

Mahmoud Abdelsalam

Functional Programming

- Recall In functional programming, you can write programs ONLY using pure functions and immutable values.
- This is, however, not how it works in many cases.

Functional Programming concepts

- Pure functions & side effects
- Referential transparency
- First class functions & higher order functions
- Immutability
- Recursion & tail-recursion
- Lambda functions
- Strict and lazy evaluation
- Pattern matching

Functional Programming concepts

- Pure functions & side effects
- Referential transparency
- First class functions & higher order functions
- Immutability
- Recursion & tail-recursion
- Lambda functions
- Strict and lazy evaluation
- Pattern matching

Pure Functions & Side Effects

- Pure functions, just maps input to output.
 - No I/O operations
 - No input modifications
 - No console reads/prints
 - No database calls
 - No global variable usage/modifications

Pure Functions & Side Effects

- Pure functions, just maps input to output.
 - No I/O operations
 - No input modifications
 - No console reads/prints
 - No database calls
 - No global variable usage/modifications

Simply: It can't affect the outside world in anyway since this will be a **side effect!**

Referential Transparency

Referential transparency can be used to check if a function is pure!

HOW?

Referential Transparency

Referential transparency can be used to check if a function is pure!

HOW?

If you can replace an expression with its value without changing the program behavior

```
def add1(i:Int):Int = \{
   i + 1
def add1(i:Int):Int = \{
  println(i)
   i + 1
```

```
def add1(i:Int):Int = \{
   i + 1
def add1(i:Int):Int = \{
  println(i)
   i + 1
```

Replace add1(x) with the value of x + 1. Does it change the program behavior?

```
defadd1(i:Int):Int = \{
   i + 1
def add1(i:Int):Int = \{
  println(i)
   i + 1
```



Replace add1(x) with the value of x + 1. Does it change the program behavior?

```
def add1(i: Int) : Int = {
    i + 1
}
```



Replace add1(x) with the value of x + 1. Does it change the program behavior?

```
def add1(i: Int): Int = {
    println(i)
    i + 1
}
```



Math.sqrt(4.0)

Math.sqrt(4.0)

Can you replace *Math.sqrt(4.0)* with 2.0 without changing the program behavior?

Math.sqrt(4.0)

Can you replace *Math.sqrt(4.0)* with 2.0 without changing the program behavior?



Math.sqrt(4.0)

Can you replace *Math.sqrt(4.0)* with 2.0 without changing the program behavior?



var i: Int = 1

def addi(j: Int): Int = i + j

Math.sqrt(4.0)

Can you replace *Math.sqrt(4.0)* with 2.0 without changing the program behavior?



$$var i: Int = 1$$

 $def addi(j: Int): Int = i + j$

Can you replace addi(10) with it's corresponding value everywhere in the program without changing it's behavior?

Math.sqrt(4.0)

Can you replace *Math.sqrt(4.0)* with 2.0 without changing the program behavior?



var i: Int = 1

def addi(j: Int): Int = i + j

Can you replace addi(10) with it's corresponding value everywhere in the program without changing it's behavior?



Recall – Why Pure functions?

- Safe programming no side effects
- Easy to test
- Composable
- Results can be cached
- Can be lazy (discussed later)

Functional Programming concepts

- Pure functions & side effects
- Referential transparency
- First class functions & higher order functions
- Immutability
- Recursion & tail-recursion
- Lambda functions
- Strict and lazy evaluation
- Pattern matching

- First class functions:
 - NOT ONLY declared and called, but CAN also be used in every segment of the language as any other data type.
 - Everything a variable can do, a function can do.

- First class functions:
 - NOT ONLY declared and called, but CAN also be used in every segment of the language as any other data type.
 - Everything a variable can do, a function can do.
 - 1) Created in literal form without ever having been assigned an identifier

- First class functions:
 - NOT ONLY declared and called, but CAN also be used in every segment of the language as any other data type.
 - Everything a variable can do, a function can do.
 - 1) Created in literal form without ever having been assigned an identifier
 - 2) Can be stored in a container such as a variable

- First class functions:
 - NOT ONLY declared and called, but CAN also be used in every segment of the language as any other data type.
 - Everything a variable can do, a function can do.
 - 1) Created in literal form without ever having been assigned an identifier
 - 2) Can be stored in a container such as a variable
 - 3) Can be used as a parameter to another function

- First class functions:
 - NOT ONLY declared and called, but CAN also be used in every segment of the language as any other data type.
 - Everything a variable can do, a function can do.
 - 1) Created in literal form without ever having been assigned an identifier
 - 2) Can be stored in a container such as a variable
 - 3) Can be used as a parameter to another function
 - 4) Can be used as the return value from another function

• First class functions:

- NOT ONLY declared and called, but CAN also be used in every segment of the language as any other data type.
- Everything a variable can do, a function can do.
 - 1) Created in literal form without ever having been assigned an identifier
 - 2) Can be stored in a container such as a variable
 - 3) Can be used as a parameter to another function
 - 4) Can be used as the return value from another function
- All functions are first class functions by default in Scala.

• Higher order functions either:

- Use other functions as parameters
- Use functions as return values

Examples from: https://docs.scala-lang.org/tour/higher-order-functions.html

1) Created in literal form without ever having been assigned an identifier

Examples from: https://docs.scala-lang.org/tour/higher-order-functions.html

1) Created in literal form without ever having been assigned an identifier

$$(x: Int) => x * 2$$

Known as literal/anonymous function

2) Can be stored in a container such as a variable

2) Can be stored in a container such as a variable

$$val\ double = (x: Int) => x * 2$$

3) Can be used as a parameter to another function

3) Can be used as a parameter to another function $val\ salaries = List(10,\ 20\ 50)$ $val\ double = (x:\ Int) => x*2$ $val\ newSalaries = salaries.map(double)$

3) Can be used as a parameter to another function $val\ salaries = List(10,\ 20\ 50)$ $val\ double = (x:\ Int) => x*2$ $val\ newSalaries = salaries.map(double)$

Can be rewritten as:

 $val\ salaries = List(10, 20, 50)$ $val\ newSalaries = salaries.map(x => x * 2)$

3) Can be used as a parameter to another function $val\ salaries = List(10,\ 20\ 50)$ $val\ double = (x:\ Int) => x*2$ $val\ newSalaries = salaries.map(double)$

Can be rewritten as:

$$val\ salaries = List(10, 20, 50)$$

 $val\ newSalaries = salaries.map(x => x * 2)$

4) Can be used as the return value from another function

4) Can be used as the return value from another function

4) Can be used as the return value from another function

```
val domainName = "www.example.com"
def getURL = urlBuilder(true, domainName)
val endpoint = "users"
val query = "id=1"
val url = getURL(endpoint, query)
println("url: " + url) //url: https://www.example.com/users?id=1
```

Functional Programming concepts

- Pure functions & side effects
- Referential transparency
- First class functions & higher order functions
- Immutability
- Recursion & tail-recursion
- Lambda functions
- Strict and lazy evaluation
- Pattern matching