How FP Deals With Effects



Source: 2024/01/24 (Wed)

목차

1st Session

- 1. 함수형 프로그래밍 Intro
 - Overall Structure
 - Historical Review (CS + Math)
- 2. 함수형 패러다임
 - Core of Functional Thinking
 - FP Fact-Checking
- 3. FP는 정말 순수한가?
 - Purity of Functions
 - File I/O Scenario

2 X 0 Kn 0

2nd Session

- 1. 함수 합성을 위한 도구들
 - Partial Application
 - Kleisli Composition
- 2. ...중 하나인 모나드
 - Functor to Monad
 - IO Monad
- 3. 부수 효과의 관리
 - Action / Calculation / Data
 - Preventing Action Propagation

FP is all about **composing pure functions**.

[Procedural Promramming]

[Functional Programming]

How?

FP is all about composing pure functions.

[Procedural Promramming]

[Functional Programming]

Sum all. [stdin <- "5\n1 2 3 4 5"]</pre>

```
1 int main() {
2   int n, result;
3   std::cin >> n;
4   for (size_t i = 0; i < n; ++i) {
5    int a;
6    std::cin >> a;
7    result += a;
8   }
9   std::cout << result << '\n';
10   return 0;
11 }</pre>
```

```
Python3 (declarative)
from sys import stdin

print(sum(map(
   int, stdin.read().split()[1:]

)))
```

[Procedural Promramming]

[Functional Programming]

1. Purity

- Side Effect
- Referential Transparency
- Significance of ...

2. Immutability

- Recursion (feat. Tail Call Optimization)
- C vs Haskell in File IO

3. First Class Function

- Currying
- Linked List

1. Purity

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Historical Review (CS + Math)

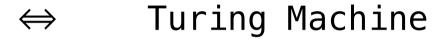
Lambda Calculus

- 1. Very Basics
- 2. Boolean in Action

- 1. Very Basics
- 2. Functor in Action

Function Encoding

- 1. Variables (Immutable)
- 2. Functions (Curried)
- 3. Application



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⇔ Turing Machine

 $\lambda x.fx$

Function Encoding

- 1. Variables (Immutable)
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$$\lambda x.fx$$

Lambda Abstraction

Py ver. lambda x: f(x) | JS ver. $(x) \Rightarrow f(x)$

Function Encoding

- 1. Variables (Immutable)
- 2. Functions (Curried)
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⇔ Turing Machine

Function Signifier $\leftarrow \lambda x.fx$

Lambda Abstraction

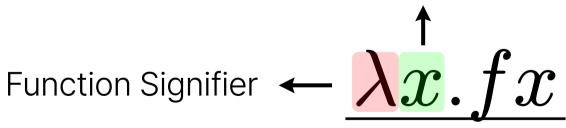
Py ver. lambda x: f(x) | JS ver. $(x) \Rightarrow f(x)$

Function Encoding

- 1. Variables (Immutable)
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- 3. Application

⇔ Turing Machine

Parameter Variable



Lambda Abstraction

Py ver. lambda x: f(x) | JS ver. $(x) \Rightarrow f(x)$

Function Encoding

- 1. Variables (Immutable)
- 2. Functions (Curried)
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⇔ Turing Machine

Parameter Variable \uparrow Function Signifier $\longleftarrow \underbrace{\lambda x.fx}$ Return $\underline{\text{Expression}}$ Lambda Abstraction

Py ver. lambda x: f(x) | JS ver. (x) => f(x)

Function Encoding

- 1. Variables (Immutable)
- 2. Functions (Curried)
- 3. Application

⇔ Turing Machine

 $\begin{array}{ll} \text{expression} ::= \text{variable} & \textit{identifier} \\ & | \text{expression expression} & \textit{application} \\ & | \lambda \; v_1 v_2 \cdots \text{. expression} & \textit{abstraction} \\ & | \text{(expression)} & \textit{grouping} \end{array}$

$$\beta$$
-reduction

$$((\lambda a.a) \lambda b.\lambda c.b)(x) \lambda e.f$$

$$= (\lambda b.\lambda c.b)(x)\lambda e.f$$

$$= (\lambda c.x)\lambda e.f$$

$$= x (\beta$$
-normal form)

Function Encoding

- 1. Variables (Immutable)
- 2. Functions (Curried)
- 3. Application

⇔ Turing Machine

ex) Church Encoding: Boolean Js

"Mathematics is the art of giving the same name to different things"

Henri Poincaré

Abstraction!

"Mathematics is the art of giving the same name to different things"

Henri Poincaré

Abstraction of numbers

 \rightarrow

Elementry Algebra

Abstraction of relationships

 \rightarrow

Graph Theory

Abstraction of vectors and their linear relationships

 \rightarrow

Linear Algebra

Abstraction of composition

 \rightarrow

Category Theory

Abstraction of numbers

 \rightarrow

Elementry Algebra

Abstraction of relationships

 \rightarrow

Graph Theory

Abstraction of vectors and their linear relationships

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Linear Algebra

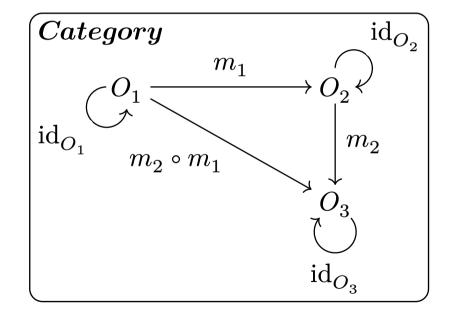
A category is a collection of...

Components

Objects

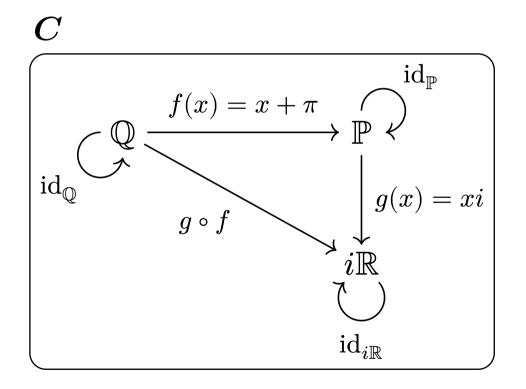
Morphisms (a.k.a. Arrows)

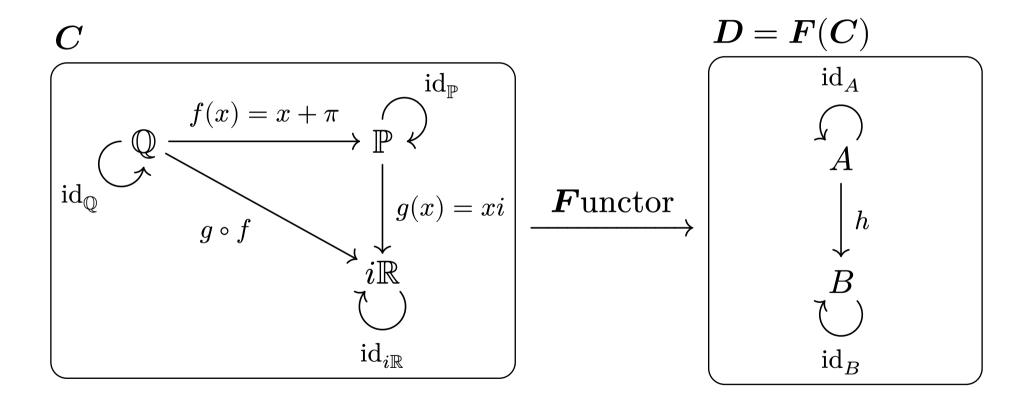
Composition of morphisms

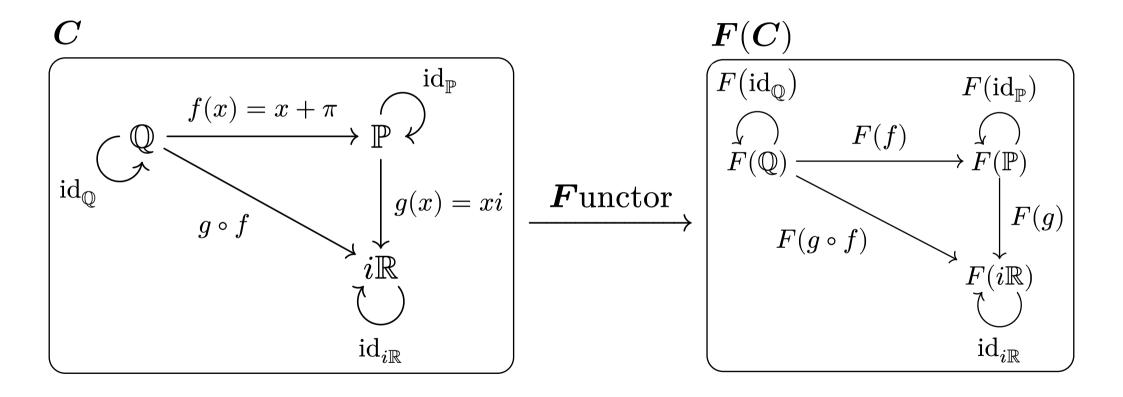


A category is a collection of...

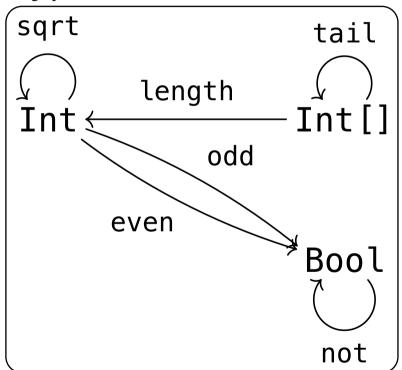
Components	For example
Objects	$\mathbb{Q},\;\mathbb{P}=\mathbb{R}-\mathbb{Q},\;i\mathbb{R}=\mathbb{C}-\mathbb{R}$
Morphisms (a.k.a. Arrows)	$f:\mathbb{Q} o \mathbb{P}, \ g:\mathbb{P} o i\mathbb{R}$
Composition of morphisms	$g\circ f:\mathbb{Q} o i\mathbb{R}$



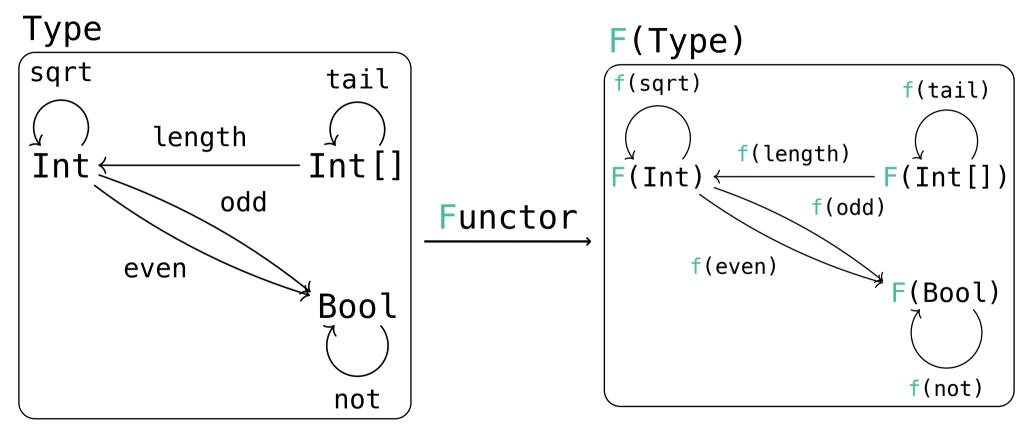




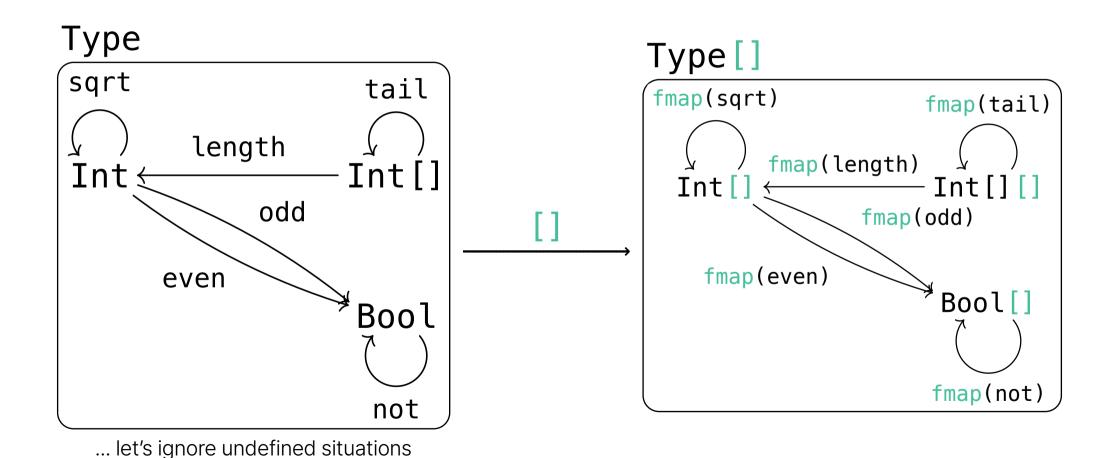
Type



... let's ignore undefined situations



... let's ignore undefined situations



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Why do we make softwares?

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To use them and gain benefits from the output.

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We DO need some interactions with the outside world!

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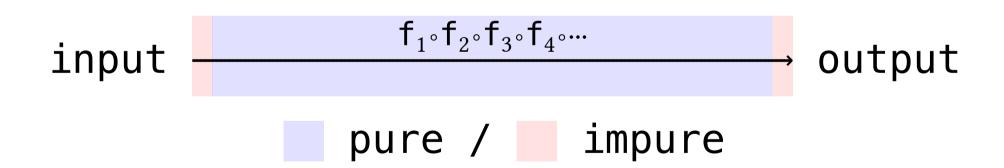
To use them and gain benefits from the output.

We DO need some interactions with the outside world!

Our Program

input
$$\longrightarrow f_1 \circ f_2 \circ f_3 \circ f_4 \circ \cdots \longrightarrow output$$

Our Program



- 1. Easy Testing
- 2. Better Predictability
- 3. Fewer Bugs
- 4. Fearless Concurrency

Bonus. Being Declarative

Easy Testing

Easy Testing

- True for pure functions.
- Still need mocking stuffs to test <u>impure interactions</u>.

 i.e. Network IO

Better Predictability

Better Predictability

- True for pure functions.
- So the overall predictability may increase.
- Impure interactions could be <u>non-deterministic</u>.
 - i.e. Concurrent Threads

Fewer Bugs

Fewer Bugs

- True for pure functions with tests.
- Even pure functions need testing; **trust isn't automatic**.

Fearless Concurrency

Fearless Concurrency

- True for pure functions.
- Concurrency control mechanisms should definitely be utilized when needed!

Additionally... Being Declarative

- True.
- However, being declarative is not always superior.
- Testing your declarative APIs is also essential.