

# Mini Course: Functional Programming

Session 1: Haskell syntax, Functions...

# Outline

- Session 1:
  - Haskell syntax
  - Pure functions
  - Function composition
  - Currying
- Session 2:
  - Pattern Matching
  - Recursion
  - Folds
  - Maybe
- Session 3:
  - Immutability
  - Laziness
  - Parallelization
  - Exercises
- Session 4:
  - Algebraic Data Types
  - Mapping over ADTs
  - Reader, Writer, State...

# Some Functional Programming Languages

In no particular order

- Common Lisp
- Scheme
- Clojure
- Wolfram Language
- Racket
- Erlang
  - Elixir
- OCaml
- Haskell
- F#
- Elm

## Languages with some FP features

- C++11
- Kotlin
- Perl
- PHP
- Python
- Raku
- JavaScript
- R
- ...

# Haskell Syntax

# Why Haskell?

## Other than “because it blows my mind”

- Some features:
  - general purpose
  - statically typed
  - purely functional
  - type inference
  - lazy evaluation
- Developed in academia, many advanced features and applications (from research in type theory, category theory...), used in industry too
- One main compiler: GHC (Glasgow Haskell Compiler)
- Complete paradigm shift from other languages, flagship for FP
- Great tool for: parsing, compilers...

# ghci

## REPL for GHC

- `1 + 1 =>` Should return 2
- `:set prompt "Mini Course> "` => Changes the prompt
- `:load /path/to/file.hs, :l /path/to/file.hs =>` Load file
- `:reload, :r =>` Reload last loaded file
- `:cd /path =>` Change directory
- `:! command =>` Runs bash command
- `:type expr, :t expr=>` shows the type of an expression
- `tab =>` Autocomplete various things
- Not covering: `times (:set +s)`, importing modules, help `(:?)`...

# Haskell Syntax

## Let's go over some examples

- Dropbox > Public Files > HaskellSyntax.hs
- Open in a code editor (I will use Visual Studio Code with the Haskell 1.2.0 extension)
- Load with ghci and follow along, reload after a change
- Ask anything!
- Not covering: guards, records, list comprehension, type synonyms, IO, language pragmas, type classes...

# Functions

# Pure Functions

## Definition

- Always return the same value for the same arguments
- No side effect
- Examples: max, floor, (+)
- Counter-examples: ls, rand()
- I/O is inherently impure, treated in a special way in FP
- Advantages
  - Easy to test
  - Easy to parallelize
- Purely functional programming language

# Pure Functions

## In Haskell

- $\lambda x \rightarrow x + 1$
- $f = \lambda x \rightarrow x + 1$
- $f\ x = x + 1$
- $f\ x\ y = x + y + 1$
- $f = \lambda x\ y \rightarrow x + y + 1$
- $f\ x = \lambda y \rightarrow x + y + 1$
- $f\ x = \text{let } y = 74 \text{ in } x + y$
- $f\ x = x + y \text{ where } y = 74$
- Operators are functions too: (+) (\*)
- Cool functions: id, const, flip

# First Class Functions

## A necessity for FP

- “Functions as first-class citizen”
- Functions can be passed as arguments
- Functions can return functions
- Functions can be assigned to variables
- Support anonymous functions
- Examples: map, filter, add1

# Partial Application

## In Haskell

- All of these are equivalent
  - $f\ x = 1 + x$
  - $f\ x = (+)\ 1\ x$
  - $f = (+)\ 1$
  - $f = (+1)$
- Fun with functions (explore with `:t` in `ghci`)
  - `(,,) 3 5`
  - `map (*) [1..5]`
  - `filter even`
  - Redefine the function `zip` using `zipWith`

# Function Composition

## In Haskell

- $\text{add1 } x = x + 1$   
 $\text{mult10 } x = 10 * x$
- Doing both operations:
  - $\text{add1 (mult10 } x)$
  - $(\text{add1} \cdot \text{mult10}) x$
  - $\text{mult10ThenAdd1} = \text{add1} \cdot \text{mult10}$
  - $\text{mult10ThenAdd1} = (+1) \cdot (*10)$
  - $\text{mult100ThenAdd11} = \text{mult10ThenAdd1} \cdot \text{mult10ThenAdd1}$
- Order matters, read right-to-left
- Functions need to be type compatible, check `:t` (`.`)

# Currying

## Spice up your programming style

- Converting a function with multiple arguments to a sequence of function with only one argument
  - $x = f(a, b, c)$ , a function that takes 3 parameters at once and returns a value  $x$  becomes
    - $h = g(a)$   
 $i = h(b)$   
 $x = i(c)$
    - Equivalently:  $x = g(a)(b)(c)$   
 $g$  is a function that takes one parameter  $a$  and returns  $h$ , ( $a$  function that takes one parameter  $b$  and returns  $i$ , ( $a$  function that takes one parameter  $c$  and returns a value  $x$ ))
- In Haskell, **every** function only takes a single argument
- Currying is built-in the notation:  $f\ a\ b\ c$  is the same as  $((f\ a)\ b)\ c$
- Reading the type signature:  $a \rightarrow b \rightarrow c \rightarrow d$  is the same as  $a \rightarrow (b \rightarrow (c \rightarrow d))$
- See also: `curry`, `uncurry`

# Currying Exercises

**Pen and paper first, then `:t` in `ghci` to verify**

- Exercises
  - Simplify: `curry id`
  - Simplify: `uncurry const`
  - Express `snd` using `curry` or `uncurry` and other basic Prelude functions and without lambdas
  - Write the function `\(x,y) -> (y,x)` without lambda and with only Prelude functions