

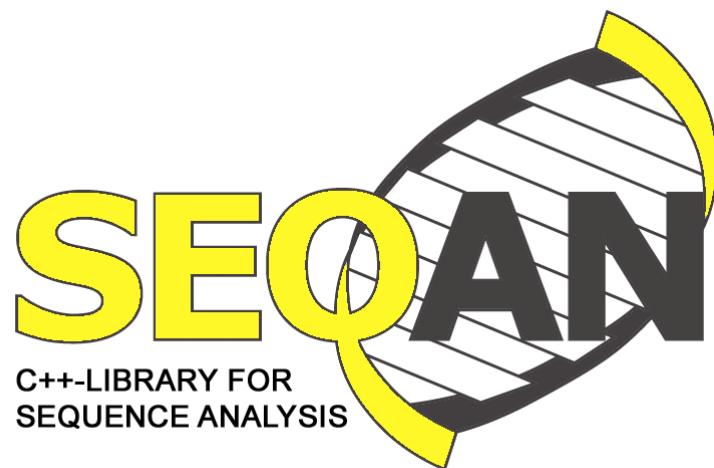
# Tailored off the peg

Static Polymorphism in Software Library Design

Andreas Döring

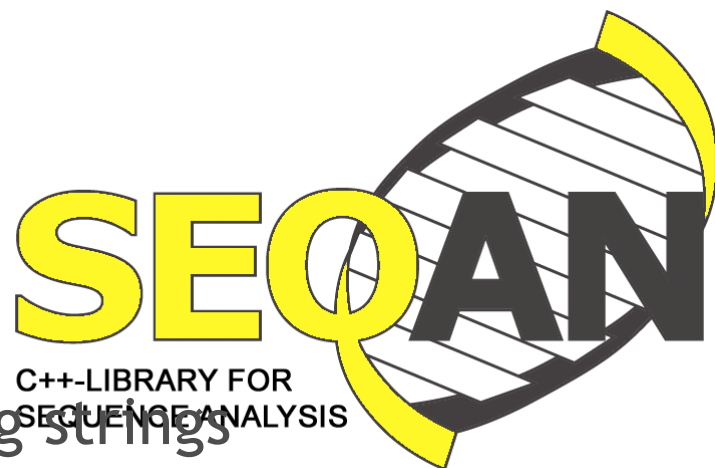
11/2007

# SeqAn - Sequence Analysis



[www.seqan.de](http://www.seqan.de)

# SeqAn - Sequence Analysis



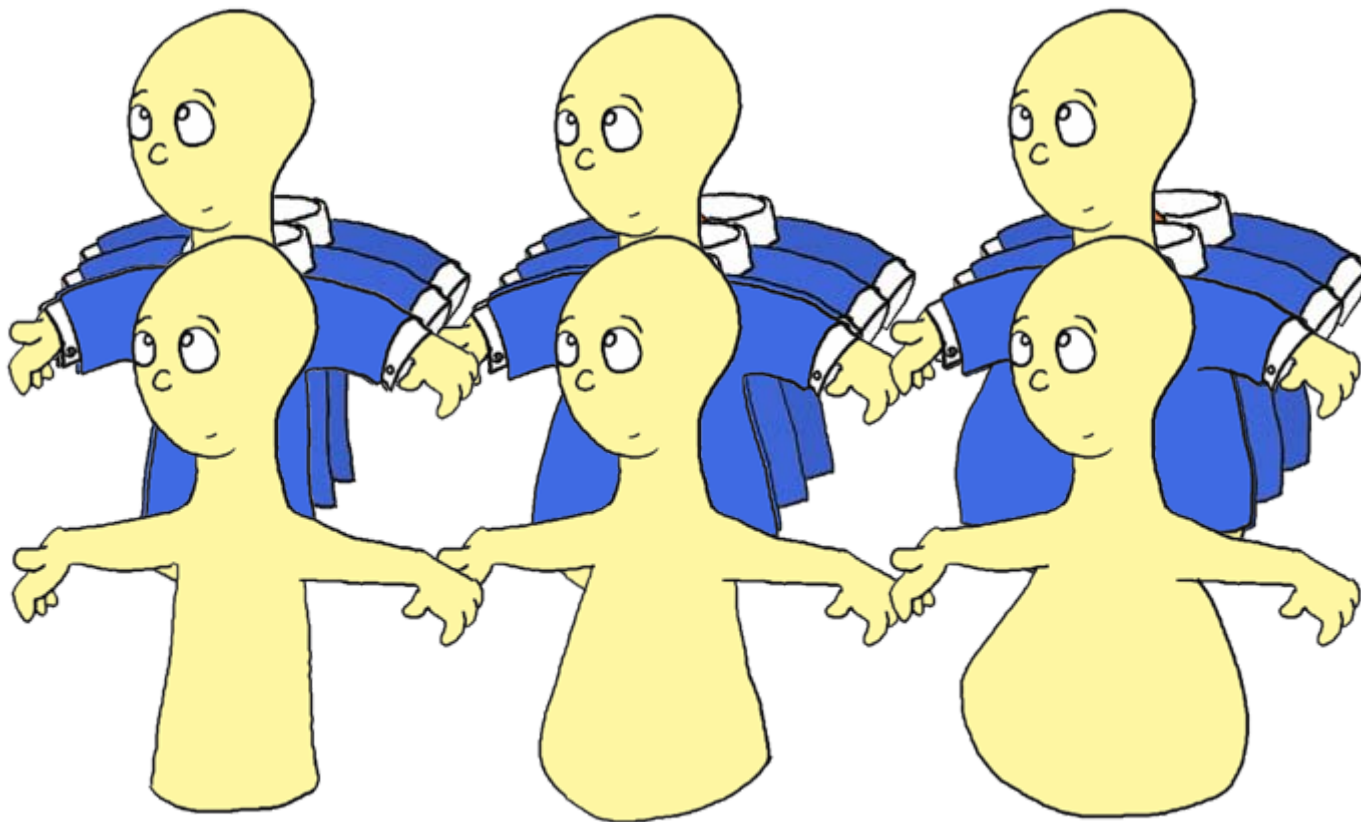
- Searching in long strings
- Quite simple concepts
- Main problem: Performance!
- C++

[www.seqan.de](http://www.seqan.de)

# Tailored off the Peg

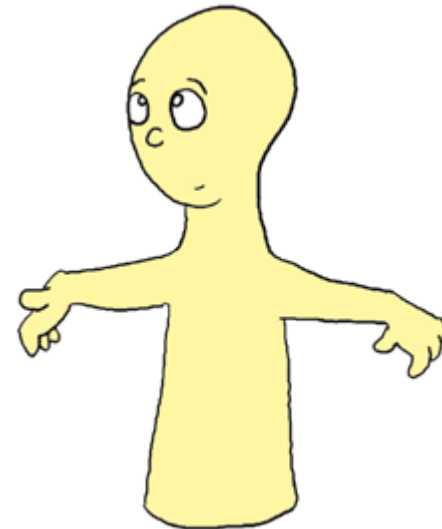
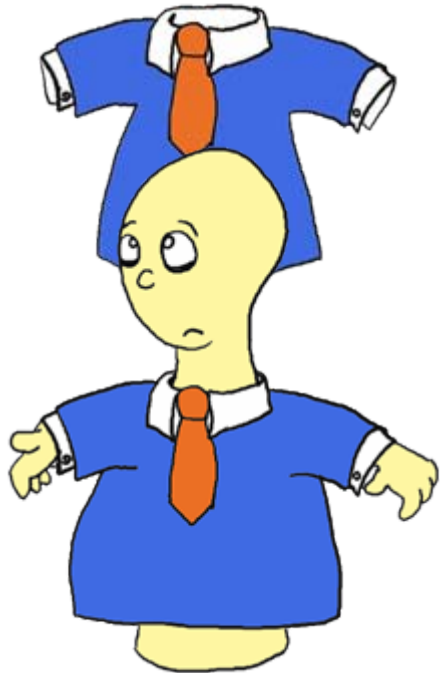
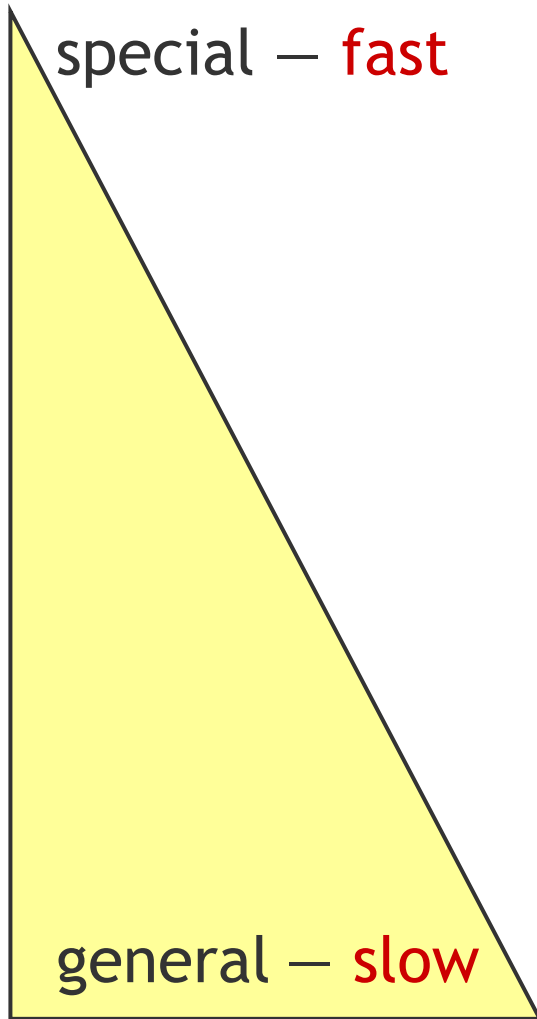
Speed up trick:

different implementations  
for different cases





# Specialization Hierarchy



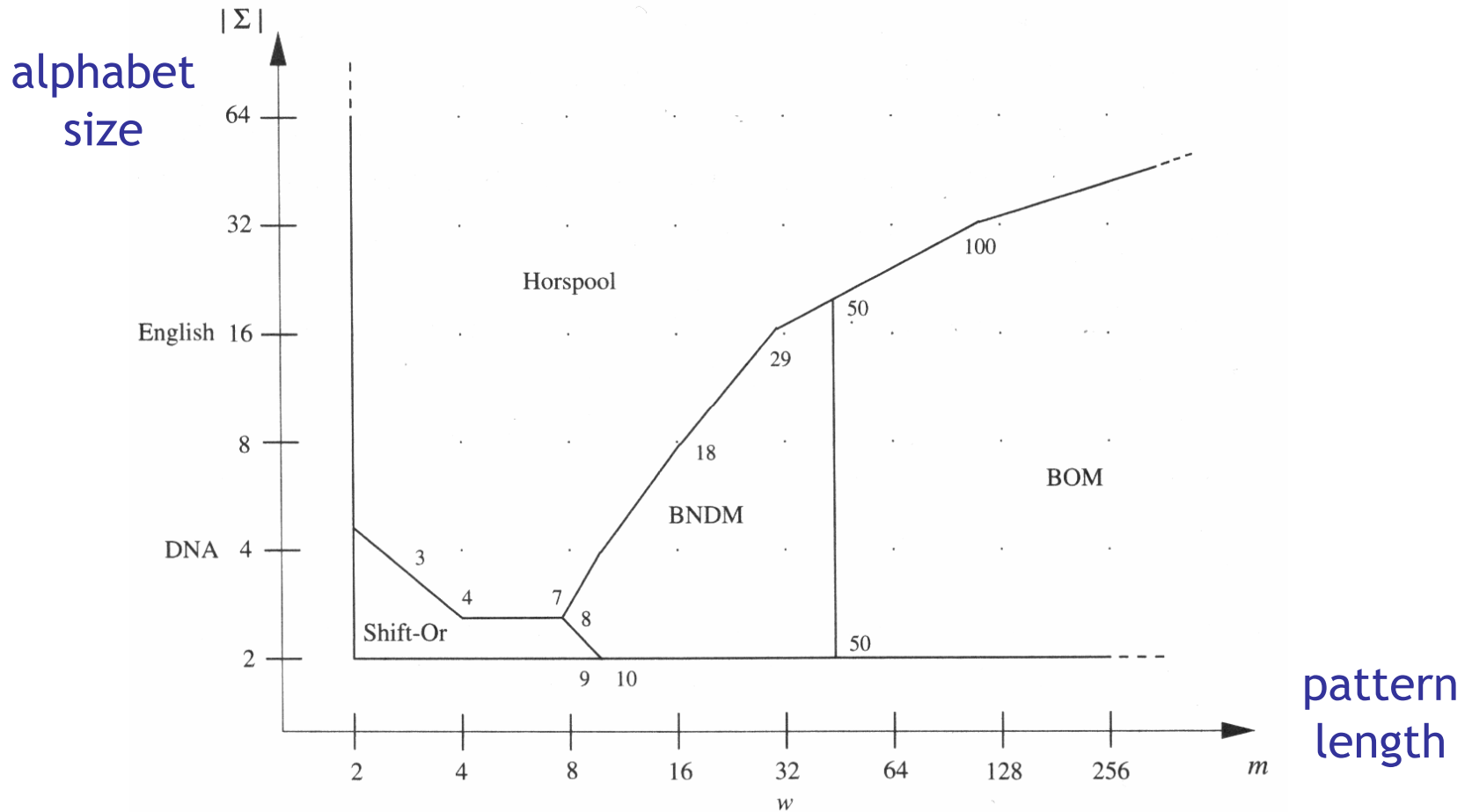


# Run Time "Tailoring"

Select best variant  
at **run time**  
depending on the **data**

# Run Time "Tailoring"

## String matching algorithms:



[Navarro, Raffinot, "Flexible Pattern Matching in Strings" (2002)]



# Compile Time "Tailoring"

Select best variant  
at **compile time**  
depending on **data types**



# Gapped q-Gram Hash

Given:

1. Alphabet:

$$\Sigma = \{A, C, G, T\}$$

2. Sequence:

A C G T G C C A T G C C A T C G T G C ...

3. Shape:



# Gapped q-Gram Hash

$$\Sigma = \{A, C, G, T\}$$

A C G T G C C A T G C C A T C G T G C ...



# Gapped q-Gram Hash

To do:

Compute hash values for all positions!

$$\Sigma = \{A, C, G, T\}$$

0 1 2 3

**A** **C** G **T** G C **C** A T G C C A T C G T G C ...

$$0 \ 1 \ 3 \ 0_4 = 28_{10} \quad \text{hash value}$$

# Gapped q-Gram Hash

To do:

Compute hash values for all positions!

A C G T G C C A T G C C A T C G T G C ...

Application:

Fast scan for similar regions in two sequences

# Implementations

Generic Shape
Positions
<pre> hash() {   A C (loop) T G C C A T G C C A T C G T G C ... } </pre>



# Implementations

Ungapped Shape	
Length $q$	
hash()	$O(q)$
hashNext(prev)	$O(1)$

1 multiplication  
1 modulo  
1 addition





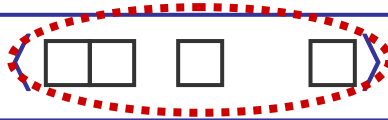
# Implementations

Hardwired Ungapped Shape <math>\langle q \rangle</math>
hash() hashNext(prev)

C++ Template

# Implementations

Hardwired Shape



```
hash()
```

```
{
```

```
    (loop unrolled)
```

```
}
```





# Polymorphism

hashAll(Sequence, Shape)

hashAll(Sequence, GenericShape)

hashAll(Sequence, HardwiredShape ⟨...⟩)

hashAll(Sequence, UngappedShape)

hashAll(Sequence, HardwiredUngappedShape ⟨...⟩)

# Generic Algorithm

```
hashAll(Sequence, Shape)
{
  for position=0 to Sequence.length():
    Shape.hash(position)
}
```

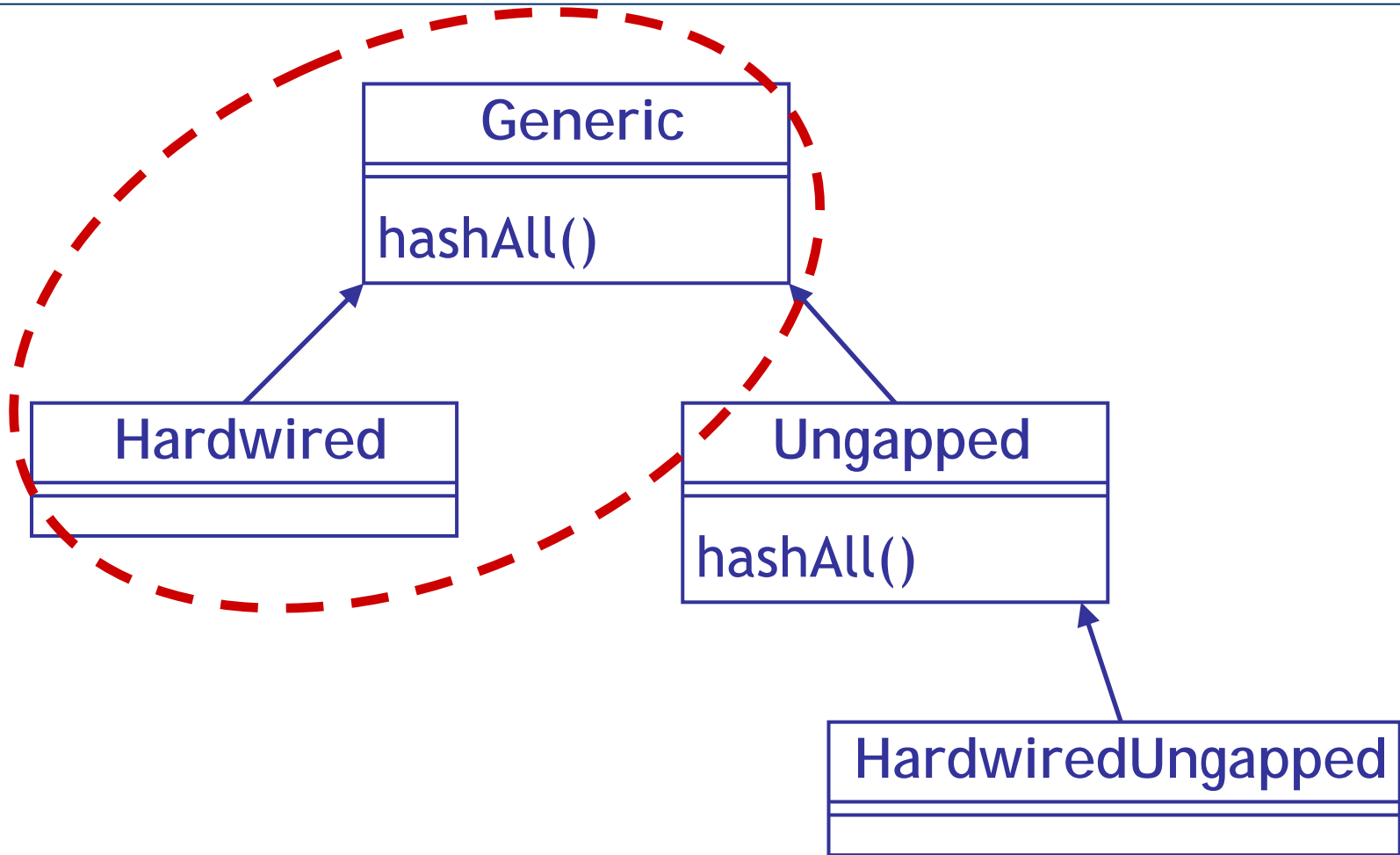
Generic

Hardwired

```
hashAll(Sequence, Shape)
{
  Shape.hash(0)
  for position=1 to Sequence.length():
    Shape.hashNext(position)
}
```

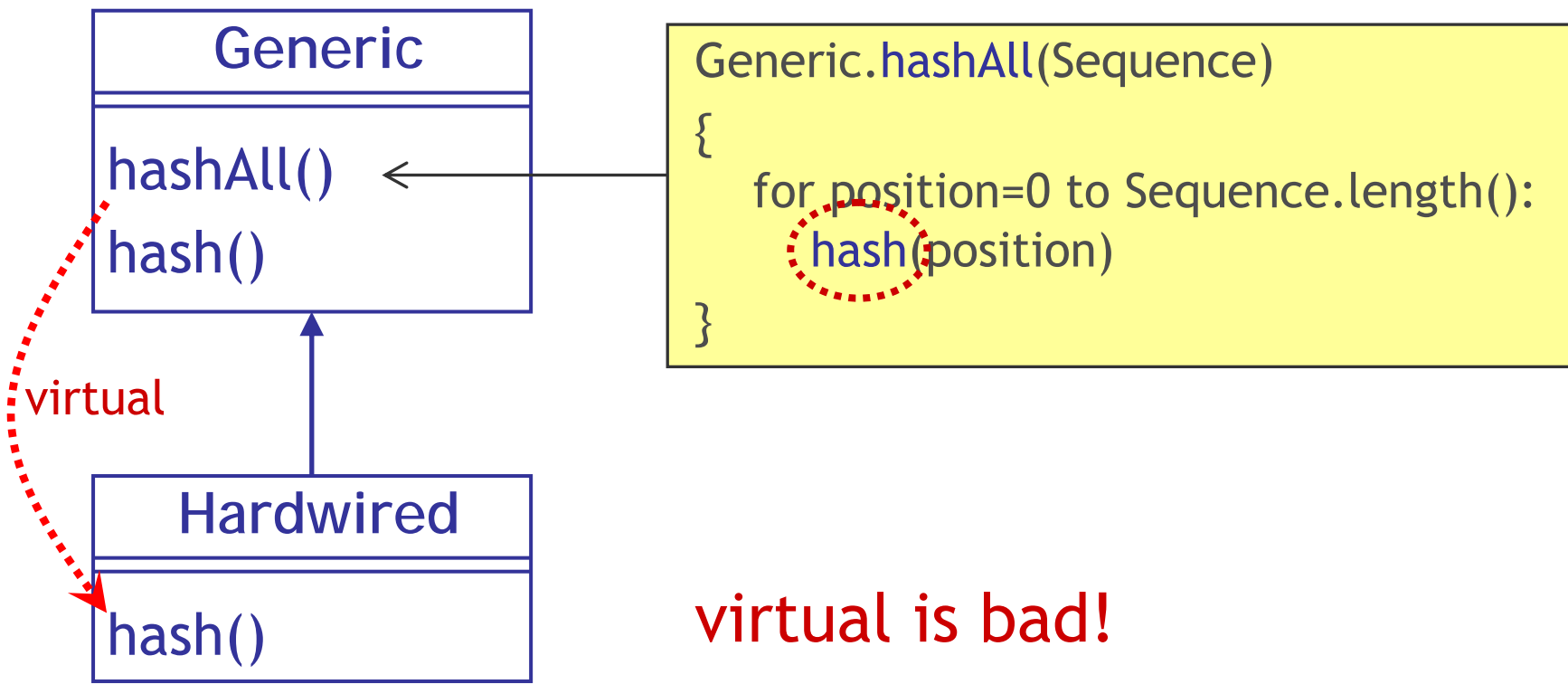
Ungapped

Hardwired Ungapped





# Dynamic Binding





# Wish List

We need:

- Polymorphism
- Delegation (Inheritance)
- Spezialisierung (Overloading)
- Static Binding

Solution:

C++ Templates



# Template Subclassing

Generic

Shape  $\langle \rangle$

Hardwired

Shape  $\langle \text{Hardwired} \langle \dots \rangle \rangle$

Ungapped

Shape  $\langle \text{Ungapped} \langle \rangle \rangle$

HardwiredUngapped

Shape  $\langle \text{Ungapped} \langle q \rangle \rangle$

# Template Subclassing

```
hashAll(seq, Shape < ? > sh)
{
  for position=0 to seq.length():
    hash(sh, position)
}
```

Shape < >

Shape < Hardwired < ... > >

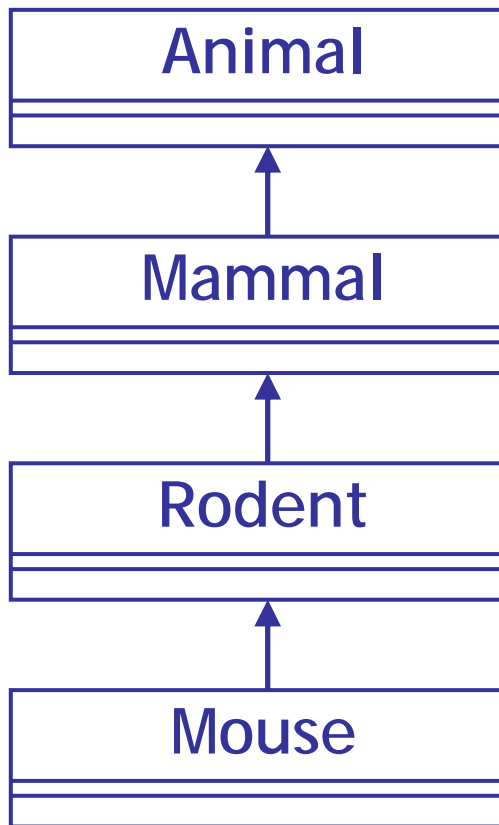
```
hashAll(seq, Shape < Ungapped < ? > > sh)
{
  hash(sh, 0)
  for position=1 to seq.length():
    hashNext(sh, position)
}
```

Shape < Ungapped < > >

Shape < Ungapped < q > >

# Template Subclassing

Subclasses specified by template arguments



Animal < >

Animal < Mammal < > >

Animal < Mammal < Rodent < > > >

Animal < Mammal < Rodent < Mouse > > >



# Template Subclassing

All animals must eat:

✓ `eat( Animal < ? > )`

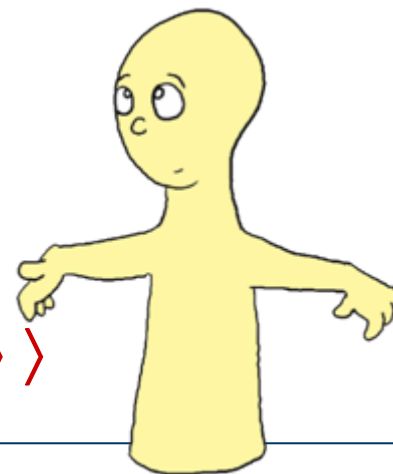
Rodents eat greenstuff:

`eat( Animal < Mammal < Rodent < ? > > )`

Pandas eat bamboo:

`eat( Animal < Marsupials < Panda < ? > > )`

`Animal < Mammal < Human > >`



# Template Subclassing

All animals must eat:

```
eat( Animal < ? > )
```

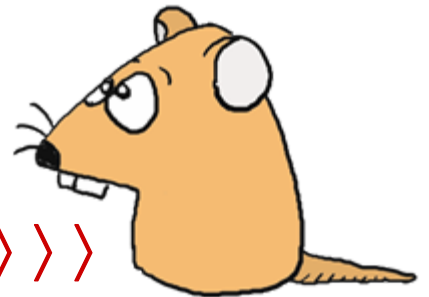
Rodents eat greenstuff:

```
✓ eat( Animal < Mammal < Rodent < ? > > > )
```

Koala bears eat eucalyptus:

```
eat( Animal < Marsupial < Koala < ? > > > )
```

```
Animal < Mammal < Rodent < Mouse > > >
```





We need:

- Polymorphism ✓
- Delegation (Inheritance) ✓
- Spezialisization (Overloading) ✓
- Static Binding ✓

# Conclusion

Message 1:

"Good libraries  
offer tailor-made suits of the peg."

Message 2:

"Never put off till run time  
what you can do at compile time."

Message 3:

"Use C++ templates  
to move work to compile time."



# Questions?

# EOT

(end of talk)