

A POST-MORTEM OF A2

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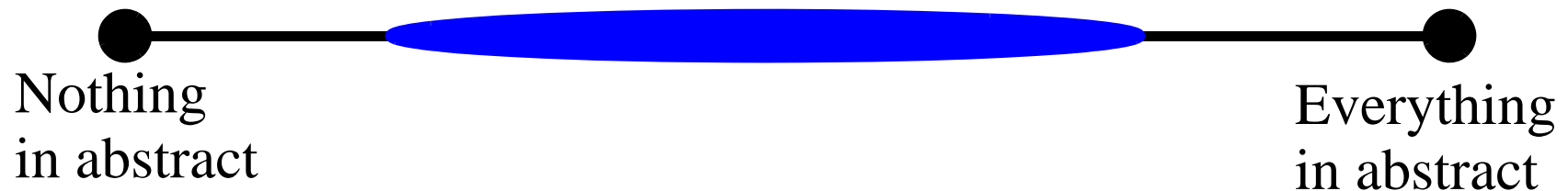
Now That We're About To Hand A2 Back...

- Let's look at the space of possible designs
- Perhaps we can put all designs on a spectrum



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- Where are appropriate A2 designs?
 - Probably in here

What Was Almost Mandatory in the Abstract?

```
toString ()  
getRoundedItem ()
```

- Why?

- Imp seems to not depend in any way on underlying data representation
- Can easily imp in terms of other ops in the interface
- “toString” ex:

```
try {  
    String returnVal = new String ("<");  
    for (int i = 0; i < getLength (); i++) {  
        Double curItem = getItem (i);  
        if (i != 0)  
            returnVal = returnVal + ", ";  
        returnVal = returnVal + curItem.toString ();  
    }  
    returnVal = returnVal + ">"; ...
```

Also Should Have Put `getLength` There

- Since if you don't you end up maintaining actual length (at least implicitly) in both
- So put it in the abstract
- Set it via a call to “super”

Was This the Best Design?

- Probably not, though no points were taken for this
- What else should have gone in the abstract class?

Was This the Best Design?

- Probably not, though no points were taken for this
- What else should have gone in the abstract class?
 - The logic to deal with backing values and dividing everyone by a value
- Why?
 - In the concrete, you end up repeating the same (bug prone!) logic everywhere

What Else To Put in the Abstract

- The backing value/delta, a multiplier, and logic to deal with it
- Would make sense to have the following in abstract:

```
private double delta;  
private double mult;  
private int len;
```

```
// these will be called by the concrete to map/unmap vals
```

```
// takes a val from outside world, converts into internal  
protected double mapValue (double mapMe) {  
    return (mapMe - delta) * mult;}  
}
```

```
// takes an internal val, converts into outside world val  
protected double unMapValue (double unMapMe) {  
    return (mapMe / mult) + delta;}  
}
```


All of the Concrete Ops Now Call Map Funcs

```
public double getItem (int i) throws ... {  
    // code here to extract the value at pos i  
    ...  
    // then un-map it  
    return unMapValue (value);  
}
```

```
public double setItem (int i, double setToMe) throws ... {  
    setToMe = mapValue (setToMe);  
    // code here to set the value at pos i  
    ...  
}
```

And addToAll Goes Into Abstract

```
private double backingValue;  
private double mult;  
private int len;  
  
public void addToAll (void addMe) {  
    delta += addMe;  
}
```

And addToAll Goes Into Abstract

```
private double backingValue;  
private double mult;  
private int len;
```

```
public void addToAll (void addMe) {  
    delta += addMe;  
}
```

- Plus, you have a “multAllBy” in abstract so you can implement normalize in the concrete

```
protected void multAllBy (double multiplier) {  
    mult /= multiplier;  
    delta *= multiplier;  
}
```

- An then constructor becomes:

```
protected ADoubleVector (double initVal, int vecLen) {}
```

That Would Have Been a Great Design

- But probably OK to go even further!
- Say you decided only public methods in concrete are “addMyself-ToHim”, “getItem”, and “setItem”
- How to do this? Many ways...
- One is to have a protected abstract “splitResult” routine:

```
protected abstract SplitResult splitSum (double divLine);
```

— This avgs/counts the stored values, partitioning above and below “divLine”

- “SplitResult” has:

```
public double getAvgLo ();  
public double getAvgHi ();  
public int getCountLo ();  
public int getCountHi ();
```

Then l1Norm Is In Abstract

```
public double l1Norm () {  
    SplitResult myRes = splitSum (delta * mult);  
    return unMapValue (myRes.getAvgHi ()) * myRes.getCountHi () -  
        unMapValue (myRes.getAvgLo ()) * myRes.getCountLo () +  
        Math.abs ((len - myRes.getCountHi () - myRes.getCountLo ()) *  
            unMapValue (0.0));  
}
```

Then l1Norm Is In Abstract

```
public double l1Norm () {  
    SplitResult myRes = splitSum (delta * mult);  
    return unMapValue (myRes.getAvgHi ()) * myRes.getCountHi () -  
        unMapValue (myRes.getAvgLo ()) * myRes.getCountLo () +  
        Math.abs ((len - myRes.getCountHi () - myRes.getCountLo ()) *  
            unMapValue (0.0));  
}
```

- And so is normalize:

```
public double normalize () {  
    SplitResult myRes = splitSum (Double.POSITIVE_INFINITY);  
    double tot = unMapValue (myRes.getAvgLo ()) * myRes.getCountLo () +  
        Math.abs ((len - myRes.getCountHi () - myRes.getCountLo ()) *  
            unMapValue (0.0));  
  
    mult *= tot;  
    delta /= tot;  
}
```

- And then “multAllBy” goes away

When Have You Gone Too Far?

- When you find yourself designing methods in the abstract that somehow take into account impls in the concrete
- Obvious example:
 - You start checking the subclass type to see what you're gonna do
- But it can be more subtle
 - For example, were my “l1Norm”, “normalize” appropriate?
 - Implementation did leak up a bit, since aware that not all vals will be explicit
 - Was this a bad design?

Questions?