



Introduction to F#

Basics of Functional Programming



Remark

- For beginners only.



About the Speaker

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What is Functional Programming (FP)?

- Based on combinatory logic
 - Uses functions to solve problem
-
- Other Good Properties (depend on language)
 - Purity/Type-check/Recursive/Lazy-evaluation/homoiconicity

FP Languages

- Ancestor:
 - ML (1973)
 - Haskell (1990)
- Cousins:
 - OCaml(1996)
 - Scala (2004)
 - F# (2005)
 - Elm (2012)
 - ReasonML (2018)
- Remark: Some also considers LISP (1958) and their dialects (e.g. Clojure 2007) functional languages.

Who uses FP?

Haskell



Clojure / F#



OCaml



Scala



Why Learn FP?

- Concise code
- Ability to reason
- Unlock problems
- Better Salary



This Talk: F#

There are also Scala, Haskell, Clojure, Elm Meetups in Singapore.

Should I switch from C# to F#?

- Eager Learner: Yes!
 - Fun! Easy to Learn!
 - Access other FP languages!
 - Change the way you think.
 - Use functional-technique in C# code.
- Skeptics: Yes.
 - A lot of new features in C# comes from F#.
 - F# has better syntax to learn these concepts.

Core Concept

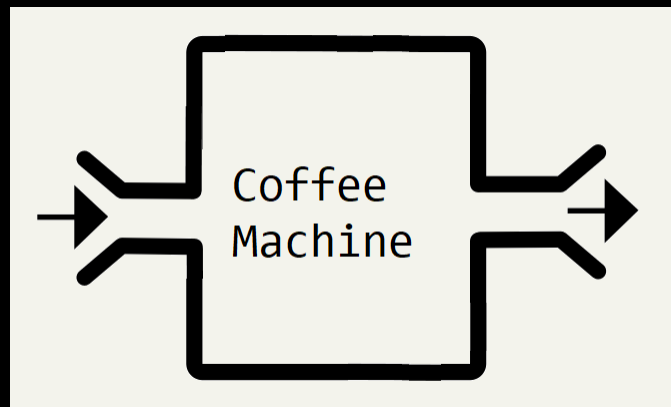
- Functions are things
- Compose functions

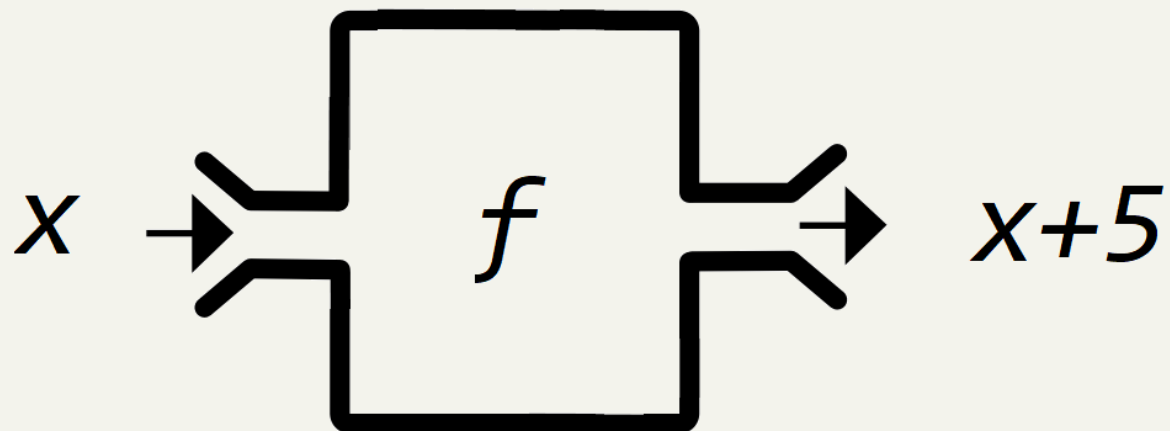


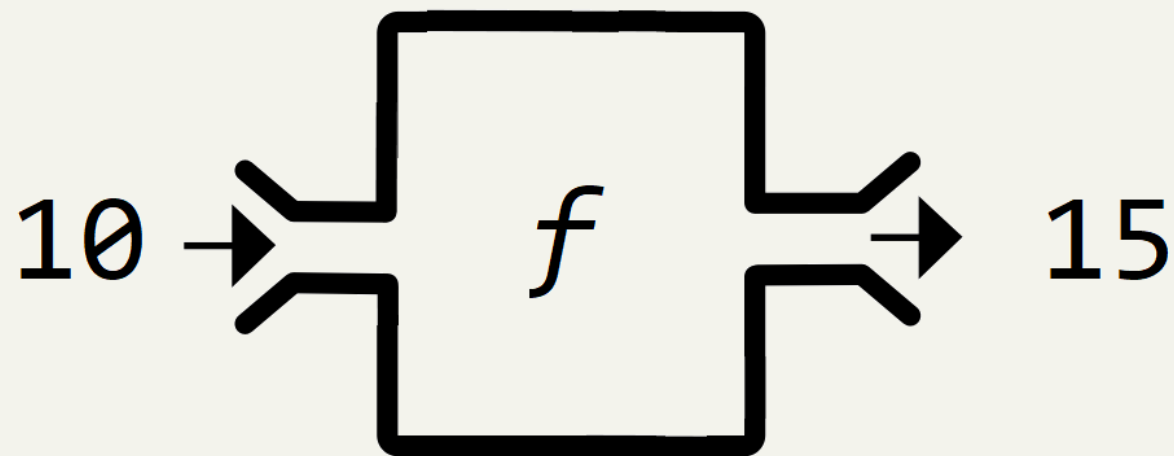


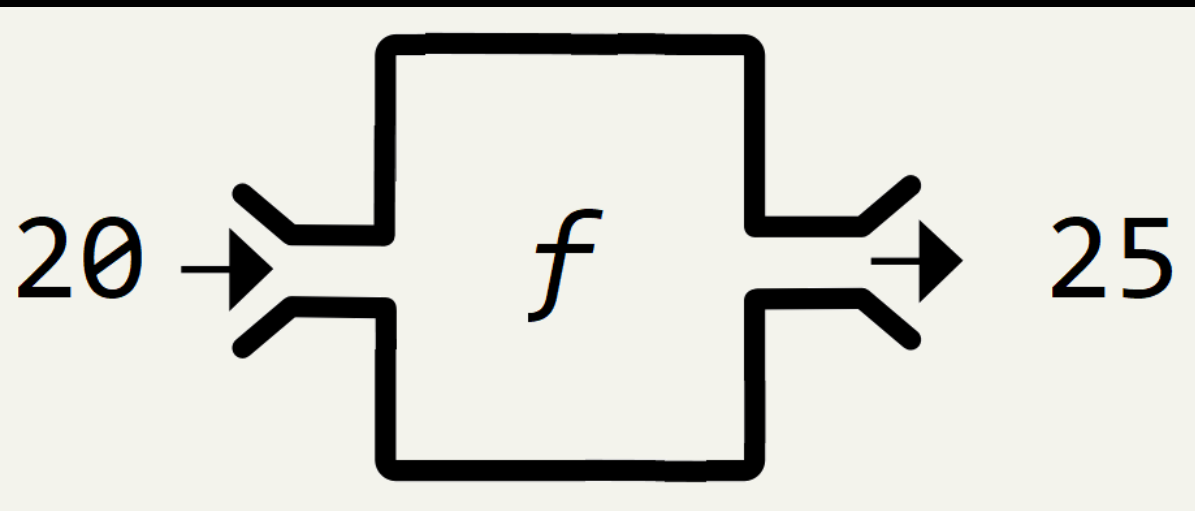
What is a function?

- Function is a machine that **take an input**, and **returns an output**









F# Example

- `let f x = x + 5`
- `f 30` `// 35`
- `f 100` `// 105`

Notation

- (To Define)
- In Math:

`let` $f(x) = x + 5$

- In F#:
- `let` $f\ x = x + 5$

No Brackets `(())`

Notation

- (To Use)

- In Math:

`let y = f(100)`

- In F#:

- `let y = f 100`

No Brackets `(())`



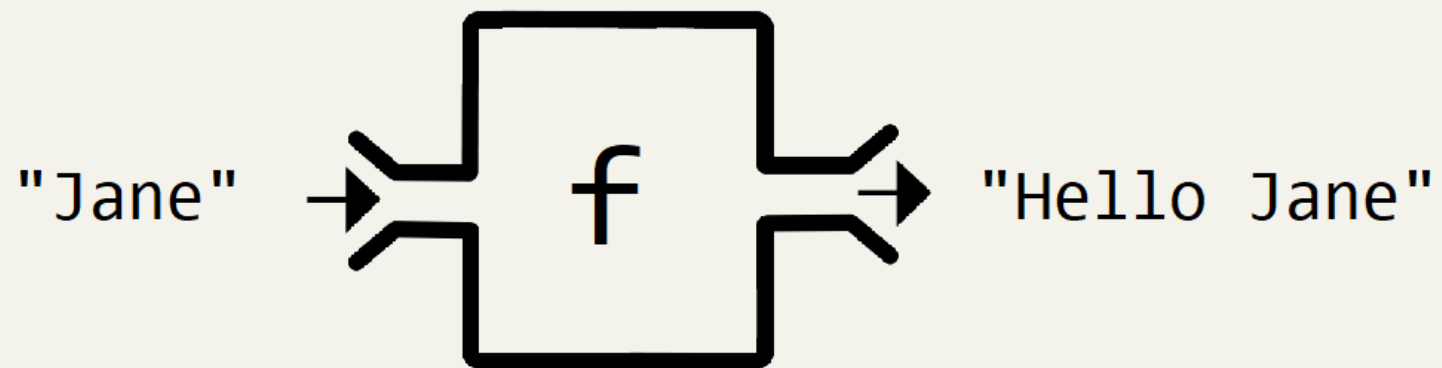
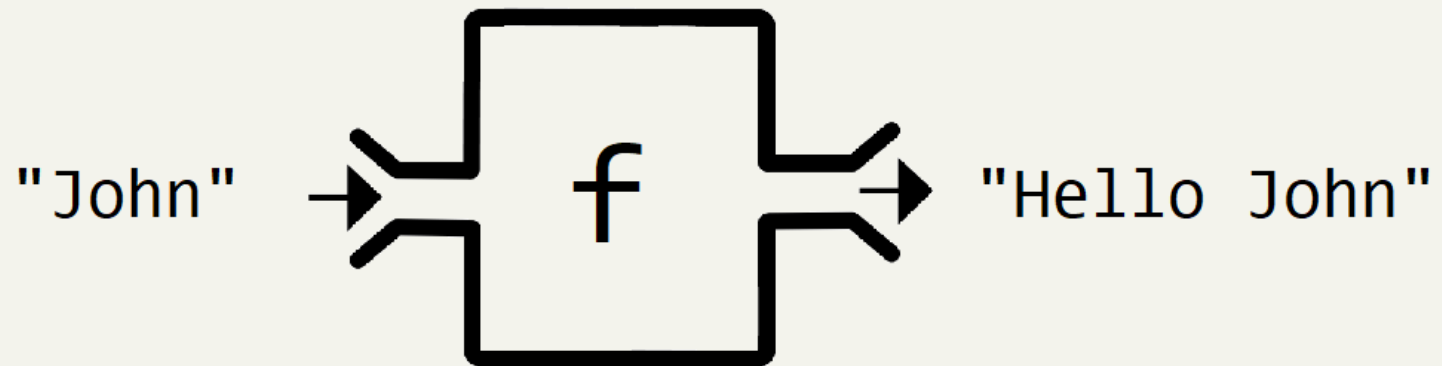
Example



- `let f x = "Hello " + x`

- `f "John"` `// "Hello John"`

- `f "Jane"` `// "Hello Jane"`





Example



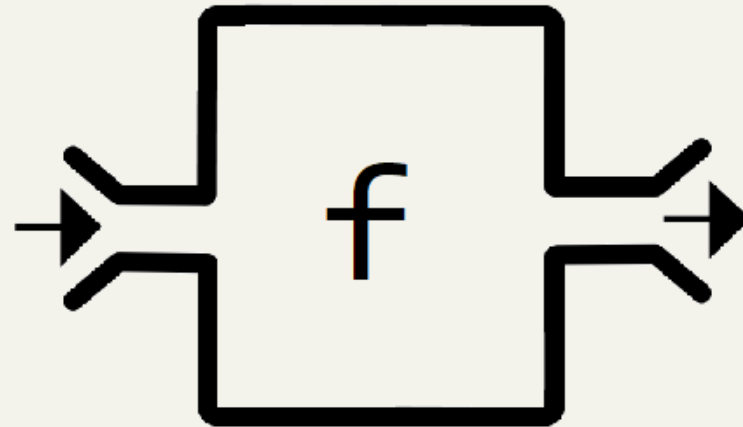
- `let f x = String.length x`

- `f "Hello" // 5`

- `f "Computer" // 8`

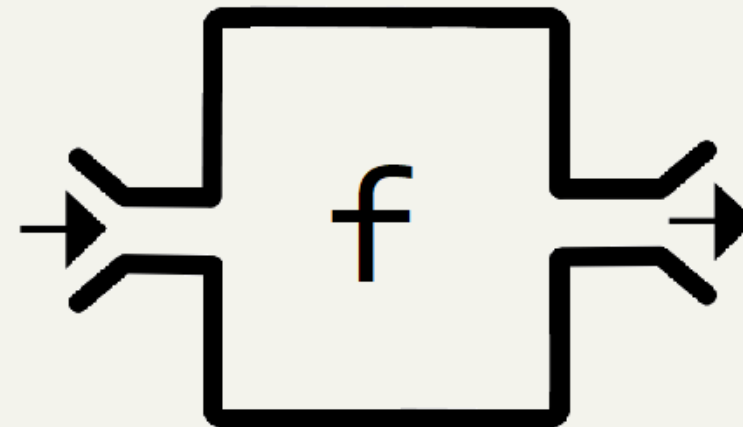
- `f : string -> int`

"Hello"



5


"Computer"



8



Example

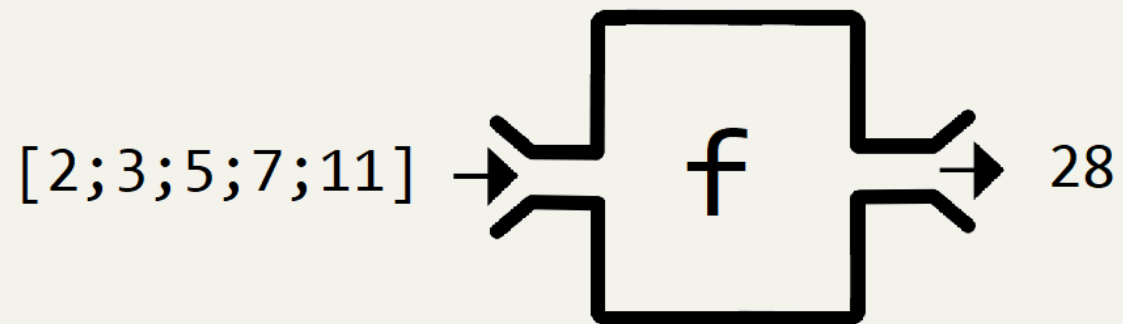
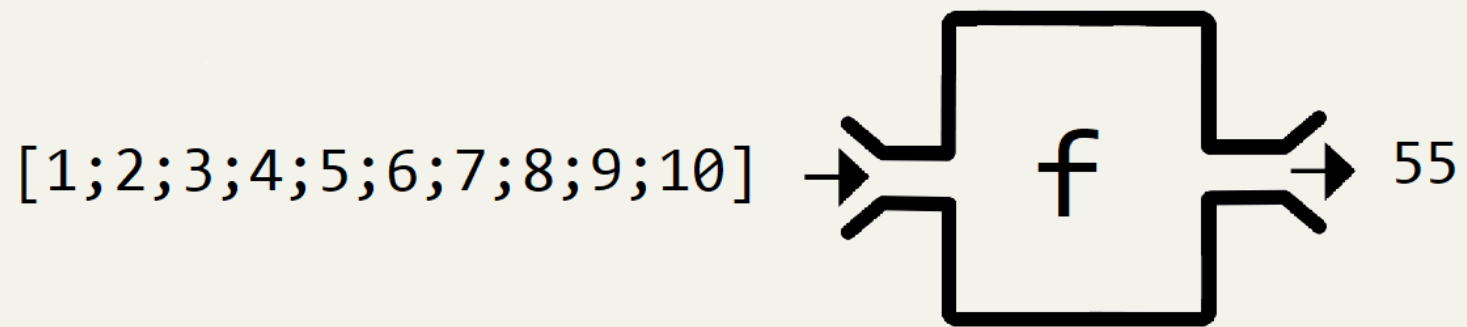


- `let f xs = List.sum xs`

- `f [1..10] // 55`

- `f [2;3;5;7;11] // 28`

- `f : List<int> -> int`



Multiple inputs

- `let f x y = x + y`
- `f 2 3 // 5`
- `f 30 70 // 100`
- `f : int -> int -> int`

Notation

- (To Define)
- In Math:

`let` $f(x,y) = x + y$

- In F#:
- `let` $f\ x\ y = x + y$

No Brackets `(())`
No Commas `,`

Notation

- (To Use)
- In Math:

`let` $z = f(2, 3)$

- In F#:
- `let` $z = f\ 2\ 3$

No Brackets `(())`
No Commas `,`

Multiple inputs

- `let f x y z = x + y + z`
- `f 2 3 7 // 12`
- `f 30 70 200 // 300`
- `f : int -> int -> int -> int`

Multiple inputs

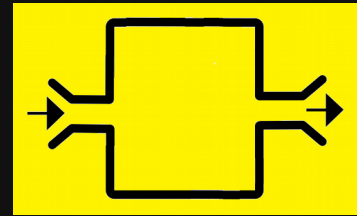
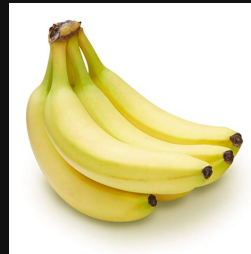
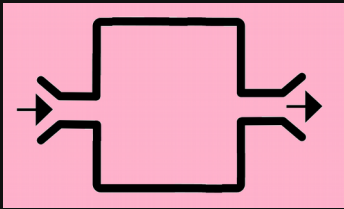
- `let f a b c d =`

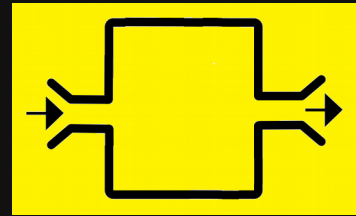
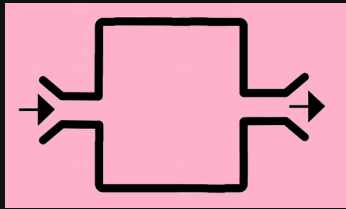
- `f : A -> B -> C -> D -> output`

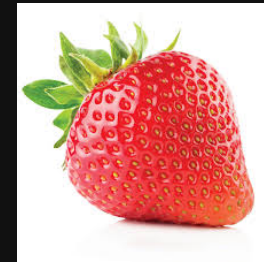
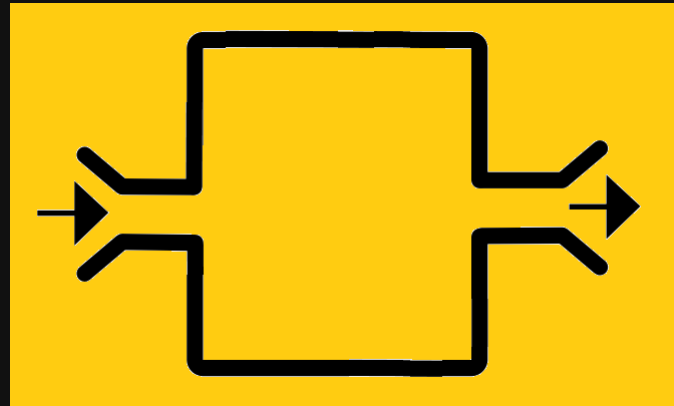
Function Composition

- Functions can be “connected” if the first output is the input of the second function.





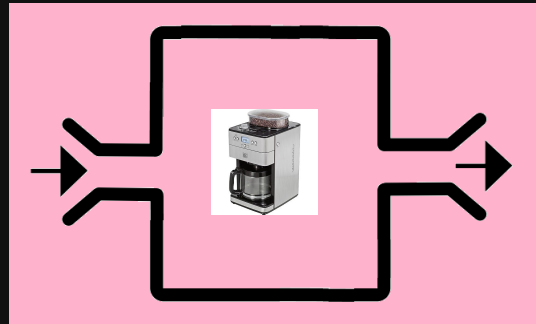




A bigger machine/function!

Banana is “hidden”

Coffee Machine



Programmer



```
for i in people.data.users:
    response = client.apistatuses.user_timeline.get(screen_name=i.scre
    print 'Got', len(response.data), 'tweets from', i.screen_name
    if len(response.data) != 0:
        ldate = response.data[0]['created_at']
        ldate2 = datetime.strptime(ldate, '%a %b %d %H:%M:%S +0000 %Y')
        today = datetime.now()
        howlong = (today - ldate2).days
        if howlong < daywindow:
            print i.screen_name, 'has tweeted in the past', daywindow,
            totaltweets += len(response.data)
            for j in response.data:
                if j.entities.urls:
                    for k in j.entities.urls:
                        newurl = k['expanded_url']
                        urlset.add((newurl, j.user.screen_name))
        else:
            print i.screen_name, 'has not tweeted in the past', daywind
```

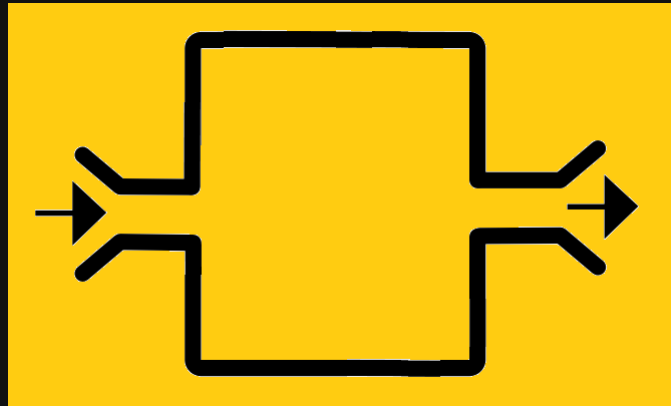
Coffee Machine



Programmer



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```



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        today = datetime.now()
        howLong = (today-ltdate2).days
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            totaltweets += len(response.data)
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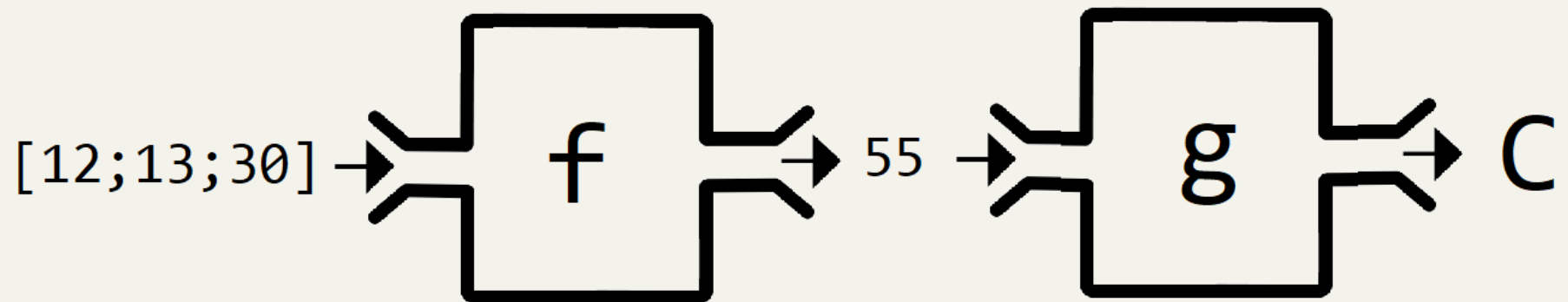
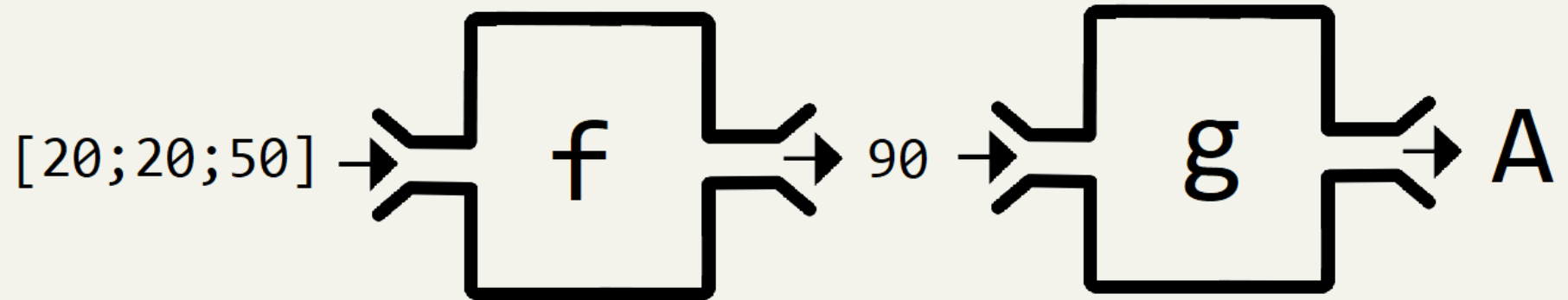
- $f : A \rightarrow B$
- $g : B \rightarrow C$

- $g (f a)$
 $// = g (b)$
 $// = c$



Example

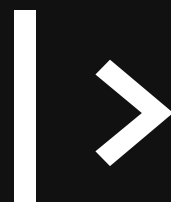
- `let f xs = List.sum xs`
- `let g x =
 if x > 80 then "A"
 else if x > 60 then "B"
 else "C"`
- `f : List<int> -> int`
- `g : int -> string`



- `let f xs = List.sum xs`
- `let g x =
 if x > 80 then "A"
 else if x > 60 then "B"
 else "C"`
- `g (f [20; 20; 50]) // g (90)
// "A"`

Types must match

- $f : A \rightarrow B$
- $g : C \rightarrow D$
- $g (f a)$ **ERROR!**
- Output of f not accepted by g



Key idea in F#

Pipe-forward operator

What does pipe-forward do?

- Change the order of the function and input



- `let f x = x + 5`

- `f 100 // 105`

- `100 |> f // 105`

- $f : A \rightarrow B$
- $g : B \rightarrow C$

- $g(f\ a)$

- $a \mid \!> f \mid \!> g$

- $f : A \rightarrow B$
- $g : B \rightarrow C$

- $g(f\ a)$

- a

$| \rightarrow f$

$| \rightarrow g$

- $f : A \rightarrow B$
- $g : B \rightarrow C$

- $g (f \ a)$

- a

(then do) f

(then do) g

- x
|> f
|> g

- Start with input x,
Apply input to f,
Apply previous result to g.



- x

|> f

|> g

|> h

- Start with input x,
Apply input to f,
Apply previous result to g,
Apply previous result to h.



- x

|> f

|> g

|> h

|> k

- Start with input x,
Apply input to f,
Apply previous result to g,
Apply previous result to h,
Apply previous result to k.

- x

|> f

|> g

|> h

|> k

*1st output = 2nd input
2nd output = 3rd input
etc.*

- Start with input x,

Apply input to f,

Apply previous result to g,

Apply previous result to h,

Apply previous result to k.

- x

|> f

|> g

|> h

|> k

- In C#:

- x

.Then(f)

.Then(g)

.Then(h)

.Then(k);

Need to self define "Then"



Benefit

- Express Logic Step-by-Step
- Easier to read


Example

- Questions from Project Euler
- <https://projecteuler.net/>

The logo for Project Euler, featuring the text "Project Euler" in a bold, dark font, with ".net" in a smaller, lighter font to the right.

Project Euler.net



- 
- (Question 1) Find the sum of all the multiples of 3 or 5 below from 1 to 999.

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- ```
[1 .. 999]
|> List.filter (fun x -> x % 3 = 0 || x % 5 = 0)
|> List.sum
```

- (Question 1) Find the sum of all the multiples of 3 or 5 below from 1 to 999.

- ```
[1 .. 999]  
|> List.filter (fun x -> x % 3 = 0 || x % 5 = 0)  
|> List.sum
```

- Start with a list from 1 to 999
- (then do) filter to keep the numbers you want
- (then do) sum those remaining numbers.

- (Question 1) Find the sum of all the multiples of 3 or 5 below from 1 to 999.

- ```
[1 .. 999]
|> List.filter (fun x -> x % 3 = 0 || x % 5 = 0)
|> List.sum
```

- C# LINQ
- ```
Enumerable.Range(1, 999)  
.Where(x => x % 3 == 0 || x % 5 == 0)  
.Sum();
```

- [1 .. 999]

```
|> List.filter (fun x -> x % 3 = 0 || x % 5 = 0)
```

```
|> List.sum
```

Input

```
[1; 2; 3; 4; 5; 6; 7; 8; 9; 10; .....; 999]
```

List.filter

```
(fun x -> x % 3 = 0 || x % 5 = 0)
```

Middle
Step

```
[ 3; 5; 6; 9; 10; .....; 999]
```

List.sum

Final
Result

233168

- (Question 6 Modified)

Calculate $1^2 + 2^2 + \dots + 100^2$

- (Question 6 Modified)

Calculate $1^2 + 2^2 + \dots + 100^2$

- ```
[1 .. 100]
|> List.map (fun x -> x * x)
|> List.sum
```

- (Question 6 Modified)

Calculate  $1^2 + 2^2 + \dots + 100^2$

- `[1 .. 100]`  
|> `List.map (fun x -> x * x)`  
|> `List.sum`
- Start with a list from 1 to 100  
(then do) convert each element to its square  
(then do) sum up the previous list.

- (Question 6 Modified)

Calculate  $1^2 + 2^2 + \dots + 100^2$

- `[1 .. 100]`  
|> `List.map (fun x -> x * x)`  
|> `List.sum`
- C# LINQ:
- `Enumerable.Range(1,100)`  
  `.Select(x => x * x)`  
  `.Sum();`

- (Additional Example)
- Calculate Squares of Prime Numbers
- Calculate  $2^2 + 3^2 + 5^2 + 7^2 + 11^2 + 13^2 + 17^2 + \dots + 97^2$


- (Additional Example)
- Calculate Squares of Prime Numbers
- Calculate  $2^2 + 3^2 + 5^2 + 7^2 + 11^2 + 13^2 + 17^2 + \dots + 97^2$

- `[1 .. 100]`  
|> `List.filter (fun x -> isPrime x)`  
|> `List.map (fun x -> x * x)`  
|> `List.sum`

*Need “isPrime”  
Helper Function*



Example

- 
- There are three events, each will occur with probability 0.2, 0.3, 0.4 respectively (independent of each other)
  - What is the probability of no event happening?  
 $(1 - 0.2) \times (1 - 0.3) \times (1 - 0.4)$

- There are three events, each will occur with probability 0.2, 0.3, 0.4 respectively (independent of each other)
- What is the probability of no event happening?  
 $(1 - 0.2) \times (1 - 0.3) \times (1 - 0.4)$
- What is the probability of at least one event happening?
- $1 - [(1 - 0.2) \times (1 - 0.3) \times (1 - 0.4)]$



- There are multiple events, each will occur with probability  $p_1, p_2, \dots, p_n$  respectively (independent of each other)
- What is the probability of no event happening?  
 $(1 - p_1) \times (1 - p_2) \times \dots \times (1 - p_n)$
- What is the probability of at least one event happening?
- $1 - [(1 - p_1) \times (1 - p_2) \times \dots \times (1 - p_n)]$

- Given a list of number  $p_i$ , how do you calculate:

- $1 - [(1 - p_1) \times (1 - p_2) \times \dots \times (1 - p_n)]$

- xs

```
|> List.map (fun x -> 1.0 - x)
```

```
|> List.product
```

```
|> fun z -> 1.0 - z
```

*Need to self define  
"List.product"*

- Given a list of number  $p_i$ , how do you calculate:

- $1 - [(1 - p_1) \times (1 - p_2) \times \dots \times (1 - p_n)]$

- XS

`.Select(x => 1.0 - x)`

`.Product()`

`.Then(z => 1.0 - z)`

*Need to self define "Product"  
or use "LINQ.Aggregate"  
Need to self define "Then"*



# Partial Application

*Useful Language Design*



- `let AddAll w x y z = w + x + y + z`

- `let result = AddAll 1 2 3 4`


`// result = 10`



- `let AddAll w x y z = w + x + y + z`

- `let result = AddAll 1 2 3`

`// Missing one variable?`

- 
- `let AddAll w x y z = w + x + y + z`
  - `let result = AddAll 1 2 3`

`// No compilation error.`

`// result : int -> int`



If a function/machine:

- Needs 5 inputs
- But only 2 inputs provided,
- Still needs 3 additional inputs.





If a function/machine:

- Needs 5 inputs
- But only 2 inputs provided,
- Becomes a brand new function/machine that needs 3 inputs.



- `let f u v w x y = .....`

- `let result = f u v`

`// result : W -> X -> Y -> output`

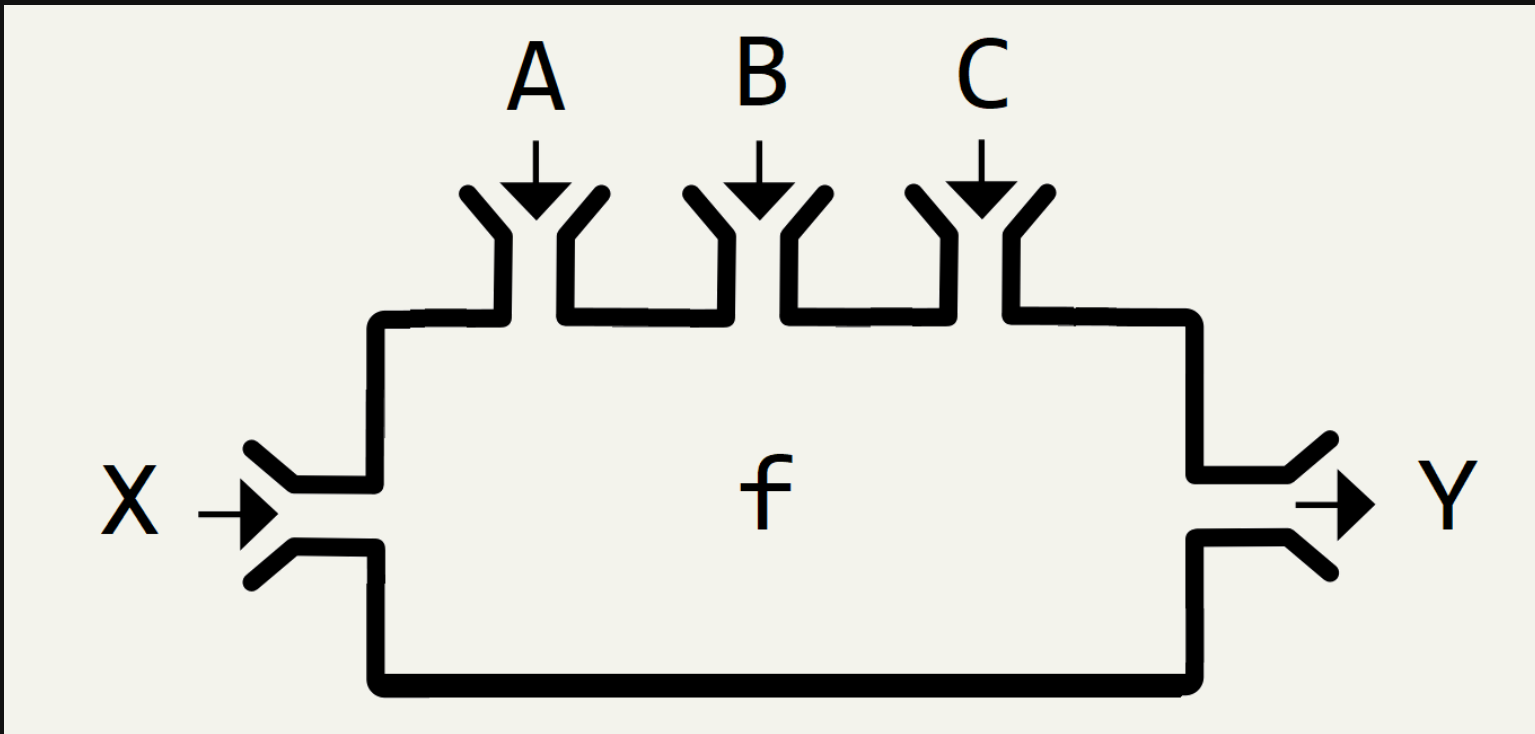
# in C#

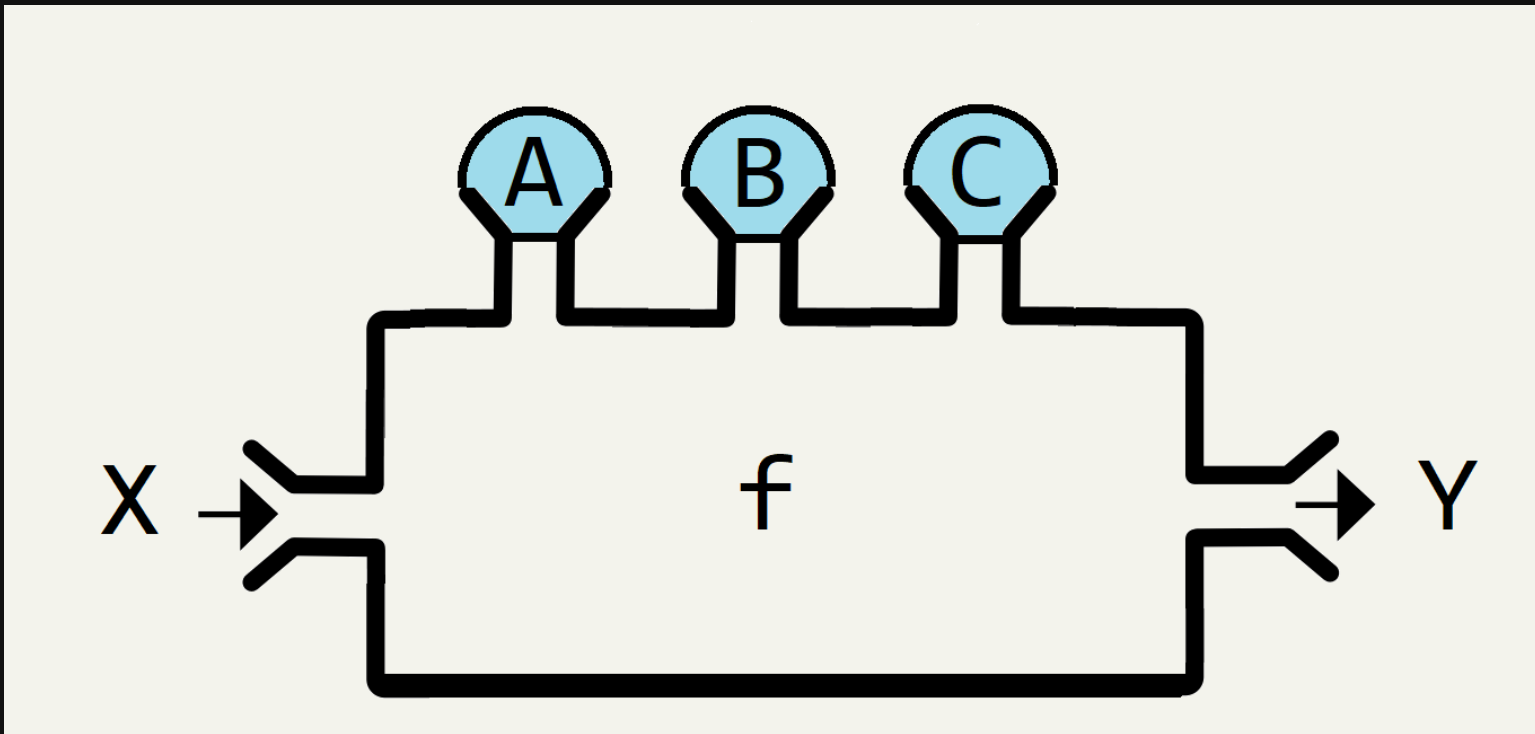
- `public static int Add (int x, int y){  
 return x + y;  
}`

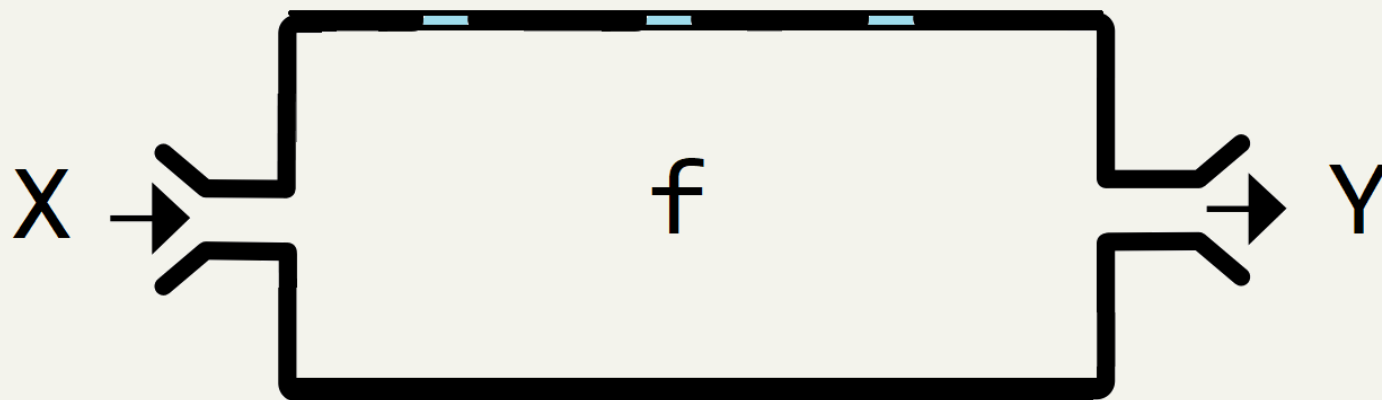
- `var z = Add(1);`  
Compile ERROR!


# Special Case ( $n - 1$ )

- A function that needs  $n$  inputs,
- but only given  $(n-1)$  inputs,
- then you still need  $1$  more input.
- i.e. a brand new 1-input, 1-output function.










- $f\ a\ b\ c\ x = y$

- $f\ a\ b\ c : X \rightarrow Y$

*Assemble almost everything  
except the final component*






- $f\ a\ b\ c\ x = y$

- $g\ m\ n\ o\ y = z$

- $f\ a\ b\ c : X \rightarrow Y$

- $g\ m\ n\ o : Y \rightarrow Z$



- $f\ a\ b\ c\ x = y$

- $g\ m\ n\ o\ y = z$

- $f\ a\ b\ c : X \rightarrow Y$

- $g\ m\ n\ o : Y \rightarrow Z$

- $x$

$|> f\ a\ b\ c$

$|> g\ m\ n\ o$

- f a b c x = y

- g m n o y = z

- f a b c : X -> Y

- g m n o : Y -> Z

- x

|> f a b c

|> g m n o

*Assemble almost everything  
except the final component*

# Example (n - 1)

- `[1 .. 100]`  
|> `List.filter (fun x -> x % 3 = 0 || x % 5 = 0)`  
|> `List.map (fun x -> x * x)`  
|> `List.sum`

# Example (n - 1)

- [1 .. 100]

```
|> List.filter (fun x -> x % 3 = 0 || x % 5 = 0)
```

```
|> List.map (fun x -> x * x)
```

```
|> List.sum
```

*Assemble almost everything  
except the final component*

# C# Extension Method “this”

- `public static B1 f(this A1 a1, A2 a2, A3 a3){.....}`
- `public static C1 g(this B1 b1, B2 b2, B3 b3){.....}`
- `public static D1 h(this C1 c1, C2 c2, C3 c3){.....}`

- `f: A1,A2,A3 -> B1`
- `g: B1,B2,B3 -> C1`
- `h: C1,C2,C3 -> D1`

# C# Extension Method “this”

- a1  
    .f(a2, a3)  
    .g(b2, b3)  
    .h(c2, c3);
- f: A1, A2, A3 -> B1
- g: B1, B2, B3 -> C1
- h: C1, C2, C3 -> D1

- a1

- .f(a2, a3)

- .g(b2, b3)

- .h(c2, c3);



- f(a1, a2, a3)

- .g(b2, b3)

- .h(c2, c3);



- h(g(f(a1, a2, a3), b2, b3), c2, c3);



- g(f(a1, a2, a3), b2, b3)

- .h(c2, c3);

*Syntactic sugar*



# General Case in C#

- `Func<A,B,C,D,Z> f(a,b,c,d)`
- `f(a)` `// COMPILE ERROR!`
- `f(a,b)` `// COMPILE ERROR!`
- `f(a,b,c)` `// COMPILE ERROR!`

# “Currying”

- `Func<A, Func<B, Func<C, Func<D, Z>>>>`
  - Flexible
- 
- `Func<A, B, C, D, Z>`
  - Not flexible (need to assemble everything)

- Func<A, Func<B, Func<C, Func<D, Z>>>>
- Func<A, Func B, Func<C, Func<D, Z>>> >
- Func<A, Func<B, Func<C, Func<D, Z>>>>>
- Func<A, Func<B, Func<C, Func >>>>

# “Currying”

- `Func<A, Func<B, Func<C, Func<D, Z>>>> Curry  
(Func<A, B, C, D, Z> f) {  
 return a => b => c => d => f(a, b, c, d);  
}`
- `var g = Curry(f);`
- `g(a)` Compiles!
- `g(a)(b)` Compiles!
- `g(a)(b)(c)` Compiles!



# Higher Order Functions

*Function as inputs*

# Primitive Types

- `public double f(double a, int b, string c)`  
`{.....}`
- Basic data types as inputs/outputs

# Functions as input

- `public double f(Func<double,int> g, string c)`  
`{.....}`

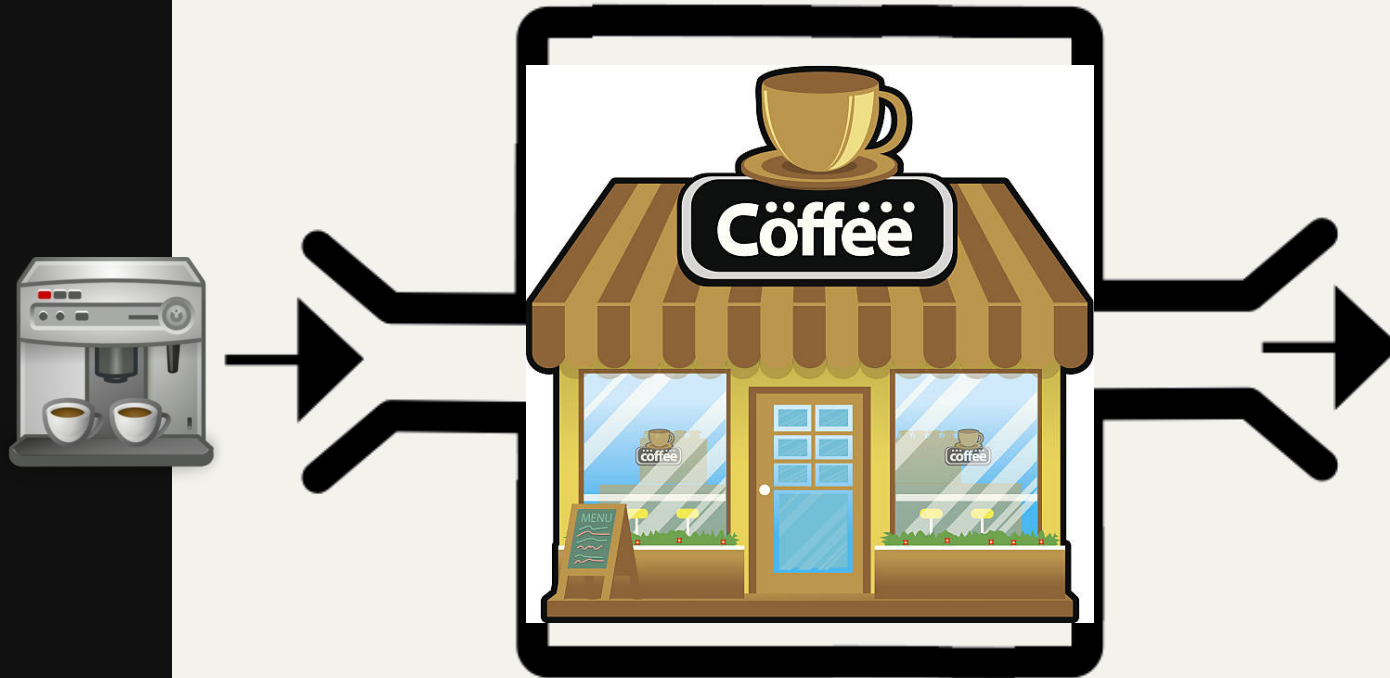
- Function “f” accepts another function “g” as input.

# Functions as output

- `public Func<int, double> f(double a, int b, string c){.....}`

- Function “f” returns another function as output.



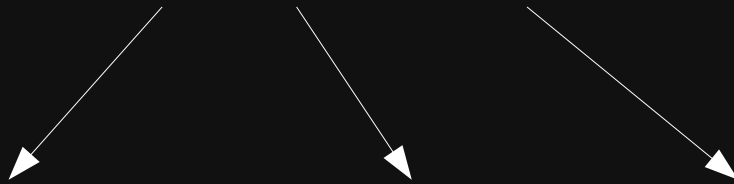


# filter, map

- [1 .. 999]  
|> List.filter (fun x -> x % 3 = 0 || x % 5 = 0)  
|> List.sum
- [1 .. 100]  
|> List.map (fun x -> x \* x)  
|> List.sum

# Filter

- `let filter f xs = .....`



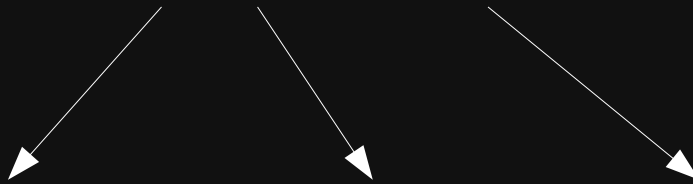
- `(X -> bool) -> List<X> -> List<X>`

- `List<X> filter(Func<X,bool> f, List<X> xs)`

- `LINQ.Where`

# Map

- `let map f xs = .....`



- `(X -> Y) -> List<X> -> List<Y>`

- `List<Y> map(Func<X,Y> f, List<X> xs)`

- `LINQ.Select`



Example

# Insurance Pricing Example

- How much to charge a customer for an insurance product?
- `let Price = .....`



- `let Price =`  
    `.....`

- 
- e.g. Depends on Age.

- `let Price age =`

`.....`

- `age : int`

- `int -> $$$`



- e.g. Depends on probability of injury.

- `let Price age prob =`

`.....`

- `age : int`

- `prob: double`

- `int -> double -> $$$`

- What if the probability depends on **time**?

- `let Price age prob =`

`.....`

- `age : int`

- `prob: ???????`

- `int -> ??????? -> $$$`

- Pass in a function

- `let Price age probFunc =`

`.....`

- `age : int`

- `probFunc: DateTime -> double`

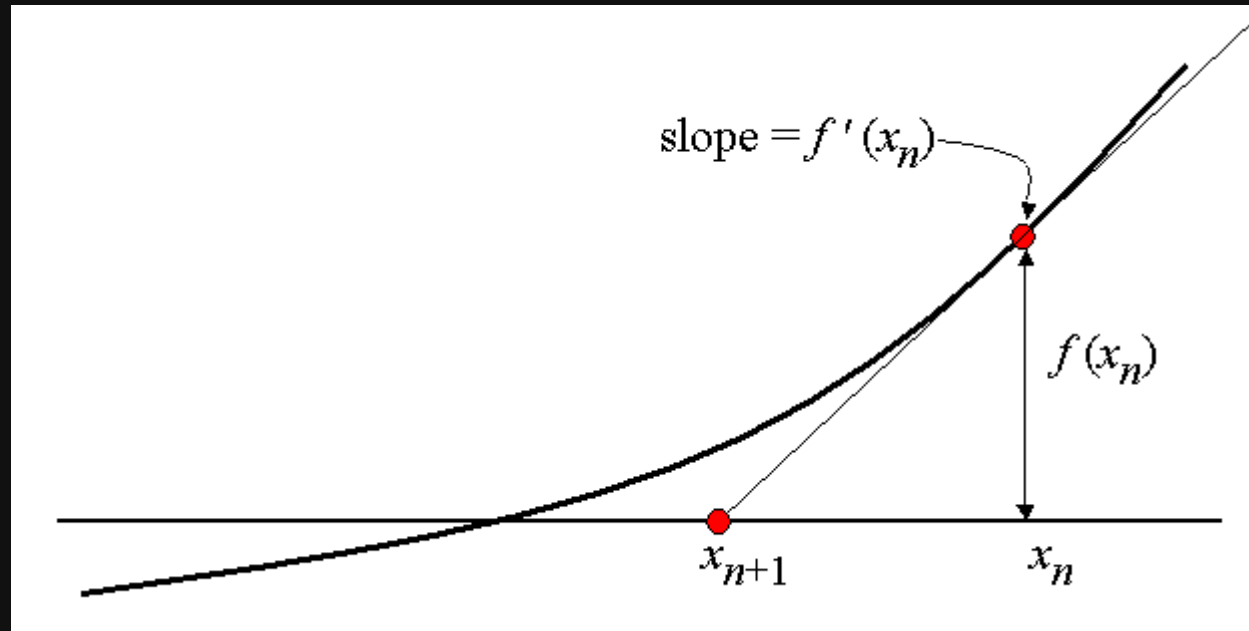
- `int -> (DateTime -> double) -> $$$`



Example

# Newton's Method Example

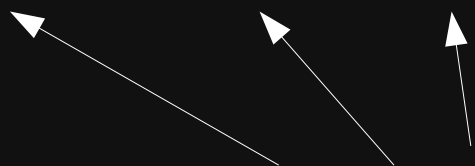
$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$$



# Newton's Method Example

$$x_{n+1} = x_n - \frac{f(x_n)}{f'(x_n)}$$

- float -> Func -> Func -> float



- ```
let Newton start f df =  
  let mutable counter = start  
  while (.....) do  
    counter <- counter - (f counter) / (df counter)
```



Summary

Summary of Tricks

- Chain/pipe functions as much as possible.
- Use partial application for get a new function.
 - “this” keyword for special case (n-1)
- Higher order functions.
 - Use Functions as inputs and outputs.



Future Topics


- Sets, Lists, Dictionary
- Pattern Matching
- Union Type, Tuples, Records
- Option Type (Missing/null Values)
- Async
- Impure Operations



Where to learn?

- FSharpforfunandprofit blog
 - <https://fsharpforfunandprofit.com/>
- Real-World Functional Programming
 - <https://www.manning.com/books/real-world-functional-programming>

Conference videos?



2014 NDC
new DevelopersConference();
1-5 December - London, UK

Inspiring SINCE 2008
Developers

Photo of a speaker at a podium with NDC logo.

OO pattern/principle	FP equivalent
• Single Responsibility Principle	• Functions
• Open/Closed principle	• Functions
• Dependency Inversion Principle	• Functions, also
• Interface Segregation Principle	• Functions
• Factory pattern	• You will be assimilated!
• Strategy pattern	• Functions again
• Decorator pattern	• Functions
• Visitor pattern	• Resistance is futile!

Seriously, FP patterns are different

- Scott Wlaschin (author for F#forfunandprofit)
 - Great tech educator.
 - Given many good talks during NDC Conference. (Available on Youtube)



How to learn?

- FSharpForFunAndProfit blog
- Try out Project Euler Questions.
- I have some training materials for interns.

Sources (Who uses FP)

- <https://www.janestreet.com/technology/>
- <https://reasonml.github.io/>
- <https://fsharp.org/testimonials/>
- <https://devblogs.nvidia.com/jet-gpu-powered-fulfillment/>
- <https://www.scala-lang.org/old/node/1658>
- <https://clojure.org/community/companies>
- https://www.slideshare.net/naughty_dog/statebased-scripting-in-uncharted-2-among-thieves



Q&A