

# Why Functional Programming Matters

John Hughes

Mary Sheeran

**CHALMERS**      **QuviQ**



...and Mary Sheeran (in absentia)

# 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**

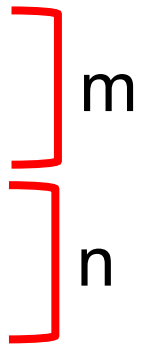
- To recover a "normal" integer...

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

# Look, Ma, we can add!

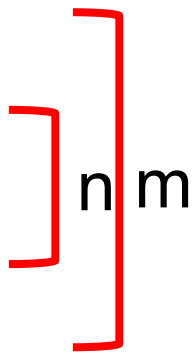
- Addition by *sequencing* loops

$$\text{add } m \ n \ f \ x = m \ f \ (n \ f \ x)$$



- Multiplication by *nesting* loops!

$$\text{mul } m \ n \ f \ x = m \ (n \ f) \ x$$



```
*Church> add one (mul two two) (+1) 0  
5
```

# Factorial à la 1940

```
fact n =  
  ifte (iszero 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*



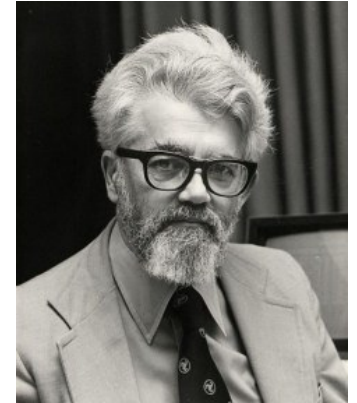




The type-checker needs a *little bit* of help

```
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)))
```

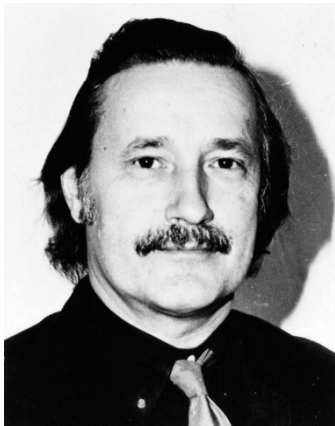
```
(1 2 6 24 120)
```



Numbers implemented by functions  
(~1940)



LISP implemented by functions  
(1960)



Any programming language  
implemented by functions—  
Christopher Strachey  
(~1964)

# 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?

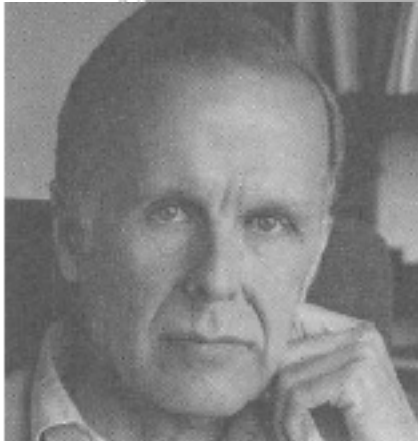
**Expressive power should be by design, rather than by accident!**



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# 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*:**

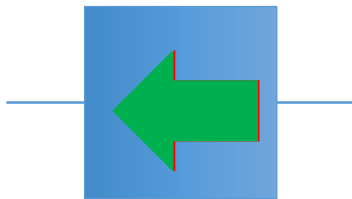
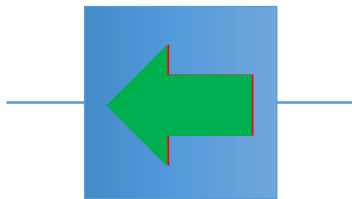
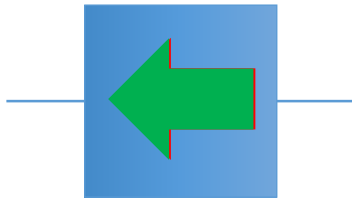
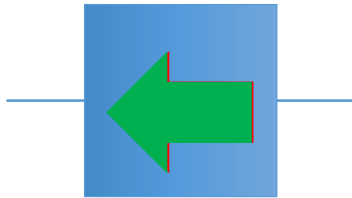
Word-at-a-time



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



apply to all



$\alpha f$

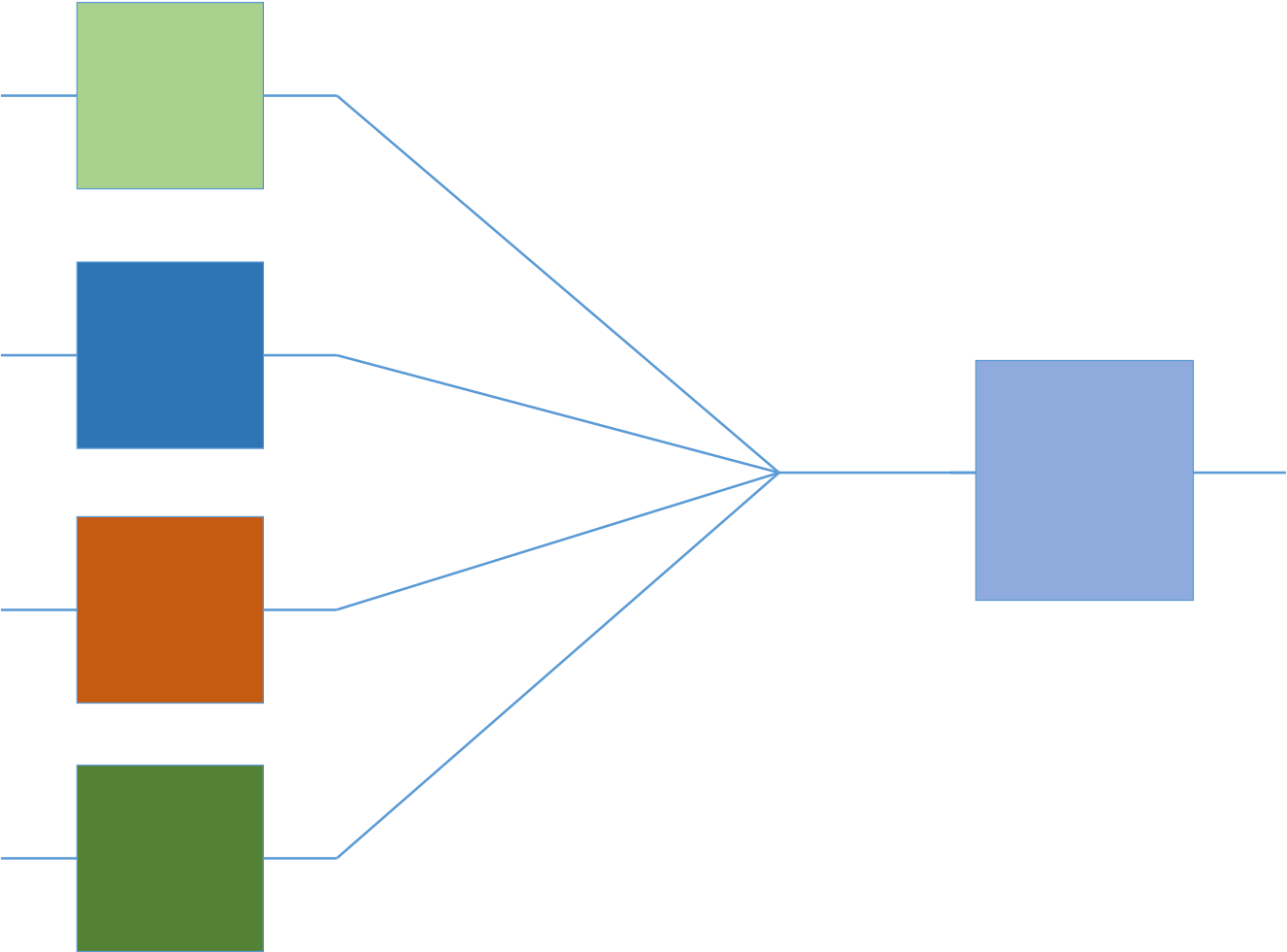
construction



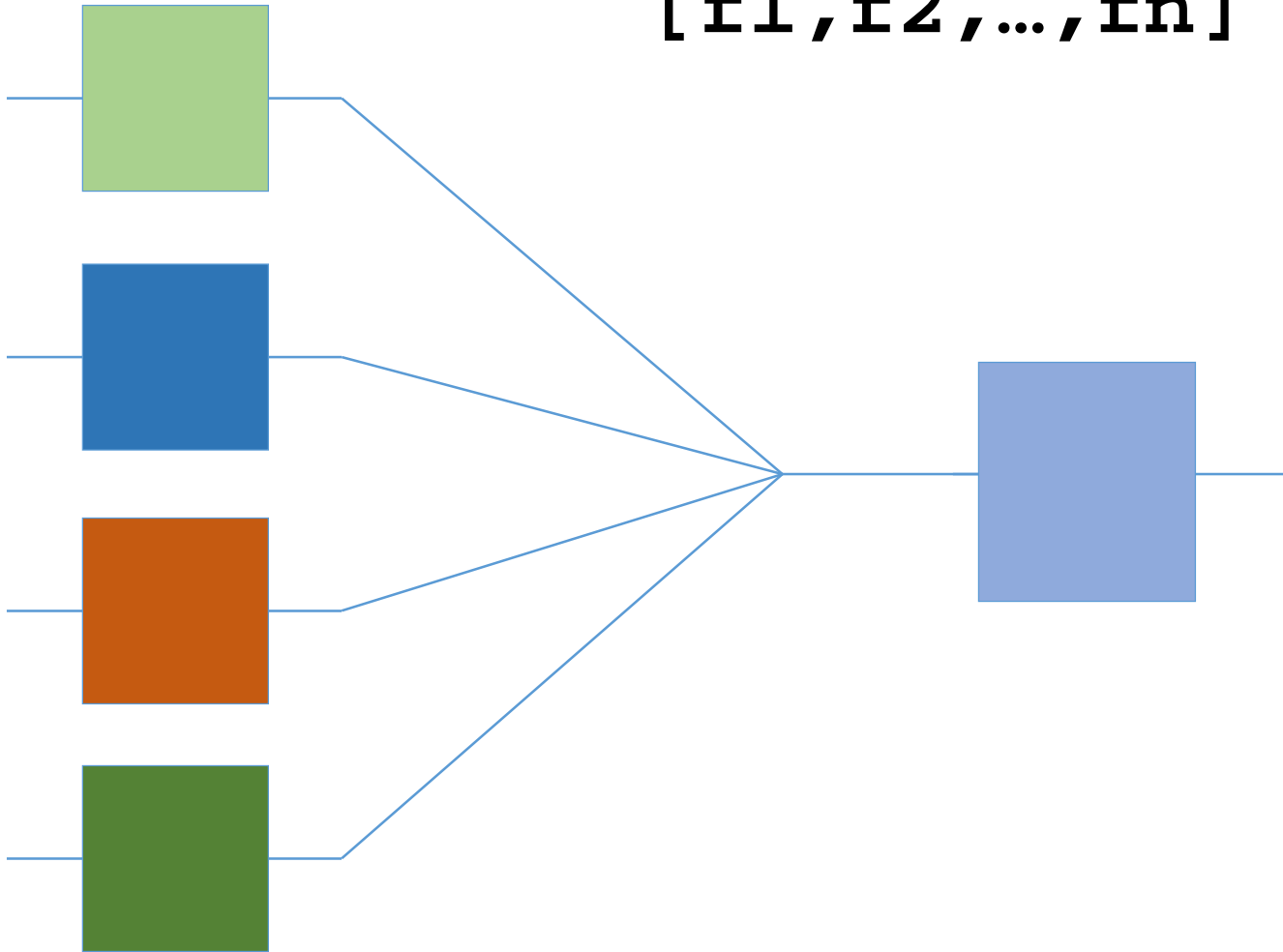
$[f_1, f_2, f_3, f_4]$

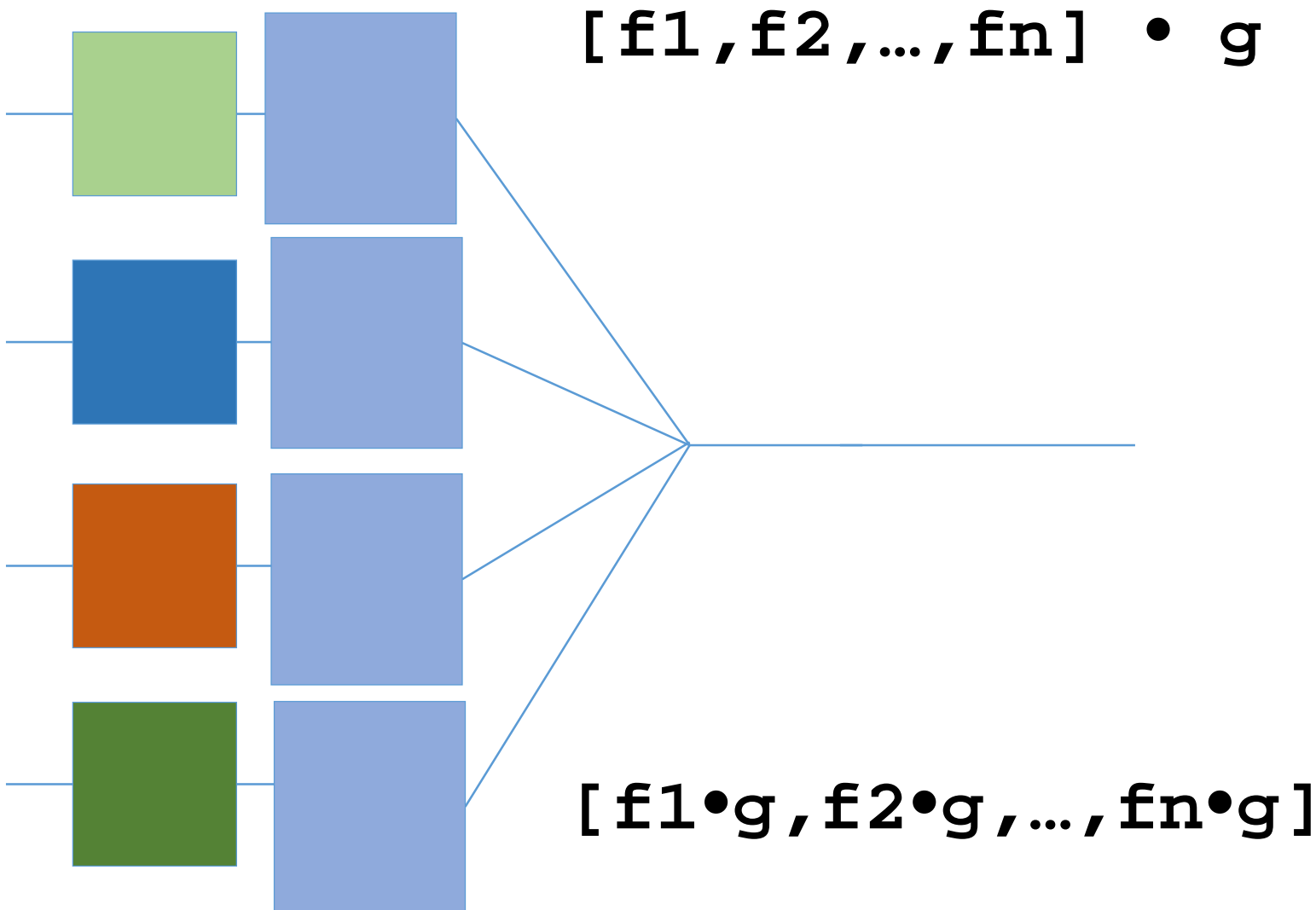
**their lack of useful  
mathematical properties for  
reasoning about programs**



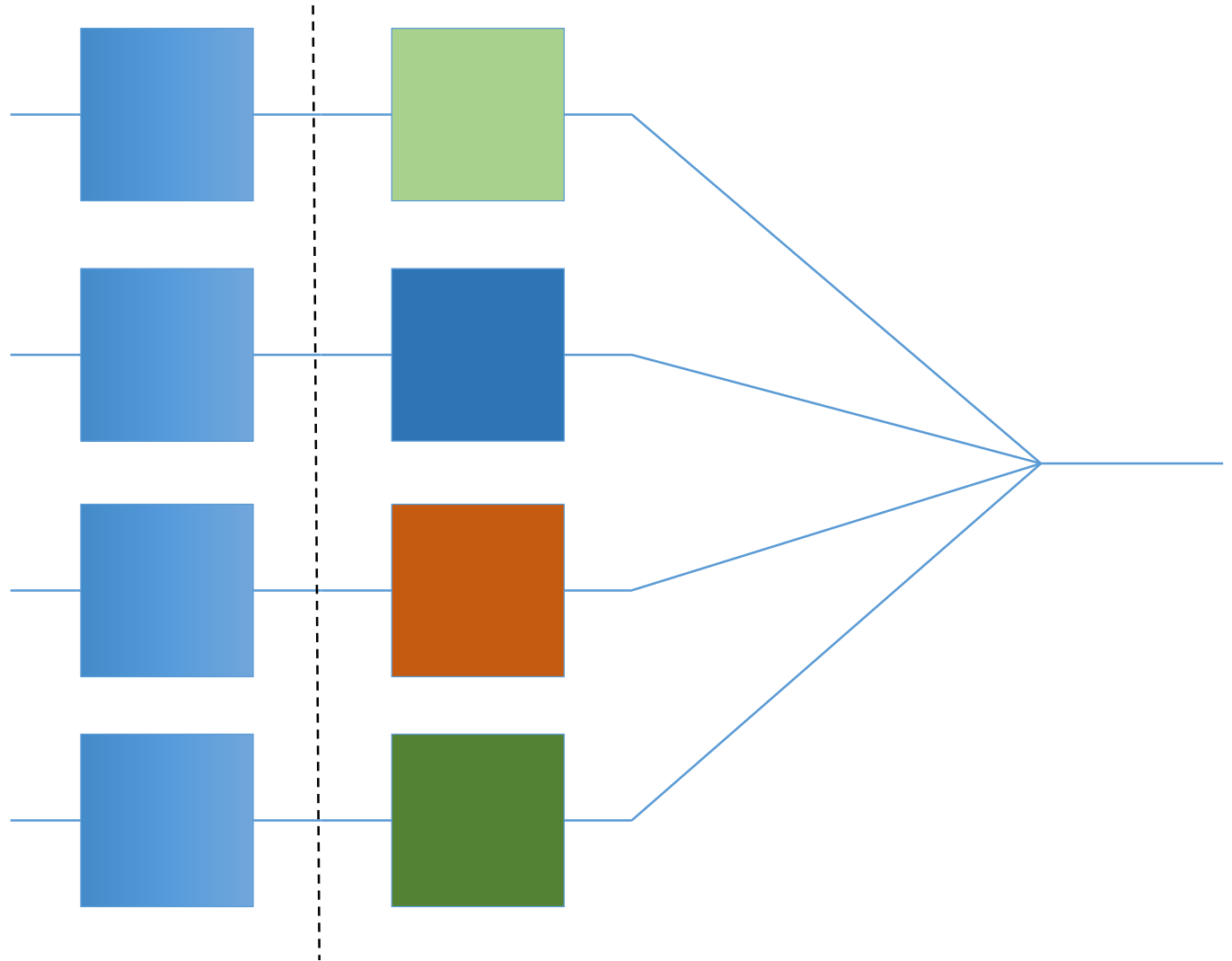


$[f_1, f_2, \dots, f_n] \cdot g$

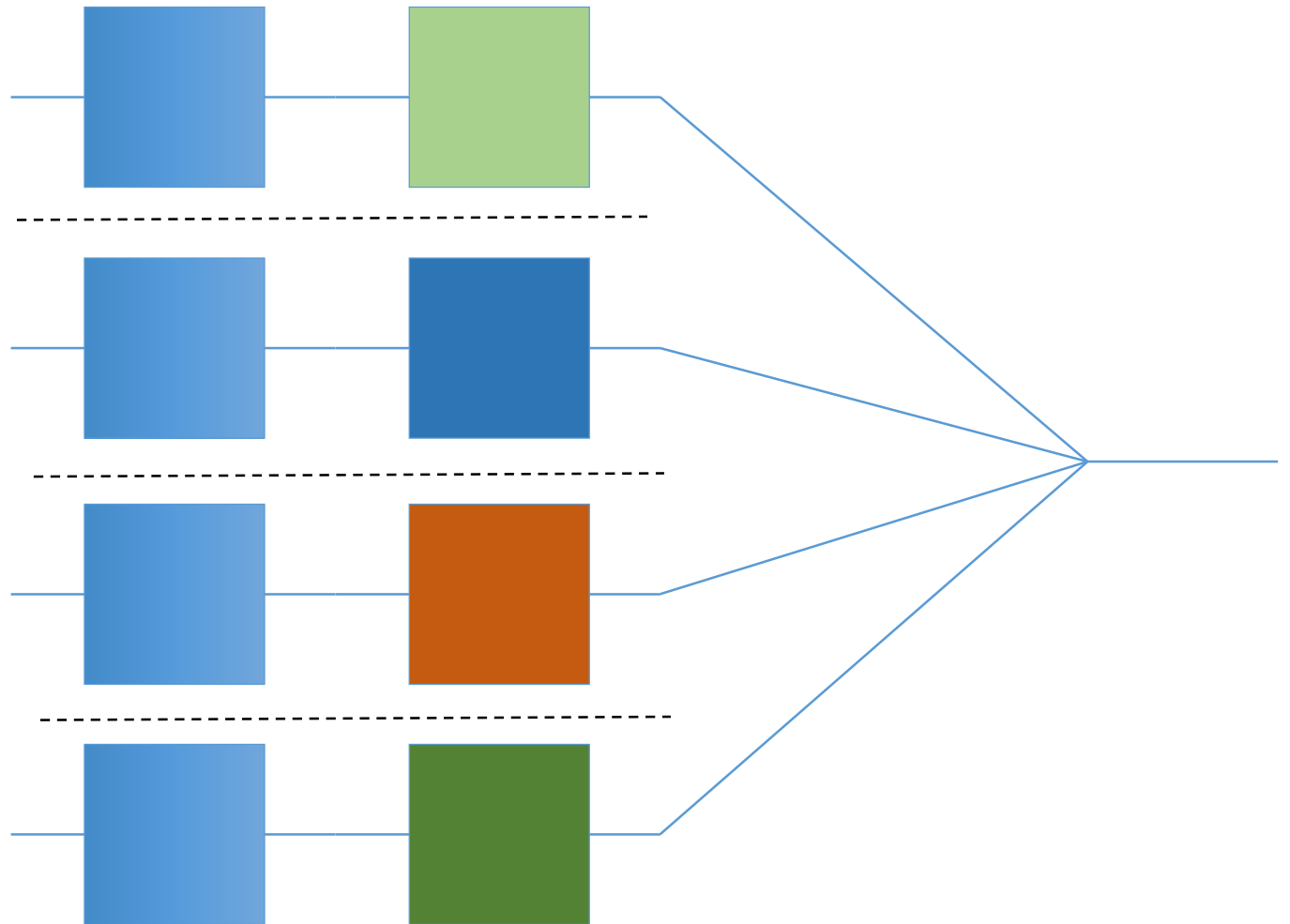




$\alpha \ f \ \bullet \ [g_1, g_2, \dots, g_n]$



$[f \circ g_1, f \circ g_2, \dots, f \circ g_n]$



# Laws

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

$$\alpha f \bullet [g_1, g_2, \dots, g_n] = [f \bullet g_1, f \bullet g_2, \dots, f \bullet g_n]$$

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

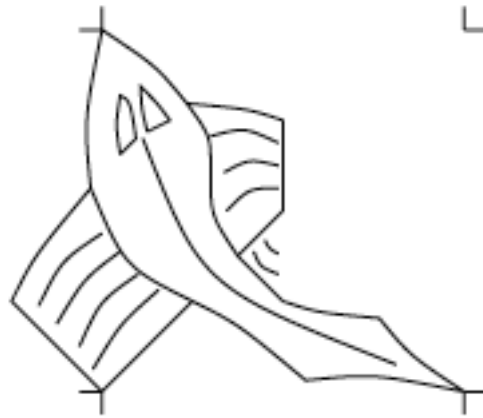
```
Def ScalarProduct =  
  (Insert +) • (ApplyToAll ×) • Transpose
```



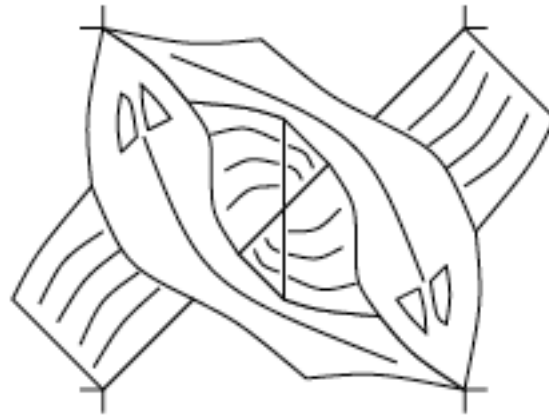
**Def SP = ( / + ) • ( α × ) • Trans**

*Peter Henderson, Functional Geometry, 1982  
(and 2003)*

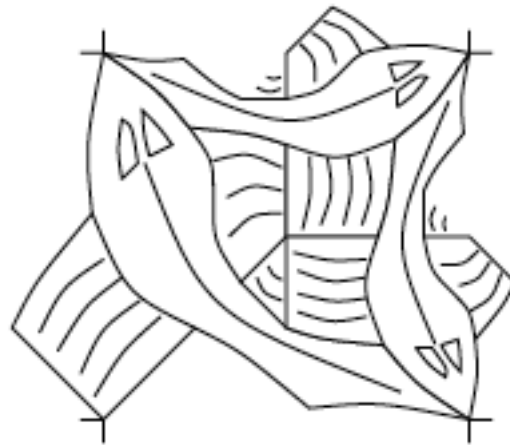




**fish**



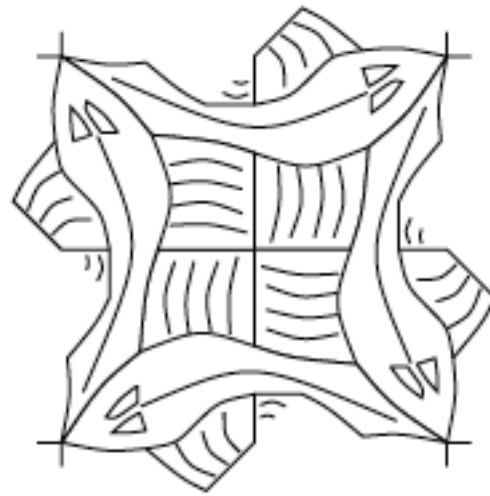
`over (fish, rot (rot (fish)))`



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

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

```
fish3 = rot (rot (rot (fish2)))
```



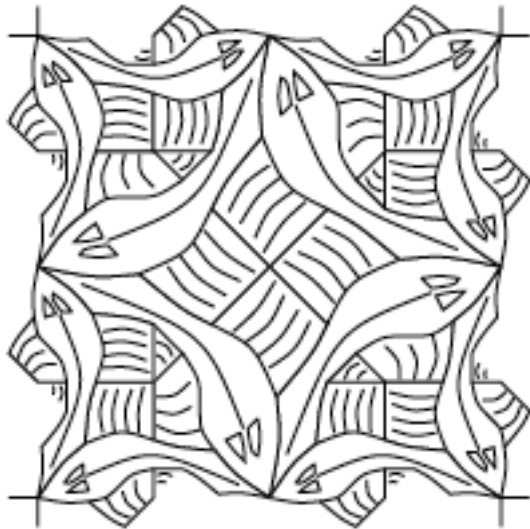
```
u = over (over (fish2, rot (fish2)),  
          over (rot (rot (fish2)),  
                rot (rot (rot (fish2))))))
```

P	Q
R	S

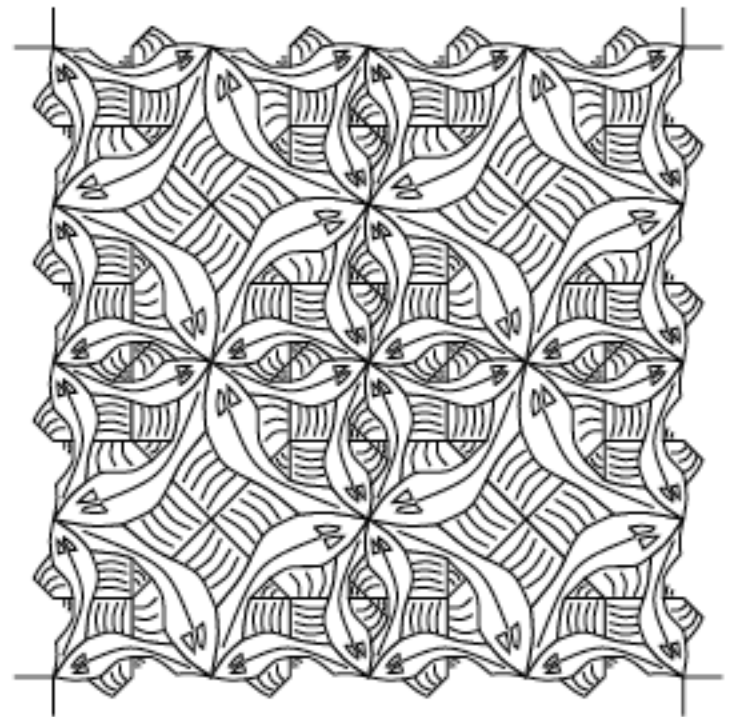
quartet

R	R
R	R

cycle

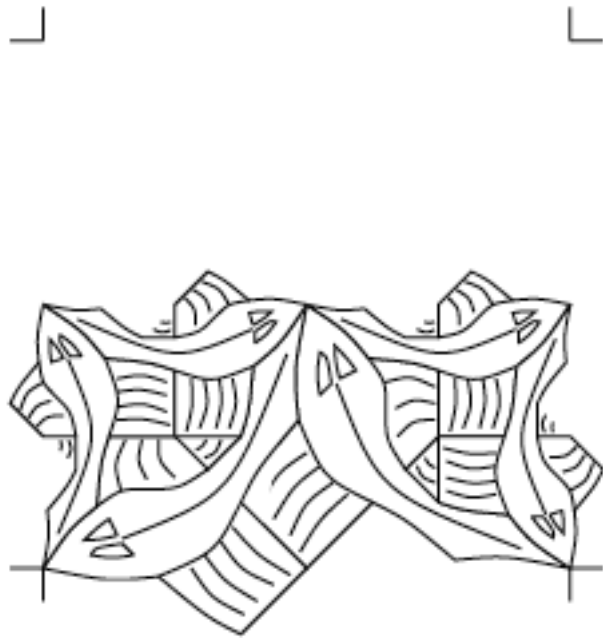


$v = \text{cycle}(\text{rot}(t))$



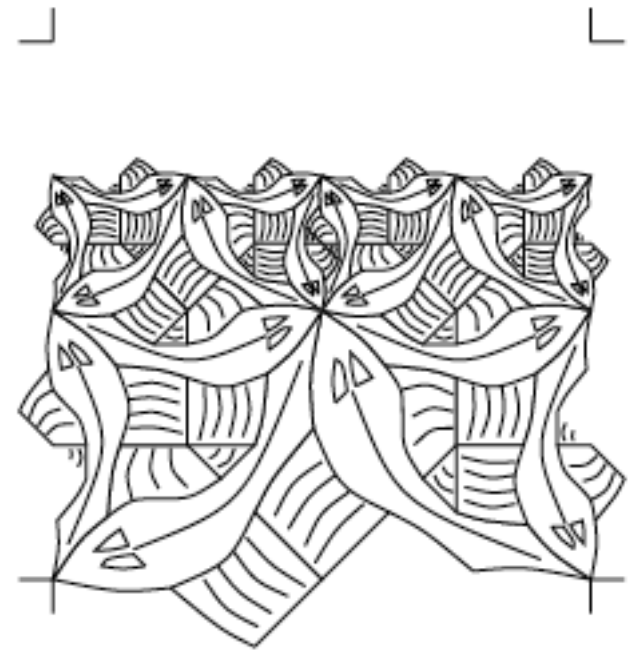
$\text{quartet}(v, v, v, v)$





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

**side1**

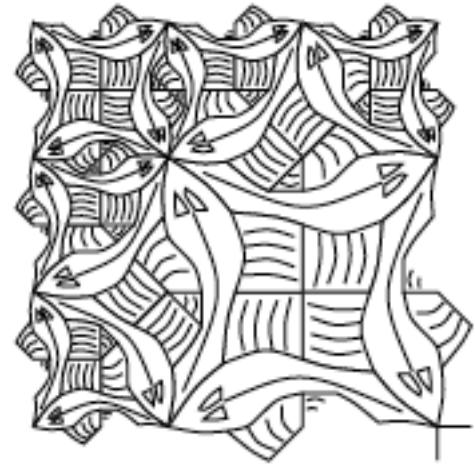


```
quartet(side1,side1,  
        rot(t), t )
```



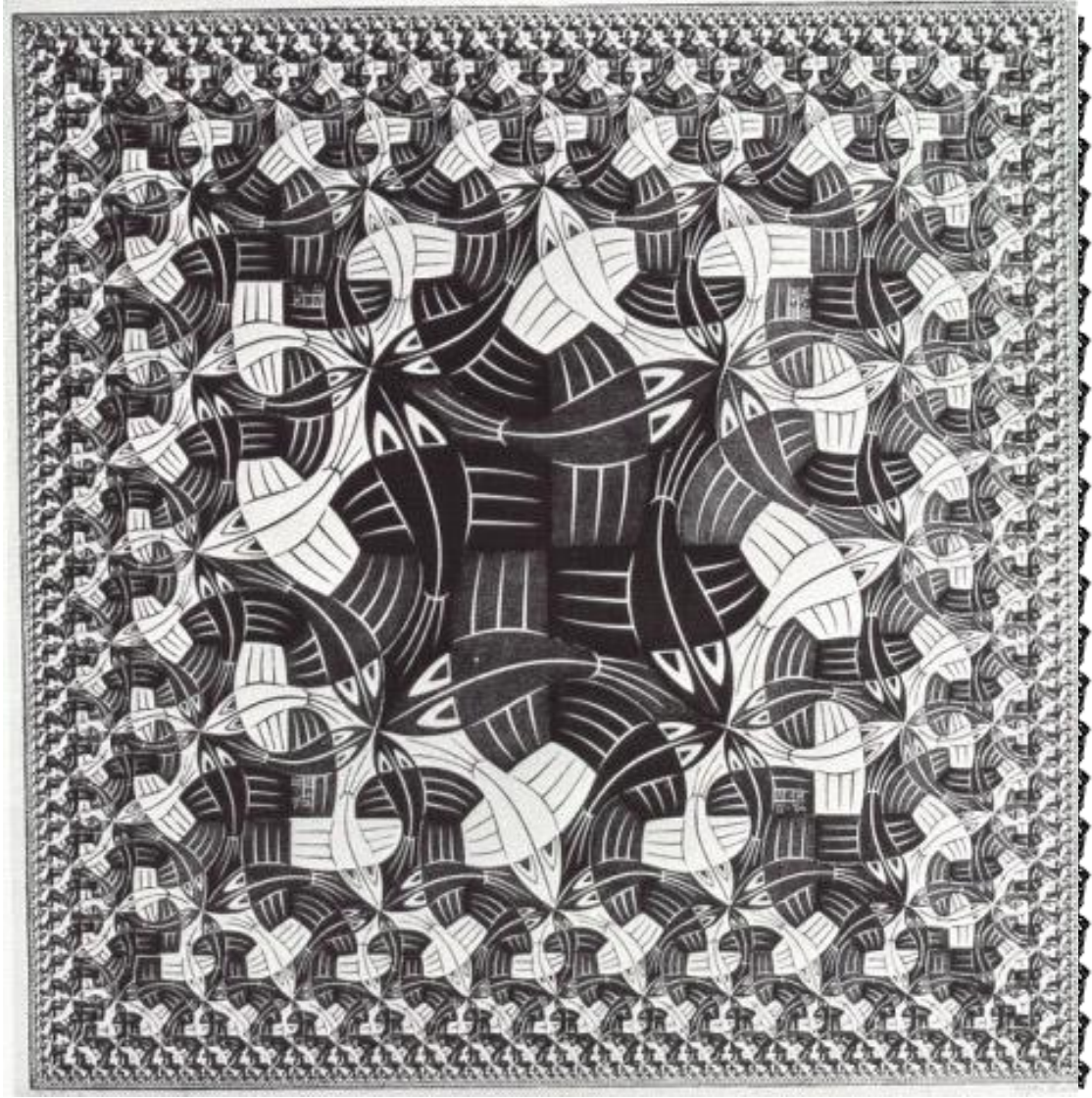
`quartet (nil,nil,nil,u)`

`corner1`



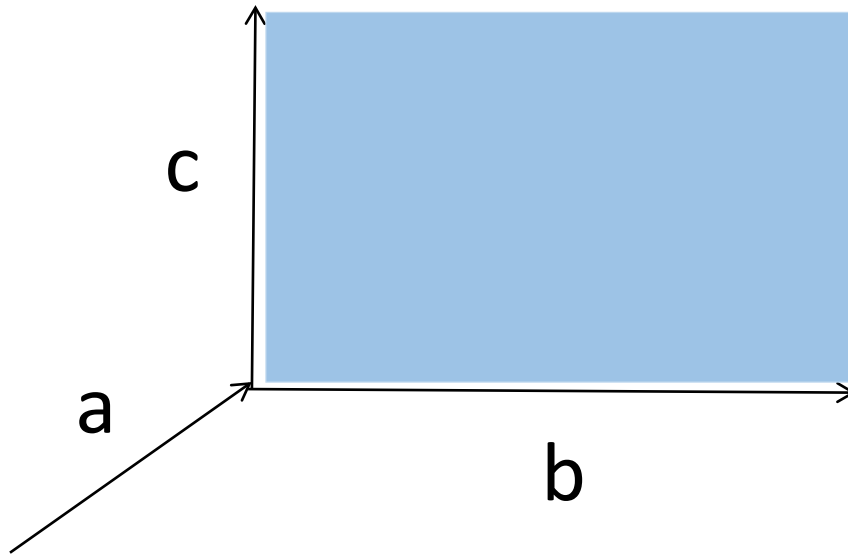
`quartet(corner1,  
side1,  
rot(side1),  
u)`

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



picture = function

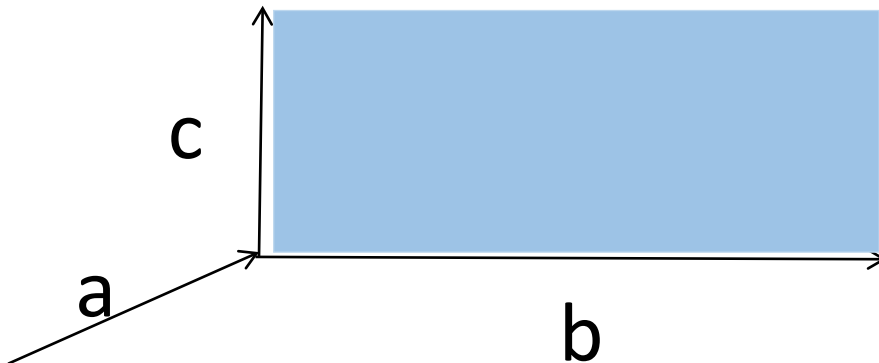
picture = function



$$\text{over } (p, q) (a, b, c) = \\ p(a, b, c) \cup q(a, b, c)$$

**over**  $(p, q) (a, b, c) =$   
 $p(a, b, c) \cup q(a, b, c)$

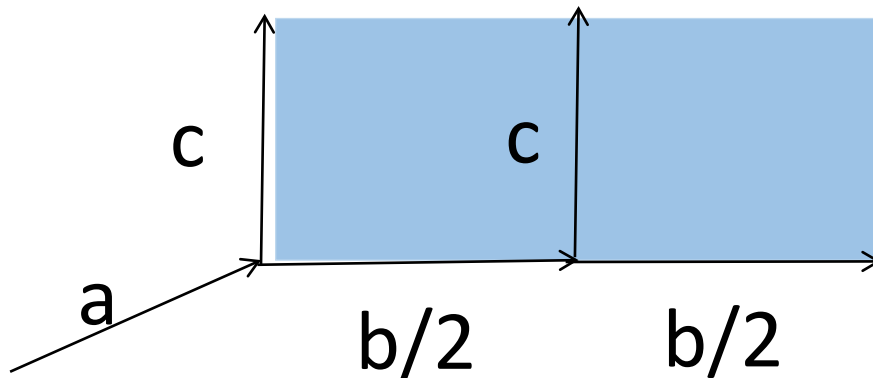
**beside**  $(p, q) (a, b, c) =$   
 $p(a, b/2, c) \cup q(a+b/2, b/2, c)$



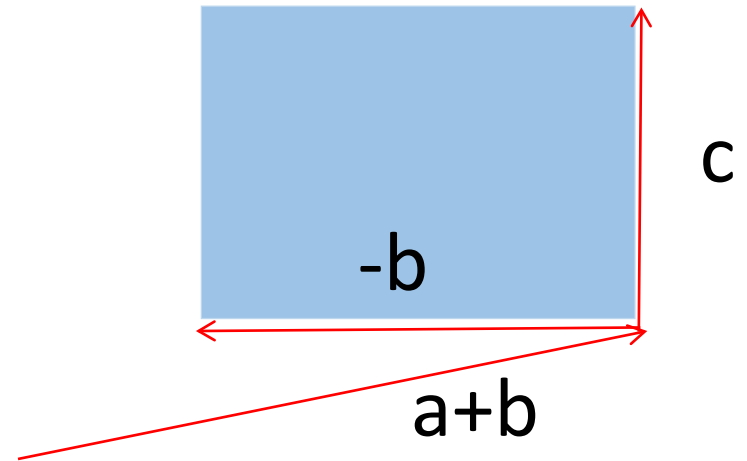
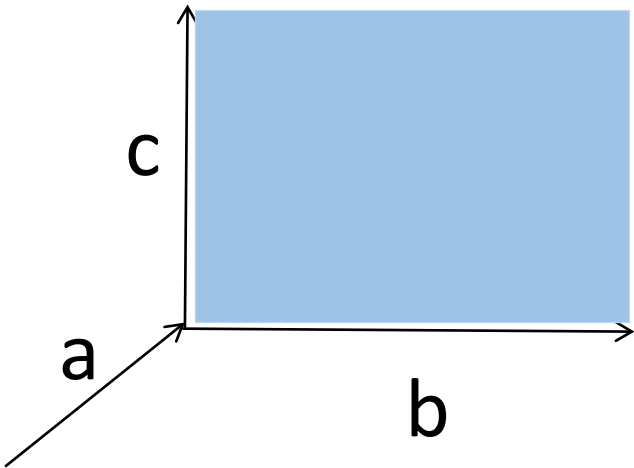


over  $(p, q)$   $(a, b, c) =$   
 $p(a, b, c) \cup q(a, b, c)$

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

$$\text{rot}(\text{above}(p, q)) \\ = \\ \text{beside}(\text{rot}(p), \text{rot}(q))$$



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

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:

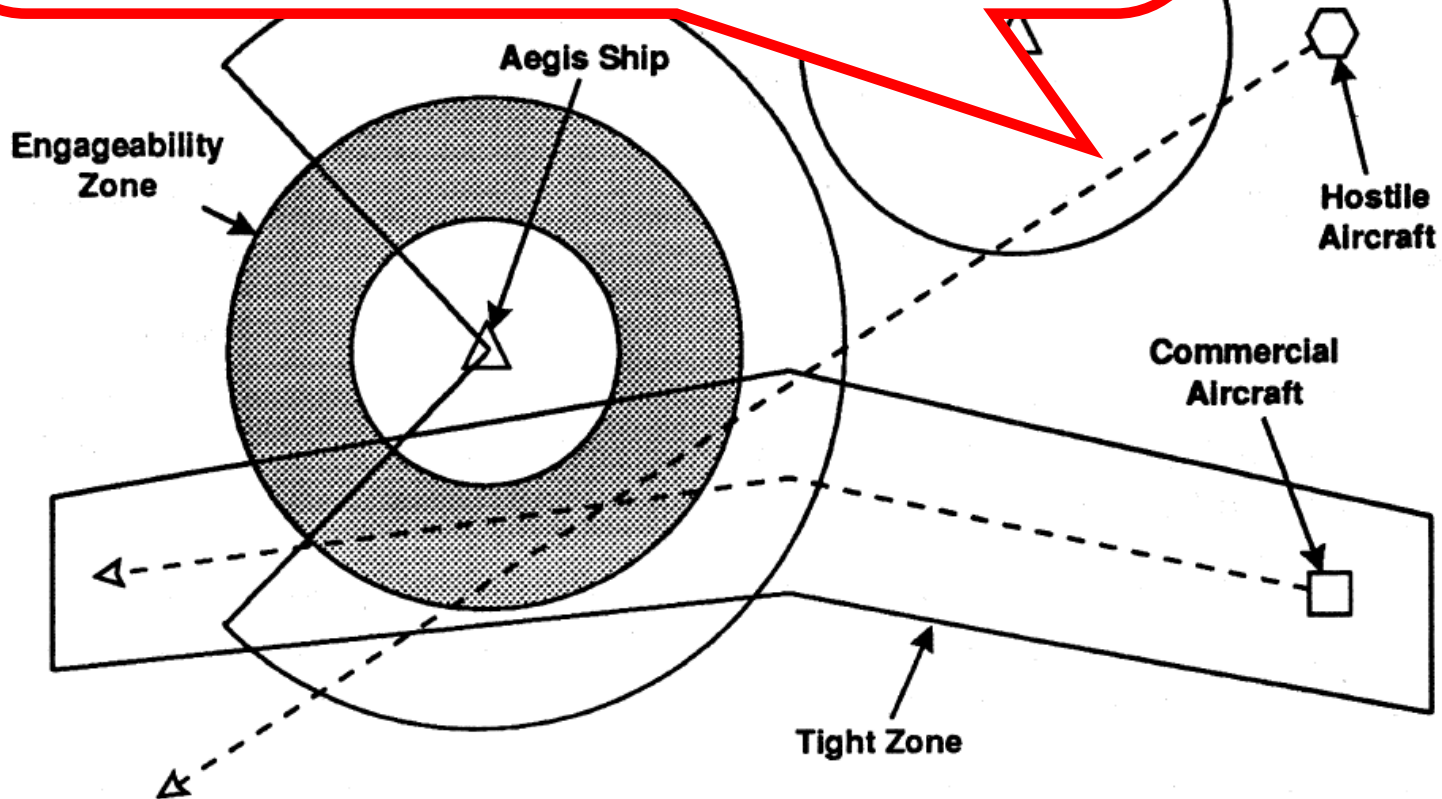
commercial aircraft: (100.0,43.0)

-- 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 document	Development time (hours)
(1) Haskell	85	465	10
(2) Ada	767	7	23
(3) Ada9X	800	7	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 $\infty$ !

- 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
```

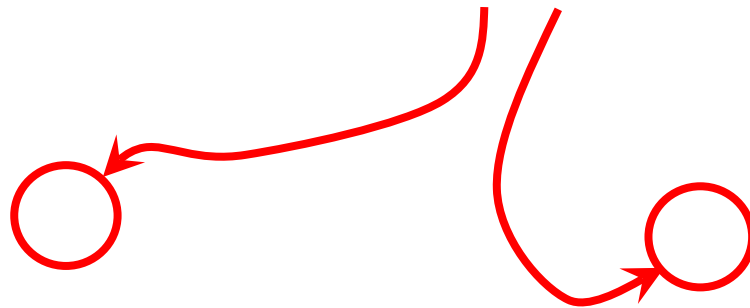
[1, 1/2, 1/4, 1/8...]

*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

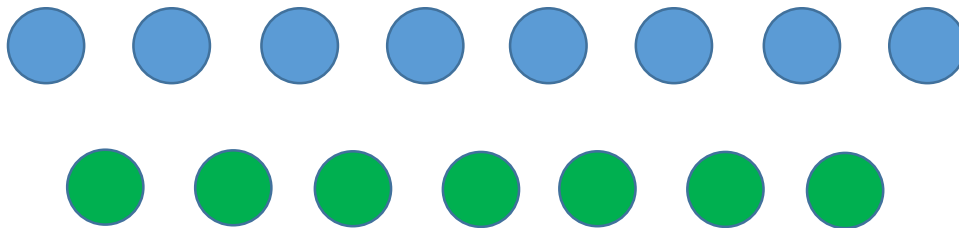
- Given:

$$A + B * h^n$$

$$A + B * (h/2)^n$$

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”



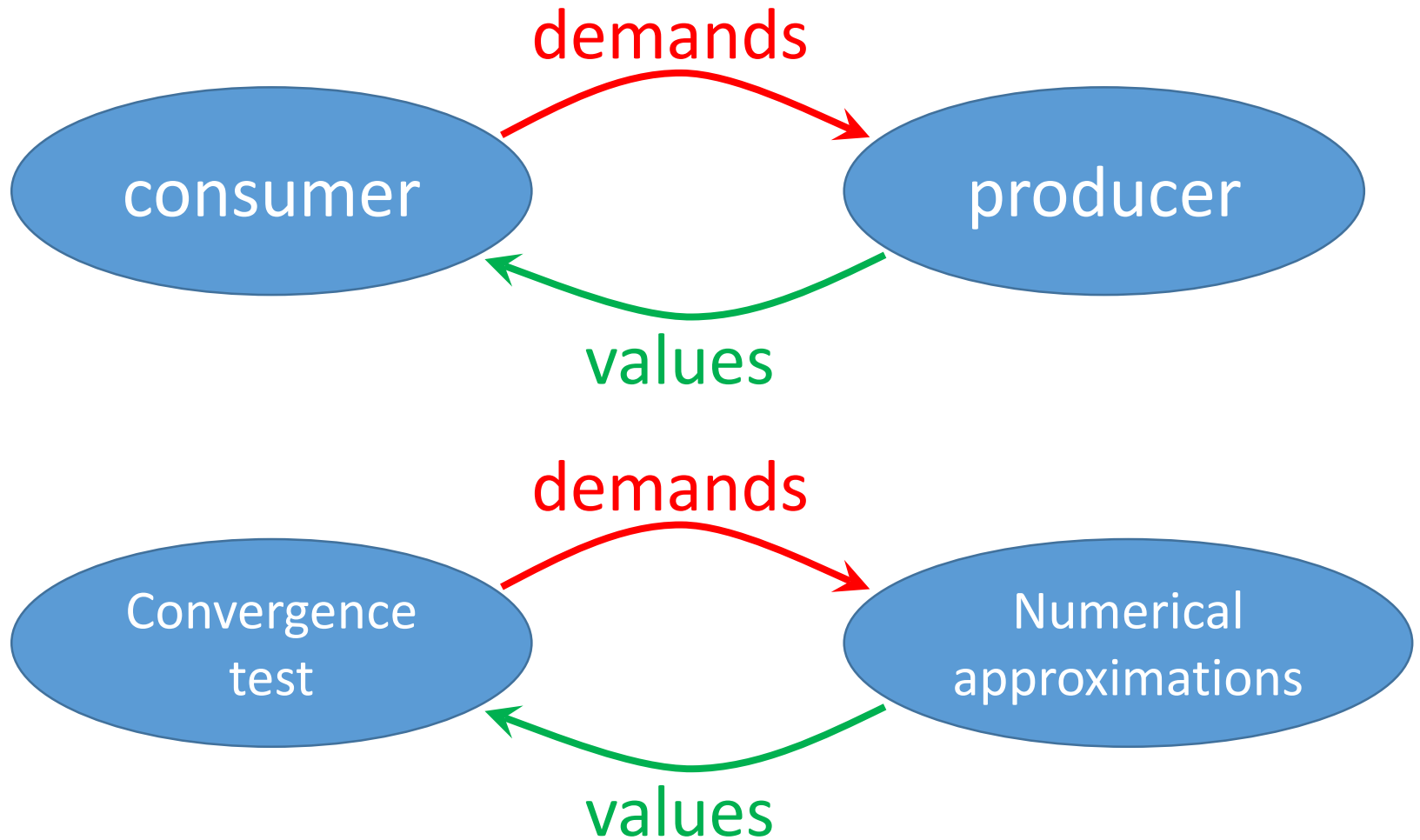
# Why Functional Programming Matters

John Hughes  
The University, Glasgow

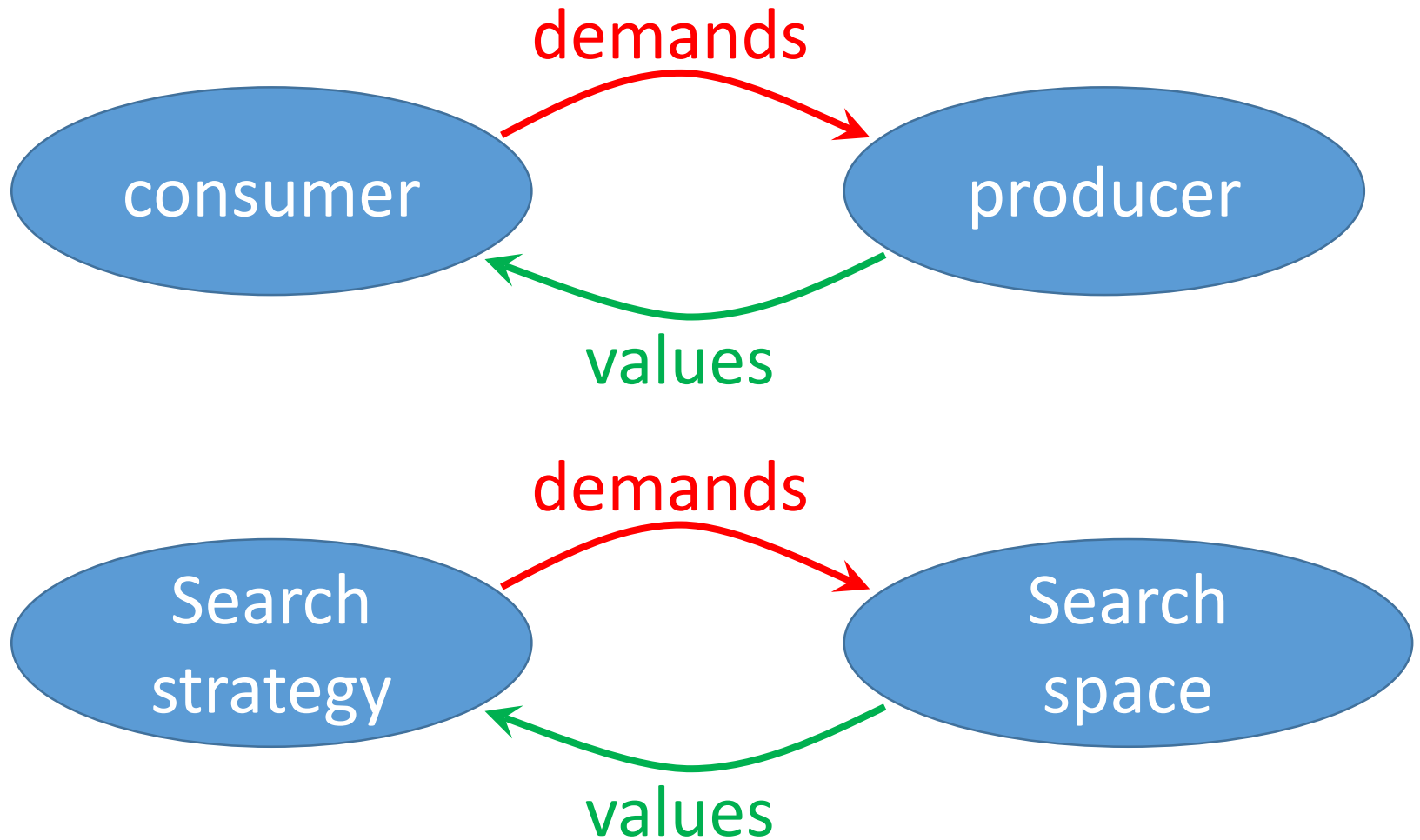


1990

# Lazy producer-consumer



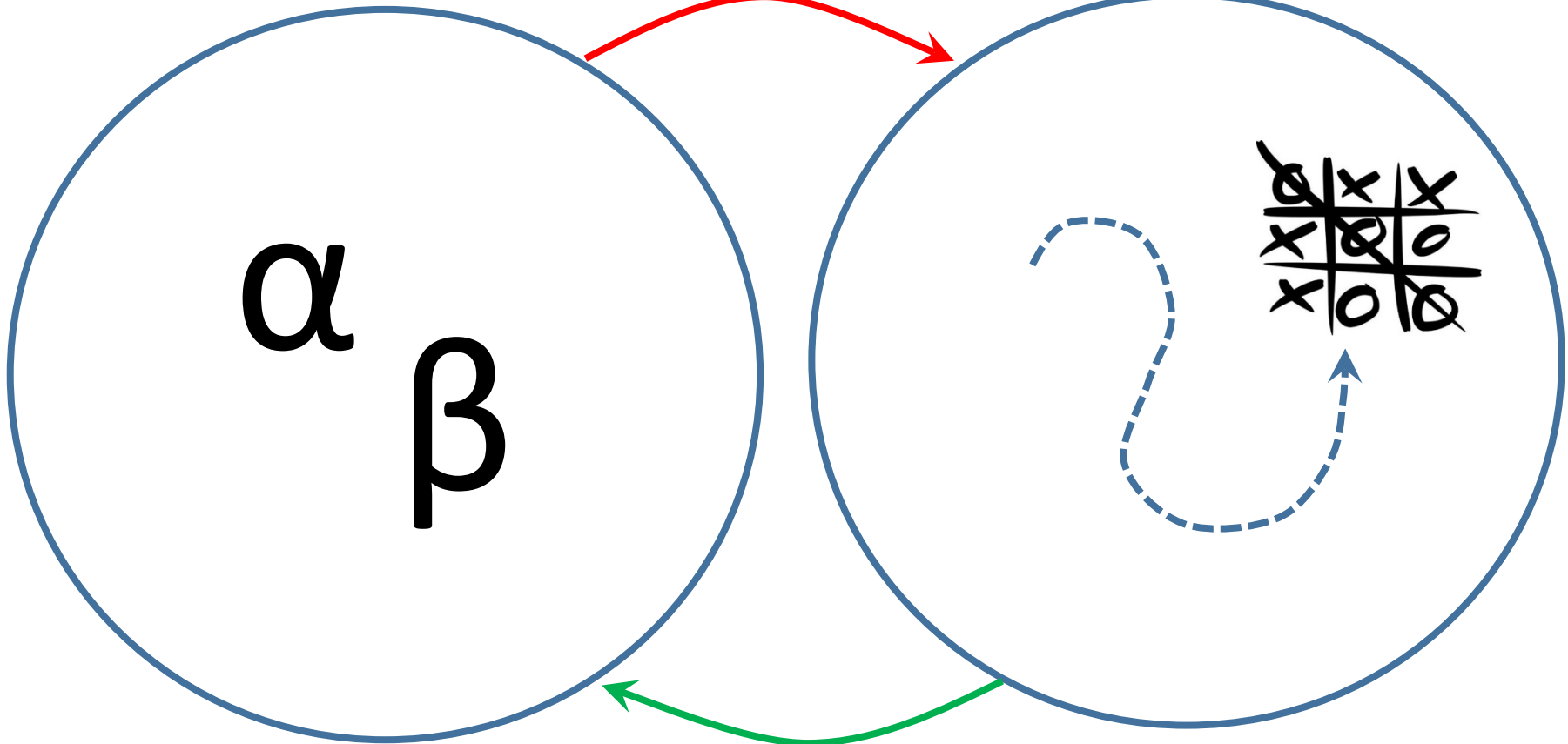
# Lazy producer-consumer



# Why Functional Programming Matters

John Hughes  
The University, Glasgow

demands

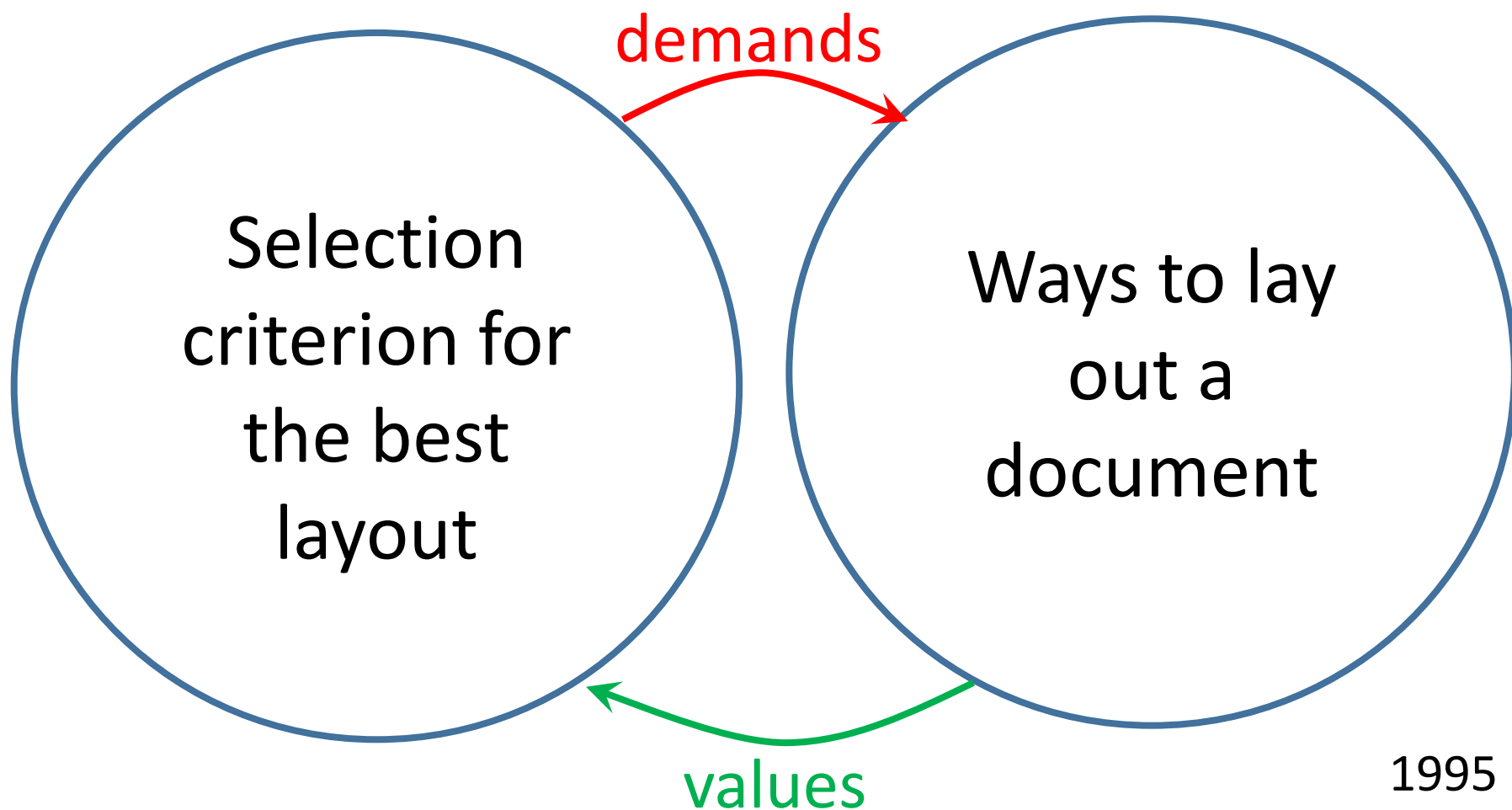


values

# The Design of a Pretty-printing Library

John Hughes

Chalmers Tekniska Högskola, Göteborg, Sweden.



not indented

horizontal



```
if x < 0 then -x else x
```

VS.

```
if n == 0
```

```
  then 1
```

```
  else n * fac (n-1)
```

vertical



indented

```
if n == 0
```

```
  then 1
```

```
  else n * fac (n-1)
```

```
a $$ b $$ c
```

```
if n == 0
```

```
  then 1
```

```
  else n * fac (n-1)
```

```
a <> b <> c
```



**if** n == 0

text "if n == 0"

**then** 1

nest 2 (text "then 1")

a <> nest k b

=

a <> b

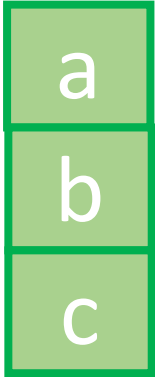
nest k a <> b

=

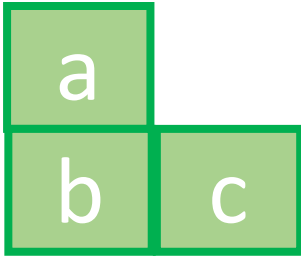
nest k (a <> b)



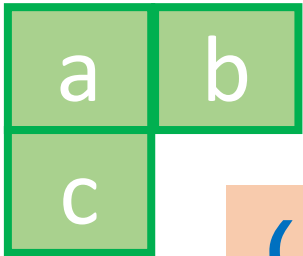
$$(a \langle \rangle b) \langle \rangle c = a \langle \rangle (b \langle \rangle c)$$



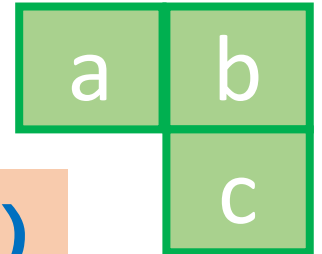
$$(a \$ \$ b) \$ \$ c = a \$ \$ (b \$ \$ c)$$



$$(a \$ \$ b) \langle \rangle c = a \$ \$ (b \langle \rangle c)$$



$$(a \langle \rangle b) \$ \$ c \neq a \langle \rangle (b \$ \$ c)$$



A *set* of possible layouts

$$\begin{aligned} \text{sep } [a, b, c] = \\ a \langle \rangle b \langle \rangle c \\ \cup \\ a \$\$ b \$\$ c \end{aligned}$$

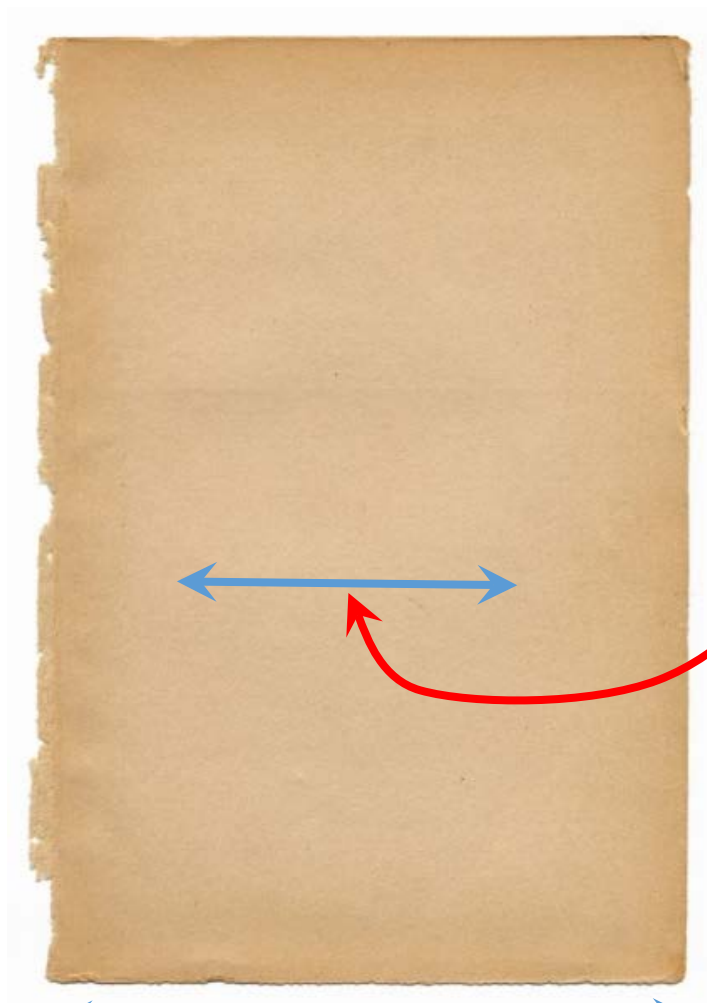
# e.g. Pretty-printing trees

```
data Tree a =  
  Leaf a | Branch (Tree a) (Tree a)  
  
pretty (Leaf a) =  
  text ("(Leaf ++show a++)")  
pretty (Branch l r) =  
  sep [text "(Branch",  
       nest 2 (pretty l),  
       nest 2 (pretty r)<>text ")"]
```



*The implementation uses the laws  
to transform into the best layout*

# The "best" layout



*maximum  
page width*

*maximum  
text width*

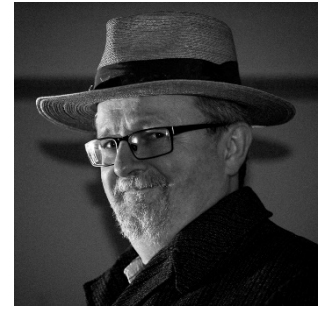
# Improved on by...



[erlang](#) /lib/syntax\_tools/src/prettypr.erl



# QuickCheck: A Lightweight Tool for Random Testing of Haskell Programs



Koen Claessen  
Chalmers University of Technology  
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```
prop_reverse() ->
  ?FORALL(Xs, list(int()),
    reverse(reverse(Xs)) == Xs).
```

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

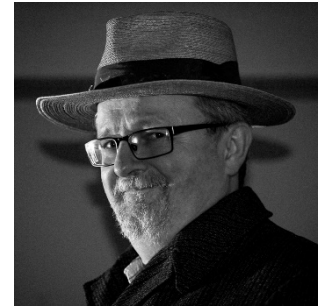
```
.....
.....
```

```
OK, passed 100 tests
```

```
true
```



# QuickCheck: A Lightweight Tool for Random Testing of Haskell Programs



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Chalmers University of Technology  
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```
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]
```

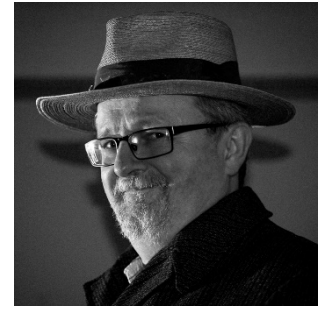
```
Shrinking xx.x.x..xx(4 times)
```

```
[0,1] ← minimal counterexample  
false
```



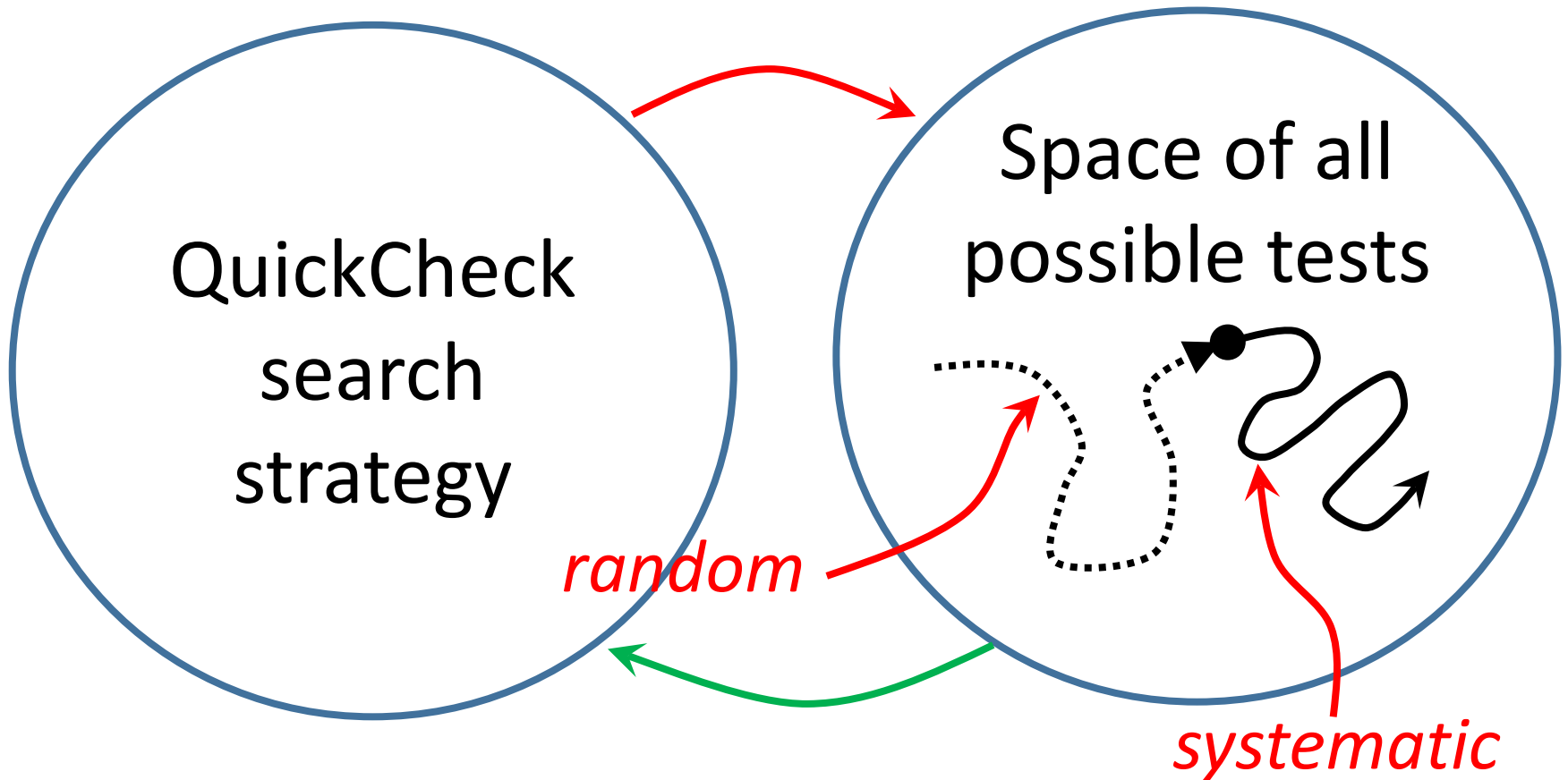


# QuickCheck: A Lightweight Tool for Random Testing of Haskell Programs



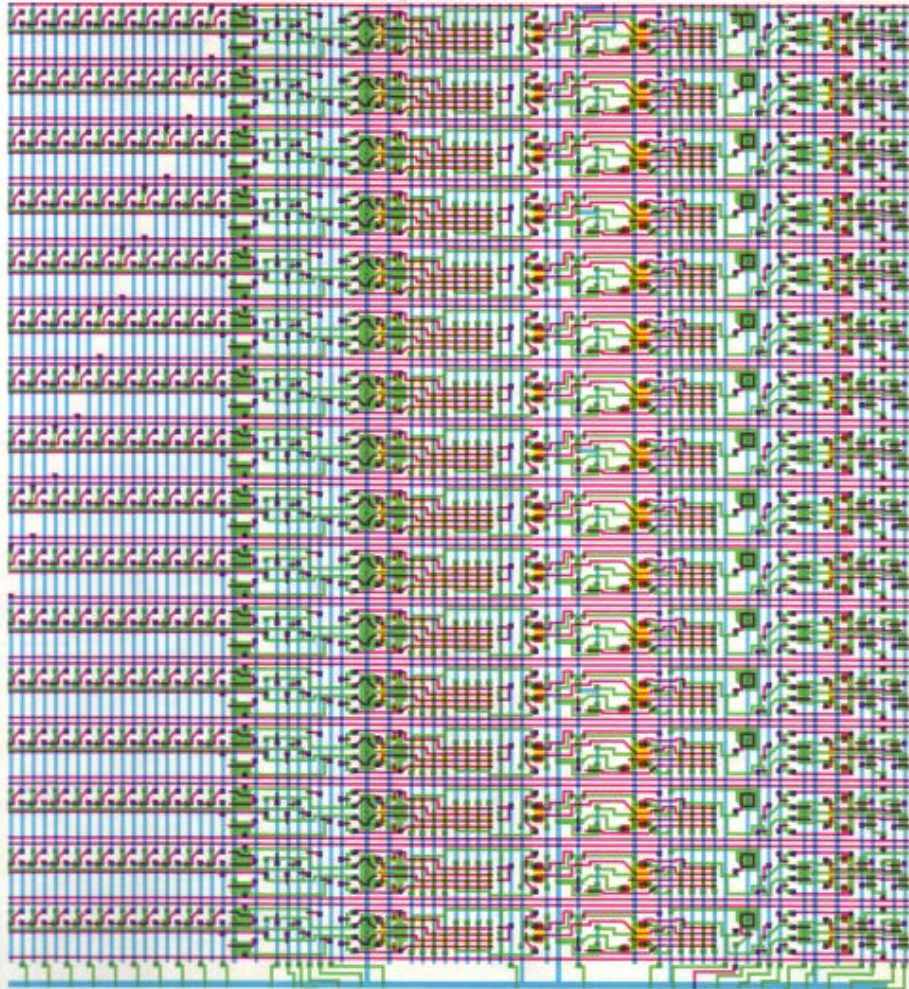
Koen Claessen  
Chalmers University of Technology  
koen@cs.chalmers.se

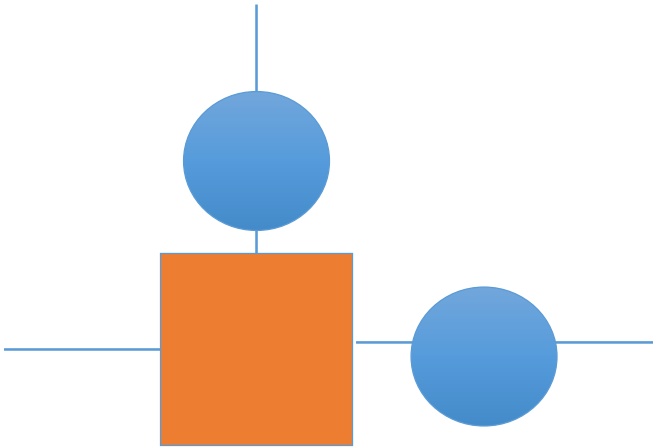
John Hughes  
Chalmers University of Technology  
rjmh@cs.chalmers.se

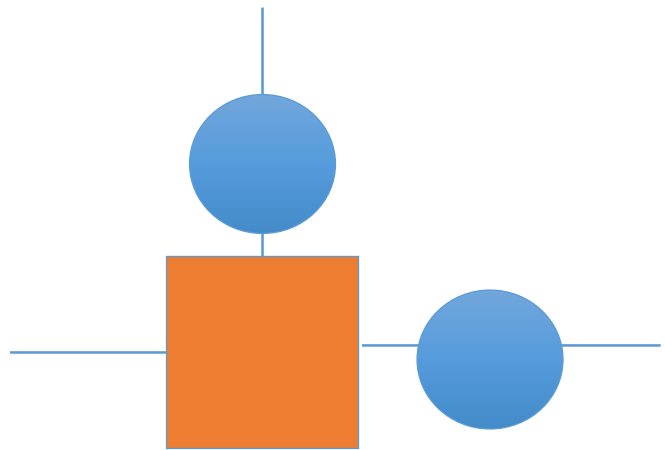
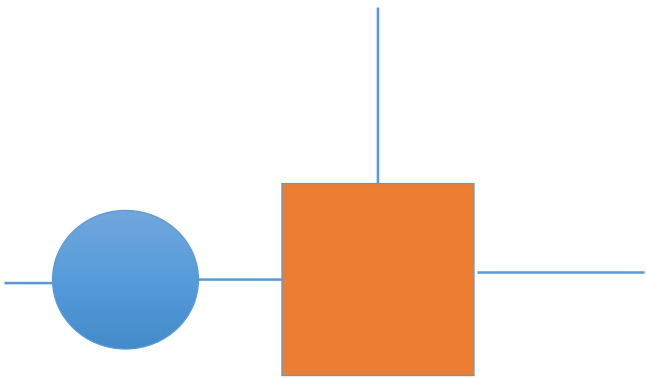


# INTRODUCTION TO **VLSI** SYSTEMS

CARVER MEAD • LYNN CONWAY



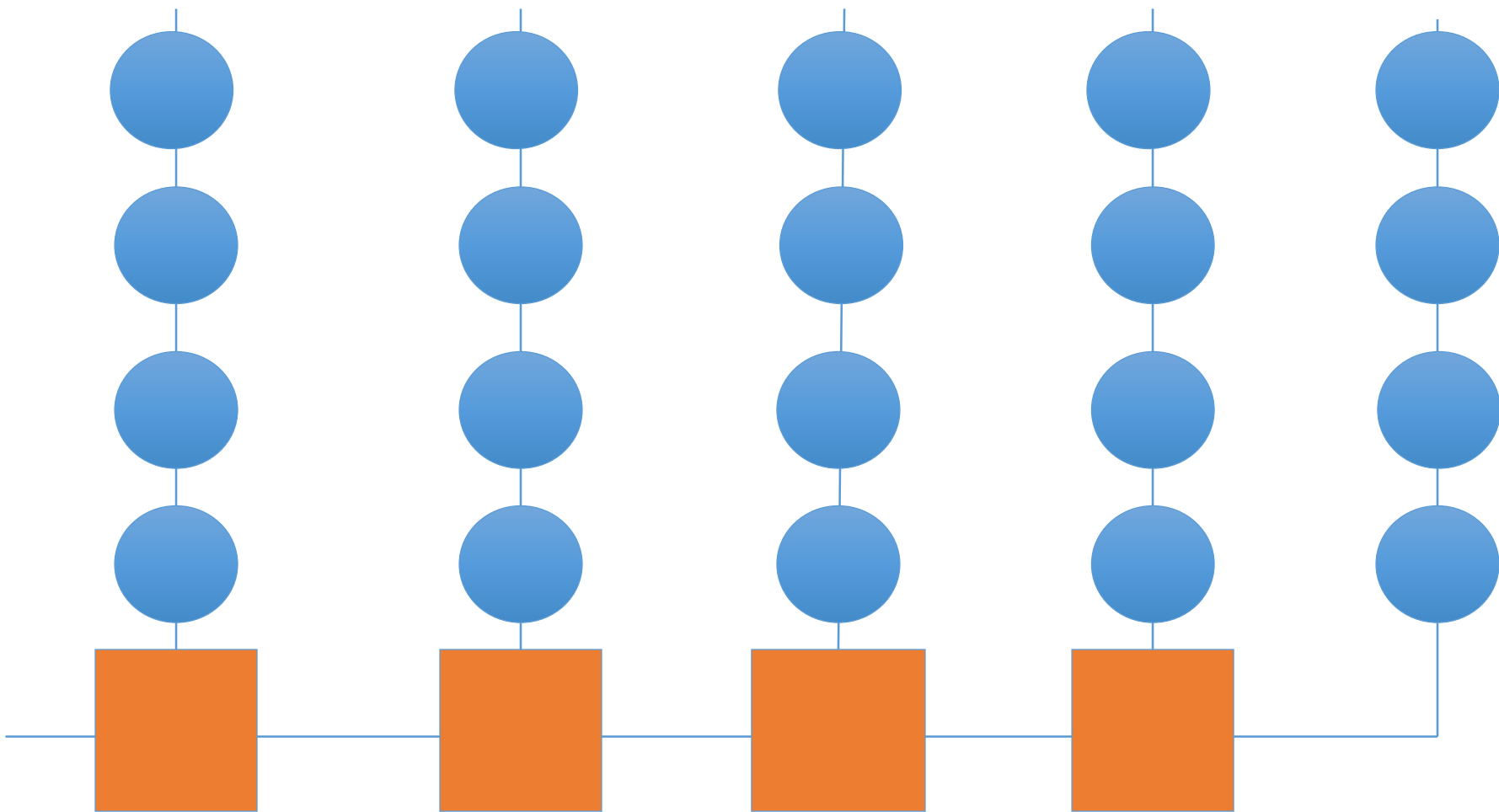


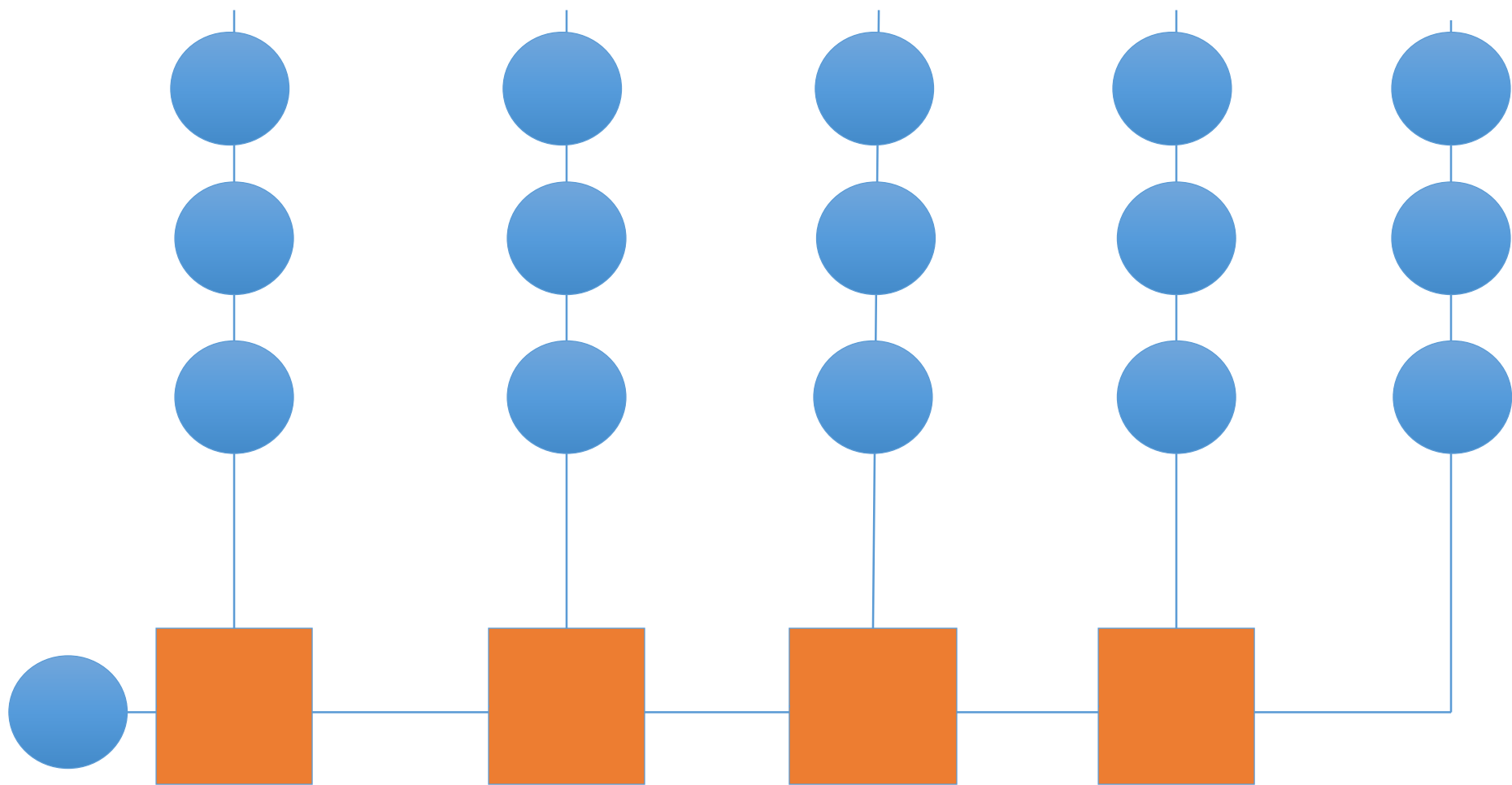


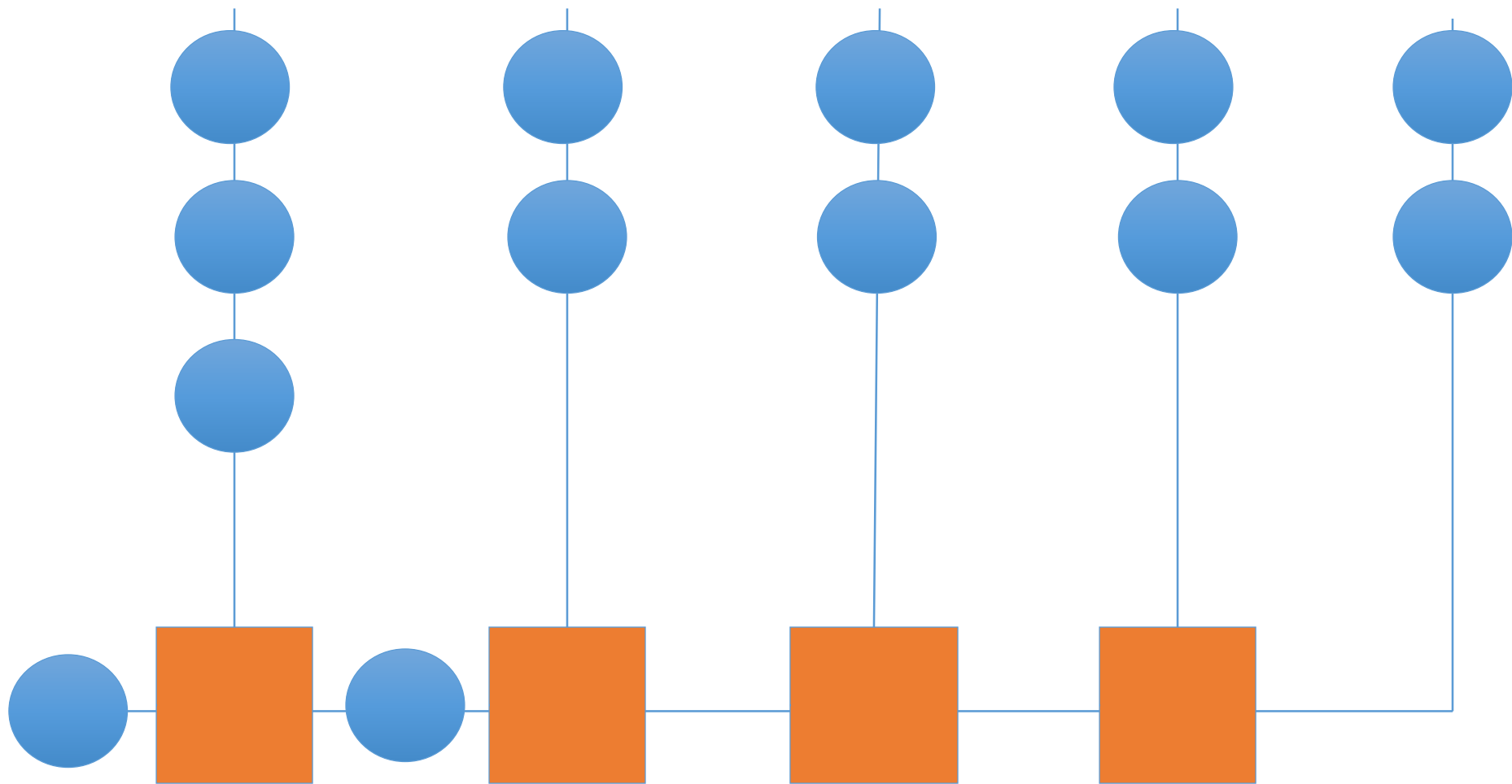
# muFP—Circuits as values



- Backus FP + one-clock-cycle delays
  - (+ feedback)
- Many of the same combining forms, same laws
- Good for reasoning about “retiming”

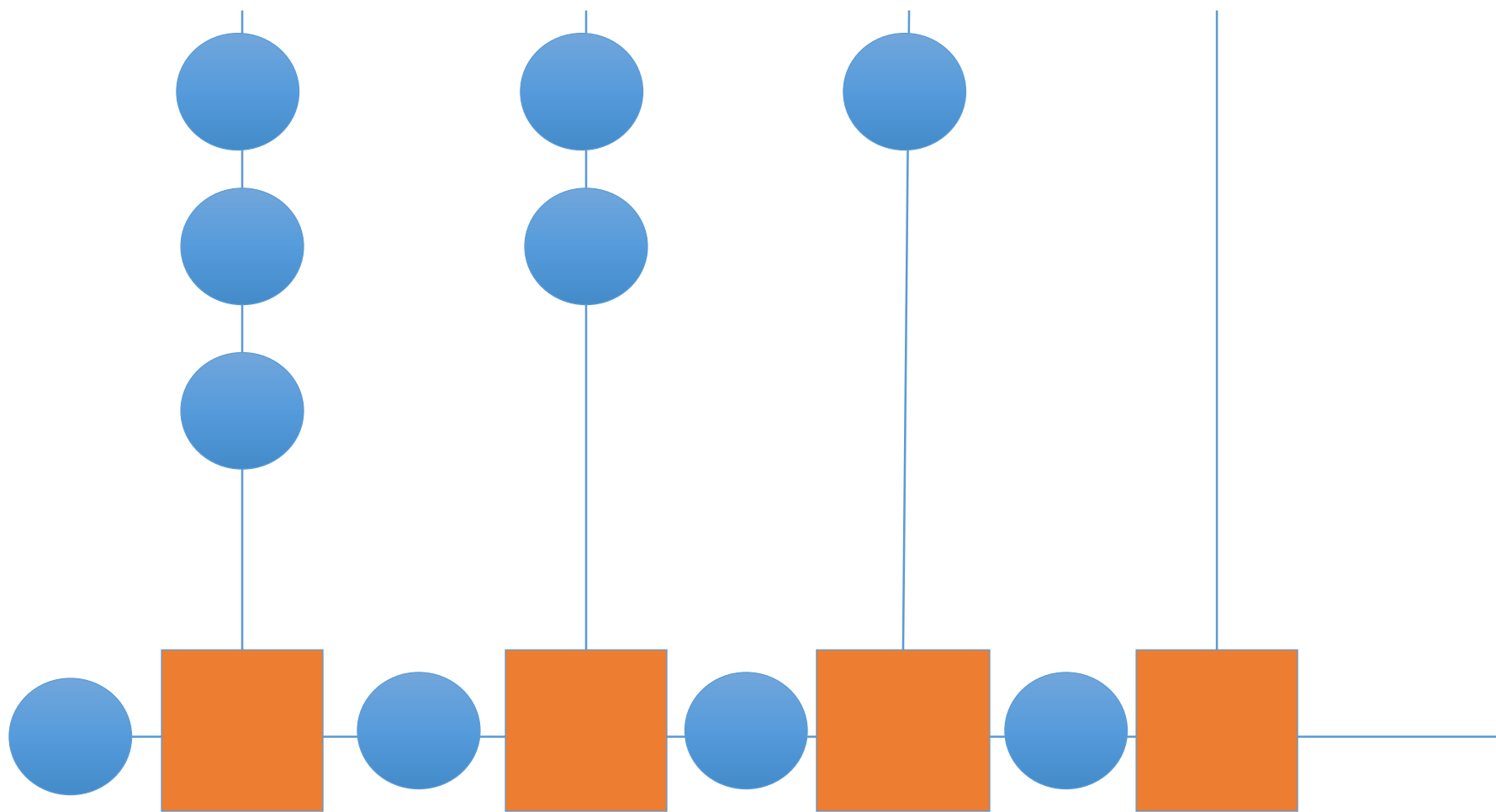




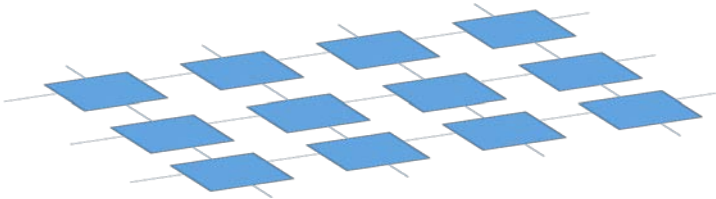
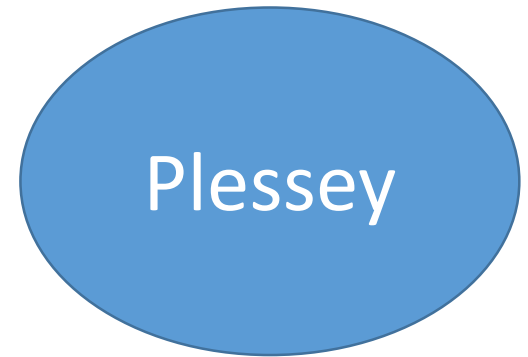




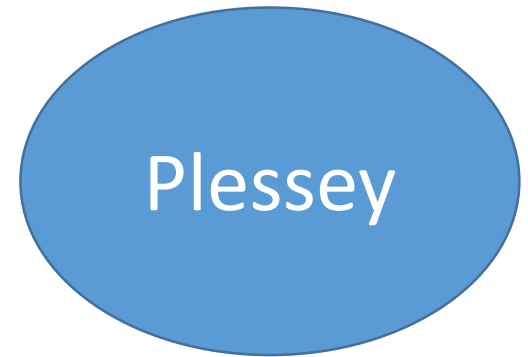




# Users!



# Users!



# Plessey designers write

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

muFP + Functional Geometry

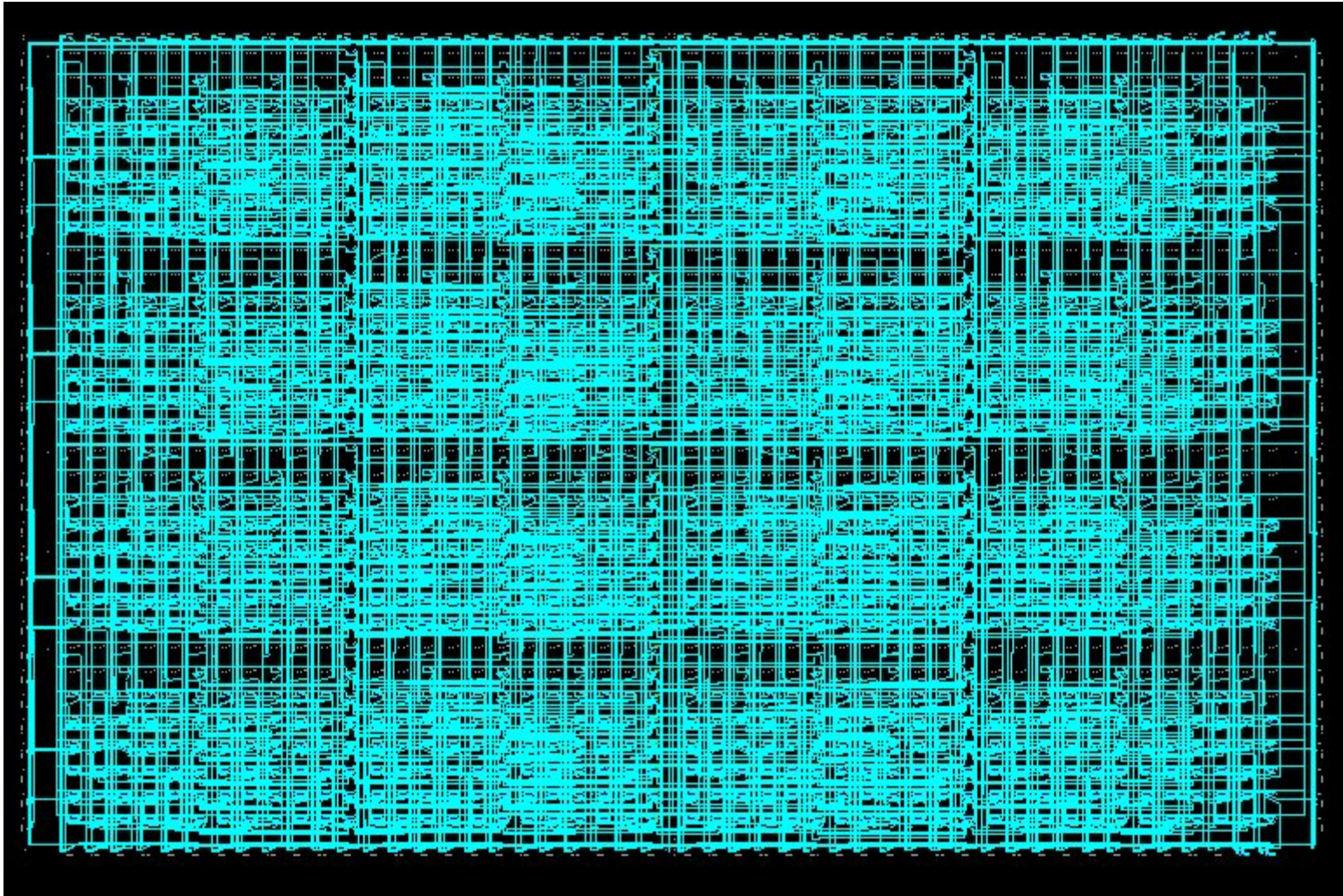
Capture *semantics* of a circuit +  
relative *placement*

Programmer control of geometry!

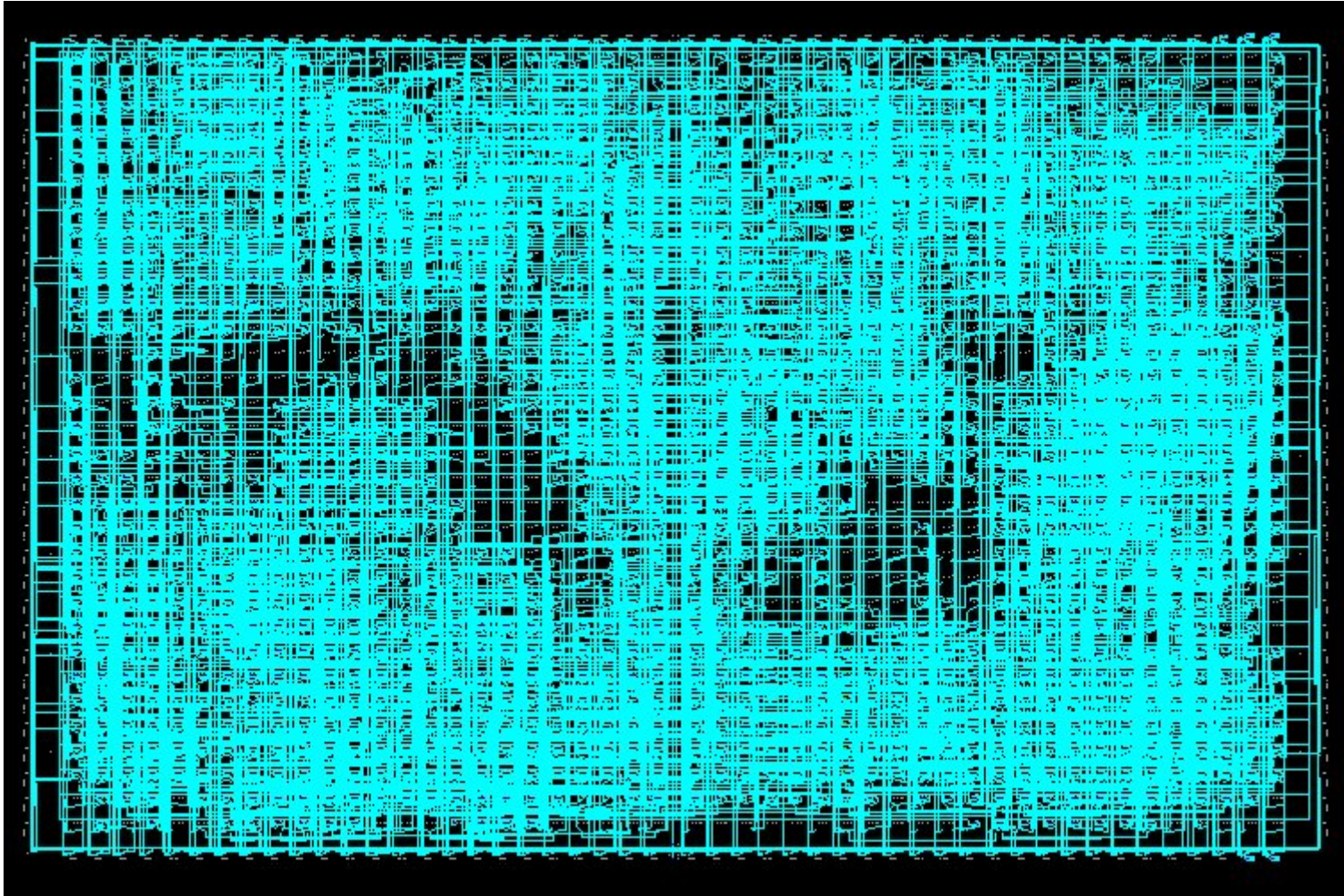
Satnam Singh at Xilinx generated FPGA  
layouts in VHDL



# Four adder trees from Lava



# Without Layout Information





Lava was implemented as a Haskell library  
Satnam gave Xilinx customers Haskell binaries



Here's a layout generator  
for your problem

(Don't ask what's inside)

# Intel

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

# Intel

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

Flawed Pentium

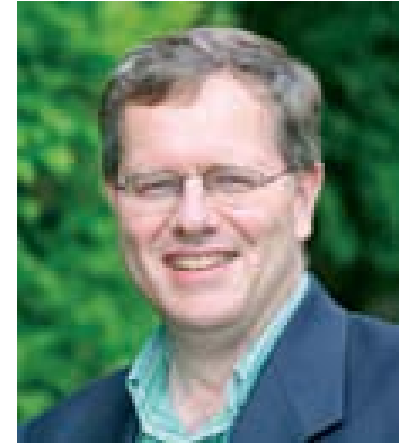
$$4195835.0 - 3145727.0 * (4195835.0 / 3145727.0) = 256$$

# \$475 million



Intel

Forte System      1000s users

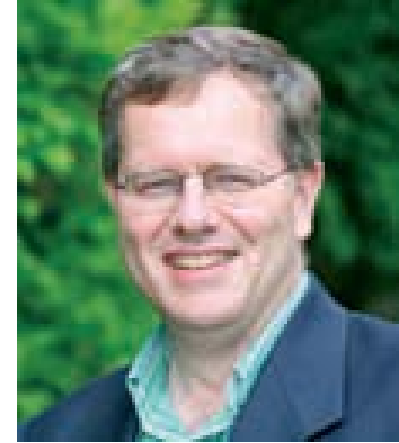


**fl** —lazy functional language

built-in decision procedures  
HW symbolic simulator

Thanks to Carl Seger (Intel)

# fl



Design language

High-level specification language

Scripting language

Implementation language for formal  
verification tools and theorem provers

Object language for theorem proving

# Bluespec—FP for hardware



Architecture spec : pure functional Haskell-like programming language

Behaviour spec: guarded atomic transition rules  
—lets the compiler find parallelism

Generates Verilog for further synthesis

“Abandon sequential von Neumann legacy”

# Bluespec

Often BEATS hand-coded RTL code

Designers can use *better algorithms*

Refinement, evolution, major architectural change EASY



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

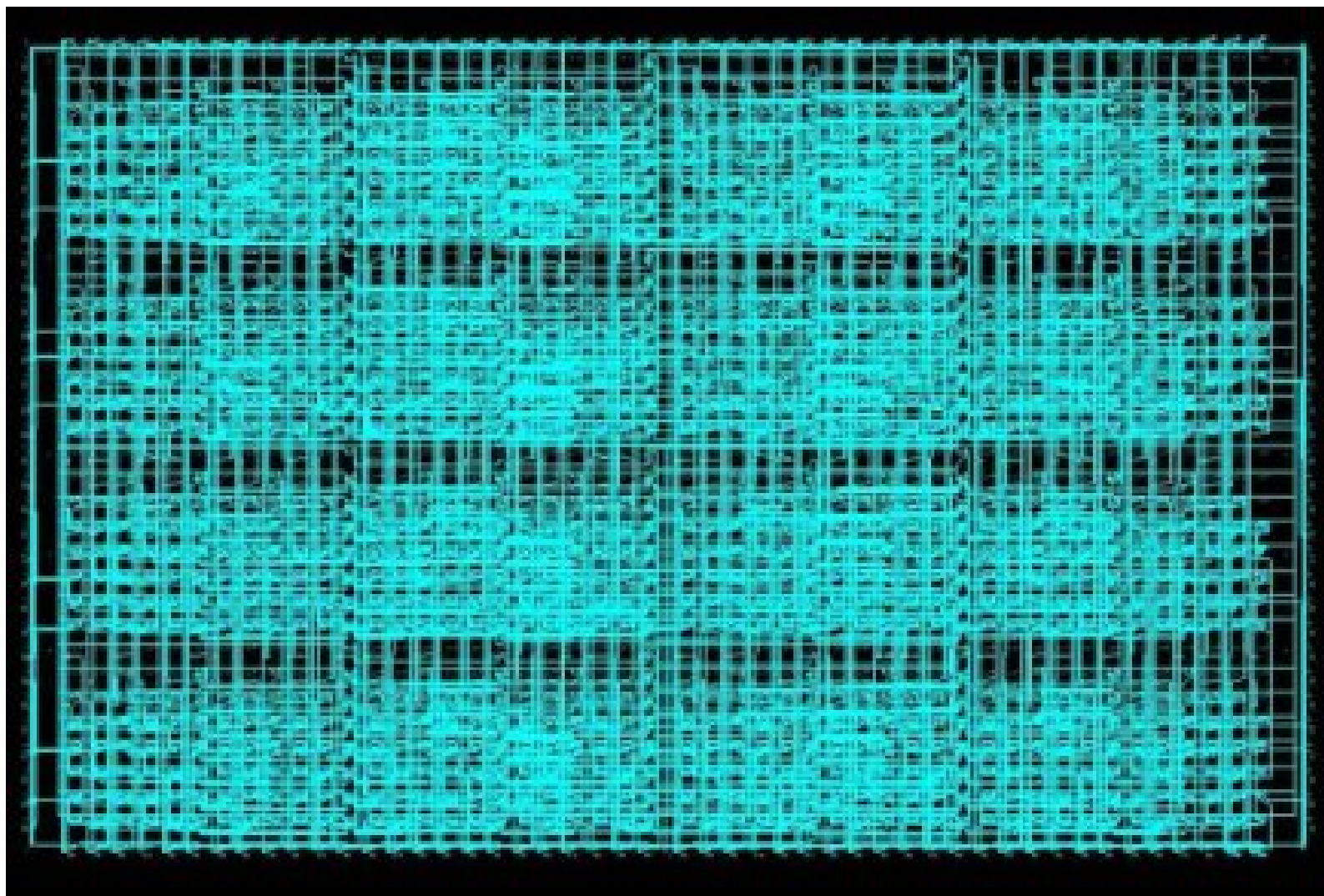


# Bluecheck

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

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

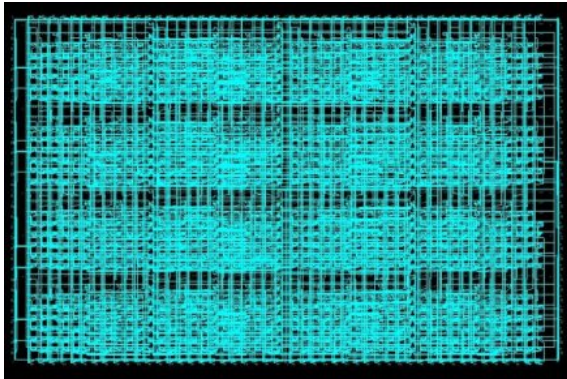
# QuickCheck on a chip



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

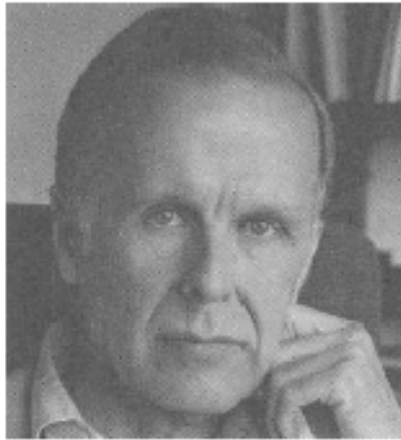
one  $f\ x = f\ x$

zero  $f\ x = x$



**Whole  
values**

**Combining  
forms**



**Simple  
laws**

**Functions as  
representations**