

Functional Programming

Lecture 1

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Introduction

What is functional programming?

- **Functional programming** is a programming style that prefers to structure computer programs as compositions of **pure functions**.

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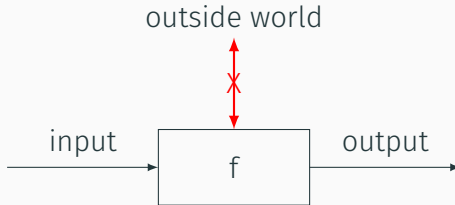
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- It does not depend on a programming language but some languages are more suitable for functional programming than others.

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- It does not depend on a programming language but some languages are more suitable for functional programming than others.
- **Functional programming languages** are languages encouraging usage of pure functions.

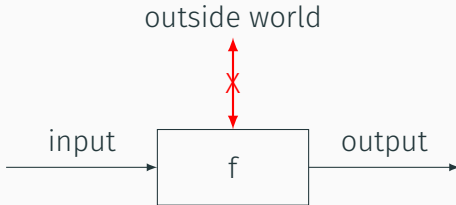
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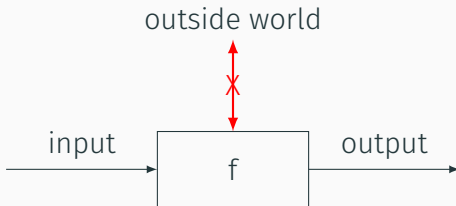
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A **pure functional program** = a composition of pure functions

Examples of (im)pure functions

```
counter = 0
```

```
def pure(x, y):  
    return (x + y)/2
```

```
def do_other(x):  
    global counter  
    counter += 1  
    return x**2
```

```
def depends_on_other(x):  
    return counter + x**2
```

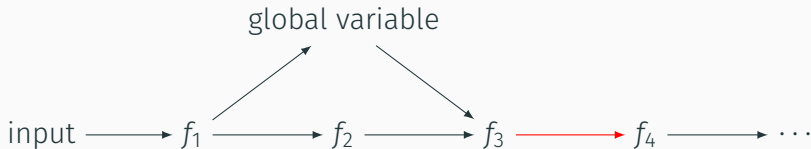
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- unit testing and debugging



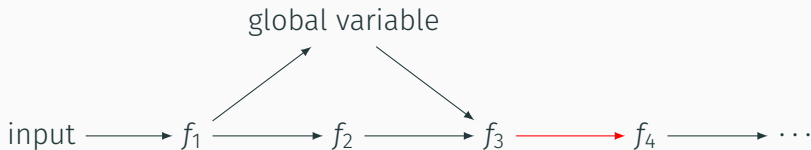
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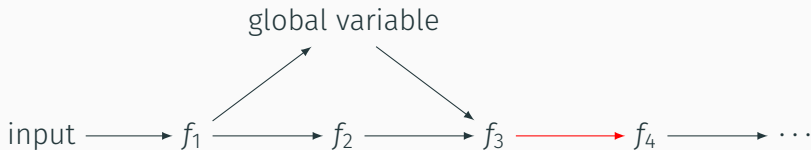
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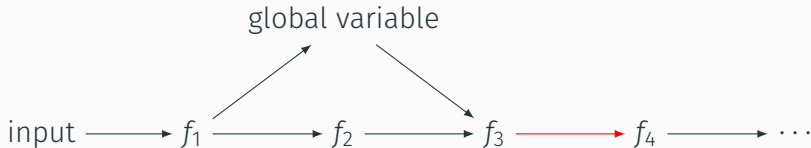
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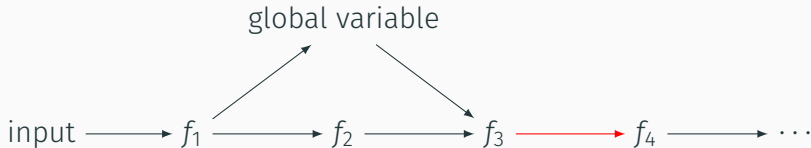
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- compiler optimization, pure functions are cachable



Consequences

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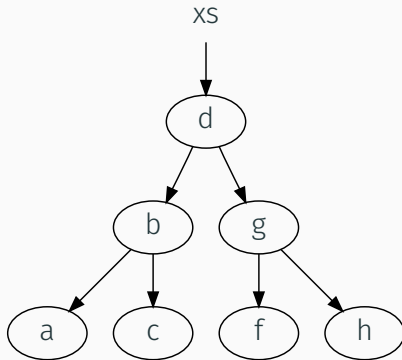
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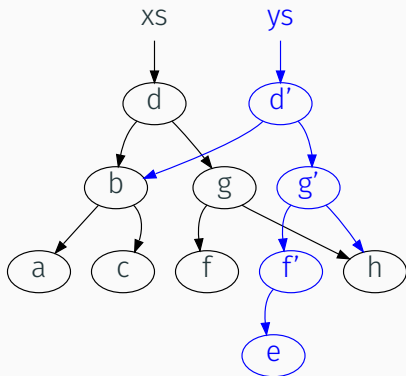
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- To reduce the number of copying, **persistent data structures** are used.

Persistent data structures



Persistent data structures

```
ys = insert ("e", xs)
```



Necessary side effects

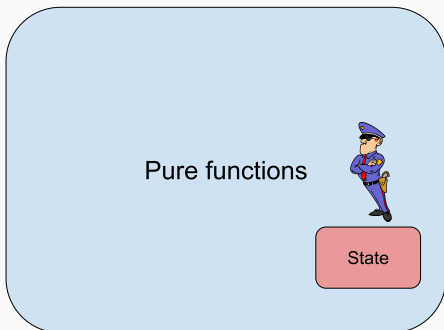
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Functional programming	Imperative programming
Composition of functions	Seq. of instructions changing state
Function application	Instruction execution
Recursion	Loops

Theorem

*Turing machines and λ -calculus are **equally** strong regarding computing functions.*

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 - pure functional language
 - statically typed
 - rich type system
 - strictly separates the pure core from the mutable shell

Suggested literature

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- **DrRacket**: racket-lang.org
text editor + REPL (read-evaluate-print loop)

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- Comments

```
; This is a one-line comment
```

```
#!
```

```
    This is
```

```
    a block comment
```

```
|#
```

Compound expressions

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S-expression

```
(fn arg1 arg2 ... argN)
```

Definitions

- Naming expressions
(**define** *id* *exp*)

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```
(define id exp)
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- Defining functions

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- Nested definitions

```
(define (name a1 ... aN)  
  (define (fn b1 ... bM) <body-fn>)  
  <body-using-fn>)
```

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More precisely, we subsequently evaluate subexpressions until we end up with the expression's **value**.

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- Evaluation of some syntactic forms is **lazy** if, cond, and, or

Conditional expressions

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```
(cond [(odd? 12) 1]  
      [(even? 12) 2]  
      [else 3]) => 2
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Basic data types

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- **Other types:**
symbol?, pair?, procedure?, vector?, port?

Simple debugging

- Helper print-outs

```
(begin (displayln x)  
      <do-work>)
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- Tracing function calls and returns

```
(require racket/trace)
(trace fn)
(untrace fn)
```

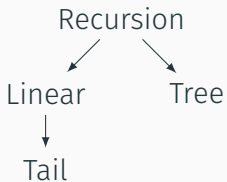
Recursion

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Recursive function calls itself in its body.

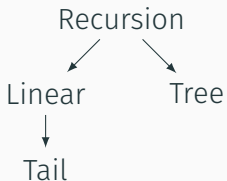
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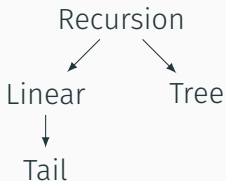
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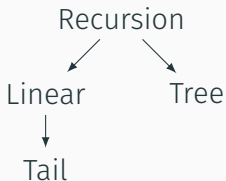
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- **Tree:** makes several recursive calls

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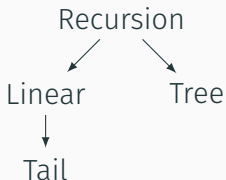
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Indirect (mutual)



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```

```
(fact 4) => (* 4 (fact 3))
=> (* 4 (* 3 (fact 2)))
=> (* 4 (* 3 (* 2 (fact 1))))
=> (* 4 (* 3 (* 2 (* 1 1)))) => 24
```

Examples

```
(define (loop) (loop))
```

```
(define (fact n)
  (if (<= n 1)
      1
      (* n (fact (- n 1)))))
```

```
(fact 4) => (* 4 (fact 3))
=> (* 4 (* 3 (fact 2)))
=> (* 4 (* 3 (* 2 (fact 1))))
=> (* 4 (* 3 (* 2 (* 1 1)))) => 24
```

Not space efficient. It needs $O(n)$ memory.

Example — Tail recursion

```
(define (fact n [acc 1])  
  (if (<= n 1)  
      acc  
      (fact (- n 1) (* n acc))))
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      acc  
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=> (fact 3 4)  
=> (fact 2 12)  
=> (fact 1 24)  
=> 24
```

This needs $O(1)$ memory due to **tail elimination**.

Example – Tree recursion

Consider a tree-like fractal of a given size n and direction d in degrees generated by:

1. Draw a stick of size n in the direction d .

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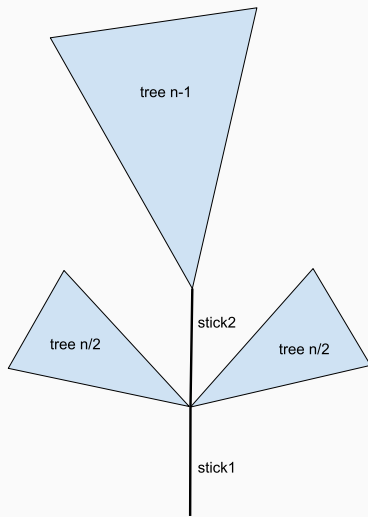
1. Draw a stick of size n in the direction d .
2. Draw the fractal of size $n/2$ in the direction $d + 60$.
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4. Draw a stick of size n in the direction d .

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Consider a tree-like fractal of a given size n and direction d in degrees generated by:

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3. Draw the fractal of size $n/2$ in the direction $d - 60$.
4. Draw a stick of size n in the direction d .
5. Draw the fractal of size $n - 1$ in the direction $d + 5$.

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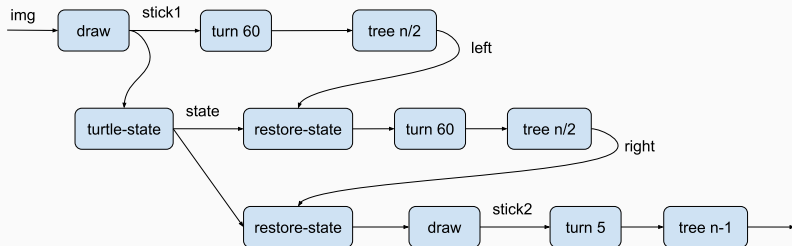
E.g. `(draw 100 img)`

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- A pure function always returns the same output on a fixed input and has no side effects.
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- Functional languages handle iterative computations by recursion.
- We classify recursive functions according to the number of recursive calls they make on linear-recursive and tree-recursive functions.
- Tail recursive functions are space efficient as they do not consume memory by making recursive calls.