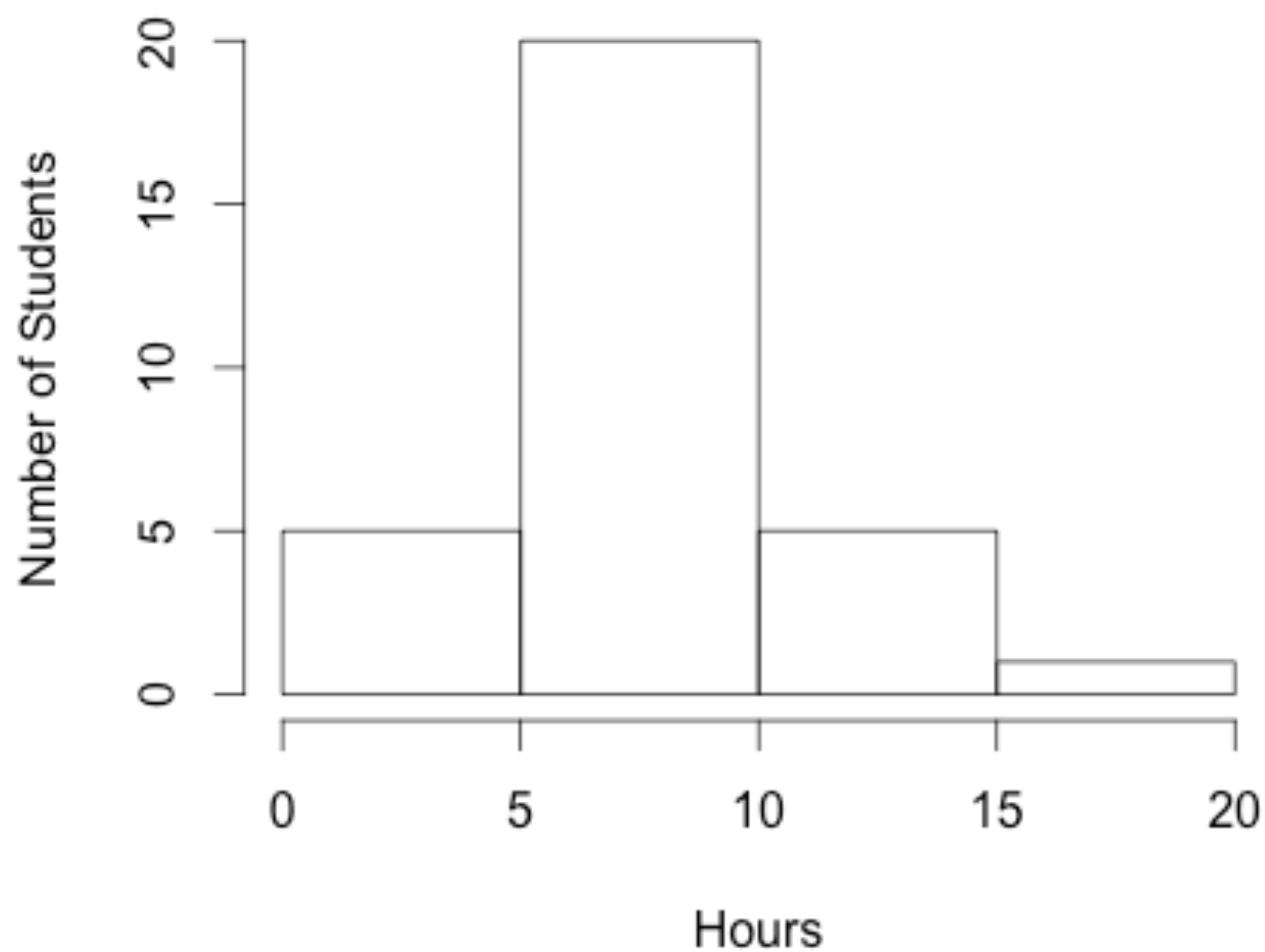


Comp 311

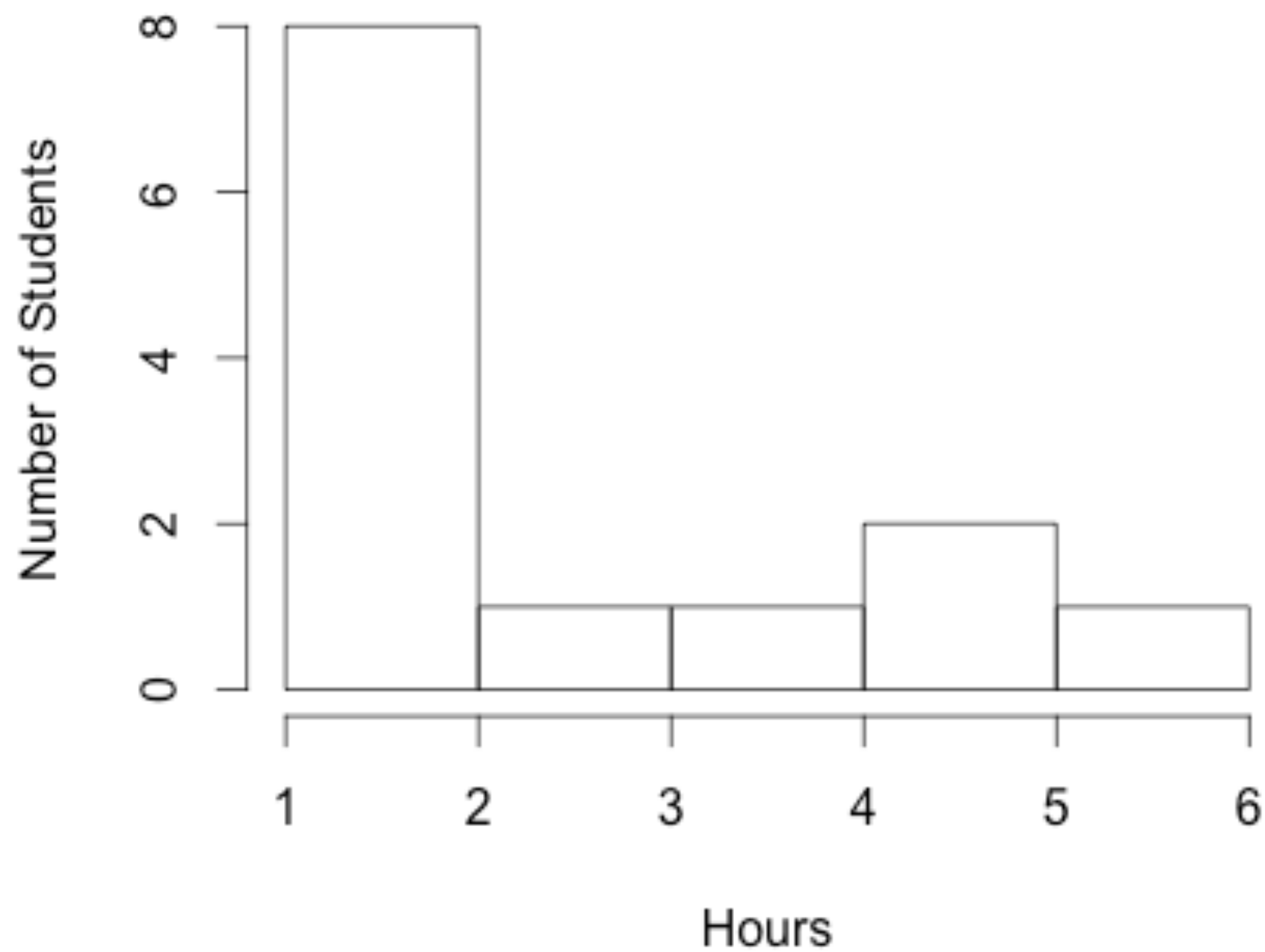
Functional Programming

Eric Allen, PhD
Vice President, Engineering
Two Sigma Investments, LLC

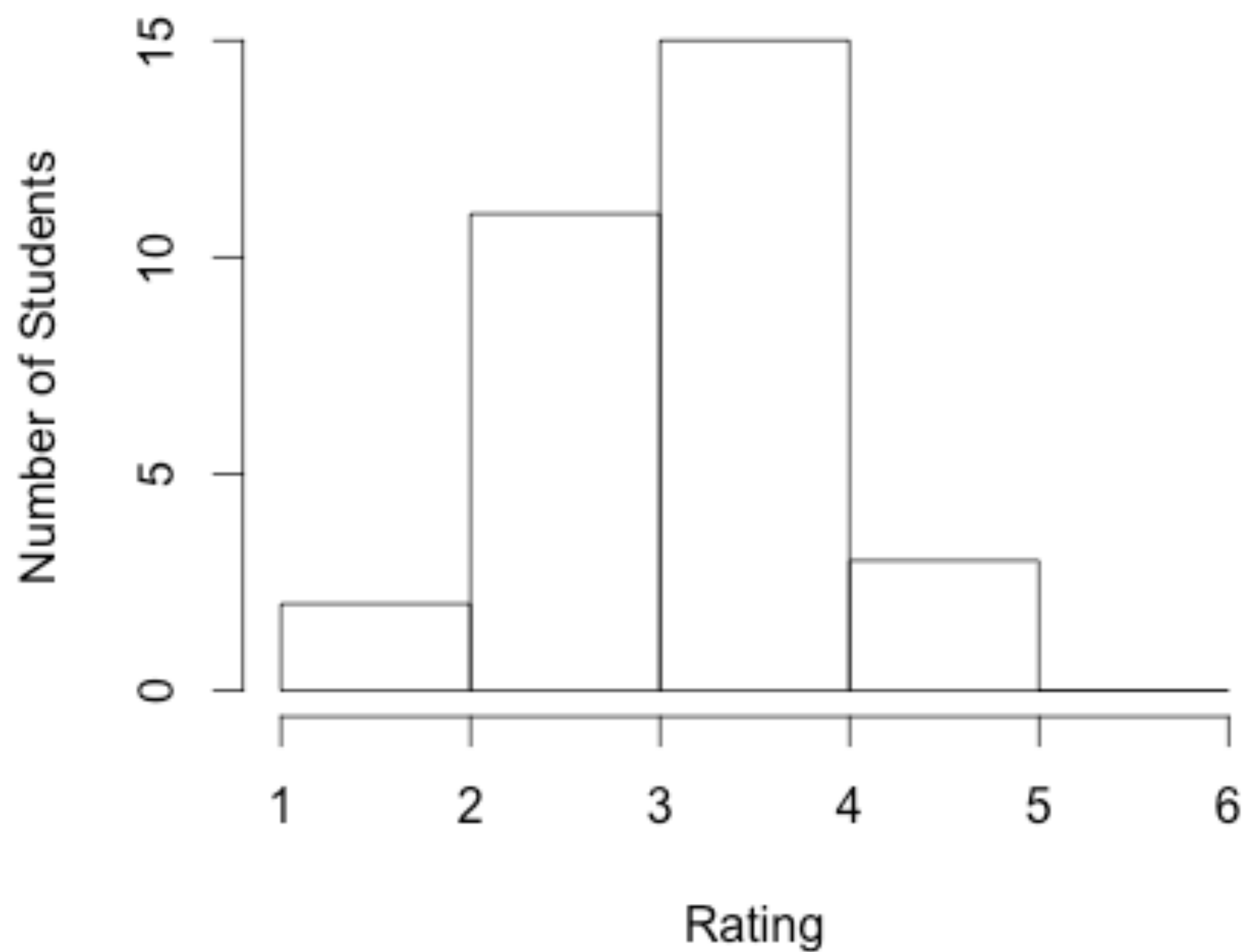
Comp 311 Homework 1 Hours Spent



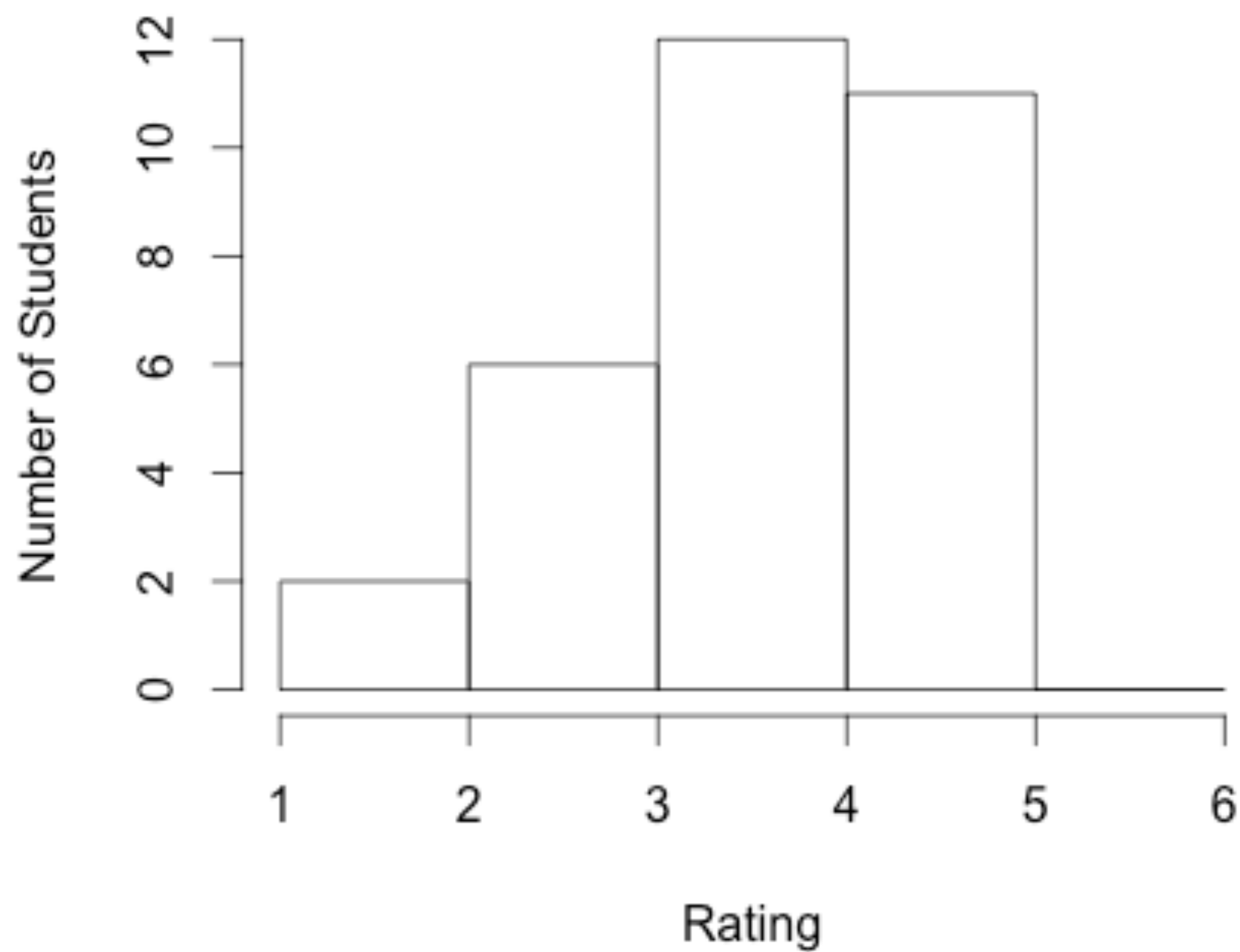
Comp 311 Homework 1 More Time Needed



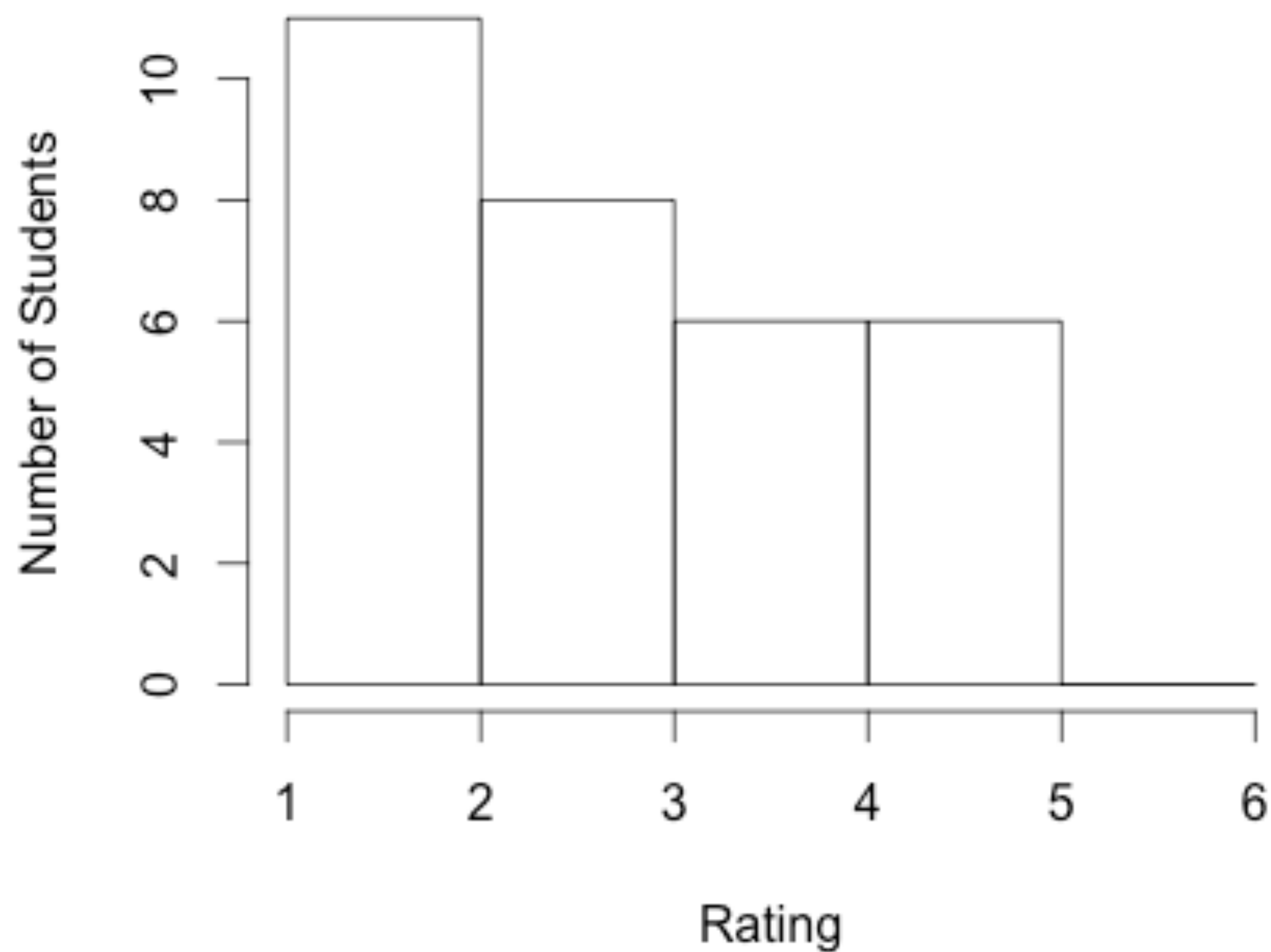
Comp 311 Homework 1 Workload



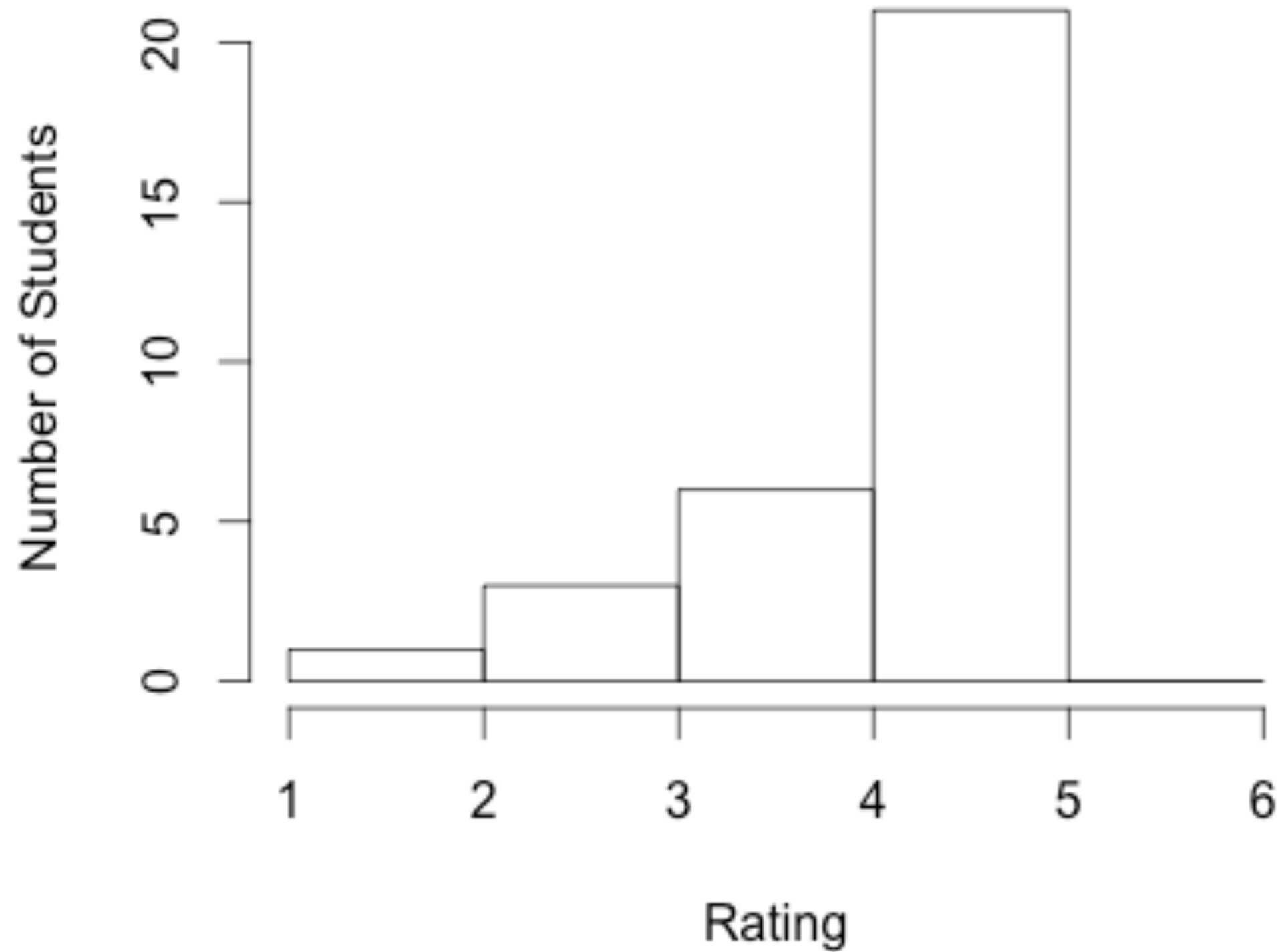
Comp 311 Homework 1 Helpful



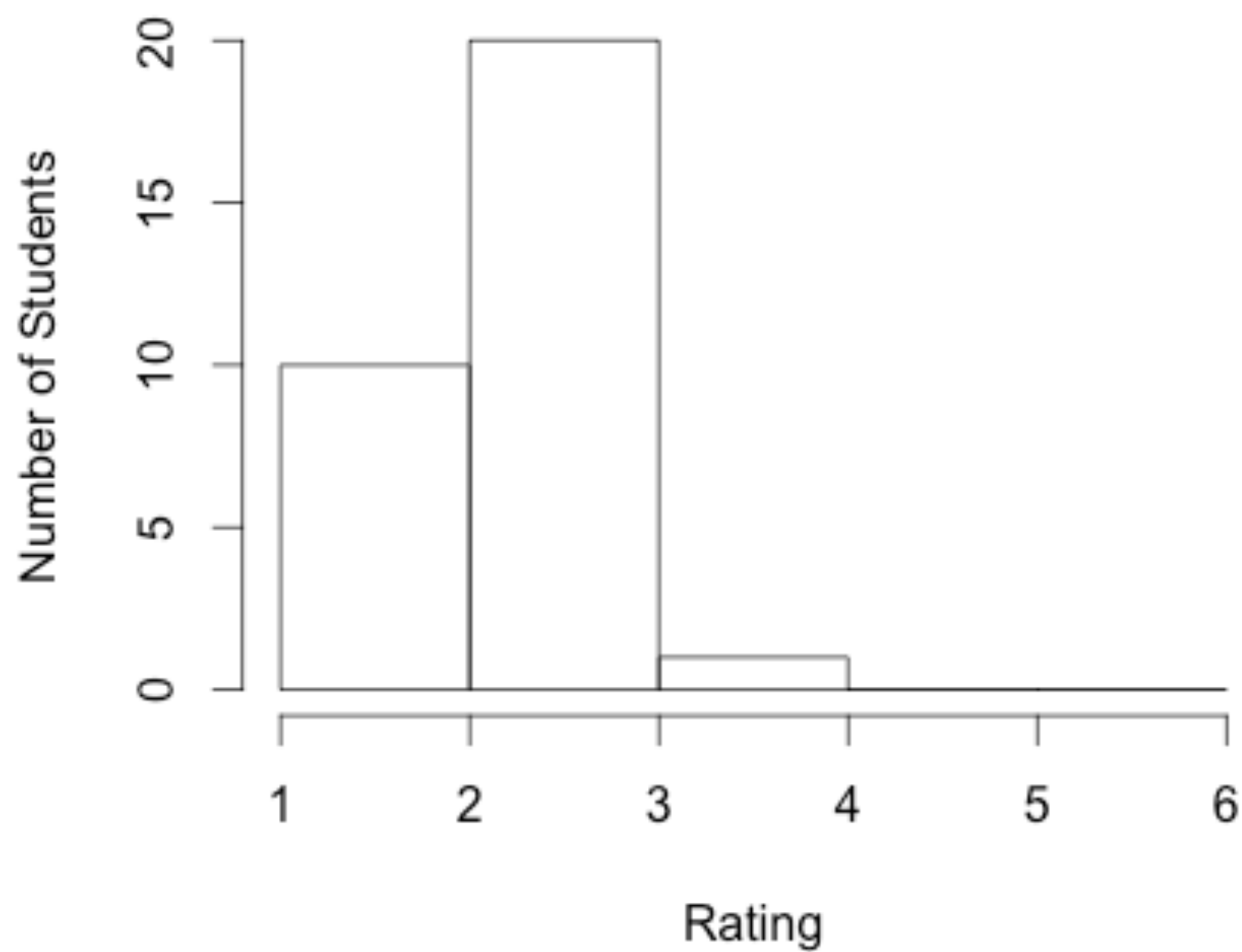
Comp 311 Homework 1 Enjoyable



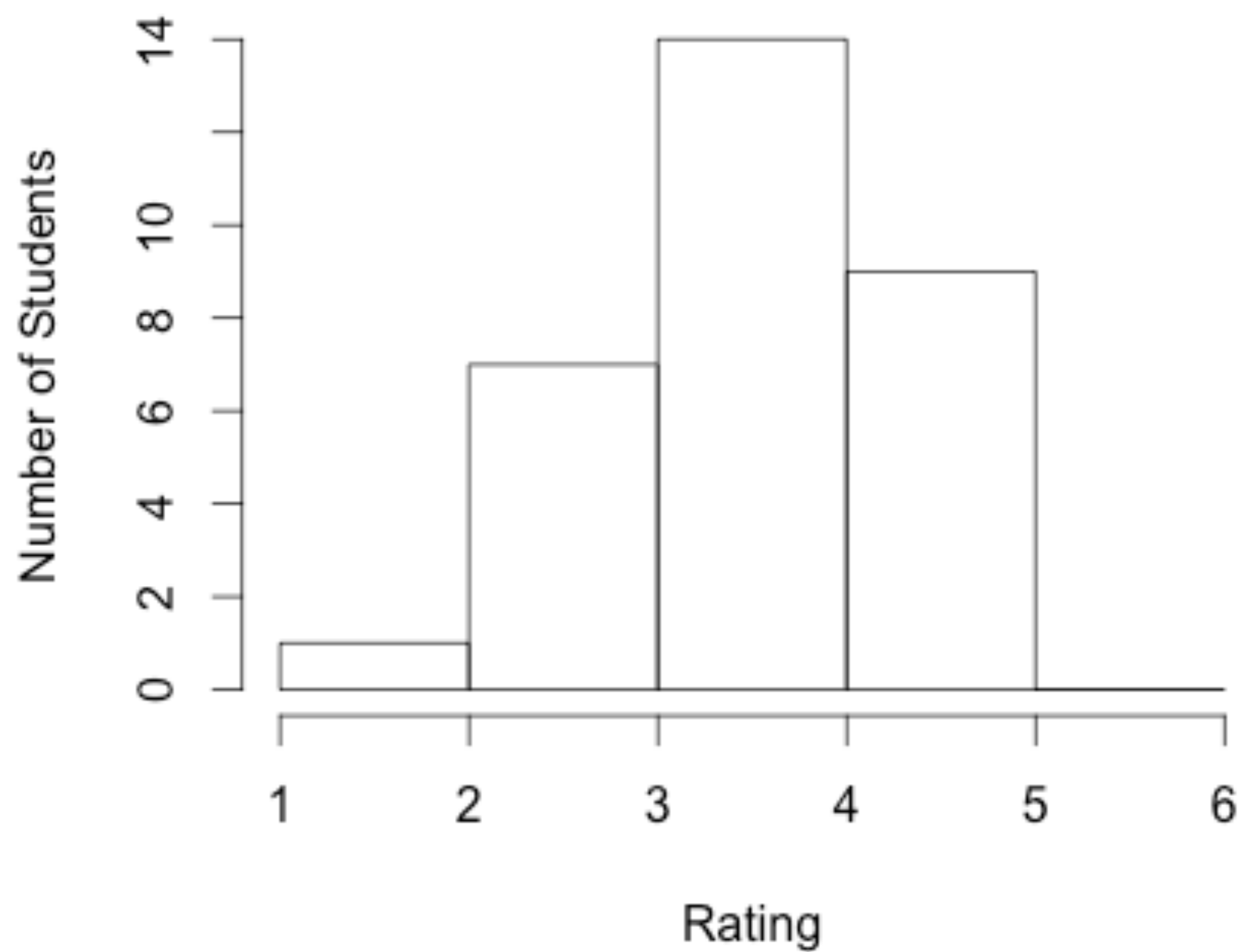
Comp 311 Ease of Following Lectures



Comp 311 Pace



Comp 311 Enjoyable



Actions

- Switch to two week assignments
- Double the weighting on subsequent assignments
- Keep Thursday at 2:30pm deadline

Importing a Member of a Package

```
import scala.collection.immutable.List
```

Importing Multiple Members of a Package

```
import scala.collection.immutable.{List, Vector}
```

Importing and Renaming Members of a Package

```
import scala.collection.immutable.{List=>SList, Vector}
```

Importing All Members of a Package

```
import scala.collection.immutable._
```

Note that `*` is a valid identifier in Scala!

Combining Notations

```
import scala.collection.immutable.{_}
```

same meaning as:

```
import scala.collection.immutable._
```

Combining Notations

```
import scala.collection.immutable.{List=>SList,_}
```

Imports all members of the package but renames
List to **SList**

Combining Notations

```
import scala.collection.immutable.{List=>_,_}
```

Imports all members of the package except for
List

Importing a Package

```
import scala.collection.immutable
```

Now sub-packages can be denoted by shorter names:

```
immutable.List
```

Importing and Renaming Packages

```
import scala.collection.{immutable => I}
```

Allows members to be written like this:

`I.List`

Importing Members of An Object

```
import Arithmetic._
```

Allows members such as `Arithmetic.gcd` to be
write like this:

```
gcd
```

Implicit Imports

The following imports are implicitly included in your program:

```
import java.lang._  
import scala._  
import Predef._
```

Package java.lang

- Contains all the standard Java classes
- This import allows you to write things like:

Thread

instead of:

java.lang.Thread

Package scala

- Provides access to the standard Scala classes:
`BigInt`, `BigDecimal`, `List`, etc.

Object Predef

- Definitions of many commonly used types and methods, such as:

`require, ensuring, assert`

Visibility Modifier Private

For a method `Arithmetic.reduce` in package `Rationals`

Modifier	Explanation
no modifier	public access
private	private to class <code>Arithmetic</code>

Local Definitions

- As with constant definitions, we can make function definitions local to the body of a function
- The functions can be referred to only in the body of the enclosing function

Local Definitions

```
def reduce() = {  
  val isPositive =  
    ((numerator < 0) & (denominator < 0)) |  
    ((numerator > 0) & (denominator > 0))  
  
  def reduceFromInts(num: Int, denom: Int) = {  
    require ((num >= 0) & (denom > 0))  
    val gcd = Arithmetic.gcd(num, denom)  
    val newNum = num/gcd  
    val newDenom = denom/gcd  
  
    if (isPositive) Rational(newNum, newDenom)  
    else Rational(-newNum, newDenom)  
  }  
  reduceFromInts(Arithmetic.abs(numerator), Arithmetic.abs(denominator))  
  
} ensuring (_ match {  
  case Rational(n,d) => Arithmetic.gcd(n,d) == 1 & (d > 0)  
})
```

Design Templates for Abstract Datatypes (Part 2)

Case Two

We Expect Many New
Functions But Few New Variants

Case 2: We Expect Many New Functions But Few New Variants

- This is a case that traditional functional programming handles well
- Classic example domains: Compilers, theorem provers, numeric algorithms, machine learning
- Declare a top-level function with cases for each data variant

a.k.a., The Visitor Pattern

Again We Turn to Pattern Matching

```
val pi = 3.14
```

```
def area(shape: Shape) = {  
  shape match {  
    case Circle(r) => pi * r * r  
    case Square(x) => x * x  
    case Rectangle(x,y) => x * y  
  }  
}
```

We Can Define Arbitrary Functions Without Modifying Data Definitions

```
def makeLikeFirst(shape0: Shape, shape1: Shape) = {  
  (shape0, shape1) match {  
    case (Circle(r), Square(s)) => Circle(s)  
    case (Circle(r), Rectangle(l,w)) => Circle((l+w)/2)  
  
    case (Square(s), Circle(r)) => Square(r)  
    case (Square(s), Rectangle(l,w)) => Square((l+w)/2)  
  
    case (Rectangle(l,w), Circle(r)) => Rectangle(r,r)  
    case (Rectangle(l,w), Square(s)) => Rectangle(s,s)  
  
    case _ => shape1  
  }  
}
```


But A New Data Variant Requires Us To Modify All Functions Over the Datatype

```
val pi = 3.14
```

```
def area(shape: Shape) = {  
  shape match {  
    case Circle(r) => pi * r * r  
    case Square(x) => x * x  
    case Rectangle(x,y) => x * y  
    case Triangle(b,h) => b*h/2  
  }  
}
```

But A New Data Variant Requires Us To Modify All Functions Over the Datatype

```
def makeLikeFirst(shape0: Shape, shape1: Shape) = {  
  (shape0, shape1) match {  
    case (Circle(r), Square(s)) => Circle(s)  
    case (Circle(r), Rectangle(l,w)) => Circle((l+w)/2)  
    case (Circle(r), Triangle(b,h)) => Circle(b)  
  
    case (Square(s), Circle(r)) => Square(r)  
    case (Square(s), Rectangle(l,w)) => Square((l+w)/2)  
    case (Square(s), Triangle(b,h)) => Square(b+h/2)  
  
    case (Rectangle(l,w), Circle(r)) => Rectangle(r,r)  
    case (Rectangle(l,w), Square(s)) => Rectangle(s,s)  
    case (Rectangle(l,w), Triangle(b,h)) => Rectangle(b,h)  
  
    // plus all the cases for Triangle on the left (omitted)  
    case _ => shape1  
  }  
}
```

Recursively Defined Datatypes

Recursively Defined Datatypes

- Case classes allow us to combine multiple pieces of a data into a single object
- But sometimes we don't know how many things we wish to combine
- We can use recursion to define datatypes of unbounded size
- This case corresponds to the Composite Design Pattern

Backus-Naur Form For Lists of Ints

```
List ::= Empty  
       | Cons(Int, List)
```

Examples of Lists

Empty

Cons(3, Empty)

Cons(3, Cons(1, Empty))

Cons(3, Cons(1, Cons(4, Empty)))

Defining Lists With Scala Case Classes

```
abstract class List  
case object Empty extends List  
case class Cons(head: Int, tail: List) extends List
```

Where Do We Put Functions Over Lists?

- We do not expect to define new subtypes of lists
- We do expect to define many new functions over lists
- Similar to our Case Two Design Template for Abstract Datatypes
- Thus, we will start with our pattern matching template

An Example Function for Lists

```
def containsZero(xs: List): Boolean = {  
  xs match {  
    case Empty => false  
    case Cons(n, ys) => {  
      if (n == 0) true  
      else containsZero(ys)  
    }  
  }  
}
```

An Example Function for Lists

```
def containsZero(xs: List): Boolean = {  
  xs match {  
    case Empty => false  
    case Cons(n, ys) => (n == 0) || containsZero(ys)  
  }  
}
```

Generalizing to Our First Template Function for Lists

```
def ourFunction(xs: List): Boolean = {  
  xs match {  
    case Empty => ...  
    case Cons(n, ys) => ... n ... ourFunction(ys) ...  
  }  
}
```

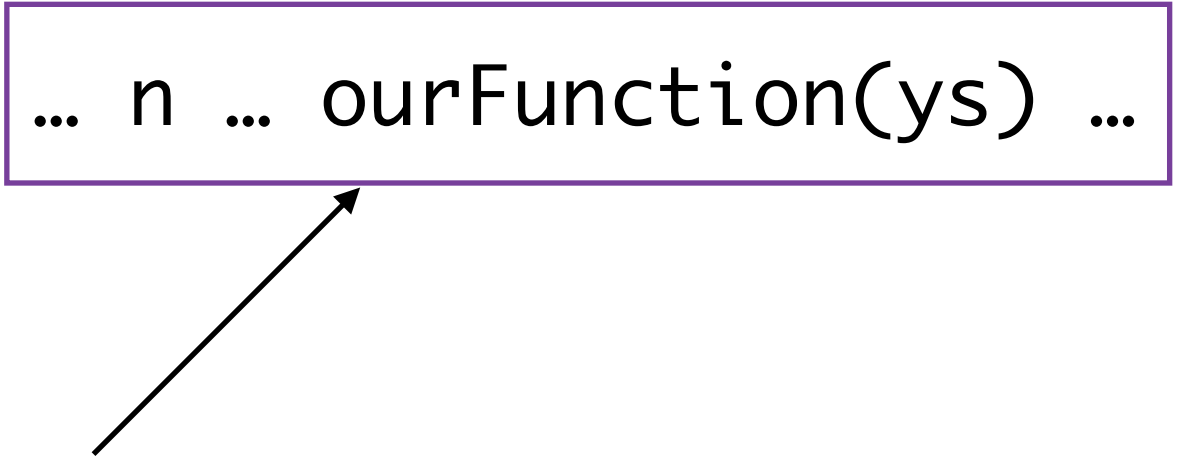
Generalizing to Our First Template Function for Lists

```
def ourFunction(xs: List): Boolean = {  
  xs match {  
    case Empty => ...  
    case Cons(n, ys) => ... n ... ourFunction(ys) ...  
  }  
}
```

We need to determine our *base case*

Generalizing to Our First Template Function for Lists

```
def ourFunction(xs: List): Boolean = {  
  xs match {  
    case Empty => ...  
    case Cons(n, ys) => ... n ... ourFunction(ys) ...  
  }  
}
```



We must determine how to combine these values


Generalizing to Our First Template Function for Lists

```
def ourFunction(xs: List): Boolean = {  
  xs match {  
    case Empty => ...  
    case Cons(n, ys) => ... n ... ourFunction(ys) ...  
  }  
}
```

This template is an example of *natural recursion* or *structural recursion*: We recursively decompose and then recombine a computation according to the natural structure of the data.

Filling in the Template


```
def containsZero(xs: List): Boolean = {  
  xs match {  
    case Empty => false  
    case Cons(n, ys) => (n == 0) || containsZero(ys)  
  }  
}
```



Here the base case is easy:
An empty list does not contain zero
(or anything else)

Filling in the Template

```
def containsZero(xs: List): Boolean = {  
  xs match {  
    case Empty => false  
    case Cons(n, ys) => (n == 0) || containsZero(ys)  
  }  
}
```



We break into cases based on the pieces from match: Either our first element n is zero or the answer lies with the rest of the list

Another Example: How Many Elements?

```
def length(xs: List): Int = {  
  xs match {  
    case Empty => 0  
    case Cons(n, ys) => 1 + length(ys)  
  }  
}
```

Another Example: The Sum of the Elements

```
def sum(xs: List): Int = {  
  xs match {  
    case Empty => 0  
    case Cons(n, ys) => n + sum(ys)  
  }  
}
```

Another Example: The Product of the Elements

```
def product(xs: List): Int = {  
  xs match {  
    case Empty => 1  
    case Cons(n, ys) => n * product(ys)  
  }  
}
```

Converting Hours to Seconds

Problem Statement: Given a list of times measured in hours, we want to construct a list of corresponding times measured in seconds

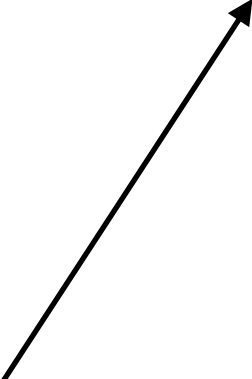
Converting Hours to Seconds

```
def hoursToSeconds(xs: List): List = {  
  xs match {  
    case Empty => Empty  
    case Cons(n, ys) => Cons(seconds(n), hoursToSeconds(ys))  
  }  
}
```

```
def seconds(hours: Int) = 3600 * hours
```

Generalizing to a Template

```
def ourFunction(xs: List): List = {  
  xs match {  
    case Empty => ...  
    case Cons(n, ys) => Cons(...n...,  
                             ourFunction(ys))  
  }  
}
```



Really, this is the same template as before, but now Cons is our combining operation

The Natural Numbers

$$\begin{array}{l} \text{Nat} ::= 0 \\ \quad \mid \text{Next}(\text{Nat}) \end{array}$$

The Natural Numbers

$$\text{Nat} ::= 0$$
$$| \text{Next}(\text{Nat})$$

Here we are between Cases One and Two for Abstract Datatypes:

- No new variants expected
- Many new functions expected
- But some basic functions are intrinsic to the type

Defining The Natural Numbers in Scala

```
abstract class Nat  
case object Zero extends Nat  
case class Next(n: Nat) extends Nat
```

Defining The Natural Numbers in Scala

```
abstract class Nat {  
  def +(n: Nat): Nat  
  def *(n: Nat): Nat  
}
```

Defining The Natural Numbers in Scala

```
case object Zero extends Nat {  
  def +(n: Nat) = n  
  def *(n: Nat) = Zero  
}
```

```
case class Next(n: Nat) extends Nat {  
  def +(m: Nat) = Next(n + m)  
  def *(m: Nat) = m + (n * m)  
}
```

Defining The Natural Numbers in Scala

```
case object Zero extends Nat {  
  def +(n: Nat) = n  
  def *(n: Nat) = Zero  
}
```

Again we have natural recursion: base case, recursion, combination

```
case class Next(n: Nat) extends Nat {  
  def +(m: Nat) = Next(n + m)  
  def *(m: Nat) = m + (n * m)  
}
```

Example Reduction

$(3 + 2)$

$\text{Next}(\text{Next}(\text{Next}(\text{Zero})) + \text{Next}(\text{Next}(\text{Zero}))) \mapsto$
 $\text{Next}(\text{Next}(\text{Next}(\text{Zero})) + \text{Next}(\text{Next}(\text{Zero}))) \mapsto$
 $\text{Next}(\text{Next}(\text{Next}(\text{Zero}) + \text{Next}(\text{Next}(\text{Zero})))) \mapsto$
 $\text{Next}(\text{Next}(\text{Next}(\text{Zero} + \text{Next}(\text{Next}(\text{Zero})))) \mapsto$
 $\text{Next}(\text{Next}(\text{Next}(\text{Next}(\text{Next}(\text{Zero}))))$

Factorial

```
def factorial(n: Nat): Nat = {  
  n match {  
    case Zero => Next(Zero)  
    case Next(m) => n * factorial(m)  
  }  
}
```

Transferring The Pattern To Ints

```
def factorial(n: Int): Int = {  
  require (n >= 0)  
  
  if (n == 0) 1  
  else n * factorial(n - 1)  
  
} ensuring (n > 0)
```

Combining Via Auxiliary Functions

Combining Via Auxiliary Functions

- As our examples with natural numbers shows, it is often necessary to define the combining operation of a natural recursion as an auxiliary function
- We can apply this insight to lists and use our template to cover yet more cases

Sorting Lists

```
def sort(xs: List): List = {  
  xs match {  
    case Empty => Empty  
    case Cons(n, ys) => insert(n, sort(ys))  
  }  
}
```

We need to explain how to
insert into a sorted list

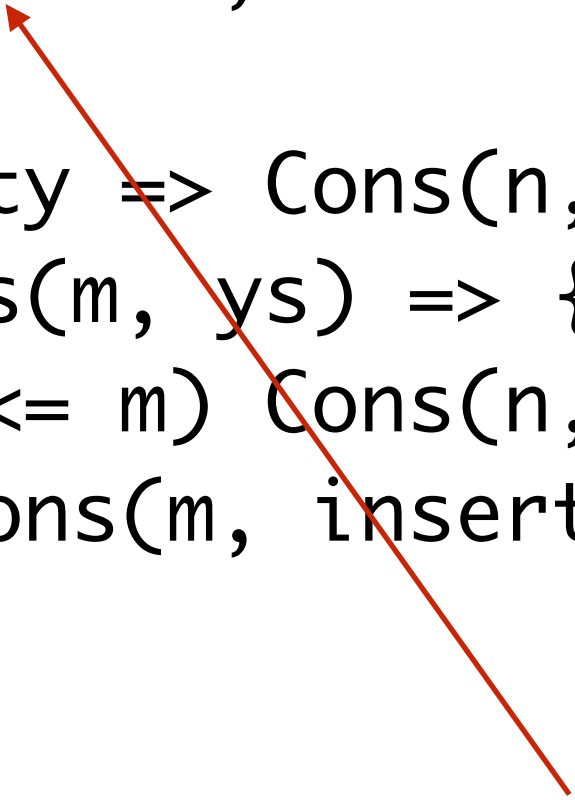


Insertion

```
def insert(n: Int, xs: List): List = {  
  xs match {  
    case Empty => Cons(n, Empty)  
    case Cons(m, ys) => {  
      if (n <= m) Cons(n, xs)  
      else Cons(m, insert(n, ys))  
    }  
  }  
}
```

Insertion

```
def insert(n: Int, xs: List): List = {  
  xs match {  
    case Empty => Cons(n, Empty)  
    case Cons(m, ys) => {  
      if (n <= m) Cons(n, xs)  
      else Cons(m, insert(n, ys))  
    }  
  }  
}
```



This parameter is not traversed,
but is used for combination and comparison
Other functions follow this pattern.

Appending Two Lists

```
abstract class List {  
  /**  
    * Returns a new list with the elements of  
    * this list appended to the given list.  
    */  
  def ++(ys: List): List  
}
```

Appending Two Lists

```
case object Empty extends List {  
  def ++(ys: List) = ys  
}
```

Appending Two Lists

```
case class Cons(first: Int, rest: List) extends List {  
  def ++(ys: List) = Cons(first, rest ++ ys)  
}
```

Family Trees

```
TreeNode ::= Empty
           | Child(TreeNode,
                    TreeNode,
                    Int,
                    String)
```

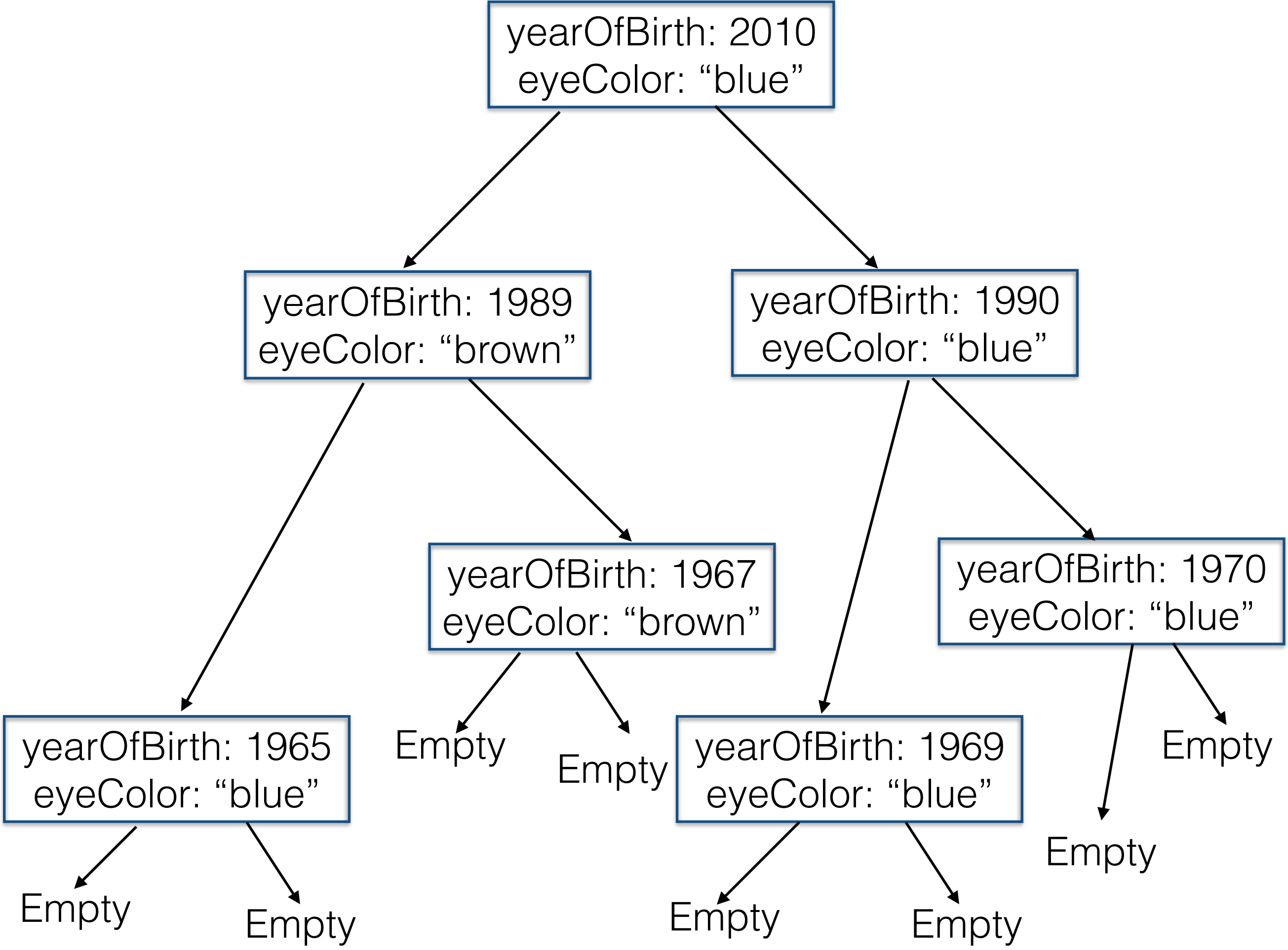

Family Trees

```
abstract class TreeNode
```

```
case object EmptyNode extends TreeNode
```

```
case class Child(mother: TreeNode,  
                 father: TreeNode,  
                 yearOfBirth: Int,  
                 eyeColor: String)
```

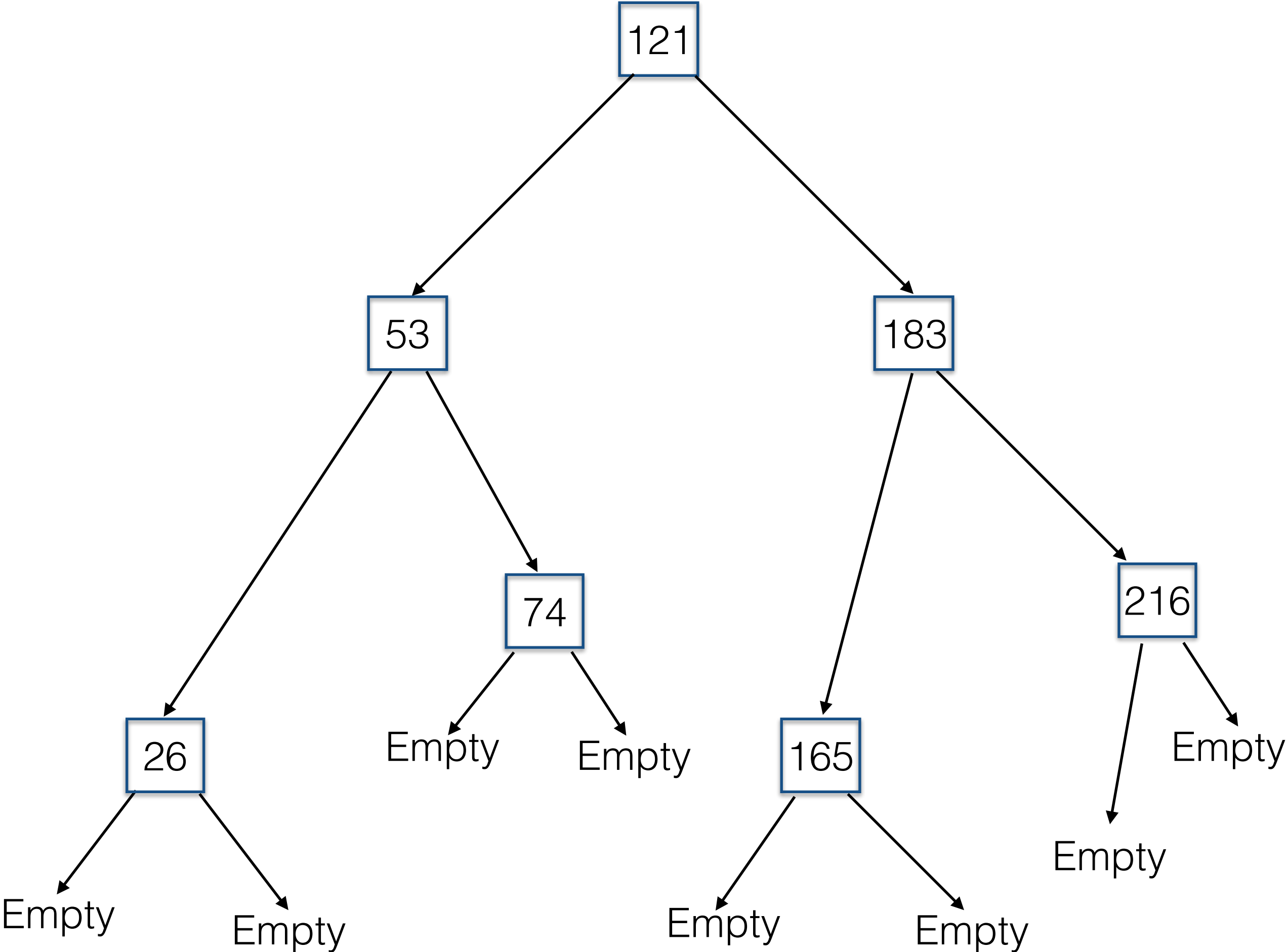
```
extends TreeNode
```



Binary Search Trees

Binary Search Trees

- We will define trees containing only Ints
- To help us find elements quickly, we will abide by the following invariant:
 - At a given node containing value n :
 - All values in the left subtree are less than n
 - All values in the right subtree are greater than n



Binary Search Trees

```
abstract class BinarySearchTree {  
    def contains(n: Int): Boolean  
    def insert(n: Int): BinarySearchTree  
}
```

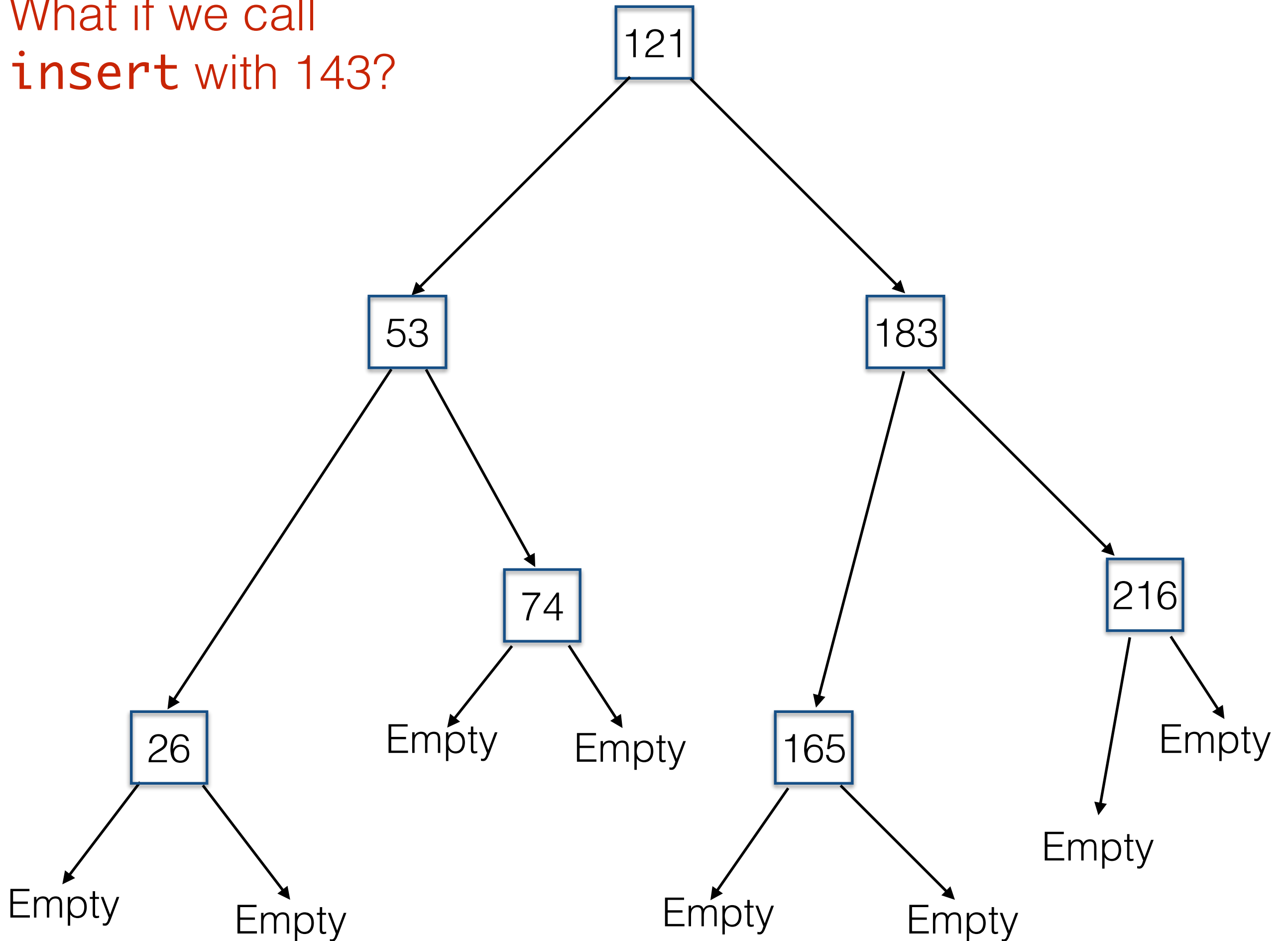
Binary Search Trees

```
case object EmptyTree extends BinarySearchTree {  
  def contains(n: Int) = false  
  def insert(n: Int) = ConsTree(n, EmptyTree, EmptyTree)  
}
```

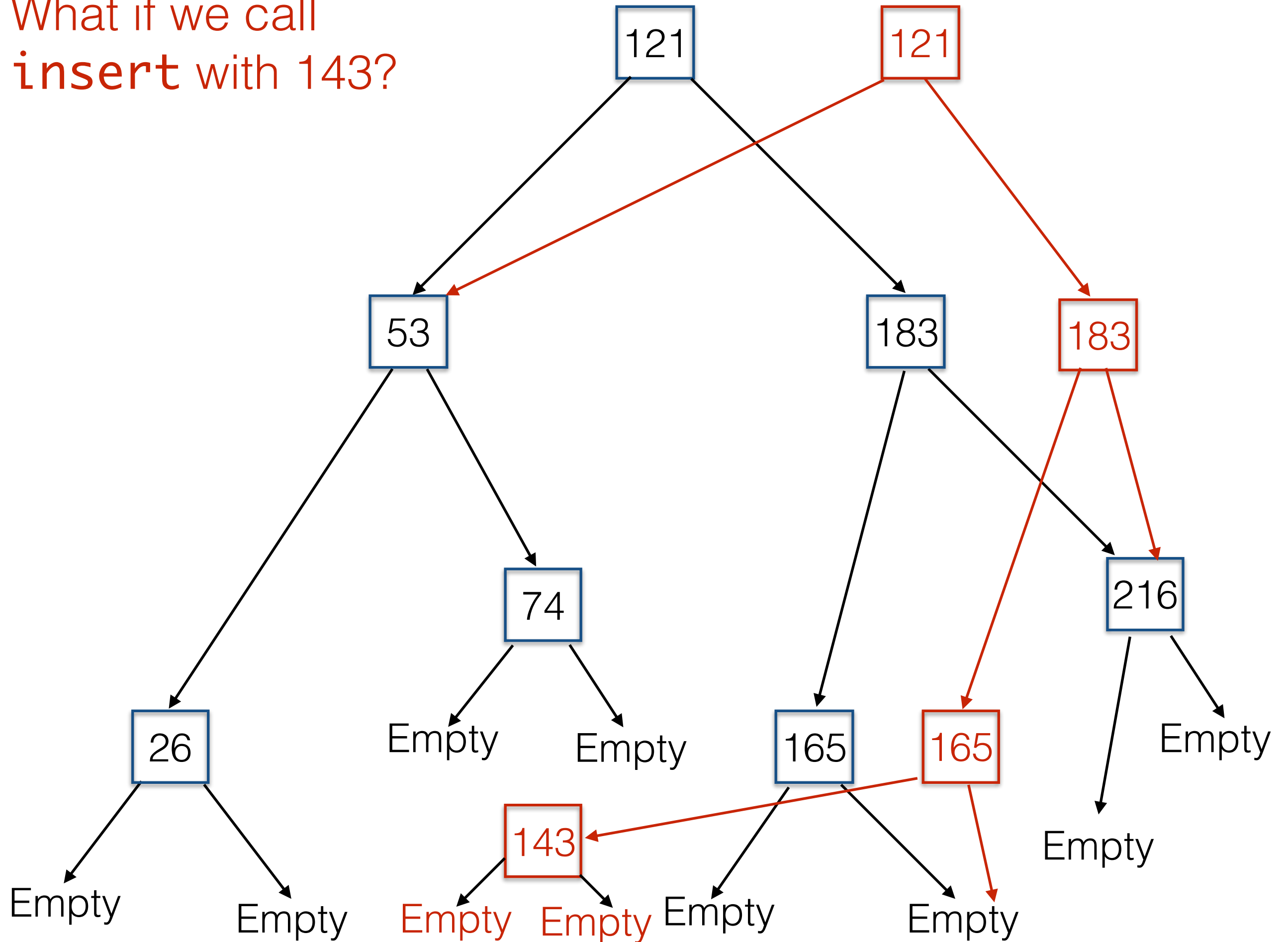

Binary Search Trees

```
case class ConsTree(m: Int,  
                    left: BinarySearchTree,  
                    right: BinarySearchTree)  
extends BinarySearchTree {  
  
  def contains(n: Int): Boolean = {  
    if (n < m) left.contains(n)  
    else if (n > m) right.contains(n)  
    else true // n == m  
  }  
  
  def insert(n: Int) = {  
    if (n < m) ConsTree(m, left.insert(n), right)  
    else if (n > m) ConsTree(m, left, right.insert(n))  
    else this // n == m  
  }  
}
```

What if we call
insert with 143?



What if we call
insert with 143?



Traversing Multiple Recursive Datatypes

Taking the First Few Elements

```
def take(n: Int, xs: List): List = {  
  require ((n >= 0) && (n <= size(xs)))  
  (n,xs) match {  
    case (0, xs) => Empty  
    case (n, Cons(y, ys)) => Cons(y, take(n-1, ys))  
  }  
}
```

Taking the First Few Elements

```
def take(n: Nat, xs: List): List = {  
  // require n <= size(xs)  
  (n,xs) match {  
    case (Zero, xs) => Empty  
    case (Next(m), Cons(y, ys)) => Cons(y, take(m, ys))  
  }  
}
```

Dropping the First Few Elements

```
def drop(n: Int, xs: List): List = {  
  require (n <= size(xs))  
  (n, xs) match {  
    case (0, xs) => xs  
    case (n, Cons(y, ys)) => drop(n-1, ys)  
  }  
}
```

Functional Update of a List

```
def update(xs: List, i: Nat, y: Int): List = {  
  require (xs != Empty) // && i < size(xs)  
  
  (xs, i) match {  
    case (Cons(z, zs), Zero) => Cons(y, zs)  
    case (Cons(z, zs), Next(j)) => Cons(z, update(zs, j, y))  
  }  
}
```


Functional Update of a List

```
def update(xs: List, i: Int, y: Int): List = {  
  require ((i >= 0) && (i < size(xs)))  
  assert (xs != Empty)  
  
  (xs, i) match {  
    case (Cons(z, zs), 0) => Cons(y, zs)  
    case (Cons(z, zs), _) => Cons(z, update(zs, i-1, y))  
  }  
}
```

Recommended Viewing

- Guy L. Steele Jr., “Growing a Language”:

https://www.youtube.com/watch?v=_ahvzDzKdB0