

61A Lecture 21

Wednesday, October 23

Announcements

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405
 - Thursday 5:30–7 in Soda 320

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405
 - Thursday 5:30–7 in Soda 320
- Midterm 2 is on Monday 10/28 7pm–9pm

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405
 - Thursday 5:30–7 in Soda 320
- Midterm 2 is on Monday 10/28 7pm–9pm
 - Topics and locations: <http://inst.eecs.berkeley.edu/~cs61a/fa13/exams/midterm2.html>

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405
 - Thursday 5:30–7 in Soda 320
- Midterm 2 is on Monday 10/28 7pm–9pm
 - Topics and locations: <http://inst.eecs.berkeley.edu/~cs61a/fa13/exams/midterm2.html>
 - Emphasis: mutable data, object-oriented programming, recursion, and recursive data

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405
 - Thursday 5:30–7 in Soda 320
- Midterm 2 is on Monday 10/28 7pm–9pm
 - Topics and locations: <http://inst.eecs.berkeley.edu/~cs61a/fa13/exams/midterm2.html>
 - Emphasis: mutable data, object-oriented programming, recursion, and recursive data
 - Have an unavoidable conflict? Fill out the conflict form by Friday 10/25 @ 11:59pm!

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405
 - Thursday 5:30–7 in Soda 320
- Midterm 2 is on Monday 10/28 7pm–9pm
 - Topics and locations: <http://inst.eecs.berkeley.edu/~cs61a/fa13/exams/midterm2.html>
 - Emphasis: mutable data, object-oriented programming, recursion, and recursive data
 - Have an unavoidable conflict? Fill out the conflict form by Friday 10/25 @ 11:59pm!
 - Review session on Saturday 10/26 from 1pm to 4pm in 1 Pimentel

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405
 - Thursday 5:30–7 in Soda 320
- Midterm 2 is on Monday 10/28 7pm–9pm
 - Topics and locations: <http://inst.eecs.berkeley.edu/~cs61a/fa13/exams/midterm2.html>
 - Emphasis: mutable data, object-oriented programming, recursion, and recursive data
 - Have an unavoidable conflict? Fill out the conflict form by Friday 10/25 @ 11:59pm!
 - Review session on Saturday 10/26 from 1pm to 4pm in 1 Pimentel
 - HKN review session on Sunday 10/27 from 4pm to 7pm to 2050 VLSB

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405
 - Thursday 5:30–7 in Soda 320
- Midterm 2 is on Monday 10/28 7pm–9pm
 - Topics and locations: <http://inst.eecs.berkeley.edu/~cs61a/fa13/exams/midterm2.html>
 - Emphasis: mutable data, object-oriented programming, recursion, and recursive data
 - Have an unavoidable conflict? Fill out the conflict form by Friday 10/25 @ 11:59pm!
 - Review session on Saturday 10/26 from 1pm to 4pm in 1 Pimentel
 - HKN review session on Sunday 10/27 from 4pm to 7pm to 2050 VLSB
- Homework 7 is due Tuesday 11/5 @ 11:59pm (Two weeks)

Announcements

- Project 3 is due Thursday 10/24 @ 11:59pm
 - Extra reader office hours this week:
 - Tuesday 6–7:30 in Soda 405
 - Wednesday 5:30–7 in Soda 405
 - Thursday 5:30–7 in Soda 320
- Midterm 2 is on Monday 10/28 7pm–9pm
 - Topics and locations: <http://inst.eecs.berkeley.edu/~cs61a/fa13/exams/midterm2.html>
 - Emphasis: mutable data, object-oriented programming, recursion, and recursive data
 - Have an unavoidable conflict? Fill out the conflict form by Friday 10/25 @ 11:59pm!
 - Review session on Saturday 10/26 from 1pm to 4pm in 1 Pimentel
 - HKN review session on Sunday 10/27 from 4pm to 7pm to 2050 VLSB
- Homework 7 is due Tuesday 11/5 @ 11:59pm (Two weeks)
- Respond to lecture questions: <http://goo.gl/FZKvgm>

Generic Functions of Multiple Arguments

More Generic Functions

More Generic Functions

A function might want to operate on multiple data types

More Generic Functions

A function might want to operate on multiple data types

Last time:

More Generic Functions

A function might want to operate on multiple data types

Last time:

- Polymorphic functions using message passing

More Generic Functions

A function might want to operate on multiple data types

Last time:

- Polymorphic functions using message passing
- Interfaces: collections of messages that have specific behavior conditions

More Generic Functions

A function might want to operate on multiple data types

Last time:

- Polymorphic functions using message passing
- Interfaces: collections of messages that have specific behavior conditions
- Two interchangeable implementations of complex numbers

More Generic Functions

A function might want to operate on multiple data types

Last time:

- Polymorphic functions using message passing
- Interfaces: collections of messages that have specific behavior conditions
- Two interchangeable implementations of complex numbers

Today:

More Generic Functions

A function might want to operate on multiple data types

Last time:

- Polymorphic functions using message passing
- Interfaces: collections of messages that have specific behavior conditions
- Two interchangeable implementations of complex numbers

Today:

- An arithmetic system over related types

More Generic Functions

A function might want to operate on multiple data types

Last time:

- Polymorphic functions using message passing
- Interfaces: collections of messages that have specific behavior conditions
- Two interchangeable implementations of complex numbers

Today:

- An arithmetic system over related types
- Type dispatching

More Generic Functions

A function might want to operate on multiple data types

Last time:

- Polymorphic functions using message passing
- Interfaces: collections of messages that have specific behavior conditions
- Two interchangeable implementations of complex numbers

Today:

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

More Generic Functions

A function might want to operate on multiple data types

Last time:

- Polymorphic functions using message passing
- Interfaces: collections of messages that have specific behavior conditions
- Two interchangeable implementations of complex numbers

Today:

- An arithmetic system over related types
- Type dispatching
- Data-directed programming
- Type coercion

More Generic Functions

A function might want to operate on multiple data types

Last time:

- Polymorphic functions using message passing
- Interfaces: collections of messages that have specific behavior conditions
- Two interchangeable implementations of complex numbers

Today:

- An arithmetic system over related types
- Type dispatching
- Data-directed programming
- Type coercion

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

Representing Numbers

Rational Numbers

Rational Numbers

Rational numbers represented as a numerator and denominator

Rational Numbers

Rational numbers represented as a numerator and denominator

```
class Rational:
```


Rational Numbers

Rational numbers represented as a numerator and denominator

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

Rational Numbers

Rational numbers represented as a numerator and denominator

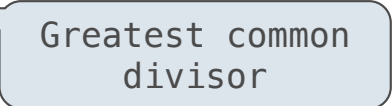
```
class Rational:
```

```
    def __init__(self, numer, denom):
```

```
        g = gcd(numer, denom)
```

```
        self.numer = numer // g
```

```
        self.denom = denom // g
```



Greatest common
divisor

Rational Numbers

Rational numbers represented as a numerator and denominator

```
class Rational:
```

```
    def __init__(self, numer, denom):
```

```
        g = gcd(numer, denom)
```

```
        self.numer = numer // g
```

```
        self.denom = denom // g
```

Greatest common
divisor

```
    def __repr__(self):
```

```
        return 'Rational({0}, {1})'.format(self.numer, self.denom)
```

Rational Numbers

Rational numbers represented as a numerator and denominator

```
class Rational:
```

```
    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)
```



Greatest common
divisor

```
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)
```

Rational Numbers

Rational numbers represented as a numerator and denominator

```
class Rational:
```

```
    def __init__(self, numer, denom):
```

```
        g = gcd(numer, denom)
```

```
        self.numer = numer // g
```

```
        self.denom = denom // g
```

Greatest common
divisor

```
    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)
```

```
def mul_rational(x, y):
```

```
    return Rational(x.numer * y.numer, x.denom * y.denom)
```

Complex Numbers: the Rectangular Representation

Complex Numbers: the Rectangular Representation

```
class ComplexRI:
    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)
```

Complex Numbers: the Rectangular Representation

```
class ComplexRI:
    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)

def add_complex(z1, z2):
    return ComplexRI(z1.real + z2.real,
                    z1.imag + z2.imag)
```


Complex Numbers: the Rectangular Representation

```
class ComplexRI:
    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)
```

Special Methods for Arithmetic

Special Methods

Special Methods

Adding instances of user-defined classes with `__add__`.

Special Methods

Adding instances of user-defined classes with `__add__`.

```
class Rational:
    ...
    def __add__(self, other):
        return add_rational(self, other)
```

Special Methods

Adding instances of user-defined classes with `__add__`.

```
class Rational:  
    ...  
    def __add__(self, other):  
        return add_rational(self, other)
```

```
>>> Rational(1, 3) + Rational(1, 6)  
Rational(1, 2)
```

Special Methods

Adding instances of user-defined classes with `__add__`.

```
class Rational:
    ...
    def __add__(self, other):
        return add_rational(self, other)
```

```
>>> Rational(1, 3) + Rational(1, 6)
Rational(1, 2)
```

We can also `__add__` complex numbers, even with multiple representations. (Demo)

Special Methods

Adding instances of user-defined classes with `__add__`.

```
class Rational:
    ...
    def __add__(self, other):
        return add_rational(self, other)
```

```
>>> Rational(1, 3) + Rational(1, 6)
Rational(1, 2)
```

We can also `__add__` complex numbers, even with multiple representations. (Demo)

<http://getpython3.com/diveintopython3/special-method-names.html>

<http://docs.python.org/py3k/reference/datamodel.html#special-method-names>

Type Dispatching

The Independence of Data Types

The Independence of Data Types

Data abstraction and class definitions keep types separate

The Independence of Data Types

Data abstraction and class definitions keep types separate

Some operations need to cross type boundaries

The Independence of Data Types

Data abstraction and class definitions keep types separate

Some operations need to cross type boundaries

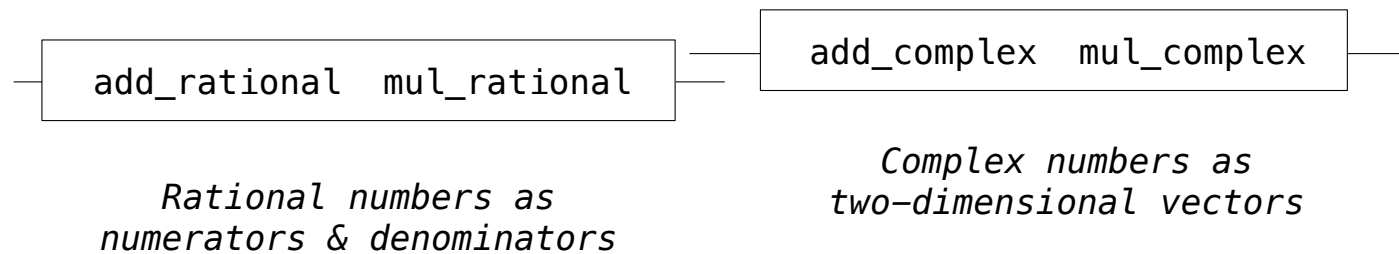
— `add_rational mul_rational` —

*Rational numbers as
numerators & denominators*

The Independence of Data Types

Data abstraction and class definitions keep types separate

Some operations need to cross type boundaries



The Independence of Data Types

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_rational mul_rational

*Rational numbers as
numerators & denominators*

add_complex mul_complex

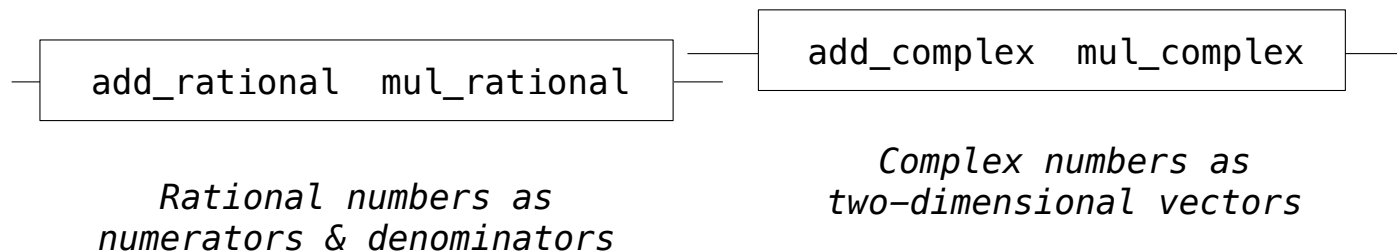
*Complex numbers as
two-dimensional vectors*

The Independence of Data Types

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?



There are many different techniques for doing this!

Type Dispatching

Type Dispatching

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

Type Dispatching

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

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

Type Dispatching

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

```
def complex(z):  
    return type(z) in (ComplexRI, ComplexMA)  
  
def rational(z):  
    return type(z) is Rational
```

Type Dispatching

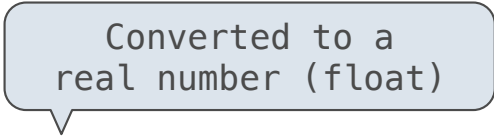
Define a different function for each possible combination of types for which an operation (e.g., addition) is valid.

```
def complex(z):  
    return type(z) in (ComplexRI, ComplexMA)  
  
def rational(z):  
    return type(z) is Rational  
  
def add_complex_and_rational(z, r):  
    return ComplexRI(z.real + r.numer/r.denom, z.imag)
```

Type Dispatching

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

```
def complex(z):  
    return type(z) in (ComplexRI, ComplexMA)  
  
def rational(z):  
    return type(z) is Rational  
  
def add_complex_and_rational(z, r):  
    return ComplexRI(z.real + r.numer/r.denom, z.imag)
```

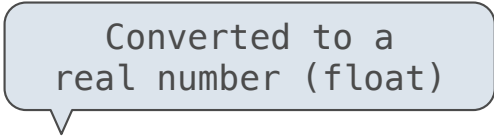


Converted to a
real number (float)

Type Dispatching

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

```
def complex(z):  
    return type(z) in (ComplexRI, ComplexMA)  
  
def rational(z):  
    return type(z) is Rational  
  
def add_complex_and_rational(z, r):  
    return ComplexRI(z.real + r.numer/r.denom, z.imag)  
  
def add_by_type_dispatching(z1, z2):
```



Converted to a
real number (float)

Type Dispatching

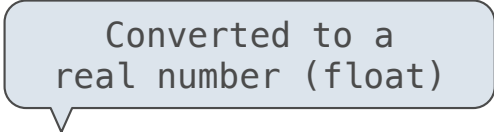
Define a different function for each possible combination of types for which an operation (e.g., addition) is valid.

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

def rational(z):
    return type(z) is Rational

def add_complex_and_rational(z, r):
    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."""
```



Type Dispatching

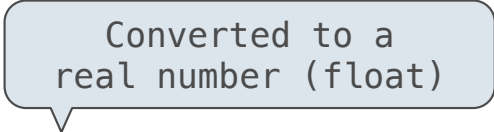
Define a different function for each possible combination of types for which an operation (e.g., addition) is valid.

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

def rational(z):
    return type(z) is Rational

def add_complex_and_rational(z, r):
    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 complex(z1) and complex(z2):
        return add_complex(z1, z2)
```



Type Dispatching

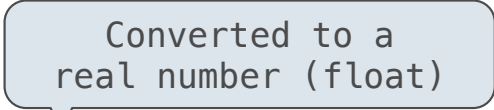
Define a different function for each possible combination of types for which an operation (e.g., addition) is valid.

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

def rational(z):
    return type(z) is Rational

def add_complex_and_rational(z, r):
    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 complex(z1) and complex(z2):
        return add_complex(z1, z2)
    elif complex(z1) and rational(z2):
        return add_complex_and_rational(z1, z2)
```



Type Dispatching

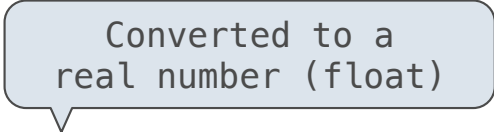
Define a different function for each possible combination of types for which an operation (e.g., addition) is valid.

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

def rational(z):
    return type(z) is Rational

def add_complex_and_rational(z, r):
    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 complex(z1) and complex(z2):
        return add_complex(z1, z2)
    elif complex(z1) and rational(z2):
        return add_complex_and_rational(z1, z2)
    elif rational(z1) and complex(z2):
        return add_complex_and_rational(z2, z1)
```



Type Dispatching

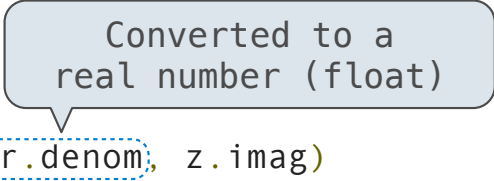
Define a different function for each possible combination of types for which an operation (e.g., addition) is valid.

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

def rational(z):
    return type(z) is Rational

def add_complex_and_rational(z, r):
    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 complex(z1) and complex(z2):
        return add_complex(z1, z2)
    elif complex(z1) and rational(z2):
        return add_complex_and_rational(z1, z2)
    elif rational(z1) and complex(z2):
        return add_complex_and_rational(z2, z1)
    else:
        add_rational(z1, z2)
```



Tag-Based Type Dispatching

Tag-Based Type Dispatching

Idea: Use a dictionary to dispatch on pairs of types.

Tag-Based Type Dispatching

Idea: Use a dictionary to dispatch on pairs of types.

```
def type_tag(x):  
    return type_tags[type(x)]
```

Tag-Based Type Dispatching

Idea: Use a dictionary to dispatch on pairs of types.

```
def type_tag(x):  
    return type_tags[type(x)]  
  
type_tags = {ComplexRI: 'com',  
             ComplexMA: 'com',  
             Rational:  'rat'}
```


Tag-Based Type Dispatching

Idea: Use a dictionary to dispatch on pairs of types.

```
def type_tag(x):  
    return type_tags[type(x)]
```

```
type_tags = {ComplexRI: 'com',  
            ComplexMA: 'com',  
            Rational:  'rat'}
```

Declares that ComplexRI
and ComplexMA should be
treated the same

Tag-Based Type Dispatching

Idea: Use a dictionary to dispatch on pairs of types.

```
def type_tag(x):  
    return type_tags[type(x)]
```

```
type_tags = {ComplexRI: 'com',  
             ComplexMA: 'com',  
             Rational:  'rat'}
```

Declares that ComplexRI
and ComplexMA should be
treated the same

```
def add(z1, z2):  
    types = (type_tag(z1), type_tag(z2))  
    return add_implementations[types](z1, z2)
```

Tag-Based Type Dispatching

Idea: Use a dictionary to dispatch on pairs of types.

```
def type_tag(x):  
    return type_tags[type(x)]
```

```
type_tags = {ComplexRI: 'com',  
             ComplexMA: 'com',  
             Rational:  'rat'}
```

Declares that ComplexRI
and ComplexMA should be
treated the same

```
def add(z1, z2):  
    types = (type_tag(z1), type_tag(z2))  
    return add_implementations[types](z1, z2)
```

(Demo)

Type Dispatching Analysis

Type Dispatching Analysis

Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

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

Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

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

```
def add(z1, z2):  
    types = (type_tag(z1), type_tag(z2))  
    return add_implementations[types](z1, z2)
```


Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

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

```
def add(z1, z2):  
    types = (type_tag(z1), type_tag(z2))  
    return add_implementations[types](z1, z2)
```

Question 1: How many *cross-type* implementations are required for m types and n operations?

Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

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

```
def add(z1, z2):  
    types = (type_tag(z1), type_tag(z2))  
    return add_implementations[types](z1, z2)
```

Question 1: How many *cross-type* implementations are required for m types and n operations?

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

Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

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

```
def add(z1, z2):  
    types = (type_tag(z1), type_tag(z2))  
    return add_implementations[types](z1, z2)
```

Question 1: How many *cross-type* implementations are required for m types and n operations?

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

Respond: <http://goo.gl/FZKvgm>

Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

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

Type Dispatching Analysis

Minimal violation of abstraction barriers: we define cross-type functions as necessary.

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

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

Data-Directed Programming

Data-Directed Programming

Data-Directed Programming

There's nothing addition-specific about `add`.

Data-Directed Programming

There's nothing addition-specific about add.

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

Data-Directed Programming

There's nothing addition-specific about add.

Idea: One function for all (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.

Idea: One function for all (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)

Type Coercion

Coercion

Coercion

Idea: Some types can be converted into other types

Coercion

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

Coercion

Idea: Some types can be converted into other types

Takes advantage of structure in the type system

```
def rational_to_complex(x):
```


Coercion

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)
```

Coercion

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)  
  
coercions = {('rat', 'com'): rational_to_complex}
```

Coercion

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)  
  
coercions = {('rat', 'com'): rational_to_complex}
```

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

Coercion

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)  
  
coercions = {('rat', 'com'): rational_to_complex}
```

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

Respond: <http://goo.gl/FZKvgn>

Coercion

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)  
  
coercions = {('rat', 'com'): rational_to_complex}
```

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

Respond: <http://goo.gl/FZKvgn>

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

Applying Operators with Coercion

Applying Operators with Coercion

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

Applying Operators with Coercion

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

Applying Operators with Coercion

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):
```

Applying Operators with Coercion

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)
```

Applying Operators with Coercion

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:
```

Applying Operators with Coercion

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)
```

Applying Operators with Coercion

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)
```

Applying Operators with Coercion

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.'
```

Applying Operators with Coercion

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.'
    assert tx == ty
```

Applying Operators with Coercion

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.'
    assert tx == ty
    key = (operator_name, tx)
```


Applying Operators with Coercion

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.'
    assert tx == ty
    key = (operator_name, tx)
    return coerce_apply_implementations[key](x, y)
```

Applying Operators with Coercion

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.'
    assert tx == ty
    key = (operator_name, tx)
    return coerce_apply_implementations[key](x, y)
```

(Demo)

Coercion Analysis

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary.

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary.

Requires that all types can be coerced into a common type.

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary.

Requires that all types can be coerced into a common type.

More sharing: All operators use the same coercion scheme.

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary.

Requires that all types can be coerced into a common type.

More sharing: All operators use the same coercion scheme.

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

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary.

Requires that all types can be coerced into a common type.

More sharing: All operators use the same coercion scheme.

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



From	To	Coerce
Complex	Rational	
Rational	Complex	

Coercion Analysis

Minimal violation of abstraction barriers: we define cross-type coercion as necessary.

Requires that all types can be coerced into a common type.

More sharing: All operators use the same coercion scheme.

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



From	To	Coerce
Complex	Rational	
Rational	Complex	



Type	Add	Multiply
Complex		
Rational		