

Introduction to Functional Programming

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Overview

- 1 Introduction
 - Why FP? - motivation

- 2 Defining functions
 - Guards and patterns
 - Recursive functions
 - Compositions



Motivation

Functional programming:

- allows programs to be written clearly, concisely
- has a high level of abstraction
- supports reusable software components
- encourages the use of formal verification



What is functional programming?

- the closest programming style to mathematical writing, thinking
- the basic element of the computation is the function

$f(a) \Rightarrow f\ a$

$f(a,b) + cd \Rightarrow f\ a\ b + c * d$

$f(g(b)) \Rightarrow f\ (g\ b)$

$f(a)g(b) \Rightarrow f\ a * g\ b$



Writing functional programs is FUN

- to motivate you to write functional programs
- to get involved in working with FP
- the Clean compiler can be downloaded from:
<http://wiki.clean.cs.ru.nl/Clean>
have FUN

examples.icl, examples.prj

```
module examples  
import StdEnv  
Start = 42 // 42
```



Getting started

Simple examples of Clean functions:

```
inc x = x + 1
```

```
double x = x + x
```

```
quadruple x = double (double x)
```

```
factorial n = prod [1 .. n]
```

Using them:

```
Start = 3+10*2 // 23
```

```
Start = sqrt 3.0 // 1.73...
```

```
Start = quadruple 2 // 8
```

```
Start = factorial 5 // 120
```



Definitions by cases

The cases are guarded by Boolean expressions:

```
abs1 x
```

```
| x < 0 = ¬x
```

```
| otherwise = x
```

```
Start = abs1 -4    // two cases, the result is 4
```

// otherwise can be omitted

```
abs2 x
```

```
| x < 0 = ¬x
```

```
= x
```

```
Start = abs2 4    // 4
```

// more than two guards or cases

```
signof x
```

```
| x > 0 = 1
```

```
| x == 0 = 0
```

```
| x < 0 = -1
```

```
Start = signof -8 // -1
```



Definitions by recursion

Examples of recursive functions:

fac n

| $n = 0 = 1$

| $n > 0 = n * \text{fac } (n - 1)$

Start = fac 5 // 120

power $x \ n$

| $n = 0 = 1$

| $n > 0 = x * \text{power } x \ (n - 1)$

Start = power 2 5 // 32



Compositions, function parameters

// function composition

`twiceof :: (a → a) a → a`

`twiceof f x = f (f x)`

`Start = twiceof inc 0 // 2`

// Evaluation:

`twiceof inc 0`

`→ inc (inc 0)`

`→ inc (0+1)`

`→ inc 1`

`→ 1+1`

`→ 2`

`Twice :: (t→t) → (t→t)`

`Twice f = f o f`

`Start = Twice inc 2 // 4`

`f = g o h o i o j o k` is nicer than `f x = g(h(i(j(k x))))`

