# Dysfunctional Programming

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### First-class functions

A huge amount of software abstraction is based on first-class functions:

- HOFs in FP
- Virtual methods in OOP
- Callbacks, closures in many settings

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Lots of headache in compilation:

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### What can we do without first-class functions?

Do we need function values here?

```
map : (A \rightarrow B) \rightarrow List A \rightarrow List B

map f nil = nil

map f (cons a as) = cons (f a) (map f as)

g : List Int \rightarrow List Int

g = map (+1)
```

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Do we need function values here?
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    map f nil = nil
    map f (cons a as) = cons (f a) (map f as)
    g : List Int → List Int
    q = map (+1)
```

g : List Int → List Int g nil = nil

g(cons a as) = cons (a + 1) (g as)

Instead:

```
Do we need function values here?
```

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map f (cons a as) = cons (f a) (map f as)
```

```
g : List Int → List Int
```

g(cons a as) = cons (a + 1) (g as)

```
g = map (+1)
```

```
g : List Int → List Int
g nil = nil
```

Function elimination by inlining.

```
instead.
```

- Metaprogramming: use first-class functions only at compile time, generate first-order code. Inlining is a special case of this.
- 2 Defunctionalization: replace closures by explicit first-order data.

We focus on 1, using two-level type theory.

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There is a dependently typed compile-time language for metaprogramming.

Object-level & meta-level code is freely mixed in programs.

Generated code is guaranteed to be *well-typed*, *simply typed* and *only have first-order functions*.

### Rules, informally

- Compile-time types and runtime types have different types ("universes").
- Function and non-function ("value") types at runtime stage are distinguished.
- There are only first-order function types at runtime.

```
data List (A : Ty Val) : Ty Val where
  nil : List A
```

cons : A → List A → List A

We can't store functions in runtime data.

map : {A B : Ty Val}  $\rightarrow$  (A  $\rightarrow$  B)  $\rightarrow$  List A  $\rightarrow$  List B

g : List Int -> List Int g := map (+1)

OK:

```
class Functor (F : Ty Val \rightarrow Ty Val) where fmap : (A \rightarrow B) \rightarrow F A \rightarrow F B
```

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Issue with Applicative:

```
class Applicative (F : Ty Val → Ty Val) where
  pure : A → F A
  ap : F (A → B) → F A → F B
```

OK:

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Solution:

```
class Applicative (F : Ty Val → Ty Val) where
  point : F ()
  zip : F A → F B → F (A, B)
```

```
OK:
```

```
class Functor (F : Ty Val \rightarrow Ty Val) where fmap : (A \rightarrow B) \rightarrow F A \rightarrow F B
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```
Issue with Applicative:
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```
pure : A \rightarrow F A
ap : F (A \rightarrow B) \rightarrow F A \rightarrow F B
```

# Solution:

```
class Applicative (F : Ty Val → Ty Val) where
    point : F ()
    zip : F A → F B → F (A, B)

Monad is also OK:
```

class Applicative (F : Ty Val → Ty Val) where

# bind : M A → (A → M B) → M B

```
State : Ty Val \rightarrow Ty Val \rightarrow MetaTy
State S A = S \rightarrow (A, S)
```

Using the previous Functor/Applicative/Monad definitions, no!

```
State : Ty Val \rightarrow Ty Val \rightarrow MetaTy
State S A = S \rightarrow (A, S)
```

Using the previous Functor/Applicative/Monad definitions, no!

But it is a *relative* Functor/Applicative/Monad:

```
class RelFunctor (F : Ty Val → MetaTy) where ...
class RelApplicative (F : Ty Val → MetaTy) where ...
class RelMonad (M : Ty Val → MetaTy) where ...
instance RelMonad (State S) where ...
```

### Defunctionalization

#### Difference lists in Haskell:

```
type DList a = [a] -> [a]
append :: DList a -> DList a -> DList a
append xs ys = xs . ys

toDList a as = a : as
fromDList xs = xs []
```

### Defunctionalization

No functions needed:

```
data DList a = Chunk [a] | Append (DList a) (DList a)
apply :: DList a -> [a] -> [a]
apply (Chunk xs) vs = xs ++ vs
apply (Append xs ys) zs = apply xs (apply ys zs)
toDList :: [a] -> DList a
toDList xs = Chunk xs
fromDList :: DList a -> [a]
fromDList xs = apply xs []
```

# Summary & further topics

- Not having first-class functions makes compilation much easier.
  - In most cases: metaprogramming can replace first-class functions.
  - In most remaining cases: defunctionalization can replace first-class functions.
  - In the remaining cases: we can distinguish closures in the type system.
- Trade-off between programming convenience and performance.
- Trade-off between code size and performance.
- Other things to try to do without functions:
  - Fusion optimizations.
  - More things from the Haskell/ML literature.