

Lecture 27

*Principles of Functional Programming*

*Summer 2020*



# Final Review

*A long list of things you already know*

# Section 1

## Reasoning About Code

- *Mathematically* articulate the structure of our code
- Deduce its properties

- Value:

```
fn () => 1 div 0
```

- Valuable:

```
let val x = 2+2 in fn () => x div 0 end
```

- Raises exception

```
(fn () => 1 div 0) ()
```

# Extensional Equivalence

# Totality & Nontotality

A *total* function is one which is guaranteed to evaluate to a value when applied to *any* value of the input type

$$\begin{aligned} \text{map } g \ (f(x) :: \text{map } f \ xs) \\ \cong g(f(x)) \ :: \ \text{map } g \ (\text{map } f \ xs) \\ \text{(defn map, totality of } f, \text{ totality of map } f) \end{aligned}$$

If a function  $f$  is not assumed to be total, then we need to justify this kind of steps with lengthy reasoning about why the two sides are extensionally equivalent. If we can avoid this, it's nice to.

- Exceptions are a kind of effect:

```
(fn _ => raise Fail "Unimplemented") [1,2]
```

This expression doesn't evaluate to a value!

- We also have actual effects:

```
r := 1
```

Reasoning about effects makes the code more complicated!

Another way we reason mathematically about code: quantifying the runtime.

$$W_{\text{msort}}(n) \text{ is } O(n \log n)$$

In addition to the sequential runtime (work), we had the parallel runtime (span) which assumed we took advantage of every opportunity for parallelism, and had unlimited processors.

$$S_{\text{msort}}(n) \text{ is } O(\log^2(n))$$



## Section 2

# Recursion

# Datatypes, Pattern Matching, and Recursion

- Recursively construct data:

```
datatype 'a list =  
  [] | :: of 'a * 'a list  
datatype 'a tree =  
  Empty | Node of 'a tree * 'a * 'a tree
```

- Pattern match to recursively deconstruct:

```
fun foo [] = ...  
  | foo (x::xs) = ... foo xs ...
```

- Inductively establish correctness
- Solve for runtime by recurrence

# Higher Order Functions

```
fun map f [] = []
  | map f (x::xs) =
    (f x)::map f xs

fun filter p [] = []
  | filter p (x::xs) =
    if (p x)
    then x::filter p xs
    else filter p xs

fun foldl g z [] = z
  | foldl g z (x::xs) =
    foldl g (g(x,z)) xs
```

# Structural Induction (copied from Lect 7)

**IS**  $T = \text{Node}(L, x, R)$  for some values  $L, R : \text{tree}$  and  $x : \text{int}$

**IH1**  $\text{rev}(\text{inord } L) \cong \text{inord}(\text{revTree } L)$

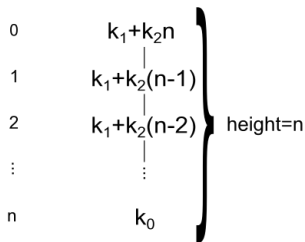
**IH2**  $\text{rev}(\text{inord } R) \cong \text{inord}(\text{revTree } R)$

$$\begin{aligned} & \text{rev}(\text{inord } (\text{Node}(L, x, R))) \\ & \cong \text{rev}((\text{inord } L) @ (x :: (\text{inord } R))) && (\text{defn inord}) \\ & \cong (\text{rev } (x :: \text{inord } R)) @ (\text{rev}(\text{inord } L)) && (\text{Lemma 1,2}) \\ & \cong ((\text{rev } (\text{inord } R)) @ [x]) @ (\text{rev}(\text{inord } L)) \\ & && (\text{Lemma 2, defn of rev}) \\ & \cong (\text{rev } (\text{inord } R)) @ (x :: (\text{rev}(\text{inord } L))) && (\text{Lemma 2,3,4}) \end{aligned}$$

## 1 Recurrence:

$$W(0) = k_0$$

$$W(n) = k_1 + k_2 n + W(n - 1)$$



## 2 Work Tree

## 3 Measurements

Height:  $n$  Work on the  $i$ -th level:  $k_1 + k_2(n - i)$

## 4 Sum:

$$W(n) \approx k_0 + \sum_{i=0}^n (k_1 + k_2(n - i)) = \dots$$

## 5 Big O:

$$W(n) \text{ is } O(n^2)$$

# Functions Are Accumulators

```
factCPS : int -> (int -> 'a) -> 'a  
REQUIRES: n ≥ 0  
ENSURES: factCPS n k ≅ k(fact n)
```

```
fun factCPS 0 k = k 1  
  | factCPS n k =  
      factCPS (n-1) (fn res => k(n*res))
```

## Section 3

# Data Representation

# Datatypes

## ■ Options

```
fun hd [] = NONE
  | hd (x::_) = SOME x
```

## ■ Order

```
case Int.compare(x,y) of
  LESS => ...
| EQUAL => ...
| GREATER => ...
```

## ■ Extended integers

```
datatype int' = NEGINF
              | FIN of int
              | POSINF
```



# Representing Regular Expressions

```
datatype 'a regexp =  
  Const of 'a  
  | One  
  | Zero  
  | Times of 'a regexp * 'a regexp  
  | Plus of 'a regexp * 'a regexp  
  | Star of 'a regexp
```

```
match : 'a regexp  
  -> 'a list  
  -> ('a list * 'a list -> 'b)  
  -> 'b
```

# Representing Programs

```
datatype cExp =  
  SKIP  
  | ASSIGNB of string * bExp  
  | ASSIGNI of string * iExp  
  | THEN of cExp * cExp  
  | IFTHENELSE of bExp * cExp * cExp  
  | WHILE of bExp * cExp  
  | RETURN of iExp
```

```
fun interpret (input:cExp)  
              (panic:error -> 'a)  
              (success : int -> 'a)  
              : 'a = ...
```

```
structure LLQ :> QUEUE =  
struct  
  (* INVARIANT: if (f,b):'a queue, then the  
    list f@(rev b) lists the elements of the  
    queue in their queueing order *)  
  type 'a queue = ('a list * 'a list)  
  
  ...  
end
```

## Section 4

# Abstraction

## **Idea:**

Make functions more general by “abstracting” away details: replace by variable name, and take in a value for that variable as an argument.

# Polymorphism

```
fun len ([] : 'a list):int = 0
  | len (x::xs) = 1+(len xs)
```

The 'a can be instantiated with whatever type we want!

The value `fn (x,y)=>y` can be used as a value of type `int * int -> int`, or `string*bool -> bool`, and so on.

# Lambda Abstraction

```
fn f => fn x => fn y => f(x,y)
```

The `f` can be instantiated with whatever value we want (if its MGT is an instance of `'a * 'b -> 'c`)!

- Lambda abstract comparison function

```
fun merge cmp (L1,L2) = ...
```

- Lambda abstract predicate function

```
fun filter p L = ...
```

- Lambda abstract other function

```
fun map f L = ...
```

# Lambda Abstract Typeclasses

```
signature ORD_SHOW =
sig
  type t
  val compare : t * t -> order
  val toString : t -> string
end

functor MkEstimator(
  structure Game : GAME
  structure Guess : ORD_SHOW
  val estimate : Game.state -> Guess.t
) : ESTIMATOR = ...
```



## Section 5

# Suspension and Control

# Lambda Suspension

*Functions are values.* One of the things we mean by this statement is the fact that well-typed expressions of the form

$$\mathbf{fn} \ x \Rightarrow e$$

are values. Therefore,  $e$  does not get evaluated until this function value is *applied* (the evaluation of  $e$  is “*suspended* behind the lambda”).

We use suspended computations for a variety of purposes.

# CPS Control Flow

```
fun search p Empty sc fc = fc ()
  | search p (Node(L,x,R)) sc fc =
    if p x then sc x else
      search p L sc (fn () =>
        search p R sc fc)
```

```
fun search p Empty sc fc = fc ()
  | search p (Node(L,x,R)) sc fc =
    if p x then sc(x,[]) else
      search p L
      (fn (res,dirs) => sc(res,Left::dirs))
      (fn () =>
        search p R
        (fn (res,dirs) =>sc(res,Right::dirs) )
        fc
      )
```

```
fun iterate (check : 'a -> result)
  (L : 'a list) (combine : 'a -> 'b -> 'b)
  (base : 'b) (success : 'a -> 'c)
  (panic : string -> 'c) (return : 'b -> 'c)
  : 'c =

let
  fun run ([] : 'a list) (k:'b -> 'c) : 'c =
    k base
  | run (x::xs) k = (case (check x) of
    Accept => success x
    | Keep => run xs (k o (combine x))
    | Discard => run xs k
    | (Break s)=> panic s)

in
  run L return

end
```

# Exceptions

```
exception NotFound
fun search p Empty sc = raise NotFound
  | search p (Node(L,x,R)) sc =
    (if p x then sc x else
     search p L sc)
  handle NotFound =>
    search p R sc
```

```
datatype 'a stream =  
  Stream of unit -> 'a front  
and 'a front =  
  Nil | Cons of 'a * 'a stream
```

```
fun natsFrom k =  
  Stream.delay(fn () => natsFrom' k)  
and natsFrom' k =  
  Stream.cons(k, natsFrom (k+1))  
val nats = natsFrom 0
```

# Conclusions

- *Think* about code
- Do incredible things.

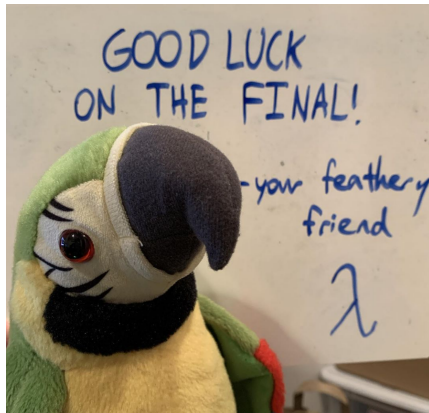
# Advice for studying/taking exam

- Quizzes are closest in format to final (the final's just a really long quiz). But lab content is also definitely worth going over.
- Problems won't generally be more difficult than early hw problems, lab problems, or most lecture examples. There won't be anything on the scale of some of the later hw problems or the whole-lecture examples we did a few of.
- Write your own review lecture & final (try to come up with your own examples of the phenomena we talked about)
- Come to conceptual OH to review content, put yourself on the queue to discuss you-specific stuff (e.g. why *your* solution lost points).
- I'll put out some data about hw/quiz/lab scores, but time spent running numbers is time wasted.
- I believe that all of you learned functional programming and I want to give you a good grade. I just need an excuse to do so...



So,

- Thank you for being amazing
- Good luck on the final (you got this!)
- Relax & enjoy the rest of your summer



THANK YOU!