Haskell Workshop

Writing your first Haskell programm

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RELEX Solutions Dev Day

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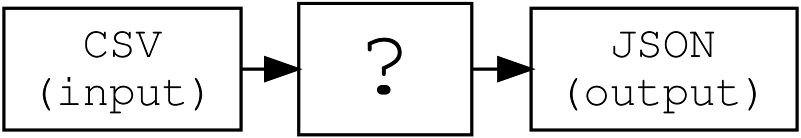
The Goal

Develop a complete Haskell program that converts CSV data to JSON.



```
"Constituency","Party","Sex","Average age"
"Helsinki constituency","KOK","Men",47.6
"Helsinki constituency","KOK","Women",49.4
"Helsinki constituency","SDP","Men",48.0
"Helsinki constituency","SDP","Women",46.1
"Helsinki constituency","PS","Men",46.9
"Helsinki constituency","PS","Women",43.1
"Helsinki constituency","KESK","Men",44.0
"Helsinki constituency","KESK","Women",46.8
"Helsinki constituency","VAS","Men",40.3
"Helsinki constituency","VAS","Women",37.0
"Helsinki constituency","VIHR","Men",41.8
"Helsinki constituency","VIHR","Women",40.5
"Helsinki constituency","RKP","Men",39.7
"Helsinki constituency","RKP","Women",42.3
"Helsinki constituency","KD","Men",42.8
"Helsinki constituency","KD","Women",47.1
```

The Plan

1) Haskell Development Environment
2) Hello World and some Syntax
3) The Data Model
4) Data Transformation
5) Connecting to the Outside
6) Conclusion

The Haskell Development Environment

Setting up your environment

- Go to the Github repo for the workshop (https://github.com/relex/haskell-workshop)
- Clone it locally
- Go to workshop1/Exercise.md
- Complete “Set up tooling” section

Stack

- One of Haskell's build tools.
- To build a project: `stack build`
- To access the REPL: `stack repl`

```
I  ~/D/haskell-workshop  presentation …  workshop1/slides  stack repl
Note: Enabling Nix integration, as it is required under NixOS
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Building all executables for `workshop1' once. After a successful build of all of them, only specifi
ed executables will be rebuilt.
workshop1-0.1.0.0: initial-build-steps (exe)
The following GHC options are incompatible with GHCi and have not been passed to it: -threaded
Configuring GHCi with the following packages: workshop1
Using main module: 1. Package `workshop1' component exe:workshop1-exe with main-is file: /home/nic/D
ocuments/haskell-workshop/workshop1/src/Main.hs
GHCi, version 8.4.4: http://www.haskell.org/ghc/  :? for help
[1 of 1] Compiling Main             ( /home/nic/Documents/haskell-workshop/workshop1/src/Main.hs, in
terpreted )
Ok, one module loaded.
Loaded GHCi configuration from /run/user/1000/haskell-stack-ghci/3a980dcd/ghci-script
*Main>
```

Figure 1: Basic repl

Hello Syntax

Playing with the REPL

- Useful tool to try things out parts of your program
- Extensively used in the workshop

Hello World

- Open src/Main.hs
- Run in the REPL by typing `:main`

```haskell
main :: IO ()
main = putStrLn "Hello World!"
```

- `main` is special:
  - Present in every Haskell program
  - No arguments
  - Performs an IO action
- Change the text and run it in the REPL

Functions and Types

- The primary way of defining computation is with **functions**
- **Types** describe the inputs and outputs of functions
- Types are **enforced** by the compiler
- Working with two languages at once :)

```haskell
identity :: Int -> Int
identity x = x

hello :: String -> String
hello name = "Hello, " ++ name

addInt :: Int -> Int -> Int
addInt x y = x + y
```

Add these ^ to a file and try them out!

A First Function

- A function that converts (some) integers to words
- Pattern matching

```
intToWord :: Int -> String
intToWord 1 = "one"
intToWord 2 = "two"
intToWord 3 = "three"
intToWord _ = "dunno"
```

- Try and write `wordToInt :: String -> Int`

Polymorphic Types

- Some functions have the same behaviour for values of different types
  - E.g. the `identity` function
- Can generalise functions by using **type variables**

```
identity :: a -> a
identity x = x
```

- Can also **constrain** the type variables

```
add :: Num a => a -> a -> a
add x y = x + y
```

- These constraints can be defined using **type classes**

Composition

- Using the output of one function as the input of another function: **“chaining functions together”**
- Use the dot **operator** for composition

```haskell
f :: Int -> String
f x = intToWord x

g :: String -> Int
g x = wordToInt x

h :: Int -> Int
h = g . f

(.) :: (b -> c) -> (a -> b) -> a -> c
(.) f g x = g (f x)
```

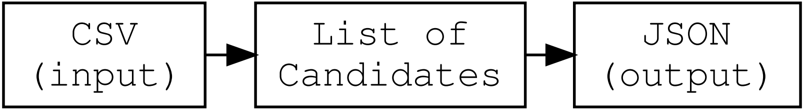
The Data Model

Goal

- Create a data structure that accurately models the data
- Introduce `Maybe`
- Introduce lists

Approach

- Define a model for a single row of data (a candidate)
- Apply this model to all the rows



A Single Candidate

```
"Constituency","Party","Sex","Average age"
"Helsinki constituency","KOK","Men",47.6
"Helsinki constituency","KOK","Women",49.4
"Helsinki constituency","SDP","Men",48.0
"Helsinki constituency","SDP","Women",46.1
"Helsinki constituency","PS","Men",46.9
"Helsinki constituency","PS","Women",43.1
"Helsinki constituency","KESK","Men",44.0
```

- A candidate has 4 attributes:
  - constituency
  - party
  - sex
  - average age
- Need a way of grouping these together

Data Types

A simple data type:

```haskell
data Person = MakePerson
  { name :: String
  , age  :: Int
  } deriving Show
```

- `Person` is the type being defined
- `MakePerson` is the constructor function
- `name`, `age` are fields with associated types
- `deriving Show` allows the use of the `show` function
  - `show` converts structure to a string

Working with Data Types

- Creating a new data type:

```haskell
MakePerson :: String -> Int -> Person
```

- Accessing the data type:

```haskell
name :: Person -> String
age :: Person -> Int
```

```
*Main> let neo = MakePerson "Neo (The One)" 34
*Main> neo
MakePerson {name = "Neo (The One)", age = 34}
*Main> name neo
"Neo (The One)"
*Main> age neo
34
*Main>
```

The Maybe Type

- What happens if we cannot parse a candidate?
- Need some way to represent an invalid row:

```
data Maybe a = Nothing | Just a
```

- `Maybe` is the type being defined
- `a` is a **type variable** (could be any type)
- `Nothing`, `Just` are **both** constructors

The List Type

- How do we represent a list of candidates?
- Use singly-linked lists:
  - `[]` is the empty list
  - `:` lets you append values to the front
  - `[a,b,c]` == `(a : b : c : [])`

```
*Main> (1 : 2 : 3 : [])
[1,2,3]
*Main> 10 : [1,2,3]
[10,1,2,3]
*Main> [1 .. 10]
[1,2,3,4,5,6,7,8,9,10]
*Main> ("I'm" : "in" : "a" : "list" : [])
["I'm","in","a","list"]
*Main> 
```

The Data Model

- Define our basic candidate type

```haskell
data Candidate = Candidate
  { ...
  } deriving Show
```

The Data Model

- Define our basic candidate type

```
data Candidate = Candidate
  { constituency :: String
  , party        :: String
  , sex          :: String
  , averageAge   :: Double
  } deriving Show
```

The Data Model

- Define our basic candidate type

```
data Candidate = Candidate
  { constituency :: String
  , party        :: String
  , sex          :: String
  , averageAge   :: Double
  } deriving Show
```

- Add a notion of failure

The Data Model

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  , averageAge   :: Double
  } deriving Show
```

- Add a notion of failure

```haskell
type DataModel = Maybe Candidate
```

The Data Model

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```haskell
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```haskell
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The Data Model

- Define our basic candidate type

```
data Candidate = Candidate
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  , party        :: String
  , sex          :: String
  , averageAge   :: Double
  } deriving Show
```

- Add a notion of failure

```
type DataModel = Maybe Candidate
```

- Create a list of candidates

```
type DataModel = [Maybe Candidate]
```

Data Transformation

Goal

- Write some functions to:
  - Convert CSV into data model
  - Convert data model into JSON
- Demonstrate power of `Generic`
- Introduce `map`

Approach

- Write a function `parseLine :: CSVLine -> Maybe Candidate`
- Write a function `parseFile :: CSV -> DataModel`
- Generate a function `encode :: DataModel -> JSON`
- Apply these to every row

Writing parseLine :: CSVLine -> Maybe Candidate

```haskell
type CSVLine = String -- type alias

parseLine :: CSVLine -> Maybe Candidate
parseLine line = makeCandidate (undefined)

makeCandidate :: [String] -> Maybe Candidate
makeCandidate fields = undefined

fromMaybeAge
  :: (Double -> Candidate)
  -> Maybe Double
  -> Maybe Candidate
fromMaybeAge partialCandidate maybeAge = undefined
```

- `_` means “for every other value”
- `splitOn` splits a string into a list of strings on a character
- `readMaybe` decodes a double from a string (may fail)

Writing parseLine :: CSVLine -> Maybe Candidate

Our solution:

```haskell
parseLine :: CSVLine -> Maybe Candidate
parseLine line = makeCandidate (splitOn ',' line)

makeCandidate :: [String] -> Maybe Candidate
makeCandidate [c, p, s, a] =
  fromMaybeAge (Candidate c p s) (readMaybe a)
makeCandidate _ = Nothing

fromMaybeAge
  :: (Double -> Candidate)
  -> Maybe Double
  -> Maybe Candidate
fromMaybeAge partialCandidate Nothing  = Nothing
fromMaybeAge partialCandidate (Just a) = Just (partialCandidate a)
```

Stripping Quotes

```haskell
stripQ :: String -> String
stripQ = undefined
  where
    leftStrip :: String -> String
    leftStrip ('”' : xs) = xs
    leftStrip xs         = xs

    rightStrip :: String -> String
    rightStrip = undefined
```

- Use `leftStrip` and `reverse` to implement `rightStrip`
- Use `leftStrip` and `rightStrip` to implement `stripQ`
- `reverse` reverses items in a list
- `where` used to define local functions

Stripping Quotes

Our solution:

```haskell
stripQ :: String -> String
stripQ = leftStrip . rightStrip
  where
    leftStrip :: String -> String
    leftStrip ('"' : xs) = xs
    leftStrip xs         = xs

    rightStrip :: String -> String
    rightStrip = reverse . leftStrip . reverse
```

- Point-free style: composition FTW!

Improving parseLine

- Using stripQ to improve makeCandidate

```
...

makeCandidate :: [String] -> Maybe Candidate
makeCandidate [c, p, s, a] =
  let c' = stripQ c
      p' = stripQ p
      s' = stripQ s
  in fromMaybeAge (Candidate c' p' s') (readMaybe a)
makeCandidate _ = Nothing


...
```

- let ... in ... binding useful to split up functions

The `map` function

- How do we apply `parseLine` to every row?
- Use `map`, a **higher-order function**
  - Takes two inputs: a function and a list.
  - Applies the function to every item in the list

```
map :: (a -> b) -> [a] -> [b]
map f []     = []
map f (x:xs) = f x : map f xs
```

- Defined using **recursion**

Writing `parseFile :: CSV -> DataModel`

- We are ready to write the full parser function:

```haskell
type CSV = String
type DataModel = [Maybe Candidate]

parseFile :: CSV -> DataModel
parseFile = undefined
```

- `lines` splits strings into lines
- `tail` removes the first item in a list
- Try and use point-free style

Writing `parseFile :: CSV -> DataModel`

Our solution:

```haskell
parseFile :: CSV -> DataModel
parseFile = map parseLine . tail . lines
```

Generating `encode :: DataModel -> JSON`

```haskell
{-# LANGUAGE DeriveGeneric #-}
main Main where

import           GHC.Generics
import qualified Data.Aeson      as JSON
import qualified Data.ByteString as B

data Candidate = Candidate
  { ...
  } deriving (Show, Generic)

instance Aeson.ToJSON Candidate
```

- Language extensions expand the Haskell language
- `Data.Aeson` provides encoding to and from JSON
- `Data.ByteString` provides efficient binary strings

Generating `encode :: DataModel -> JSON`

```haskell
type JSON = ByteString
```

- `encode` outputs efficient binary strings
- Try it out in the REPL!

```
> :set -XDeriveGeneric
> import qualified Data.Aeson as JSON
> import qualified Data.ByteString.Lazy as BL
> let candidate = Candidate "Helsinki" "KOK" "Women" 49.4
> B.putStr (JSON.encode candidate)
{"constituency":"Helsinki","averageAge":49.4,"party":"KOK","sex":"Women"}
```

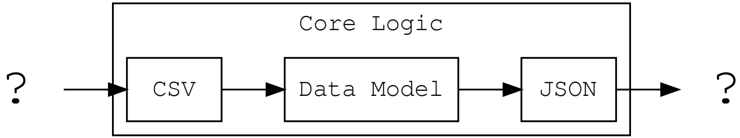
Connecting to the Outside

Goal

- Write a complete program!
- Introduce IO and do notation

Approach

- Introduce purity and impurity
- Write main function

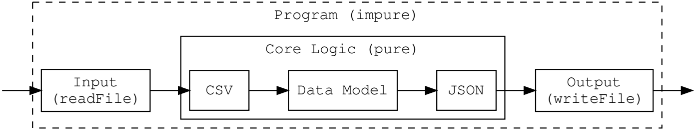


Purity in Haskell

- All functions we have written in the previous section are **pure**
- A pure function **always** returns the same **output** when given the same **input**
- This behaviour is **enforced by the compiler**
- Why?
  - Code is easier to refactor and reason about
  - Interactions with the outside world are more explicit
  - Easy to test
- Pure functions cannot interact with the world
- So how do we communicate with the outside world?

IO

- Communication with the outside handled through IO
- Impurity is **always** explicitly encoded in the types



Do notation

```haskell
askName :: IO ()
askName = do
  putStrLn "Enter your name:"
  name <- getLine
  let reversedName = reverse name
  putStrLn ("Your name reversed: " ++ reversedName)
```

- `putStrLn` prints a string
- `getLine` gets a line of input from the user
- Do blocks are a special Haskell syntax impure programming
  - Always start with the `do` keyword
  - Functions executed top-to-bottom
  - Return values stored in local variables using `(<-)`
  - `let` used for pure computation

Read / Write

```haskell
convert :: String -> IO ()
convert filename = do
  undefined
```

- `readFile` returns the contents of a file as a String
- `B.writeFile` writes a ByteString to a file

Read / Write

Our Solution:

```haskell
convert :: String -> IO
convert filename = do
  csv <- readFile filename
  let json = JSON.encode (parseFile csv)
  B.writeFile "output.json" json
```

The Complete App

- Get the filename from the arguments:

```
main :: IO ()
main = do
  args <- getArgs
  case args of
    [filename] -> convert filename
    _          -> putStrLn "Call only with filename"
```

- And we have a complete Haskell app!! :D

Conclusion

Conclusion

- Functions … functions everywhere
- Types are useful to keep track of functions
- Abstraction makes things easier to think about
- Split problem into data model and data transformation
- Keep core logic pure, minimize IO and impurity

Challenges

Further Reading


That's all Folks!