

Why Functional Programming Matters



John Hughes & Mary Sheeran

QuviQ
...

CHALMERS

Functional Programming à la 1940s

- Minimalist: who needs booleans?
- A boolean just *makes a choice!*

true x y = x

false x y = y

- We can *define* if-then-else!

ifte bool t e =
 bool t e

Who needs integers?

- A (positive) integer just *counts loop iterations!*

two $f\ x = f(f\ x)$

one $f\ x = f\ x$

zero $f\ x = x$

- To recover a “normal” integer...

```
*Church> two (+1) 0  
2
```

Look, Ma, we can add!

- Addition by *sequencing* loops

add m n f x = m f (n f x)

m
n

- Multiplication by *nesting* loops!

mul m n f x = m (n f) x

n m

*Church> add one (mul two two) (+1) 0

Factorial à la 1940

```
fact n =  
  ifte (iszzero n)  
    one  
    (mul n (fact (decr n)))
```

```
*Church> fact (add one (mul two two)) (+1) 0  
120
```

A couple more auxiliaries

- Testing for zero

```
iszero n =
  n (\_ -> false) true
```

- Decrementing...

```
decr n =
  n (\m f x-> f (m incr zero))
    zero
    (\x->x)
    zero
```

Booleans, integers, (and other
data structures) *can be entirely
replaced by functions!*

"Church encodings"

Early versions of the Glasgow
Haskell compiler actually
implemented data-structures
this way!



Alonzo Church

Before you try this at home...

Church.hs:27:35:

Occurs check: cannot construct the infinite type:
 $t \sim t \rightarrow t \rightarrow t$

Expected type:

Actual type:

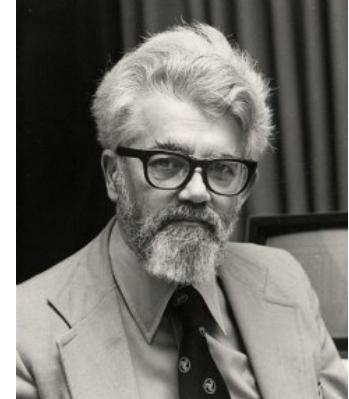
But wait, there's more...

Relevant bindings include

The type-checker needs a *little bit* of help

```
fact ::  
  (forall a. (a->a)->a->a) ->  
  (a->a) -> a -> a
```

Factorial à la 1960



```
(LABEL FACT (LAMBDA (N)
  (COND ((ZEROP N) 1)
        (T (TIMES N (FACT (SUB1 N)))))))
```

Higher-order functions!

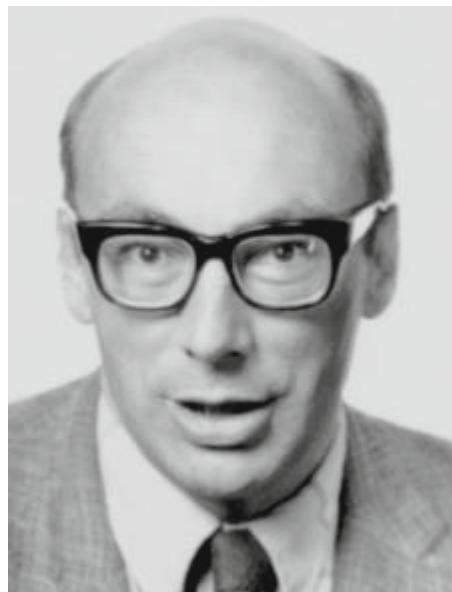
```
(MAPLIST FACT (QUOTE (1 2 3 4 5)))
(1 2 6 24 120)
```

The Next 700 Programming Languages

P. J. Landin

Univac Division of Sperry Rand Corp., New York, New York

“... today ... 1,700 special programming languages used to ‘communicate’ in over 700 application areas.”—*Computer Software Issues*, an American Mathematical Association Prospectus, July 1965.



Factorial in ISWIM

fac(5)

```
where rec fac(n) =  
      (n=1) → 1;  
                  n*fac(n-1)
```

Laws

(MAPLIST F (REVERSE L)) \equiv (REVERSE (MAPLIST F L))



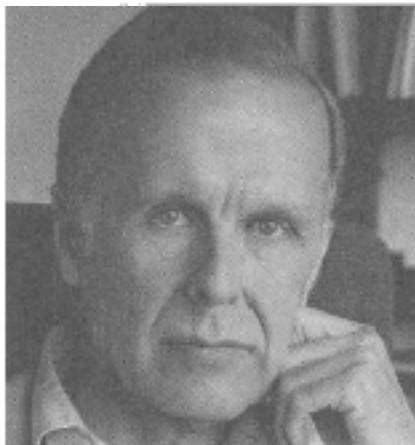
What's the point of two
different ways to do the
same thing?

Wouldn't *two* facilities be
better than one?

**Expressive power should
be by design, rather
than by accident!**

Can Programming Be Liberated from the von Neumann Style? A Functional Style and Its Algebra of Programs

John Backus
IBM Research Laboratory, San Jose



Turing award 1977

[Paper 1978](#)

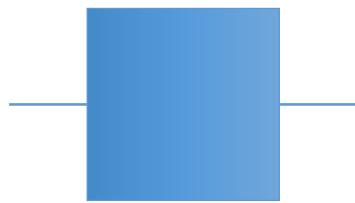
**Conventional programming
languages are growing ever
more enormous,
but not stronger.**

Inherent defects at the most basic level cause them to be both fat and weak:

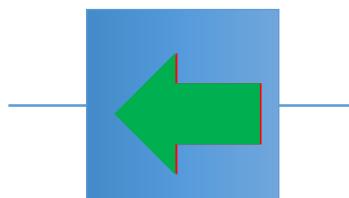
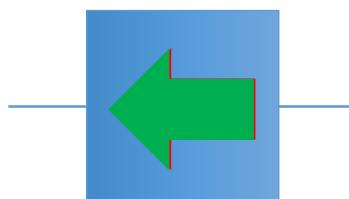
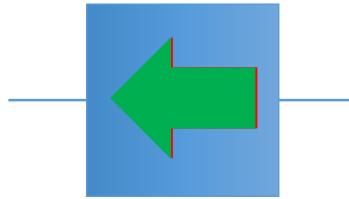
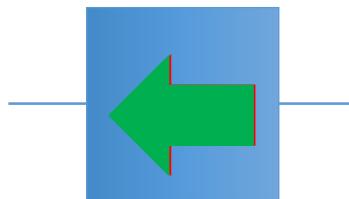
Word-at-a-time



their inability to effectively use
powerful combining forms
for building new programs from
existing ones



apply to all

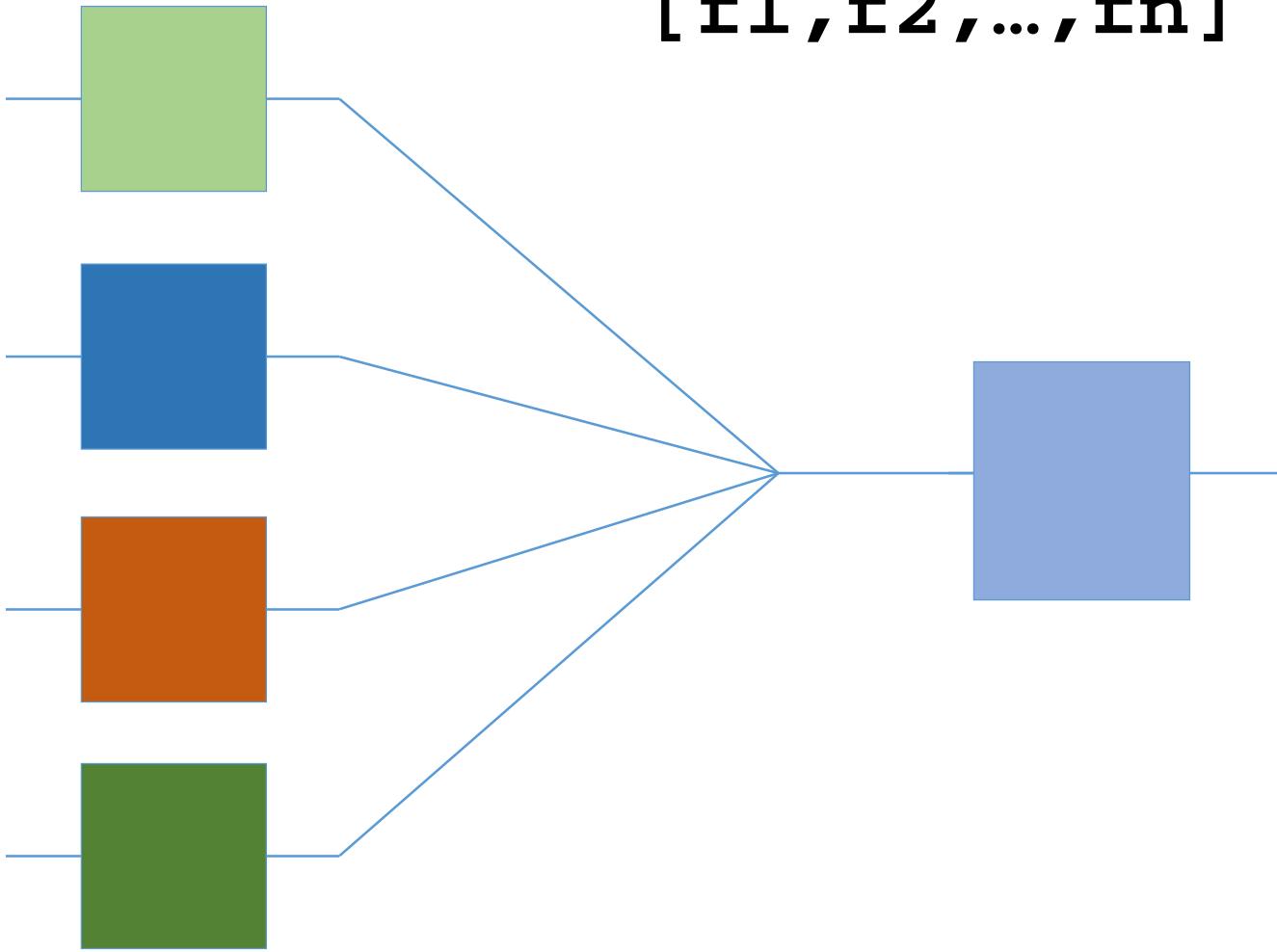


αf

construction



**their lack of useful
mathematical properties for
reasoning about programs**

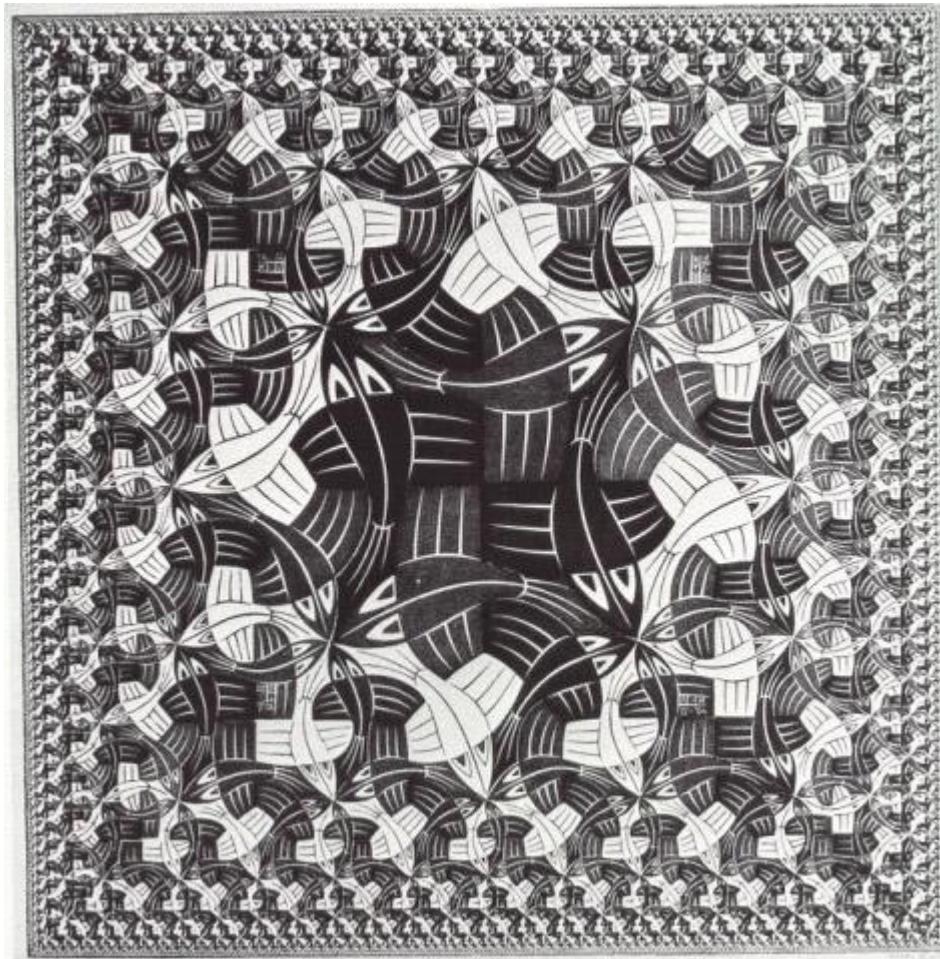
$$[f_1, f_2, \dots, f_n] \bullet g$$


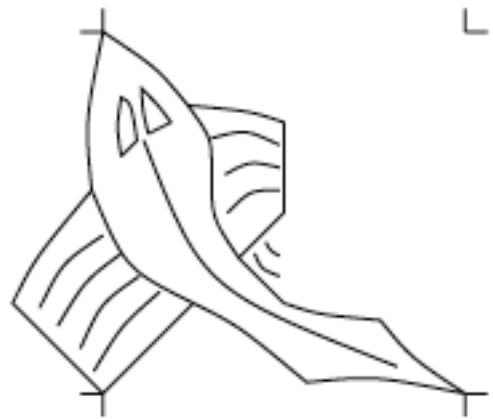
$$[f_1, f_2, \dots, f_n] \bullet g$$
$$[f_1 \bullet g, f_2 \bullet g, \dots, f_n \bullet g]$$

```
c := 0;  
for i := 1 step 1 until n do  
  c := c + a[i] × b[i]
```

Def IP = (/ +) • (α ×) • Trans

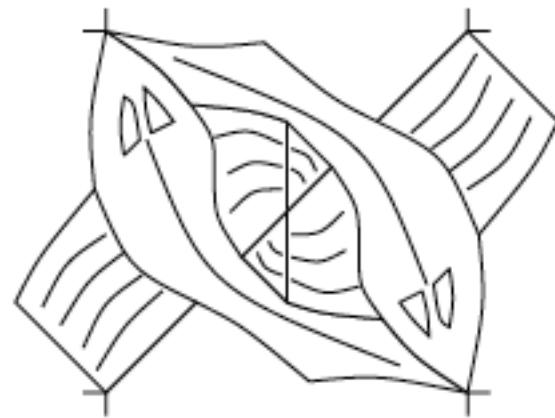
Peter Henderson, Functional Geometry, 1982



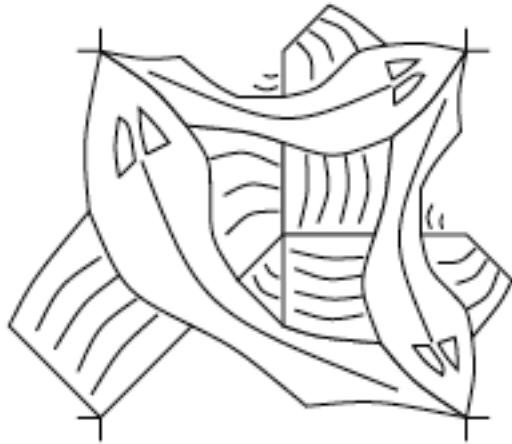


L

fish

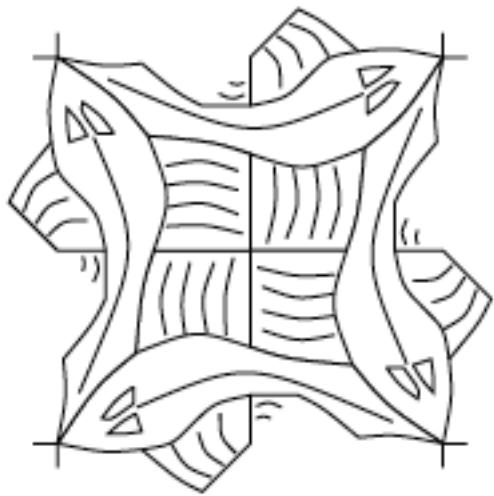


over (fish, rot (rot (fish)))



```
t = over (fish, over (fish2, fish3))
```

```
fish2 = flip (rot45 fish)
fish3 = rot (rot (rot (fish2)))
```



```
u = over (over (fish2, rot (fish2)),  
          over (rot (rot (fish2)),  
                 rot (rot (rot (fish2))))))
```

P	Q
R	S

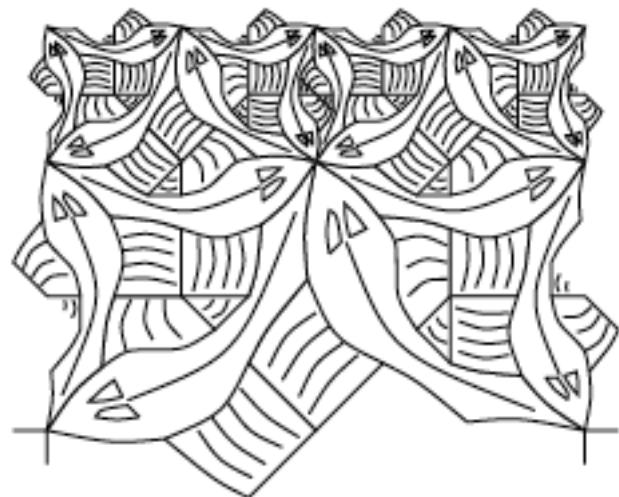
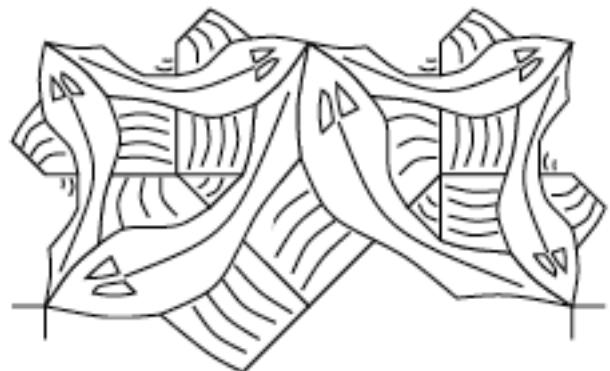
quartet

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```
quartet(nil, nil,  
        rot(t), t)
```

side1

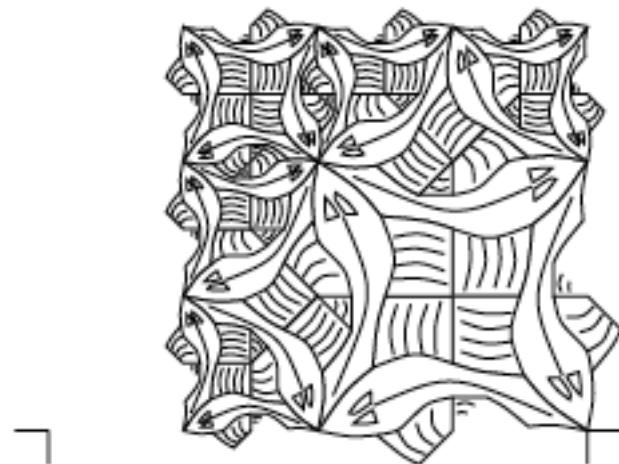
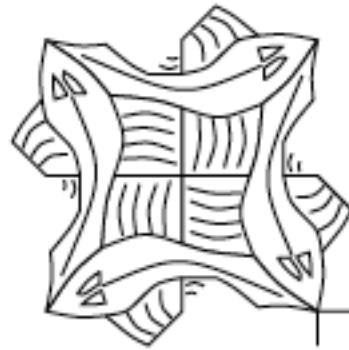
```
quartet(side1, side1,  
        rot(t), t )
```

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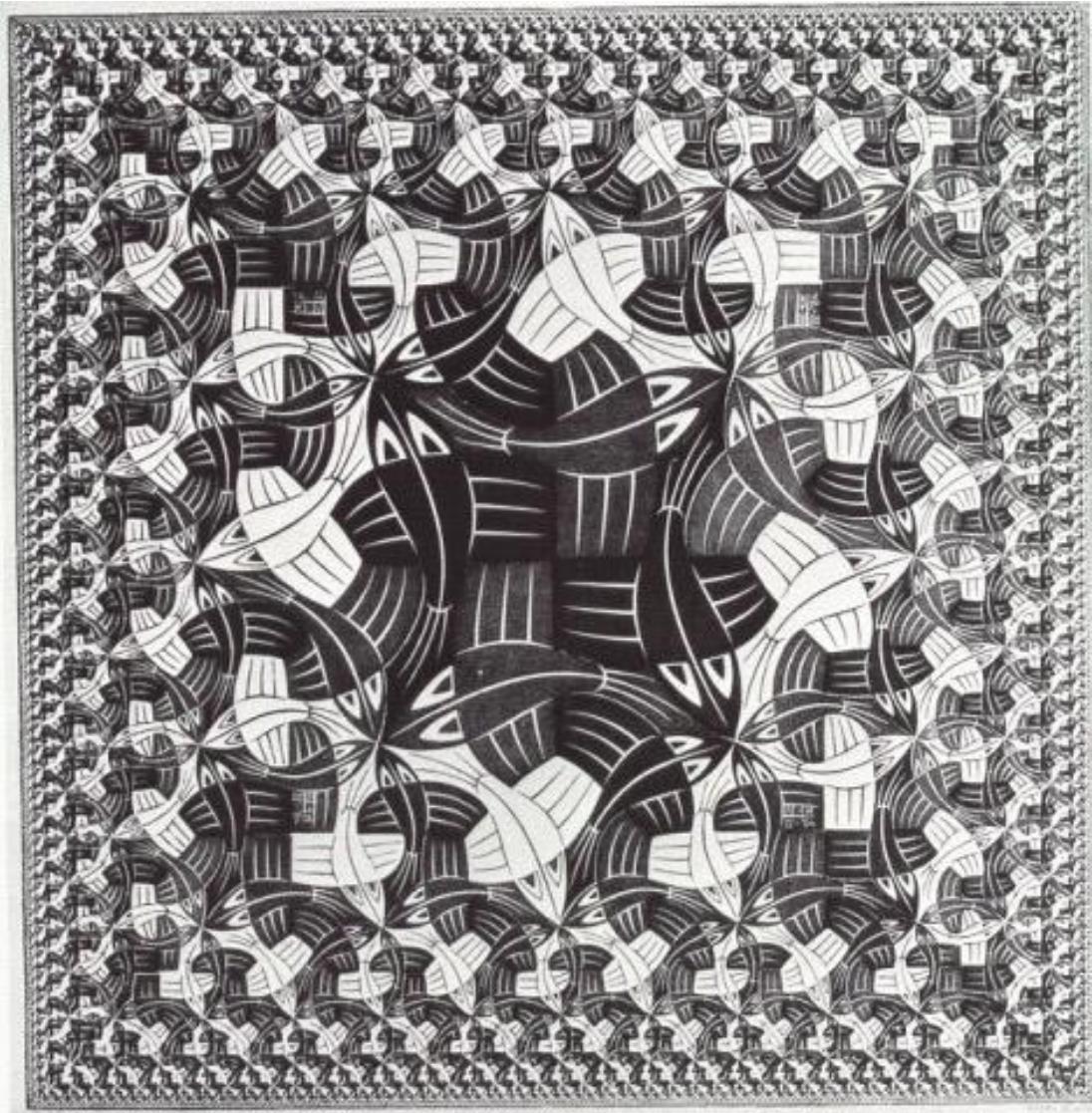
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quartet (nil,nil,nil,u)
corner1

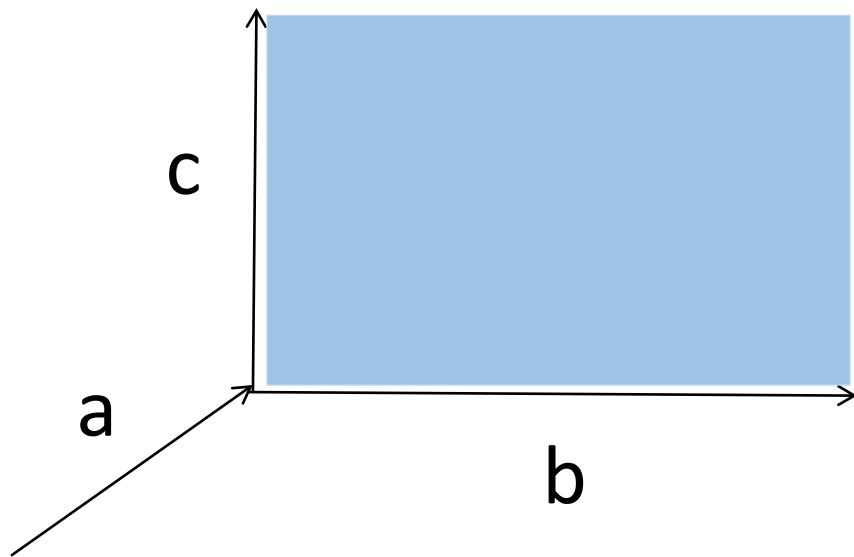
quartet(**corner1**,
 side1,
 rot(side1),
)

```
squarelimit = nonet(
    corner,           side,
    rot(side),       u,
    rot(corner),     rot(rot(side)), rot(rot(corner)))
```

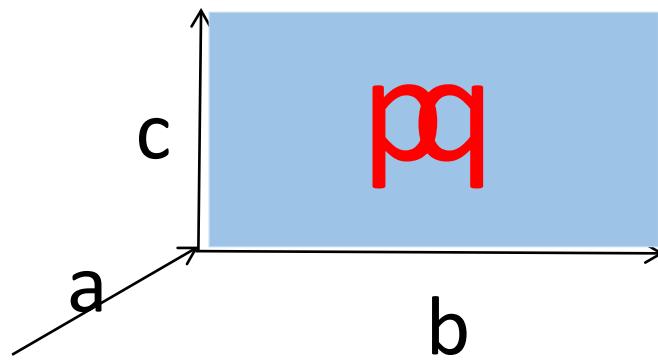


picture = function

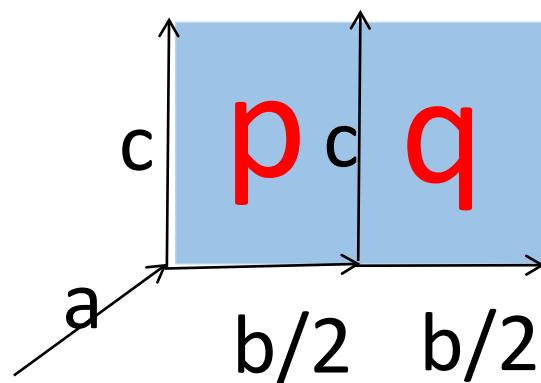
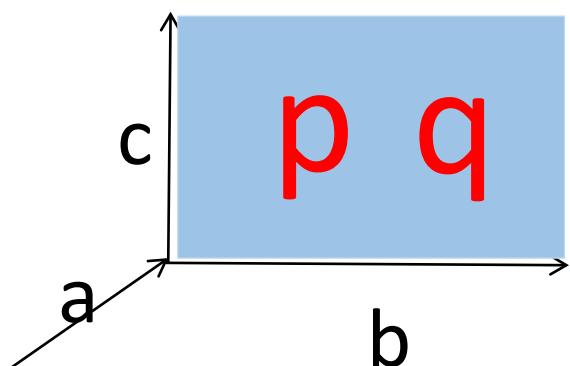
picture = function



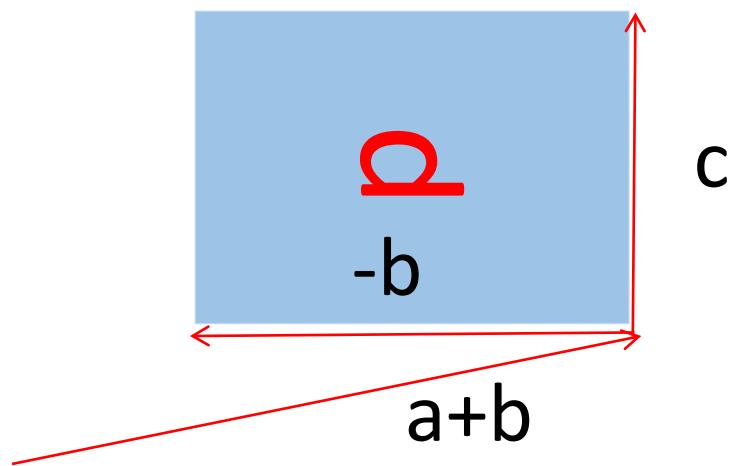
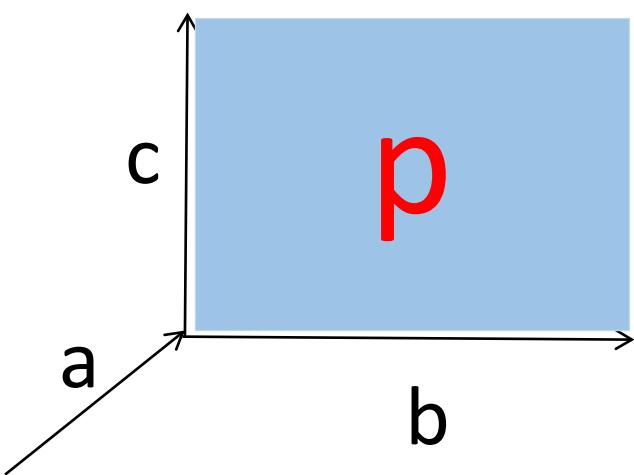
over (p,q) (a,b,c) =
p(a,b,c) **U** q(a,b,c)



beside (p, q) (a, b, c) =
 $p(a, b/2, c) \cup q(a+b/2, b/2, c)$



$$\text{rot}(p) (a, b, c) = p(a+b, c, -b)$$



Laws

rot(above(p,q))

=

beside(rot(p),rot(q))



It seems there is a positive correlation between the simplicity of the rules and the quality of the algebra as a description tool.

Whole values

Combining forms

Algebra as litmus test

Functions as representations

Haskell vs. Ada vs. C++ vs. Awk vs. ...

An Experiment in Software Prototyping Productivity*

Paul Hudak

Mark P. Jones

Yale University

Department of Computer Science

New Haven, CT 06518

{hudak-paul, jones-mark}@cs.yale.edu



July 4, 1994



Time 40.0:

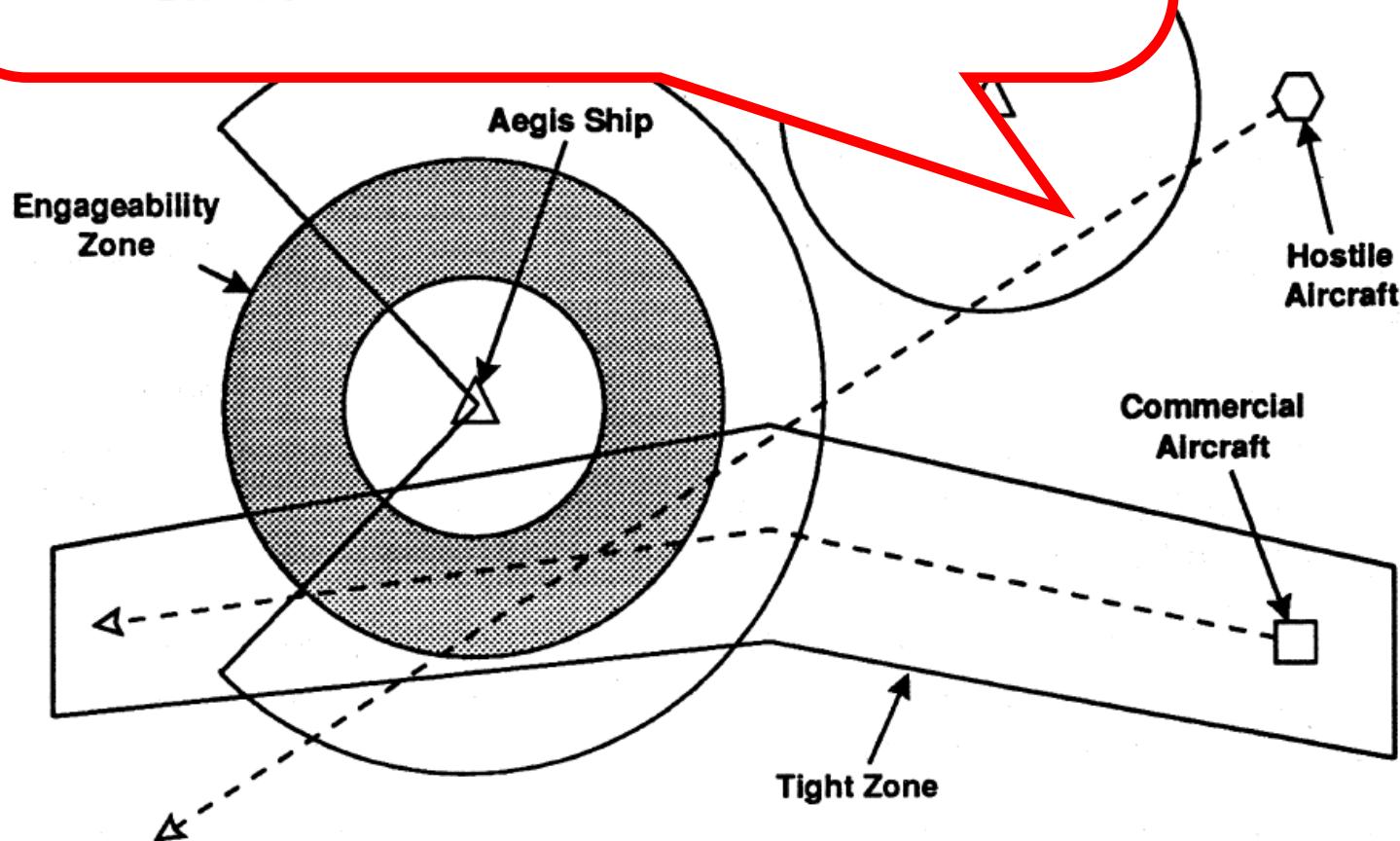
commercial aircraft: (100.0, 43.0)

-- In engageability zone

-- In tight zone

hostile craft: (210.0, 136.0)

-- In carrier slave doctrine



Functions as Data

```
> type Region = Point -> Bool  
  
> circle    :: Radius -> Region  
> outside   :: Region -> Region  
> (/ \)      :: Region -> Region -> Region  
  
> annulus    :: Radius -> Radius -> Region  
> annulus r1 r2 = outside (circle r1) /\ circle r2
```

Including 29 lines of
inferable type
signatures/synonyms

A student, given 8 days
to learn Haskell, w/o
knowledge of Yale group

Language	Lines of code	Lines of documentation	Development time (hours)
(1) Haskell	85	465	10
(2) Ada	767	7	23
(3) Ada9X	800	—	28
(4) C++	1105	130	—
(5) Awk/Nawk	250	150	—
(6) Rapide	157	0	54
(7) Griffin	251	0	34
(8) Proteus	293	79	26
(9) Relational Lisp	274	12	3
(10) Haskell	156	112	8

Figure 3: Summary of Prototype Software Development Metrics

Reaction...

“too cute for its own good”

...higher-order functions just a trick, probably not useful in other contexts

Lazy Evaluation (1976)



Henderson and Morris
A lazy evaluator



Friedman and Wise
*CONS should not evaluate
its arguments*

“The Whole Value” can be ∞ !

- The *infinite list* of natural numbers

```
[0, 1, 2, 3 ...]
```

*Consumer decides
how many to
compute*

- All the iterations of a function

```
iterate f x = [x, f x, f (f x), ...]
```

- A consumer for numerical methods

```
limit eps xs =
```

<first element of xs within eps of its predecessor>

Some numerical algorithms

- Newton-Raphson square root

```
sqrt a = limit eps (iterate next 1.0)  
where next x = (x + a/x) / 2
```

- Derivatives

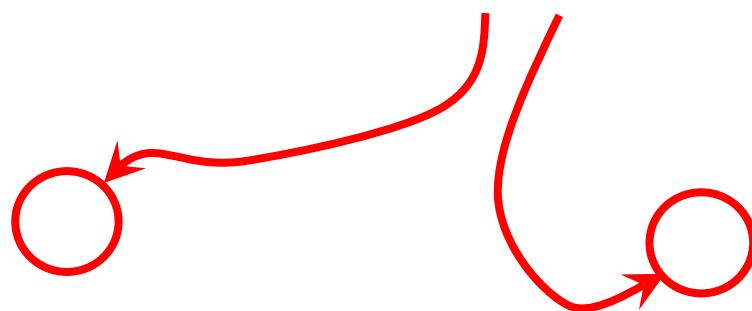
```
deriv f x =  
limit eps (map slope (iterate ((/ 2) 1.0))  
where slope h = (f (x+h) - f x) / h
```

Same convergence check

Different approximation sequences

Speeding up convergence

The smaller h is, the better
the approximation



Differentiation

Integration

The right
answer

$$A + B * h^n$$

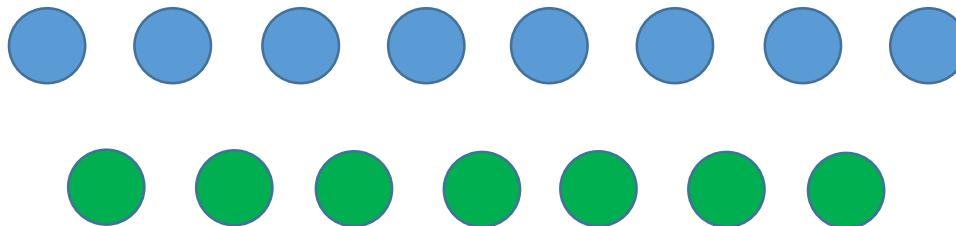
An error term

Eliminating the error term

- Given:

$$\begin{aligned} & A + B * h^n \\ & A + B * (h/2)^n \end{aligned} \quad \left. \vphantom{\begin{array}{c} A + B * h^n \\ A + B * (h/2)^n \end{array}} \right\} \text{Two successive approximations}$$

- Solve for A and B!



improve n xs converges faster than xs

Really fast derivative

```
deriv f x =  
  limit eps  
    ( improve 2  
      ( improve 1  
        ( map slope ( iterate ( / 2 ) 1.0 ) ) ) )  
  
The convergence check  
The improvements  
The approximations
```

Everything is programmed *separately* and easy to understand—thanks to “whole value programming”

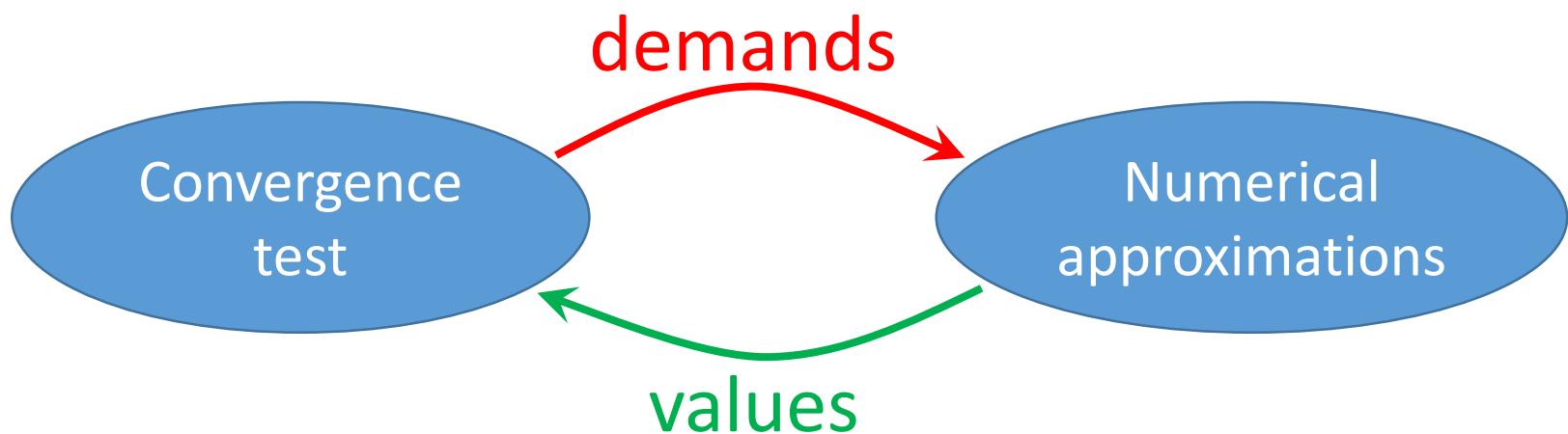
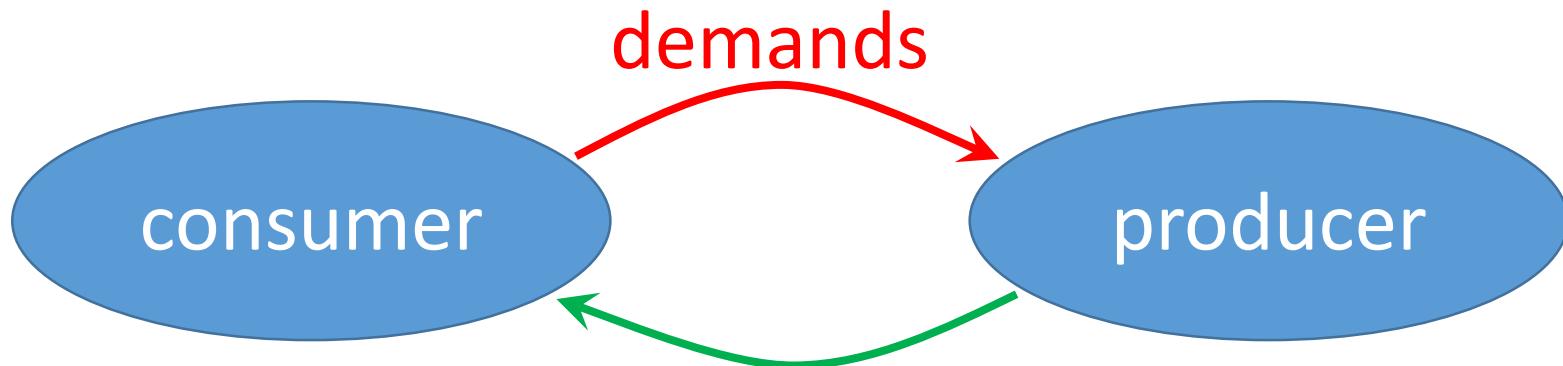
Why Functional Programming Matters

John Hughes
The University, Glasgow

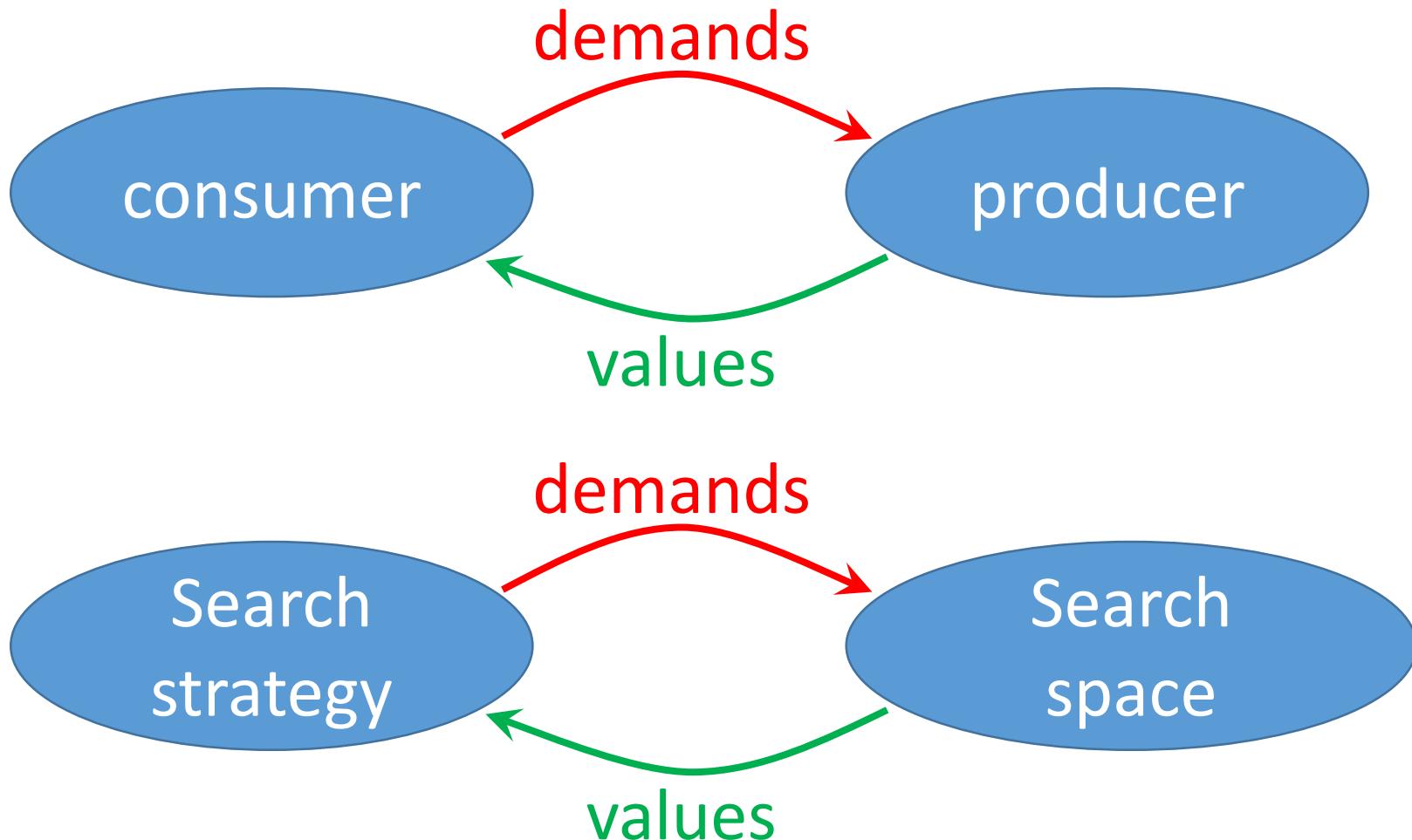


1990

Lazy producer-consumer

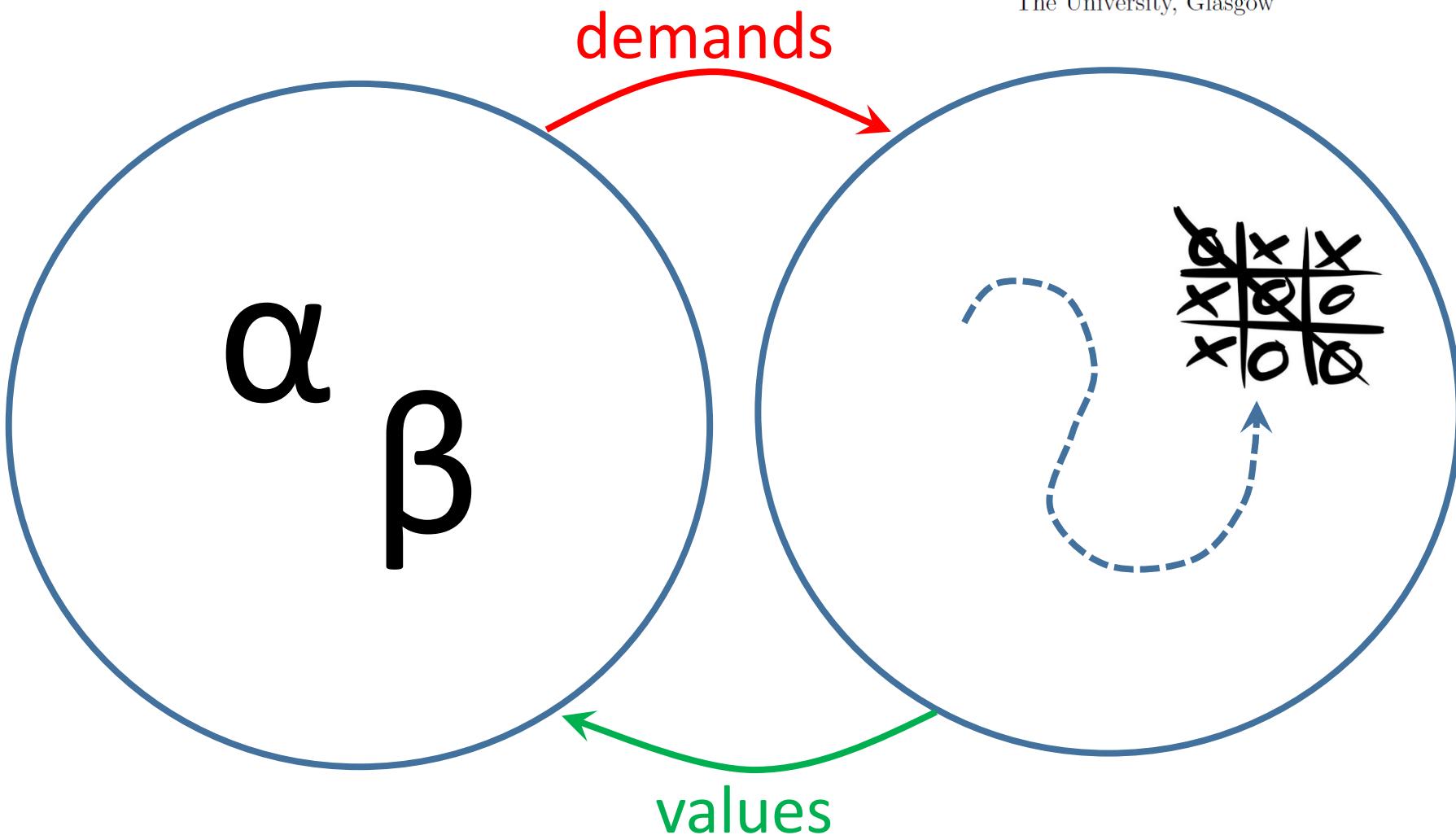


Lazy producer-consumer



Why Functional Programming Matters

John Hughes
The University, Glasgow

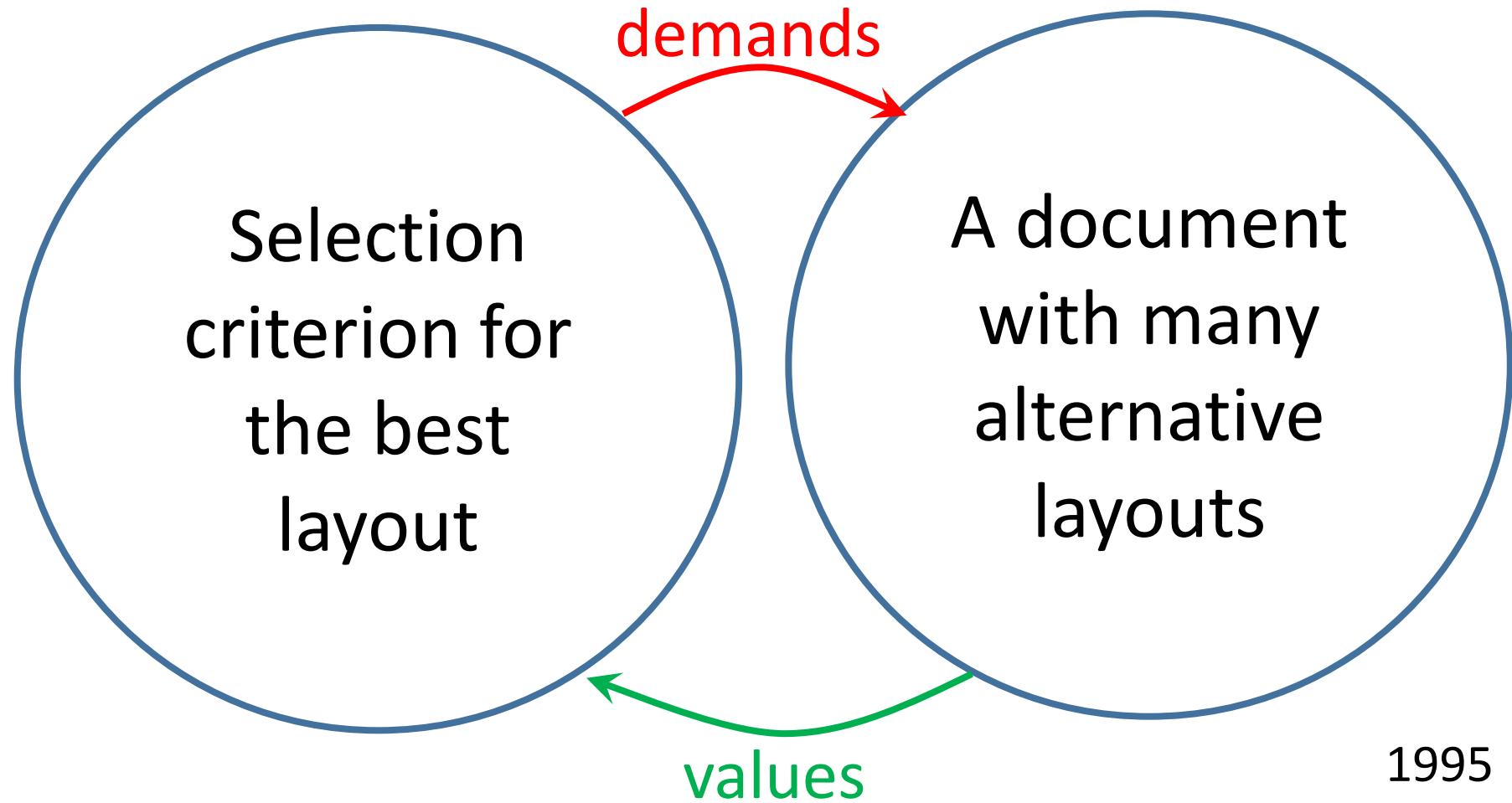


The Design of a Pretty-printing Library



John Hughes

Chalmers Tekniska Högskola, Göteborg, Sweden.



Combinators!

Ways to combine "documents with many layouts"

- Horizontal composition
- Vertical composition
- Indentation
- Choice (horizontal/vertical)

```
(Branch
  (Branch (Leaf 1) (Leaf 2))
  (Branch
    (Leaf 3)
    (Branch (Leaf 4) (Leaf 5))))
```

Fixed layout

```
pretty (Leaf a) =
  text ("(Leaf "++show a++")")
```

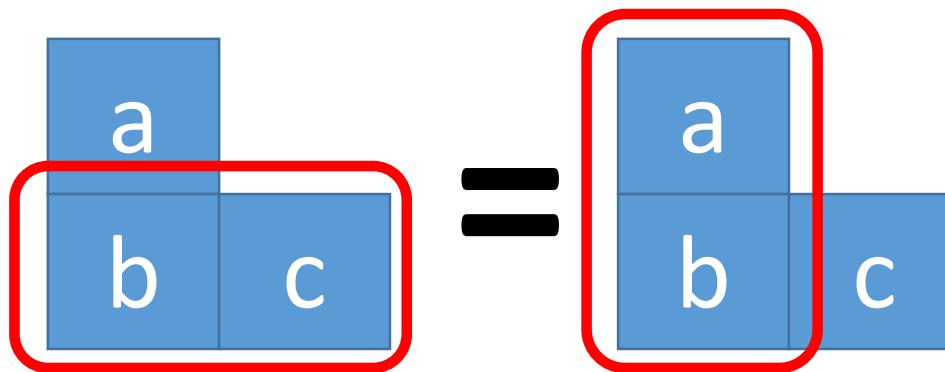
Choice

```
pretty (Branch l r) =
  sep [text "(Branch",
       nest 2 (pretty l),
       nest 2 (pretty r)<>text " ")]
```

Indent

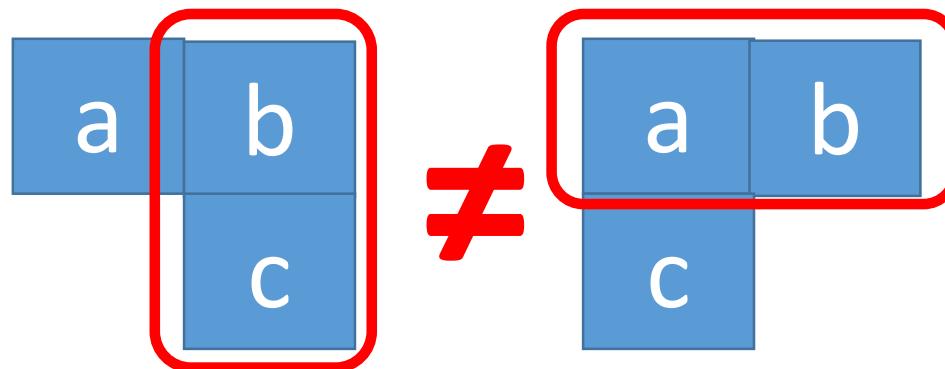
Laws!

a above
(b beside c)



(a above b)
beside c

a beside
(b above c)



(a beside b)
above c

Algebra as a litmus test!

The laws drive the implementation

How do I find the laws?



QuickSpec: guessing formal specifications using testing. Claessen, Smallbone and Hughes. TAP 2010.

Quick specifications for the busy programmer.
Smallbone, Johansson, Claessen and Algehed. 2017.

Improved on by...





QuickCheck: A Lightweight Tool for Random Testing of Haskell Programs



Koen Claessen
Chalmers University of Technology
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John Hughes
Chalmers University of Technology
rjmh@cs.chalmers.se

```
prop_reverse() ->
?FORALL(Xs,list(int())),
reverse(reverse(Xs)) == Xs .
```

```
3> eqc:quickcheck(qc:prop_reverse()).
```

```
.....  
.....
```

```
OK, passed 100 tests
true
```

2000



QuickCheck: A Lightweight Tool for Random Testing of Haskell Programs



Koen Claessen
Chalmers University of Technology
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John Hughes
Chalmers University of Technology
rjmh@cs.chalmers.se

```
prop_wrong() ->
?FORALL(xs,list(int())),
reverse(xs) == xs).
```

```
4> eqc:quickcheck(qc:prop_wrong()).
Failed! After 1 tests.
[-36,-29,20,31,-47,-63,80,-7,93,-87,-29,33,64,58]
Shrinking xx.x.x...xx(4 times)
[0,1]←
false
```

minimal counterexample

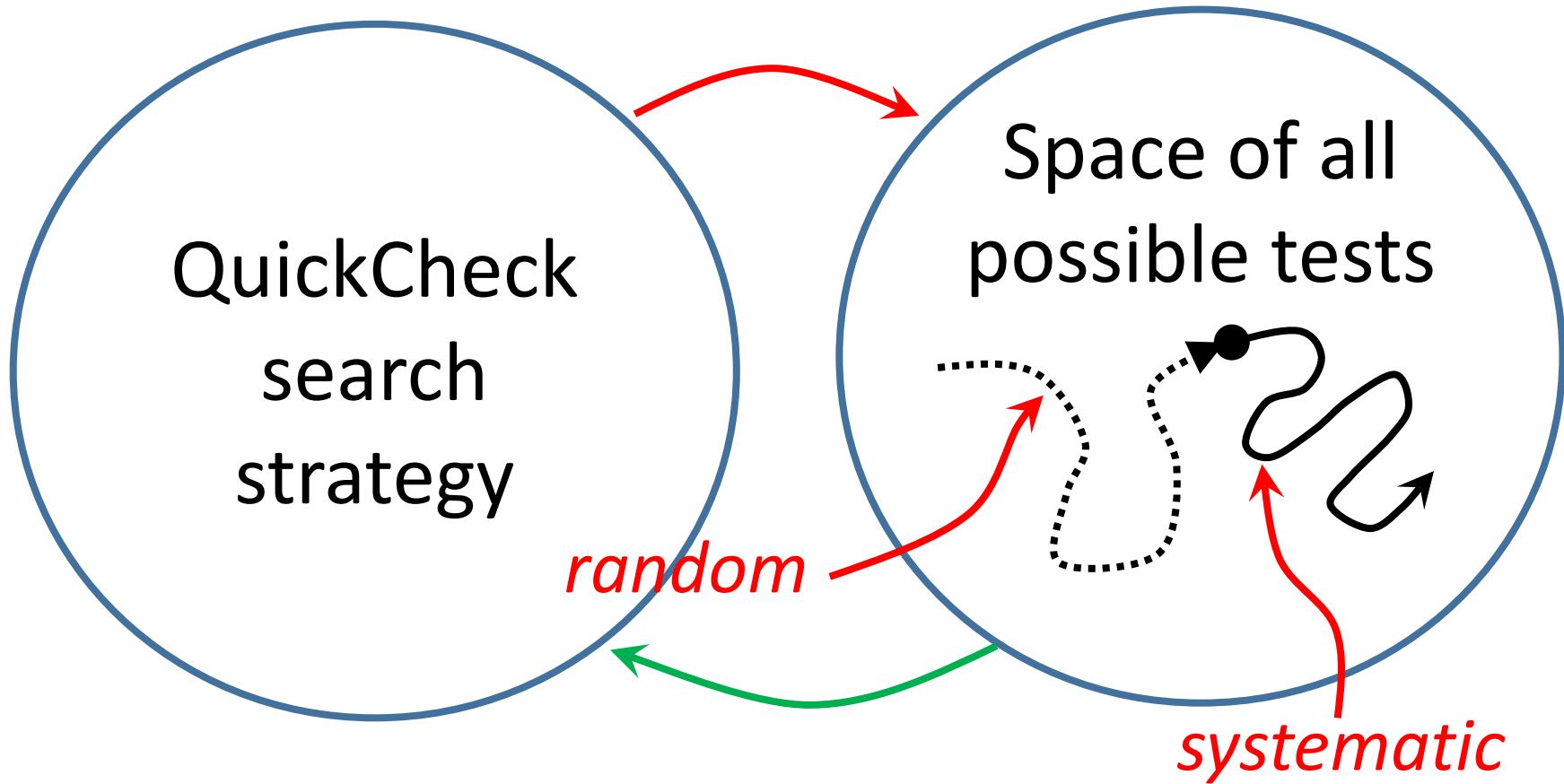


QuickCheck: A Lightweight Tool for Random Testing of Haskell Programs



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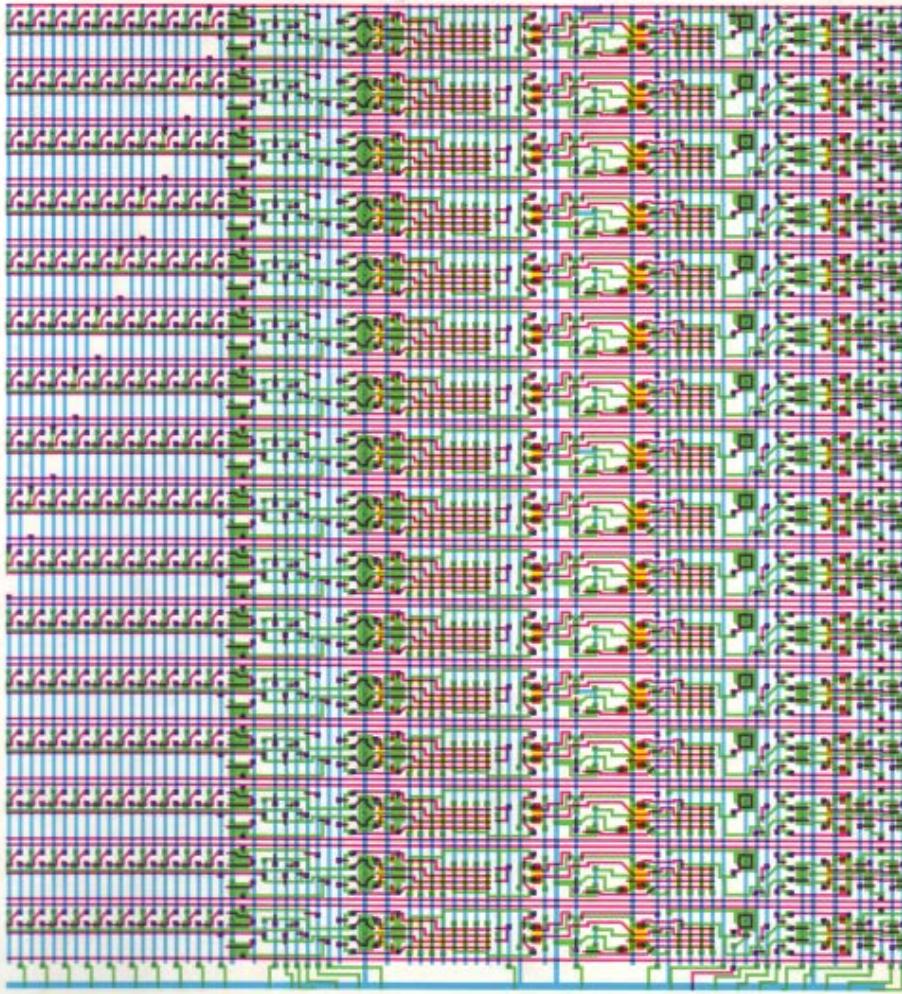
John Hughes
Chalmers University of Technology
rjmh@cs.chalmers.se



INTRODUCTION TO

VLSI SYSTEMS

CARVER MEAD • LYNN CONWAY

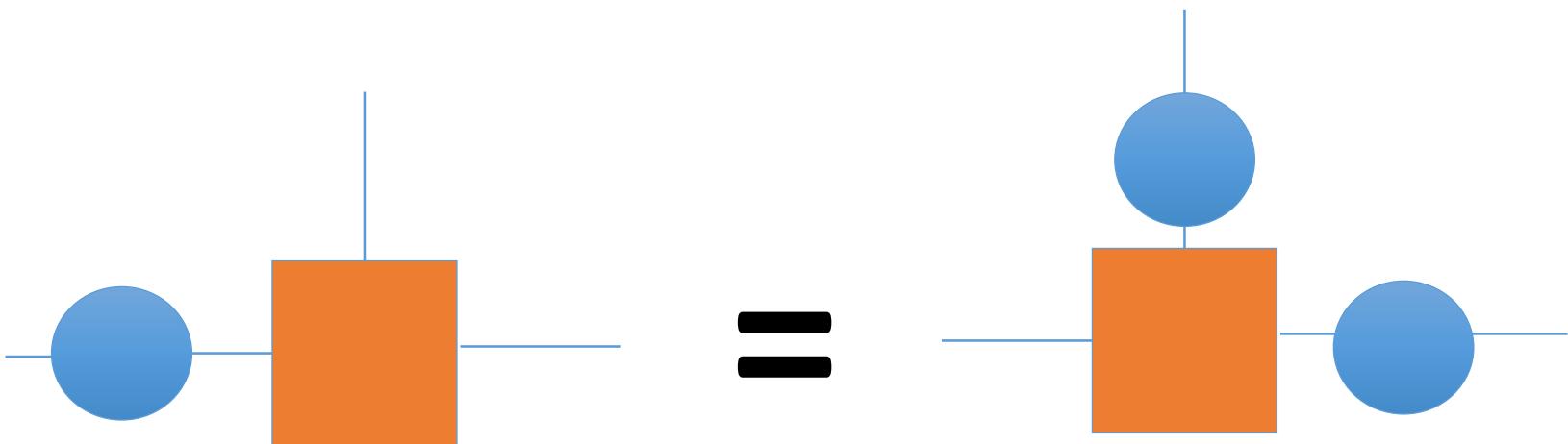


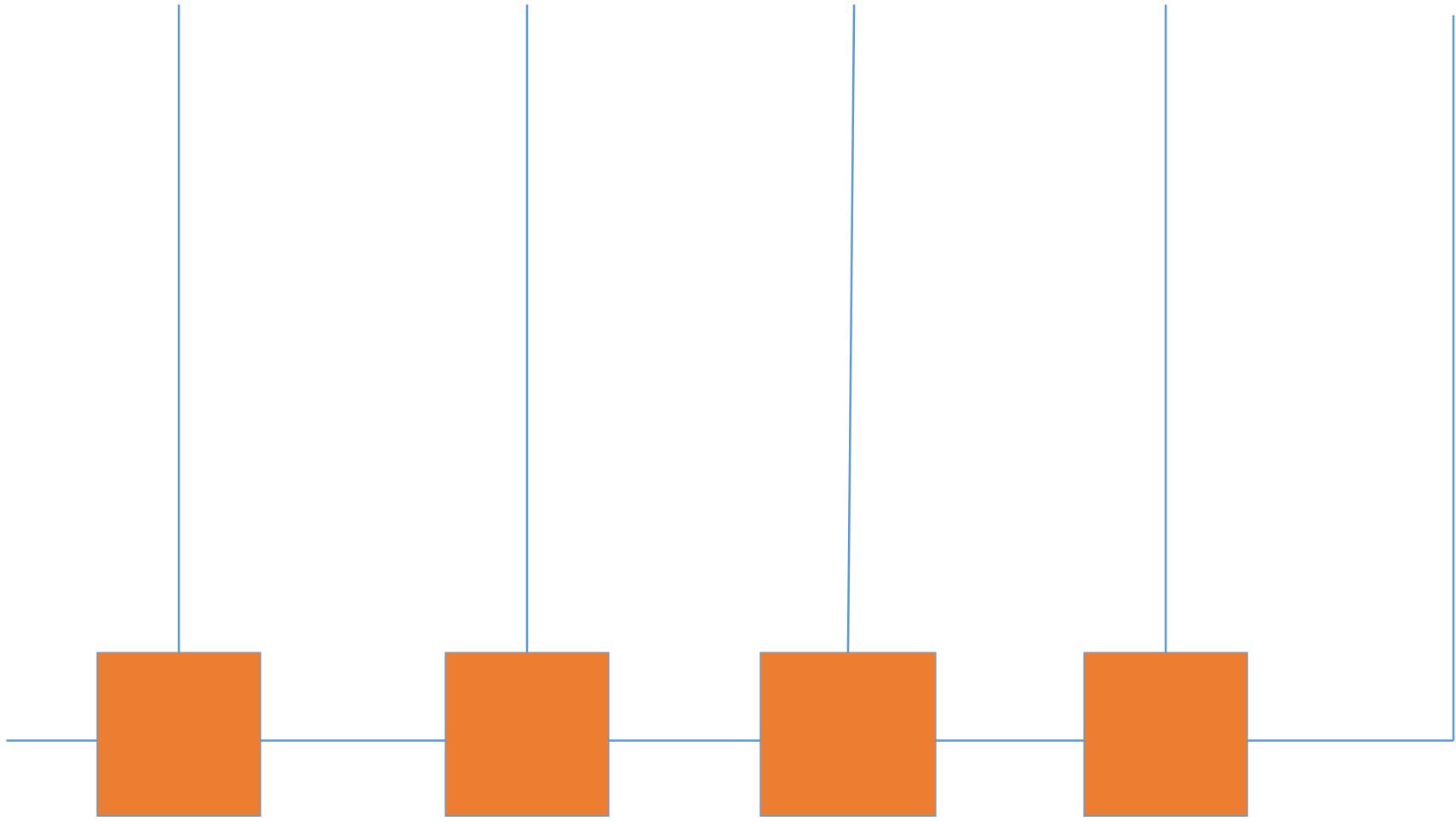
muFP—Circuits as values

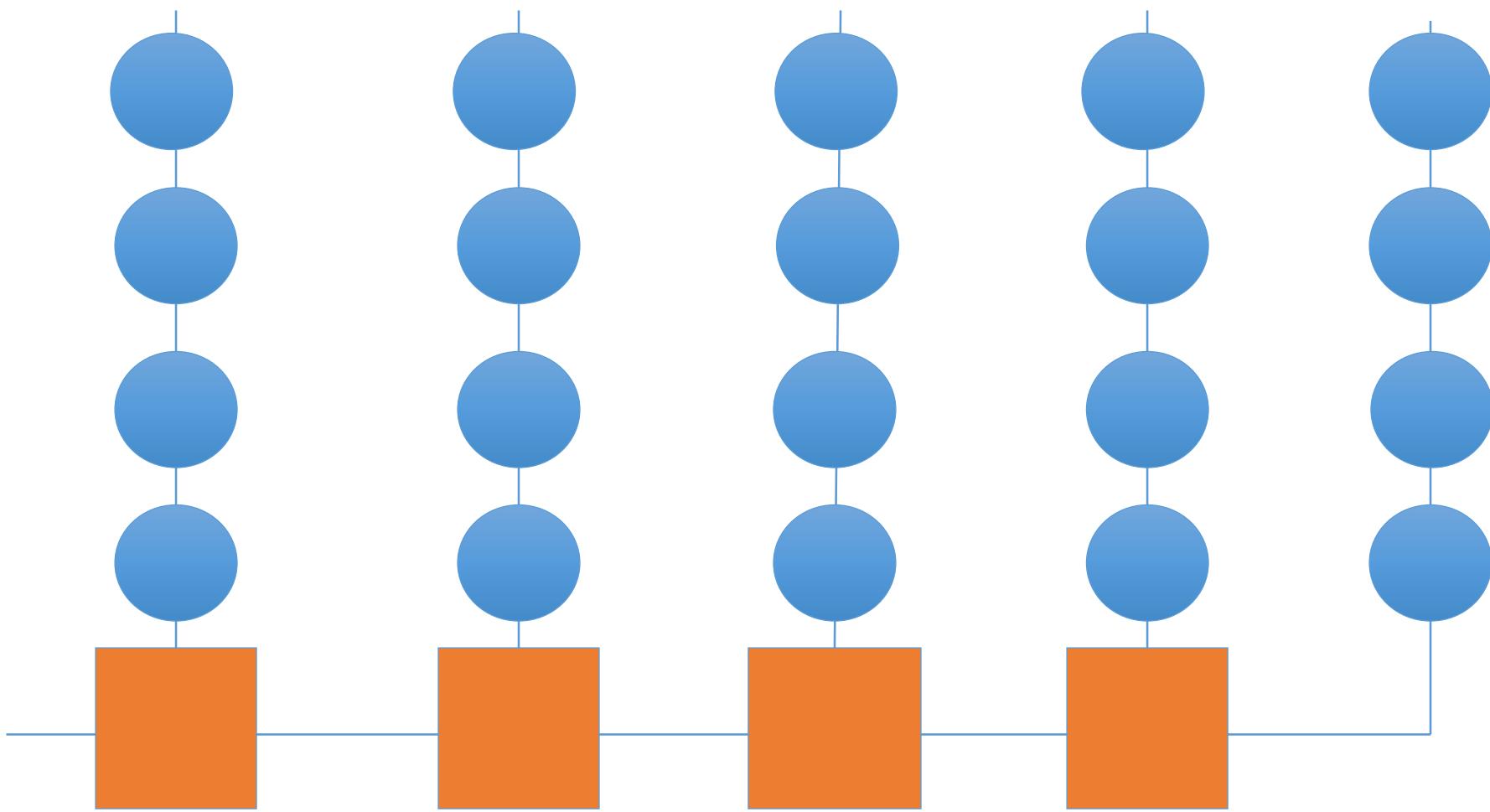


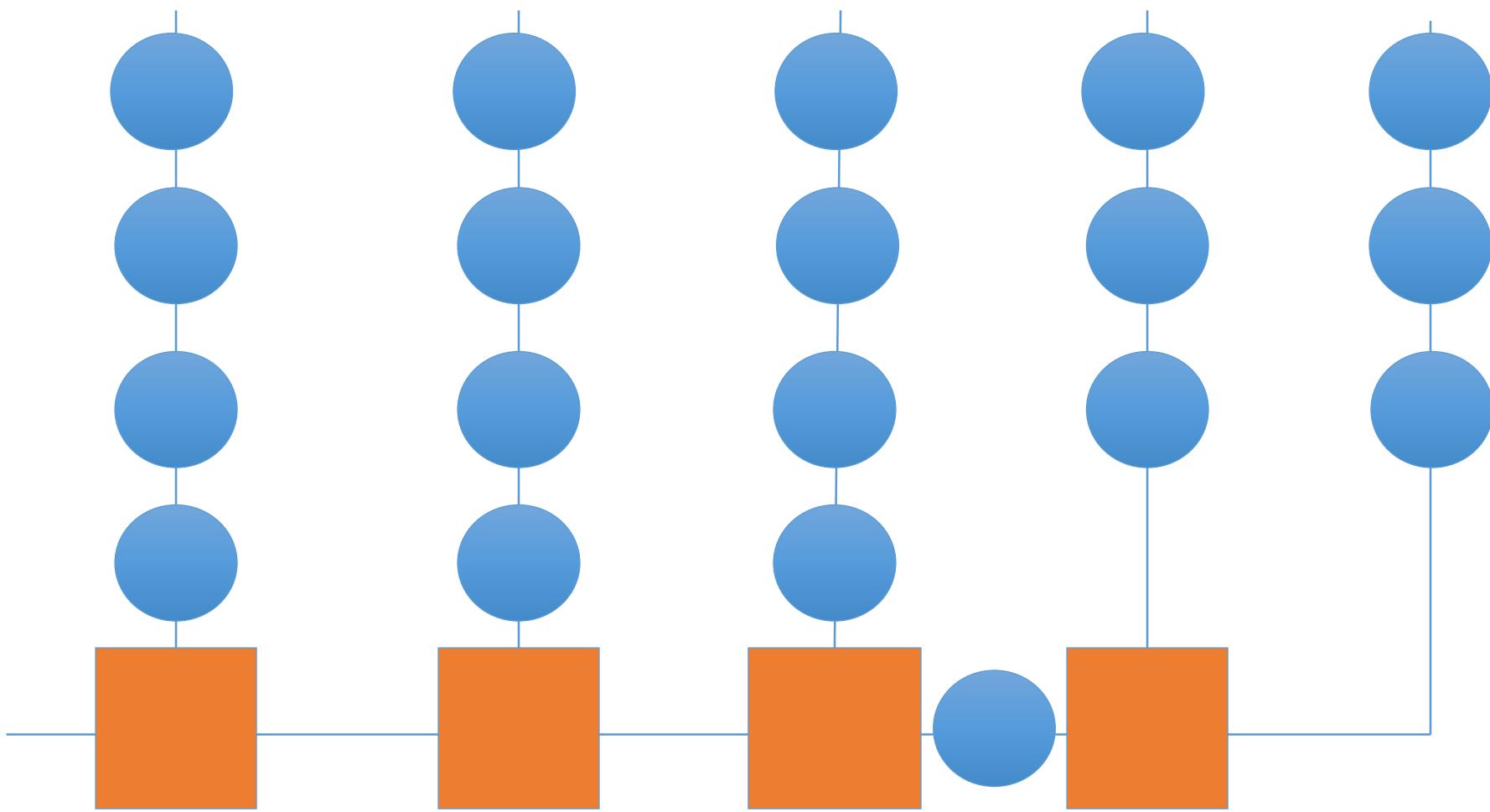
- Backus FP + unit delays
- Inherits many combining forms and laws
- Good for reasoning about alternative designs

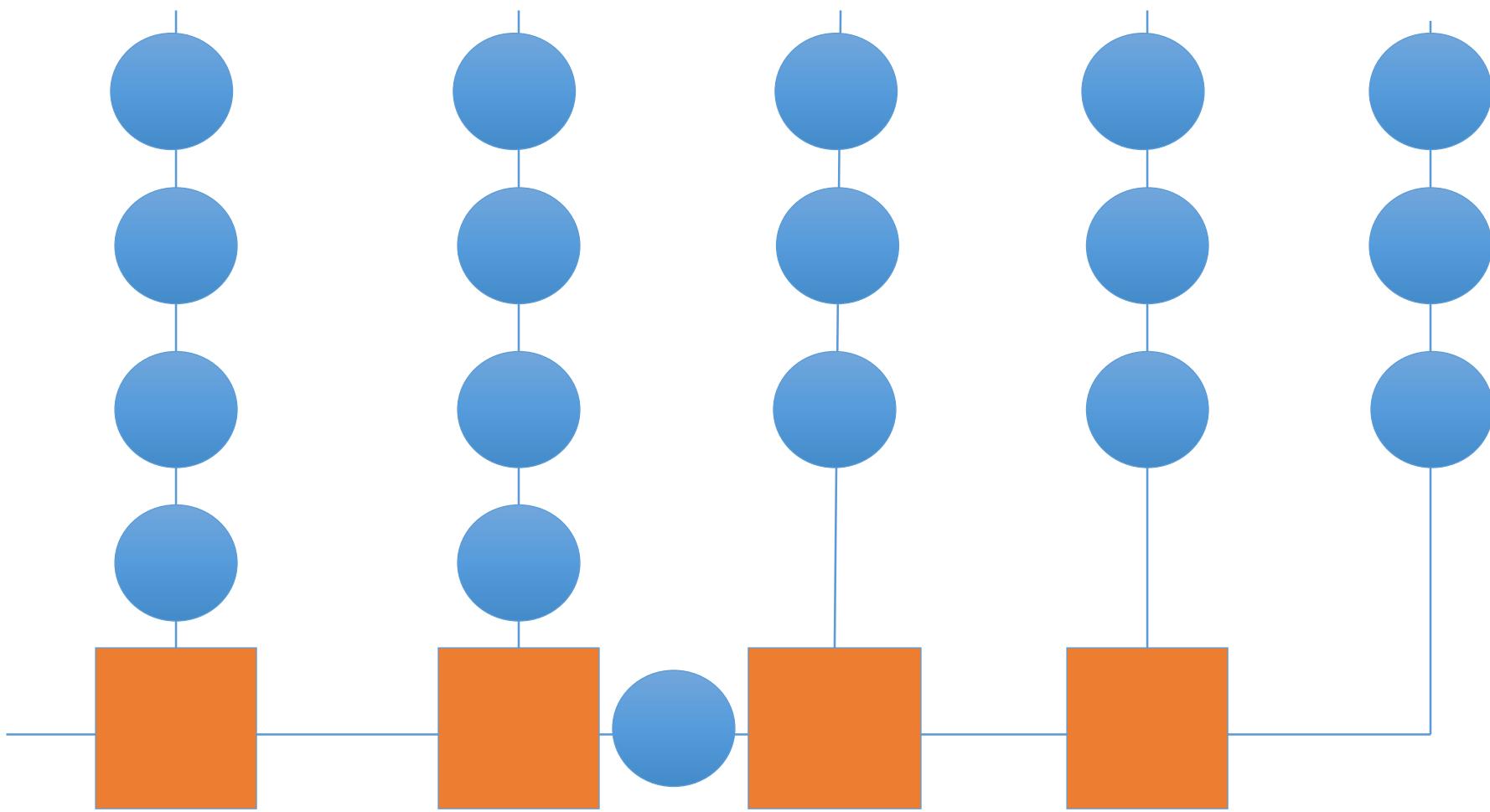
Example law: “retiming”

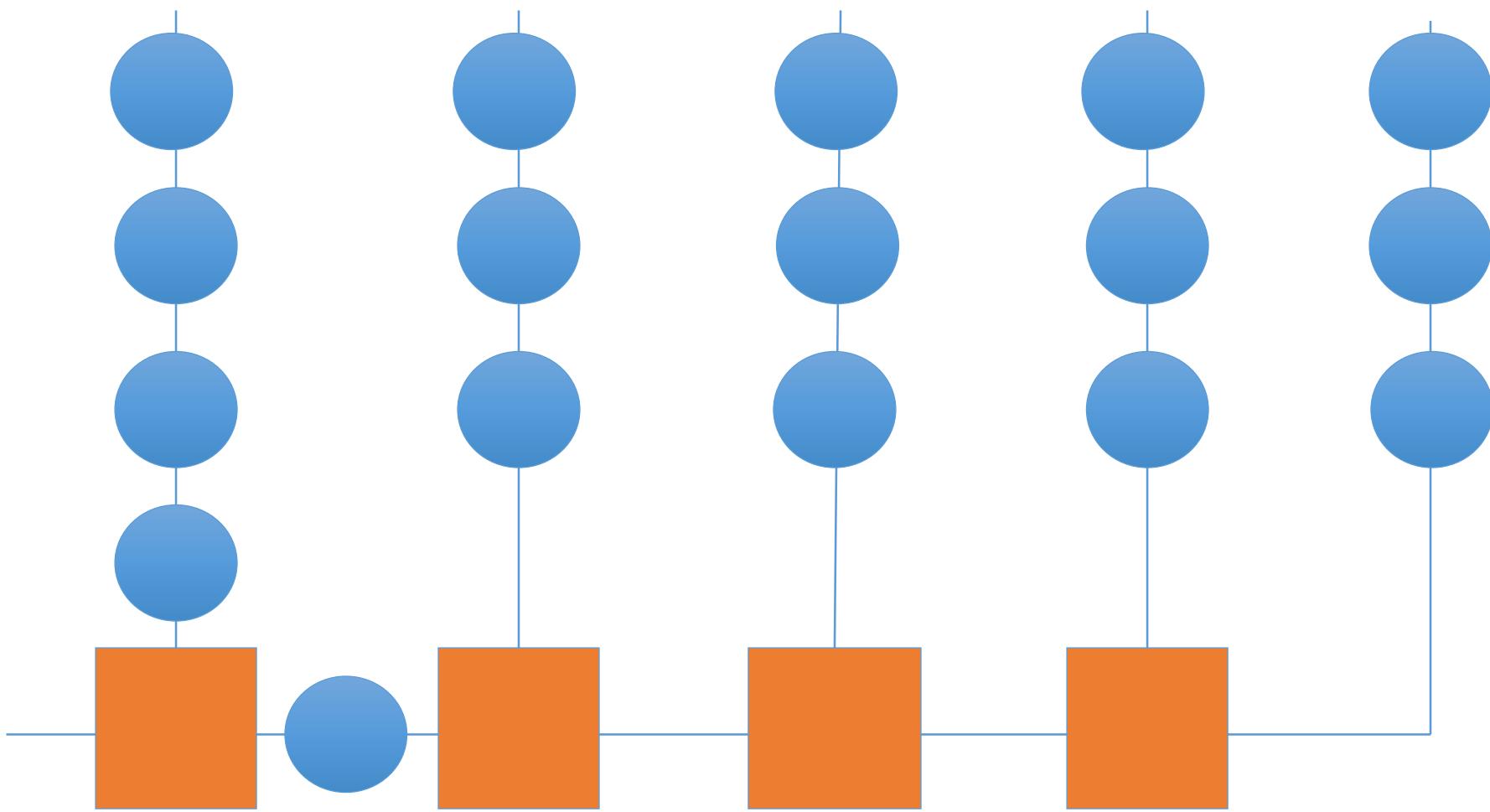


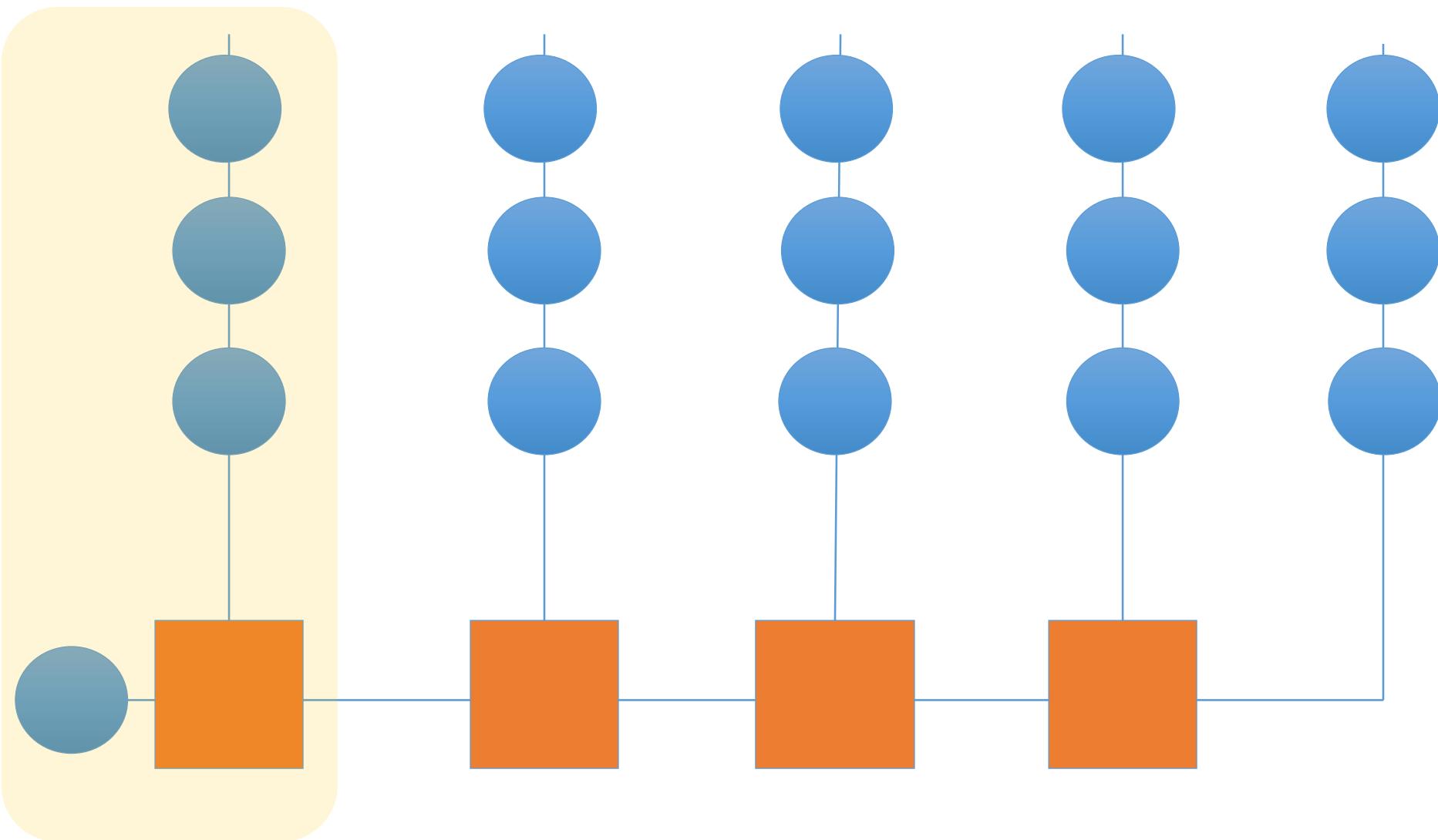


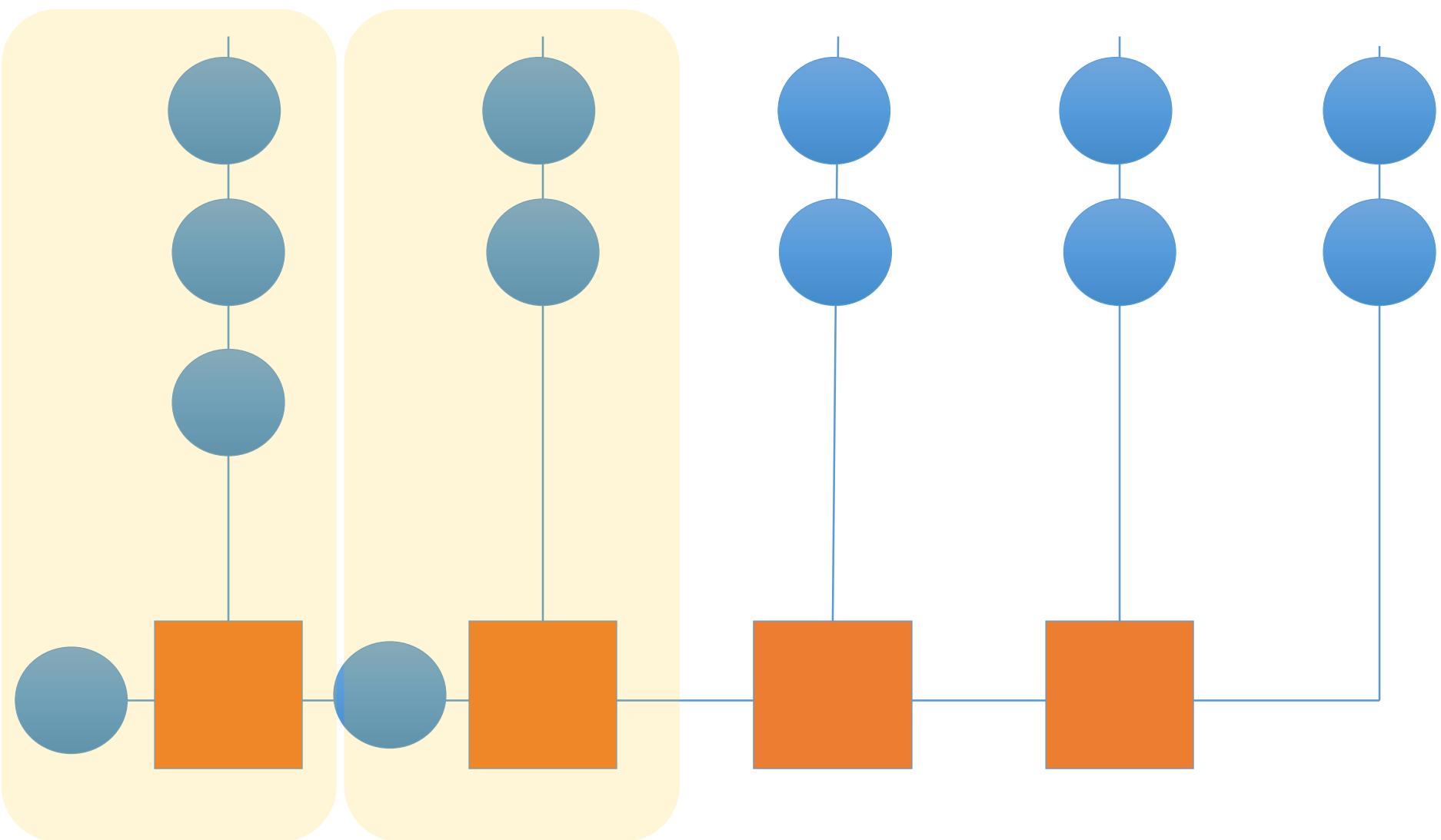


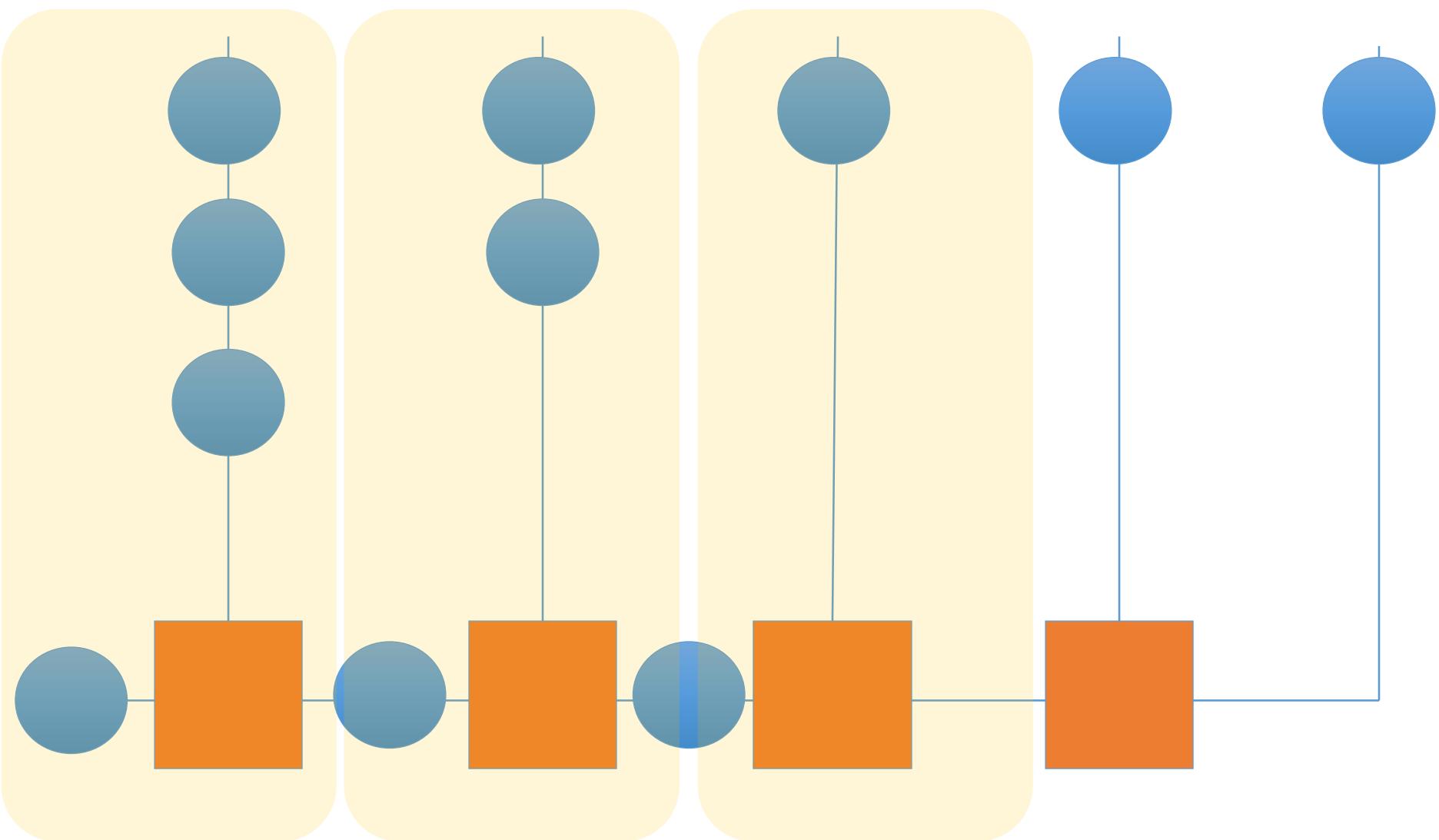


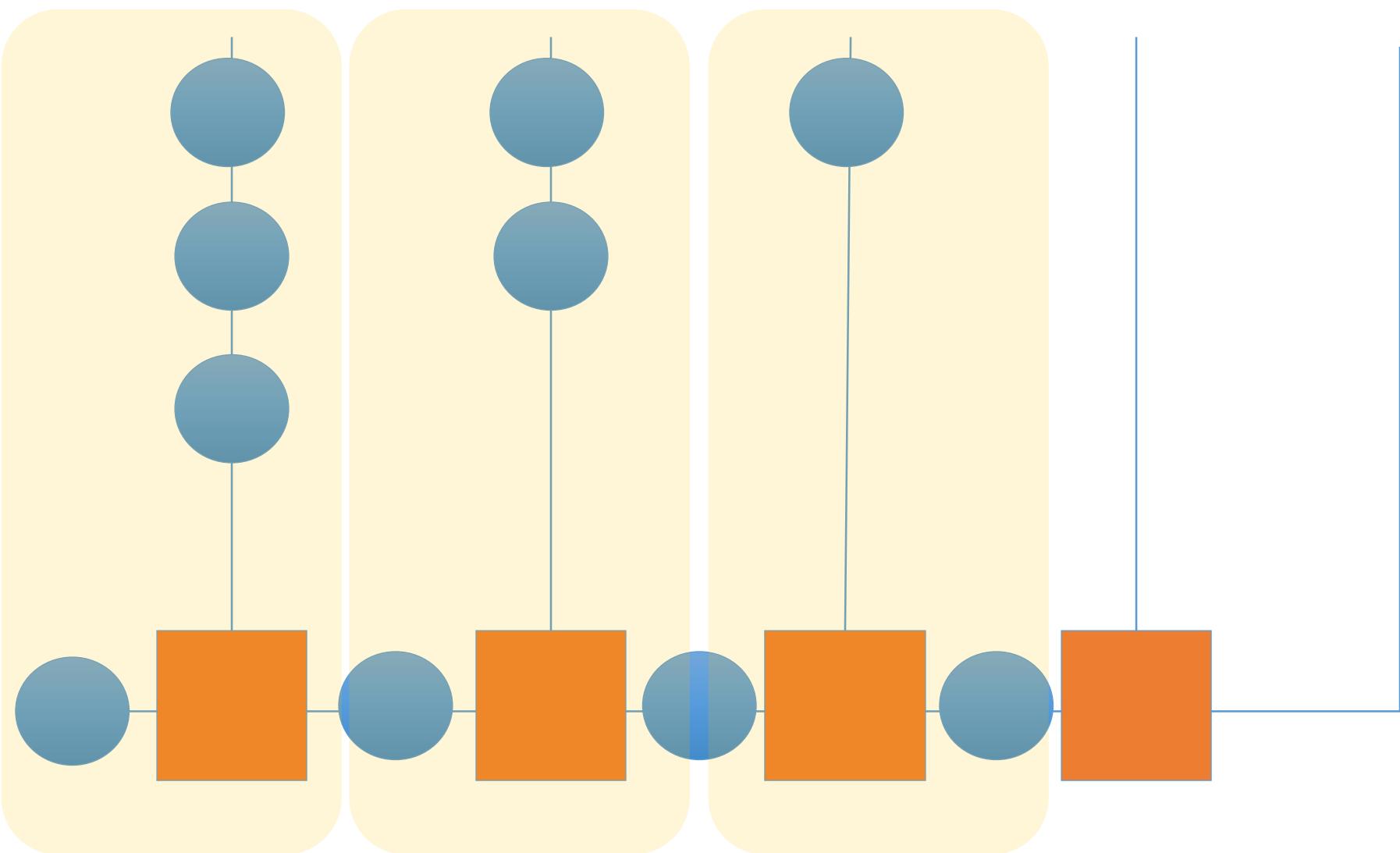












Users!

Plessey video motion estimation

“Using muFP, the array processing element was described in just one line of code and the complete array required four lines of muFP description. muFP enabled the effects of adding or moving data latches within the array to be assessed quickly.”

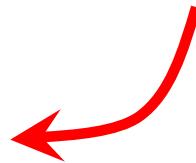
Bhandal et al, An array processor for video picture motion estimation,
Systolic Array Processors, 1990, Prentice Hall

work with Plessey done by G. Jones and W. Luk

Lava

Semantics

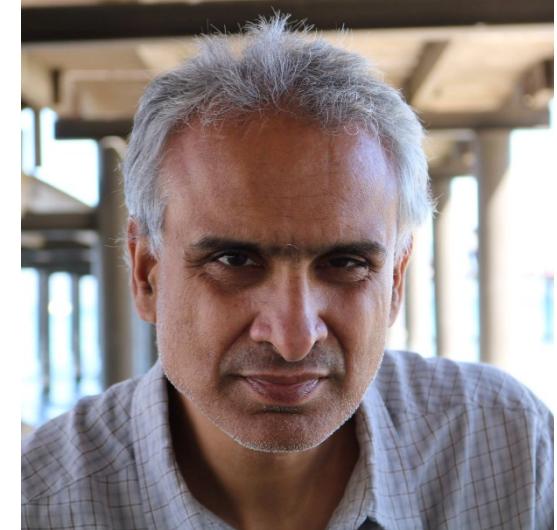
muFP



+

Functional
Geometry

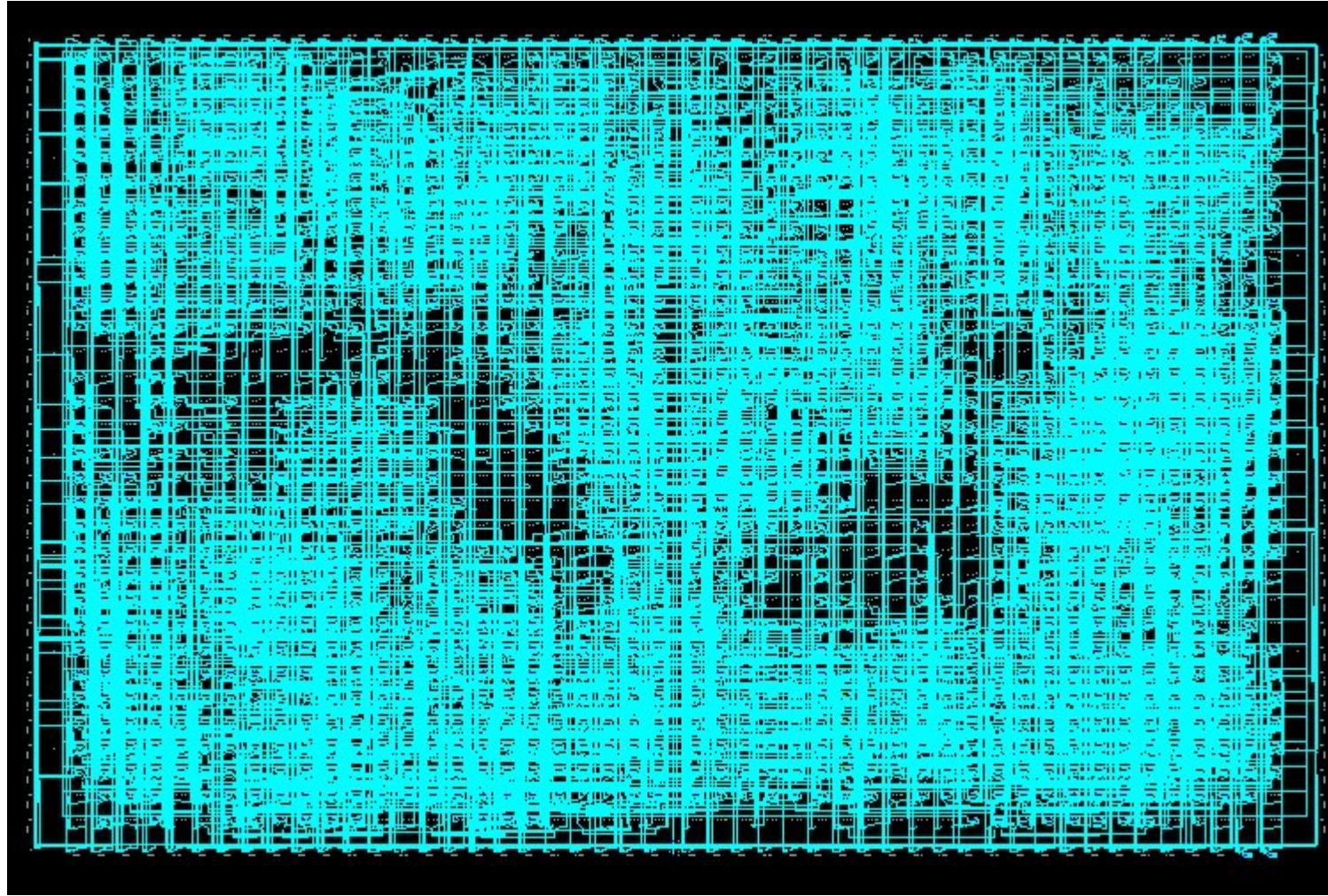
Placement



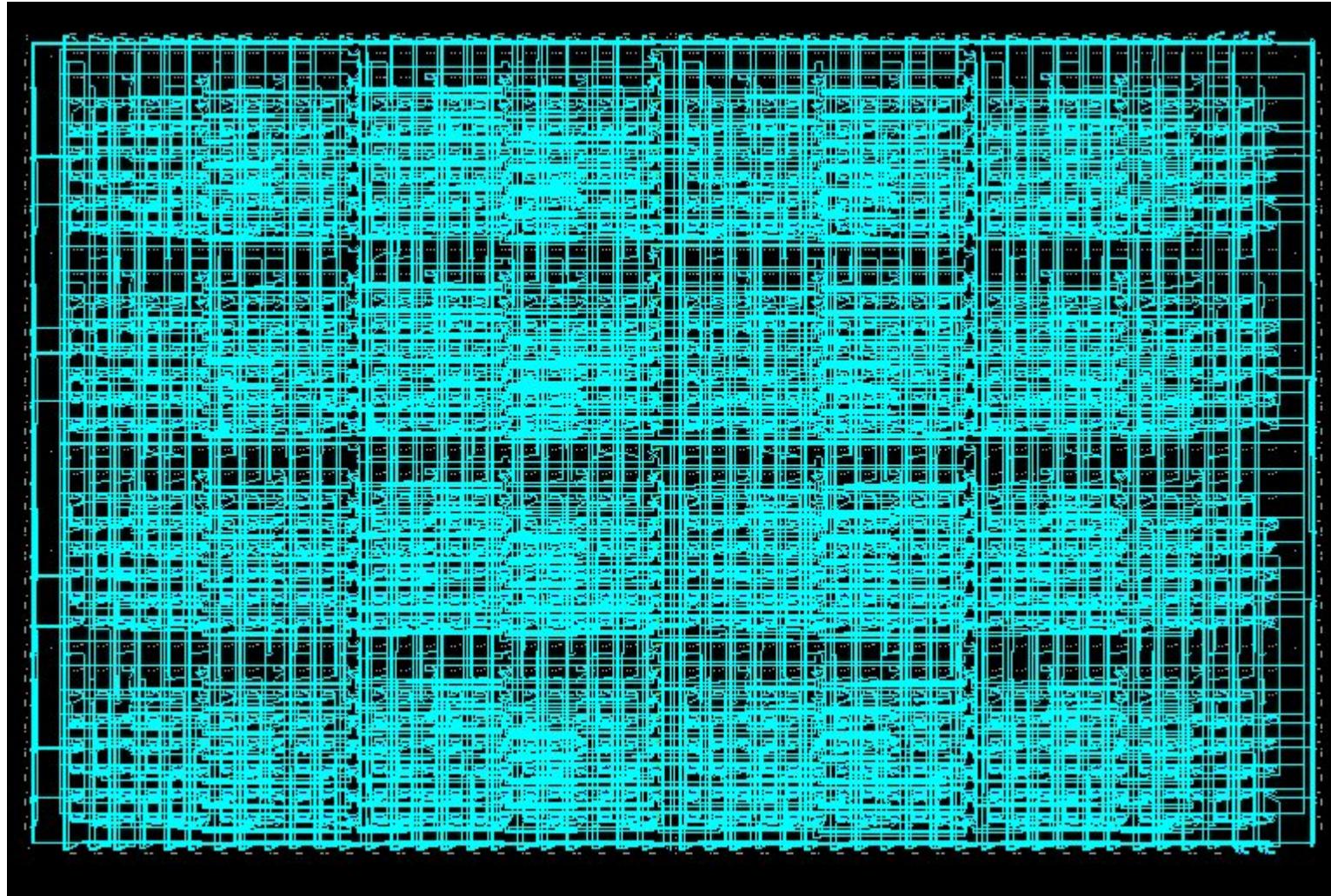
Satnam Singh
Xilinx

→ FPGA layouts on Xilinx chips

Four adder trees—no placement



Four adder trees—Lava



Intel

$$4195835.0 - 3145727.0 * (4195835.0 / 3145727.0) = 0$$

Intel

$$4195835.0 - 3145727.0 * (4195835.0 / 3145727.0) = 0$$

Flawed Pentium

$$4195835.0 - 3145727.0 * (4195835.0 / 3145727.0) = 256$$

\$475 million



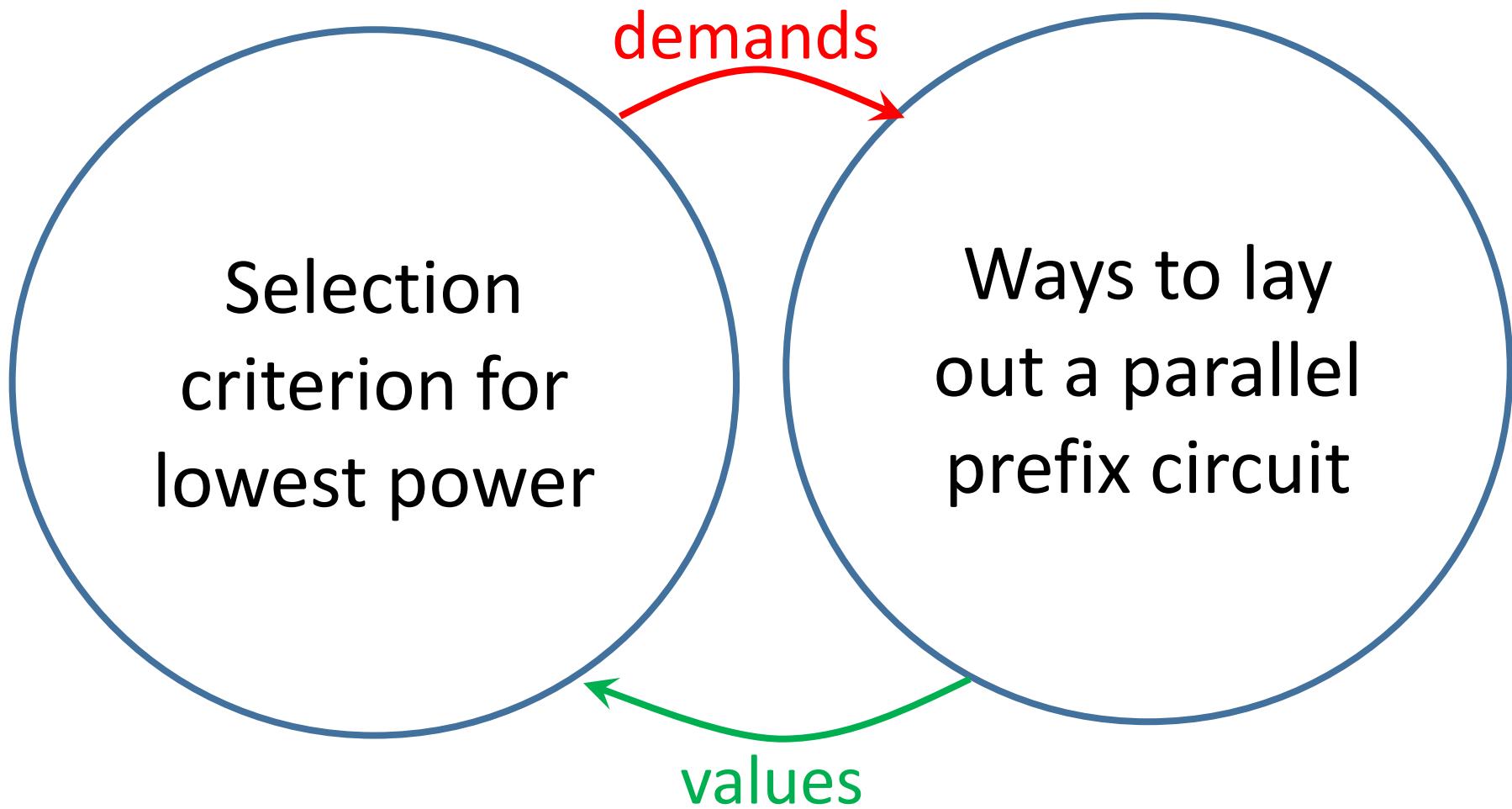
fli

Lazy functional language,
1000s users

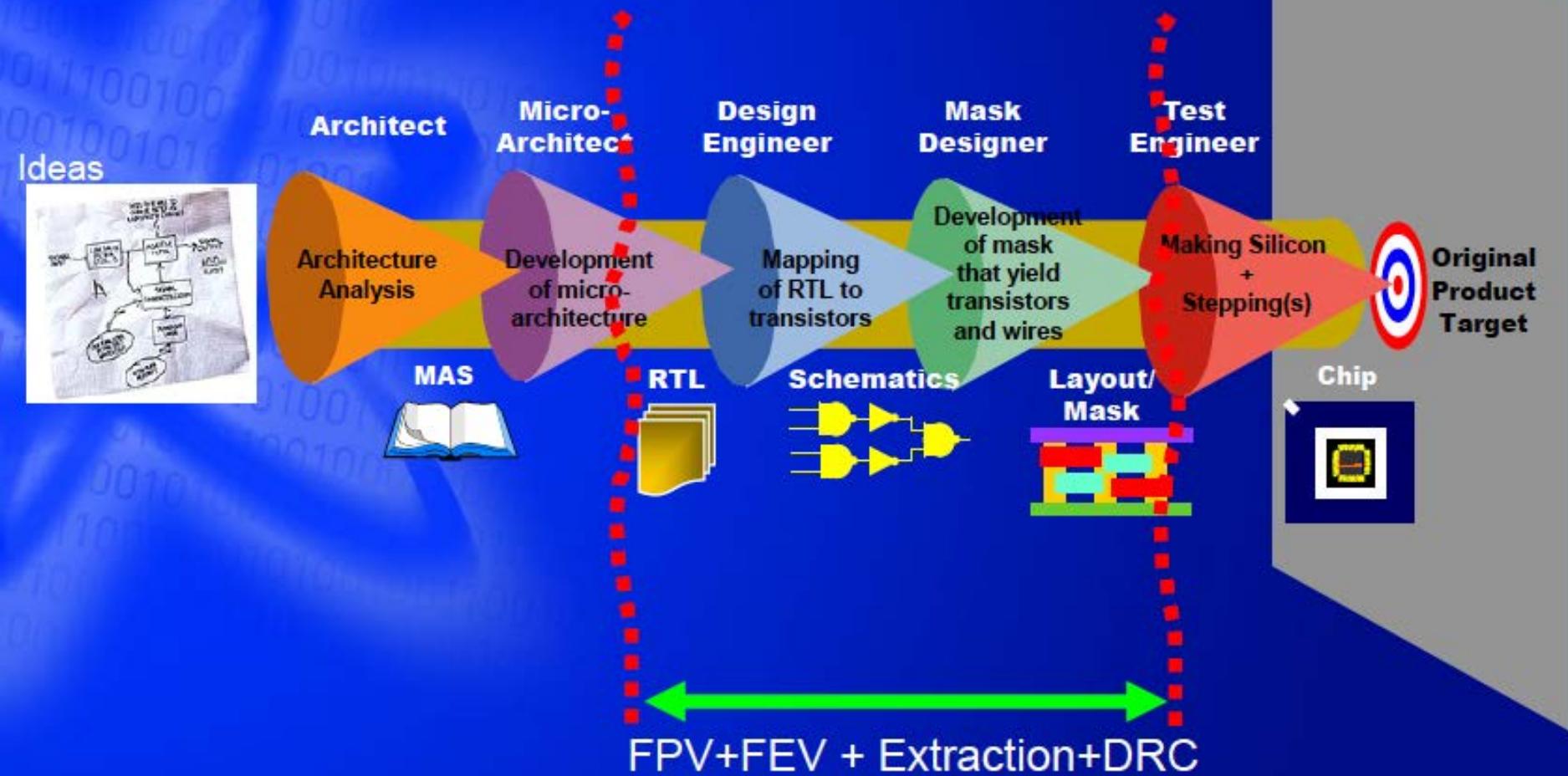


- Design
- High-level specification
- Scripting
- Implementation of formal verification tools
and theorem provers
- Object language for theorem proving

Thanks to Carl Seger (formerly of Intel)



Solid Formal Link with Good Return of the Investment



Thanks to Carl Seger (formerly of Intel)

Bluespec—FP for hardware



Haskell-like language (architecture) +
atomic transition rules (H/W modelling)

Frees designers to explore *better algorithms*,
making major architectural change easy



Types, Functional Programming and
Atomic Transactions in Hardware Design
Rishiyur Nikhil LNCS 8000

Bluecheck

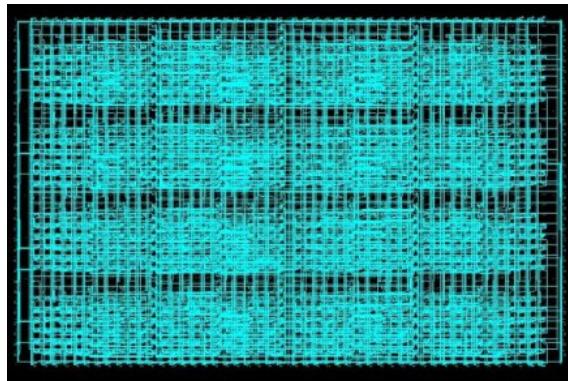
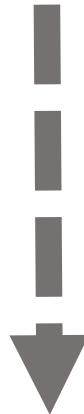
- QuickCheck in Bluespec!
- Generates and shrinks tests *on the FPGA!*

[A Generic Synthesisable Test Bench \(Naylor and Moore, Memocode 2015\)](#)

two $f(x) = f(f(x))$

one $f(x) = f(x)$

zero $f(x) = x$



**Combining
forms**

**whole
values**

**Simple
laws**

**Functions as
representations**

