My Report

Me

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Abstract

We give a toy example of a report in *literate programming* style. The main advantage of this is that source code and documentation can be written and presented next to each other. We use the listings package to typeset Haskell source code nicely.

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1 How to use this?

To generate the PDF, open the report.tex in your favorite LaTeX editor and hit compile, or manually do this:

```
pdflatex report
bibtex report
pdflatex report
pdflatex report
```

You should have stack installed (see https://haskellstack.org/) and open a terminal in the same folder.

- To compile everything: stack build.
- To open ghci and play with your code: stack ghci
- To run the executable from Section 3: stack build && stack exec myprogram
- To run the tests from Section 4: stack clean && stack test --coverage

2 The most basic library

This section describes a module which we will import later on.

```
module Basics where
import Control.Monad
import System.Random

thenumbers :: [Integer]
thenumbers = [1..]

somenumbers :: [Integer]
somenumbers = take 10 thenumbers

randomnumbers :: IO [Integer]
randomnumbers = replicateM 10 $ randomRIO (0,10)
```

We can interrupt the code anywhere we want.

```
funnyfunction :: Integer -> Integer funnyfunction 0 = 42
```

Even in between cases, like here. It's always good to cite something [Knu11].

```
funnyfunction n | even n = funnyfunction (n-1)
| otherwise = n*100
```

Something to reverse lists.

```
myreverse :: [a] -> [a]
myreverse [] = []
myreverse (x:xs) = myreverse xs ++ [x]
```

That's it, for now.

3 Wrapping it up in an exectuable

We will now use the library form Section 2 in a program.

```
module Main where

import Basics

main :: IO ()

main = do

putStrLn "Hello!"

print somenumbers

print (map funnyfunction somenumbers)

myrandomnumbers <- randomnumbers

print myrandomnumbers

print (map funnyfunction myrandomnumbers)

putStrLn "GoodBye"
```

The output of the program is something like this:

```
Hello!
[1,2,3,4,5,6,7,8,9,10]
[100,100,300,300,500,500,700,700,900]
[1,3,0,1,1,2,8,0,6,4]
[100,300,42,100,100,100,700,42,500,300]
GoodBye
```

Note that the above **showCode** block is only shown, but it gets ignored by the Haskell compiler.

4 Simple Tests

We now use the library QuickCheck to randomly generate input for our functions and test some properties.

```
module Main where
import Basics
import Text.Printf (printf)
import Test.QuickCheck
import Test.QuickCheck (isSuccess)
import System.Exit (exitSuccess, exitFailure)
```

The tuples in the following list consist of a name for the test and a quickCheckResult applied to a property. For example, we check that the output of funnyfunction is one of three possibilities. The second test checks that reversing twice gives the same string back.

To run this, use stack clean && stack test --coverage. In particular this will generate a nice report using hpc. Look for "The coverage report for ... is available athtml" and open this html file in your browser. See https://wiki.haskell.org/Haskell_program_coverage for more examples and information how to read the report.

5 Profiling

The GHC compiler comes with a profiling system to keep track of which functions Are executed how often and how much time and memory they take. To activate this RTS, we compile and execute our program as follows:

```
stack clean
stack build --executable-profiling --library-profiling \
    --ghc-options="-fprof-auto -rtsopts"
stack exec -- myprogram +RTS -p -h
```

The results are saved in the file myprogram.prof which looks like this. Note for example, that funnyfunction was called on 14 entries.

COST CENTRE	MODULE	no.	entries		ividual %alloc		nerited %alloc
MAIN	MAIN	227	0	0.0	0.8	0.0	100.0
main	Main	455	0	0.0	29.6	0.0	38.6
funnyfunction	Basics	518	14	0.0	0.6	0.0	0.6
randomnumbers	Basics	464	0	0.0	0.3	0.0	8.4
randomRIO	${\tt System.Random}$	468	0	0.0	0.0	0.0	8.0

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For many more RTS options, see the GHC documentation online at https://downloads.haskell.org/~ghc/latest/docs/html/users_guide/profiling.html.

To speed up our program, especially in GHCi, we can also add the parameter -fobject-code to the ghc-options field in the .cabal file.

6 Conclusion

Finally, we can see that [LW13] is a nice paper.

References

- [Knu11] Donald E. Knuth. The Art of Computer Programming. Combinatorial Algorithms, Part 1, volume 4A. Addison-Wesley Professional, 2011.
- [LW13] Fenrong Liu and Yanjing Wang. Reasoning about agent types and the hardest logic puzzle ever. *Minds and Machines*, 23(1):123–161, 2013.