

CS450

Structure of Higher Level Languages

Lecture 30: Dynamic dispatching

Tiago Cogumbreiro

# Today we will learn...

- Dynamic dispatching
- Manual dynamic-dispatching
- Type-directed dynamic dispatching
- Type-directed dynamic dispatching with

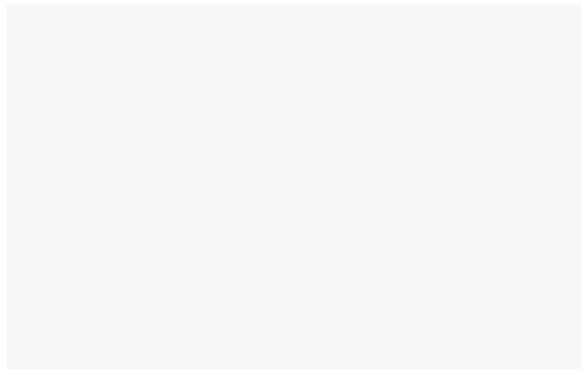
# Dynamic dispatch (aka operator overload)

Motivation

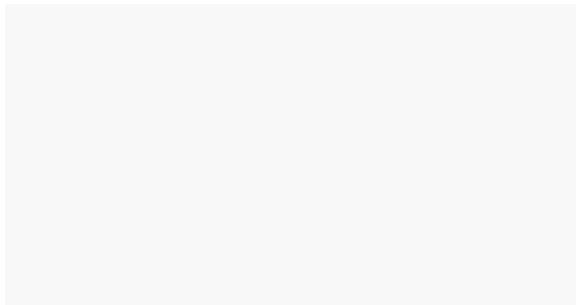
# The problem: how to unify syntax?

Three different possibilities of the same pattern

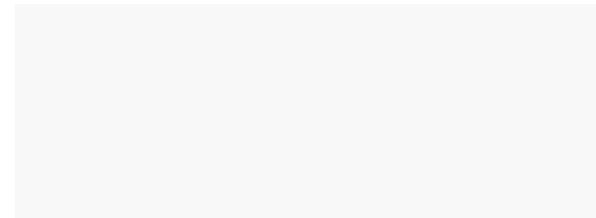
State monad



Error monad



List monad



Can we do better?

Can we avoid copy-pasting our macro?

# Let us study two solutions

1. Make the macro parametric
2. Use dynamic dispatch (aka operator overload)

# Option 1: parametric notation (manual dynamic dispatch)

# Option 1: parametric notation

- Add a level of indirection
- Lookup a structure that holds bind and pure
- Add notation on top of that structure

# The struct Monad

Redefine macro

# Example 1



# Example 2



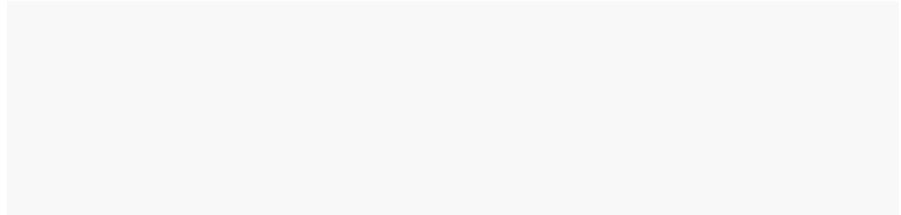
Option 2:  
Type-directed dynamic dispatching

# Type-directed bind

## Limitations

- The types of values need to be consistent
- Idea: wrap values with structs
- Use a single function to perform dynamic dispatching

## Implementation



# Type-directed effectful operations

An effectful operations is a function that takes a state and returns an effect. Racket has no way of being able to identify that, so we need to wrap functions with a struct to mark them as effectful operations.

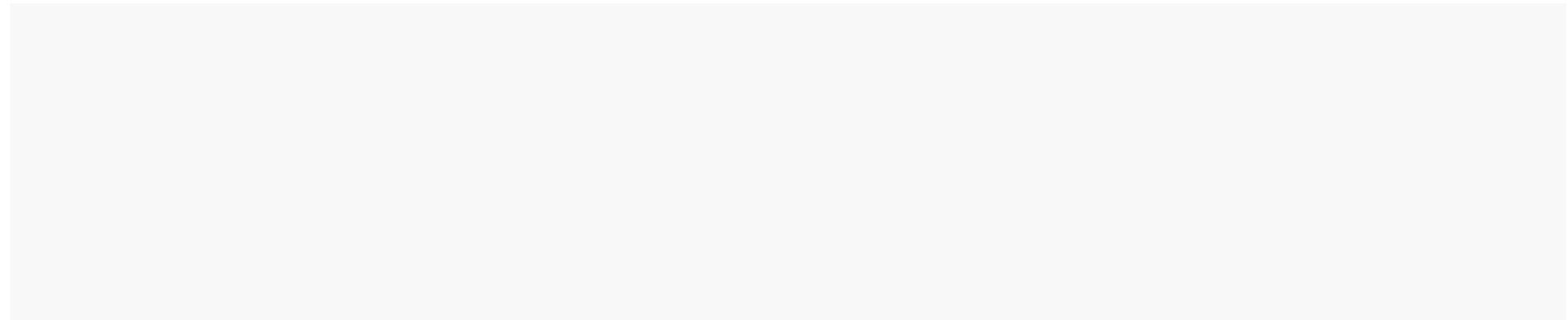


# Type-directed effectful operation

Re-implementing the stack-machine operations. Notice that the do-notation calls , which in turn calls .

# Type-directed optional result

Optional values



# Limitations

1. No way to implement .
2. If we need to add a new type, we will need to change

# Can we do better?

Racket

= implicit+automatic dynamic dispatching

# Defining a dynamic-dispatch function

1. We use to declare a function that is dispatched dynamic according to the type

*Think declaring an abstract function.*

2. We inline each version of each type inside the structure

*Think giving a concrete implementation of an abstract function.*

