



A Level Computer Science

**Introduction to Functional
Programming**

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Aims and Claims

- Flavour of Functional Programming
- how it differs from Imperative Programming (e.g. Python)
- Claim that:
 - It is possible to program using functions
 - It is useful! Only simple examples
- Better understanding of programming

I hope this is convincing



How This Session Works

1. Talk
 2. Do
 3. Reflect
 4. Repeat
 5. ...
 6. Stop when times up
-

Outline

FP Topics

- A first functions
- Composing function
- Lists
- *If time (probably not)*
 - Recursion
 - Map, Filter and Fold

Challenge problems

Reflections

- Expressions, statements and variables
- Sequence versus composition
- How functions work
- The best language

Functional Languages?

- Many programming languages now have functional features

Lisp (programming language)



1958

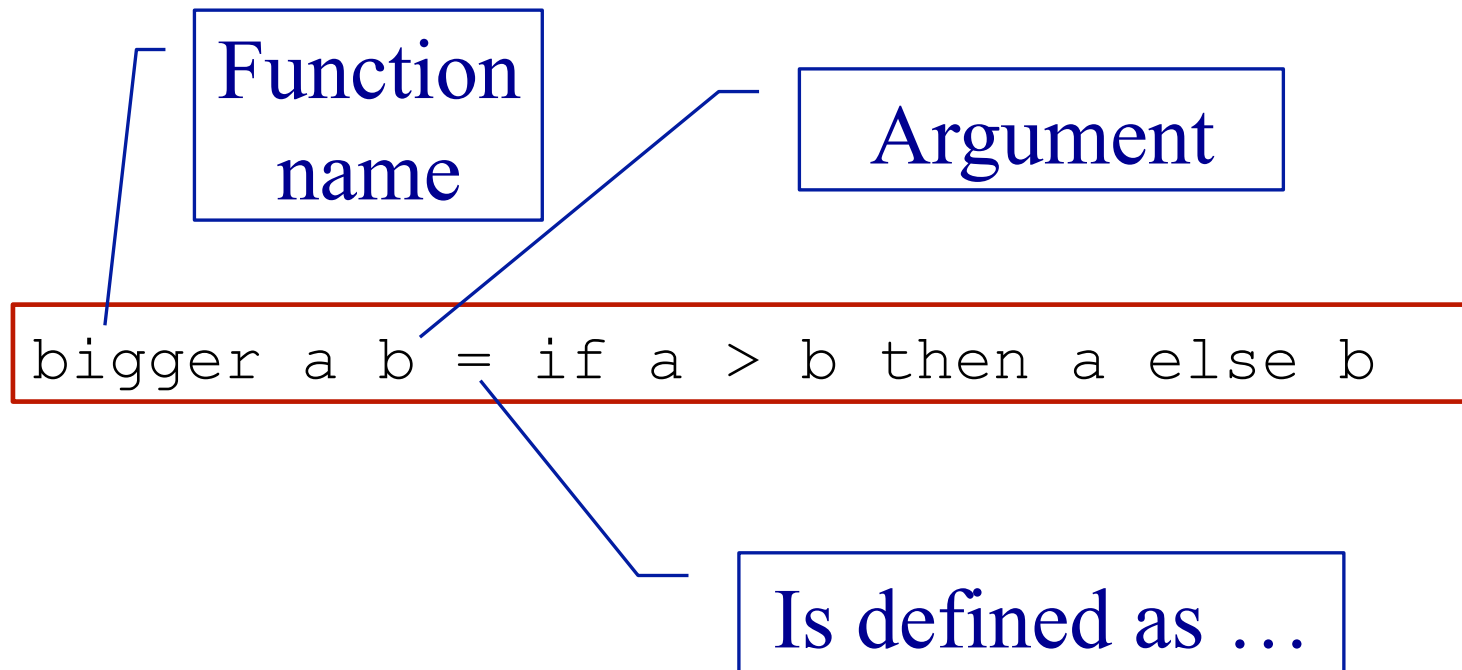




First Function

A Simple Function

- This function gives the larger of two numbers



Layout

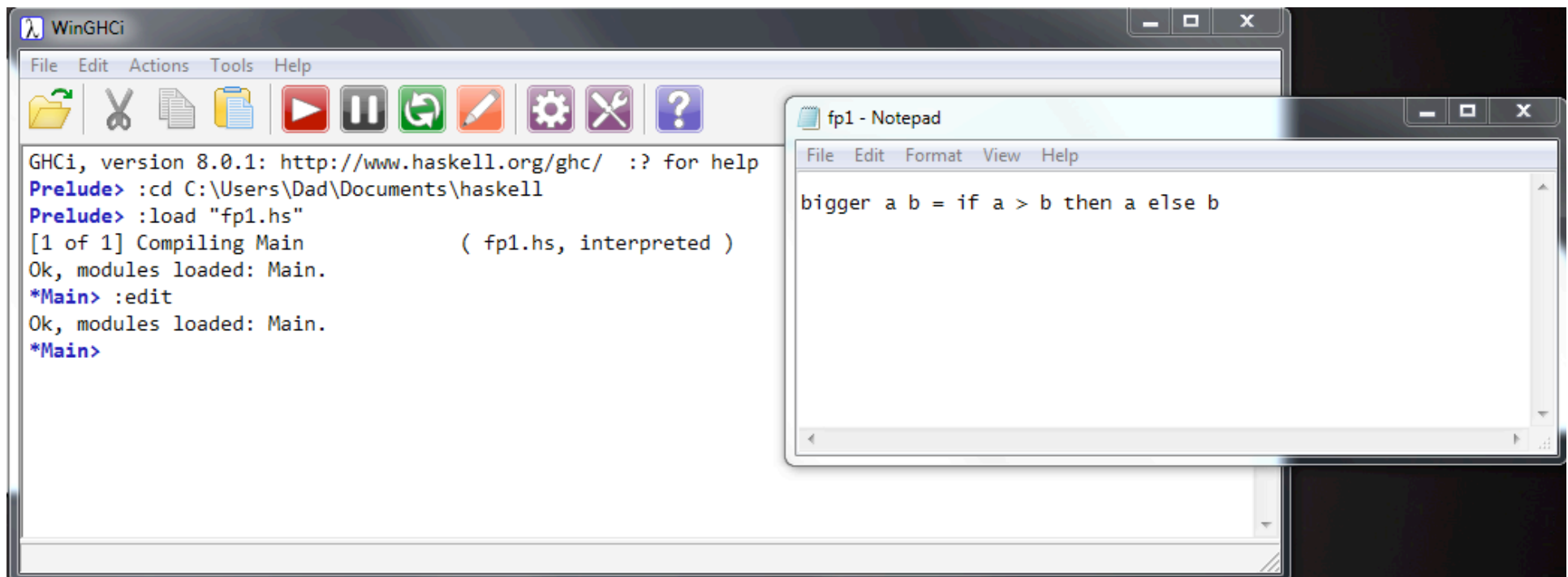
- Like Python, Haskell is layout sensitive
- The following all work

```
bigger a b =  
  if a > b then a else b
```

```
bigger a b =  
  if a > b  
    then a  
    else b
```

Getting Started with WinGHCi

- WinGHCi is a shell
 - Use functions interactively
- Use a text editor to edit the program
 - Notepad++ is better than notepad if you have it



The screenshot shows two windows. The main window is WinGHCi, which has a menu bar (File, Edit, Actions, Tools, Help) and a toolbar with icons for file operations and execution. The terminal output shows the following commands and responses:

```
GHCi, version 8.0.1: http://www.haskell.org/ghc/  :? for help
Prelude> :cd C:\Users\Dad\Documents\haskell
Prelude> :load "fp1.hs"
[1 of 1] Compiling Main                ( fp1.hs, interpreted )
Ok, modules loaded: Main.
*Main> :edit
Ok, modules loaded: Main.
*Main>
```

The second window is Notepad, titled "fp1 - Notepad", with a menu bar (File, Edit, Format, View, Help). It contains the following Haskell code:

```
bigger a b = if a > b then a else b
```



Practical break



Reflection 1: Expressions, Statements and Variables

Expressions and Statement

- Expression \rightarrow value
 - Statement \rightarrow command

 - Python: statements and expressions
 - Haskell: only expressions
-

The Assignment Statement

- The most important statement:

```
x = x + 1 # This is python
```

- *Update the memory location 'x' with its current value plus 1*
- 'x' is a variable

Python program is a sequence of assignments

- Function may assign, so ...
- Expressions are not just values

Haskell has no statements

- No assignment
- No variables

Is it possible to program without variables?

No Variables?

- My Haskell program seems to have variables

```
bigger a b =  
  if a > b then a else b
```

- ‘a’ and ‘b’ a names for values
 - Not memory locations
-

Functions

Maths (and Haskell)

- Result of a function depends only on its arguments
- Calling a function does not change anything
- Calling a function with the same arguments always gives the same result

Python

- Result of a function *may* depend on other variables
 - Calling a function *may* change variables
 - Calling a function a second time with the same arguments *may* give a different result
-



Function Composition

Composing Functions

- One way to write bigger3

```
bigger3 a b c = bigger (bigger a b) c
```

Pass results to ...



Composing Functions

- Given a functions

```
double a = 2 * a  
square a = a * a
```

- Predict the results of

```
> double (double 5)  
> double (square 3)  
> square (double 3)
```

Composing Functions – Example

- Surface area of a cylinder

```
circleArea r = pi * r * r
```

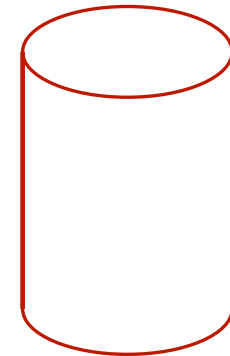
```
circleCircum r = 2 * pi * r
```

```
rectArea l h = l * h
```

```
cylinderArea r h =
```

```
  2 * circleArea r +
```

```
  rectArea (circleCircum r) h
```





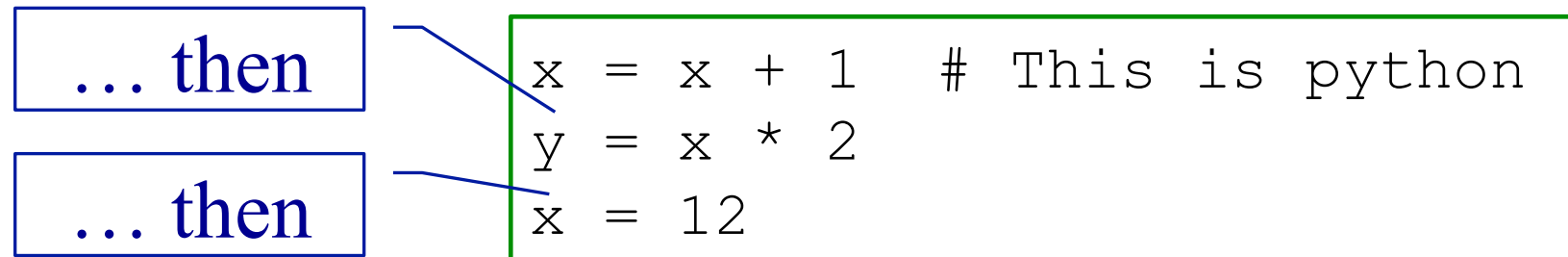
Practical break



Reflection 2: Sequence versus Composition

Python's Invisible Statement

- Sequence of assignments



- Next statements on a new line
 - Many languages: S1 ; S2
-

Haskell's Invisible Operator

- Function application

```
circleArea r = pi * r * r
circleCircum r = 2 * pi * r
rectArea l h = l * h
```

```
cylinderArea r h =
  2 * circleArea r +
  rectArea (circleCircum r) h
```

apply

apply

apply

apply

apply

apply

Decomposition

Python

- Sequence of statements
- ... with names (functions)
- Order of memory updates

Haskell

- Expressions
- ... with names (functions)
- Argument and results

Functional composition \neq sequencing of statements

Python's Other Invisible Operator

- Function call (application)

```
def circleArea(r): return math.pi * r * r
def circleCircum(r): return 2 * math.pi * r
def rectArea(l, h): return l * h
```

```
def cylinderArea(r, h):
    2 * circleArea(r) +
    rectArea(circleCircum(r), h)
```

call

call

call

call

call



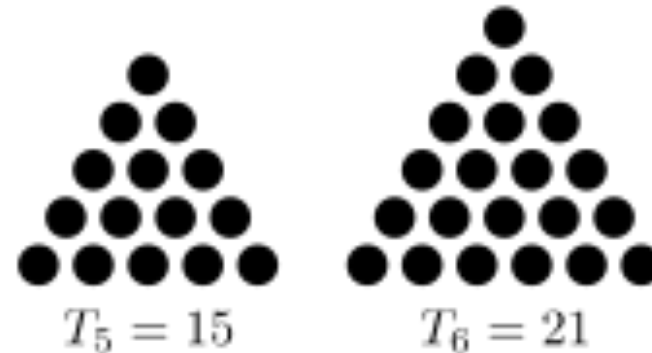
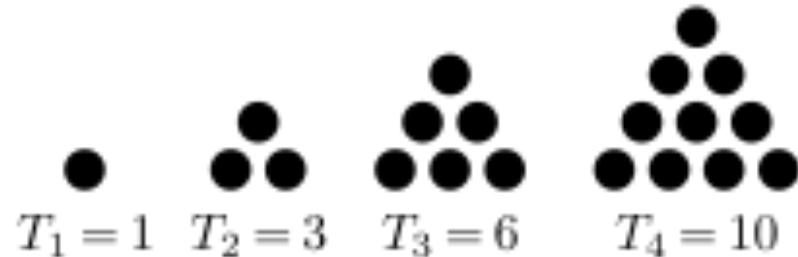
Recursion

Recursion

- Can the definition of a function use the function being defined.
 - This is known as recursion
 - It can if
 - There is a non-recursive base case
 - Each recursive call is nearer the base case
-

Recursion – Example

- A triangle number counts the number of dots in an equilateral triangle (see picture)
- We can define by:



Base case

```
trigNum 1 = 1
trigNum n = n + trigNum (n-1)
```

Recursive; smaller n

Patterns

- The argument can match a pattern

Pattern

```
trigNum 1 = 1
trigNum n = n + trigNum (n-1)
```

- Equivalent to:

```
trigNum n
  | n == 1      = 1
  | otherwise   = n + trigNum (n-1)
```



Practical break



Reflection 3: How Functions Work

Comparison with dry running a Python
program

Example Python Program

- Variables are:
 - mark
 - total
 - min
 - average
 - grade

```
# Enter two marks
# Save minimum
mark = int(input("Mark 1 > "))
total = mark
min = mark

mark = int(input("Mark 2 > "))
if mark < min:
    min = mark
total = total + mark

# Calculate average
average = total / 2

# Calculate grade
if min < 30 or average < 50:
    grade = "fail"
else:
    grade = "pass"
```


Dry Running a Program

- Table has column for each variable
- Row for each step

Step	Variable				
	mark	total	min	average	grade
1	35				
2		35			
3			35		
4	45				
5		80			
6				40	
7					fail

Memory

Sequence

Rewriting (Reduction)

- Replace each call to a function by its definition
- Replace arguments by expressions

```
trigNum 1 = 1
trigNum n = n + trigNum (n-1)
```

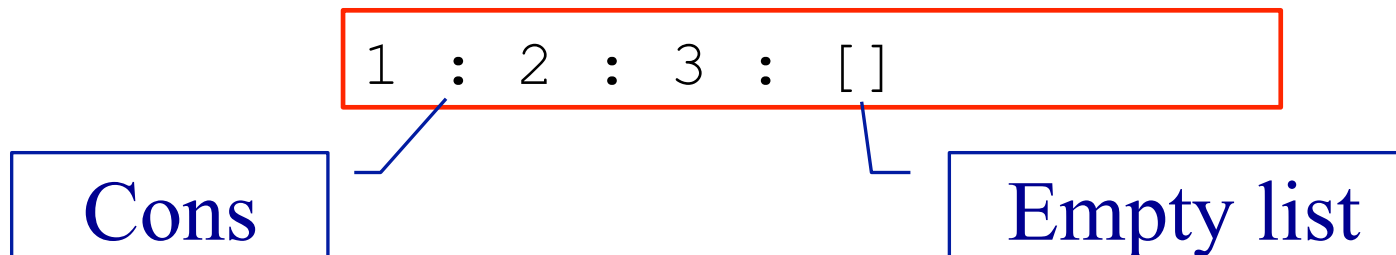
```
trigNum 3
= 3 + trigNum 2
= 3 + 2 + trigNum 1
= 3 + 2 + 1
= 6
```



Lists

Lists in Haskell

- Haskell has lists ... similar to Python
- LISP
 - First functional language
 - ‘List processing’
- Example: `[1, 2, 3]`
- Equivalent to:

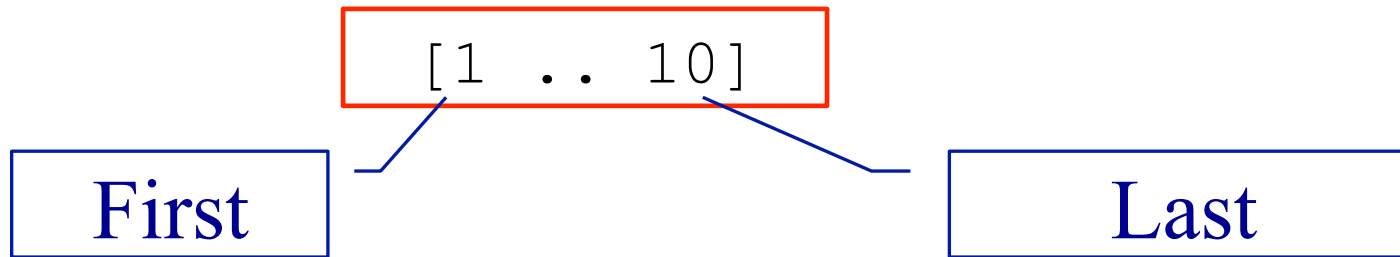


Useful List Functions

Function	Description	Example
elem	Member of list	Main> elem 4 [1,2,3,4,5] True Main> elem 4 [1,3,5] False
head	First element of list	Main> head [2,4,6,8] 2
tail	List without first element	Main> tail [3,5,7,9] [5,7,9]
++	Concatenate two lists	Main> [1,2,3] ++ [7,9] [1,2,3,7,9]

Ranges

- Similar to Python



List Recursion

- Many functions on lists are defined recursively
- Base case: empty list
- Recursive case: apply to tail of list

```
-- length of a list  
len [] = 0  
len (x:xs) = 1 + len xs
```

Base case

Recursive call

Pattern
- empty

Pattern – not empty



Practical break



Map, Filter and Fold

- Functions that abstract common ways of processing a list
 - Called ‘recursive functions’
-

Two Similar Functions

- Two functions that create a new list from an old one
 - The new list is the same length
 - Each new element is derived from the corresponding old element

```
-- Add 1 to each entry in a list
addOne []          = []
addOne (x:xs)     = x+1:addOne xs
```

```
-- Square each entry in a list
square []          = []
square (x:xs)     = x*x:square xs
```

Using Map

- A function to apply a function to each element in a list

```
inc x = x + 1
```

```
-- Add 1 to each entry in a list
```

```
addOne ls = map inc ls
```

```
square x = x * x
```

```
-- Square each entry in a list
```

```
squares xs = map square xs
```

Filter

- Select items from a list

Predicate

```
moreThan a b = b > a
```

```
Main> filter (moreThan 3) [3,2,5,1,7,8]  
[5,7,8]
```

How is Map Defined?

- Recursive definition of map

```
map f [] = []  
map f x:xs = f x : map f xs
```

```
map inc [1,2,3]  
=
```

Fold – Reducing a list

- Combine the elements of a list

```
-- length of a list
len []          = 0
len (x:xs)     = 1 + len xs
```

```
-- sum of a list
addUp []        = 0
addUp (x:xs)    = x + addUp xs
```

Using Fold – Reducing a list

- Combine the elements of a list

```
count x y = y + 1

-- length of a list
len xs = foldr count 0 xs
```

```
add x y = x + y

-- sum of a list
addUp xs = foldr add 0 xs
```

How is Foldr Defined?

- Recursive definition of foldr

```
foldr f a [] = a
foldr f a x:xs = f x (foldr f a xs)
```

```
foldr add 0 [1,2,3]
= add 1 (foldr add 0 [2,3])
= add 1 (add 2 (foldr add 0 [3]))
= add 1 (add 2 (add 3 (foldr add 0 [])))
= add 1 (add 2 (add 3 0))
= add 1 (add 2 3)
= add 1 5
= 6
```


Map, Foldr, Filter – Summary

Function	Description
<code>map</code>	Apply function to each list element
<code>filter</code>	Select elements satisfying a predicate
<code>foldr</code>	Combine elements using a function

- These are called recursive function
 - `foldr` is more general – *it can be used to define the other two*
-

Google Map Reduce

- Very large datasets can be processed using the Map Reduce framework
 - Divide the list of input
 - Map function to each list (separate computers)
 - Reduce list of results (from the separate computers)
-



Reflection 4: The Best Language?

Programming Language

- Between machine and users

Machine

C

Java

Haskell

User

- More abstract
 - Haskell is ‘declarative’
 - Performance
-

Functional Programming in Practice

- Functional languages
 - LISP – the original one
 - Haskell
 - Scala – compiles to JVM
 - F# – compiles to .NET
 - Influences
 - Java, Python, C#
 - Python has versions of map and fold
-

Further Haskell Topics

- Map, folder, filter
 - List comprehension
 - Anonymous functions – lambda
 - Types
 - Polymorphism
 - Input and output
-

Summary – Functional Programming

- Programming with expressions
 - No statements
 - No assignment → no variables
 - No sequence → no loops
 - Composition of functions
 - Possible and practical
 - Programs can be shorter
-