

Functional programming for humans

A gentle, conceptual introduction

Franklin Chen

<http://franklinchen.com/>

Pittsburgh Functional Programming Meetup

October 7, 2015

Outline

- 1 Introduction
- 2 What is functional programming?
- 3 Functions
- 4 Data structures
- 5 Design patterns and architecture
- 6 Work flow
- 7 Conclusion

Outline

- 1 Introduction
- 2 What is functional programming?
- 3 Functions
- 4 Data structures
- 5 Design patterns and architecture
- 6 Work flow
- 7 Conclusion

Goals

Give enough of an *practical* overview of functional programming (FP) to encourage you to

- Learn more, ask questions, become active in the local Pittsburgh FP community.
- Use it.

Non-goals

- Claim that FP will solve all your problems.
- Discuss math and theory behind FP.
- Discuss the typed camp of FP.

Topics

- Functions as used in FP.
- Data structures designed for FP.
- Comparisons with OO.
- The big picture.
- Work flows.

With useful tips and “secrets”!

Outline

- 1 Introduction
- 2 What is functional programming?
- 3 Functions
- 4 Data structures
- 5 Design patterns and architecture
- 6 Work flow
- 7 Conclusion

What real life pain does FP solve?

What programmer happiness feels like:

- Self-contained, understandable code.
- Testability.
- Ease of taking full snapshots of a system; undo/redo.
- Reliable reusability of components through composition.
- Confidence to perform radical refactoring.
- Ease of metaprogramming, domain-specific languages.
- Rapid iteration in software development process.
- Ease scalability using concurrency and parallelism.

My inclusive definition of FP

Doing *most* programming with

- Functions as data.
- Pure functions.
- Immutable, persistent data structures.

Some programming languages:

- Have functions that are not quite first-class.
- Allow writing non-pure functions by default.
- Provide built-in mutable data structures by default.

FP is a state of mind, not a language.

The vague term “functional language”

You can do FP in many languages.

There is a catch

- An FP-tuned standard library and syntax helps *tremendously*.
- Quality 3rd-party libraries can fill in gaps.

My recommendations for getting more into FP

- Start with your current main language: do more FP within it.
- Pick and commit to learning and using *one* of the main FP-optimized languages (next slide).
- Learn incrementally by doing and collaborating with others: translate your existing programming experience into FP style.

Some languages and their level of support for FP

(Languages in bold have historical importance.)

	Lower	Moderate	Higher
1957-58	Fortran		Lisp
1960	Algol 60		
1970-73	Pascal, C	Smalltalk	ML
1975-78	Modula-2		Scheme
1983-84	Ada, C++, Objective-C		Common Lisp
1986-87	Modula-3, Oberon	Perl	Erlang
1990-91		Python	Haskell, SML
1994-95	Java	Ruby, PHP	OCaml, Racket
1995		JavaScript	
2000-05	C#, Visual Basic .NET		Scala, F#
2007-09	Go		Clojure
2012-14		Rust, Swift	Elixir, Elm

JavaScript: The Good Part

Why JavaScript is awesome

JavaScript has first-class functions.

Douglas Crockford:

- 2008: author of book “JavaScript: The Good Parts”
- 2014: spoke on “JavaScript: The Better Parts” http://xahlee.info/js/js_Douglas_Crockford_the_better_parts.html
 - ▶ Watch this talk!

You can do non-FP in “functional languages”

If you adopt a “functional language”:

- You are not “stuck” with just pure FP.
- “Functional language” only means “functional by default”.
- Standard libraries always allow you to do what you did before.
- Example: many standard mutable state libraries for Haskell.

Outline

- 1 Introduction
- 2 What is functional programming?
- 3 Functions**
- 4 Data structures
- 5 Design patterns and architecture
- 6 Work flow
- 7 Conclusion

What is a function in FP?

The core concept for FP

- Given nontrivial *input* as parameters. . .
- . . . a function *communicates* back to caller by *returning* a nontrivial result.

FP is about making communication

- Direct; not indirect
- Explicit; not implicit

By making everything explicit, FP allows

- Modeling an entire world as a composite value.
- Creating, simulating, testing alternate worlds.
- Packaging up a world as a self-contained module.

Different communication styles

Example: when you call up a pizza shop, how do you order a pizza?

	Trivial output
Trivial input	<code>order();</code>
Nontrivial input	<code>order([mushrooms, pepperoni]);</code>

	Nontrivial output
Trivial input	<code>pizzaOrNot = order();</code>
Nontrivial input	<code>pizzaOrNot = order([mushrooms, pepperoni]);</code>

Depending on communication *context*, each of these is a reasonable way to order.

FP: explicit, tight communication style

No more

- “I thought you knew what I wanted on my pizza.”
- “We thought you wanted the pizza delivered where we delivered it last time, not where you were calling from.”
- “We left the pizza on your porch. It’s not our fault someone stole it before you opened your door.”

In FP:

- Every interaction is self-contained, stateless.
- Turn input context into parameters.
- Turn output context into return values.

But remember: **there is no correct communication style.**

OO: methods versus functions

In a typical class-based OO language such as Java:

- A *method* is conceptually a *function* with one special extra first parameter `this`, a reference to the “receiver” object.

Imperative programming:

	Syntax
Function-based imperative (as in C)	<code>add(myArray, 5);</code>
Object-based imperative	<code>myArray.add(5);</code>

So `myArray` is mutable, and `add`

- returns a trivial result
- modifies the state referenced by an input parameter

You can do FP in an OO language

If you don't mutate your objects, you're doing FP.

	Syntax
Function-based FP	<code>myNewArray = immutableAdd(myOldArray, 5);</code>
Object-based FP	<code>myNewArray = myOldArray.immutableAdd(5);</code>

The FP version of add

- returns a new array
- `myOldArray` is treated as immutable and not modified underneath

But, but... isn't this copying around inefficient?

- Yes, it is inefficient if you use mutable collections designed for mutating in place.
- No, it is efficient if you use minimal-copying immutable collections represented differently (discussed later).

First-class functions

A popular FP slogan

Functions are values!

First-class functions are

- Objects existing at runtime.
- Can be constructed anywhere.
- Can be passed around.
- Can be stored like any other data.

Fun fact

- First-class functions invented in the 1920s by Alonzo Church, who called his system “lambda calculus”.
- FP is almost 100 years old.

Example of first-class functions in Node.js

Redundant version:

```
let helloGreeter = function (name) {  
  return "Hello, " + name;  
};  
  
let texanGreeter = function (name) {  
  return "Howdy, " + name;  
};  
  
let myGreeters = [helloGreeter, texanGreeter];  
  
for (greeter of myGreeters) {  
  console.log(greeter("Franklin"));  
}
```

Closures in Node.js

Refactor using closures:

```
let greeter = function (greeting) {  
  let specificGreeter = function (name) {  
    // Note the reference to 'greeting'  
    return greeting + ", " + name;  
  };  
  return specificGreeter;  
};  
  
let myGreeters = [greeter("Hello"), greeter("Howdy")];  
  
for (greeter of myGreeters) {  
  console.log(greeter("Franklin"));  
}
```

OO languages recently acquiring first-class functions

- 2011: C++11
- 2014: Java 8

Better late than never

- James Gosling admitted: he wanted to put closures in Java 20 years ago in 1995 but was under time pressure
- Irony: Guy Steele invented the first language with true closures (Scheme) in 1975 but was on the Java team

FP as the simplest special case of OO

A tip: if you are used to OO, think of FP as minimalist OO where

- Every object has only one method, let's call it `run`, taking some number of arguments and returning something useful.
- Every object is immutable: you can't mutate the fields of your object.
- There is no inheritance.

What is a higher-order function (HOF)?

- If a function is a worker who does a job and gives you a product. . .
- . . . a higher-order function is a worker who happens to delegate or outsource to other workers.
- First-order function: parameters aren't functions.
 - ▶ Burger flipper uses food as parameters, but no employees.
- Higher-order function: parameters may be functions.
 - ▶ Restaurant owner uses burger flippers as parameters.

Example HOF: map in Node.js

```
let greeter = greeting => {  
  return name => {  
    return greeting + ", " + name;  
  };  
};  
  
let myGreeters = [greeter("Hello"), greeter("Howdy")];  
  
// ["Hello, Franklin", "Howdy, Franklin"]  
let myGreetings =  
  myGreeters.map(greeter => greeter("Franklin"));
```

Summary of using functions in FP

A function is a one-way pipe flowing between data.

- Always be passing data as parameters.
- Always be returning combined, extracted, updated data.
- Delegate with higher-order-functions for reusability.

Outline

- 1 Introduction
- 2 What is functional programming?
- 3 Functions
- 4 Data structures**
- 5 Design patterns and architecture
- 6 Work flow
- 7 Conclusion

Immutable, persistent data structures

Without good data structures, FP is inefficient and clumsy.

- Do not want to copy an entire chunk of data just to change a subpart!!
- Solution: *structural sharing* of composite data.

	Linear data
Mutable	Array
Immutable	Linked list

Contiguous arrays versus linked lists: code

Python built-in arrays versus our simple linked list implementation.

```
mutableArray = ["my", "world"]
mutableArrayAlias = mutableArray # alias mutableArray

mutableArray.insert(0, "hello")

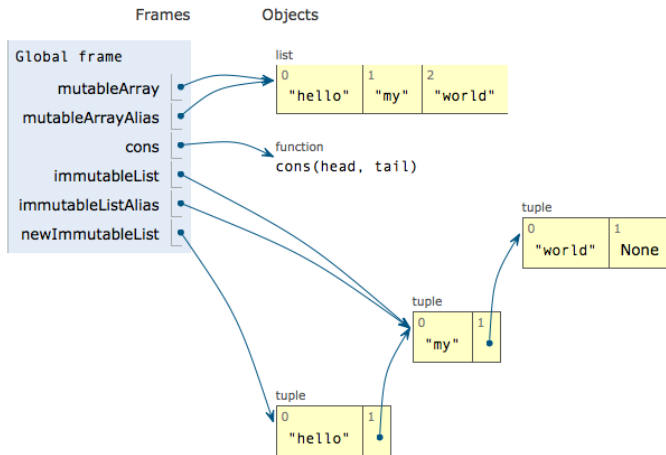
def cons(head, tail):
    return (head, tail)

immutableList = cons("my", cons("world", None))
immutableListAlias = immutableList

newImmutableList = cons("hello", immutableList)
```

[Link to animation on Online Python Tutor.](#)

Contiguous arrays versus linked lists: visualized



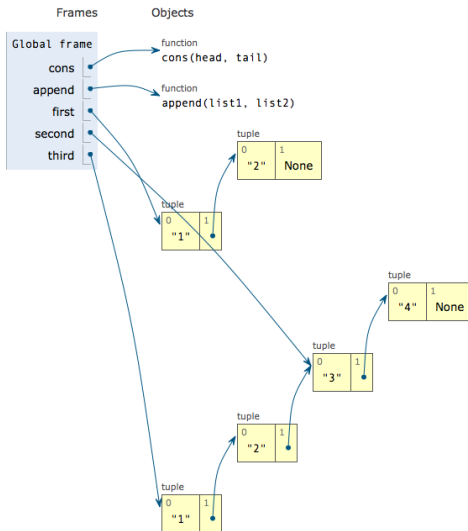
Note that `immutableListAlias` is persistent, not lost!

Linked list append: code

```
def cons(head, tail):  
    return (head, tail)  
  
def append(list1, list2):  
    if list1 is None:  
        return list2  
    else:  
        head1, tail1 = list1  
        return cons(head1, append(tail1, list2))  
  
first = cons("1", cons("2", None))  
second = cons("3", cons("4", None))  
third = append(first, second)
```

[Link to animation on Online Python Tutor.](#)

Linked list append: visualized



Notes on persistence

The big trick to persistence

Copying links as necessary, but not the data pointed to because it can be shared.

- To persist a mutable array, you'd have to make a full copy of it to save off to “defend” against its being mutated.
- Sometimes you want persistence, sometimes you don't: use the right tool for the job.

Trees: the single most important persistent data structure

The secret to persistent data structures: the tree!

- Dictionaries, sets, arrays, etc.
- Structured data that is arbitrarily nested, recursively.
- JSON, DOM, anyone?

A note on list versus tree

- In Lisp and other dynamically typed languages, their “list” is really a tree.
- In typed languages, a list cannot be nested recursively, so there are separate tree types.
- Untyped languages do provide specialized trees also.

Insertion into a binary tree: code, part 1

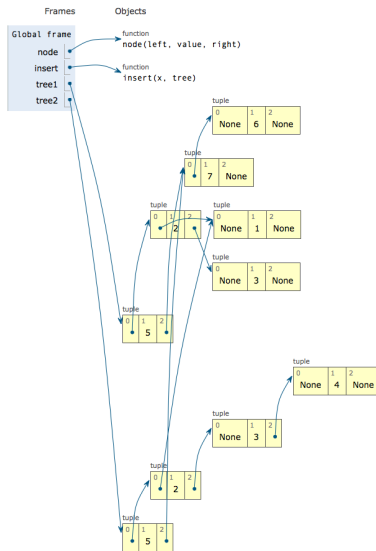
```
def node(left, value, right):  
    return (left, value, right)  
  
tree1 = node(node(node(None, 1, None),  
                    2,  
                    node(None, 3, None)),  
              5,  
              node(node(None, 6, None),  
                    7,  
                    None))
```

Insertion into a binary tree: code, part 2

```
def insert(x, tree):  
    if tree is None:  
        return node(None, x, None)  
    else:  
        left, value, right = tree  
        if x < value:  
            return node(insert(x, left), value, right)  
        elif x > value:  
            return node(left, value, insert(x, right))  
        else:  
            return tree  
  
tree2 = insert(4, tree1)
```

[Link to animation on Online Python Tutor.](#)

Insertion into a binary tree: visualized



Outline

- 1 Introduction
- 2 What is functional programming?
- 3 Functions
- 4 Data structures
- 5 Design patterns and architecture**
- 6 Work flow
- 7 Conclusion

Functional programming design patterns

(Separate talk topic in itself!)

- Yes, there are FP design patterns.
- There are some analogues to classic OO design patterns.
 - ▶ But OO design patterns mostly replaced with use of functions.

Example FP patterns

- The most-changing argument to a function should be the last argument.
- State pattern: pass in old state, returning new state.
- Pipeline pattern: pass data from one function to another all the way through.
- Pass only what is needed into a function, rather than a large composite object.
- Use the *shape* of data to infer the shape of code of functions operating on the data (induction, recursion).
- Laziness pattern: avoid evaluating until needed.
- Fusion pattern: avoid creating intermediate data structures when combining multiple operations on the same data.
- Bulk collection patterns: operations such as `map` and `reduce`.
- Decorator pattern: higher-order function to turn a function into another function.

What about types in FP?

Many FP languages strongly emphasize use types.
(A huge topic in itself.)

- Static types enable expression of a huge number of useful patterns not available in dynamically typed FP languages.
- In turn, some things are easier with dynamic types.

The big picture: architecture

- One composite global state.
- Application transforms one state into another.
- Interact with external effectful resources at outermost layer possible.
- Transform input from world as soon as possible into validated, structured data.
- Make small functions as generic as possible in input, for reuse as modules, libraries.

Example: Elm, pure FP language for front end

Elm is a great example of a pure FP architecture for one problem domain.

- Check out <http://elm-lang.org/examples>.
- Read the [Elm architecture tutorial](#).

Outline

- 1 Introduction
- 2 What is functional programming?
- 3 Functions
- 4 Data structures
- 5 Design patterns and architecture
- 6 Work flow**
- 7 Conclusion

What is it like working using FP?

- Interactive experimentation with small code snippets in a REPL.
- Tests easier to write, when state and dependencies minimized.
- Modules and type definitions (not classes) as the unit of code organization.
- Refactoring easier when code is based on shape of data.

Outline

- 1 Introduction
- 2 What is functional programming?
- 3 Functions
- 4 Data structures
- 5 Design patterns and architecture
- 6 Work flow
- 7 Conclusion

Conclusion

Summary:

- FP has been around, is becoming more mainstream.
- Functions are data.
- Typical FP patterns and architecture differ from OO.

Curious to learn and try more FP?

Please fill out the feedback form!

Slides

Slides in source and PDF form:

- <https://github.com/FranklinChen/gentle-conceptual-intro-to-fp-for-humans>