Dynamic Dispatch

semantic essence
of "object-oriented" programming languages
(OOP)

How are names resolved?

Key piece of semantics in any language.

- ML, Racket:
  - Just one kind of *variables.*
  - Lexical scope – unambiguous binding
  - Record *field names* are not variables: no "lookup"

- Java, ...:
  - Local variables: lexical scope (more limited)
  - Instance variables, methods
    - Look up in terms of special `self / this` "variable"
    - it's more complicated...

Method lookup in OO languages

Two key questions for Java:

- General case:
  What `m` is run by `____.m()` ?

- Specific case:
  What `m` is run by `this.m()` ?

dynamic dispatch

```
class Point {
  double x, y;
  Point(double x, double y) {
    this.x = x; this.y = y;
  }
  double getX() { return this.x; }
  double getY() { return y; }
  double distFromOrigin() {
    return Math.sqrt(this.getX() * this.getX()
                     + getY() * getY());
  }
}
```

implicit **this.**

overriding

```
class PolarPoint extends Point { // poor design, useful example
  double r, theta;
  PolarPoint(double r, double theta) {
    super(0.0, 0.0);    this.r = r;    this.theta = theta;
  }
  double getX() { return this.r * Math.cos(this.theta); }
  double getY() { return r * Math.sin(theta); }
}
```

```
Point p = …;          // ???
p.getX();             // ???
p.distFromOrigin();   // ???
```

Method lookup: example

```
Point p = …;             // ???
p.getX();                // ???
p.distFromOrigin(); // ???
```

Key questions:

- Which **distToOrigin** is called?
- Which **getX**, **getY** methods does it call?

Dynamic dispatch

(a.k.a. late binding, virtual methods)

The unique OO semantics feature.

Method call: `e.m()`

Evaluation rule:

1. Under the current environment, evaluate `e` to value `v`.
2. Let `C` refer to the class of the receiver object `v`.
3. Until class `C` contains a method definition `m() { body }` let `C` refer to the superclass of the current `C` and repeat step 3.
4. Under the environment of class C, extended with the binding `this ↦ v`, evaluate the `body` found in step 3.

Note: `this` refers to ***current* receiver *object***, not containing class.

– **`this.m()`** uses **dynamic dispatch** just like other calls.
– **NOT** lexical scope, not dynamic scope

Dynamic Dispatch is not …

obj0.m(obj1,...,objn)

$\neq$

m(**obj0**,obj1,...,objn)

Is **this** just an implicit parameter that captures a first argument written in a different spot?

NO!
"What **m** means" is determined by run-time class of **obj0**!

Must inspect **obj0** before starting to execute **m**.

this is different than any other parameters.

Key artifacts of dynamic dispatch

- Why **overriding** works…
  `distFromOrigin` in `PolarPointA`

- Subclass's definition of **`m`** "shadows" superclass's definition of **`m`** when dispatching on object of subclass (or descendant) in all contexts,
  even if dispatching from method in superclass.

- More complicated than the rules for closures
  - Must treat `this` specially
  - May seem simpler only if you learned it first
  - Complicated != inferior or superior

Closed vs. open

ML: closures are, well, *closed*.

```
fun even x = if x=0 then true  else odd  (x-1)
and odd  x = if x=0 then false else even (x-1)
```

May shadow `even`, but calls to `odd` are unaffected.

```
(* does not change odd: too bad, would help *)
fun even x = (x mod 2) = 0
```

```
(* does not change odd: good, would break *)
fun even x = false
```

Closed vs. open

Most OOP languages: subclasses can change the behavior of superclass methods they do not override.

```
class A {
  boolean even(int x) {
    if (x == 0) return true;
    else return odd(x-1);
  }
  boolean odd(int x) {
    if (x == 0) return false;
    else return even(x-1);
  }
}
class B extends A {  // improves odd in B objects
  boolean even(int x) { return x % 2 == 0; }
}
class C extends A {  // breaks odd in C objects
  boolean even(int x) { return false; }
}
```

OOP trade-off: **implicit extensibility**

Any method that calls overridable methods may have its behavior changed by a subclass ***even if it is not overridden.***

- On purpose, by mistake?
- Behavior depends on calls to overridable methods

- *Harder* to reason about “the code you're looking at.”
  - Sources of unknown behavior are pervasive: all overridable methods transitively called by this method.
  - Avoid by disallowing overriding: “private” or “final”

- *Easier* for subclasses to extend existing behavior without copying code.
  - Assuming superclass method is not modified later

FP trade-off: **explicit extensibility**

A function that calls other functions may have its behavior affected ***only where it calls functions passed as arguments.***

- *Easier* to reason about “the code you're looking at.”
  - Sources of unknown behavior are explicit:
    calls to argument functions.
- *Harder* for other code to extend existing behavior without copying code.
  - Only by functions as arguments.

Aside: *overloading* is static.

overloading:
> 1 methods in class have same name

overriding:
if and only if same number/types of arguments

Pick the "best" overloaded method using the ***static*** types of the arguments

- Complicated rules for “best”
- Some confusion when expecting wrong *over*-thing

static dispatch

(a.k.a early binding, non-virtual methods)

Requires static types...

- Lookup method based on static type of receiver.
- Calls to `e.m2()` where `e` has declared class `C`
  - *(the lexically enclosing class is* `this`*'s "declared class")*
  - ***always resolve*** *to* "closest" method `m2` defined in `C` or `C`'s ancestor classes
  - completely ignores run-time class of object result of `e`

- ... similar to lexical scope for method lookup with inheritance.

- Same method call **always** resolves to same method definition.
- Determined statically by type system *before* running program.

- **used for super** in Java, non-virtual methods in C++

static dispatch

```
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  double x, y;
  Point(double x, double y) {
    this.x = x; this.y = y;
  }
  double getX() { return this.x; }
  double getY() { return y; }
  double distFromOrigin() {
    return Math.sqrt(this.getX() * this.getX()
                    + getY() * getY());
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implicit this.

overriding

```
Point p = …;           // ???
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