Funktionale Programmierung Mitschrieb

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"Avoid sucess at all cost "

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Vorlesung 1

```
-- Hello World Haskell
main :: IO ()
main = putStrLn "Chewie, we're home"
```

Codebeispiel 1: Hello World

Functional Programming (FP)

A programming language is a medium for expressive ideas (not to get a computer to perform operations). Thus programs must be written for people to read, and only incidentally for machines.

Computational Model in FP : Reduction

Replace expressions by their value.

IN FP, expressions are formed by applying functions to values.

1. Function as in maths: $x = y \rightarrow f(x) = f(y)$

2. Functions are values like numbers or text

```
FP
                                                          Imperative
 construction
               function application and composition
                                                     statement sequencing
                 reduction (expression evaluation)
                                                         state changes
 execution
 sementics
                            \lambda-calculus
                                                         denotational
n \in \mathbb{N}, n \geq 2 is a prime number \Leftrightarrow the set of non-trivial factors of n is empty.
n \text{ is prime} \Leftrightarrow \{m \mid m \in m \in \{2, \dots, n-1\}, nmod m = 0\} = \{\}
int IsPrime(int n)
     int m;
     int found factor;
     found factor
     for (m = 2; m \le n -1; m++)
     {
          if (n \% m == 0)
               found_factor = 1 ;
               break;
          }
     return !found_factor;
}
                        Codebeispiel 2: isPrime in C
isPrime :: Integer -> Bool
isPrime n = factors n == []
  where
     factors :: Integer -> [Integer]
     factors n = [m] \mid m < -[2..n-1], mod n m == 0]
main :: IO ()
main = do
  let n = 42
  print (isPrime n)
```

Codebeispiel 3: isPrime in Haskell

```
let xs = [ x+1 | x <- [0..9] ]
:sprint xs = _
length xs
:sprint xs = [_,_,_,_,_,_,_]</pre>
```

Codebeispiel 4: Lazy Evaluation in der ghci REPL

Haskell Ramp Up

Read \equiv as "denotes the same value as" Apply f to value e: f $_{\square}$ e (juxtaposition, "apply", binary operator $_{\square}$, Haskell speak: infixL 10 $_{\square}$) = $_{\square}$ has max precedere (10): f $e_1 + e_2 \equiv (f \ e_1) + e_2 = (f \ e_1)$

```
- g (f e)
```

- Operator "." ("after") : (g.f) e (. = \circ)

to the left g $_{\square}f$ $_{\square}e\equiv$ (g f) e Fonction composition:

- Alternative "apply" operator \$ (lowest precedure, associates to the right), infix 0\$): fe_1+e_2=f(e_1+e_2)$