Breaking things down

- In functional (and procedural) programming, break programs down into functions that perform some operation.
- In object-oriented programming, break programs down into classes that give behavior to some kind of data.

This lecture:
- These two forms of decomposition are so exactly opposite that they are two ways of looking at the same “matrix”.
- Which form is “better” is somewhat personal taste, but also depends on how you expect to change/extend software.
- For some operations over two (multiple) arguments, functions and pattern-matching are straightforward, but with OOP we can do it with double dispatch (multiple dispatch).

The expression example

Well-known and compelling example of a common pattern:
- Expressions for a small language
- Different variants of expressions: ints, additions, negations, …
- Different operations to perform: eval, toString, hasZero, …

Leads to a matrix (2D-grid) of variants and operations
- Implementation will involve deciding what “should happen” for each entry in the grid regardless of the PL.

| eval | toString | hasZero | ...
|------|----------|---------|------
| Int  |          |         |      |
| Add  |          |         |      |
| Negate |       |         |      |
| ...  |          |         |      |

Standard approach in ML

Define a datatype, with one constructor for each variant
- (No need to indicate datatypes if dynamically typed)
Fix out the grid via one function per column
- Each function has one branch for each column entry
- Can combine cases (e.g., with wildcard patterns) if multiple entries in column are the same

[See the ML code]

Standard approach in OOP

Define a class, with one abstract method for each operation
- (No need to indicate abstract methods if dynamically typed)
Define a subclass for each variant
Fix “fill out the grid” via one class per row with one method implementation for each grid position
- Can use a method in the superclass if there is a default for multiple entries in a column

[See the Ruby and Java code]

A big course punchline

- FP and OOP often doing the same thing in exact opposite way
  - Organize the program “by rows” or “by columns”
- Which is “most natural” may depend on what you are doing (e.g., an interpreter vs. a GUI) or personal taste
- Code layout is important, but there is no perfect way since software has many dimensions of structure
  - Tools, IDEs can help with multiple “views” (e.g., rows / columns)
Extensibility

For implementing our grid so far, SML / Racket style usually by column and Ruby / Java style usually by row.
But beyond just style, this decision affects what (unexpected?) software extensions need not change old code.

Functions [see ML code]:
- Easy to add a new operation, e.g., `noNegConstants`
- Adding a new variant, e.g., `Mult` requires modifying old functions, but ML type-checker gives a to-do list if original code avoided wildcard patterns

Objects [see Ruby code]:
- Easy to add a new variant, e.g., `Mult`
- Adding a new operation, e.g., `noNegConstants` requires modifying old classes, but Java type-checker gives a to-do list if original code avoided default methods

Optional:
- Functions can support new variants somewhat awkwardly “if they plan ahead”
  - Not explained here: Can use type constructors to make datatypes extensible and have operations take function arguments to give results for the extensions
- Objects can support new operations somewhat awkwardly “if they plan ahead”
  - Not explained here: The popular Visitor Pattern uses the double-dispatch pattern to allow new operations “on the side”

Thoughts on Extensibility

Making software extensible is valuable and hard
- If you know you want new operations, use FP
- If you know you want new variants, use OOP
- If both? Languages like Scala try; it’s a hard problem
- Reality: The future is often hard to predict!

Extensibility is a double-edged sword
- Code more reusable without being changed later
- But makes original code more difficult to reason about locally or change later (could break extensions)
- Often language mechanisms to make code less extensible (ML modules hide datatypes; Java’s `final` prevents subclassing/overriding)

Binary operations

Situation is more complicated if an operation is defined over multiple arguments that can have different variants
- Can arise in original program or after extension
- Function decomposition deals with this much more simply...

Example

To show the issue:
- Include variants `String` and `Rational`
- (Re)define `Add` to work on any pair of `Int`, `String`, `Rational`
  - Concatenation if either argument a `String`, else math

Now just defining the addition operation is a different 2D grid:

<table>
<thead>
<tr>
<th>Int</th>
<th>String</th>
<th>Rational</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
Addition is different for most `Int`, `String`, `Rational` combinations

- Run-time error for non-value expressions

Natural approach: pattern-match on the pair of values

- For commutative possibilities, can re-call with \((v_2, v_1)\)

```haskell
fun add_values (v1,v2) =
  case (v1,v2) of
    (Int i, Int j) => Int (i+j)
  | (Int i, String s) => String (Int.toString i ^ s)
  | (Int i, Rational(j,k)) => Rational (i*k+j,k)
  | (Rational _, Int _) => add_values (v2,v1)
  | ... (* 5 more cases (3*3 total): see the code *)

fun eval e =
  case e of
    ... (* see the code *)
```

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<td></td>
<td></td>
</tr>
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<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
```

Worked just fine with functional decomposition — what about OOP...

What about OOP?

Starts promising:

- Use OOP to call method `add_values` to one value with other value as result

```haskell
class Add
  def eval
    e1.eval.add_values e2.eval
  end
end
```

Classes `Int`, `MyString`, `MyRational` then all implement

- Each handling 3 of the 9 cases: “add self to argument”

```haskell
class Int
  def add_values v
    ... # what goes here?
  end
end
```

First try

- This approach is common, but is “not as OOP”
  - So do not do it on your homework

```haskell
class Int
  def add_values v
    if v.is_a? Int
      Int.new(v.i + i)
    elsif v.is_a? MyRational
      MyRational.new(v.i+v.j*i,v.j)
    else
      MyString.new(v.s + i.to_s)
  end
end
```

A “hybrid” style where we used dynamic dispatch on 1 argument and then switched to Racket-style type tests for other argument

- Definitely not “full OOP”

Another way...

- `add_values` method in `Int` needs “what kind of thing” `v` has
  - Same problem in `MyRational` and `MyString`

- In OOP, “always” solve this by calling a method on `v` instead!

- But now we need to “tell” `v` “what kind of thing” `self` is
  - We know that!
  - “Tell” `v` by calling different methods on `v`, passing `self`

- Use a “programming trick” (?) called double-dispatch...

Double-dispatch “trick”

- `Int`, `MyString`, and `MyRational` each define all of `addInt`, `addString`, and `addRational`
  - For example, `String`’s `addInt` is for concatenating an integer argument to the string in `self`
  - 9 total methods, one for each case of addition

- `Add`’s `eval` method calls `e1.eval.add_values e2.eval`, which dispatches to `add_values` in `Int`, `String`, or `Rational`
  - `Int`’s `add_values`: `v.addInt self`
  - `MyString’s add_values`: `v.addString self`
  - `MyRational’s add_values`: `v.addRational self`
  - So `add_values` performs “2nd dispatch” to the correct case of 9!

[Definitely see the code]
Why showing you this

- Honestly, partly to belittle full commitment to OOP
- To understand dynamic dispatch via a sophisticated idiom
- Because required for the homework
- To contrast with multimethods (optional)

Works in Java too

- In a statically typed language, double-dispatch works fine
  - Just need all the dispatch methods in the type

```
abstract class Value extends Exp {
    abstract Value add_values(Value other);
    abstract Value addInt(Int other);
    abstract Value addString(String other);
    abstract Value addRational(Rational other);
}
class Int extends Value { … }
class String extends Value { … }
class Rational extends Value { … }
```

[See Java code]

Being Fair

Belittling OOP style for requiring the manual trick of double dispatch is somewhat unfair...

What would work better:
- `Int`, `MyString`, and `MyRational` each define three methods all named `add_values`
  - One `add_values` takes an `Int`, one a `MyString`, one a `MyRational`
  - So 9 total methods named `add_values`
  - `e1.eval.add_values e2.eval` picks the right one of the 9 at run-time using the classes of the two arguments
- Such a semantics is called multimethods or multiple dispatch

Multimethods

General idea:
- Allow multiple methods with same name
- Indicate which ones take instances of which classes
- Use dynamic dispatch on arguments in addition to receiver to pick which method is called

If dynamic dispatch is essence of OOP, this is more OOP
- No need for awkward manual multiple-dispatch

Downside: Interaction with subclassing can produce situations where there is “no clear winner” for which method to call

Ruby: Why not?

Multimethods a bad fit (?) for Ruby because:

- Ruby places no restrictions on what is passed to a method
- Ruby never allows methods with the same name
  - Same name means overriding/replacing

Java/C#/C++: Why not?

- Yes, Java/C#/C++ allow multiple methods with the same name
- No, these language do not have multimethods
  - They have static overloading
    - Uses static types of arguments to choose the method
    - But of course run-time class of receiver [odd hybrid?]
    - No help in our example, so still code up double-dispatch manually
- Actually, C# 4.0 has a way to get effect of multimethods
- Many other language have multimethods (e.g., Clojure)
  - They are not a new idea