

# Functional Programming Patterns

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Flipkart

nilenso

Capillary

FICO

# Complexity

# Complexity

- » Complexity is the degree of entanglement in software.
- » Complex programs are hard to understand and hence hard to change.

# Essential Complexity

- » Required for solving the problem at hand.
  - » Like implementing Breadth-first search algorithm for finding the shortest path.
  - » It is unavoidable regardless of which tools and frameworks you use.

# Accidental Complexity

- » Not inherent to the problem; brought while writing the program.

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  - » Choose to use Java? Now you have to model everything as objects.

# Accidental Complexity

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  - » Choose to use C? Now you have to manage memory too.
  - » Choose to use Java? Now you have to model everything as objects.
  - » Choose to use node? Now you have to deal with 3 million dependencies.



# Functional Programming

# Functional Programming

Functional programming is a programming paradigm that treats computation as the evaluation of mathematical functions and avoids changing-state and mutable data.

# FP: Salient Aspects

» pure functions

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- » first-class and higher-order functions

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- » pure functions
- » first-class and higher-order functions
- » no/constrained mutable state

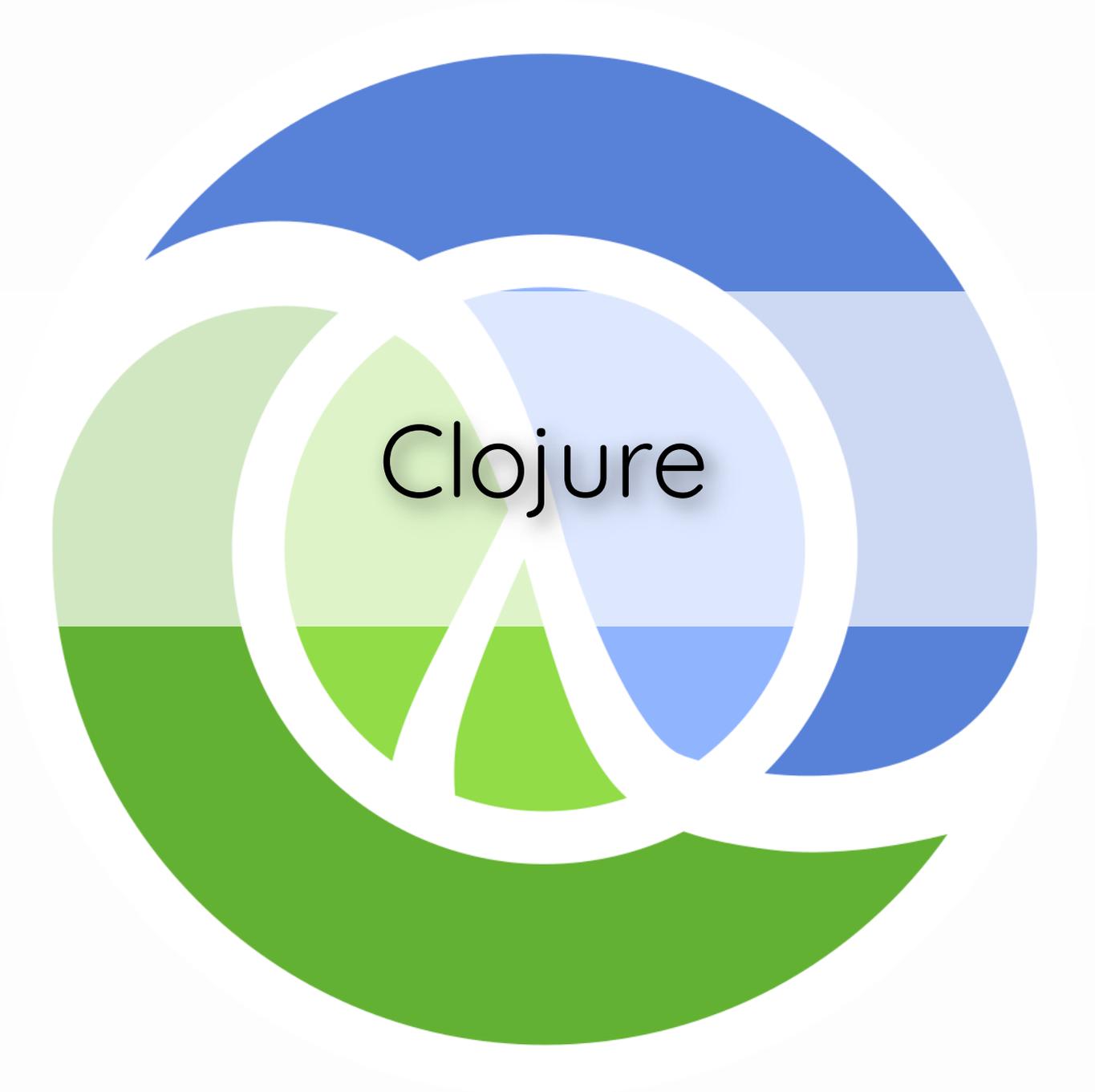
# FP: Salient Aspects

- » pure functions
- » first-class and higher-order functions
- » no/constrained mutable state
- » no/constrained side-effects

# FP: Salient Aspects

- » pure functions
- » first-class and higher-order functions
- » no/constrained mutable state
- » no/constrained side-effects
- » optionally, lazy evaluation and static type system

```
let meetups =  
  [{name: 'JS', isActive: true, members: 700},  
   {name: 'Clojure', isActive: true, members: 900},  
   {name: 'Java', isActive: false, members: 600},  
   {name: 'Go', isActive: true, members: 500}];  
  
let totalMembers = meetups  
  .filter(m => m.isActive)  
  .map(m => m.members)  
  .reduce((acc, m) => acc + m, 0);
```



# Closure

# Clojure

» dynamically typed

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- » dynamically typed
- » functional programming language

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- » dynamically typed
- » functional programming language
- » from the Lisp family

# Clojure

- » dynamically typed
- » functional programming language
- » from the Lisp family
- » runs on JVM

# Clojure

```
(def meetups
  [{:name "JS" :is-active true :members 700}
   {:name "Clojure" :is-active true :members 900}
   {:name "Java" :is-active false :members 600}
   {:name "Go" :is-active true :members 500}])
```

```
(def total-members
  (->> meetups
    (filter :is-active)
    (map :members)
    (reduce (fn [acc m] (+ acc m)) 0)))
```

# Functional Programming Patterns

# Functional Programming Patterns

1. Immutable Data; Explicit State
2. Dataflow Programming
3. Explicit over Implicit
4. Data-oriented Programming
5. Functional Core; Imperative Shell

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# Immutable Data; Explicit State

# Immutable Data

- » Objects which once created cannot be changed.
- » All domain objects should be immutable:
  - » User, Account, Transaction, Event etc.

What?

# Immutable Data

- » No sneaky action-at-distance.
- » Thread safety.
- » Easier to reason about.
- » GC is quite fast now. Creating objects is cheap.

Why?

# Immutable Data

- » In Clojure, just use built-in data structures like vector and map.
- » In Java, use Google `@AutoValue` or Lombok `@Value` annotations.
- » Clojure data structures share memory so they are more memory efficient.

How?

# Immutable Data: Java

```
import lombok.Value;  
import lombok.With;
```

```
@Value
```

```
public class Person {  
    private String name;  
    @With private int age;  
    private double score;  
}
```

```
Person abhinav = new Person("abhinav", 30, 100.0);  
String name = abhinav.getName();  
Person olderAbhinav = abhinav.withAge(31);
```

# Immutable Data: Clojure

```
=> (def abhinav {:name "Abhinav" :age 30 :score 100.0})  
{:name "Abhinav", :age 30, :score 100.0}
```

```
=> (def name (:name abhinav))  
"Abhinav"
```

```
=> (def older-abhinav (assoc abhinav :age 31))  
{:name "Abhinav", :age 31, :score 100.0}
```

# Explicit State

- » Everything is immutable by default.
- » Mutable state is marked explicitly so.
- » Examples are thread pools, connection pools, dynamic configs, caches etc.

What?

# Explicit State

- » Mutability is constrained. You know the possible sources of sneaky action-at-distance.
- » Proper thread safety implemented for these specific mutability constructs.
- » Easier to reason about.

why?

# Explicit State

- » In Clojure, use [atom](#), [agent](#) or [ref](#).
- » In Java, use [AtomicReference](#) with immutable value, [Quasar](#) or [Akka](#) actors with inaccessible mutable state.
- » [VAVR library](#) provides persistent DS like Clojure for Java.

How?

# Explicit State: Clojure

```
=> (def abhinav (atom {:hair-color :black :age 33}))
#'user/abhinav
=> (swap! abhinav pass-time)
{:hair-color :gray, :age 34}
=> (reset! abhinav {:hair-color :none :age 33})
{:hair-color :none, :age 33}
=> @abhinav
{:hair-color :none, :age 33}
```

# Explicit State: Clojure

```
=> (def abhinav (atom {:hair-color :black :age 33}))
#'user/abhinav
=> (swap! abhinav pass-time)
{:hair-color :gray, :age 34}
=> (reset! abhinav {:hair-color :none :age 33})
{:hair-color :none, :age 33}
=> @abhinav
{:hair-color :none, :age 33}
```

```
(defn pass-time [person]
  (-> person
    (assoc :hair-color :gray)
    (update :age inc)))
```

# Explicit State: Java

```
class Person {
    private String hairColor;
    private int age;
    public Person(String hairColor, int age) {
        this.hairColor = hairColor;
        this.age = age;
    }
    public Person withAge(int age) {
        return new Person(this.hairColor, age);
    }
    public Person withHairColor(String hairColor) {
        return new Person(hairColor, this.age);
    }
    public Person passTime() {
        return this.withHairColor("Gray").withAge(this.age + 1);
    }
}
```

# Explicit State: Java

```
AtomicReference<Person> abhinav =  
    new AtomicReference(new Person("Black", 33));  
abhinav.updateAndGet(Person::passTime);  
abhinav.set(new Person(null, 33));  
abhinav.get();
```

# Dataflow Programming

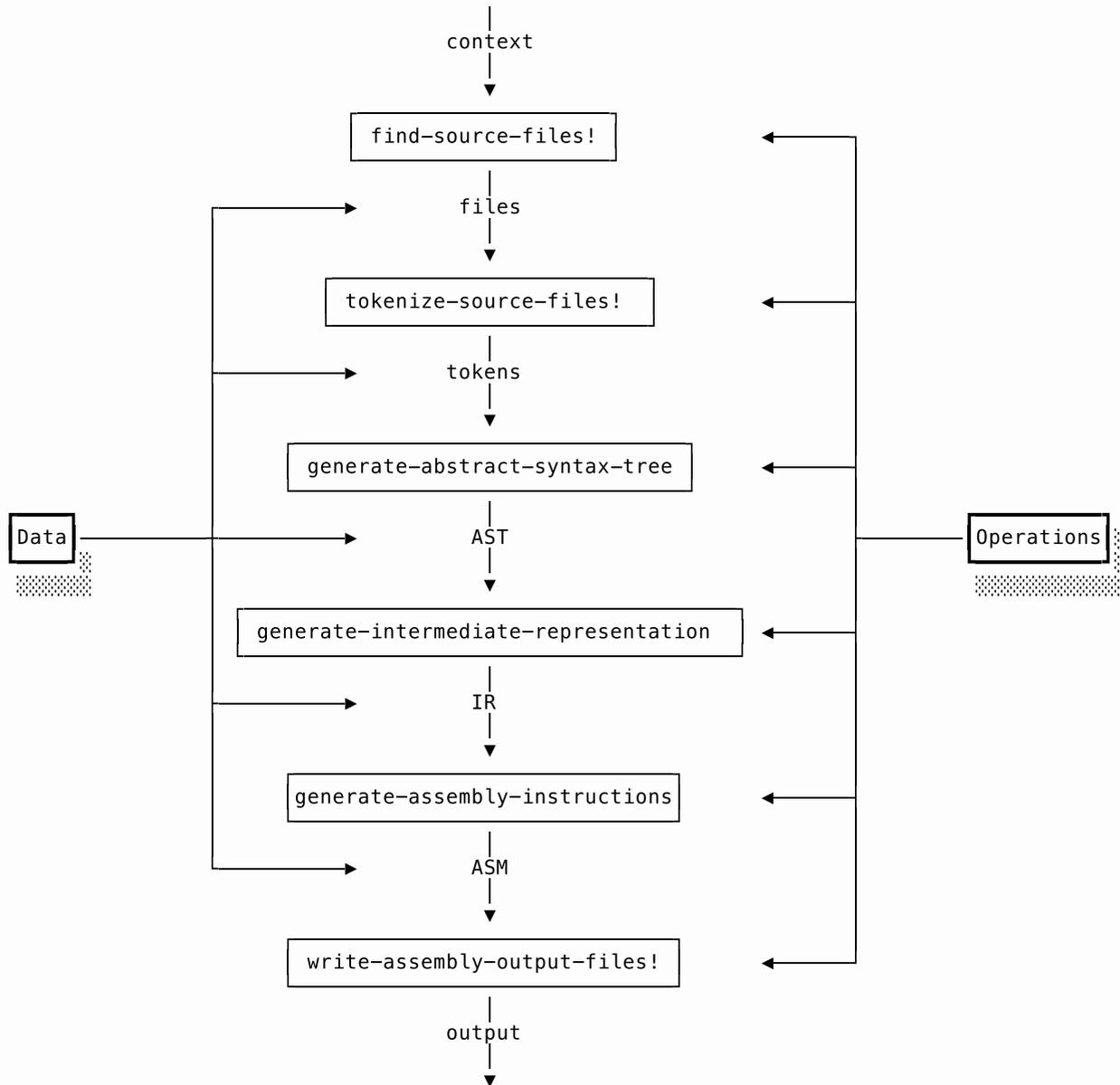
# Dataflow Programming

- » A programming paradigm that models a program as a directed graph of the data flowing between operations.

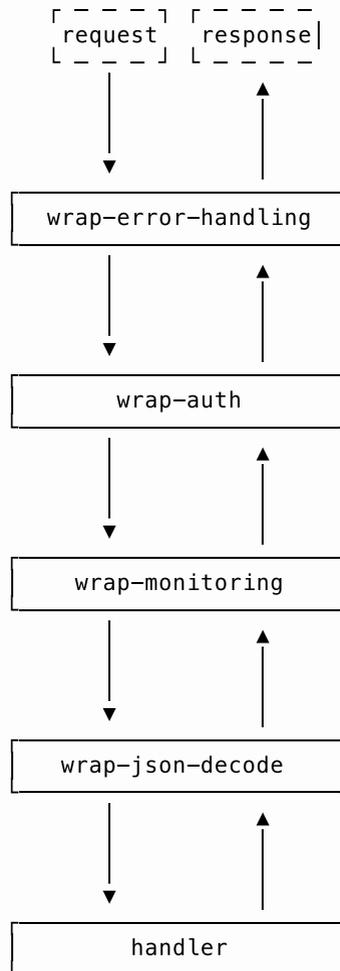
# Dataflow Programming

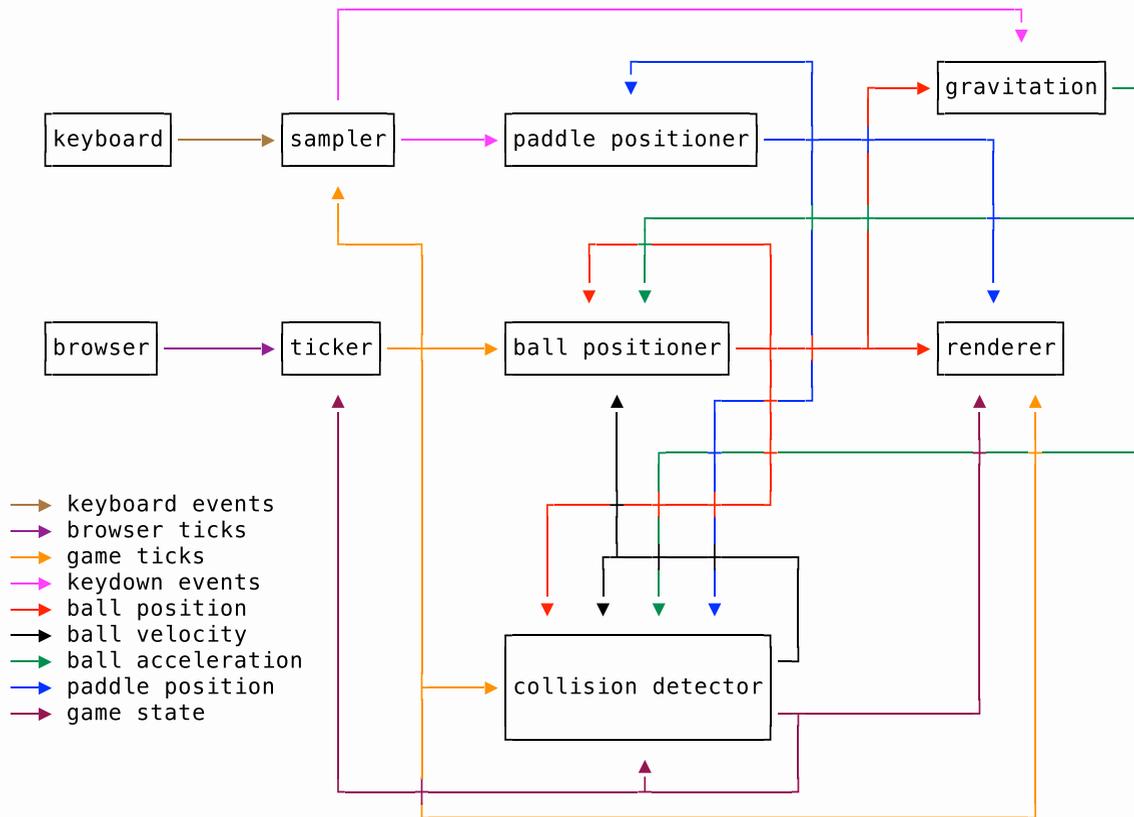
- » A programming paradigm that models a program as a directed graph of the data flowing between operations.

```
public class Compiler {  
    public void compile() {  
        List<File> files = findSourceFiles();  
        List<Token> tokens = tokenizeSourceFiles(files);  
        AST ast = generateAbstractSyntaxTree(tokens);  
        IR ir = generateIntermediateRepresentation(ast);  
        ASM asm = generateAssemblyInstructions(ir);  
        writeAssemblyOutputFiles(asm);  
    }  
}
```

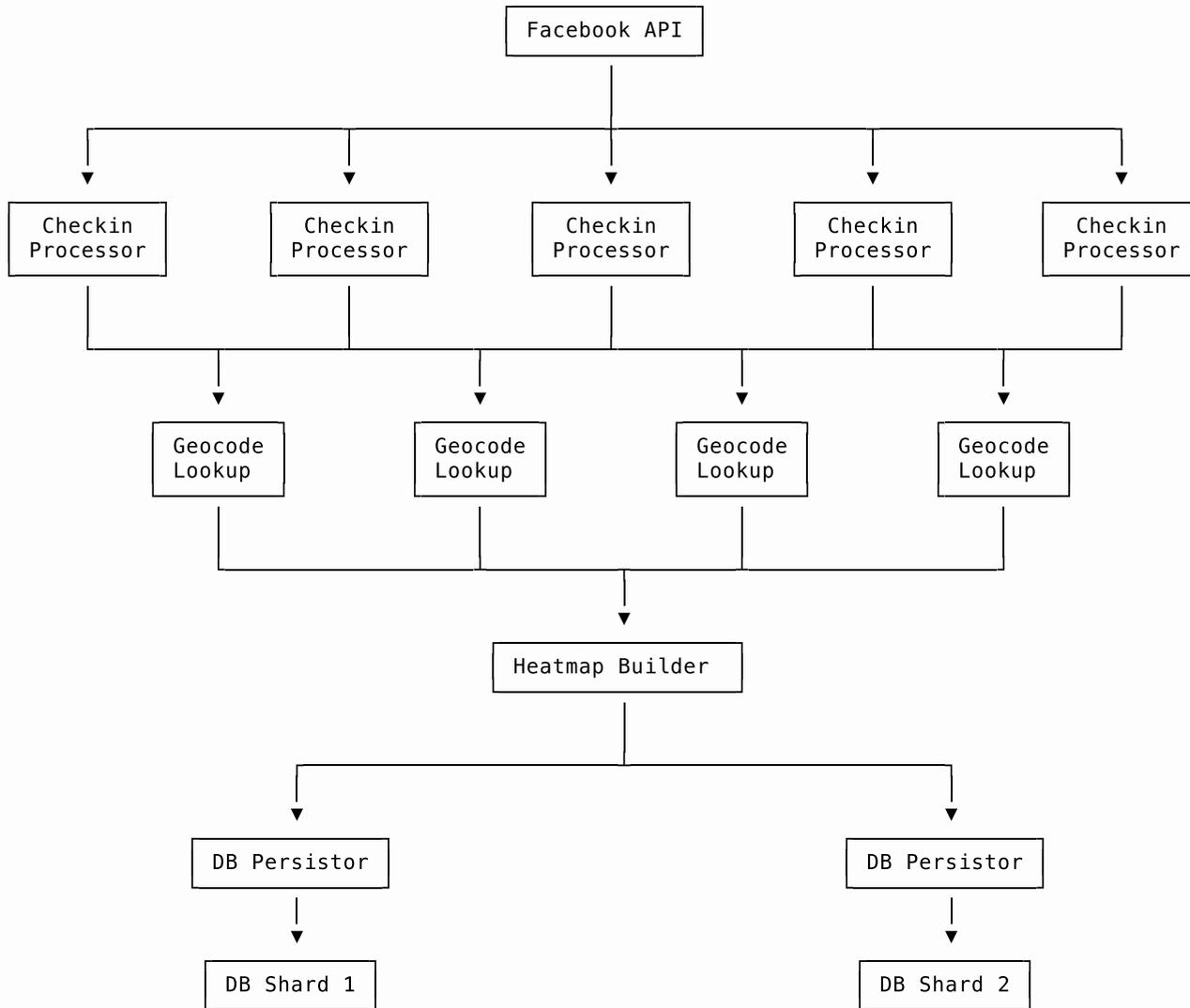


```
(defn compile! []  
  (-> (find-source-files!)  
      (tokenize-source-files!)  
      (generate-abstract-syntax-tree)  
      (generate-intermediate-representation)  
      (generate-assembly-instructions)  
      (write-assembly-output-files!)))
```





frpong game dataflow diagram



# Dataflow Programming

- » In Java, use an Actor framework like [Akka](#).
- » Or roll your own using [ArrayBlockingQueue](#) and [ExecutorService](#).
- » In Clojure, use [core.async](#).

Explicit over Implicit

# Explicit over Implicit

- ✗ Dependency Injection
- ✗ Aspect Oriented Programming
- ✗ Hidden Code Generation
- ✗ Threadlocals
- ✗ Hidden Middlewares

# Explicit over Implicit

✗ Dependency Injection

✗ Aspect Oriented  
Programming

✗ Hidden Code Generation

✗ Threadlocals

✗ Hidden Middlewares

✓ Higher-order functions

✓ Macros

✓ Explicit stateful components

✓ Passing context as function  
parameter

# Explicit over Implicit

## Replace

```
@Transactional  
void transferMoney(Account from, Account to, Amount amount) {  
    accountDAO.subtract(from, amount);  
    accountDAO.add(to, amount);  
}
```

# Explicit over Implicit

## Replace

```
@Transactional
void transferMoney(Account from, Account to, Amount amount) {
    accountDAO.subtract(from, amount);
    accountDAO.add(to, amount);
}
```

## with

```
(defn transfer-money [from to amount]
  (java.jdbc/with-db-transaction [txn db-conn-pool]
    (account-dao/subtract txn from amount)
    (account-dao/add txn to amount)))
```

# Explicit over Implicit

Replace

```
@Timed(.. some setting ...)  
void importantBusinessFunction() { .. }
```

# Explicit over Implicit

Replace

```
@Timed(.. some setting ...)  
void importantBusinessFunction() { .. }
```

with

```
(defn important-business-function []  
  (timed  
    {:some-settings ...}  
    (do-something-important)))
```

# Explicit over Implicit

## Replace

```
@RequestMapping(value = "{org_nr}/devices")
@Authorization(
    resource = @TargetResource(
        type = ORGANIZATION, identifiedBy = "org_nr"),
    requiresPermission = ANY_ROLE,
    requiresAuthenticationLevel = TWO_FACTOR
)
List<Devices> getDevices(@RequestParam("org_nr") String orgNr) { .. }
```

# Explicit over Implicit

## Replace

```
@RequestMapping(value = "{org_nr}/devices")
@Authorization(
    resource = @TargetResource(
        type = ORGANIZATION, identifiedBy = "org_nr"),
    requiresPermission = ANY_ROLE,
    requiresAuthenticationLevel = TWO_FACTOR
)
List<Devices> getDevices(@RequestParam("org_nr") String orgNr) { .. }
```

## with

```
(GET "[:org_nr]/devices" [org-nr :as req]
 (check-auth
  {:target [:organization org-nr]
   :role :any
   :level :two-factor}
  req
  #(get-devices org-nr))))
```

# Explicit over Implicit

```
(def handler
  (-> routes
    (make-handler)
    (wrap-swagger-ui "/swagger-ui")
    (wrap-defaults api-defaults)
    (wrap-json-params)
    (wrap-json-response)
    (wrap-monitoring)
    (wrap-errors)))

(run-jetty handler {:port 3000}))
```

# Data-oriented Programming

# Data-oriented Programming

- » Data is easy to manipulate.
- » Data is easy to extend.
- » Data can be interpreted in different ways.
- » Data can be saved into DB/disk or sent over network.

Why?

# Data as Control Flow

## » Dispatch table

```
(defn routes []
  ["/" [{"api/" [{"v1/" {"ping" ping
                        "orgs" [{"/" :id] {:get org/get}}
                        "users" {"/me" {:get user/me
                                         :delete user/logout}}}}]
        [true not-found-handler]]]
  ["oauth/" {:subdomain ""} oauth/launch
   {:subdomain "/callback"} oauth/callback}]
  [true default-site-handler]])
```

# Data as Control Flow

## » Logic Programming

4	×		-		22
+		-		×	
	×		-		-1
×		-		+	
	+		×		72
25		-4		25	

```

(ns logic.core
  (:refer-clojure :exclude [==])
  (:require [clojure.core.logic :refer :all])
  (:require [clojure.core.logic.fd :as fd]))

;; Use run* to retrieve all possible solutions
(run* [q]
  ;; Create some new logic vars (lvars) for us to use in our rules
  (fresh [a0 a1 a2 ;; Top row
          b0 b1 b2 ;; Middle row
          c0 c1 c2] ;; Bottom row
    ;; Unify q with our lvars in the output format we want
    (== q [[a0 a1 a2]
           [b0 b1 b2]
           [c0 c1 c2]]))
  ;; State that every one of our lvars should be in the range 1-9
  (fd/in a0 a1 a2 b0 b1 b2 c0 c1 c2 (fd/interval 1 9))
  ;; State that each of our lvars should be unique
  (fd/distinct [a0 a1 a2 b0 b1 b2 c0 c1 c2])
  ;; fd/eq is just a helper to allow us to use standard Clojure
  ;; operators like + instead of fd/+
  (fd/eq
    ;; Horizontal conditions for the puzzle
    (= (- (* a0 a1) a2) 22)
    (= (- (* b0 b1) b2) -1)
    (= (+ (* c0 c1) c2) 72)
    ;; Vertical conditions for the puzzle
    (= (* (+ a0 b0) c0) 25)
    (= (- (- a1 b1) c1) -4)
    (= (+ (* a2 b2) c2) 25)
    ;; And finally, in the puzzle we are told that the top left
    ;; number (a0) is 4.
    (= a0 4))))

```

# Data as Instructions

- » Rule engines

# Data as Instructions

» Interpreters

# Raga

Has a name

Rule to ascend

Rule to descend

Not necessarily symmetric

Not necessarily linear

Grouped into families

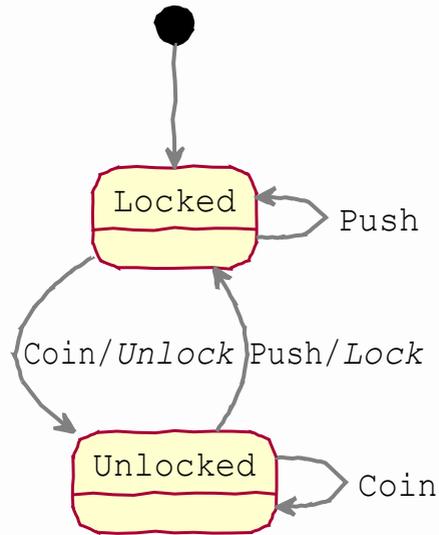
```
1  {[:name :suryakantam,  
2    :num 17,  
3    :arohanam [:s :r1 :g3 :m1 :p :d2 :n3 :s.],  
4    :avarohanam (:s. :n3 :d2 :p :m1 :g3 :r1 :s)}  
5  {:sahuli  
6    {:arohanam (:s :g3 :m1 :p :n3 :s.),  
7      :avarohanam (:s. :n3 :d2 :p :m1 :g3 :r1 :s)}  
8    :shuddhalalita  
9    {:arohanam (:s :r1 :g3 :m1 :d2 :n3 :s.),  
10     :avarohanam (:s. :n3 :d2 :m1 :g3 :r1 :s)}},  
11   :shuddhagandharvam  
12   {:arohanam (:s :r1 :g3 :m1 :p :d2 :n3 :s.),  
13     :avarohanam (:s. :d2 :p :m1 :r1 :s)}},  
14   :kanakacala  
15   {:arohanam (:s :g3 :p :n3 :s.),  
16     :avarohanam (:s. :d2 :m1 :r1 :s)}},  
17   :kanthiravam  
18   {:arohanam (:s :r1 :g3 :p :d2 :n3 :s.),  
19     :avarohanam (:s. :n3 :d2 :p :m1 :g3 :r1 :s)}  
20   :kannal  
21   {:arohanam (:s :r1 :g3 :m1 :p :d2 :n3 :s.),  
22     :avarohanam (:s. :d2 :p :m1 :r1 :s)}},  
23   ...
```

# Data as Instructions

» Codegen from data

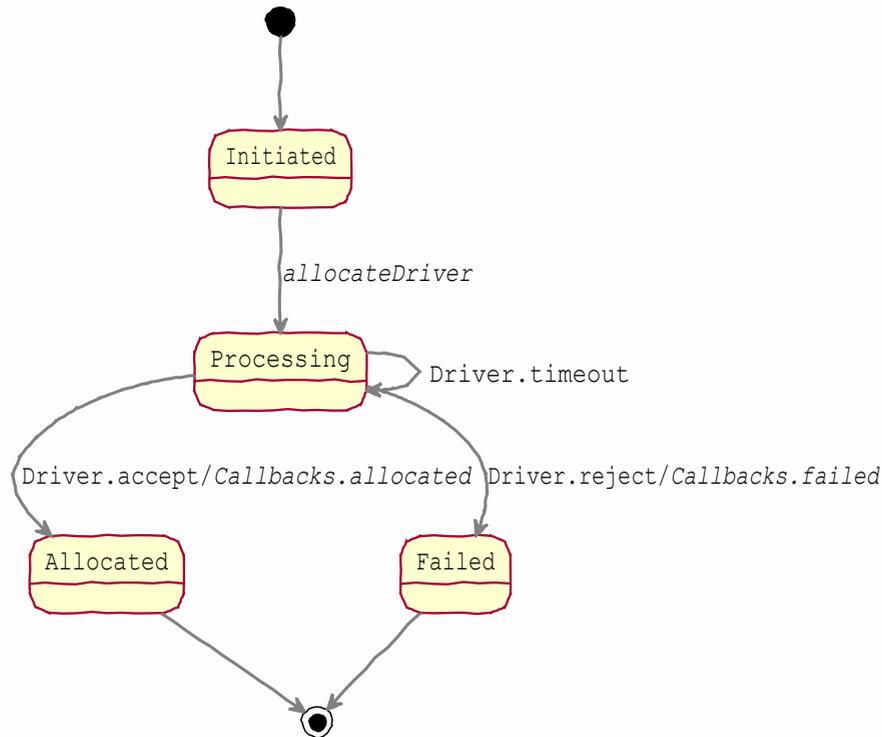
```
(def q-sqlmap {:select [:foo/a :foo/b :foo/c]
              :from   [:foo]
              :where  [:= :foo/a "baz"]})
(sql/format q-sqlmap :namespace-as-table? true)
=> ["SELECT foo.a, foo.b, foo.c FROM foo WHERE foo.a = ?" "baz"]
```

# Data as Finite State Machine



A turnstile's state-machine

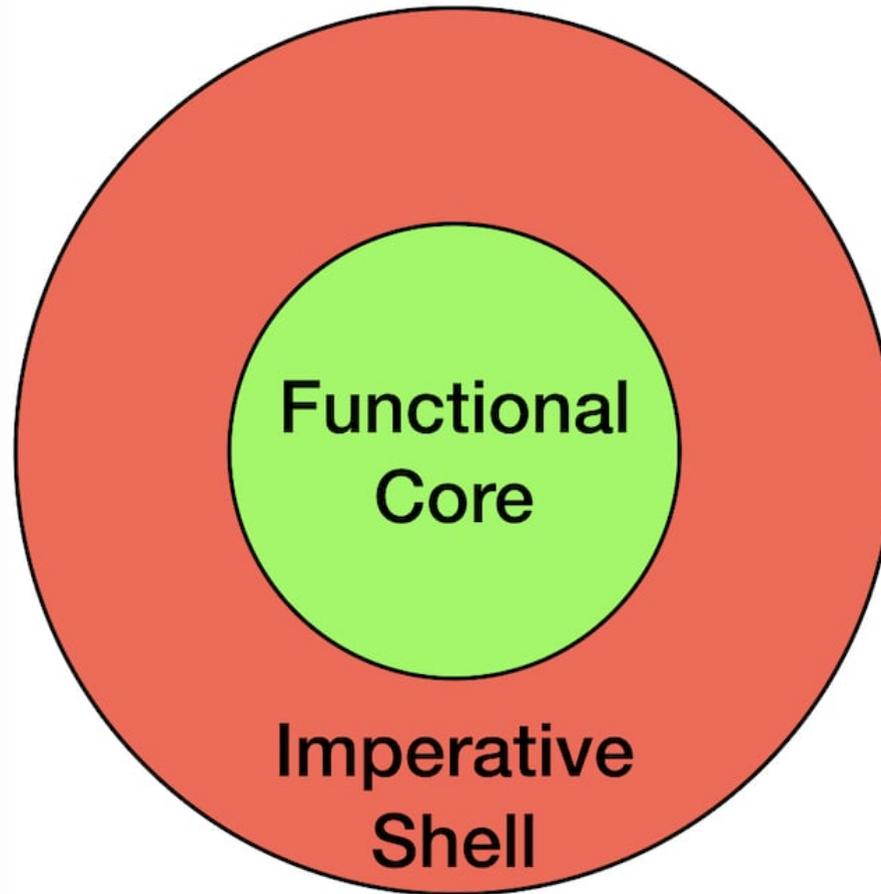
# Data as Finite State Machine



Driver allocation state machine

# Functional Core; Imperative Shell

# Functional Core; Imperative Shell

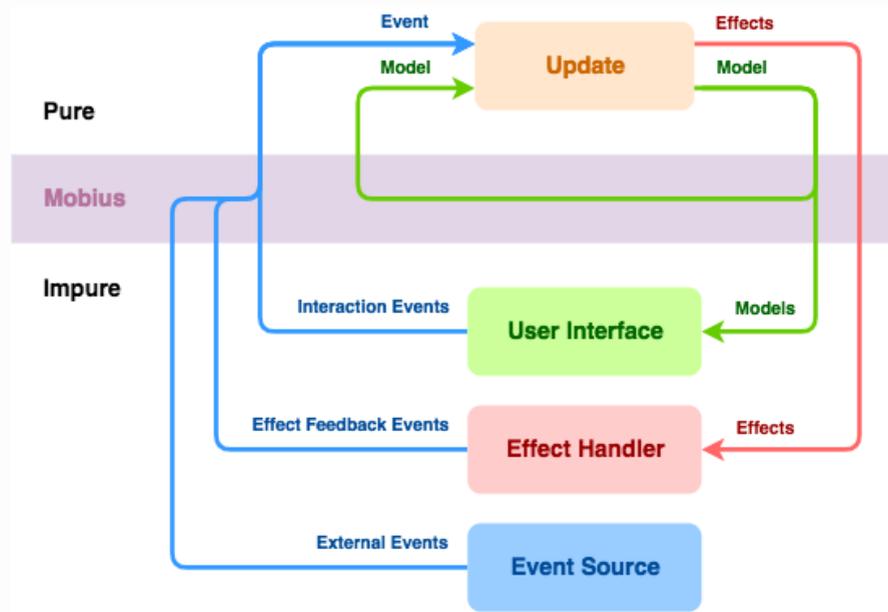


# Functional Core

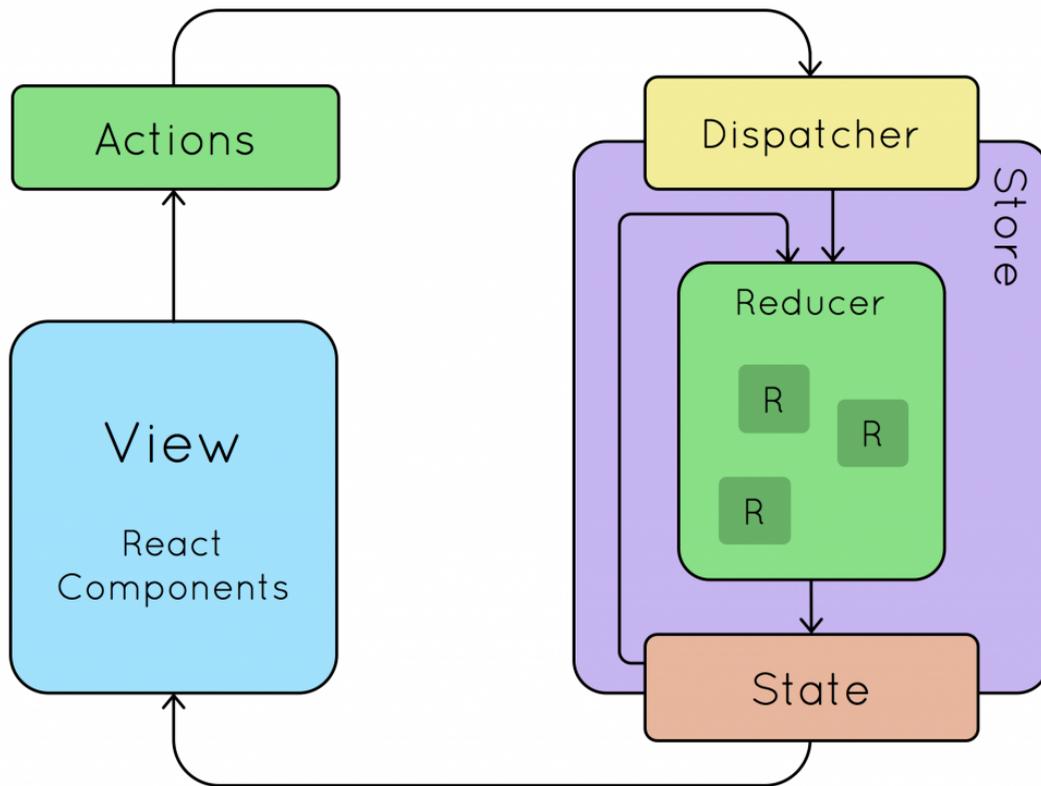
- » only pure functions
- » no side-effects
- » as many decisions as possible
- » easier to test and to change
- » make as big as possible

# Imperative Shell

- » only side effects
  - » error handling
  - » state
  - » IO
- » as few conditionals or decisions as possible
- » harder to test
- » make as thin as possible



## Mobius Architecture



## Redux Architecture

# Simple Made Easy

Rich Hickey



# References

- » [No Silver Bullet – Essence and Accident in Software Engineering](#)
- » [Why Functional Programming Matters](#)
- » [Translating an Enterprise Spring Webapp to Clojure](#)
- » [Java with a Clojure Mindset](#)
- » [Functional Core; Imperative Shell](#)
- » [Simple Made Easy](#)

# Thanks

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