

A World Without Assignment

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golden **2010**
gate **RUBY**
CONF

Structure and Interpretation of Computer Programs

Second Edition



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Functional Programming

What's That?

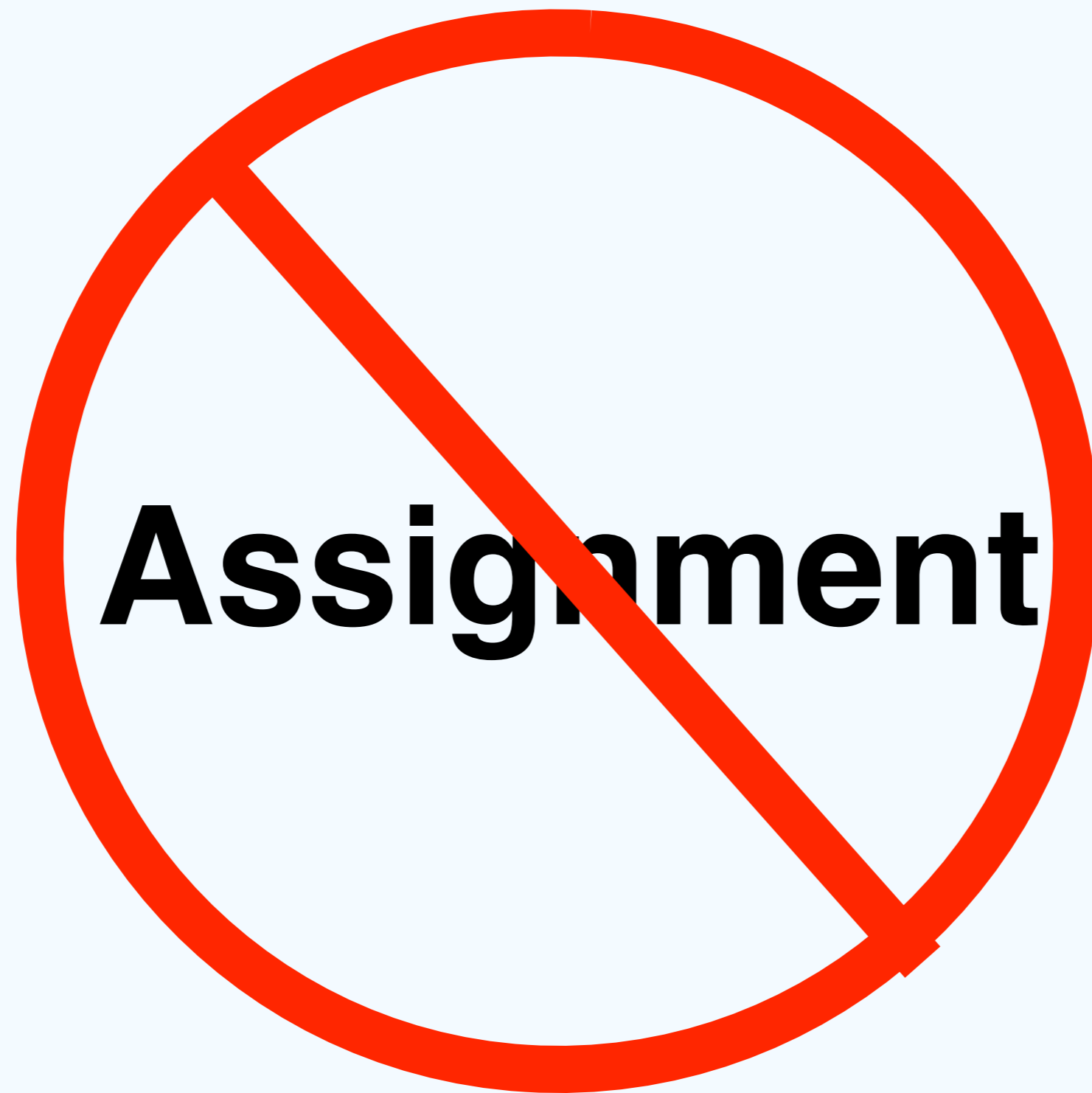
“In computer science, functional programming is a programming paradigm, a style of building the structure and elements of computer programs, that treats computation as the evaluation of mathematical functions and avoids state and mutable data.”

"The entire idea of mutable state is suspicious and easy to mess up"

“A functional language is just about calling functions.”

“No it's not about calling functions it is about creating functions that do things.”

This Talk



Assignment

Setting Expectations

- 112 slides
- Lots of Code
- Lots of Parenthesis
- No Ponies



Why Should I Care?

Easier to Test

Concurrency

Safe Reuse

Brevity

You Already Use It

Ruby Makes It Easy

Scheme Basics

Prefix Notation

(+ 5 3)
8

(* 1 2 3)
6

(+ (* 3 5) (- 10 6))
19

(add1 6)
7

5 + 3
8

1 * 2 * 3
6

(3 * 5) + (10 - 6)
19

6 . add1
7

Functions

```
(define (square n)
  (* n n)
)
```

```
(square 5)
25
```

```
def square n
  n * n
end
```

```
square 5
25
```

Conditionals

```
(define (abs x)
  (cond
    ((> x 0)
     x)
    ((= x 0)
     0)
    (else
     (- x))))
```

```
def abs x
  case
  when x > 0
    x
  when x == 0
    0
  else
    x * -1
  end
end
```


Conditionals

```
(define (abs x)
  (cond
    ((> x 0) x)
    ((= x 0) 0)
    (else (- x))))
```

```
def abs x
  case
  when x > 0
    x
  when x == 0
    0
  else
    x * -1
  end
end
```

Conditionals

```
(define (balmy t)
  (if (> t 65)
      #t
      #f))
```

```
def balmy? t
  if t > 65
    true
  else
    false
  end
end
```

Lists

```
' (1 2 3)
```

```
[1, 2, 3]
```

Lists

```
'(1 2 3)
```

```
(car '(1 2 3))  
1
```

```
[1, 2, 3]
```

```
[1, 2, 3].first  
1
```

Lists

```
'(1 2 3)
```

```
(car '(1 2 3))  
1
```

```
(cdr '(1 2 3))  
'(2 3)
```

```
[1, 2, 3]
```

```
[1, 2, 3].first  
1
```

```
[1, 2, 3][1..-1]  
[2, 3]
```

Lists

```
'(1 2 3)
```

```
(car '(1 2 3))  
1
```

```
(cdr '(1 2 3))  
'(2 3)
```

```
[1, 2, 3]
```

```
[1, 2, 3].first  
1
```

```
[1, 2, 3].rest  
[2, 3]
```

Lists

```
'(1 2 3)
```

```
(car '(1 2 3))  
1
```

```
(cdr '(1 2 3))  
'(2 3)
```

```
(null? '())  
#t
```

```
[1, 2, 3]
```

```
[1, 2, 3].first  
1
```

```
[1, 2, 3].rest  
[2, 3]
```

```
[] .empty?  
true
```

Recursion

Factorial

```
(define (fact n)
  (if (= n 1)
      1
      (* n
         (fact (- n 1)))))
)
```

```
def fact n
  if n == 1
    1
  else
    n * fact(n - 1)
  end
end
```

```
(define (fib n)
  (cond ((= n 0)
        0)
        ((= n 1)
        1)
        (else
         (+
          (fib (-n 1))
          (fib (-n 2)))))))
```

```
def fib n
  case n
  when 0
    0
  when 1
    1
  else
    fib(n-1) + fib(n-2)
  end
end
```

Tail Call Optimization

Exponentiation

```
(define (expt b n)
  (if (= n 0)
      1
      (* b
         (expt b (- n 1)))))
```

```
def expt(b, n)
  if n == 0
    1
  else
    b * expt(b, n-1)
  end
end
```

expt(2, 4)

2 * expt(2, 3)

2 * 2 * expt(2, 2)

2 * 2 * 2 * expt(2, 1)

2 * 2 * 2 * 2 * expt(2, 0)

2 * 2 * 2 * 2 * 1

2 * 2 * 2 * 2

2 * 2 * 4

2 * 8

16

Tail Call Optimization

```
(define (expt b n)
  (expt-t b n 1))

(define (expt-t b c p)
  (if (= c 0)
      p
      (expt-t b
              (- c 1)
              (* b p))))
```

```
def expt(b, n)
  expt_t(b, n, 1)
end

def expt_t(b, c, p)
  if c == 0
    p
  else
    expt_t(b, c-1, b*p)
  end
end
```

```
expt(2, 4)
  expt-t(2, 4, 1)
  expt-t(2, 3, 2)
  expt-t(2, 2, 4)
  expt-t(2, 1, 8)
  expt-t(2, 0, 16)
```

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Semi-Contrived Example

Making Change

How many different ways can you make change of \$1.00, given half-dollars, quarters, dimes, nickels, and pennies?

Simplify

How many ways can you make
some amount
with
some coins?

```
def count_change(amount, coins)
```

```
end
```

amount: number of cents

coins: a list of denominations

How many ways can you make
some amount
with
some coins?

SIMPLIFY

How many ways can you make
1 cent
using
no coins?

0

```
def count_change(amount, coins)
  case
  when coins.empty?
    0
  end
end
```

```
> count_change(1, [])  
0
```

alias cc count_change

$\forall \emptyset$ cc(1, [])

How many ways can you make
1 cent
using
pennies?

1



```
def cc(amount, coins)
  case
  when coins.empty?
    0
  when amount == coins.first
    1
  end
end
```

> cc(1, [1])
1

How many ways can you make
5 cents
using
pennies?

1




```
def cc(amount, coins)
  case
  when coins.empty?
    0
  when amount == coins.first
    1
  else
    cc(amount - coins.first, coins)
  end
end
```

```
> cc(5, [1])  
1
```

How many ways can you make

5 cents

using

nickels and pennies?

2



> cc(5, [5, 1])
1

?????

```
def cc(amount, coins)
  case
  when coins.empty?
    0
  when amount == coins.first
    1
  else
    cc(amount - coins.first, coins)
  end
end
```



```
def cc(5, [5,1])
  case
  when [5,1].empty?
    0
  when 5 == 5
    1
  else
    cc(5 - 5, [5,1])
  end
end
```

```
def cc(5, [5,1])
  case
  when [5,1].empty?
    0
  when 5 == 5
    1
  else
    cc(5 - 5, [5,1])
  end
end
```

```
def cc(5, [5,1])
  case
  when [5,1].empty?
    0
  when 5 == 5
    1
  else
    cc(5 - 5, [5,1])
  end
end
```

```
def cc(amount, coins)
  case
  when coins.empty?
    0
  when amount == coins.first
    1 + cc(amount, coins.rest)
  else
    cc(amount - coins.first, coins)
  end
end
```

> cc(5, [5, 1])
2

How many ways can you make
10 cents
using
nickels and pennies?

3

> cc(10, [5, 1])
2

?????

```
def cc(10, [5,1])
  case
  when [5,1].empty?
    0
  when 10 == 5
    1 + cc(amount, coins.rest)
  else
    cc(10 - 5, [5,1])
  end
end
```

```
def cc(10, [5,1])
  case
  when [5,1].empty?
    0
  when 10 == 5
    1 + cc(amount, coins.rest)
  else
    cc(10 - 5, [5,1])
  end
end
```

```
def cc(10, [5,1])
  case
  when [5,1].empty?
    0
  when 10 == 5
    1 + cc(amount, coins.rest)
  else
    cc(10 - 5, [5,1])
  end
end
```

```
def cc(10, [5,1])  
  case  
  when [5,1].empty?  
    0  
  when 10 == 5  
    1 + cc(amount, coins.rest)  
  else  
    cc(10 - 5, [5,1])  
  end  
end
```

```
def cc(amount, coins)
  case
  when coins.empty?
    0
  when amount == coins.first
    1 + cc(amount, coins.rest)
  else
    cc(amount, coins.rest) +
    cc(amount - coins.first, coins)
  end
end
```

3 v cc(10, [5, 1])

How many ways can you make
7 cents
with
nickels?

0

```
> cc(7, [5])  
SystemStackError: stack  
level too deep
```

Uh-Oh

```
def cc(7, [5])
  case
  when [5].empty?
    0
  when 7 == [5].first
    1 + cc(7, [])
  else
    cc(7, []) +
    cc(7 - 5, [5])
  end
end
```

```
def cc(amount, coins)
  case
  when coins.empty?
    0
  when amount < coins.first
    cc(amount, coins.rest)
  when amount == coins.first
    1 + cc(amount, coins.rest)
  else
    cc(amount, coins.rest) +
    cc(amount - coins.first, coins)
  end
end
```

$\forall \emptyset \text{ cc}(7, [5])$

How many different ways can you make change of \$1.00, given half-dollars, quarters, dimes, nickels, and pennies?


```
> cc(100, [50, 25, 10, 5, 1])  
292
```

```
(define (cc amount coins)
  (cond
    ((null? coins) 0)
    ((< amount (car coins))
     (cc amount (cdr coins)))
    ((= amount (car coins))
     (+ 1
        (cc amount (cdr coins))))
    (else
     (+
      (cc amount (cdr coins))
      (cc (- amount (car coins)) coins))))))
```

More Functions!

Member

```
(define (member l n)
  (cond ((null? l)
        #f)
        ((= (car l) n)
         #t)
        (else
         (member
          (cdr l) n))))
```

```
def member(l, n)
  case
  when l.empty?
    false
  when l.first == n
    true
  else
    member(l.rest, n)
  end
end
```

Member

```
(define (member l n)
  (cond ((null? l)
        #f)
        ((= (car l) n)
         #t)
        (else
         (member
          (cdr l) n))))
```

```
def member(l, n)
  case
  when l.empty?
    false
  when l.first == n
    true
  else
    member(l.rest, n)
  end
end
```

Any?

```
(define (any l pred)  
  (cond ((null? l)  
        #f)  
        ((pred (car l))  
         #t)  
        (else  
         (any  
          (cdr l) pred))))
```

```
def any(l, pred)  
  case  
  when l.empty?  
    false  
  when pred.call(l.first)  
    true  
  else  
    any(l.rest, pred)  
  end  
end
```

Any?

```
(define (any l pred)
  (cond ((null? l)
        #f)
        ((pred (car l))
         #t)
        (else
         (any (cdr l) pred))))
```

```
def any(l, pred)
  case
  when l.empty?
    false
  when pred.call(l.first)
    true
  else
    any(l.rest, pred)
  end
end
```

Anon. Functions

```
( (lambda (x)
  (* x x))
  3)
```

9

```
lambda { |x|
  x * x
}.call(3)
```

9


```
> (any '(1 2)
      (lambda (x)
        (< x 5)))
```

```
#t
```

```
> (any '(1 2)
      (lambda (x)
        (= x 5)))
```

```
#f
```

```
> any([1, 2],
      lambda { |x|
        x < 5})
```

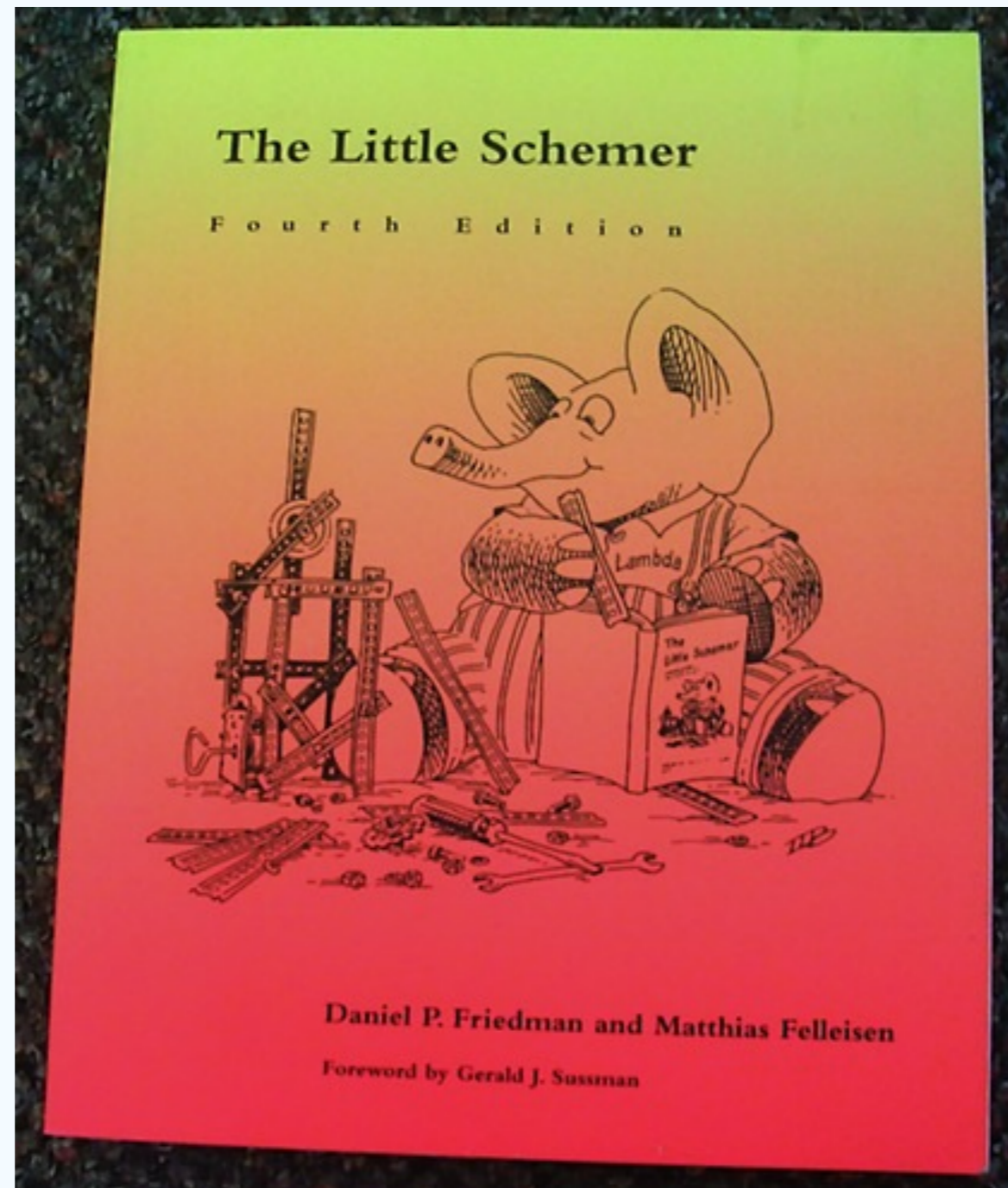
```
true
```

```
> any([1, 2],
      lambda { |x|
        x == 5})
```

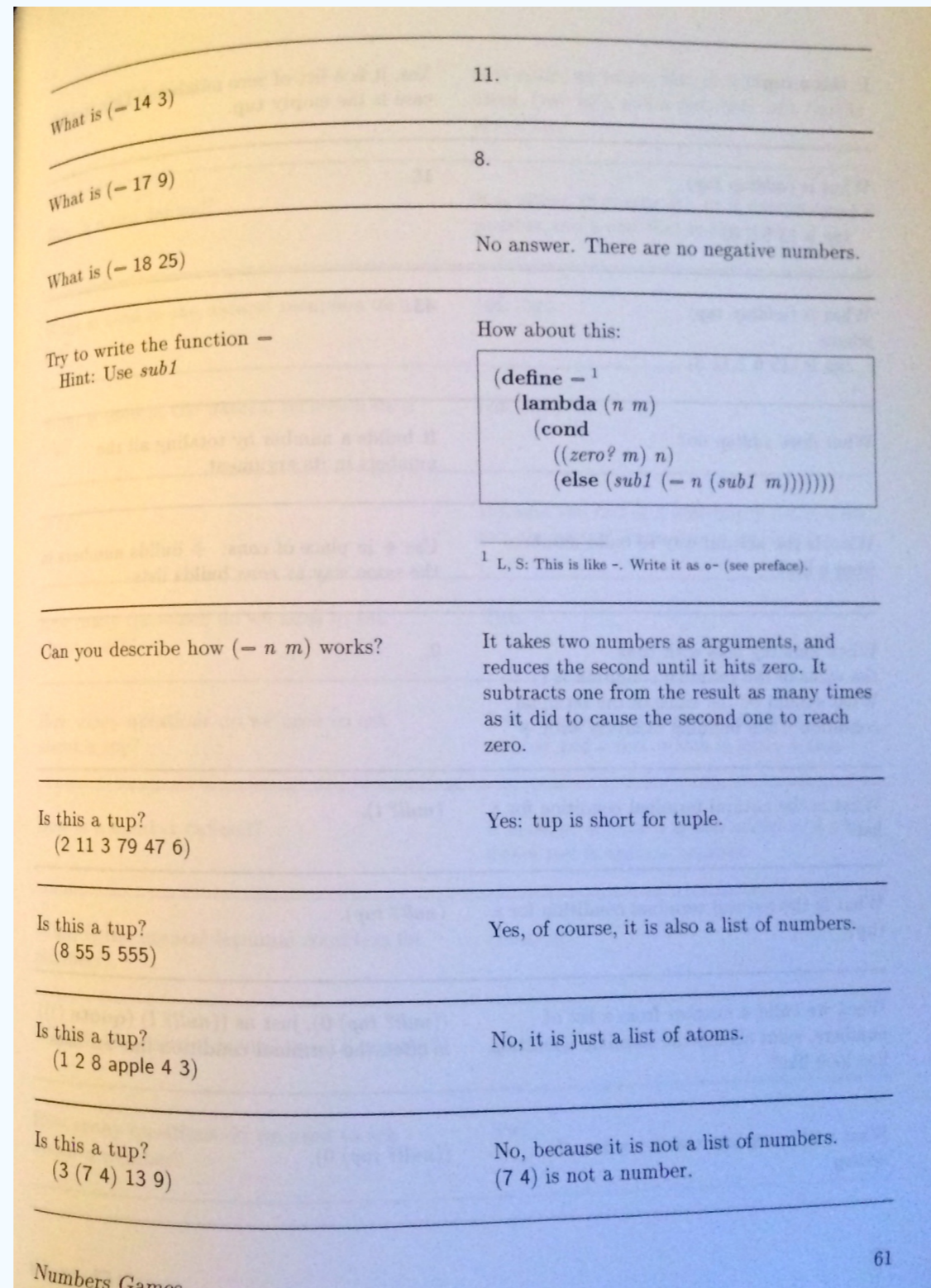
```
false
```

Learn More

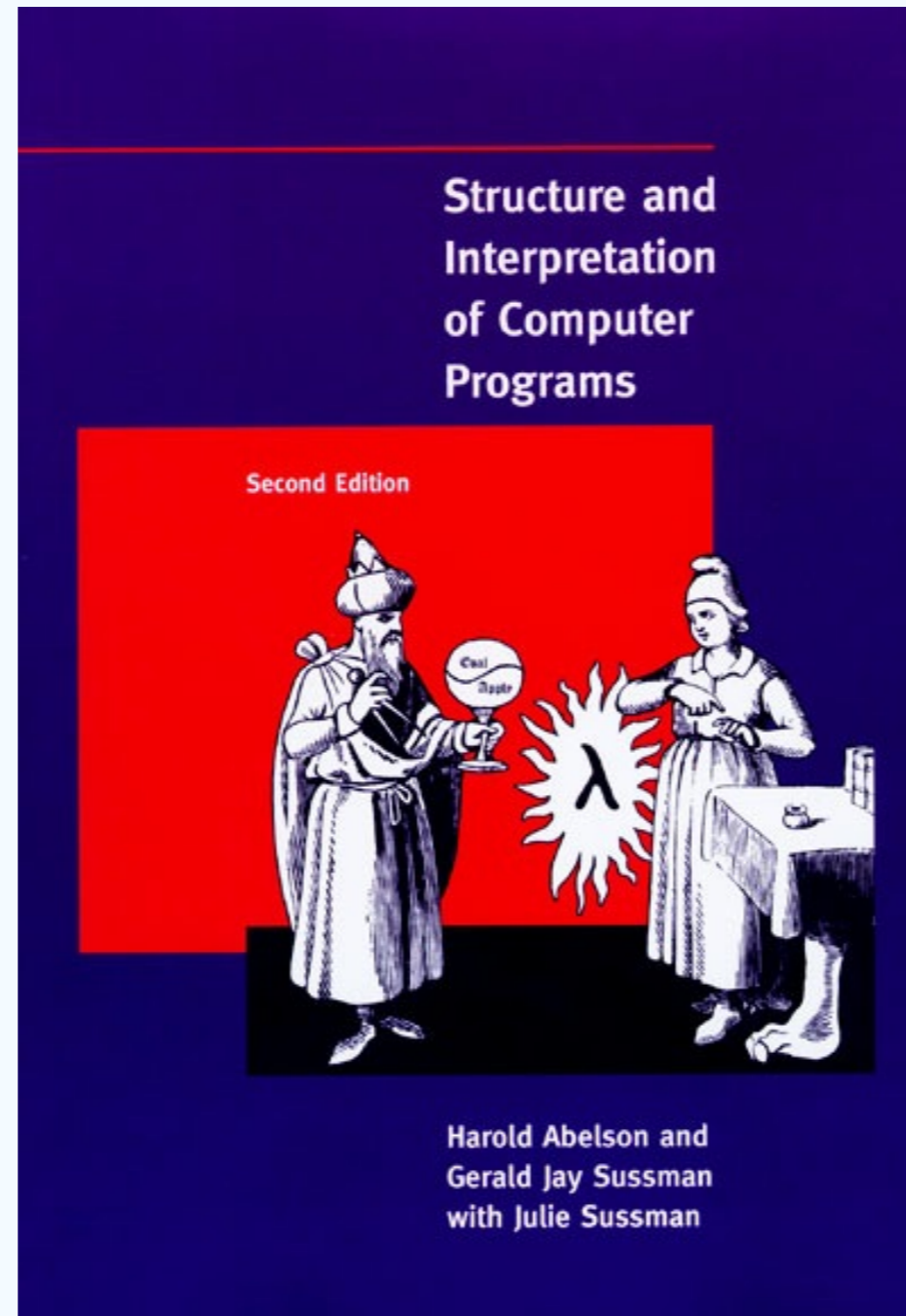
The Little Schemer



The Little Schemer



SICP



Talks

- *Functional Programming and Ruby* by Pat Shaughnessy (GoRuCo 2013)
- *(Parenthetically Speaking)* by Jim Weirich (GoGaRuCo 2010)
- *Functional Principles for OO Development* by Jessica Kerr (Ruby Midwest 2013)
- *Y Not -- Adventures in Functional Programming* by Jim Weirich (Ruby Conf 2012)

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- <http://cgeta.deviantart.com/art/Boring-Pinkie-Vector-205068021>

Thank You