Functional Programming:
Lists, Pattern Matching, Recursive Programming
(CTM Sections 1.1-1.7, 3.2, 3.4.1-3.4.2, 4.7.2)

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Introduction to Oz

- An introduction to programming concepts
- Declarative variables
- Structured data (example: lists)
- Functions over lists
- Correctness and complexity
Variables

• Variables are short-cuts for values, they cannot be assigned more than once
  
  \texttt{declare}
  
  \texttt{V = 9999*9999}
  
  \{Browse V*V\}

• Variable identifiers: is what you type
• Store variable: is part of the memory system
• The \texttt{declare} statement creates a store variable and assigns its memory address to the identifier ’V’ in the environment
Functions

• Compute the factorial function: $n! = 1 \times 2 \times \cdots \times (n - 1) \times n$

• Start with the mathematical definition
  declare
  fun {Fact N}
    if N==0 then 1 else N*{Fact N-1} end
  end

• Fact is declared in the environment

• Try large factorial {Browse {Fact 100}}
Factorial in Haskell

\[
\begin{align*}
\text{factorial} & : \text{Integer} \rightarrow \text{Integer} \\
\text{factorial } 0 & = 1 \\
\text{factorial } n \mid n > 0 & = n \times \text{factorial} \ (n-1)
\end{align*}
\]
Composing functions

• Combinations of r items taken from n.
• The number of subsets of size r taken from a set of size n

\[
\binom{n}{r} = \frac{n!}{r!(n-r)!}
\]

declare
fun {Comb N R}
    {Fact N} div ({Fact R}*{Fact N-R})
end

• Example of functional abstraction
Structured data (lists)

- Calculate Pascal triangle
- Write a function that calculates the nth row as one structured value
- A list is a sequence of elements: 
  \[1 4 6 4 1\]
- The empty list is written \texttt{nil}
- Lists are created by means of ”|” (cons)

\begin{verbatim}
declare
H=1
T = [2 3 4 5]
{Browse H|T} % This will show [1 2 3 4 5]
\end{verbatim}

\begin{tabular}{cccc}
1 & 1 \\
1 & 2 & 1 \\
1 & 3 & 3 & 1 \\
1 & 4 & 6 & 4 & 1 \\
\end{tabular}
Lists (2)

- Taking lists apart (selecting components)
- A cons has two components: a head, and a tail

```
declare L = [5 6 7 8]
L.1 gives 5
L.2 give [6 7 8]
```
Pattern matching

• Another way to take a list apart is by use of pattern matching with a case instruction

```plaintext
case L of H|T then {Browse H} {Browse T}
   else {Browse ‘empty list’ }
end
```
Functions over lists

- Compute the function \{Pascal N\}
- Takes an integer N, and returns the Nth row of a Pascal triangle as a list
  1. For row 1, the result is [1]
  2. For row N, shift to left row N-1 and shift to the right row N-1
  3. Align and add the shifted rows element-wise to get row N

\[
\begin{array}{ccccccc}
1 & & & & & & \\
1 & 2 & 1 & & & & \\
1 & 3 & 3 & 1 & & & \\
1 & 4 & 6 & 4 & 1 & & \\
\end{array}
\]

Shift right [0 1 3 3 1]
Shift left [1 3 3 1 0]
Functions over lists (2)

```
declare
fun {Pascal N}
  if N==1 then [1]
  else
    {AddList
     {ShiftLeft {Pascal N-1}}
     {ShiftRight {Pascal N-1}}}n
  end
end
```
Functions over lists (3)

fun {ShiftLeft L}
  case L of H|T then
    H|{ShiftLeft T}
  else [0]
  end
end

fun {ShiftRight L}  0|L end

fun {AddList L1 L2}
  case L1 of H1|T1 then
    case L2 of H2|T2 then
      H1+H2|{AddList T1 T2}
    end
  else nil end
end
Top-down program development

• Understand how to solve the problem by hand
• Try to solve the task by decomposing it to simpler tasks
• Devise the main function (main task) in terms of suitable auxiliary functions (subtasks) that simplify the solution (ShiftLeft, ShiftRight and AddList)
• Complete the solution by writing the auxiliary functions
• Test your program bottom-up: auxiliary functions first.
Is your program correct?

• “A program is correct when it does what we would like it to do”
• In general we need to reason about the program:
  • **Semantics for the language**: a precise model of the operations of the programming language
  • **Program specification**: a definition of the output in terms of the input (usually a mathematical function or relation)
• Use mathematical techniques to reason about the program, using programming language semantics
Mathematical induction

- Select one or more inputs to the function
- Show the program is correct for the *simple cases* (base cases)
- Show that if the program is correct for a *given case*, it is then correct for the *next case*.
- For natural numbers, the base case is either 0 or 1, and for any number n the next case is n+1
- For lists, the base case is nil, or a list with one or a few elements, and for any list T the next case is H|T
Correctness of factorial

fun {Fact N}
  if N==0 then 1 else N*{Fact N-1} end
end

• Base Case N=0: {Fact 0} returns 1
• Inductive Case N>0: {Fact N} returns N*{Fact N-1} assume {Fact N-1} is correct, from the spec we see that {Fact N} is N*{Fact N-1}
Complexity

• Pascal runs very slow, try \{Pascal 24\}
• \{Pascal 20\} calls: \{Pascal 19\} twice, \{Pascal 18\} four times, \{Pascal 17\} eight times, ..., \{Pascal 1\} \(2^{19}\) times
• Execution time of a program up to a constant factor is called the program’s time complexity.
• Time complexity of \{Pascal N\} is proportional to \(2^N\) (exponential)
• Programs with exponential time complexity are impractical

```pascal
declare
fun \{Pascal N\}
    if N==1 then [1]
    else
        \{AddList
            \{ShiftLeft \{Pascal N-1\}\}
            \{ShiftRight \{Pascal N-1\}\}
        end
    end
end
```
Faster Pascal

- Introduce a local variable L
- Compute \{FastPascal N-1\} only once
- Try with 30 rows.
- FastPascal is called N times, each time a list on the average of size N/2 is processed
- The time complexity is proportional to \(N^2\) (polynomial)
- Low order polynomial programs are practical.

```pascal
fun \{FastPascal N\}
    if N==1 then [1]
    else
        local L in
        L={FastPascal N-1}
        {AddList {ShiftLeft L} {ShiftRight L}}
    end
end
```
Iterative computation

- An iterative computation is one whose execution stack is bounded by a constant, independent of the length of the computation.
- Iterative computation starts with an initial state $S_0$, and transforms the state in a number of steps until a final state $S_{\text{final}}$ is reached:

$$S_0 \rightarrow S_1 \rightarrow \ldots \rightarrow S_{\text{final}}$$
The general scheme

```plaintext
fun {Iterate S_i}
    if {IsDone S_i} then S_i
    else S_{i+1} in
        S_{i+1} = {Transform S_i}
        {Iterate S_{i+1}}
    end
end
```

- *IsDone and Transform are problem dependent*
The computation model

- STACK : [ R={Iterate S_0} ]
- STACK : [ S_1 = \{ Transform S_0 \},
  R={Iterate S_1} ]

- STACK : [ R={Iterate S_i} ]
- STACK : [ S_{i+1} = \{ Transform S_i \},
  R={Iterate S_{i+1}} ]

- STACK : [ R={Iterate S_{i+1}} ]
Newton’s method for the square root of a positive real number

- Given a real number $x$, start with a guess $g$, and improve this guess iteratively until it is accurate enough.
- The improved guess $g'$ is the average of $g$ and $x/g$:
  \[ g' = \left(\frac{g + x}{g}\right)/2 \]
  \[ \varepsilon = g - \sqrt{x} \]
  \[ \varepsilon' = g' - \sqrt{x} \]
  For $g'$ to be a better guess than $g$: $\varepsilon' < \varepsilon$
  \[ \varepsilon' = g' - \sqrt{x} = \left(\frac{g + x}{g}\right)/2 - \sqrt{x} = \frac{\varepsilon^2}{2g} \]
  i.e. $\frac{\varepsilon^2}{2g} < \varepsilon$, $\frac{\varepsilon}{2g} < 1$
  i.e. $\varepsilon < 2g$, $g - \sqrt{x} < 2g$, $0 < g + \sqrt{x}$
Newton’s method for the square root of a positive real number

- Given a real number $x$, start with a guess $g$, and improve this guess iteratively until it is accurate enough.
- The improved guess $g'$ is the average of $g$ and $x/g$.
- Accurate enough is defined as:

$$\frac{|x - g^2|}{x} < 0.00001$$
SqrtIter

fun {SqrtIter Guess X}
  if {GoodEnough Guess X} then Guess
  else
    Guess1 = {Improve Guess X} in
    {SqrtIter Guess1 X}
  end
end
end

• Compare to the general scheme:
  – The state is the pair Guess and X
  – IsDone is implemented by the procedure GoodEnough
  – Transform is implemented by the procedure Improve
The program version 1

fun {Sqrt X}
  Guess = 1.0
in {SqrtIter Guess X}
end

fun {SqrtIter Guess X}
  if {GoodEnough Guess X} then
    Guess
  else
    {SqrtIter {Improve Guess X} X}
  end
end

fun {Improve Guess X}
  (Guess + X/Guess)/2.0
end

fun {GoodEnough Guess X}
  {Abs X - Guess*Guess}/X < 0.00001
end
Using local procedures

- The main procedure Sqrt uses the helper procedures SqrtIter, GoodEnough, Improve, and Abs
- SqrtIter is only needed inside Sqrt
- GoodEnough and Improve are only needed inside SqrtIter
- Abs (absolute value) is a general utility
- The general idea is that helper procedures should not be visible globally, but only locally
local
  fun {SqrtIter Guess X}
    if {GoodEnough Guess X} then Guess
    else {SqrtIter {Improve Guess X} X} end
  end
  fun {Improve Guess X}
    (Guess + X/Guess)/2.0
  end
  fun {GoodEnough Guess X}
    {Abs X - Guess*Guess}/X < 0.000001
  end
in
  fun {Sqrt X}
    Guess = 1.0
  in {SqrtIter Guess X} end
end
Sqrt version 3

- Define GoodEnough and Improve inside SqrtIter

```plaintext
local
fun {SqrtIter Guess X}
    fun {Improve}
        (Guess + X/Guess)/2.0
    end
    fun {GoodEnough}
        {Abs X - Guess*Guess}/X < 0.000001
    end
    in
        if {GoodEnough} then Guess
        else {SqrtIter {Improve} X} end
    end
in fun {Sqrt X}
    Guess = 1.0 in
    {SqrtIter Guess X}
end
end
```

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Sqrt version 3

- Define GoodEnough and Improve inside SqrtIter

    local
    fun {SqrtIter Guess X}
    fun {Improve}
        (Guess + X/Guess)/2.0
    end
    fun {GoodEnough}
        {Abs X - Guess*Guess}/X < 0.000001
    end
    in
    if {GoodEnough} then Guess
    else {SqrtIter {Improve} X} end
    end
    in fun {Sqrt X}
    Guess = 1.0 in
    {SqrtIter Guess X}
    end
    end

The program has a single drawback: on each iteration two procedure values are created, one for Improve and one for GoodEnough.
fun \{Sqrt X\}
fun \{Improve Guess\}
    (Guess + X/Guess)/2.0
end
fun \{GoodEnough Guess\}
    \{Abs X - Guess*Guess\}/X < 0.000001
end
fun \{SqrtIter Guess\}
    if \{GoodEnough Guess\} then Guess
    else \{SqrtIter \{Improve Guess\} \} end
end
Guess = 1.0
in \{SqrtIter Guess\}
end

The final version is a compromise between abstraction and efficiency
From a general scheme to a control abstraction (1)

fun \{Iterate \(S_i\)\}
   
   if \{IsDone \(S_i\)\} then \(S_i\)
   
   else \(S_{i+1}\) in
   
   \(S_{i+1} = \{Transform \(S_i\)\}\)
   
   \{Iterate \(S_{i+1}\)\}
   
   end

end

• \textit{IsDone} and \textit{Transform} are problem dependent
From a general scheme to a control abstraction (2)

fun \{\text{Iterate } S \ \text{IsDone } \text{Transform}\} \\
    \text{if } \{\text{IsDone } S\} \text{ then } S \\
    \text{else } S1 \text{ in} \\
    S1 = \{\text{Transform } S\} \\
    \{\text{Iterate } S1 \ \text{IsDone } \text{Transform}\} \\
    \text{end} \\
\text{end}

fun \{\text{Iterate } S_i\} \\
    \text{if } \{\text{IsDone } S_i\} \text{ then } S_i \\
    \text{else } S_{i+1} \text{ in} \\
    S_{i+1} = \{\text{Transform } S_i\} \\
    \{\text{Iterate } S_{i+1}\} \\
    \text{end} \\
\text{end}
Sqrt using the Iterate abstraction

fun {Sqrt X}
  fun {Improve Guess}
    (Guess + X/Guess)/2.0
  end
  fun {GoodEnough Guess}
    {Abs X - Guess*Guess}/X < 0.000001
  end
  Guess = 1.0
in
  {Iterate Guess GoodEnough Improve}
end
Sqrt using the control abstraction

fun {Sqrt X}
  {Iterate
    1.0
    fun {$ G} {Abs X - G*G}/X < 0.000001 end
    fun {$ G} (G + X/G)/2.0 end
  }
end

Iterate could become a linguistic abstraction
let sqrt x = head (dropWhile (not . goodEnough) sqrtGuesses)

where

goodEnough guess = (abs (x – guess*guess))/x < 0.00001
improve guess = (guess + x/guess)/2.0
sqrtGuesses = 1:(map improve sqrtGuesses)
Exercises

12. Prove the correctness of AddList and ShiftLeft.
13. Prove that the alternative version of Pascal triangle (not using ShiftLeft) is correct. Make AddList and OpList commutative.
14. Modify the Pascal function to use local functions for AddList, ShiftLeft, ShiftRight. Think about the abstraction and efficiency tradeoffs.
15. CTM Exercise 3.10.2 (page 230)
16. CTM Exercise 3.10.3 (page 230)
17. Develop a control abstraction for iterating over a list of elements.