

# 形而上学

用函数式语言探究面向对象的语义

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# WTF! 形而上学?

- MetaPhysics
- τὰ μετὰ τὰ φυσικὰ βιβλία (ta meta ta physika biblia)
  - A. 亚里士多德《物理学》之后的一本没有名字的书
  - B. 探索物理学背后的哲学问题





“形而上者谓之道，形而下者谓之器。”

—《易传·系辞上》

# 形而上学

- 道：思想、实现原理
- 器：语法、细枝末叶
- 孤立、片面、静止的看待事物





# 主题内容

1. 对象？面向对象编程？？
2. 最基本的的Clojure语言构件
3. 以Ruby为蓝本，实现一套简单的（内部）DSL

用Clojure谈对象！



# 干嘛要折腾?

- 对象光“谈”是不够的
- 脱掉对象的外衣，让关系更进一步!
- Just for fun



# 面向对象编程

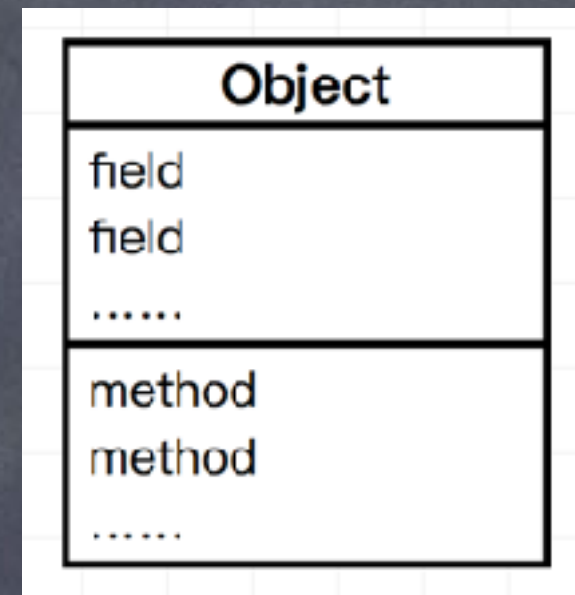
1. 将现实世界建模为抽象的对象
2. 通过编排这些对象之间的交互，来解决实际的问题
3. 三要素：封装、继承、多态



# 对象：Object

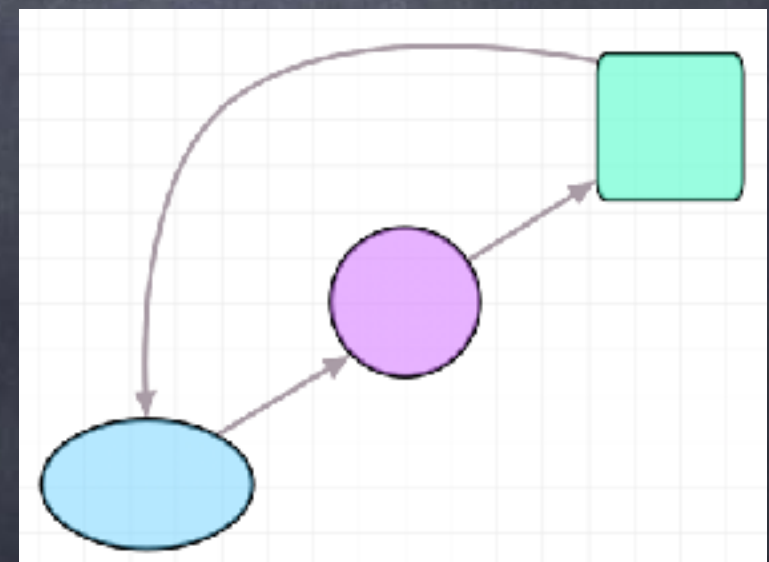
- 静态视角：

- 封装数据信息（属性）
- 实现操作逻辑（方法）

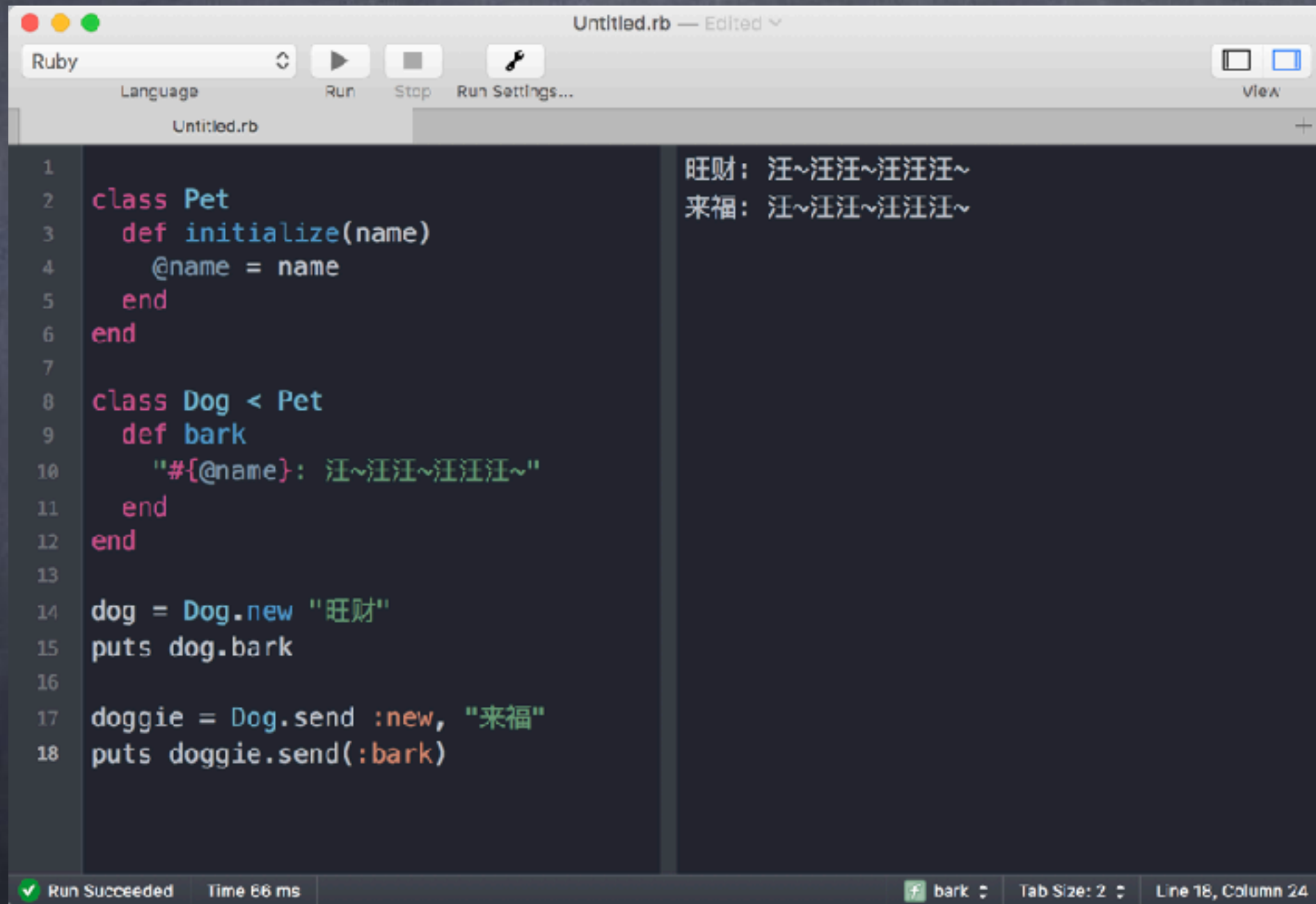


- 动态视角：

- 消息通讯（发送/接收）
- 协作实现复杂算法



# Ruby



The screenshot shows a Ruby IDE window titled "Untitled.rb — Edited". The interface includes a toolbar with buttons for "Language", "Run", "Stop", and "Run Settings...", along with a "View" button. The code editor displays the following Ruby code:

```
1  
2 class Pet  
3   def initialize(name)  
4     @name = name  
5   end  
6 end  
7  
8 class Dog < Pet  
9   def bark  
10    "#{@name}: 汪~汪汪~汪汪汪~"  
11  end  
12 end  
13  
14 dog = Dog.new "旺财"  
15 puts dog.bark  
16  
17 doggie = Dog.send :new, "来福"  
18 puts doggie.send(:bark)
```

The output pane on the right shows the results of running the code:

```
旺财: 汪~汪汪~汪汪汪~  
来福: 汪~汪汪~汪汪汪~
```

The status bar at the bottom indicates "Run Succeeded", "Time 66 ms", and the current cursor position is "Line 18, Column 24".



用 Clojure 来造一个？

# Resources

- <https://gist.github.com/scriptfans/6fb52e4c5b61b336991893b26af35e69>
- <https://gist.github.com/scriptfans/cafb62351320e001982303caa96ebbf15>



# 用到的 Clojure 构件

- var: 符号, 可以用def绑定到某个值
  - (def aVar "I'm the value of aVal")
- 关键字, 以冒号开头
  - :key, 求值结果为它自己
- let: 声明局部绑定
  - (let [名字1 值, 名字2 值2, ...] 表达式序列)
- fn: 定义匿名函数
  - (fn [形参1 形参2 & 可变参数] 函数体)
  - #( %1 %2 %3 ... %& )

- defn: 宏, 用于定义命名函数
  - (def plus-one (fn [n] (+ 1 n)))
  - (def plus-one #(+ 1 %))
  - (defn plus-one [n] (+ 1 n))



- 函数调用

- (函数名称 实参1 实参2 ...)

- (plus-one 232)

- (apply 函数名称 实参1..实参n 剩余的实参序列)

- (apply + 1 2 [3 4 5])

- quote: 防止代码求值
  - A ; RuntimeException, 符号未绑定
  - (quote A) ; 返回结果为符号A
  - 'A
  - `( + 1 2 3 ) ; ( + 1 2 3 )



- Unquote:

- ``(+ 1 2 (+ 3 4)) ; (+ 1 2 (+ 3 4))`

- ``(+ 1 2 ~(+ 3 4)) ; (+ 1 2 7)`

- `(eval `(+ 1 2 (+ 3 4))) ; 10`

- 元数据: metadata

- 可以附加在符号、值、对象上的额外信息

- (with-meta 源对象 元数据)

- (with-meta {} {:name "I'm a Map"})

- (meta object-with-metadata) ;返回元数据



# 递归

- 将复杂问题规约为可重复的步骤
- 调用函数自身直到满足某个原子条件
- 示例：计算阶乘

# 解法一

```
(defn factorial-1 [n]
  (if (or (= n 0) (= n 1))
      1
      (*' n (factorial-1 (dec n)))))

(println (factorial-1 100))
```



# 解法二：尾递归

```
(defn factorial-2
  (
    [n acc]
    (if (or (= n 0) (= n 1))
        acc
        (recur (- n 1) (*' n acc))))
  )

  (
    [n] (factorial-2 n 1)
  )
)

(println (factorial-2 100))
```

# 解法三

```
(def factorial-3 (fn [n]
  (apply *' (range 1 (+ n 1)))))

(println (factorial-3 100))
```



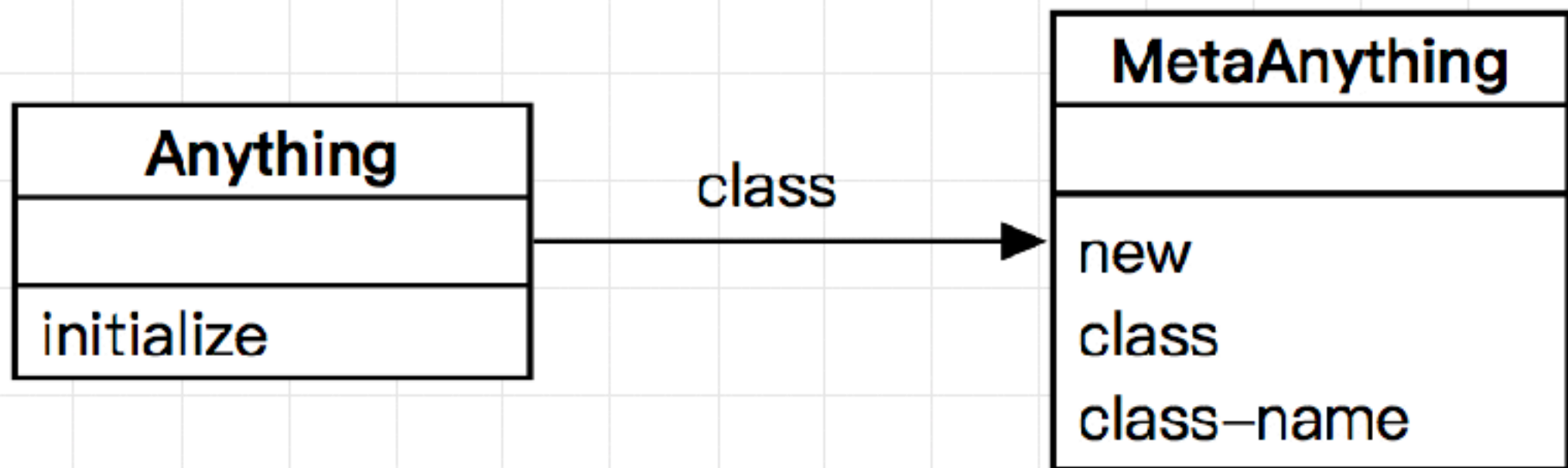
# 实现对象模型

# 语义设计

- 用map表示对象，通过元数据持有其class的引用
- 实例变量保存在对象中，实例方法保存在对象的类中
  - 类也是对象，也有自己的class
  - 类方法保存在类的类中 (metaclass)
- 通过给对象发送消息来调用方法
  - (send-to object message args...)
  - 方法声明，第一个参数为实例对象本身，类似Python
- 单继承，根类型为Anything



# 根类型



# 对象实例化过程

1. 分配内存: `send-to`
2. 添加元数据: `class.new`
3. 初始化实例变量: `instance.initialize`



# Anything

```
(def MetaAnything (with-meta {  
  :new (fn [self & args] (let [  
    instance (with-meta {} {:class self})  
  ] (apply send-to instance :initialize args)))  
  
  :class (fn [self] self)  
  
  :class-name (fn [self] (:class-name (meta self)))  
} {:class-name "MetaAnything"}))
```

```
(def Anything (with-meta { ;实例方法  
  ;构造函数，提供默认实现  
  :initialize (fn [self] self)  
} { ; 元数据，保存类的引用，以及自己的名称  
  :class MetaAnything, :class-name "Anything"  
}))
```

# 类定义示例

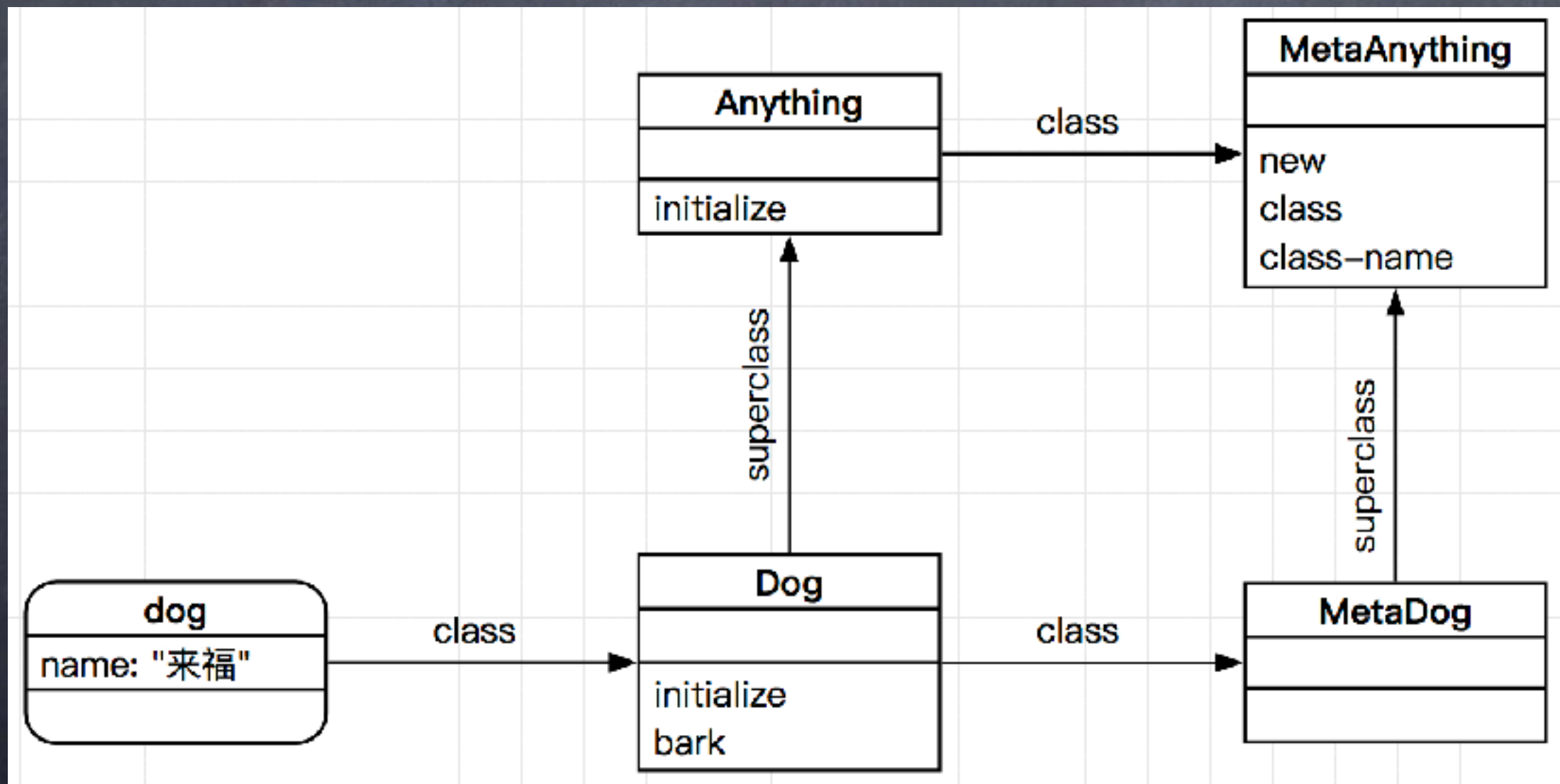
```
(def MetaDog (with-meta {  
  } {:class Anything, :class-name "MetaDog", :superclass MetaAnything}))  
  
(def Dog (with-meta {  
  :initialize (fn [self name] (merge self {:name name}))  
  :bark (fn [self] (str "汪汪~" ", 我叫" (:name self)))  
  } {:class MetaDog, :class-name "Dog", :superclass Anything}))
```

```
(send-to Dog :new "来福") ; => {:name "来福"}
```

```
(def dog (send-to Dog :new "来福"))  
  
(send-to dog :bark) ; => "汪汪~, 我叫来福"
```



# Dog



# 消息发送

```
(defn send-to [object message & args]
  (let [
    method (instance-method (class-of object) message)
  ] (apply method object args))
)
```



# 辅助函数

```
(defn class-of [object]
  (let [
    metadata (meta object)
    class (:class metadata)
  ] class)
)

(defn super-class-of [class] (:superclass (meta class)))

(defn instance-method [class message]
  (if (nil? class)
    nil
    (let [
      method (message class)
      superclass (super-class-of class)
    ] (if (not (nil? method))
        method
        (instance-method superclass message)
      )))
)
```

# 简化类声明

```
(define-class 'Pig Anything {} { ; 声明类的同时, 自动生成对应的 MetaClass: MetaPig
  :say (fn [self] "我是逼格猪")
})

(def pig (send-to Pig :new))

(send-to pig :say) ; => "我是逼格猪"
```



# define-meta-class

```
(defn define-meta-class [class-name superclass instance-methods]
  (let [
    meta-class-name (symbol (str "Meta" class-name))
    metaclass (with-meta instance-methods {
      :class Anything, :superclass superclass, :class-name (str meta-class-name)
    })
  ] (eval `(def ~meta-class-name ~metaclass)) metaclass)
)
```

# define-class

```
(defn define-class [class-name superclass class-methods instance-methods]
  (let [
    metaclass (
      define-meta-class class-name (or (class-of superclass) MetaAnything) class-methods
    )
    class (with-meta instance-methods {
      :class-name (str class-name), :superclass superclass, :class metaclass
    })
  ] (eval `(def ~(symbol class-name) ~class)) class)
)
```



# 完善继承

调用超类同名方法

# super-method

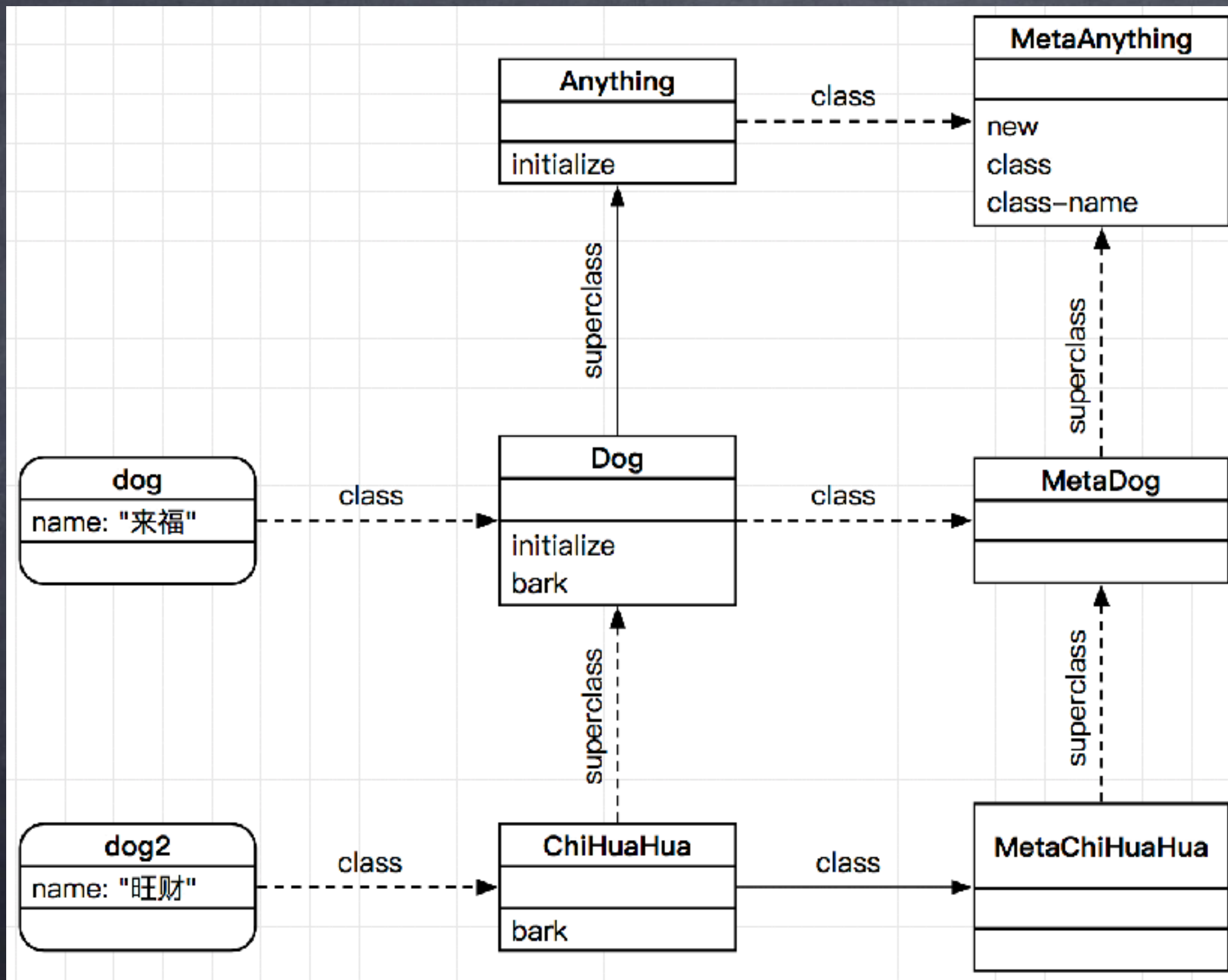
```
(defn super-method [class message]
  (instance-method (super-class-of class) message)
)

(define-class 'ChiHuaHua Dog {} {
  :bark (fn [self]
    ;调用超类同名方法
    (str ((super-method (class-of self) :bark) self) ", 我是一只吉娃娃")
  )
})

(def dog2 (send-to ChiHuaHua :new "旺财"))

(send-to dog2 :bark) ; => "汪汪~, 我叫旺财, 我是一只吉娃娃"
```





# 回头看 Ruby

- Metaclass是隐式的
- 具有Class类，使得创建类对象与普通对象保持高度一致
- self在方法内部直接可用
- 使用super关键字即可调用父类同名方法
- 各种hook，比如method\_missing
  - 这有何难！
  - Tip: instance-method
  - 但是.....



你们总是想实现更完美的轮子

可对象已经很累了

它不想被折磨

它想尽快结束被人围观

你关心过这些吗？

没有！ 你只关心你自己！



感谢您的倾听， 请多指导