Composing New Abstractions From Object Fragments

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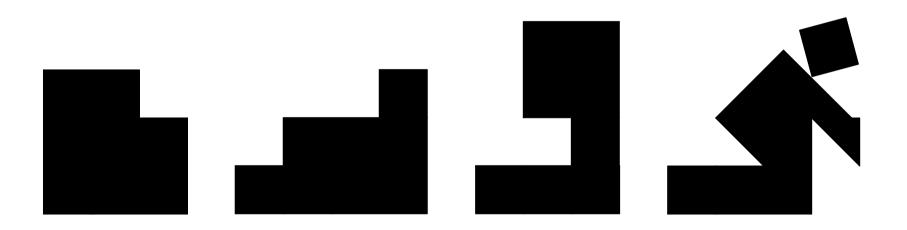
In objectland...



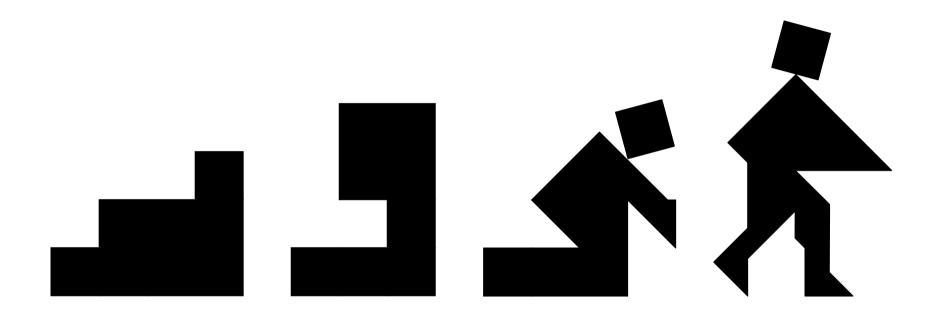
There are many ways to combine objects.



But sometimes, it's like Abbott's flatland...

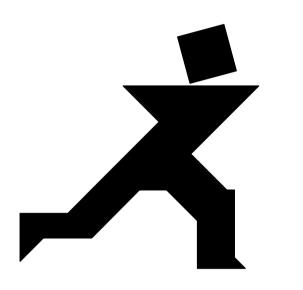


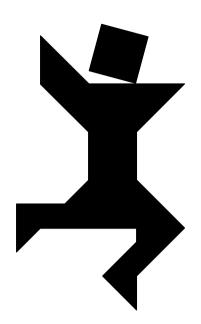
We just miss a dimension or two...

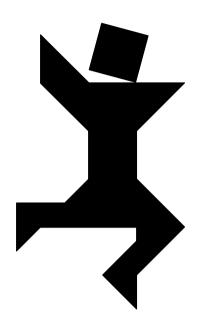


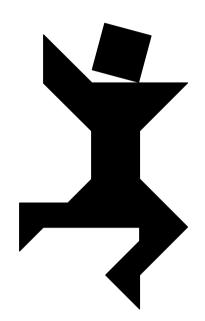
We would like to get up and walk, to...

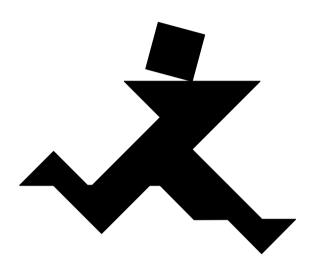
...to run and escape from object-land!

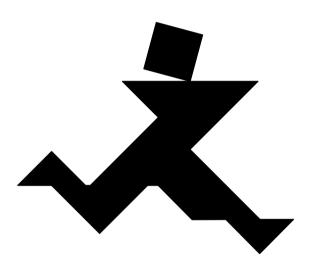


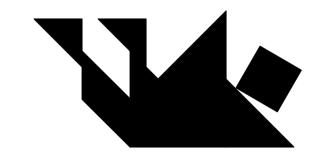




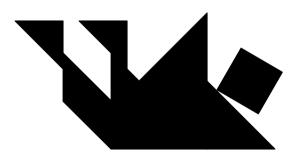






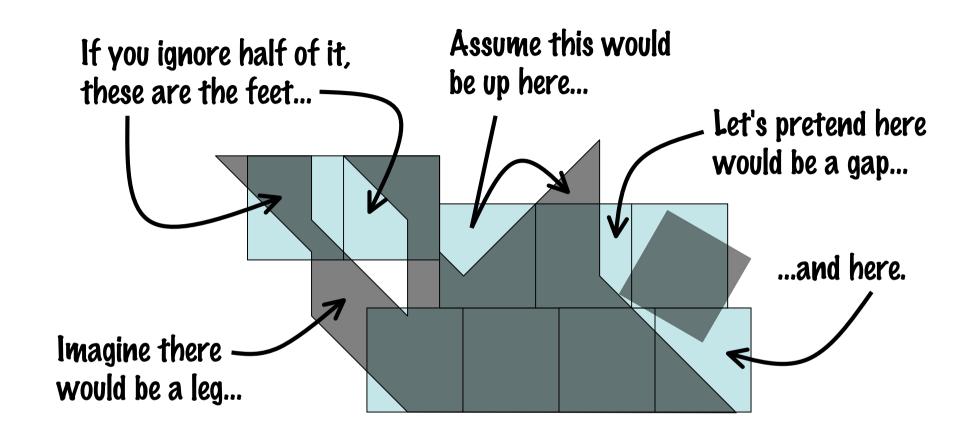






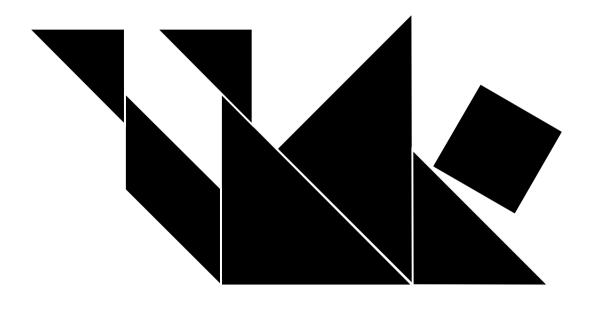
Fail.

Of course

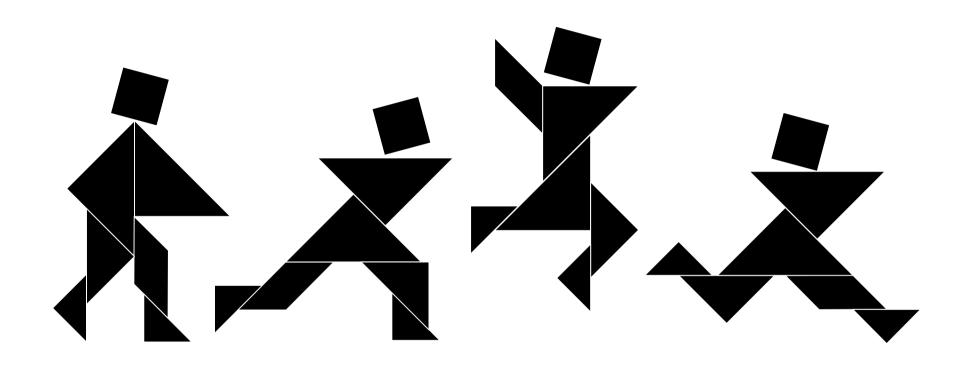


We can try to fix it with objects...

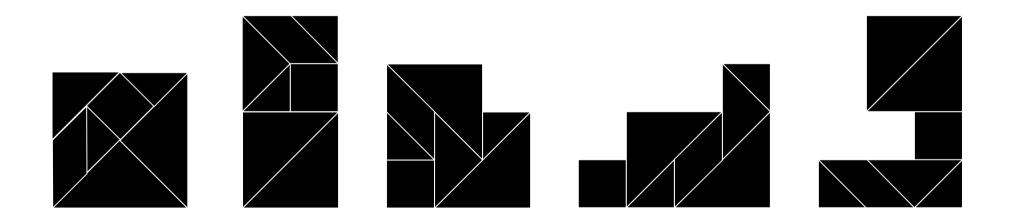
But, why not



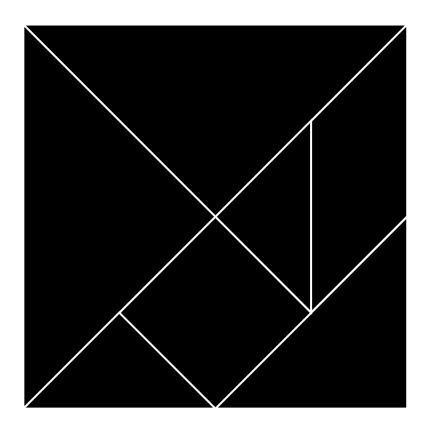
Compose it if from smaller part?



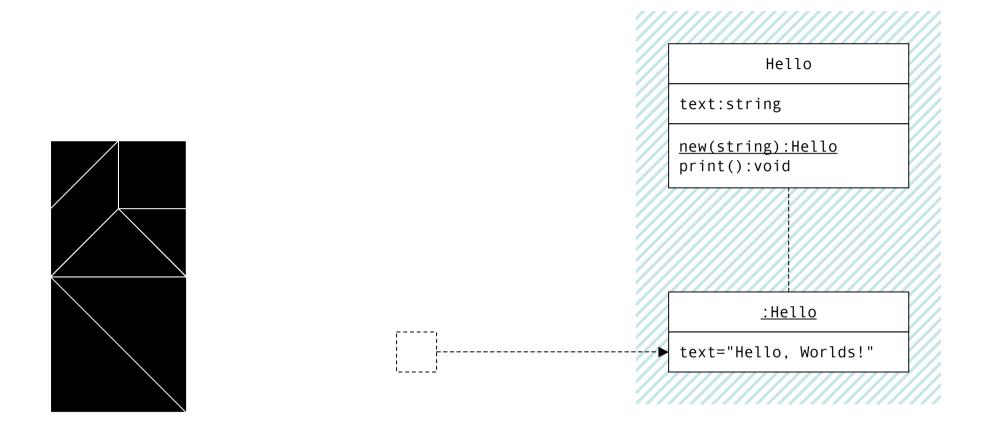
The same small parts...



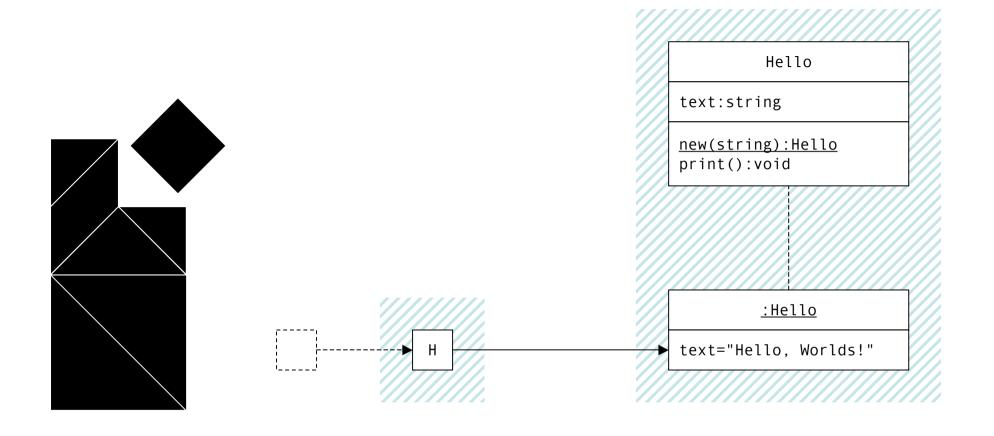
...from which objects are built?



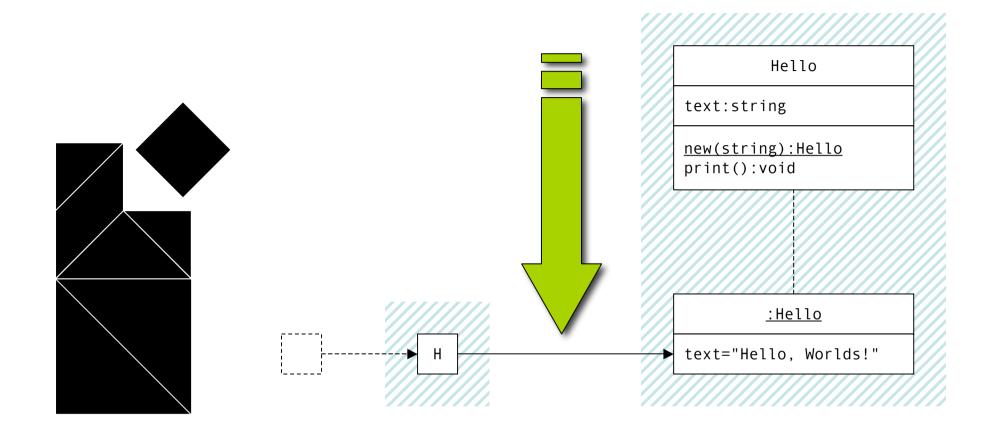
In fragmentland...



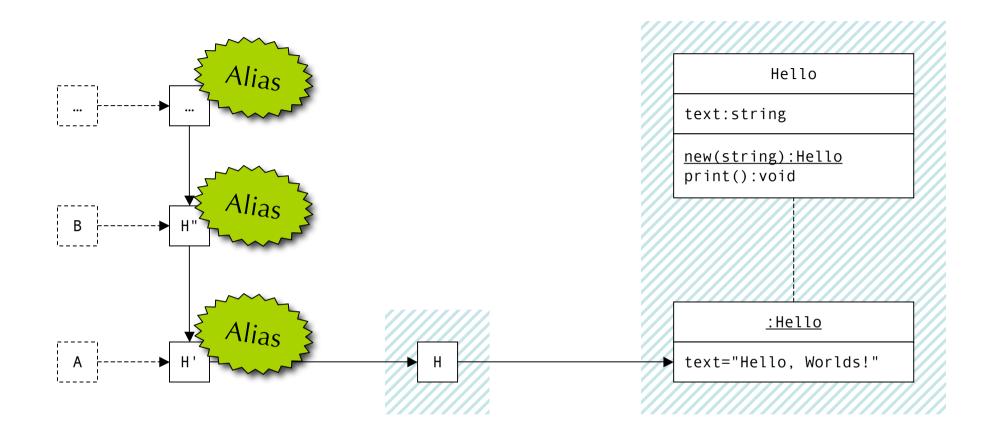
... objects are not monolithic.



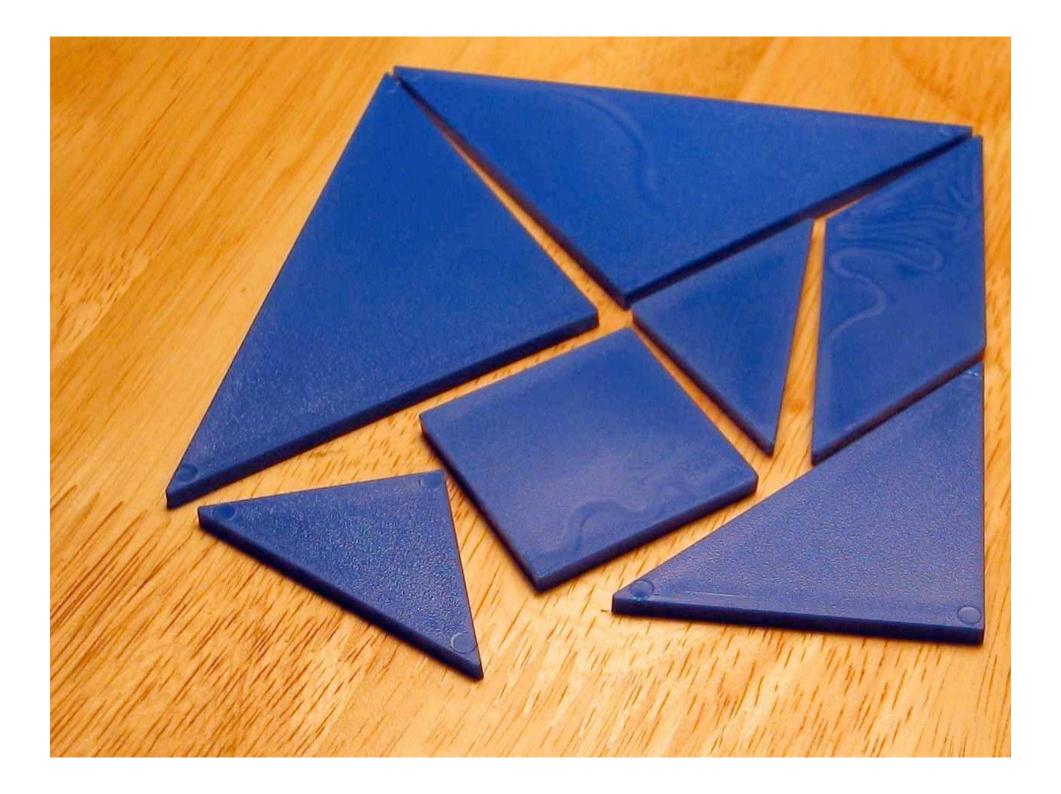
First, separate head from body.

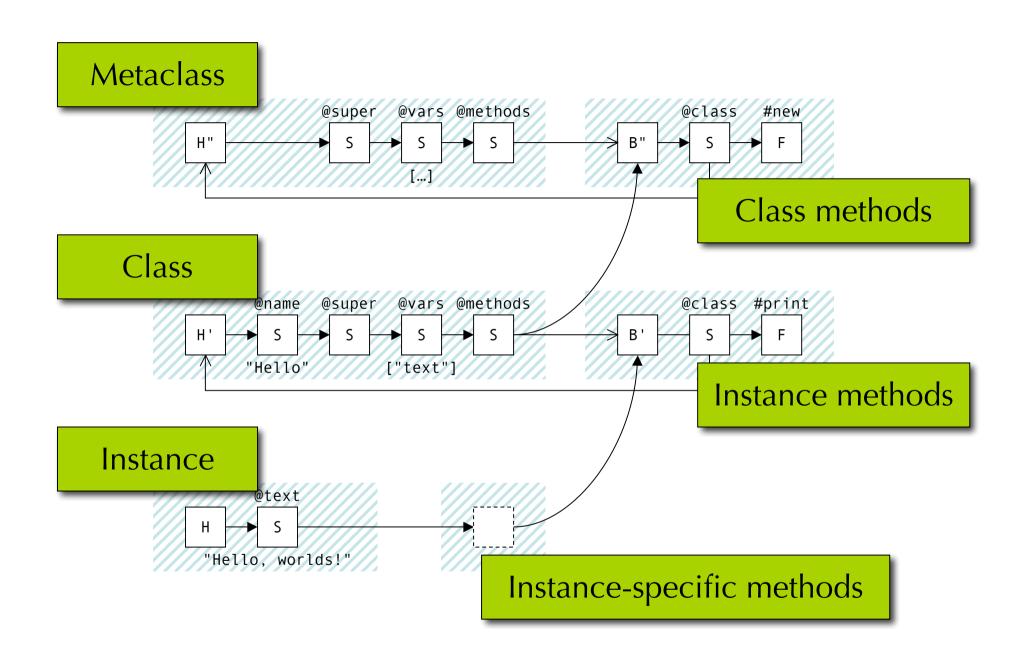


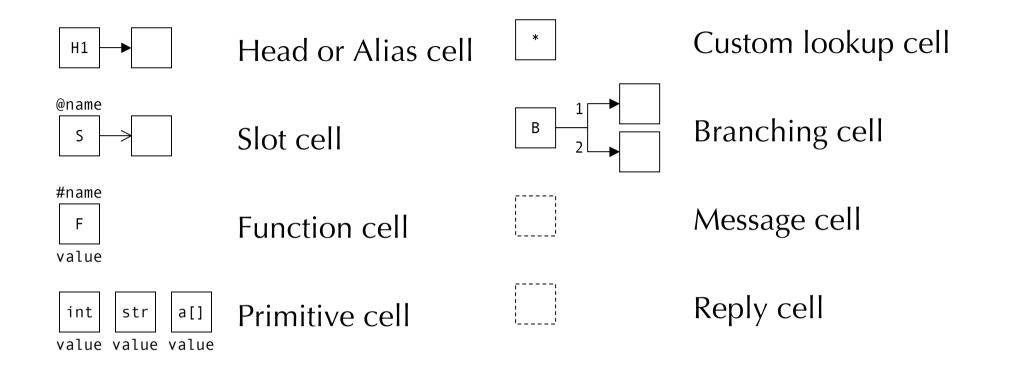
Allows us to inject new behavior...



Allows us to keep track of references...







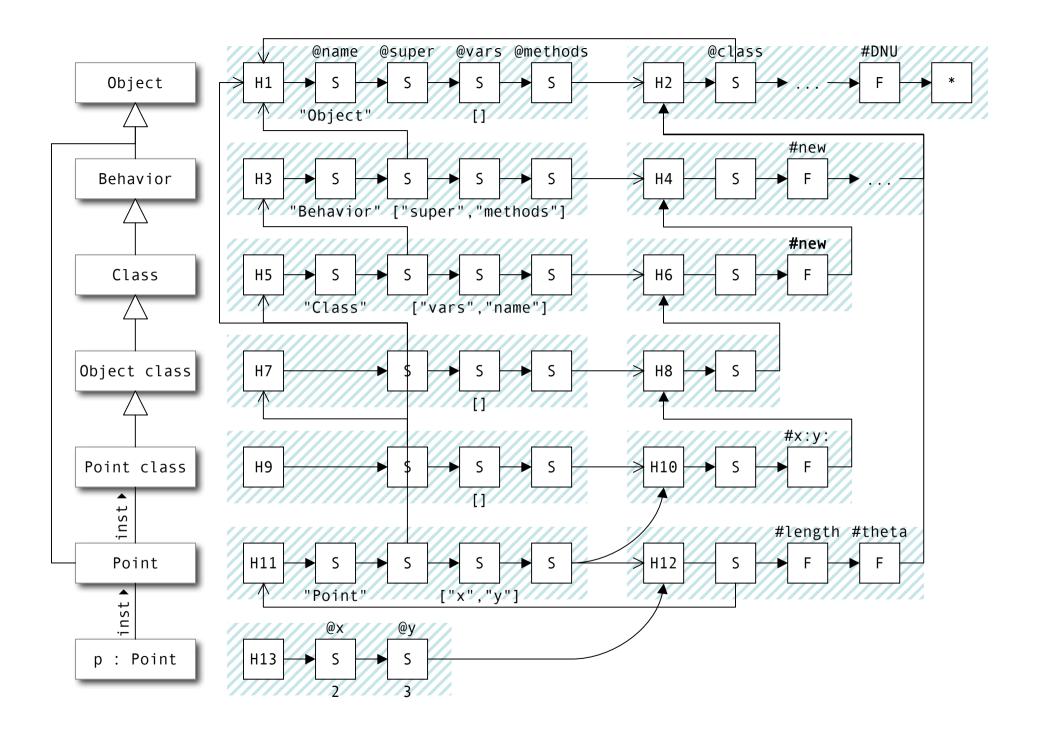
Cell Types and Notation

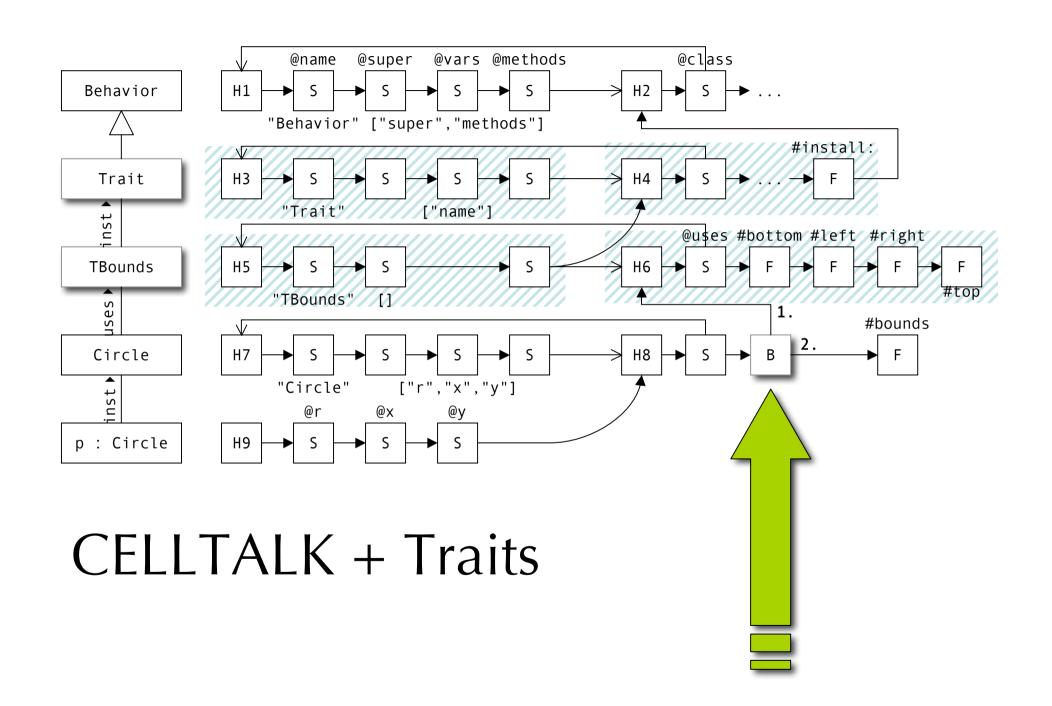
- Each cell consists of:
 - A local lookup function
 - A pointer to next cell
 - An optional payload
- Lookup works as follows:
 - Delegation based, message based
 - If local lookup fails, then delegate to next cell

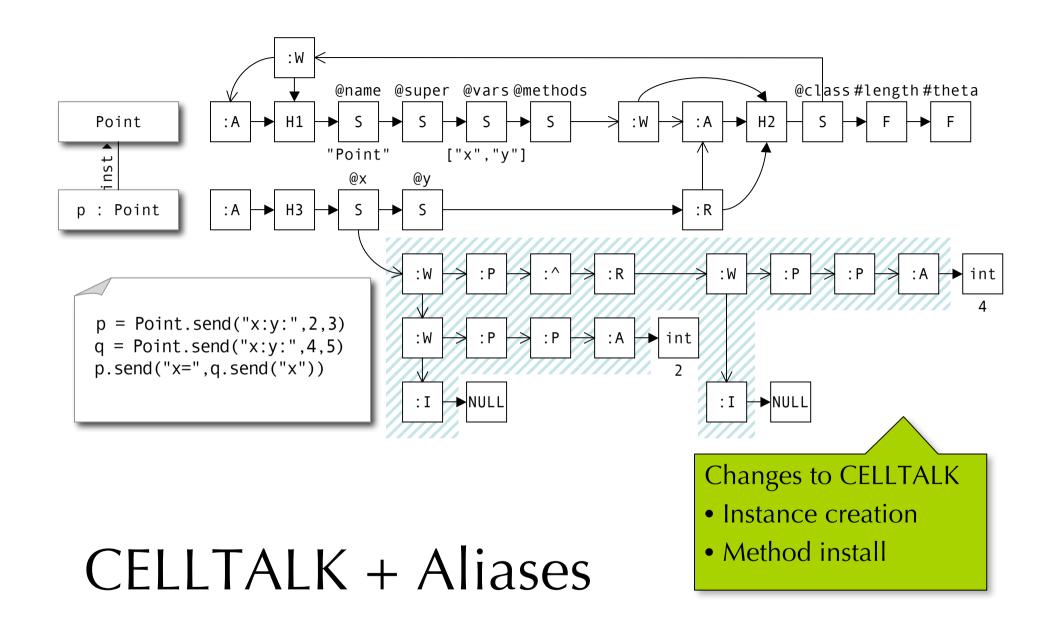
The CELL Model in a Nutshell

CELLTALK

Smalltalk made of Cells







- List of cell types
 - Limited or extensible?
- How to model supersends?
 - A resend is not a supersend
- Performance?
 - Current prototypes in Java and Python
- Formalization

Open Issues and Questions

