Functional Programming

Week1 :

call by value vs call by name :

Call-by-value : evaluate the parameters *then* execute the function on these values.

e.g :

```
sumOfSquares(3, 2+2)
sumOfSquares(3, 4) // evaluated 2+2 BEFORE executing sumOfSquares
square(3) + square(4)
3 * 3 + square(4)
9 + square(4)
9 + 4 * 4
9 + 16
25
```

Call-by-value has the advantage that it evaluates every function argument only once.

Call-by-name : Apply the function to unreduced arguments.

e.g :

```
sumOfSquares(3, 2+2)
square(3) + square(2+2) // executing sumeOfSquare before evaluating 2+2
3 * 3 + square(2+2)
9 + square(2+2)
9 + (2+2) * (2+2)
9 + 4 * (2+2)
9 + 4 * 4
```

Call-by-name has the advantage that a function argument is not evaluated if the corresponding parameter is unused in the evaluation of the function body.

e.g :

```
def loop : Int = loop
def f(a:Int , b : Int ) : Int = a // Call-by-value
f(1,loop) // does not terminate
def f(a:Int, b : => Int) : Int = a // Call-by-Name ( => )
f(1,loop) // terminates
```

Both strategies reduce to the same final values as long as
▶ the reduced expression consists of pure functions, and
▶ both evaluations terminate.

Conditionals :

```
def abs(x: Int) = if x >= 0 then x else -x
```

`if-then-else` in Scala is an expression (has a value) not a statement .

Blocks , Scopes and first functional program :

Sqrt with Newton's method :

```
def sqrt(x: Double) = {
    def sqrtIter(guess: Double, x: Double): Double =
        if isGoodEnough(guess, x) then guess
        else sqrtIter(improve(guess, x), x)
    def improve(guess: Double, x: Double) =(guess + x / guess) /
    def isGoodEnough(guess: Double, x: Double) =abs(square(guess) - x) < 0.001

    sqrtIter(1.0, x)
```

`sqrtIter` , `improve` and `isGoodEnough` should not be outside sqrt because :

- they pollute the global scope.
- they should not be accessible to the user of the sqrt code given they are specific to sqrt .

the {} could be removed for more clarity.

Tail recursion :

```
def gcd(a: Int, b: Int): Int =if b == 0 then a else gcd(b, a % b)
```

```
gcd(14, 21)
→ if 21 == 0 then 14 else gcd(21, 14 % 21)
→ if false then 14 else gcd(21, 14 % 21)
→ gcd(21, 14 % 21)
→ gcd(21, 14)
→ if 14 == 0 then 21 else gcd(14, 21 % 14)
↠ gcd(14, 7)
```

`gcd(14,21) = gcd(21,14) = gcd(14,7) = gcd(.., ... ) = ... = 7` : flat structure, `gcd` only calls `gcd` => **tail recursion**.

```
def factorial(n: Int): Int = if n == 0 then 1 else n * factorial(n - 1)
```

```
factorial(4)
→ if 4 == 0 then 1 else 4 * factorial(4 - 1) 3-> ↠ 4 * factorial(3)
↠ 4 * (3 * factorial(2))
↠ 4 * (3 * (2 * factorial(1)))
↠ 4 * (3 * (2 * (1 * factorial(0)))
↠ 4 * (3 * (2 * (1 * 1)))
```

`factorial` calls factorial *and multiplies* , nested structure `⇒` **not tail recursion**

To tell the compiler than a function is tail recursive:

```
import scala.annotation.tailrec
@tailrec
def gcd(a: Int, b: Int): Int = ...
```

Week 2 :

Higher order functions :

Def : Functions that take other functions as parameters and return functions.

example :

```
def sum( f : Int => Int )( a : Int , b : Int ) : Int
```

- takes as argument : the function `f : Int => Int` .
- returns : a function that has 2 arguments `a:Int,b:Int` and returns `Int`

Function types : `A=>B` is the type of a function that takes an argument of type A and returns a result of type B. e.g : `Int=>Int` maps integers to integers.

Anonymous Functions :

```
(x: Int, y: Int) => x + y
```

Use case :

```
def sumCubes(a: Int, b: Int) = sum(x => x * x * x, a, b) // type of function is inferred by the compiler
```

Currying :

Suppose we have this header for `sum` : `def sum(f : Int=>Int , a : Int , b : Int)`

```
def sumInts(a: Int, b: Int) = sum(x => x, a, b)
def sumCubes(a: Int, b: Int) = sum(x => x * x * x, a, b)
def sumFactorials(a: Int, b: Int) = sum(fact, a, b)
```

Notice that a and b get passed unchanged from `sumInts` to `sum` .

Q : Can we do it shorter ?

```
def sum(f: Int => Int): (Int, Int) => Int =
    def sumF(a: Int, b: Int): Int =
        if a > b then 0
        else f(a) + sumF(a + 1, b)
sumF

def sumInts = sum(x => x)
def sumCubes = sum(x => x * x * x)
def sumFactorials = sum(fact)
```

`sum` is now a function that takes 1 argument (`f`) and returns a function that takes 2 arguments `a` and `b` .

We can still do shorter :

```
def sum(f: Int => Int)(a: Int, b: Int): Int =
    if a > b then 0 else f(a) + sum(f)(a + 1, b)
```

Q : What is the type of `sum` ?

A : `(Int=>Int) => ((Int,Int)=>Int)` equivalent to

`(Int=>Int) => (Int,Int)=>Int`

Note that function types **associate to the right** so it is equivalent to :

`Int => Int => Int` is equivalent to `Int => (Int => Int)`

Classes :

we can define classes in Scala :

```
class Rational(x: Int, y: Int):
    def numer = x // numer and denom here are functions (recalculated each call)
    def denom = y

    // adding operations
    def addRational(r: Rational, s: Rational):
        Rational = Rational(r.numer * s.denom + s.numer * r.denom,r.denom *
s.denom)
    // overriding toString
    override def toString = s"$numer/$denom" // s means formatted string
    // what is after a $ is evaluated

val x = Rational(1, 2) // x: Rational = Rational@2abe0e27
x.numer // 1
x.denom // 2
val y = Rational(5, 7)
val z = Rational(3, 2)
x.add(y).add(z)
```

Classes are very similar to Java.

Suppose that `numer` and `denom` need more calculations , like the following :

```
class Rational(x: Int, y: Int):
    private def gcd(a: Int, b: Int): Int =
        if b == 0 then a else gcd(b, a % b)
    def numer = x / gcd(x, y) // these are recalcaled at each call
    def denom = y / gcd(x, y) // BAD IDEA

    // BETTER IDEA : VARIABLES :
    val numer = x / gcd(x, y)
    val denom = y / gcd(x, y)
```

It is possible to use `this ( )` like is Java.

Substitution and Extensions :

1. Substitution :

Suppose that we have a class definition :

`class C(x1, ..., xm){ ... def f(y1, ..., yn) = b ... }`

Q : How is the following expression evaluated ? `C(v1, ..., vm).f(w1, ..., wn)`

A : Three substitutions happen written :

`[w1/y1, ..., wn/yn][v1/x1, ..., vm/xm][C(v1, ..., vm)/this] b`

- Substitution of `y1, ..., yn` of f by the arguments `w1, ..., wn` .
- Substitution of the `x1, ..., xm` of the class C by the class arguments `v1, ..., vm` .
- Substitution of the self reference `this` by the value of the object `C(v1, ..., vn)` .

2. Extension methods (1) :

Having to define all methods that belong to a class inside the class itself can lead to very large classes, and is not very modular.

Methods that do not need to access the internals of a class can alternatively be defined as extension methods.

For instance, we can add min and abs methods to class Rational like this:

```
extension (r: Rational):
    def min(s: Rational): Boolean = if s.less(r) then s else r
    def abs: Rational = Rational(r.numer.abs, r.denom)
```

- Extension methods **CANNOT** access internals (`private`) or `this.(..)` .

3. Operators :

▶ We write `x + y` , if x and y are integers, but

▶ We write `r.add(s)` if r and s are rational numbers.

In Scala, we can eliminate this difference with **operators**.

```
extension (x: Rational):
    def + (y: Rational): Rational = x.add(y)
```

Precedence rules :

```
(all letters)
|
^
&
< >
= !
:
+ -
* / %
(all other special characters)
```

(all other special characters) having the **highest priority**.

Week3 :

Abstract classes :

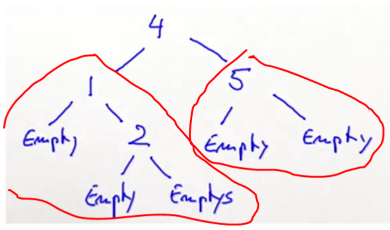
```
abstract class IntSet:
    def incl(x: Int): IntSet  // ABSTRACT MEMBERS : no implementation provided
    def contains(x: Int): Boolean
// incl returns the union of {x} and this set
```

Like in Java, abstract classes cannot be instantiated.

We will try to implement a set as a binary tree.

A set can either be :

1. A tree for the **empty set**.
2. A tree consisting of **one** integer with two subtrees.



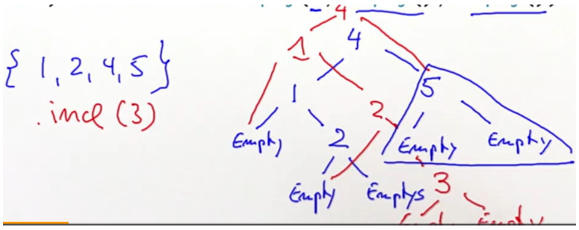

```
class Empty() extends IntSet:
    def contains(x: Int): Boolean = false
    def incl(x: Int): IntSet = NonEmpty(x, Empty(), Empty())

class NonEmpty(elem: Int, left: IntSet, right: IntSet) extends IntSet:
        def contains(x: Int): Boolean =
            if x < elem then left.contains(x)
            else if x > elem then right.contains(x) else true

        def incl(x: Int): IntSet =
        if x < elem then NonEmpty(elem, left.incl(x), right)
        else if x > elem then NonEmpty(elem, left, right.incl(x))
    else this
end NonEmpty
```

1. **Persistence :**

Note that we the sets are immutable, we always return a new tree while **reusing some subtrees.**(blue one in the following e.g)



A data structure that is creating by maintaining the old one is called **persistent**.

2. **Dynamic binding :**

```
class Empty() extends IntSet:
     ...
     def union(other : Inset): Intset = other
class NonEmpty((elem: Int, left: IntSet, right: IntSet)) extends Inset :
     ...
     def union(other : Inset ): Intset = l.union(r).union(that).incl(elem)

// Why does this terminate ? Union is called with strictly smaller sets each
time so union( "an empty set " ) will be called at some point.
```

Note that a call to `union` doesn't execute the same function if s is `Empty` or `NonEmpty`. That is called Dynamic **binding**. (Polymorphism)

Object definition :

In the `IntSet` example, one could argue that there is really **only a single** empty `IntSet`.

This defines a **singleton** object named Empty. No other Empty instance can be (or needs to be) created.

```
object Empty extends IntSet:
   def contains(x: Int): Boolean = false
   def incl(x: Int): IntSet = NonEmpty(x, Empty, Empty) end Empty
```

Companion object :

If a class and object with the same name are given in the same sourcefile, we call them companions. Example:

```
class IntSet ...
object IntSet:
    def singleton(x: Int) = NonEmpty(x, Empty, Empty)
```

Similar to Java, static nested class.

How is naming a class and an object the same name possible ? Scala has **two** namespaces , one for objects and the other for classes.

Programs :

Like Java , scale source files can have a main methods

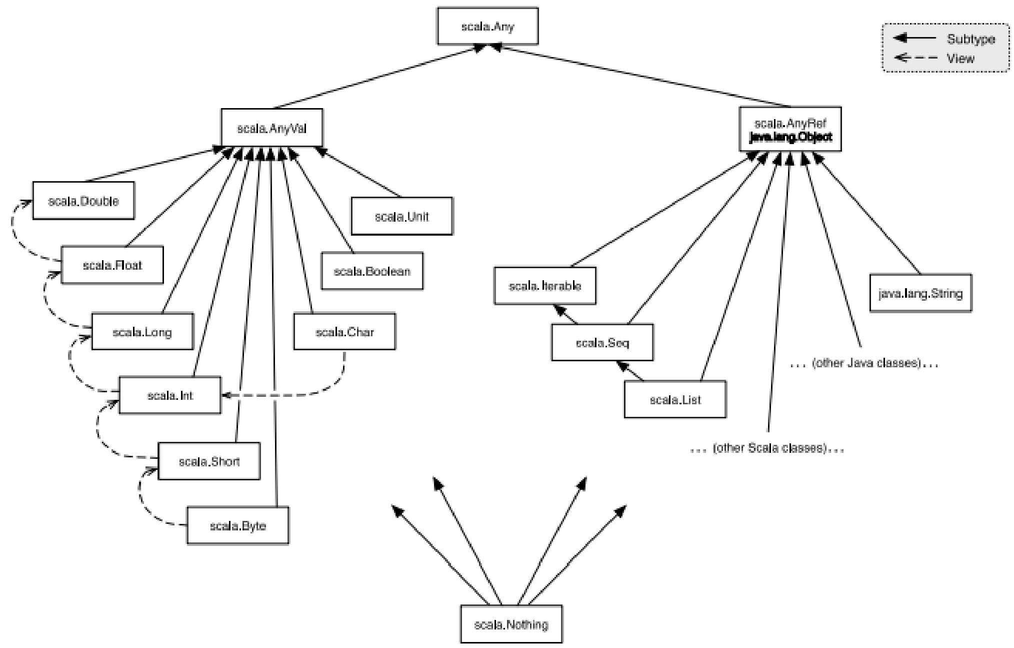
```
object Hello:
    def main(args: Array[String]): Unit = println("hello world!")
// written Shorter as the following :
@main def birthday(name: String, age: Int) =
println(s"Happy birthday, $name! $age years old already!")
```

to run : `scala Hello`

Traits :

Java `Interface` but stronger :they can have parameters and can contain fields and concrete methods.

```
trait Planar:
    def height: Int
    def width: Int
    def surface = height * width
class Square extends Shape, Planar, Movable ...
```



`- - ->` : can be converted (viewed) as

Cons List :

A fundamental data structure in many functional languages is the **immutable linked list.**

It is constructed from two building blocks:

1. `Nil` :the empty list

```
trait IntList ...
class Cons(val head: Int, val tail: IntList) extends IntList ...
// NOTE THE USE OF val
// this defines at the same time a parameter and a field of a class
class Nil() extends IntList ...
```

A `IntList` is either a `Nil()` or a `Cons(x,xs)` .

A complete definition with Generics :

```
trait List[T]:
    def isEmpty: Boolean
    def head: T
    def tail: List[T]
class Cons[T](val head: T, val tail: List[T]) extends List[T]:
    def isEmpty = false
class Nil[T] extends List[T]:
    def isEmpty = true
    def head = throw new NoSuchElementException(”Nil.head”)
    def tail = throw new NoSuchElementException(”Nil.tail”)
```

Generic functions :

```
def singleton[T](elem: T) = Cons[T](elem, Nil[T])
// We can then write:
singleton[Int](1)
singleton[Boolean](true)
```

Pure Object Orientation :

Def : A pure object-oriented language is one in which every value is an object.

Q : Is Scala a pure OO language ?

At first primitive types and functions seem like exceptions.

Primitive types are in fact not implemented as Class. (E.g `scala.Int` : 32bits , `scala.Boolean` as Java Boolean) , for reasons of efficiency.

But they are not *conceptually* treated differently. In fact one can implement them using classes :

```
package idealized.scala
abstract class Boolean extends AnyVal:
    def ifThenElse[T](t: => T, e: => T): T
    def && (x: => Boolean): Boolean = ifThenElse(x, false)
    def || (x: => Boolean): Boolean = ifThenElse(true, x)
    def unary_!: Boolean = ifThenElse(false, true)
    def == (x: Boolean): Boolean = ifThenElse(x, x.unary_!)
    def != (x: Boolean): Boolean = ifThenElse(x.unary_!, x)
 ...
end Boolean
```

```
    object false extends Boolean:
    def ifThenElse[T](t: => T, e: => T) = e
```

Here is how to implement `Scala.Int`.

Functions : In scala functions are `objects` with `apply` methods

The function type `A => B` is just an abbreviation for the class `scala.Function1[A, B]`, which is defined as follows.

```
package scala
trait Function1[A, B]:
    def apply(x: A): B
```

Example :

```
f = (x:Int) => x * x
// is expended to
f = new Function1[Int, Int]:
    def apply(x: Int) = x * x
```

This anonymous class can itself expend to

```
{ class $anonfun() extends Function1[Int, Int]:
def apply(x: Int) = x * x
$anonfun()
}
f(7) // expends to
f.apply(7)
```