# What did functional programming ever do for us (software engineers)?

An extreme pragmatic and un-academic approach

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# Overview: Advantages of functional programming

Features of functional programming are being added to many languages

- What are these features?
- What advantages do they give programmers?

Programmer-facing features listed in the increasing order of complexity (and decreasing order of advantage-to-cost ratio)

- Write iterative code without loops
- 2 Use functions parameterized by types, checked by compiler
- 3 Use disjunctive types to model special cases, errors, etc.
- Use special syntax for chaining effectful computations

# Feature 1: Loop-free iterative programs. Treansformation

#### An easy interview question:

Given an array of integers, find all pairs that sum to a given number

- Solutions using loops: 10-20 lines of code
- FP solution with  $O(n^2)$  complexity:

```
# Python
[ (x, y) for x in array for y in array ]
// Scala
for { x <- array; y <- array; if x + y == n } yield (x, y)
-- Haskell
do; x <- array; y <- array; guard (x + y = n); return (x, y)</pre>
```

• FP solution with  $O(n \log n)$  complexity:

```
// Scala
val hash = array.toSet
for { x <- hash; if hash contains (n - x) } yield (x, n - x)</pre>
```

# Feature 1: Loop-free iterative programs. Aggregation

 Given an array of integers, compute the sum of square roots of all elements except negative ones

```
# Python
sum( [ sqrt(x) for x in givenArray if x >= 0 ] )
// Scala
givenArray
   .filter { x => (x >= 0) }
   .map(math.sqrt)
   .sum
```

- Given a set of integers, compute the sum of those integers which are non-negative and whose square root is also present in the set
  - ► Solution using loops: 15-20 lines of code
  - ► FP solution:

```
givenSet // Scala
  .filter { x => x >= 0 && givenSet.contains(math.sqrt(x)) }
  .sum
```

Compute a positive integer from a given array of its decimal digits digits.reverse.zipWithIndex // Scala
 .map { case (d, i) => d \* math.pow(10, i).toInt } .sum

#### Feature 1: Loop-free iterative programs. Induction

Compute the mean value of a given sequence in single pass

- Any inductive definition can be converted to a "fold"
  - Base case is the initial value
  - Inductive step is the updater function

# Feature 1: Loop-free iterative programs. Other applications

- The implementation of map, filter, fold, flatMap, groupBy, sum, etc., may be asynchronous (Akka Streams), parallel, and/or distributed (Spark, Flink)
  - ▶ The programmer writes loop-free code in the map/filter/reduce style
  - ▶ The runtime engine implements parallelism, fault tolerance, etc.
  - Many types of programmer errors are avoided automatically
- What we need to support programming in the map/filter/reduce style:
  - ► Collections with user-definable methods
  - ► Functions ("lambdas") passed as parameters to other functions
  - Easy work with tuple types
- Lambdas were added to most programming languages by 2015

### Feature 2: Type parameters. Usage

- Collections can have types parameterized by element type
  - ► Array of integers: Array[Int]
  - ► Array of strings: Array[String]
  - Array of arrays of pairs of integers and strings: Array[Array[(Int, String)]]
- Methods such as map, zip, flatMap, groupBy change the type parameters

• The compiler prevents using incorrect type parameters anywhere

### Feature 2: Type parameters. Language features

- Code can be written once, then used with different type parameters
- Example (Scala):

```
def map[A, B](xs: Seq[A])(f: A \Rightarrow B): Seq[B] = ...
```

- Collections (Array, Set, etc.) with type parameters support such methods
- Many programming languages have type parameters
  - ► Functions with type parameters were added to Java in 2006
  - ▶ C++ can imitate this functionality with templates
  - Go-lang might get type parameters in the future

#### Feature 3: Disjunctive types

- Enumeration type (enum) describes a set of disjoint possibilities:
   enum Color { RED, GREEN, BLUE; } // Java
- A value of type Color can be only one of the three possibilities
- Disjunctive types are "enriched" enum types, carrying extra values:

```
// Scala 3
enum RootOfEq { case NoRoots(); case OneRoot(x: Float); }
```

• The switch is "enriched" to extract data from disjunctive values

```
// Scala
roots match {
  case OneRoot(x) => // May use 'x' in this expression.
  case NoRoots() => // May not use 'x' here by mistake.
}
```

- Disjunctive types describe values from "tagged union" sets
  - ightharpoonup OneRoot(x)  $\cong$  the set of all Float values
  - ightharpoonup NoRoots()  $\cong$  the set consisting of a single value
  - ▶ RootOfEq ≅ either some Float value or the special value NoRoots()

# Feature 3: Disjunctive types. Adoption in languages

- Disjunctive types and pattern matching are required for FP
- Introduced in Standard ML (1973)
- Supported in all FP languages (OCaml, Haskell, F#, Scala, Swift, ...)
- The support of disjunctive types only comes in FP-designed languages
  - ▶ Not supported in C, C++, Java, JavaScript, Python, Go, ...
  - ▶ Not supported in relational languages (Prolog, SQL, Datalog, ...)
  - ▶ Not supported in configuration data formats (XML, JSON, YAML, ...)
- Logical completeness of the type system:

Scala type	Logic operation	Logic notation	Type notation
(A, B)	conjunction	$A \wedge B$	$A \times B$
Either[A, B]	disjunction	$A \lor B$	A + B
A => B	implication	$A \Rightarrow B$	A  o B
Unit	true	Т	1
Nothing	false		0

Programming is easier in languages having a complete logic of types

### Feature 4: Chaining of effects. Motivation

How to compose computations that may fail with an error?

- A "result or error" disjunctive type: Try[A] 

  ≅ Either[Throwable, A]
- In Scala, Try[A] is a disjunction of Failure[Throwable] and Success[A]

Working with Try[A] requires two often-used code patterns:

- Use Try[A] in a computation that cannot fail, f: A => B
  - ► Success(a) goes to Success(f(a)) but Failure(t) remains unchanged
- Use Try[A] in a computation that can fail, g: A => Try[B]
  - ► Success(a) goes to g(a) while Failure(t) remains unchanged
- To implement these two code patterns, we use two methods:
  - ► Try(a).map(f) use with f: A => B that cannot fail
  - ► Try(a).flatMap(g) use with g: A => Try[B] that can fail
    def fmap[A, B](f: A => B): Try[A] => Try[B]
    def flm[A, B](g: A => Try[B]): Try[A] => Try[B]

# Feature 4: Chaining of effects. Special syntax

A chain of computations that can fail:

- combine f: A => Try[B] with g: B => C to get h: A => Try[C]
- combine f: A => Try[B] with g: B => Try[C] to get h: A => Try[C]
- We can write code like this:

```
Try(one()).map { x => f(x) }.flatMap { y => Try(another(y)) }
```

• Instead of a chain of map and flatMap methods, use a special syntax:

```
for {
  x <- Try(one())
  y = f(x)
  z <- Try(another(y))
} yield z</pre>
```

Resembles the syntax for nested loops ("for-comprehension")

```
for { x <- list1; y <- list2 } yield p(x, y) // Scala [ z(x, y) for y in list2 for x in list1 ] // Python
```

• In Haskell ("do notation"), in F# ("computation expressions")

# Features 1-4 may be combined at will

The main advantages in practical coding come from combining features 1-4 of functional programming

- Use functional methods on collections with type parameters
- Use disjunctive types to represent program requirements
- Avoid explicit loops and make sure all types match
- Compose programs at high level by chaining effects (Try, Future, ...)

#### Summary

- FP proposes 4 essential features that make programming easier
  - ▶ loop-free iteration, type parameters, disjunctive types, chaining syntax
  - other, more advanced features have lower cost/advantage ratios
- Most FP languages have these features and give the same advantages
  - ▶ OCaml, Haskell, Scala, F#, Swift, Rust, Elm, ...
- Most non-FP languages lack at least 2 of these features
  - Lack of features may be compensated but raises the cost of their use