# **List and Functional Programming**

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#### List

- We have seen vector and matrix as data structures in R.
- List is another important data structure in R.
- It combines objects with different types.
  - Matrix/vector only supports a single type of data.
  - Similar to the struct in C programming.
- See ART: Section 4.

### **Creating List**

```
song_liu <- list(name = "song", male = T, salary = 10)</pre>
```

- This creates a list contains three elements:
  - Character data: name
  - Logical data: male
  - Numeric data: salary
- name, male and salary are called "tags" for values
   "song", "T", 10 respectively.

# **Displaying List**

You can list all tags and their corresponding values by simply typing the name of the list at the console.

```
> song_liu
$name
[1] "song"

$male
[1] TRUE
$sal
[1] 10
```

# **Indexing List**

 To obtain the value bound to a specific tag, we can use the \$ sign.

```
song_liu$male
[1] TRUE
```

• Or you can index a list without using tags:

```
song_liu[[2]]
[1] TRUE
```

where [[2]] is the position of the element.

### **Creating List without Tags**

• In fact, you can create a list without using any tag:

```
song_liu <- list("song", T, 10)
> song_liu
[[1]]
[1] "song"
[[2]]
[1] TRUE
[[3]]
[1] 10
```

 Then you will have to access all elements in the list using their indices.

```
> song_liu[[2]]
[1] TRUE
```

You cannot use vector to index list:

```
> song_liu[[2:3]]
Error in song_liu[[2:3]] : subscript out of bounds
```

#### Add Element to List

```
song_liu <- list(name = "song", male = T, sal = 10)</pre>
song_liu$department <- "math"</pre>
song_liu[[5]] <- 1987</pre>
> song_liu
$name
[1] "song"
$male
[1] TRUE
$sal
[1] 10
$department
[1] "math"
[[5]]
[1] 1987
```

### **Delete Element from List**

```
song_liu$department <- NULL
> song_liu
$name
[1] "song"
$male
[1] TRUE
$sal
[1] 10
[[4]]
[1] 1987
```

- Notice that after deleting department, the value 1987 moved up by one position, with a new tag 4.
- In R, all modifications to an existing vector/list involves creating a modified copy of the old vector/list, and reassigning it to the original variable.
  - Extra memory allocation! Slow when list is large!

#### **Nested List**

List itself can contain lists.

## **Functional Programming**

- So far, we have introduced two programming paradigms
  - Procedural Programming (PP): Your program is divided into several subtasks and you write functions for each subtask.
  - Object Oreinted Programming (OOP): Your program
    is divided into several pieces called "objects" and
    objects contain data as well as procedures.
- PP and OOP divide the program by features thus is suitable for developing APPs with complicated logics and components.

# **Functional Programming**

- However, most data science program has a simple programming pipeline:
  - Apply(Op1, Data1) -> Data2-> Apply(Op2, Data2) ->
     Data3 -> ... -> Final Result
- Functional Programming (FP) views our program as a pipeline, focusing on writing data-operating functions and applying such functions to our data.
- R supports functional programming natively.
  - C/C++ also supports functional programming via some advanced language features.
  - Function pointers, templates, etc.

# A Simple FP Example

Write a simple data operating function

```
# add the input by 1.
add <- function(x) {return(x+1)}</pre>
```

Applying this function on some dummy data.

```
l <- list(1,2)
lapply(1, add)
[[1]]
[1] 2</pre>
[[2]]
[1] 3
```

Here, lapply applies the add function to each element of the list 1, producing a new list.

### A Simple FP Example

- The input and output of lapply are both lists.
  - o list in, list out.
- We can also convert the list output to a vector by using unlist:

```
1 <- list(1,2)
unlist(lapply(l, add))
[1] 2 3</pre>
```

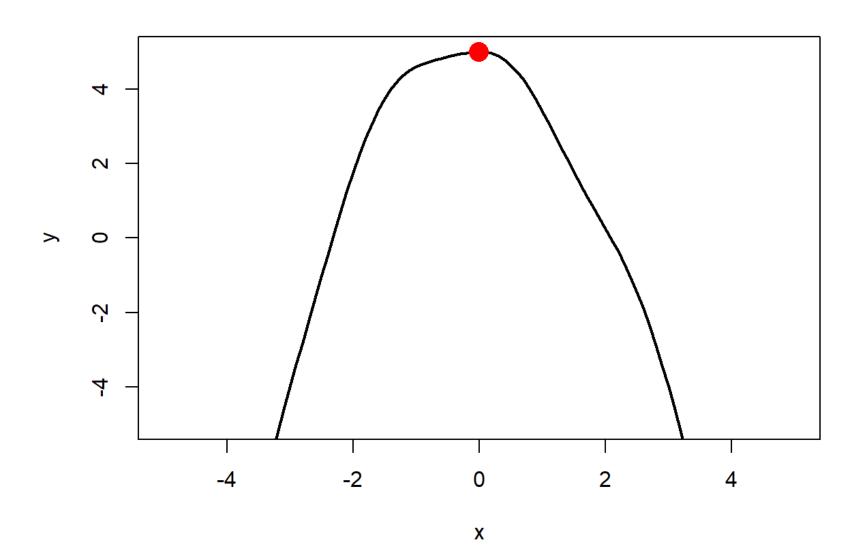
or using sapply

```
l <- list(1,2)
sapply(1, add)
[1] 2 3</pre>
```

### **Functions are Variables**

- In FP, functions are variables too, thus they can be passed to other functions as input arguments.
- In the previous example, add is a function that was passed to the apply function as an input argument.
- This property allows us to write clean and more readable code.

### **Gradient Ascent**



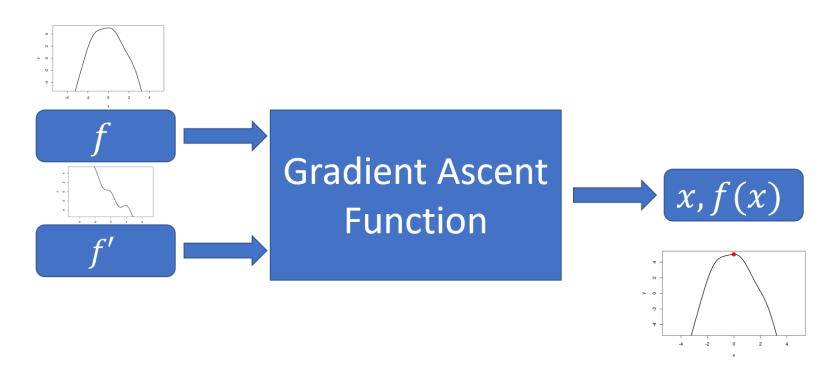
### **Gradient Ascent Revisited**

```
f <- function (x){</pre>
  return(-\sin(x)^3-x^2+5)
df <- function(x){</pre>
  return(-3*sin(x)^2*cos(x) - 2*x)
x < -1.5
while( abs(df(x)) > .01){
  x < -x - .1*df(x)
```

 This code is clean enough. However, how can we wrap the gradient ascent algorithm in a function?

### **Gradient Ascent Function**

 Gradient ascent algorithm depends on f and df, thus this gradient ascent function should take two functional inputs.



#### **Gradient Ascent Function**

```
f <- function (x){</pre>
  return(-\sin(x)^3-x^2+5)
df <- function(x){</pre>
  return(-3*\sin(x)^2*\cos(x) - 2*x)
# gradient descent, takes two functions as inputs
# f, function to be minimized, df, derivative of f,
# x, initial search point.
grad_asc <- function(f, df){</pre>
  x < -1.5
  while( abs(df(x)) > .01){
    x < -x - .1*df(x)
  return(list(x, f(x)))
print(grad_asc(f, df))
```

### **Gradient Ascent Function**

- In this example, the initial search point x is data and f
   and df are data operating functions.
- grad\_asc tells the program how f and df are applied to the data and produces the final outcome.

### **Gradient Ascent Function 2.0**

• Since functions are variables, they can be elements of a list too. This leads to a further simplification of the input arguments of <code>grad\_desc</code> .

```
grad_asc <- function(problem){</pre>
f <- problem$func
df <- problem$deri</pre>
x < -1.5
while (abs(df(x)) > .01){
    x < -x + .1*df(x)
return(list(x, f(x)))
# creating a list with two functions as elements.
problem <- list(func = f, deri = df)</pre>
# more readable
print(grad_desc(problem))
```

### Conclusion

- 1. List in R can contain data with different types.
- 2. Lists can be nested.
- 3. FP focuses on data operating functions and how these functions are applied on data.
- 4. In FP, functions are variables.