

# Functional programming, Seminar No. 1

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# General words on Haskell

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- First implementation: 1990
- The language standard: Haskell2010
- Default compiler: Glasgow Haskell compiler
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- Vox populi:



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Choose any way you prefer. All these ways are equivalent to each other.

I'm a Mac user, but I believe that you'll manage to install the Haskell Platform on NixOs/Windows/Linux/etc quite quickly.

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- GHC is an open-source project. Don't hesitate to contribute!
- GHC is mostly implemented on Haskell
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- GHC is developed under the GHC Steering committee control
- Very roughly, compiling pipeline is arranged as follows:  
parsing  $\Rightarrow$  compile-time (type-checking mostly)  $\Rightarrow$  runtime (program execution)

- GHCi is a Haskell interpreter based on GHC
- One may run GHCi with a quite simple command `ghci` on a shell
- You play with GHCi as a calculator, the ordinary arithmetical operators are written in a usual way
- Take a look at the GHCi chapter in the GHC User's Guide to be familiar with GHCi closely

```
MacBook-Pro-Daniel:~ suedehead$ ghci
GHCi, version 8.8.1: https://www.haskell.org/ghc/  :? for help
Prelude> █
```

# Cabal

- Cabal is a system of library and dependency management
- A `.cabal` file describes the version of a package and its dependencies
- Cabal is also a packaging tool
- Keep in mind that Cabal is known as a reason of so-called dependency hell

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That's how this dependency hell might look like:



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  - install packages and version of GHC (and their concrete versions) you need
  - build, execute, and test projects
  - reproduce builds
  - create an isolated location

# Snapshots

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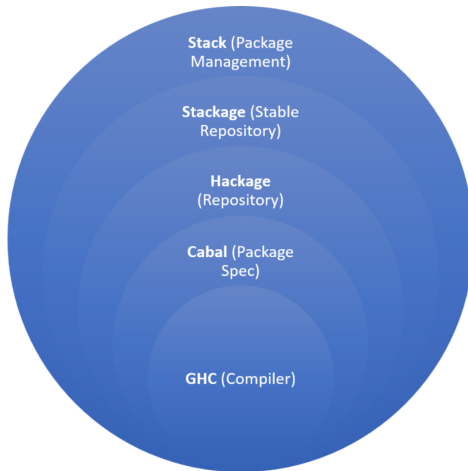
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- Stackage is a stable repository that stores snapshots
- Resolver is a reference to a required snapshot
- Let us take a look at the screenshot from Stackage:



# Ecosystem encapsulation

The Haskell ecosystem encapsulation might be described as the following sequence:





# Creating a Haskell project via Stack

- Figure out how to call your project and run the script `stack new <projectname>`
- You will see the following story after the command `tree .` in the project directory:

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- You will see the following story after the command `tree .` in the project directory:

```
MacBook-Pro-Daniel:myFirstProject suedehead$ tree .
```

```
.
├── ChangeLog.md
├── LICENSE
├── README.md
├── Setup.hs
├── app
│   └── Main.hs
├── myFirstProject.cabal
├── package.yaml
├── src
│   └── Lib.hs
├── stack.yaml
├── test
│   └── Spec.hs
```

```
3 directories, 10 files
```

# stack.yaml

Let us discuss dependencies files in a Haskell project. First of all, we observe the `stack.yaml` file:

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```
resolver: lts-14.19

# User packages to be built.
# Various formats can be used as shown in the example below.
#
# packages:
# - some-directory
# - https://example.com/foo/bar/baz-0.0.2.tar.gz
#   subdirs:
#     - auto-update
#     - wai
packages:
- .

# extra-deps:
# - acme-missiles-0.3
# - git: https://github.com/commercialhaskell/stack.git
#   commit: e7b331f14bcffb8367cd58fbfc8b40ec7642100a
#
# extra-deps: []
```

# Cabal file

As we told above, the `.cabal` file describe the relevant version of a project and its dependencies:

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```
cabal-version: 1.12
name:          myFirstProject
version:       0.1.0.0
description:   Please see the README on GitHub at <https://github.com/githubuser/myFirstProject#readme>
homepage:      https://github.com/githubuser/myFirstProject#readme
bug-reports:   https://github.com/githubuser/myFirstProject/issues
author:        Author name here
maintainer:    example@example.com
copyright:     2020 Author name here
license:       BSD3
license-file:  LICENSE
build-type:    Simple
extra-source-files:
    README.md
    ChangeLog.md
source-repository head
  type: git
  location: https://github.com/githubuser/myFirstProject
```

# package.yaml

The `package.yaml` generates automatically from the `stack.yaml` and `.cabal` files:

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```
name:                myFirstProject
version:             0.1.0.0
github:              "githubuser/myFirstProject"
license:             BSD3
author:              "Author name here"
maintainer:          "example@example.com"
copyright:           "2020 Author name here"
```

```
extra-source-files:
```

- README.md
- ChangeLog.md

```
description:         Please see the README on GitHub at <https://github.com/githubuser/myFirstProject#readme>
```

```
dependencies:
```

- base >= 4.7 && < 5

```
library:
```

```
  source-dirs: src
```

```
executables:
```



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- `stack build`
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- `stack exec`
- `stack ghci`
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The roles of these commands follow their names which are quite self-explanatory.



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## type-natural: Type-level natural and proofs of their properties.

[bsd3, library, math ] [ Propose Tags ]

Type-level natural numbers and proofs of their properties.

Version 0.6+ supports **GHC 8+ only**.

Use 0.5.\* with ~ GHC 7.10.3.

### Modules

[Index] [Quick Jump]

Data

Type

- Data.Type.Natural
  - Data.Type.Natural.Builtin
  - Data.Type.Natural.Class
  - Data.Type.Natural.Class.Arithmetic
  - Data.Type.Natural.Class.Order
- Data.Type.Ordinal
  - Data.Type.Ordinal.Builtin
  - Data.Type.Ordinal.Peano

### Versions [faq]

0.0.1.0, 0.0.1.1, 0.0.2.0, 0.0.2.1, 0.0.3.0, 0.0.4.0,  
0.0.5.0, 0.0.6.0, 0.1.0.0, 0.2.0.0, 0.2.1.0, 0.2.1.1,  
0.2.1.2, 0.2.1.3, 0.2.1.4, 0.2.1.5, 0.2.2.0, 0.2.3.0,  
0.2.3.1, 0.2.3.2, 0.3.0.0, 0.4.0.0, 0.4.1.0, 0.4.1.1,  
0.4.2.0, 0.5.0.0, 0.6.0.0, 0.6.1.0, 0.6.1.1, 0.7.0.0,  
0.7.1.0, 0.7.1.1, 0.7.1.2, 0.7.1.3, 0.7.1.4, 0.8.0.0, 0.8.0.1,  
0.8.1.0, **0.8.2.0** (info)

### Dependencies

base (==4.\*), constraints (>=0.3),  
equational-reasoning (>=0.4.1.1),  
ghc-typelits-natnormalise (>=0.4),  
ghc-typelits-presburger (>=0.2.0.0),  
singletons (>=2.2 && <2.5),  
template-haskell (>=2.8) [details]

### License

BSD-3-Clause

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Hoogle is a sort of Haskell search engine. Webpage: <https://hoogle.haskell.org>.

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Hoogle

fmap

set:stackage

Search

## Packages

-  is:exact 
-  is:module 
-  base 
-  hspec 
-  Cabal 
-  semigroupoids 
-  base-compat 
-  comonad 
-  protolude 
-  rio 
-  basic-prelude 
-  base-compat-batteries 

## fmap

**fmap** :: Functor f => (a -> b) -> f a -> f b

base Prelude Control.Monad Control.Monad.Instances Data.Functor, hspec Test.Hspec.Discover, Cabal Distribution.Compat.Prelude.Internal, semigroupoids Data.Functor.Apply Data.Functor.Bind, base-compat Control.Monad.Compat Data.Functor.Compat Prelude.Compat, comonad Control.Comonad, protolude Protolude Protolude.Functor, rio RIO.Prelude, basic-prelude CorePrelude, base-compat-batteries Control.Monad.Compat Data.Functor.Compat, basement Basement.Compat.Base Basement.Imports, foundation Foundation, universum Universum.Functor.Reexport, dimensional Numeric.Units.Dimensional.Prelude, relude Relude.Functor.Reexport, prelude-compat Prelude2010, rebase Rebase.Prelude, llvm-hs-pure LLVM.Prelude LLVM.Prelude, xmonad-contrib XMonad.Config.Prime, ghc-lib-parser GhcPrelude, haxl Haxl.Prelude, stack Stack.Prelude, LambdaHack Game.LambdaHack.Core.Prelude, mixed-types-num Numeric.MixedTypes.PreludeHiding, loc Data.Loc.Internal.Prelude, yesod-paginator Yesod.Paginator.Prelude, hledger-web Hledger.Web.Import, massiv-test Test.Massiv.Util, tonalude Tonalude, brittany Language.Haskell.Brittany.Internal.Prelude

**fmap** :: Functor f => a -> b -> f a -> f b

classy-prelude ClassyPrelude, numeric-prelude NumericPrelude NumericPrelude.Base, control-monad-free Control.Monad.Free, distribution-opensuse OpenSuse.Prelude OpenSuse.Prelude

**fmap** :: Functor f => a <> b -> f a -> f b

invertible Control.Invertible.Functor Data.Invertible.Prelude

# Summary

We observed today such topics as

- 1 General aspects of GHC and GHCi
- 2 The Haskell Platform installation
- 3 Dependency management via Stack and Cabal

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- ④ In other words, the Haskell ecosystem in a nutshell



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- 4 In other words, the Haskell ecosystem in a nutshell

On the next seminar, we will discuss:

- 1 The basic Haskell syntax
- 2 The underlying aspects of the Haskell type system
- 3 Functions and lambdas
- 4 Immutability and Laziness