

**All I needed for FP I
learned in High
School Algebra**



**Eric Normand
PurelyFunctional.tv**



1



2



3



4



5



6

LOG OF

Jenny 2

From

LOAD HOWE

to

RAPA ITI

Date

TOB 16 / 4 19 63

HOUR	LOG	DISTANCE MADE	COURSE GOOD	WIND DIRECTION AND FORCE	BAROMETER	LEEWAY	REMARKS
A.M. 21	299.3	5.0	T56	SW.F 5-6	29.9	NIL	HEAVY SEAS But lowest shipping
22	305.	5.7	T56	S.W.F 5-6	29.9	NIL	On get as we are running before
23	308	3.0	T56	SW. 5-6	29.9	NIL	which corresponds with our own
24	311	3.0	T56	S.W. 5-6	29.9	NIL	20 knots of breaking on first 100
25	319.5	8.5	T56	SW 5-6	29.9	NIL	Very uncomfortable down below
26	330	8.5	T56	SW 8	29.9	NIL	decks.
27	337.4	7.4	T56	SW 7	29.95	NIL	SEAS HEAVY HUGE SWELLS
28	344.8	7.4	T56	SW 7	29.95	NIL	
29	350.4	6.4	T56	SW 7	29.95	NIL	30 FT SWELLS CREW'S TO PEAK
30	357.4	6.4	T56	SW 7	29.95	NIL	
31	364.4	7.0	T56	SW 7	29.95	NIL	
N. 312	371.2	6.8	T56	SW 7	29.95	NIL	
P.M. 31	376.9	5.7	T56	SW 5-6	29.9	NIL	SEAS RECEIVING
22	382.7	5.7	T56	S.W 4-5	29.9	NIL	" "
3	387.7	5.0	T56	S 5-6	29.9	NIL	
4	392.7	5.0	T56	SE 5-6	29.9	NIL	
35	397.7	5.0	T56	SE 5-6	29.95	NIL	
46	401-1	5.4	T56	SE 5-6	30.0	NIL	VERY NEARLY REACHING
47	410	8.0	T56	SE 5-6	30.1	NIL	HER MAXIMUM HULL SPEED
48	419	9.0	T56	SE 5-6	30.1	NIL	THIS IS HER BEST POINT OF
49	428	9.0	T56	SE 5-6	30.1	NIL	SAILING WITH THE WIND JUST
410	437.9	9.9	T56	SE 6	30.1	NIL	ABRAFT OF TEAM 9 NOTS FOR
411	445.2	7.8	T56	SE 6	30.1	NIL	THE HOUR
8.1 12	452.6	7.3	T56	SE 6	30.1	NIL	MODERATE SEAS

LATITUDE		LONGITUDE		DAY'S RUN <u>140.2</u> Nautical Miles		ENGINE USED.....Hrs.....Mins.	
A.M.				CRUISE RUN <u>341.2</u> Nautical Miles		FUEL-IN GALLONS	
NOON		28° 55' S 171° 40' W				IN HAND RECEIVED CONSUMED REMAINING	
12-M.N. P.M.		28° 35' S 169° 50' W				37 120 NIL 37	

U.S. POSITION

- Sum up all the rocks for the year
- Average # of rocks per day
- Biggest week
- Smallest month

**For the video and transcript
of this presentation,
click here:**

<https://lispcast.com/all-i-needed-for-fp-i-learned-in-high-school-algebra/>

What makes numbers,
an abstract idea, so
useful for modeling real
piles of rocks?

Correspondence of Properties

Information System

Distributed and Concurrent

Parallelization/ Distributed work

In distributed/parallel work, work comes
back out of order

Order doesn't matter



6



a + b

2



b

+

4



a

6



b + a

$$a + b = b + a$$

(f a b)

(f a b)

(f b a)

(= (f a b)
(f b a))

(f a)

(g (f a))

(g (f a))

(g a)

$(g (f a))$

$(f (g a))$

(= (g (f a))
(f (g a)))

Parallelization/ Distributed work

Need to break up task to give to workers

Need to combine groups of answers

Needs to be cheap to break up and recombine groups

Grouping doesn't matter

5



a

+

1



b

+

3



c

6



(a + b)

+

3



c

9



a + b + c

5



a

+

1



b

+

3



c

5



a

+

4



(b + c)

9



a + b + c

$$(a + b) + c = a + (b + c)$$

a b c
a b c

(f a b) c
a b c

(f a b) c
a (f b c)

(f (f a b) c)
(f a (f b c))

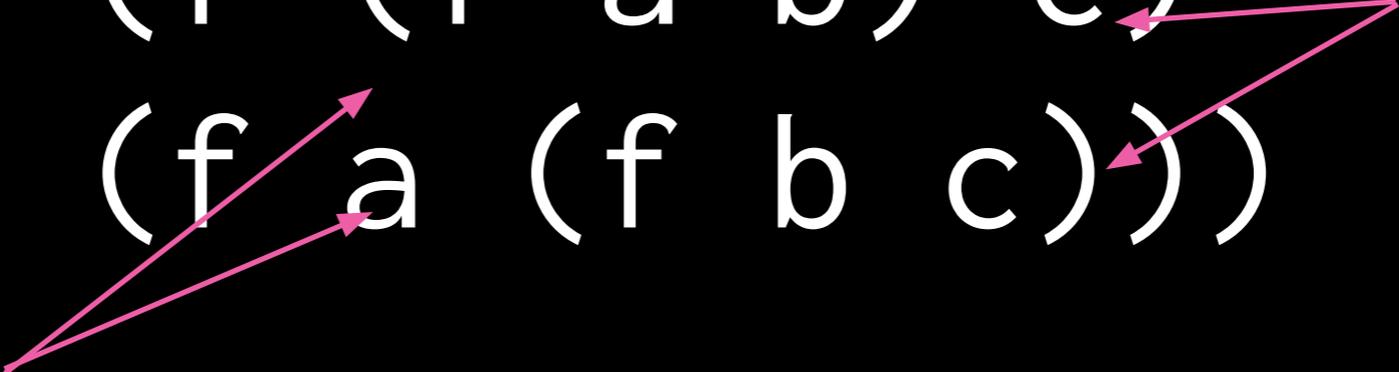
(f (f a b) c)

(f a (f b c))

(= (f (f a b) c)
 (f a (f b c)))

Types

```
(= (f (f a b) c)
   (f a (f b c)))
```



return value of f and its two arguments need to be the same type

Whole Values

Combining two piles makes a new pile

Concatenating two lists makes a new list

Self-contained

```
(defn average [a b]
  (/ (+ a b) 2))
```

Order doesn't matter

~~(= (average a b) (average b a))~~

a = 10, b = 4

(average 10 4) => 7

(average 4 10) => 7

Does grouping matter?

~~(= (average (average a b) c)
(average a (average b c)))~~

a = 10, b = 4, c = 6

(average 10 4) => 7

(average 7 6) => 6.5

(average 4 6) => 5

(average 10 5) => 7.5

```
function average(numbers) {  
    var sum    = 0;  
    var count  = 0;  
    for(i = 0; i < numbers.length; i++) {  
        sum    += numbers[i];  
        count += 1;  
    }  
    if(count === 0) {  
        return null;  
    }  
    return sum / count;  
}
```

```
function average(numbers) {  
    var sum    = 0;  
    var count = 0;  
    for(i = 0; i < numbers.length; i++) {  
        sum    += numbers[i];  
        count += 1;  
    }  
    if(count === 0) {  
        return null;  
    }  
    return sum / count;  
}
```

```
(defn combine [[sum1 count1] [sum2 count2]]  
  [(+ sum1 sum2) (+ count1 count2)])
```

```
(defn ->average [number]  
  [number 1])
```

```
(defn average [numbers]  
  (reduce combine (map ->average numbers)))
```

Where do you start a computation?

$$a + 0 = a$$

(f a i)

(= (f a i) a)

```
(defn combine [[sum1 count1] [sum2 count2]]  
  [(+ sum1 sum2) (+ count1 count2)])
```

```
(defn ->average [number]  
  [number 1])
```

```
(defn average [numbers]  
  (reduce combine ? (map ->average numbers)))
```

```
function average(numbers) {  
    var sum    = 0;           ←  
    var count  = 0;           ←  
    for(i = 0; i < numbers.length; i++) {  
        sum    += numbers[i];  
        count += 1;  
    }  
    if(count === 0) {  
        return null;  
    }  
    return sum / count;  
}
```

```
(defn combine [[sum1 count1] [sum2 count2]]  
  [(+ sum1 sum2) (+ count1 count2)])
```

```
(defn ->average [number]  
  [number 1])
```

```
(defn average [numbers]  
  (reduce combine [0 0] (map ->average numbers)))
```



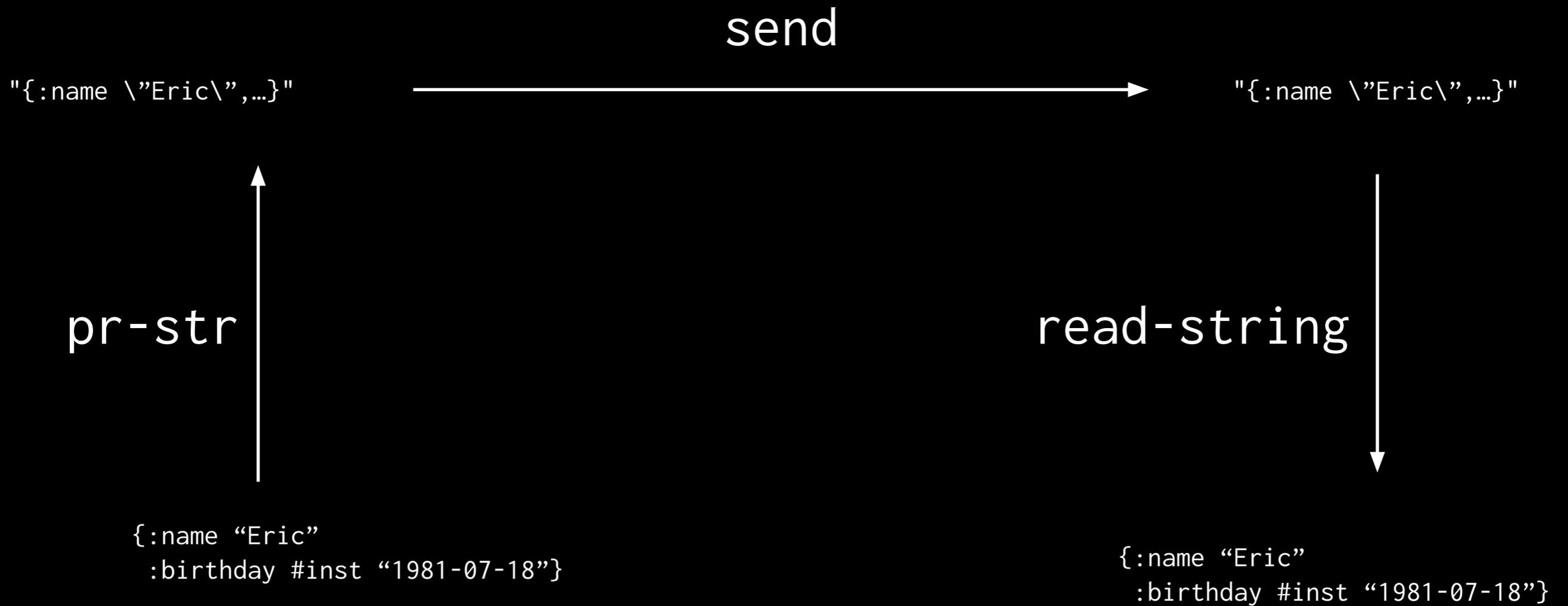
Entrance

EXIT

Gas Gas Gas Gas
Cafe

Going back and forth matters

Great for moving into a new space, doing
a calculation, then moving back



(f a)

$(g (f a))$

$(= (g (f a)) a)$

```
(defn combine [[sum1 count1] [sum2 count2]]  
  [(+ sum1 sum2) (+ count1 count2)])
```

```
(defn ->average [number]  
  [number 1])
```

```
(defn average [numbers]  
  (reduce combine [0 0]  
    (map ->average numbers)))
```

```
(defn combine [[sum1 count1] [sum2 count2]]  
  [(+ sum1 sum2) (+ count1 count2)])
```

```
(defn ->average [number]  
  [number 1])
```

```
(defn average-> [[sum count]]  
  (/ sum count))
```

```
(defn average [numbers]  
  (->> numbers  
    (map ->average)  
    (reduce combine [0 0])  
    average->))
```



Distributed

Messages arrive one or more times

Distributed

Independent workers have to coordinate to avoid duplicate work

Duplicates don't matter



```
(= (-> m
     (assoc :a "hello")
     (assoc :a "hello")))
(-> m
 (assoc :a "hello"))
```

(= (f a)
(f a))

(= (f (f a))
(f a))

```
(def button-state (atom {}))
```

```
(defn press! [button-id]  
  (swap! button-state assoc button-id true))
```

```
...
```

```
(press! :3rd-floor-north-up)
```

```
(press! :3rd-floor-north-up)
```

```
(press! :3rd-floor-north-up)
```

Nothing else matters

Know when to end

Circuit-breaking

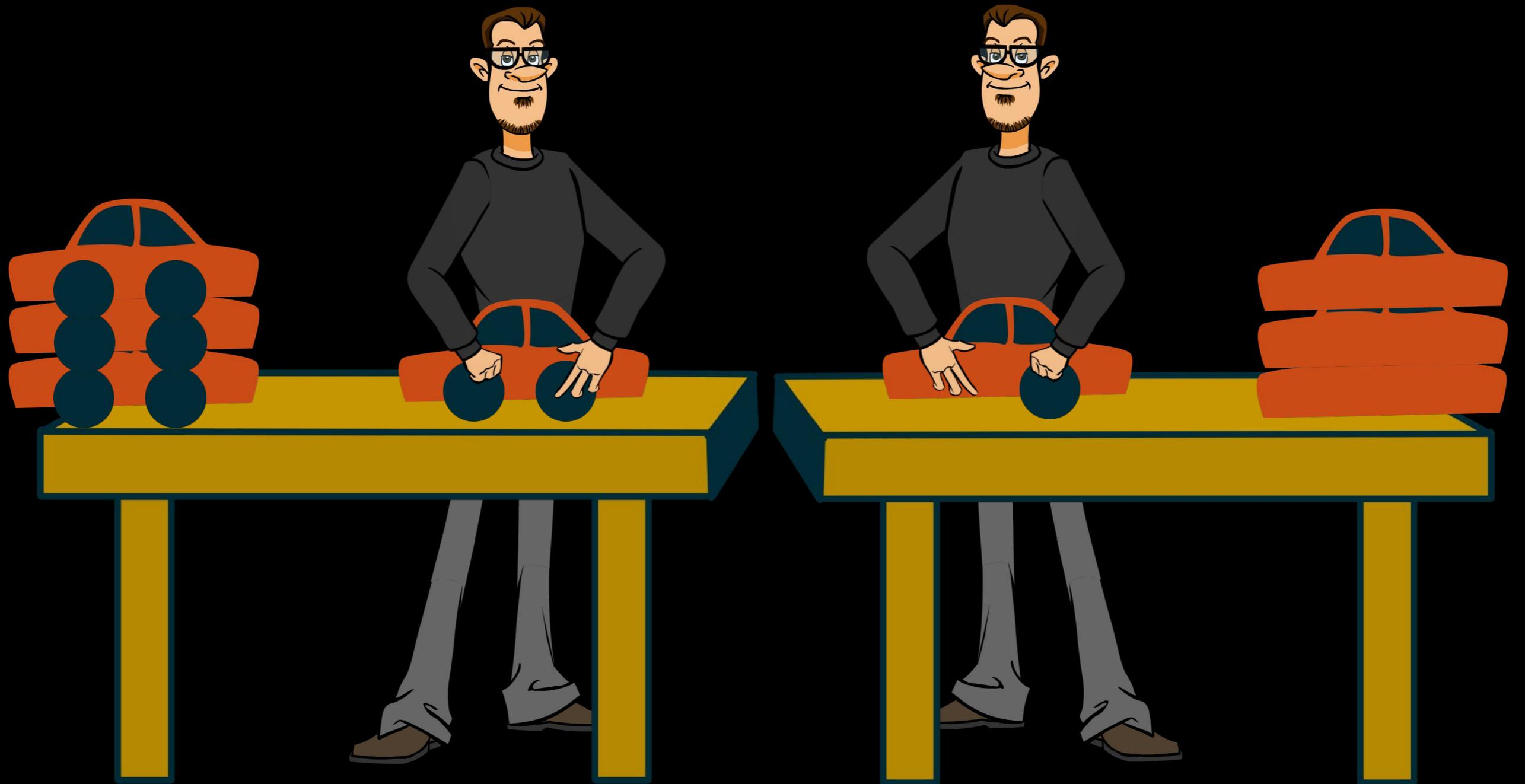
a * b * c * 0 * d * e * f

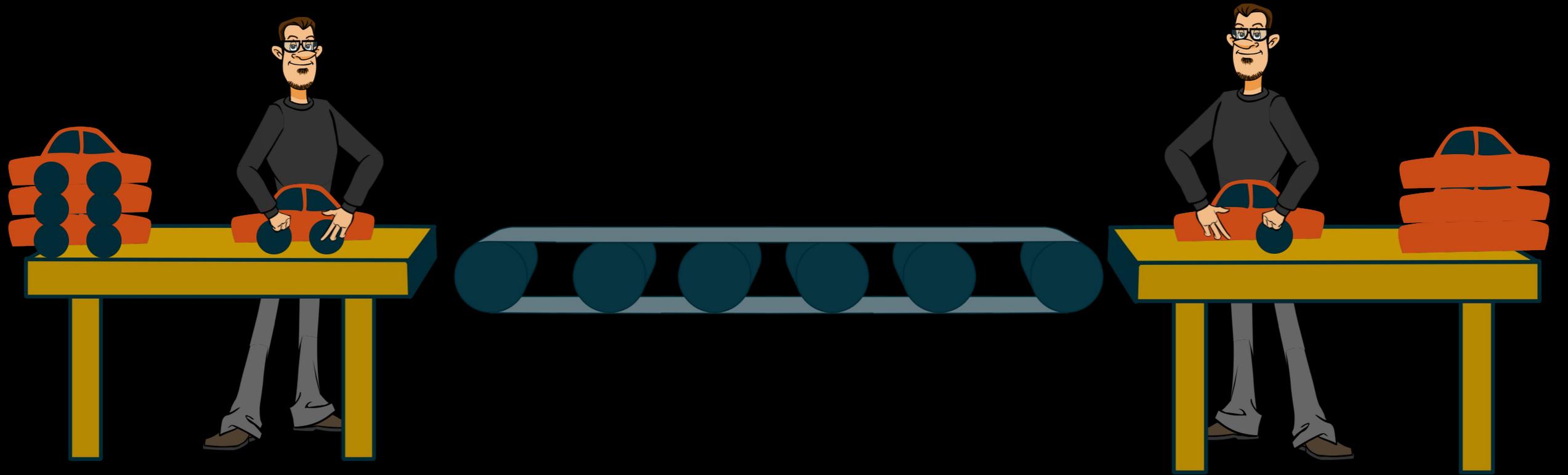
$$a * 0 = 0$$

(f a z)

$(= (f a z) z)$







Splitting up work and recombining it matters

Great for arranging and rearranging work in a pipeline

Composing transducers

```
(= (>> cars
    (map add-back-wheel)
    (map add-front-wheel))
   (>> cars
    (map (comp
          add-front-wheel
          add-back-wheel))))
```

```
(= (map identity a) a)
```

`(= (map identity a) a)`

`(map g a)`

`(= (map identity a) a)`

`(map f (map g a))`

`(= (map identity a) a)`

`(map f (map g a))`
`(comp f g)`

`(= (map identity a) a)`

`(map f (map g a))`

`(map (comp f g) a)`

`(= (map identity a) a)`

`(= (map f (map g a))
 (map (comp f g) a))`

Conclusions

Commutative	Order doesn't matter	<code>(= (f a b) (f b a))</code>
Associative	Grouping doesn't matter	<code>(= (f (f a b) c) (f a (f b c)))</code>
Identity value	Where to start	<code>(= (f a i) a)</code>
Zero value	When to stop	<code>(= (f a z) z)</code>
Idempotence	Duplicates don't matter	<code>(= (f (f a)) (f a))</code>
Reversibility	Going back and forth	<code>(= (g (f a)) a)</code>
Structure Preservation	Rearranging work	<code>(= (m identity a) a) (= (m (comp f g) a) (m f (m g a)))</code>

These properties are
what allow us to do
our work

(= (f a b)
(f b a)))

```
(prop/for-all [a S  
              b S]
```

```
  (= (f a b)  
     (f b a)))
```

```
(prop/for-all [a gen/int  
              b gen/int]
```

```
  (= (* a b)  
     (* b a)))
```

Algebraic properties
make great
test.check
properties



Eric Normand

LispCast

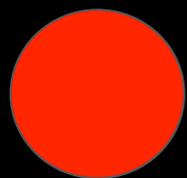
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