61A Lecture 18

Monday, October 10

A function might want to operate on multiple data types

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Last time:

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Last time:

Polymorphic functions using message passing

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- Polymorphic functions using message passing
- Interfaces: collections of messages with a meaning for each

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- Two interchangeable implementations of complex numbers

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An arithmetic system over related types

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- Type dispatching instead of message passing

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- An arithmetic system over related types
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- Data-directed programming

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What's different? Today's generic functions apply to multiple arguments that don't share a common interface

Data abstraction and class definitions keep types separate

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Some operations need to cross type boundaries

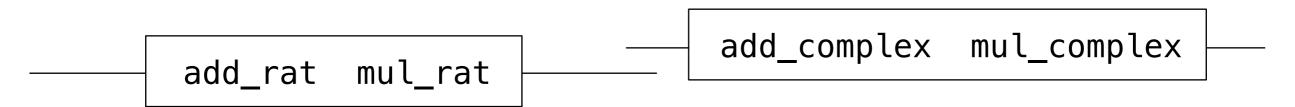
Data abstraction and class definitions keep types separate

Some operations need to cross type boundaries

add_rat mul_rat

Rational numbers as numerators & denominators

Data abstraction and class definitions keep types separate Some operations need to cross type boundaries



Rational numbers as numerators & denominators

Complex numbers as two-dimensional vectors

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How do we add a complex number and a rational number together?

add_rat mul_rat _____add_complex mul_complex

Rational numbers as numerators & denominators

Complex numbers as two-dimensional vectors

Data abstraction and class definitions keep types separate

Some operations need to cross type boundaries

How do we add a complex number and a rational number together?

____add_rat mul_rat ____add_complex mul_complex ___

Rational numbers as numerators & denominators

Complex numbers as two-dimensional vectors

There are many different techniques for doing this!

Rational numbers represented as a numerator and denominator

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class Rational(object):

Rational numbers represented as a numerator and denominator

```
class Rational(object):

    def __init__(self, numer, denom):
        g = gcd(numer, denom)
        self.numer = numer // g
        self.denom = denom // g
```

Rational numbers represented as a numerator and denominator

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4

Rational numbers represented as a numerator and denominator

4

Rational numbers represented as a numerator and denominator

```
class Rational(object):

    def __init__(self, numer, denom):
        g = (gcd(numer, denom));
        self.numer = numer // g
        self.denom = denom // g

    def __repr__(self):
        return 'Rational({0}, {1})'.format(self.numer, self.denom)

def add_rational(x, y):
        nx, dx = (x.numer, x.denom);
        ny, dy = (y.numer, y.denom);
        return Rational(nx * dy + ny * dx, dx * dy)
Now with property methods,
        these might call functions
```

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Rational numbers represented as a numerator and denominator

```
class Rational(object):
    def init (self, numer, denom):
        g = (gcd(numer, denom)) =
                                   Greatest common
        self.numer = numer // g
                                       divisor
        self.denom = denom // g
    def __repr__(self):
        return 'Rational({0}, {1})'.format(self.numer, self.denom)
def add_rational(x, y):
                                 Now with property methods,
    nx, dx = x.numer, x.denom;
                                 these might call functions
    ny, dy = y.numer, y.denom
    return Rational(nx * dy + ny * dx, dx * dy)
def mul rational(x, y):
    return Rational(x.numer * y.numer, x.denom * y.denom)
```

Rational numbers represented as a numerator and denominator

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class Rational(object):
    def init (self, numer, denom):
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def add_rational(x, y):
                                 Now with property methods,
    nx, dx = x.numer, x.denom;
                                 these might call functions
    ny, dy = y.numer, y.denom
    return Rational(nx * dy + ny * dx, dx * dy)
def mul rational(x, y):
    return Rational(x.numer * y.numer, x.denom * y.denom)
                              Demo
```

```
class ComplexRI(object):
    def ___init___(self, real, imag):
        self.real = real
        self.imag = imag
   @property
    def magnitude(self):
        return (self.real ** 2 + self.imag ** 2) ** 0.5
    @property
    def angle(self):
        return atan2(self.imag, self.real)
    def __repr__(self):
        return 'ComplexRI({0}, {1})'.format(self.real,
                                             self.imag)
```

```
class ComplexRI(object):
   def init (self, real, imag):
        self.real = real
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    def magnitude(self):
        return (self.real ** 2 + self.imag ** 2) ** 0.5
   @property
    def angle(self):
        return atan2(self.imag, self.real)
   def repr (self):
        return 'ComplexRI({0}, {1})'.format(self.real,
                                            self.imag)
def add complex(z1, z2):
     return ComplexRI(z1.real + z2.real,
                      z1.imag + z2.imag)
```

```
class ComplexRI(object):
    def init (self, real, imag):
        self.real = real
        self.imag = imag
   @property
    def magnitude(self):
        return (self.real ** 2 + self.imag ** 2) ** 0.5
   @property
    def angle(self):
        return atan2(self.imag, self.real)
    def repr (self):
        return 'ComplexRI({0}, {1})'.format(self.real,
                                             self.imag)
                          Might be either ComplexMA
                           or ComplexRI instances
def add complex (z1, z2)
     return ComplexRI(z1.real + z2.real,
                      z1.imag + z2.imag)
```

```
class ComplexRI(object):
    def init (self, real, imag):
        self.real = real
        self.imag = imag
   @property
    def magnitude(self):
        return (self.real ** 2 + self.imag ** 2) ** 0.5
   @property
    def angle(self):
        return atan2(self.imag, self.real)
    def repr (self):
        return 'ComplexRI({0}, {1})'.format(self.real,
                                             self.imag)
                          Might be either ComplexMA
                           or ComplexRI instances
def add complex (z1, z2)
     return ComplexRI(z1.real + z2.real,
                      z1.imag + z2.imag)
                                                          Demo
```

Type Dispatching

```
def iscomplex(z):
    return type(z) in (ComplexRI, ComplexMA)
```

```
def iscomplex(z):
    return type(z) in (ComplexRI, ComplexMA)

def isrational(z):
    return type(z) == Rational
```

```
def iscomplex(z):
    return type(z) in (ComplexRI, ComplexMA)

def isrational(z):
    return type(z) == Rational

def add_complex_and_rational(z, r):
    return ComplexRI(z.real + r.numer/r.denom, z.imag)
```

Define a different function for each possible combination of types for which an operation (e.g., addition) is valid

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Define a different function for each possible combination of types for which an operation (e.g., addition) is valid

6

```
def iscomplex(z):
    return type(z) in (ComplexRI, ComplexMA)
def isrational(z):
                                         Converted to a
    return type(z) == Rational
                                      real number (float)
def add complex and rational(z, r): \bigvee
    return ComplexRI(z.real +(r.numer/r.denom), z.imag)
def add by type dispatching(z1, z2):
    """Add z1 and z2, which may be complex or rational."""
    if iscomplex(z1) and iscomplex(z2):
        return add complex(z1, z2)
    elif iscomplex(z1) and isrational(z2):
        return add complex and rational(z1, z2)
```

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def iscomplex(z):
    return type(z) in (ComplexRI, ComplexMA)
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    return type(z) == Rational
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def add complex and rational(z, r):
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    """Add z1 and z2, which may be complex or rational."""
    if iscomplex(z1) and iscomplex(z2):
        return add complex(z1, z2)
    elif iscomplex(z1) and isrational(z2):
        return add_complex_and_rational(z1, z2)
    elif isrational(z1) and iscomplex(z2):
        return add complex and rational(z2, z1)
```

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def iscomplex(z):
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    elif iscomplex(z1) and isrational(z2):
        return add_complex_and_rational(z1, z2)
    elif isrational(z1) and iscomplex(z2):
        return add complex and rational(z2, z1)
    else:
        add_rational(z1, z2)
```

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def iscomplex(z):
    return type(z) in (ComplexRI, ComplexMA)
def isrational(z):
                                         Converted to a
    return type(z) == Rational
                                       real number (float)
def add complex and_rational(z, r): \to \to \'

    return ComplexRI(z.real +(r.numer/r.denom), z.imag)
def add by type dispatching(z1, z2):
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    if iscomplex(z1) and iscomplex(z2):
        return add complex(z1, z2)
    elif iscomplex(z1) and isrational(z2):
        return add_complex_and_rational(z1, z2)
    elif isrational(z1) and iscomplex(z2):
        return add complex and rational(z2, z1)
    else:
        add_rational(z1, z2)
                                                          Demo
```

```
def type_tag(x):
    return type_tag.tags[type(x)]
```

```
def type_tag(x):
    return type_tag.tags[type(x)]
                                      Declares that ComplexRI
type tag.tags = {ComplexRI: 'com';
                                      and ComplexMA should be
                 ComplexMA: 'com', Rational: 'rat'}
                                          treated uniformly
def add(z1, z2):
    types = (type tag(z1), type tag(z2))
    return add.implementations[types](z1, z2)
add.implementations = {}
add.implementations[('com', 'com')] = add_complex
add.implementations[('rat', 'rat')] = add rational
add.implementations[('com', 'rat')] = add complex and rational
add.implementations[('rat', 'com')] = add rational and complex
```

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def type_tag(x):
    return type_tag.tags[type(x)]
                                      Declares that ComplexRI
type tag.tags = {ComplexRI: 'com';
                                      and ComplexMA should be
                 ComplexMA: 'com', Rational: 'rat'}
                                         treated uniformly
def add(z1, z2):
    types = (type_tag(z1), type_tag(z2))
    return add.implementations[types](z1, z2)
add.implementations = {}
add.implementations[('com', 'com')] = add_complex
add.implementations[('rat', 'rat')] = add rational
add.implementations[('com', 'rat')] = add complex and rational
add.implementations[('rat', 'com')] = add rational and complex;
             lambda r, z: add_complex_and_rational(z, r)
```

Minimal violation of abstraction barriers: we define cross type functions as necessary, but use abstract data types

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Extensible: Any new numeric type can "install" itself into the existing system by adding new entries to various dictionaries

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```

Question: How many cross—type implementations are required to support m types and n operations?

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Question: How many cross-type implementations are required to support m types and n operations?

$$m \cdot (m-1) \cdot n$$

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$$m \cdot (m-1) \cdot n$$

$$4 \cdot (4-1) \cdot 4 = 48$$

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integer, rational, real, complex
$$m \cdot (m-1) \cdot n$$

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    types = (type_tag(z1), type_tag(z2))
    return add.implementations[types](z1, z2)
```

Question: How many cross—type implementations are required to support m types and n operations?

integer, rational, real, complex
$$m\cdot (m-1)\cdot n \qquad \text{add, subtract, multiply, divide}$$

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Arg 1	Arg 2	Add	Multiply
Complex	Complex		
Rational	Rational		
Complex	Rational		
Rational	Complex		

Minimal violation of abstraction barriers: we define cross type functions as necessary, but use abstract data types

Arg 1	Arg 2	Add	Multiply
Complex	Complex		
Rational	Rational		
Complex	Rational		
Rational	Complex		



Minimal violation of abstraction barriers: we define cross type functions as necessary, but use abstract data types

Arg 1	Arg 2	Add	Multiply	Ţy
Complex	Complex			Type [
Rational	Rational			Dispatching
Complex	Rational			atch
Rational	Complex			ing
	·			
	Message	Passing		

There's nothing addition-specific about add_by_type

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Idea: One dispatch function for (operator, types) pairs

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Idea: One dispatch function for (operator, types) pairs

```
def apply(operator_name, x, y):
    tags = (type_tag(x), type_tag(y))
    key = (operator_name, tags)
    return apply.implementations[key](x, y)
```

Data-Directed Programming

There's nothing addition-specific about add_by_type

Idea: One dispatch function for (operator, types) pairs

```
def apply(operator_name, x, y):
    tags = (type_tag(x), type_tag(y))
    key = (operator_name, tags)
    return apply.implementations[key](x, y)
```

Demo

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Idea: Some types can be converted into other types

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Takes advantage of structure in the type system

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

```
>>> def rational_to_complex(x):
    return ComplexRI(x.numer/x.denom, 0)
```

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

11

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

Question: Can any numeric type be coerced into any other?

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

Question: Can any numeric type be coerced into any other?

Question: Have we been repeating ourselves with data-directed programming?

1. Attempt to coerce arguments into values of the same type

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- 2. Apply type-specific (not cross-type) operations

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```
def coerce_apply(operator_name, x, y):
```

- 1. Attempt to coerce arguments into values of the same type
- 2. Apply type-specific (not cross-type) operations

```
def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
```

- 1. Attempt to coerce arguments into values of the same type
- 2. Apply type-specific (not cross-type) operations

```
def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
    if tx != ty:
```

- 1. Attempt to coerce arguments into values of the same type
- 2. Apply type-specific (not cross-type) operations

```
def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
    if tx != ty:
        if (tx, ty) in coercions:
```

- 1. Attempt to coerce arguments into values of the same type
- 2. Apply type-specific (not cross-type) operations

```
def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
    if tx != ty:
        if (tx, ty) in coercions:
            tx, x = ty, coercions[(tx, ty)](x)
```

- 1. Attempt to coerce arguments into values of the same type
- 2. Apply type-specific (not cross-type) operations

```
def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
    if tx != ty:
        if (tx, ty) in coercions:
            tx, x = ty, coercions[(tx, ty)](x)
        elif (ty, tx) in coercions:
```

- 1. Attempt to coerce arguments into values of the same type
- 2. Apply type-specific (not cross-type) operations

```
def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
    if tx != ty:
        if (tx, ty) in coercions:
            tx, x = ty, coercions[(tx, ty)](x)
        elif (ty, tx) in coercions:
            ty, y = tx, coercions[(ty, tx)](y)
```

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def coerce_apply(operator_name, x, y):
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    if tx != ty:
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            tx, x = ty, coercions[(tx, ty)](x)
        elif (ty, tx) in coercions:
            ty, y = tx, coercions[(ty, tx)](y)
        else:
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def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
    if tx != ty:
        if (tx, ty) in coercions:
            tx, x = ty, coercions[(tx, ty)](x)
        elif (ty, tx) in coercions:
            ty, y = tx, coercions[(ty, tx)](y)
        else:
            return 'No coercion possible.'
```

- 1. Attempt to coerce arguments into values of the same type
- 2. Apply type-specific (not cross-type) operations

```
def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
    if tx != ty:
        if (tx, ty) in coercions:
            tx, x = ty, coercions[(tx, ty)](x)
        elif (ty, tx) in coercions:
            ty, y = tx, coercions[(ty, tx)](y)
        else:
            return 'No coercion possible.'
        key = (operator_name, tx)
```

- 1. Attempt to coerce arguments into values of the same type
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```
def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
    if tx != ty:
        if (tx, ty) in coercions:
            tx, x = ty, coercions[(tx, ty)](x)
        elif (ty, tx) in coercions:
            ty, y = tx, coercions[(ty, tx)](y)
        else:
            return 'No coercion possible.'
    key = (operator name, tx)
    return coerce_apply.implementations[key](x, y)
```

- 1. Attempt to coerce arguments into values of the same type
- 2. Apply type-specific (not cross-type) operations

```
def coerce_apply(operator_name, x, y):
    tx, ty = type_tag(x), type_tag(y)
    if tx != ty:
        if (tx, ty) in coercions:
            tx, x = ty, coercions[(tx, ty)](x)
        elif (ty, tx) in coercions:
            ty, y = tx, coercions[(ty, tx)](y)
        else:
            return 'No coercion possible.'
    key = (operator name, tx)
    return coerce_apply.implementations[key](x, y)
```

Demo

Minimal violation of abstraction barriers: we define cross type coercion as necessary, but use abstract data types

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Requires that all types can be coerced into a common type

Minimal violation of abstraction barriers: we define cross type coercion as necessary, but use abstract data types

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Requires that all types can be coerced into a common type

Arg 1	Arg 2	Add	Multiply
Complex	Complex		
Rational	Rational		
Complex	Rational		
Rational	Complex		

Minimal violation of abstraction barriers: we define cross type coercion as necessary, but use abstract data types

Requires that all types can be coerced into a common type

Arg 1	Arg 2	Add	Multiply
Complex	Complex		
Rational	Rational		
Complex	Rational		
Rational	Complex		



From	То	Coerce
Complex	Rational	
Rational	Complex	

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Arg 1	Arg 2	Add	Multiply
Complex	Complex		
Rational	Rational		
Complex	Rational		
Rational	Complex		





From	То	Coerce
Complex	Rational	
Rational	Complex	

Type	Add	Multiply
Complex		
Rational		