

# Comp 311

# Functional Programming

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# Announcements

- Homework 1 is due **Thursday**
- Nate has office hours tomorrow  
(check Piazza for details)
- Updated calendar and slides on course website

# More on First-Class Functions

# More Syntactic Sugar for First-class Functions

- Functions defined with `def` can be passed as arguments whenever an expression of a compatible function type is expected
- What constitutes a compatible function type?

# Partially Applied Functions

If we want to pass a function as an argument, but supply some of the arguments to the function ourselves, we can wrap an application to the function in a function literal:

```
map(x => x + 1, xs)
```

# Partially Applied Functions

If we want to pass a function as an argument, but supply some of the arguments to the function ourselves, we can wrap an application to the function in a function literal:

```
map(x => x + 1, xs)
```

which is equivalent to

```
map(_ + 1, xs)
```

# Eta Expansion

**$\eta$ -expansion:** Wrapping a function in function literal that takes all of the arguments of  $f$  and immediately calls  $f$  with those arguments

`(x: Int) => square(x)`

is equivalent to

`square`

# Mapping a Computation Over a List

We can use  $\eta$ -expansion to pass operators  
as arguments:

```
map(x => -x, xs)
```



# Mapping a Computation Over a List

Note that we are also using  $\eta$ -expansion when we use underscore notation for function literals:

```
map( -_, xs )
```

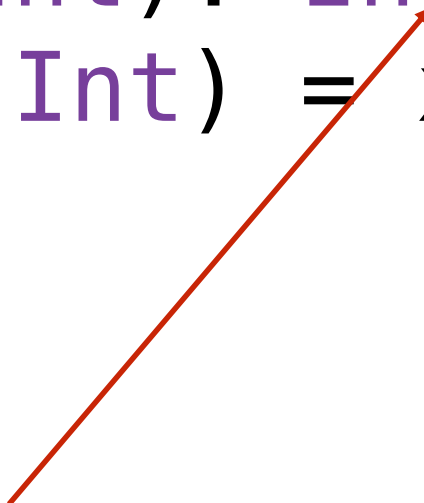
# Returning Functions as Values

# We Can Define Functions That Return Other Functions as Values

```
def adder(x: Int): Int => Int = {  
  def addX(y: Int) = x + y  
  addX  
}
```

# We Can Define Functions That Return Other Functions as Values

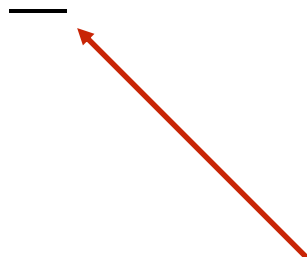
```
def adder(x: Int): Int => Int = {  
  def addX(y: Int) = x + y  
  addX  
}
```



The explicit return type is needed because Scala type inference assumes an unapplied function is an error

# We Can Define Functions That Return Other Functions as Values

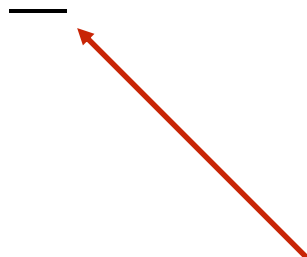
```
def adder(x: Int) = {  
  def addX(y: Int) = x + y  
  addX  
}
```



Alternatively, we can  $\eta$ -expand `addX` to assure the type checker that we really do intend to return a function

# We Can Define Functions That Return Other Functions as Values

```
def adder(x: Int) = {  
  def addX(y: Int) = x + y  
  addX  
}
```



An underscore outside of parentheses in a function application denotes the entire tuple of arguments passed to the function is left unapplied

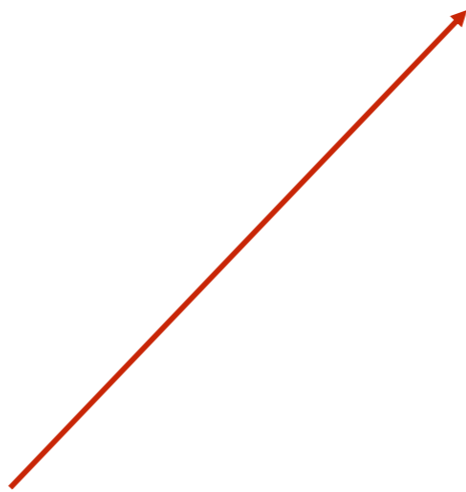
# We Can Define Functions That Return Other Functions as Values

```
def adder(x: Int) = x + (_: Int)
```

We can instead define `add` by *partially*  $\eta$ -expanding the `+` operator. But then we need to annotate the second operand with a type.

# We Can Define Functions That Return Other Functions as Values

```
def adder(x: Int): Int => Int = x + _
```



If we have the explicit return type, then the compiler has all the information it needs to correctly infer the type



# Imports

# 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`

# Limiting Visibility



# Visibility Modifier Private

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

Modifier	Explanation
no modifier	public access
private	private to object Arithmetic

# Local Definitions

- As with constant definitions (`val`), 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)
})
```

# Local Imports

Unlike Java, Scala's import statements are *not* limited to the top-level. They can appear almost anywhere:

```
def myHelperMethod(...) = {  
  import Arithmetic._  
  val someVal = gcd(abs(x), abs(y))  
  // ...  
}
```

# Additional Syntactic Forms

# Repeated Parameters

- Scala allows the last entry in a parameter list to stand for zero or more arguments
- Arguments are placed in a sequence of the given type

```
def squares(xs: Int*) =  
  for (x <- xs)  
  yield x*x
```

# Repeated Parameters

- Scala allows the last entry in a parameter list to stand for zero or more arguments
- Arguments are placed in a sequence of the given type

`squares(4, 2, 6, 5, 8)`

`squares()`

`squares(4, 2, 6, 8)`

`squares(3)`

`squares(4, 3, 7)`

# Repeated Parameters

- Scala allows the last entry in a parameter list to stand for zero or more arguments
- Arguments are placed in a sequence of the given type

```
def fnName(a1: T1, ..., aN: TN*) = expr
```



# Repeated Parameters

- Scala allows the last entry in a parameter list to stand for zero or more arguments
- Arguments are placed in a sequence of the given type

```
squares(1, 2, 3, 4, 5) ↦*  
ArrayBuffer(1, 4, 9, 16, 25)
```

# ArrayBuffers

- Buffers in Scala enable incremental creation of sequences
  - Random access to elements
  - Support destructive append, prepend, insert
    - We have not talked about destructive operations yet
    - Just pretend they are Arrays for now
- ArrayBuffers are simply Buffers implemented using Arrays
  - Similar idea to Java's ArrayList class

# Repeated Parameters

- If you have an array and you wish to pass it to a repeated parameter, include the suffix :\_\*

```
val myArray = Array(1, 2, 3)
    squares(myArray: _*)
```

# Guidelines on Repeated Parameters

- Use repeated parameters to provide factory methods for collections classes

`List(1,2,3,4,5)`

- Use repeated parameters for methods that map over an immediately provided set of values

`squares(1,2,3,4,5)`

- Use repeated parameters for folds over an immediately provided set of values

`sum(1,2,3,4,5)`

# Named Arguments

- With *named arguments*, the arguments to a function can be passed in any order
- Each argument must be prefixed with the name of the parameter and an equals sign:

```
def speed(distance: Double, time: Double) =  
    distance/time
```

```
speed(distance = 2.0, time = 5.0)
```

# Named Arguments

If positional arguments are mixed with named arguments, the positional arguments must come first

```
def speed(distance: Double, time: Double) =  
    distance/time
```

```
speed(2.0, time = 5.0)
```

# Guidelines on Named Arguments

- Named arguments add bulk to function applications
- Use when it's unclear which arguments correspond to which parameters, e.g.:
  - There are multiple arguments of the same type
  - There is no natural order for the arguments
  - The expected order of the arguments is difficult to remember

# Default Parameter Values

- Function parameters can include default values:

```
case class Circle(radius: Double = 1) extends Shape {  
  val pi = 3.14  
  
  def area = { pi * radius * radius }  
  def makeLikeMe(that: Shape): Circle = this  
}
```

- The argument for a parameter with a default value can be omitted at the call site:

```
Circle()
```



# Guidelines of Default Parameter Values

- Consider default parameter values instead of static overloading
- Use when there is a common argument value that is usually used
  - A default I/O source, file location, etc.

# Takeaway Points

- Choose the syntactic construct that makes your first-class functions clear and concise.
- Scala's import statements are flexible. Try to cut the verbosity without introducing ambiguity.
- Scala gives you several tools to limit visibility / access (This is important! Think *encapsulation*.)
- Syntactic sugar can help or hurt—think before using.