FP vs. OOP
Problem Decomposition

Two world views

FP: functions perform some operation
OOP: classes/prototypes give behavior to some kind of data

Which is better? Depends on software evolution, taste.
Each can (awkwardly) emulate the other.

Common pattern: expressions

Operations over type of data

| Variants of a type of data | eval | toString | usesX | ...
|---------------------------|------|----------|-------|-------
| VarX                      |      |          |       |       |
| Sine                      |      |          |       |       |
| Times                     |      |          |       |       |
| ...                       |      |          |       |       |

Datatype with constructor per variant

Pattern-matching selects variant. Wildcard can merge rows in a function.

FP: behavior by operation
**OOP: behavior by variant**

Abstract base class or interface with method per operation

<table>
<thead>
<tr>
<th></th>
<th>eval</th>
<th>toString</th>
<th>usesX</th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>VarX</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sine</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Times</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Subclass per variant overrides each operation method to implement variant's behavior

Dynamic dispatch selects variant. Concrete method in base class can merge rows where not overridden.

**FP: extensibility**

<table>
<thead>
<tr>
<th></th>
<th>eval</th>
<th>toString</th>
<th>usesX</th>
<th>depth</th>
</tr>
</thead>
<tbody>
<tr>
<td>VarX</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sine</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Times</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sqrt</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Add variant:
- add constructor,
- change all functions over datatype

Add operation:
- add function,
- no other changes

Static type-checker gives "to-do list" via inexhaustive pattern-match warnings

**OOP: extensibility**

<table>
<thead>
<tr>
<th></th>
<th>eval</th>
<th>toString</th>
<th>usesX</th>
<th>depth</th>
</tr>
</thead>
<tbody>
<tr>
<td>VarX</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sine</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Times</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Sqrt</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Add variant:
- add subclass
  - / class implementing interface, no other changes

Add operation:
- add method to abstract base class / interface and all subclasses
  - Static type-checker gives "to-do list" via errors about non-overridden abstract method / non-implemented interface method

**Extensibility**

Making software extensible is valuable and hard.
- If new operations likely, use FP
- If new variants likely, use OOP
- If both, use somewhat odd "design patterns"
- Reality: The future is hard to predict!

Extensibility is a double-edged sword.
- Non-invasive reuse: original code can be reused without changing it.
- Difficult local reasoning/changes: reasoning about/changing original code requires reasoning about/changing remote extensions.

Restricting extensibility is valuable.
- ML abstract types
- Java final
Binary Operations

What about operations that take two arguments of possibly different variants?

- Include value variants Int, Rational, ...
- (Re)define Add to work on any pair of Int, Rational, ...

The addition operation alone is now a different 2D grid:

<table>
<thead>
<tr>
<th>Add</th>
<th>Int</th>
<th>Rational</th>
<th>...</th>
</tr>
</thead>
<tbody>
<tr>
<td>Int</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>Rational</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>...</td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

ML approach: pattern-matching

Natural: pattern-match both simultaneously

```haskell
fun add_values (v1,v2) =
    case (v1,v2) of
        (Int i, Int j) => Int (i+j)
        (Int i, Rational(n,d)) => Rational (i*d+n,d)
        (Rational _, Int _) => add_values (v2,v1)
        ...

fun eval e =
    case e of
        ...
        | Add(e1,e2) => add_values (eval e1, eval e2)
```

OOP approach: dynamic dispatch

abstract class Value extends Expr {
    
    Value addValues(Value v);
}

class Add extends Expr {
    
    Value eval() {
        e1.eval().addValues(e2.eval());
    }
}

class MyInt extends Value {
    
    // add this to v
    Value addValues(Value v) {
        ...
        // What goes here?
    }
}

Explicit Double Dispatch

OOP: Make variant choices using dynamic dispatch.

abstract class Value extends Expr {
    Value addValues(Value v);
    Value addInt(MyInt v);
    Value addRational(MyRational v);
}

class MyInt extends Value {
    
    Value addValues(Value v) { return v.addInt(this); }
    ...
}

Value addInt(MyInt v) { ... }
Value addRational(MyRational v) { ... }

Dynamic dispatch on first value got us here.

Dynamic dispatch chooses addValues based on result of e1.eval()

Now, dispatch on second value, "telling it" what kind of value this is.

Depends on what kind of value v is.

Repeat for all Value subclasses...
Reflecting

Double dispatch manually emulates basic pattern-matching.
   - An analogous FP pattern emulates dynamic dispatch.
Does it change the way in which OOP handles evolution?

- Add an operation over pairs of Values:
  - OOP double dispatch: how many added / changed classes?
  - FP pattern matching: how many added / changed functions?

- Add a kind of Value:
  - OOP double dispatch: how many added / changed classes?
  - FP pattern matching: how many added / changed functions?

What if we could dispatch based on all arguments at once?

Multiple dispatch / multimethods

Dynamic dispatch on *all arguments*.
   - One version of method per combination of argument types.
   - NOT static overloading.
   - Remarkably close to functions that pattern-match arguments.
     - But the individual branches may be split up.
     - But subtyping can lead to ambiguous dispatch.

If dynamic dispatch is essence of OOP, multiple dispatch is its natural conclusion.

Old research idea picked up in some recent languages (e.g., Clojure, Julia)

Closures vs. Objects

Closure:
   - Captures code of function, by function definition.
   - Captures all bindings the code may use, by lexical scope of definition.

Object:
   - Captures code for all methods that could be called on it, by class hierarchy.
   - Captures bindings that may be used by that code, by instance variables declared in class hierarchy.

Each can (awkwardly) emulate the other.