

# Comp 311

# Functional Programming

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# Pseudo-Random Number Generation

- There are many approaches to generating a pseudo-random stream of `Int` values
- One common approach is to define a *linear congruential generator (LCG)*:

$$X_{n+1} = (aX_n + c) \bmod m$$

- The pseudo-random numbers are the elements of this recurrence

# Linear Congruential Generators

- LCGs can produce generators capable of passing formal tests for randomness
- The quality of the results is highly dependent on the initial values selected
- Poor statistical properties
- Not well suited for cryptographic purposes

# A Linear Congruent Generator (C++11 `minstd_rand`)

```
def makeRandomGenerator(): () => Int = {  
    val a = 48271  
    val b = 0  
    val m = Int.MaxValue  
    var seed = 2  
  
    def inner() = {  
        seed = (a*seed + b) % m  
        seed  
    }  
    inner  
}
```

# A Linear Congruent Generator (C++11 `minstd_rand`)

```
val g = makeRandomGenerator()<E> ⇨  
val g =  
< def inner() = {  
    seed = (a*seed + b) % m  
    seed  
} ,  
val a = 48271  
val b = 0  
val m = Int.MaxValue  
var seed = 2 >
```

g()<E> ↪

```
< def inner() = {  
    seed = (a*seed + b) % m  
    seed  
  } ,  
val a = 48271  
val b = 0  
val m = Int.MaxValue  
var seed = 3 >()<E> ↪
```

```
seed = (a*seed + b) % m
```

```
seed,
```

```
< val a = 48271
```

```
    val b = 0
```

```
    val m = Int.MaxValue
```

```
    var seed = 3 >
```

```
↳
```

```
seed = (48271*2 + 0) % Int.MaxValue
```

```
seed,
```

```
< val a = 48271
```

```
    val b = 0
```

```
    val m = Int.MaxValue
```

```
    var seed = 3 >
```

```
↳
```

```
seed, <val a = 48271  
      val b = 0  
      val m = Int.MaxValue  
      var seed = 96542>
```

```
↳  
96542
```

*And now the environment closing over  
generator g binds seed to 96542.*



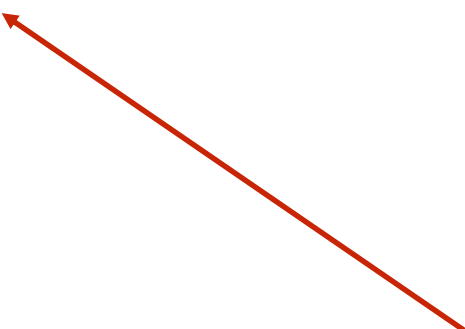
Purely Functional State

# Rolling a Die

- Suppose we want to implement a function that simulates the rolling of a six-sided die
- The result of calling the function should be a random number from 1 to 6

# Rolling a Die

```
def rollDie: Int = {  
    val rng = new scala.util.Random  
    rng.nextInt(6) + 1  
}
```



*The call to nextInt will return a value from 0 to 5,  
not 1 to 6..*

# Stateful Programs and Debugging

- Because of the state encapsulated in our random number generator:
  - Repeatability of testing is hard
  - Bugs are difficult to reduce
- We would like to use effects when necessary without losing the benefits of referential transparency

# Purely Functional Random Number Generation

```
trait RandomNumberGenerator {  
  def nextInt: (Int, RandomNumberGenerator)  
}
```

# Purely Functional Random Number Generation

```
case class SimpleRNG(seed: Int) extends RandomNumberGenerator {  
  val a = 48271  
  val b = 0  
  val m = Int.MaxValue  
  
  def nextInt: (Int, RandomNumberGenerator) = {  
    val newSeed = (a*seed + b) % m  
    val newRNG = SimpleRNG(newSeed)  
    (newSeed, newRNG)  
  }  
}
```

# Threading State Through a Sequence of Statements

```
val rng = SimpleRNG(3)
val (n, rng2) = rng.nextInt
(n + 1, rng2)
```

# Transforming Stateful APIs to Functional APIs

```
trait Foo {  
  private var s: State = MyState  
  def bar: Bar  
  def baz: Int  
}
```

*becomes*

```
trait Foo {  
  def bar: (Bar, FooState)  
  def baz: (Int, FooState)  
}
```



# A Better API for State Actions

- Explicitly threading state from one function application to the next is tedious and error prone
- We would like to define combinators that pass the state from one application to the next automatically
- For now, we consider the state of our program to be defined entirely by the state of our random number generator

# A Dream

```
val rng = SimpleRNG(3)

veryHelpfulFunction(
    val n = rng.nextInt,
    n + 1
)
```

# A Dream

```
val rng = SimpleRNG(3)

veryHelpfulFunction {
    val n = rng.nextInt,
    n + 1
}
```

# A Dream

```
val rng = SimpleRNG(3)
```

```
veryHelpfulFunction {  
    val n = rng.nextInt,  
    n + 1  
}
```

↳

```
(4, rng1)
```

# A More Realistic Dream

```
val rng = SimpleRNG(3)
```

```
veryHelpfulFunction {  
  rng.nextInt,  
  (n: Int) => n + 1  
}
```

↳

```
(4, rng1)
```

# A More Realistic Dream

```
val rng = SimpleRNG(3)

def run = veryHelpfulFunction {
  _.nextInt,
  (n: Int) => n + 1
}

run(rng)
↳
(4, rng1)
```

# Defining a Type Alias for State Actions

```
type StateAction[+A] =  
  RandomNumberGenerator => (A, RandomNumberGenerator)
```

# A Simple State Action

```
val nextInt: StateAction[Int] = _.nextInt
```



# Transforming State Actions With the Map Combinator

```
def veryUsefulFunction[A,B](action: StateAction[A],  
                             f: A => B): StateAction[B] =  
  state => {  
    val (a, state2) = action(state)  
    (f(a), state2)  
  }
```

# Transforming State Actions With the Map Combinator

```
def map[A,B](action: StateAction[A],  
             f: A => B): StateAction[B] =  
  state => {  
    val (a, state2) = action(state)  
    (f(a), state2)  
  }
```

# Transforming State Actions With the Map Combinator

```
case class StateAction[S,+A](run: S => (A,S))
  extends Function1[S,(A,S)] {
  def apply(s:S) = run(s)

  def map[B](f: A => B): StateAction[S,B] =
    StateAction { s: S =>
      val (a, s2) = run(s)
      (f(a), s2)
    }
}
```

# Reformulating nextInt as a State Action

```
val nextInt =  
  StateAction {  
    (rng: RandomNumberGenerator) => rng.nextInt  
  }
```

# A Simple State Action

```
val nextInt = StateAction(_.nextInt)
```

# A More Realistic Dream

```
val rng = SimpleRNG(6)

def run = rng.nextInt.map {
  (n: Int) => n + 1
}
```

# A More Realistic Dream

```
val rng = SimpleRNG(6)

def run = {
  for {
    n <- rng.nextInt
  }
  yield n + 1
}
```

# A More Realistic Dream

```
val rng = SimpleRNG(6)

def run = {
  for {
    n <- _.nextInt
  }
  yield n + 1
}

run(rng)
```



# A “Compound” State Action

```
def nonNegativeInt = {  
  for {  
    n <- _.nextInt  
  } yield {  
    if (n == Int.MinValue) 0  
    else if (n < 0) -n  
    else n  
  }  
}
```

# Using Map

```
def nonNegativeEven: StateAction[Int] =  
  for {  
    i <- nonNegativeInt  
  }  
  yield i - (i % 2)
```

# Random Non-Negative Numbers in a Range (Attempt 1)

**// INCORRECT**

```
def nonNegativeLessThan(n: Int): StateAction[Int] =  
  for {  
    i <- nonNegativeInt  
  }  
  yield i % n
```

*This definition skews the results because  
Int.MaxValue might not be divisible by n.*

# Random Non-Negative Numbers in a Range (Attempt 2)

```
// INCORRECT
def nonNegativeLessThan(n: Int): StateAction[Int] =
  for {
    i <- nonNegativeInt
  } yield
    val mod = i % n
    if (i + (n - 1) - mod >= 0) mod
    else nonNegativeLessThan(n)
}
```

*But this version does not pass type checking!*

## Random Non-Negative Numbers in a Range (Attempt 2)

- The problem with our Attempt 2 is that the recursive call to `nonNegativeLessThan` produces a `StateAction[Int]`
- Our map combinator expects an `Int` result from the mapped function, not a `StateAction[Int]`
- To get a better idea as to how to define `nonNegativeLessThan`, let us try defining it without combinators

# Random Non-Negative Numbers in a Range (Attempt 3)

```
def nonNegativeLessThan(n: Int): StateAction[Int] = { rng =>
  val (i, rng2) = nonNegativeInt(rng)
  val mod = i % n
  if (i + (n - 1) - mod >= 0) (mod, rng2)
  else nonNegativeLessThan(n)(rng2)
}
```

*This version works, but now we are back to threading state explicitly.*

*We need a new combinator.*

# StateAction with FlatMap

```
case class StateAction[S,+A](run: S => (A,S))
extends Function1[S,(A,S)] {
  def apply(s:S) = run(s)

  def map[B](f: A => B): StateAction[S,B] = StateAction { s =>
    val (a, s2) = run(s)
    (f(a), s2)
  }

  def flatMap[B](f: A => StateAction[S,B]): StateAction[S,B] =
    StateAction { s =>
      val (a, s2) = run(s)
      f(a)(s2)
    }
}
```

# Every Partial Application of the StateAction Type Defines a Monad

```
type RNGStateAction[A] =  
  StateAction[RandomNumberGenerator, A]
```



# Random Non-Negative Numbers in a Range (Attempt 4)

```
def nonNegativeLessThan(n: Int): StateAction[Int] = {  
  nonNegativeInt.flatMap { i =>  
    val mod = i % n  
    if (i + (n - 1) - mod >= 0) (mod, _)  
    else nonNegativeLessThan(n)  
  }  
}
```

*We have almost completely eliminated state threading,  
except for one underscore.*

# Random Non-Negative Numbers in a Range (Attempt 4)

- We now have the inverse of our earlier problem:
  - Our flatMap combinator expects a `StateAction[Int]` result from the mapped function, not an Int
- We can address this problem by wrapping part of the flatMapped function in an application of the unit constructor for `StateActions`

# A “No-Op” Abstraction Over State Actions

```
def unit[A](a: A): StateAction[A] =  
  rng => (a, rng)
```

```
def rngUnit[A](a: A): RngStateAction[A] =  
  StateAction(s => (a, s))
```

# Random Non-Negative Numbers in a Range (Attempt 5)

```
def nonNegativeLessThan4point5(n: Int):  
StateAction[RandomNumberGenerator,Int] = {  
  nonNegativeInt.flatMap { i =>  
    val result = i % n  
    if (i + (n - 1) - result >= 0) unit(result)  
    else nonNegativeLessThan5(n)  
  }  
}
```

# Random Non-Negative Numbers in a Range (Attempt 5)

```
def nonNegativeLessThan4point5(n: Int):  
StateAction[RandomNumberGenerator,Int] = {  
  nonNegativeInt.flatMap { i =>  
    val result = i % n  
    if (i + (n - 1) - result >= 0) unit(result)  
    else nonNegativeLessThan5(n)  
  } map (j => j)  
}
```



*A trailing map of the identity function defines  
an equivalent function.*

# Using For-Expression Syntax

```
def nonNegativeLessThan(n: Int): RngStateAction[Int] = {  
  for {  
    i <- nonNegativeInt  
    result <- {  
      val randN = i % n  
      if (i + (n - 1) - randN >= 0) unit(randN)  
      else nonNegativeLessThan(n)  
    }  
  }  
  yield result  
}
```

# A General StateAction Class

```
case class StateAction[S,+A](run: S => (A,S))
extends Function1[S,(A,S)] {
  def apply(s:S) = run(s)
```

```
def map[B](f: A => B): StateAction[S,B] = StateAction { s =>
  val (a, s2) = run(s)
  (f(a), s2)
}
```

*The map method similarly applies the operation f and pairs the result with the updated state.*

```
def flatMap[B](f: A => StateAction[S,B]): StateAction[S,B] =
  StateAction { s =>
    val (a, s2) = run(s)
    f(a)(s2)
  }
```

*This is the key right here! The flatMap method does the work of threading the updated state.*

# Revisiting RollDie

```
def rollDie: StateAction[Int] = nonNegativeLessThan(6)
```



# Revisiting RollDie

```
def rollDie: StateAction[Int] =  
  map(nonNegativeLessThan(6))(_ + 1)
```

# Revisiting RollDie

```
def rollDie =  
  for {  
    i <- nonNegativeLessThan(6)  
  }  
  yield (i + 1)
```