Doc. no.: P1233R0 Date: 2018-10-02 Reply-to: Ashley Hedberg (ahedberg@google.com), Matt Calabrese (metaprogrammingtheworld@gmail.com) Audience: LEWG -> LWG

## Shift-by-negative in shift\_left and shift\_right

P0769R2 was applied to the C++ working paper in Rapperswil. That paper defines shifting a range by a negative n as a no-op in item (7) of the design decisions section. The LEWG discussion notes from Albuquerque suggest that this design point was not discussed.

### Concerns about current behavior

The current treatment of a negative shift as a shift of 0 seems unlikely to match user intent and may hide bugs. If the programmer explicitly wrote a negative value, they probably didn't expect a shift of 0. If the user specified a negative shift as the result of some programmatic calculation, it is likely that the calculation was incorrect, or that a shift in the opposite direction would be the correct behavior. Either way, implicitly shifting by 0 feels questionable.

## Proposal

We propose that shifting a range by a negative **n** be a precondition violation; that is, **shift\_left** and **shift\_right** should require that **n** be greater than or equal to 0. This is consistent with expr.shift, which has a precondition that the right operand to << and >> must be greater than or equal to 0. Compilers, static analyzers, and other analysis tools could more effectively warn programmers about such shifts if shifting by negative counts was a precondition.

## **Non-Proposals**

#### Reverse shift when shifting by a negative n

Some users may expect a shift in the opposite direction when passing a negative n to shift\_left and shift\_right. The LWG discussion notes on P0769R2 suggest that there are APIs which do this; one example is perlop. This could have a non-trivial cost and is inconsistent with expr.shift, so we do not propose it here.

#### Changing behavior of shifting by large n

expr.shift has another precondition that the right operand must be less than the length in bits of the left operand. We do not propose changing shift\_left and shift\_right to have a similar precondition, as we believe it would be valuable to allow shifting all elements out of a range.

## Suggested poll

Do we want the shift\_left and shift\_right algorithms to have a precondition that the value of n must be greater than or equal to 0?

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