Elements of Programming

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Elements of Programming

Every non-trivial programming language provides:

- primitive expressions representing the simplest elements
- ways to *combine* expressions
- ways to *abstract* expressions, which introduce a name for an expression by which it can then be referred to. variable?

The Read-Eval-Print Loop

Functional programming is a bit like using a calculator

An interactive shell (or REPL, for Read-Eval-Print-Loop) lets one write expressions and responds with their value.

The Scala REPL can be started by simply typing

```
> scala
```

Expressions

Here are some simple interactions with the REPL

```scala
scala> 87 + 145
232
```

Functional programming languages are more than simple calculutors because they let one define values and functions:

```scala
scala> def size = 2
size: => Int

scala> 5 * size
10
```

Evaluation

A non-primitive expression is evaluated as follows.

1. Take the leftmost operator
2. Evaluate its operands (left before right)
3. Apply the operator to the operands

A name is evaluated by replacing it with the right hand side of its definition

The evaluation process stops once it results in a value

A value is a number (for the moment)

Later on we will consider also other kinds of values

Example

Here is the evaluation of an arithmetic expression:

```
(2 * pi) * radius
```

Example

Here is the evaluation of an arithmetic expression:

```
(2 * pi) * radius
```

```
(2 * 3.14159) * radius
```

Example

Here is the evaluation of an arithmetic expression:

```
(2 * pi) * radius
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(2 * 3.14159) * radius
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```
6.28318 * radius
```

Example

Here is the evaluation of an arithmetic expression:

(2 * pi) * radius

(2 * 3.14159) * radius

6.28318 * radius

6.28318 * 10

Example

Here is the evaluation of an arithmetic expression:

```
(2 * pi) * radius

(2 * 3.14159) * radius

6.28318 * radius

6.28318 * 10

62.8318
```

Parameters

Definitions can have parameters. For instance:

```scala
scala> def square(x: Double) = x * x
square: (Double)Double

scala> square(2)
4.0

scala> square(5 + 4)
81.0

scala> square(square(4))
256.0

def sumOfSquares(x: Double, y: Double) = square(x) + square(y)
sumOfSquares: (Double,Double)Double
```

Parameter and Return Types

Function parameters come with their type, which is given after a
colon

```scala
def power(x: Double, y: Int): Double = ...
```

If a return type is given, it follows the parameter list.

Primitive types are as in Java, but are written capitalized, e.g:

Int	32-bit integers
Double	64-bit floating point numbers
Boolean	boolean values true and false

Evaluation of Function Applications

Applications of parameterized functions are evaluated in a similar way as operators:

1. Evaluate all function arguments, from left to right
2. Replace the function application by the function's right-hand side, and, at the same time
3. Replace the formal parameters of the function by the actual arguments.

Example

```
sumOfSquares(3, 2+2)
```

Example

```
sumOfSquares(3, 2+2)
sumOfSquares(3, 4)
```

Example

```
sumOfSquares(3, 2+2)
sumOfSquares(3, 4)
square(3) + square(4)
```

Example

```
sumOfSquares(3, 2+2)
sumOfSquares(3, 4)
square(3) + square(4)
3 * 3 + square(4)
```

Example

```
sumOfSquares(3, 2+2)
sumOfSquares(3, 4)
square(3) + square(4)
3 * 3 + square(4)
9 + square(4)
```

Example

```
sumOfSquares(3, 2+2)
sumOfSquares(3, 4)
square(3) + square(4)
3 * 3 + square(4)
9 + square(4)
9 + 4 * 4
```

Example

```
sumOfSquares(3, 2+2)
sumOfSquares(3, 4)
square(3) + square(4)
3 * 3 + square(4)
9 + square(4)
9 + 4 * 4
9 + 16
```

Example

```
sumOfSquares(3, 2+2)
sumOfSquares(3, 4)
square(3) + square(4)
3 * 3 + square(4)
9 + square(4)
9 + 4 * 4
9 + 16
25
```

The substitution model

This scheme of expression evaluation is called the *substitution model.*

The idea underlying this model is that all evaluation does is *reduce an expression to a value*.

It can be applied to all expressions, as long as they have no side effects.

The substitution model is formalized in the *λ-calculus,* which gives a foundation for functional programming.

side effect: C++ -> this can't be
           replaced with expression

Termination

- *Does every expression reduce to a value (in a finite number of steps)?*

Termination

- *Does every expression reduce to a value (in a finite number of steps)?*
- *No. Here is a counter-example*

```
def loop: Int = loop
```

loop $\longrightarrow$ *loop* $\longrightarrow$ . ...

loop

Changing the evaluation strategy

The interpreter reduces function arguments to values before
rewriting the function application.

One could alternatively apply the function to unreduced arguments.

For instance:

```
sumOfSquares(3, 2+2)
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One could alternatively apply the function to unreduced arguments.

For instance:

```
sumOfSquares(3, 2+2)
square(3) + square(2+2)
3 * 3 + square(2+2)
9 + square(2+2)
9 + (2+2) * (2+2)
```

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One could alternatively apply the function to unreduced arguments.

For instance:

```
sumOfSquares(3, 2+2)
square(3) + square(2+2)
3 * 3 + square(2+2)
9 + square(2+2)
9 + (2+2) * (2+2)
9 + 4 * (2+2)
```

Changing the evaluation strategy

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One could alternatively apply the function to unreduced arguments.

For instance:

```
sumOfSquares(3, 2+2)
square(3) + square(2+2)
3 * 3 + square(2+2)
9 + square(2+2)
9 + (2+2) * (2+2)
9 + 4 * (2+2)
9 + 4 * 4
```

Changing the evaluation strategy

The interpreter reduces function arguments to values before rewriting the function application.

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For instance:

```
sumOfSquares(3, 2+2)
square(3) + square(2+2)
3 * 3 + square(2+2)
9 + square(2+2)
9 + (2+2) * (2+2)
9 + 4 * (2+2)
9 + 4 * 4
25
```

Call-by-name and call-by-value

The first evaluation strategy is known as *call-by-value*, the second is is known as *call-by-name*. function first
function first
Both strategies reduce to the same final values as long as

- the reduced expression consists of pure functions, and
- both evaluations terminate.

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

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.

Call-by-name vs call-by-value

Question: Say you are given the following function definition:

```scala
def test(x: Int, y: Int) = x * x
```

For each of the following function applications, indicate which
evaluation strategy is fastest (has the fewest reduction steps)

CBV fastest	CBN fastest	same #steps	
O	O	O	test(2, 3)
O	O	O	test(3+4, 8)
O	O	O	test(7, 2*4)
O	O	O	test(3+4, 2*4)

Call-by-name vs call-by-value

```scala
def test(x: Int, y: Int) = x * x
```

```scala
test(2, 3)
test(3+4, 8)
test(7, 2*4)
test(3+4, 2*4)
```

test (2, 3)
↓
2 * 2
↓
4   Same

test (3+4, 8)
↓   ↘
test (7, 8)   (3+4) * (3+4)
↓   ↓
7*7   7 × (3+4)
↓   ↓
49   7 × 7
                     ↓
                     49

            CBV

test (7, 2*4)
↙   ↘
test (7, 8)   7 * 7
↓   ↓
7 × 7   49
↓
49   CBN