

# Functional Programming in Typed Racket

Florian Biermann  
fbie@itu.dk

IT University of Copenhagen & UCAS

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- ▶ My Chinese is really bad (but I am trying to learn!)
- ▶ If you do not understand what I say or if I speak too fast, **please tell me right away!**

All slides and course materials are available on:

<https://github.com/fbie/parallel-functional-lectures>

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- ▶ Jobs in functional programming pay better!



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- ▶ Racket is dynamically typed, Typed Racket has a static, strong type system.
- ▶ Functional language, no side-effects (mostly).
- ▶ Good for meta-programming (we won't look at that).



# Hello World in Typed Racket

```
;; This is a comment!  
;; Tell the run-time, which language to use.  
#lang typed/racket  
  
;; Now, print something.  
(print "Nihao!")
```

# A More Interesting Program

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(define x (* (+ 2 4) (+ 42 9)))
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```

We can check its value in the interactive mode:

```
> x  
59
```

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Some functions are **variadic**:

`(+ x y z)`  $\Rightarrow$   $x + y + z$

# Local Bindings

Just like local variables in Java, but you can never change them!

```
#lang typed/racket  
  
(let ([x (* 2 16)]  
      [y (* 3 17)])  
  (print (+ x y)))
```

What does this program do?

**Note:** You cannot reference `x` and `y` after the last closing parenthesis of the `let` expression!

# The Same Program in Java

```
public static void main(String[] args) {  
    int x = 2 * 16;  
    int y = 3 * 17;  
    System.out.println(x + y);  
}
```



# A First Function

```
#lang typed/racket

(: times-two (-> Number Number))
(define (times-two x)
  (* 2 x))
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- ▶ Functions need no return statement. Their return value is the last executed statement!
- ▶ Type annotations start with `:` and describe the type of a symbol.
- ▶ The type of `times-two` is *Number*  $\rightarrow$  *Number*.

# Types in Typed Racket

We write the function type  $A \rightarrow B$  as:

`(-> A B)`

where `A` is the parameter type and `B` is the return type.

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`(-> A B C)`

Which types are parameter types, which ones are return types?

# A Second Function

```
(: funny (-> Number Number)
(define (funny x)
  (if (< x 0)
      (- x)
      x))
```



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Conditionals have the form (if B E1 E2).

# Polymorphic Types

Polymorphic types in Typed Racket are very explicit:

```
(: twice (All (A) (-> A (Pairof A A))))  
(define (twice a)  
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It's just like generic types in Java!

# The Same Program in Java

```
public static Pairof<A, A> twice(A a) {  
    return new Pairof<A, A>(a);  
}
```

**Note:** There is no build-in pair type in Java :(

# State is Immutable!

You cannot change a variable's value. Instead, use **recursion**:

```
(: is-even? (-> Integer Boolean))  
(define (is-even? n)  
  (if (< 1 n)  
      (is-even? (- n 2))  
      (= n 0)))
```

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Now, we can call the function:

```
> (is-even? 1)  
#f
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Now, we can call the function:

```
> (is-even? 1)  
#f  
  
> (is-even? 2048)  
#t
```



# The Same Program in Java

```
public static bool isEven(int n) {  
    while (1 < n)  
        n = n - 2;  
    return n == 0;  
}
```

# Pattern Matching

In functional languages, you can **decompose** values and structs using the `match` construct. This is called **pattern matching**.

```
(: is-even? (-> Integer Boolean))  
(define (is-even? n)  
  (match n  
    [0 #t]  
    [1 #f]  
    [_ (is-even? (- n 2))]))
```

`_` means “any other value”. It must always come last!

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We will often come across lambda expressions in functional programming!

# Structs in Typed Racket

Structs are containers for values.

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(struct (myNumberBox  
        [v : Number]))
```

```
(struct (myNumberStringBox  
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We can also use type polymorphism here:

```
(struct (A) (myPolyBox [value : A]))
```

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Next, we will do a live coding session!



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  - ▶ [github.com/fbie/parallel-functional-programming](https://github.com/fbie/parallel-functional-programming)
- ▶ You can download Racket from
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# Java Equivalent to Maybe

```
public abstract class Maybe<A> {}

public class None<A> extends Maybe<A> {
    public None() {}
}

public class Some<A> extends Maybe<A> {
    public final A a;
    public Some(A a) {
        this.a = a;
    }
}
```

# Cons List 1/2

```
(define xs (cons 'a (cons 'b  
  (cons 'c (cons 'd (cons 'e '()))))))
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Get the first element of `xs`, the “head”:

```
> (first xs)  
'a  
> (cdr xs)  
'a
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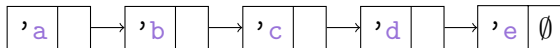
Get the remaining part of `xs`, the “tail”:

```
> (rest xs)  
'( 'b 'c 'd 'e)  
> (cdr xs)  
'( 'b 'c 'd 'e)
```



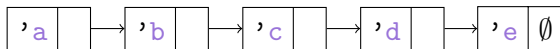
## Cons List 2/2

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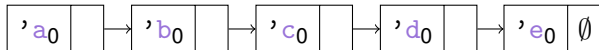
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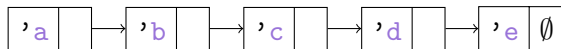
If we want to remove an element, we must build a new list, but we can re-use the tail of the element that we have deleted:

```
(remove xs 'c)
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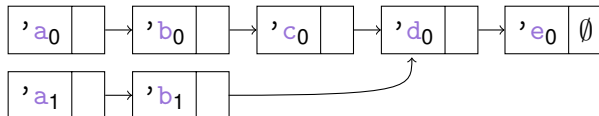
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```
(remove xs 'c)
```



# Java Equivalent to Cons List

```
public abstract class LinkedList<A> {}

public class Nil<A> extends LinkedList<A> {
    public Nil() {}
}

public class Cons<A> extends LinkedList<A> {
    public final A a;
    public final LinkedList<A> tail;

    public Cons(A a, LinkedList<A> tail) {
        this.a = a;
        this.tail = tail;
    }
}
```

# Java Equivalent to Binary Tree

```
public abstract class BinaryTree<A> {}

public class Leaf<A> extends BinaryTree<A> {
    public final A a;
    public Leaf(A a) {
        this.a = a;
    }
}

public class Node<A> extends BinaryTree<A> {
    public final BinaryTree<A> left, right;
    public Node(BinaryTree<A> left,
                BinaryTree<A> right) {
        this.left = left; this.right = right;
    }
}
```

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- ▶ When would you prefer?



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**Thank you for your attention!**