

# Purely functional programming - the red pill

JFokus Tutorial 2016



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canoo



mittie

Dreaming of code

# Why do we care?

$a = 1$

**1**

$b = 2$

**1**

**2**

$time_1$

$c = b$

**1**

**2**

$time_2$

$b = a$

**1**

**2**

$time_3$

$a = c$

**1**

**2**

$place_1$

$place_2$

$place_3$

# Operational Reasoning

$a = 1$

1

$b = 2$

1

2

$time_1$

$c = b$

1

2

2

$time_2$

**We need a debugger!**

$time_3$

$place_1$

$place_2$

$place_3$

# Using functions

a = 1



1

b = 2



1



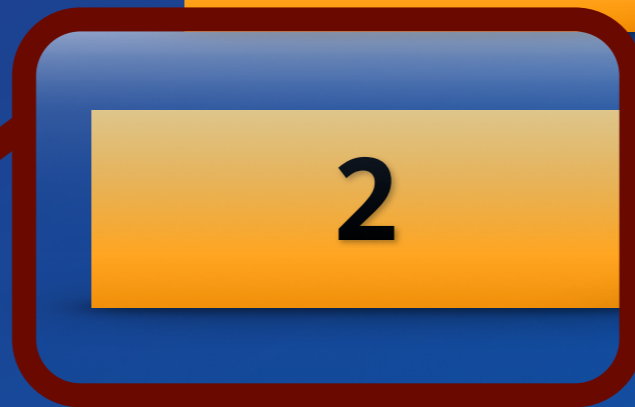
2

# Using functions

a = 1



b = 2



`swap(a,b) = (b,a)`

Let's just program  
without  
assignments or  
statements!



Developer  
Discipline

Pure  
Functional  
Language



Online REPL  
[try.frege-lang.org](http://try.frege-lang.org)

# Define a Function

```
frege> times a b = a * b
```

```
frege> times 2 3
```

6

```
frege> :type times
```

```
Num α => α -> α -> α
```

# Define a Function

```
frege> times a b = a * b
```

*no types declared*

```
frege> (times 2) 3
```

6

*function appl.  
left associative*

*no comma*

```
frege> :type times
```

```
Num α => α -> (α -> α)
```

*typeclass  
constraint*

*only 1  
parameter!*

*return type is  
a function!*

*thumb: „two params  
of same numeric type  
returning that type“*

# Reference a Function

```
frege> twotimes = times 2
```

```
frege> twotimes 3
```

```
6
```

```
frege> :t twotimes
```

```
Int -> Int
```

# Reference a Function

```
frege> twotimes x = times 2 x
```

No  
second  
arg!

```
frege> twotimes 3
```

6

```
frege> :t twotimes
```

```
Int -> Int
```

„Currying“, „schönfinkeling“,  
or „partial function  
application“.

Concept invented by  
Gottlob Frege.

inferred types  
are more specific

# Function Composition

```
frege> six x = twotimes (threetimes x)
```

```
frege> six x = (twotimes . threetimes)x
```

```
frege> six = twotimes . threetimes
```

```
frege> six 2
```

# Function Composition

fr  $f(g(x))$  = twotimes (threetimes x)

fr  $(f \circ g) x$  = (twotimes . threetimes)x

fr  $f \circ g$  = twotimes . threetimes

frege> six 2



# Pattern Matching

```
frege> times 0 (threetimes 2)
```

```
0
```

```
frege> times 0 b = 0
```

# Pattern Matching

```
frege> times 0 (threetimes 2)
```

```
0
```

*unnecessarily evaluated*

```
frege> times 0 b = 0
```

*pattern matching*

*shortcutting*

# Lazy Evaluation

```
frege> times 0 (length [1..])
```

0

*endless sequence*

*evaluation would never stop*

*Pattern matching and  
non-strict evaluation  
to the rescue!*

# Pure Functions

## Java

`T foo(Pair<T,U> p) {...}`

*What could possibly happen?*

## Frege

`foo :: (α,β) -> α`

*What could possibly happen?*

# Pure Functions

Java

`T foo(Pair<T,U> p) {...}`

*Everything!*  
*State changes,*  
*file or db access,*  
*missile launch,...*

Frege

`foo :: (α,β) -> α`

*a is returned*

# Pure Functions

can be **cached** (memoized)

can be evaluated **lazily**

can be evaluated **in advance**

can be evaluated **concurrently**

can be **eliminated**

in common subexpressions

can be **optimized**



# Magic (?)

Think of a generic function

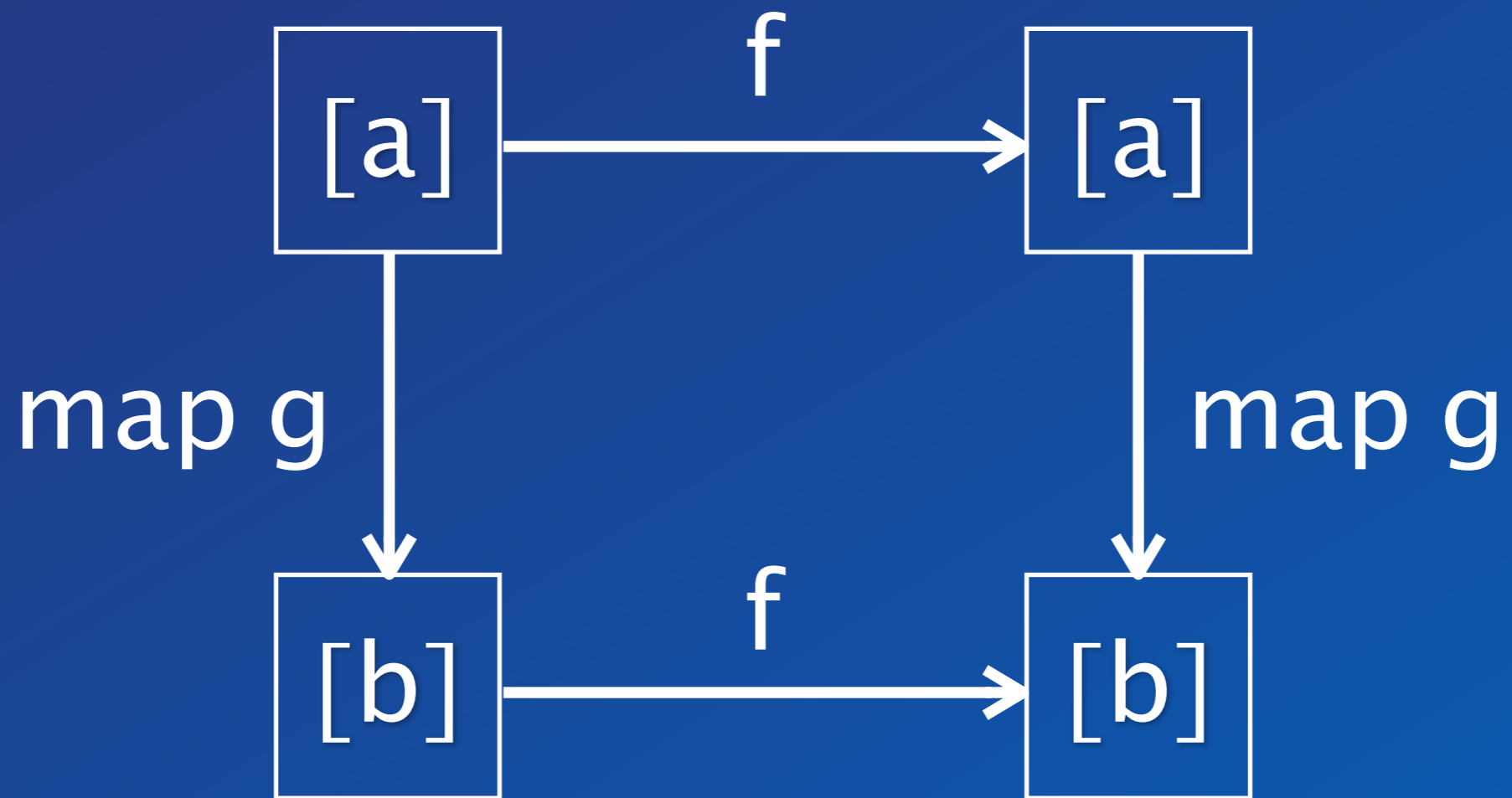
$$f :: [a] \rightarrow [a]$$

and any specific function

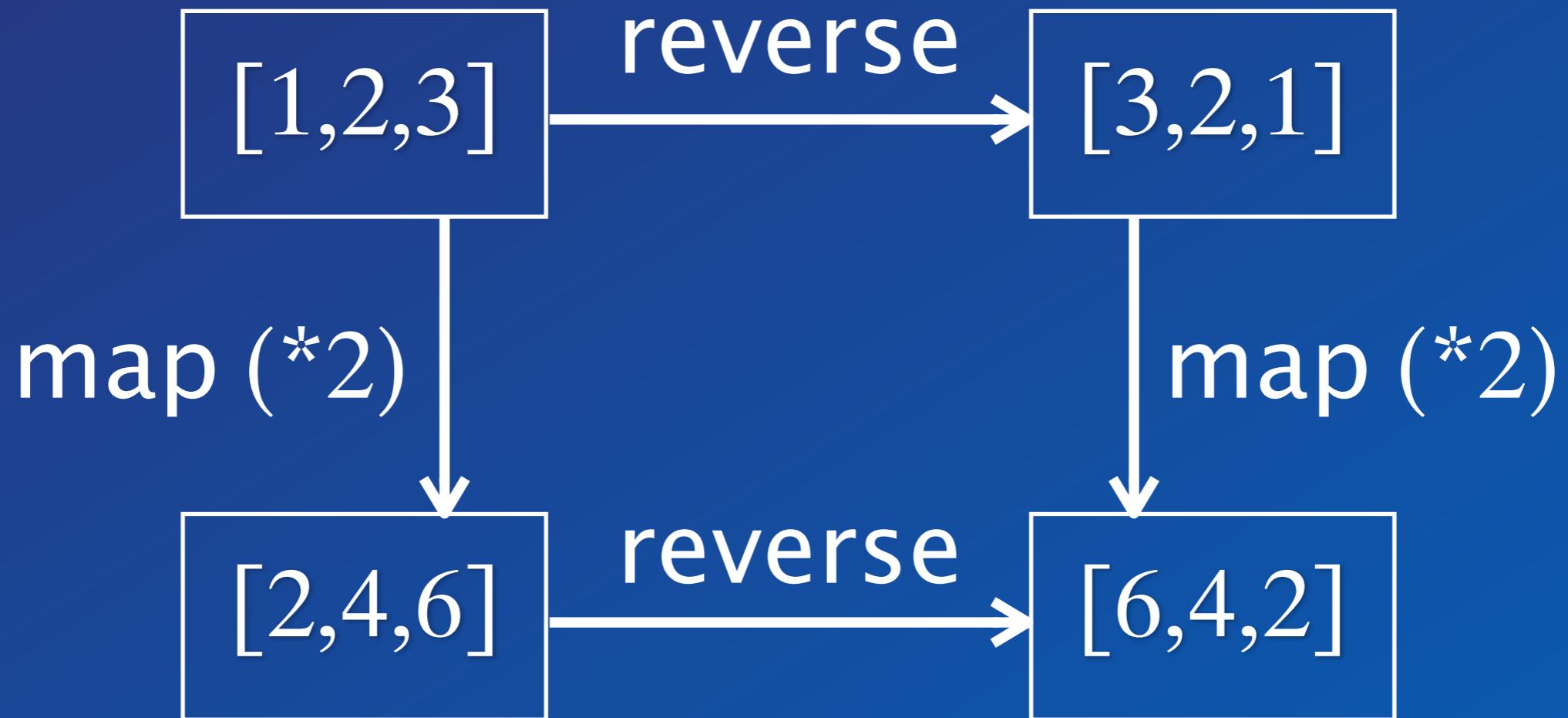
$$g :: a \rightarrow b$$



# Magic (?)



# Magic (?)



*Commutative square of natural transformations.*

# Robust Refactoring

Changing the order of operations

Requires **purity**.

100% safe if the **type system**  
can detect natural transformations

**Applied Category Theory**

credits: Phil Wadler, Tech Mesh 2012 – Faith, Evolution, and Programming Languages

# QuickCheck

```
import Test.QuickCheck
```

```
f = reverse
```

```
g = (*2)
```

```
commutativity = property (\xs ->  
  map g (f xs) == f (map g xs) )
```

# Java Interoperability

Do not mix  
OO and FP,

combine them!

# Java -> Frege

Frege compiles Haskell to  
Java source and byte code.

Just call that.

You can get help by using  
the `:java` command in the REPL.

# Frege -> Java

```
pure native encode java.net.URLEncoder.encode :: String -> String  
encode "Dierk König"
```

*even Java can be pure*

```
native millis java.lang.System.currentTimeMillis :: () -> IO Long  
millis ()  
millis ()  
past = millis () - 1000
```

*This is a key distinction between Frege and other JVM languages!*

*Does not compile!*

# Frege

allows calling Java  
but never unprotected!

is explicit about effects  
just like Haskell

*Prerequisite to safe concurrency and  
deterministic parallelism!*



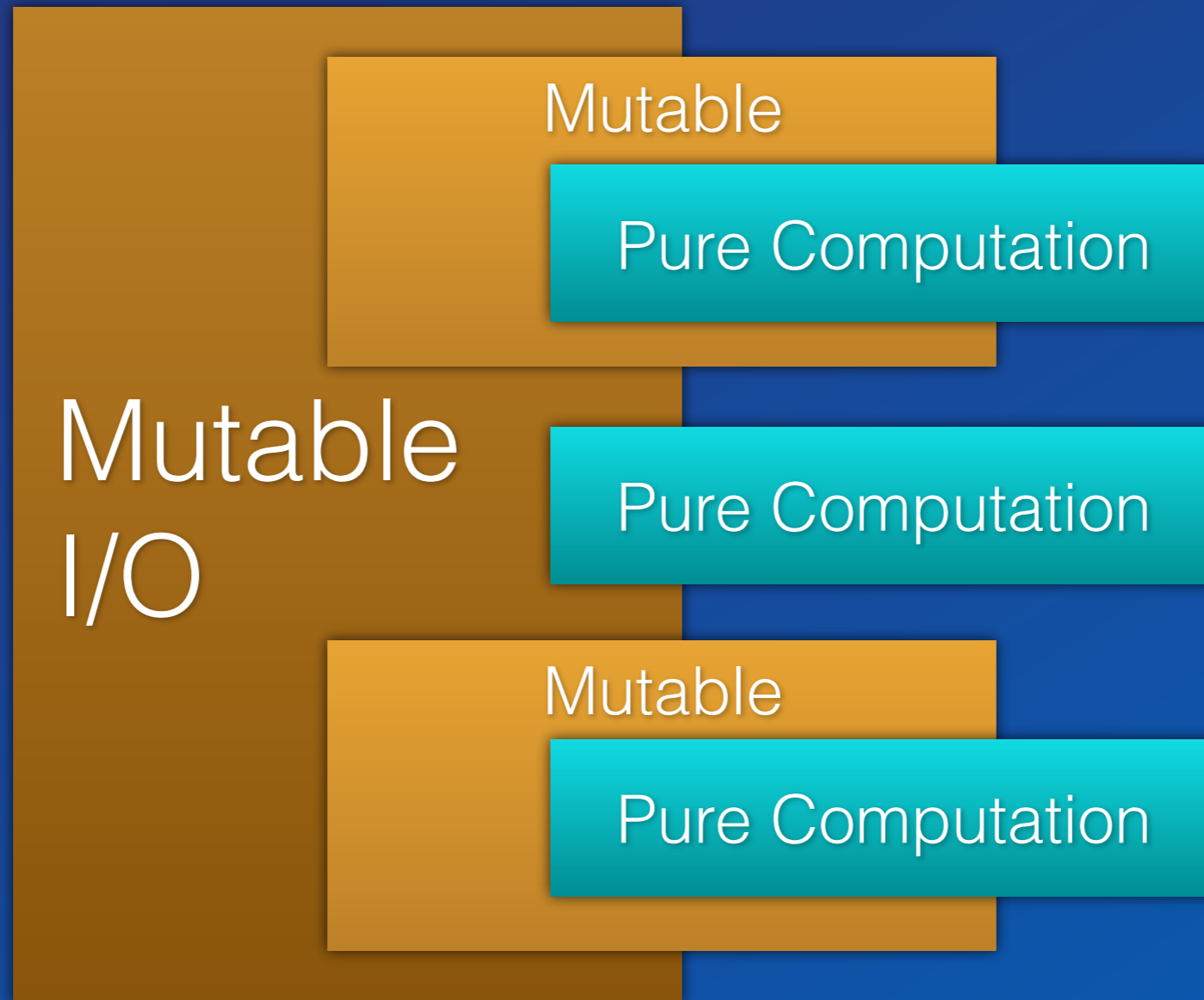
# Type System

Global type inference

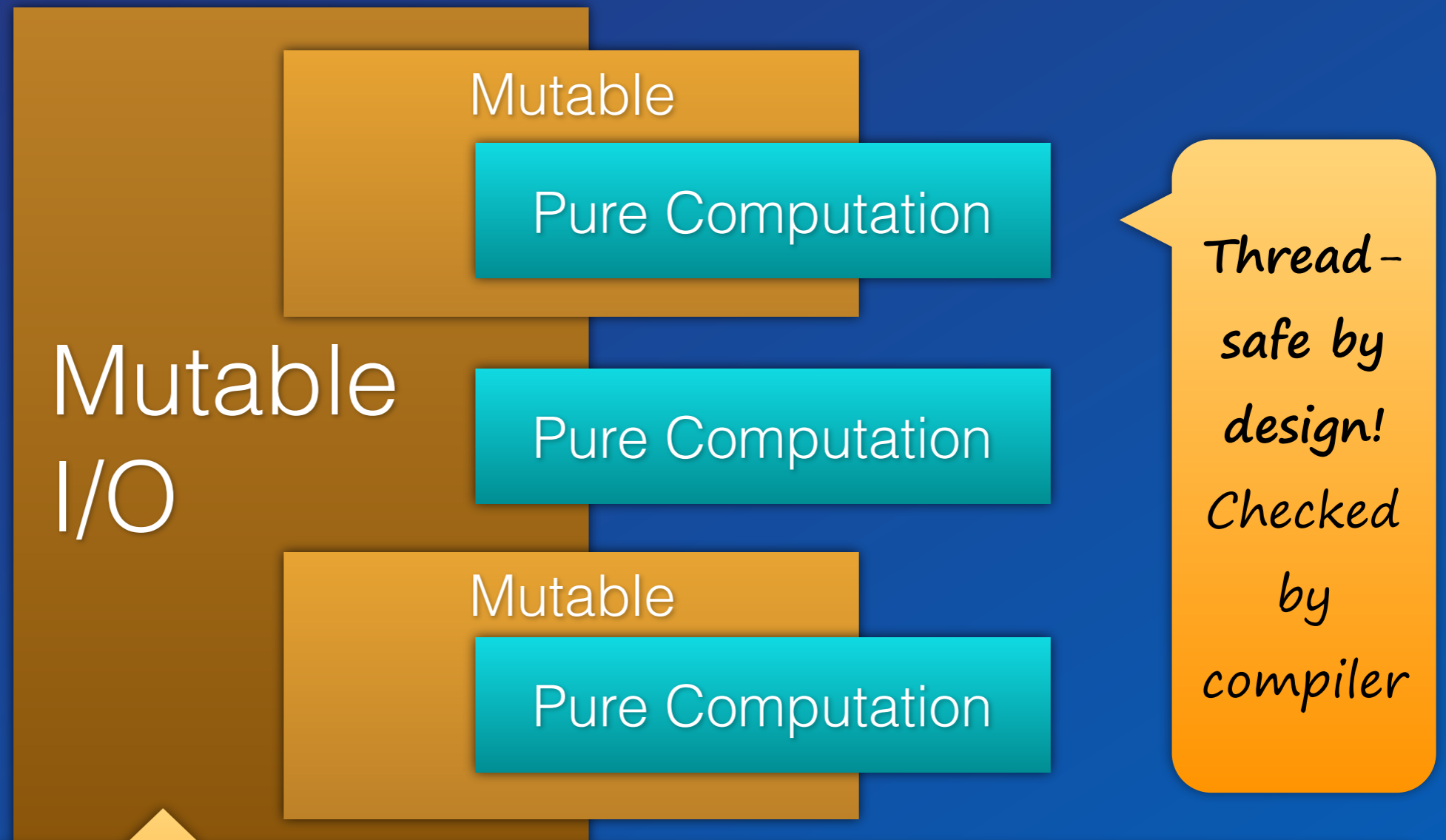
More **safety** and **less work**  
for the programmer

*You don't need to specify any types at all!  
But sometimes you do for clarity.*

# Keep the mess out!

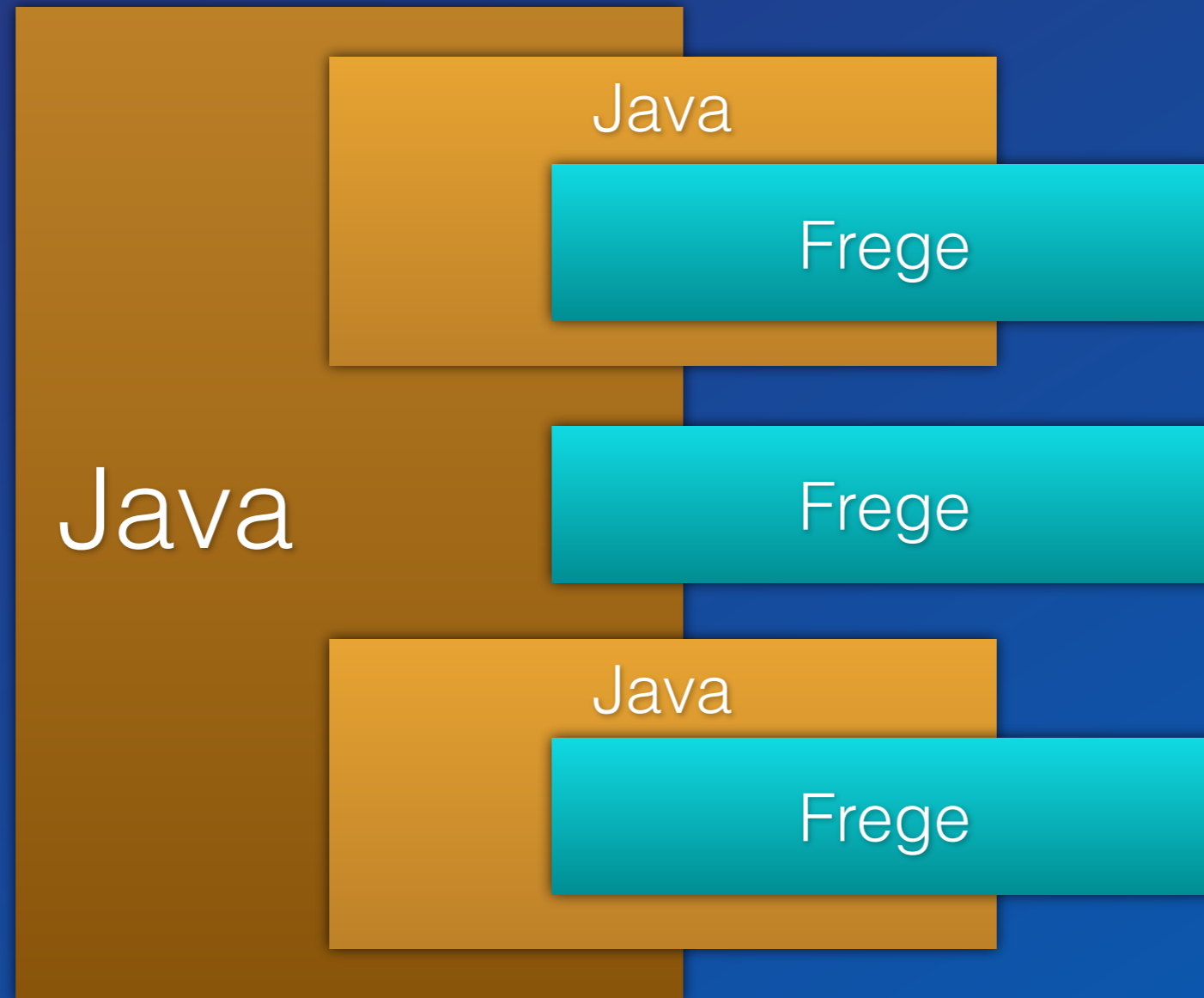


# Keep the mess out!



*Ok, these are Monads. Be brave. Think of them as contexts that the type system propagates and makes un-escapable.*

# Service Based Design



*A typical integration option: use Frege code for services*

Some Cool Stuff

# Zipping

```
addzip [] _ = []
```

```
addzip _ [] = []
```

```
addzip (x:xs) (y:ys) =  
  (x + y : addzip xs ys )
```

# Zippping

```
addzip [] _ = []  
addzip _ [] = []
```

*Pattern matching  
feels like Prolog*

```
addzip (x:xs) (y:ys) =  
  (x + y : addzip xs ys )
```

*use as*

```
addzip [1,2,3]  
      [1,2,3]  
== [2,4,6]
```

*Why only for the (+) function?  
We could be more general...*

# High Order Functions

```
zipWith f [] _ = []
```

```
zipWith f _ [] = []
```

```
zipWith f (x:xs) (y:ys) =  
  (f x y : zipWith f xs ys )
```



*invented by Gottlob Frege*

# High Order Functions

```
zipWith f [] _ = []
```

```
zipWith f _ [] = []
```

```
zipWith f (x:xs) (y:ys) =  
  (f x y : zipWith xs ys )
```

*use as*

```
zipWith (+) [1,2,3]  
           [1,2,3]  
== [2,4,6]
```

*and, yes we can now define*

```
addzip =  
  zipWith (+)
```

# Fizzbuzz

<http://c2.com/cgi/wiki?FizzBuzzTest>

[https://dierk.gitbooks.io/fregegoodness/  
chapter 8 „FizzBuzz“](https://dierk.gitbooks.io/fregegoodness/)

# Fizzbuzz Imperative

```
public class FizzBuzz{
    public static void main(String[] args){
        for(int i= 1; i <= 100; i++){
            if(i % 15 == 0{
                System.out.println(„FizzBuzz");
            }else if(i % 3 == 0){
                System.out.println("Fizz");
            }else if(i % 5 == 0){
                System.out.println("Buzz");
            }else{
                System.out.println(i);
            }
        }
    }
}
```

# Fizzbuzz Logical

```
fizzes      = cycle ["", "", "fizz"]
buzzes      = cycle ["", "", "", "", "buzz"]
pattern     = zipWith (++) fizzes buzzes
numbers     = map      show [1..]
fizzbuzz    = zipWith max pattern numbers

main _      = for (take 100 fizzbuzz) println
```

# Fizzbuzz Comparison

	Imperative	Logical
Conditionals	4	0
Operators	7	1
Nesting level	3	0
Sequencing	sensitive	transparent
Maintainability	- - -	+
Incremental development	-	+++

# Fibonacci

```
fib = 0: 1: addzip fib (tail fib)
```

*use as*  
`take 60 fib`

*a new solution approach*

```
fib 0:1 ...
```

```
tail 1 ...
```

```
zip 1 ...
```

# Fibonacci

```
fib = 0: 1: addzip fib (tail fib)
```

*use as*  
take 60 fib

*a new solution approach*

```
fib    0 1:1 ...  
tail   1 ...  
zip    2 ...
```

# Fibonacci

```
fib = 0: 1: addzip fib (tail fib)
```

*use as*  
`take 60 fib`

*a new solution approach*

<code>fib</code>	<code>0</code>	<code>1</code>	<code>1:2</code>	<code>...</code>
<code>tail</code>			<code>2</code>	<code>...</code>
<code>zip</code>			<code>3</code>	<code>...</code>



# Fibonacci

```
fib = 0: 1: addzip fib (tail fib)
```

*use as*  
`take 60 fib`

*a new solution approach*

```
fib    0 1 1 2:3 ...
tail           3 ...
zip           5 ...
```

# List Comprehension

Pythagorean triples:  $a^2 + b^2 = c^2$

```
pyth n = [  
    (x,y,z)  
    | x <- [1..n], y <- [1..n], z <- [1..n],  
    x*x + y*y == z*z  
]
```

# List Comprehension

Pythagorean triples:  $a^2 + b^2 = c^2$

```
pyth n = [
```

```
(x,y,z)
```

*select*

*from*

```
| x <- [1..n], y <- [1..n], z <- [1..n],
```

```
x*x + y*y == z*z
```

*where*

```
]
```

*„brute force“ or „executable specification“.*

*A more efficient solution:*

# List Comprehension

Pythagorean triples:  $a^2 + b^2 = c^2$

```
[ (m*m-n*n, 2*m*n, m*m+n*n)
```

```
| m <- [2..], n <- [1..m-1]
```

```
]
```

„select“  
functions

dynamic  
„from“

empty  
„where“

endless production

think „nested loop“

# History

Java promise: „No more pointers!“

*But NullPointerExceptions (?)*

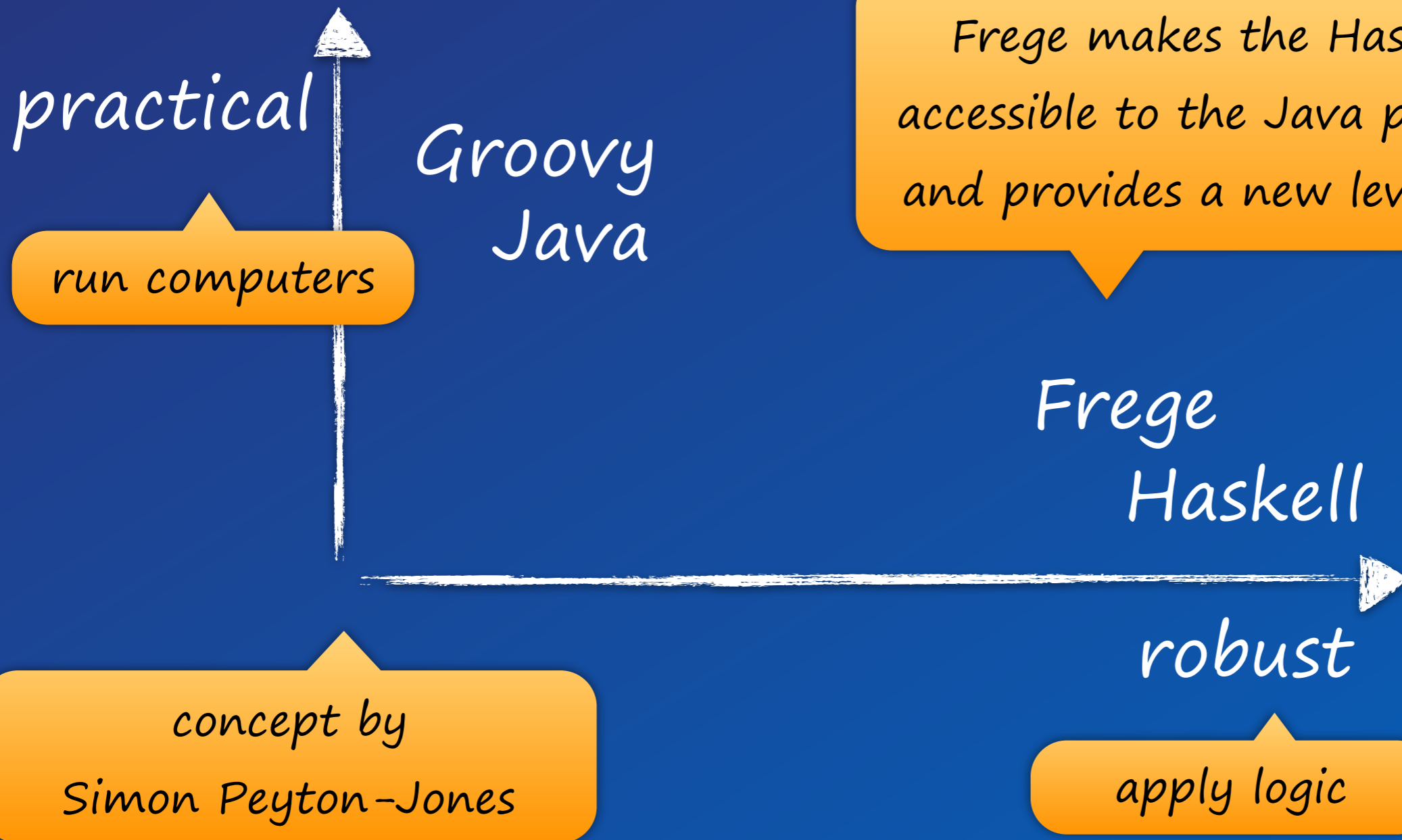
# Frege is different

No More	But
state	no state (unless declared)
statements	expressions (+ „do“ notation)
assignments	definitions
variables	ST monad as „agent“
interfaces	type classes
classes & objects	algebraic data types
inheritance	parametric polymorphism
null references	Maybe
NullPointerExceptions	Bottom, error

# Frege in comparison



# Frege in comparison



Frege makes the Haskell spirit accessible to the Java programmer and provides a new level of safety.



# Unique in Frege

**Global type inference**

requires a purely functional language

*(only expressions and parametric polymorphism)*

**Purity** by default

effects are **explicit** in the type system

**Laziness** by default

Values are always **immutable**

**Guarantees** extend into Java calls

# Why Frege

**Robustness** under parallel execution

**Robustness** under composition

**Robustness** under increments

**Robustness** under refactoring

Enables local and equational reasoning

**Best way to learn FP**

# Why FP matters

Enabling incremental development

[www.canoo.com/blog/fp1](http://www.canoo.com/blog/fp1)

Brush up computational fundamentals

*„An investment in knowledge  
always pays the best interest.“*

*—Benjamin Franklin*

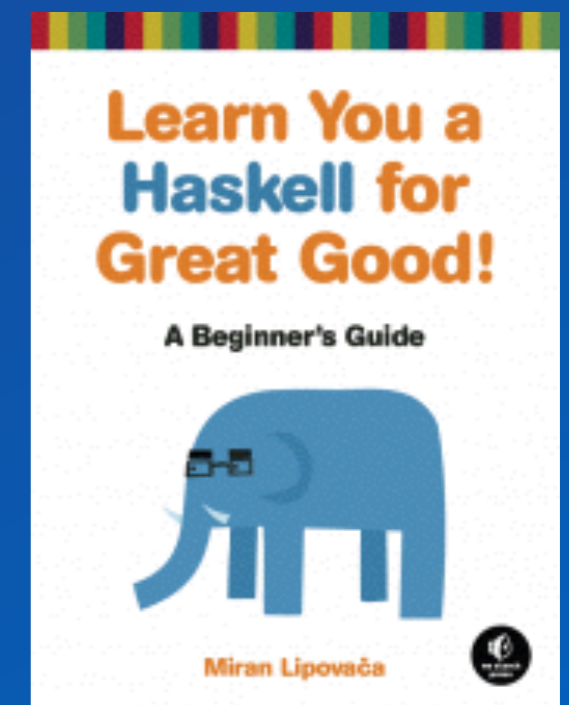
# Why Frege

*it is just a pleasure to work with*



# How?

<http://www.frege-lang.org>  
@fregelang  
stackoverflow „frege“ tag  
edX FP101 MOOC



# Gottlob Frege

"As I think about acts of integrity and grace, I realise that there is nothing in my knowledge that compares with Frege's dedication to truth... It was almost superhuman." —Bertrand Russell

"Not many people managed to create a revolution in thought. Frege did. Twice." —Graham Priest  
Lecture on Gottlob Frege:

<http://www.youtube.com/watch?v=foITiYYu2bc>

# FGA

Language level is Haskell Report 2010.

Yes, performance is roughly ~ Java.

Yes, the compiler is reasonably fast.

Yes, we have an Eclipse Plugin.

Yes, Maven/Gradle/etc. integration.

Yes, we have HAMT (aka HashMap).

Yes, we have QuickCheck (+shrinking)

Yes, STM is almost finished.



# How it goes on

Practical project work

[github.com/Dierk/fregeTutorial.git](https://github.com/Dierk/fregeTutorial.git)

Purely functional turtle graphics

Game / Web

Software Transactional Memory