

Procedural vs Functional Style

procedural = imperative

Abstracting Expressions

- Scale a 2D-point p by a factor c

```
(define scale
  (lambda (c p)
    (cons
      (* c (first p))
      (list (* c (second p)))
    )
  ))
```

- Can abbreviate a fixed and finite number of function applications for readability, modifiability, and reusability.

Procedural/Imperative vs Functional

- *Program*: a sequence of instructions for a von Neumann m/c .
- Computation by instruction execution.
- *Repetition*: Iteration.
- Modifiable or updateable variables.

- *Program*: a collection of function definitions (m/c independent).
- Computation by term rewriting.
- *Repetition*: Recursion.
- “*Assign-only-once*” variables.

Functional Style : Illustration

- Definition : *Equations*
 $\text{sum}(0) = 0$
 $\text{sum}(n) = n + \text{sum}(n-1)$
- Computation : *Substitution and Replacement*
 $\text{sum}(2)$
 $= 2 + \text{sum}(2-1)$
 $= \dots$
 $= 3$

Paradigm vs Language

• Procedural Style

```
i := 0; sum := 0;
while (i < n) do
begin
  i := i + 1;
  sum := sum + i
end;
```

– Storage efficient



• Functional Style

```
func sum(n:int) : int;
begin
  if n = 0 then 0
  else n + sum(n-1)
end;
```






– No Side-effect

Role of Variables

• Imperative (read/write)

i		0	1	2	3	...
sum		0	1	3	6	...

• Functional (read only)

n1				sum1
n2				sum2
n3				sum3

Bridging the Gap

- A *tail recursive* definition can be automatically optimized for space by translating it into an equivalent `while`-loop.

```
func sum(n : int, r : int) : int;
begin
  if n = 0 then r
  else sum(n-1, n+r)
end
```

– So, Scheme does not have loop-constructs.

Iteration vs Recursion

Recursion = Iteration + Stack

Iteration = Tail Recursion