

Should the elements of a vector be required to be in contiguous memory?²

The present state of affairs is:

- The standard imposes no such requirement that I can see;
- Every implementation does it that way anyway.

As a user, I am therefore in the odd position of not being able to rely on behavior that is portable to all the implementations I know about. Moreover, there are plenty of reasons why I might want to rely on that behavior for system-programming applications—especially if I want to use vector<char> instead of malloc.

So, I believe that the committee should explicitly answer the question.

I am personally agnostic as to what answer I would like to see. There is a good deal of convenience in a "yes" answer, but I am willing to be convinced that there is a technical reason why someone might want to reserve the ability to implement vectors in discontiguous memory.

But whatever the answer, I believe that the present state of affairs is one that we should change as soon as we can.

^{1.} Operating under the procedures of the American National Standards Institute (ANSI) Standards Secretariat: CBEMA, 1250 Eye Street NW, Suite 200, Washington DC 20005

^{2.} This question is entirely separate from the question of whether a vector iterator is required to be a pointer; the answer to that question is clearly "no," as it would rule out debugging implementations)