

## Functional Programming

- Why functional programming?
- Historical origins of functional programming
- Functional programming today
- Concepts of functional programming
- A crash course on programming in Scheme

Note: this set of notes covers Chapter 11 Sections 11.1 to 11.2. You are not required to study Sections 11.2.2, 11.2.4, and 11.2.5.

## Why Functional Programming?

- Imperative programming languages are more widely used
  - Integrated software development environments for procedural and object oriented programming languages are "industrial strength"
- However, (commercial) applications exist for functional programming:
  - Symbolic data manipulation
  - Natural language processing
  - Artificial intelligence
  - Automatic theorem proving and computer algebra

## Why Functional Programming in This Course?

- A functional language will be used to illustrate a diversity of programming language concepts
- Functional programming languages are
  - Compiled and/or interpreted (Section 1.4)
  - Have simple syntax (Chapter 2)
  - Use *garbage collection* (Section 3.2.3) for memory management
  - Are *statically scoped* or *dynamically scoped* (Section 3.3)
  - Use *higher-order functions* and *subroutine closures* (Section 3.4.1)
  - Use *first-class function values* (Section 3.4.2)
  - Depend heavily on *polymorphism* (Section 3.5)
  - Employ *recursion* (Section 6.6) for repetitive execution
  - Programs have no *side effects* and all expressions are *referentially transparent* (Sections 6.1.2 and 6.3)

## Origin of Functional Programming

- *Church's thesis*:
  - All *models of computation* are equally powerful and can compute any function
- Turing's model of computation: *Turing machine*
  - Reading/writing of values on an infinite tape by a finite state machine
- Church's model of computation: *lambda calculus*
  - This inspired functional programming as a *concrete implementation* of lambda calculus
- *Computability theory*
  - A program can be viewed as a *constructive proof* that some mathematical object with a desired property exists
  - A function is a *mapping* from inputs to output objects and computes output objects from appropriate inputs
  - For example, the proposition that every pair of nonnegative integers (the inputs) has a greatest common divisor (the output object) has a constructive proof implemented by Euclid's algorithm written as a "function"

$$\text{gcd}(a,b) = \begin{cases} a & \text{if } a = b \\ \text{gcd}(a-b,b) & \text{if } a > b \\ \text{gcd}(a,b-a) & \text{if } b > a \end{cases}$$

## Functional Programming Today

- Attractive model of computation
  - Absence of *side effects* makes expressions *referentially transparent*: the value of an expression depends solely on the function return values in it and not on evaluation order and/or values of global variables
  - A function can always be counted on to return the same results with the same input parameters
  - Dangling and/or uninitialized pointer references do not occur
  - Easier to debug and maintain programs
- Significant improvements in theory and practice of functional programming have been made in recent years
  - Easier to write functional programs by using their imperative language features which are automatically translated to functional constructs (e.g. loops by recursion)
  - Improved efficiency
- Remaining obstacles to functional programming:
  - *Social*: most programmers are trained in imperative programming
  - *Commercial*: not many libraries, not very portable, and no integrated development environments for functional languages

## Concepts of Functional Programming

- *Functional programming* defines the outputs of a program as mathematical function of the inputs with no notion of internal state (no side effects)
  - Example *pure* functional programming languages: Miranda, Haskell, and Sisal
- Non-pure functional programming languages include imperative features with side effects that affect global state (e.g. through destructive assignments to global variables)
  - Example: Lisp, Scheme, and ML
- Useful features are found in functional languages that are often missing in *imperative* languages:
  - *First-class function values*: the ability of functions to return newly constructed functions
  - *Higher-order functions*: functions that take other functions as input parameters or return functions
  - *Polymorphism*: the ability to write functions that operate on more than one type of data
  - *Aggregate constructs for constructing structured objects*: the ability to specify a structured object in-line, e.g. a complete list or record value
  - *Garbage collection*

## Lisp

- Lisp (LISt Processing language) was the original functional language
- Lisp and dialects are still the most widely used
- Simple and elegant design of Lisp:
  - *Homogeneity of programs and data*: a Lisp program is a list and can be manipulated in Lisp as a list
  - *Self-definition*: a Lisp interpreter can be written in Lisp
  - *Interactive*: interaction with user through "read-eval-print" loop

## A Crash Course on Scheme

- Scheme is a popular Lisp dialect
- Lisp and Scheme adopt *Cambridge Polish notation* for expressions:
  - An expression is an *atom*, e.g. a number, string, or identifier name
  - An expression is a *list* whose first element is the function name (or operator) followed by the arguments which are expressions:  
(function arg1 arg2 arg3 ...)
- The "Read-eval-print" loop provides user interaction: an expression is read, evaluated by evaluating the arguments first and then the function/operator is called after which the result is printed
  - Input: 9
  - Output: 9
  - Input: (+ 3 4)
  - Output: 7
  - Input: (+ (\* 2 3) 1)
  - Output: 7
- User can load a program from a file with the `load` function
  - `(load "my_scheme_program")`
  - The file name should use the `.scm` extension

Note: You can run the Scheme interpreter and try the examples in these notes by executing the `scheme` command. To exit Scheme, type `(exit)`. You can download an example Scheme program "Eliza".

## Scheme Data Structures

- The only data structures in Lisp and Scheme are *atoms* and *lists*
- Atoms are:
  - Numbers, e.g. 7
  - Strings, e.g. "abc"
  - Identifier names (variables), e.g. x
  - Boolean values true #t and false #f
  - Symbols which are quoted identifiers which will not be evaluated, e.g. 'y
    - Input: a
    - Output: *Error: unbound variable a*
    - Input: 'a
    - Output: a
- Lists:

To distinguish list data structures from expressions that are written as lists, a quote (') is used to quote the list:

```
'(elt1 elt2 elt3 ...)
```

  - Input: '(3 4 5)
  - Output: (3 4 5)
  - Input: '(a 6 (x y) "s")
  - Output: (a 6 (x y) "s")
  - Input: '(a (+ 3 4))
  - Output: (a (+ 3 4))
  - Input: '()
  - Output: ()
- Note: the empty list () is also identical to false #f in Scheme

## Primitive List Operations

- `car` returns the *head* (first element) of a list
  - Input: (car '(2 3 4))
  - Output: 2
- `cdr` (pronounced "coulder") returns the *tail* of a list (list without the head)
  - Input: (cdr '(2 3 4))
  - Output: (3 4)
- `cons` joins an element and a list to construct a new list
  - Input: (cons 2 '(3 4))
  - Output: (2 3 4)
- Examples:
  - Input: (car '(2))
  - Output: 2
  - Input: (car '())
  - Output: *Error*
  - Input: (cdr '(2 3))
  - Output: (3)
  - Input: (cdr (cdr '(2 3 4)))
  - Output: (4)
  - Input: (cdr '(2))
  - Output: ()
  - Input: (cons 2 '())
  - Output: (2)

## Type Checking

- The type of an expression is determined only at run-time
- Functions need to check the types of their arguments explicitly
- Type predicate functions:
  - (boolean? x) ; is x a Boolean?
  - (char? x) ; is x a character?
  - (string? x) ; is x a string?
  - (symbol? x) ; is x a symbol?
  - (number? x) ; is x a number?
  - (list? x) ; is x a list?
  - (pair? x) ; is x a non-empty list?
  - (null? x) ; is x an empty list?

## If-Then-Else

- *Special forms* resemble functions but have special evaluation rules
- A *conditional expression* in Scheme is written using the `if` special form:

```
(if condition thenexpr elseexp)
```

  - Input: (if #t 1 2)
  - Output: 1
  - Input: (if #f 1 "a")
  - Output: "a"
  - Input: (if (string? "s") (+ 1 2) 4)
  - Output: 3
  - Input: (if (> 1 2) "yes" "no")
  - Output: "no"
- A more general if-then-else can be written using the `cond` special form:

```
(cond listofconditionvaluepairs)
```

where the *condition value pairs* is a list of (*cond value*) pairs and the condition of the last pair can be `else` to return a default value
  - Input: (cond ((< 1 2) 1) ((>= 1 2) 2))
  - Output: 1
  - Input: (cond ((< 2 1) 1) ((= 2 1) 2) (else 3))
  - Output: 3

## Testing

- `eq?` tests whether its two arguments *refer* to the same object in memory
  - Input: `(eq? 'a 'a)`
  - Output: `#t`
  - Input: `(eq? '(a b) '(a b))`
  - Output: `()` (false: the lists are not stored at the same location in memory!)
- `equal?` tests whether its arguments have the same structure
  - Input: `(equal? 'a 'a)`
  - Output: `#t`
  - Input: `(equal? '(a b) '(a b))`
  - Output: `#t`
- To test numerical values, use `=`, `<>`, `>`, `<`, `>=`, `<=`, `even?`, `odd?`, `zero?`
- `member` tests membership of an element in a list and returns the rest of the list that starts with the first occurrence of the element, or returns false
  - Input: `(member 'y '("s" x 3 y z))`
  - Output: `(y z)`
  - Input: `(member 'y '(x (3 y) z))`
  - Output: `()`

## Lambda Abstraction

- A Scheme *lambda abstraction* is a nameless function specified with the `lambda` special form:  
`(lambda formalparameters functionbody)`  
where the *formal parameters* are the function inputs and the *function body* is an expression that is the resulting value of the function
- Examples:
  - `(lambda (x) (* x x))`; is a *squaring function*:  $x^2$
  - `(lambda (a b) (sqrt (+ (* a a) (* b b))))`; is a *function*:  
 $(a\ b) \rightarrow \sqrt{a^2 + b^2}$

## Lambda Application

- A lambda abstraction is *applied* by assigning the evaluated actual parameter(s) to the formal parameters and returning the evaluated function body
- The form of a function call in an expression is:  
`(function arg1 arg2 arg3 ...)`  
where *function* can be a lambda abstraction
- Example:
  - Input: `((lambda (x) (* x x)) 3)`
  - Output: `9`
  - That is,  $x=3$  in `(* x x)` which evaluates to `9`

## Defining Global Functions in Scheme

- A function is globally defined using the `define` special form:  
`(define name function)`
  - For example:

```
(define sqr
  (lambda (x) (* x x)))
)
defines function sqr
  ■ Input: (sqr 3)
  ■ Output: 9
  ■ Input: (sqr (sqr 3))
  ■ Output: 81
```
  - ```
(define hypot
  (lambda (a b)
    (sqrt (+ (* a a) (* b b))))
)
)
defines function hypot
  ■ Input: (hypot 3 4)
  ■ Output: 5
```

## Bindings

- An expression can have local name-value bindings defined with the `let` special form  
(`let listofnameandvaluepairs expression`)  
where *name and value pairs* is a list of pairs (*namevalue*) and expression is returned in which each name is replaced with its value in the list
  - Input:  

```
(let ((a 3)
      (b 4))
      (hypot a b))
```
  - Output: 5
- A name can be bound to a function in `let`
  - Input:  

```
(let ((sqr (lambda (x) (* x x)))
      (y 3))
      (sqr y))
```
  - Output: 9

## Recursive Bindings

- An expression can have local *recursive* function bindings defined with the `letrec` special form  
(`letrec listofnameandvaluepairs expression`)  
where *name and value pairs* is a list of pairs (*namevalue*) and expression is returned where each name is replaced with its value
  - Input:  

```
(letrec ((fact (lambda (n)
                  (if (= n 1)
                      1
                      (* n (fact (- n 1)))))
         ))
      (fact 5))
```
  - Output: 120
  - This allows the local factorial function `fact` to refer to itself

## I/O and Sequencing

- `display` prints a value
  - Input: (`display "Hello World!"`)
  - Output: "Hello World!"
  - Input: (`display (+ 2 3)`)
  - Output: 5
- `newline` advances to a new line
  - Input: (`newline`)
- `read` returns a value from standard input
- `begin` sequences a series of expressions (its value is the value of the last expression)
  - Example:  

```
(begin
  (display "Hello World!")
  (newline))
```
  - Example:  

```
(let ((x 1)
      (y (read))
      (plus +))
      (begin
        (display (plus x y))
        (newline))
      )
```

## Loops

- `do` takes a list of name-init-update triples, a termination test with final value, and a loop body  
(`do listoftriples condition body`)
- Example:  

```
(do ((i 0 (+ i 1)))
    ((>= i 10) "done")
    (display i)
    (newline))
```
- Since everything is an expression in Scheme, a loop must return a value which in this case is the string "done"

## Higher-Order Functions

- A function is called a *higher-order function* (also called a *functional form*) if it takes a function as an argument or returns a newly constructed function as a result
- Scheme has several built-in higher-order functions, for example:
  - `apply` takes a function and a list and applies the function with the elements of the list as arguments
    - Input: `(apply '+ '(3 4))`
    - Output: 7
    - Input: `(apply (lambda (x) (* x x)) '(3))`
    - Output: 9
  - `map` takes a function and a list and returns a list after applying the function to each element of the list
    - Input: `(map odd? '(1 2 3 4))`
    - Output: `(#t () #t ())`
    - Input: `(map (lambda (x) (* x x)) '(1 2 3 4))`
    - Output: `(1 4 9 16)`
- Here is a function that applies a function to an argument twice:
  - `(define twice`  
  `(lambda (f n) (f (f n)))`  
  `)`
  - Input: `(twice sqrt 81)`
  - Output: 3

## Non-Pure Constructs: Assignments

- Assignments are considered bad in functional programming because they can change the global state of the program and possibly influence function outcomes
- `set!` assigns to a variable a new value, for example:
  - `(define a 0)`  
  `...`  
  `(set! a 1) ; overwrite a with 1`  
  `...`
  - `(let ((a 0))`  
  `(begin`  
    `...`  
    `(set! a (+ a 1)) ; increment a by 1`  
    `...`  
  `)`
- `set-car!` overwrites the head of a list
- `set-cdr!` overwrites the tail (rest) of a list

## Scheme Examples

- Recursive factorial function:

```
(define fact
  (lambda (n)
    (if (zero? n) 1 (* n (fact (- n 1)))))
)
```
- Iterative factorial function:

```
(define iterfact
  (lambda (n)
    (do ((i 1 (+ i 1))
        (f 1 (* f i)))
      )
      ((> i n) f)
      ; note: loop body is omitted
    )
  )
)
```

## Example Recursive Functions on Lists

- Sum the elements of a list:

```
(define sum
  (lambda (lst)
    (if (null? lst)
        0
        (+ (car lst) (sum (cdr lst)))) ; add value of head to
    sum of rest of list
  )
)
```

  - Input: `(sum '(1 2 3))`
  - Output: 6
- Check if element is in list:

```
(define in?
  (lambda (elt lst)
    (cond
      ((null? lst) #f) ; if list is empty, return false
      ((= elt (car lst)) #t) ; if element is the head, return
      true
      (else (in? elt (cdr lst))) ; keep searching rest of
      list
    )
  )
)
```

  - Input: `(in? 2 '(1 2 3))`
  - Output: `#t`

## Examples of List Functions

- `(define fill`  
  `(lambda (num elt)`  
    `(cond`  
      `((= 0 num) '())`  
      `(else (cons elt (fill (- num 1) elt)))`  
    `)`

```

)
)
)
o Input: (fill 3 "a")
o Output: ("a" "a" "a")
• (define between
  (lambda (start end)
    (if (> start end)
        '()
        (cons start (between (+ start 1) end)))
    )
  )
)
o Input: (between 1 10)
o Output: (1 2 3 4 5 6 7 8 9 10)
• (define zip
  (lambda (lst1 lst2)
    (cond
      ((null? lst1) '())
      ((null? lst2) '())
      (else (cons (list (car lst1) (car lst2)) (zip
        (cdr lst1) (cdr lst2))))
    )
  )
)
o Input: (zip '(1 2 3) '(a b c))
o Output: ((1 a) (2 b) (3 c))
• (define take
  (lambda (num lis)
    (cond
      ((= num 0) '())
      (else (cons (car lis) (take (- num 1) (cdr
        lis))))
    )
  )
)
o Input: (take 3 '(a b c d e f))
o Output: (a b c)

```

## Examples of Higher-Order Functions

- Reduce a list by applying a binary operator to all elements (i.e.  $elt1 + elt2 + elt3 + \dots$ ):
 

```

(define reduce
  (lambda (op lst)
    (if (null? (cdr lst))
        (car lst)
        (op (car lst) (reduce op (cdr lst)))
    )
  )
)
o Input: (reduce + '(1 2 3))
o Output: 6

```
- Filter elements of a list for which a condition (a predicate function) returns true:
 

```

(define filter
  (lambda (op lst)
    (cond
      ((null? lst) '())
      ((op (car lst)) (cons (car lst) (filter op (cdr
        lst))))
      (else (filter op (cdr lst)))
    )
  )
)
o Input: (filter odd? '(1 2 3 4 5))
o Output: (1 3 5)

```