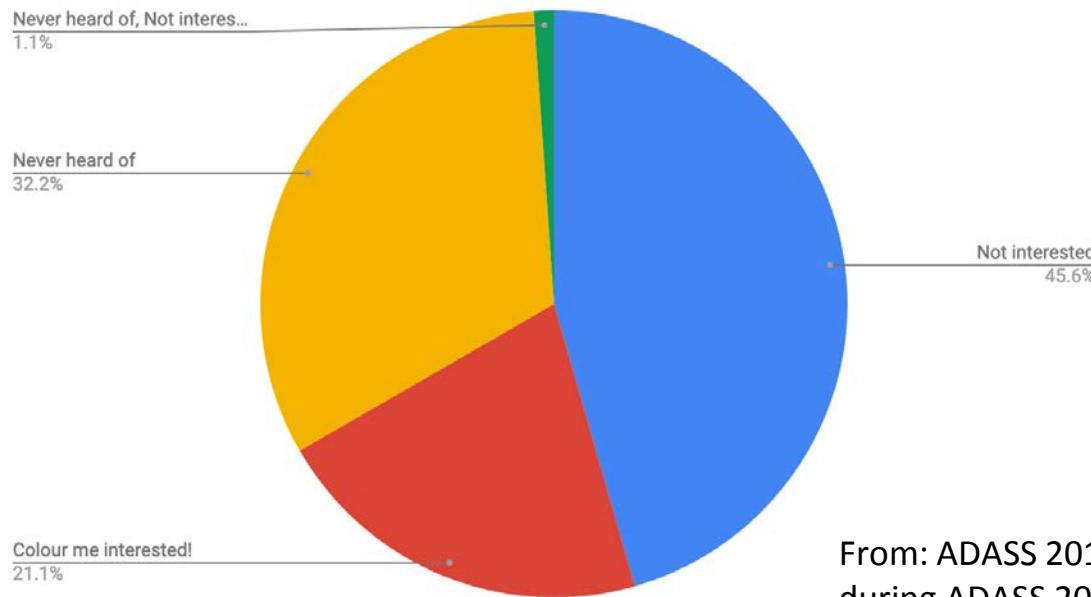


# Functional Programming

Why you should care

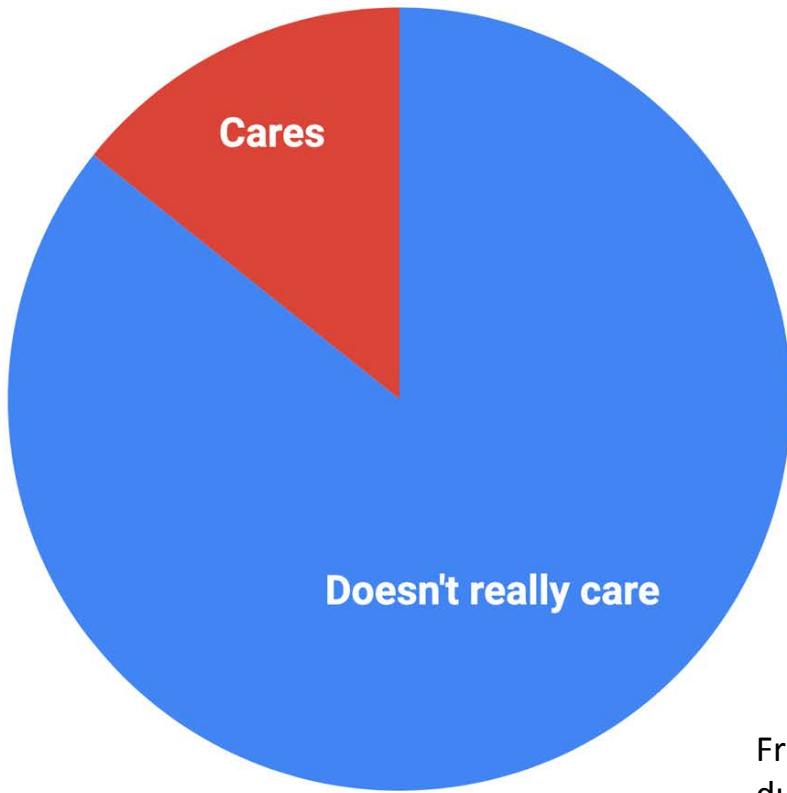
# Why are we here?

(Alternative) programming languages [Functional (Erlang, Haskell, OCaml,...)]



From: ADASS 2019 LOC survey  
during ADASS 2018 and AAS jan 2019

i.e.



From: ADASS 2019 LOC survey  
during ADASS 2018 and AAS jan 2019

# There's unrealized potential

Easier to read

More concise

Requires fundamental changes

# FP eliminates huge classes of bugs

- *irrespective of language*

No (global) variables/immutability

*Inconsistent state of variables is impossible*

Lines of code

*Functional code is usually (a lot!) shorter*

Logic errors

*Because you have to really think about the solution*

# You don't even have to change your favourite language

Java, Python, C++, all start to incorporate functional features

But if you can, Haskell's pretty rad

## A simple example

“Compute the sum of squares”

## The hard part (thinking)

“For each element in the list<sup>(\*)</sup>, square the value, then sum up all those results”

(\*) or sequence, iterable, collection, you get the picture ...

# *Straightforward C++ implementation*

```
template <typename T>
T sumsq(vector<T> const& lst) {
    T total=0; // 0.0? 0.f? ...
    typename vector<T>::const_iterator ptr;

    for( ptr=lst.begin(); ptr!=lst.end(); ptr++ )
        total += (*ptr * *ptr);
    return total;
}
```

**Score:** 7 LOC, 2 variables, 1 argument

# *Optimal Haskell ...*

```
sumsq = foldl (+) 0 . map (\x -> x*x)
```

**Score:** 1 LOC, 0 variables, 1 argument (hidden)

# *Optimal Haskell ...*

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sumsq = foldl (+) 0 . map (\x -> x*x)
```

**Score:** 1 LOC, 0 variables, 1 argument

# *Optimal Haskell ...*

```
sumsq = foldl (+) 0 . map (\x -> x*x)
```

**Score:** 1 LOC, 0 variables, 1 argument

# *Optimal Haskell ...*

```
sumsq = sum . map (^2)
```

**Score:** 1 LOC, 0 variables, 1 argument (hidden)

# *Optimal Haskell ... (function composition)*

$f . g$

*produces new function  $f'$  such that:*

$$f'(x) = f(g(x))$$

*thus:*

`sumsq` = composition of:

- transform inputs to their squares
- sum the results

# *Functional tools in C++11 ...*

```
template <typename Container>
auto sumsq(Container&& lst) -> typename remove_reference<typename decay<decltype(*begin(lst))>::type>::type {
    using underlying_type = typename remove_reference<typename decay<decltype(*begin(lst))>::type>::type;

    vector<underlying_type> tmp;

    // transform to sequence of squares (use C++11 lambda)
    transform(begin(lst), end(lst), back_inserter(tmp), [](underlying_type x) { return x*x; });

    return accumulate(begin(tmp), end(tmp), 0);
}
```

**Score:** 6 LOC, 1 variable, 2 arguments

# **Functional tools in C++11 ...**

```
template <typename Container>
auto sumsq(Container&& lst) -> typename remove_reference<typename decay<decltype(*begin(lst))>::type>::type {
    using underlying_type = typename remove_reference<typename decay<decltype(*begin(lst))>::type>::type;

    vector<underlying_type> tmp;

    // transform to sequence of squares (use C++11 lambda)
    transform(begin(lst), end(lst), back_inserter(tmp), [](underlying_type x) { return x*x; });

    return accumulate(begin(tmp), end(tmp), 0);
}
```

**Score:** 6 LOC, 1 variable, 2 arguments

## *Naïve Python implementation*

```
def sumsq(lst):
    total = 0
    for item in lst:
        total += (item * item)

    return total
```

**Score:** 5 LOC, 2 variables, 1 argument

# *Naïve Python implementation*

*# this should be in the standard library: function composition*

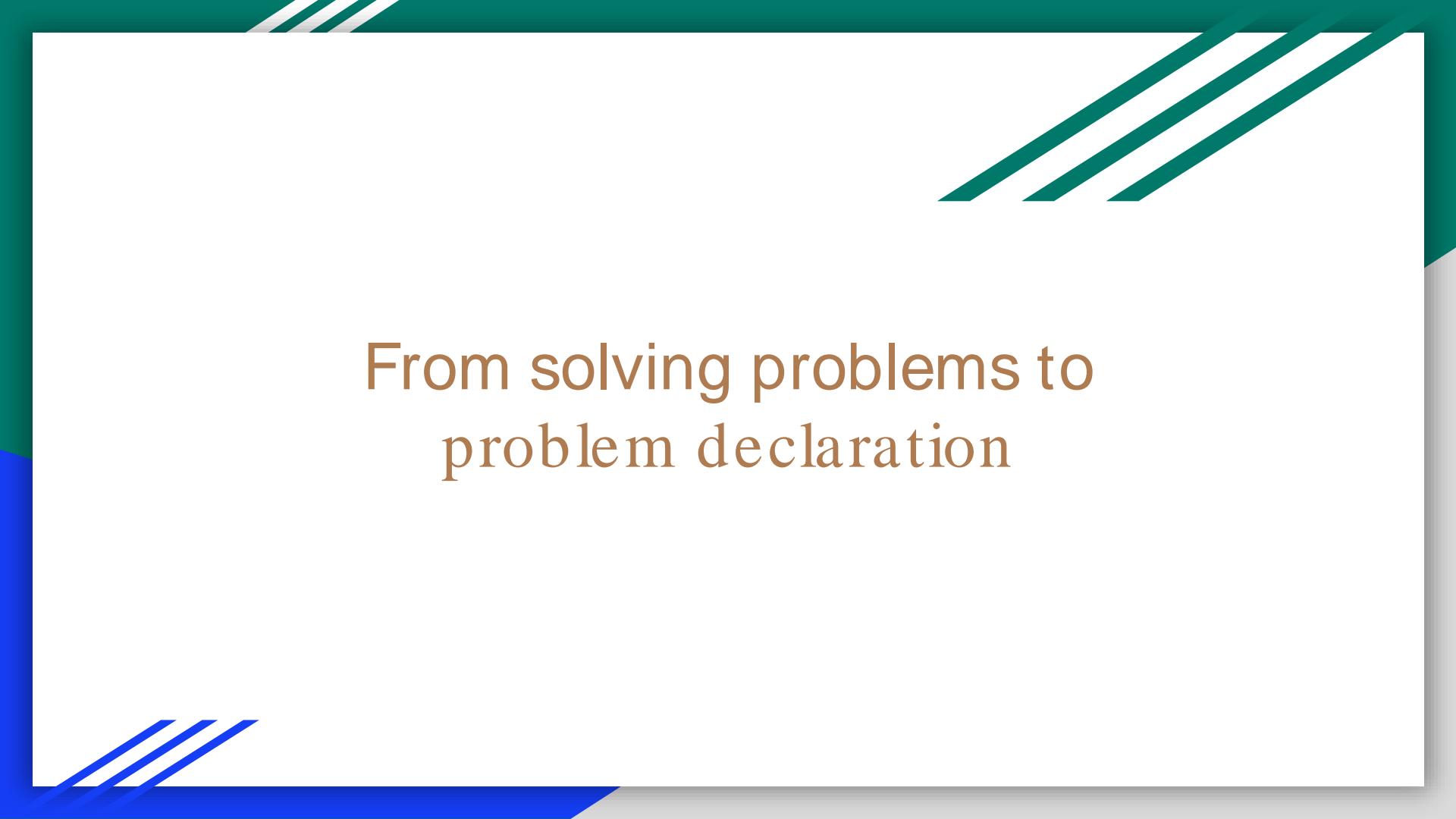
```
compose = lambda *fns: lambda x: reduce(lambda acc, f: f(acc), reversed(fns), x)
```

```
sumsq = compose(sum, partial(map, lambda x: x*x))
```

or

```
sumsq = sum([x*x for x in others])
```

**Score:** 1 LOC, 0 variables, 1 argument

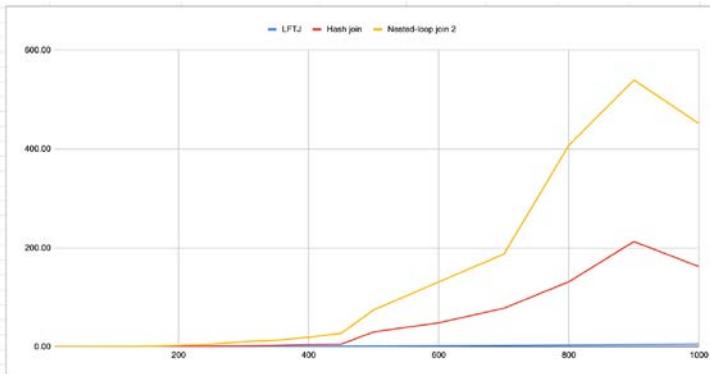


From solving problems to  
problem declaration

# Free Upgrades! (T&C apply)

Leave the optimizations to the optimizers

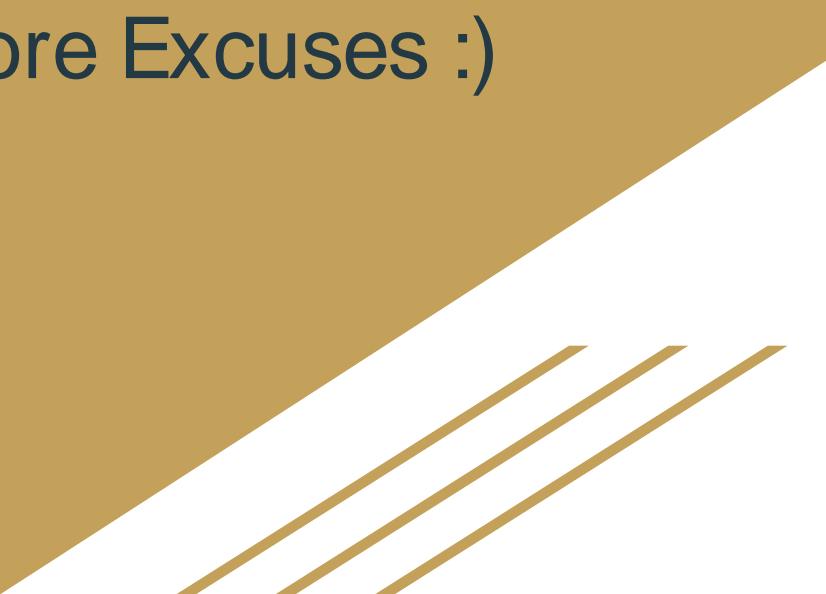
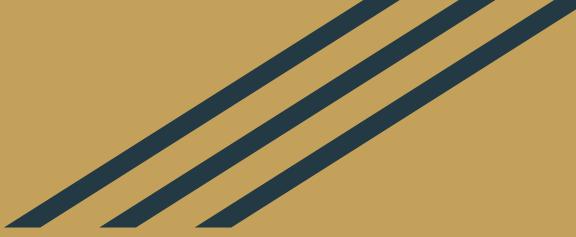
2 hours vs 1,3 seconds<sup>[Kosytorz 2019]</sup>



	F	G
JoinPlan NL(s)	LFTJ(s)	
0	0.000001562	0.000003473
0	0.000002136	0.000008868
0	0.000015967	0.000013216
1	0.00003033	0.00002043
0	0.000140008	0.00002384
1	0.000278466	0.000037627
1	0.00030829	0.000046379
2	0.000814974	0.000106945
9	0.003975421	0.000265379
1	0.014938979	0.00059185
4	0.031181561	0.00119857
1	0.113696537	0.001788971
6	0.179342865	0.002961463
5	0.279354046	0.00439294
4	0.466054626	0.005638708
9	0.734404295	0.006391557
1	0.774086268	0.007960411
7	1.85278307	0.020944096
4	7.163767848	0.041989474
2	21.38418334	0.069624317
7	42.58414269	0.087173489
9	55.55230318	0.10175882
9	85.43459898	0.121791699
4	124.5427106	0.14108865
1	191.5580321	0.178318394
9	289.5629619	0.222968722
2	1290.962646	0.483463359
7	3748.420274	0.884784765
9	7010.55081	1.294946356

# Even BSc Liberal Arts students can do it

AUC students building interpreters in Haskell



# In Short: No More Excuses :)