# Developing Haskell Applications

Fast Track to Haskell

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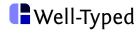




#### Goals

- Learning about Haskell's toolchain and extended infrastructure.
- Writing robust and scalable code.
- Reasoning about evaluation and performance.
- A few more advanced Haskell concepts.



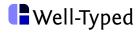


#### Goals of this lecture

- Some stylistic guidelines and conventions when writing Haskell programs:
  - layout and syntax,
  - code structure,
  - common programming pitfalls.
- ► Modules vs. packages.
- Introduction to helpful development tools:
  - ► Cabal and cabal-install,
  - ► HLint,
  - ► GHC warnings,
  - Haddock.



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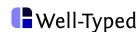
#### Never use TABs

- Haskell uses layout to delimit language constructs.
- Haskell interprets TABs to have 8 spaces.
- ► Editors often display them with a different width.
- ► TABs lead to layout-related errors that are difficult to debug.
- ► Even worse: mixing TABs with spaces to indent a line.

#### So:

- Never use TABs.
- Configure your editor to expand TABs to spaces, and/or highlight TABs in source code.





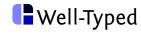
#### Alignment

- ▶ Use alignment to highlight structure in the code!
- ► Do not use long lines.
- Do not indent by more than a few spaces.

```
map :: (a \rightarrow b) \rightarrow [a] \rightarrow [b]
map f [] = []
map f (x : xs) = f x : map f xs
```



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#### Identifier names

- ▶ Use informative names for functions.
- Use CamelCase for long names.
- Use short names for function arguments.
- Use similar naming schemes for arguments of similar types.



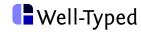


# Spaces and parentheses

- Generally use exactly as many parentheses as are needed.
- ► Use extra parentheses in selected places to highlight grouping, particularly in expressions with many less known infix operators.
- Function application should always be denoted with a space.
- In most cases, infix operators should be surrounded by spaces.



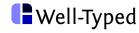
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#### Blank lines

- Use blank lines to separate top-level functions.
- Also use blank lines for long sequences of let -bindings or long do -blocks, in order to group logical units.



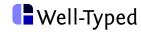


## Avoid large functions

- Try to keep individual functions small.
- Introduce many functions for small tasks.
- Avoid local functions if they need not be local (why?).



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## Type signatures

- Always give type signatures for top-level functions.
- Give type signatures for more complicated local definitions, too.
- ► Use type synonyms.

```
\mathsf{checkTime} :: \mathsf{Int} \to \mathsf{Int} \to \mathsf{Int} \to \mathsf{Bool}
```

```
\label{eq:checkTime::Hours} \begin{array}{l} \to \text{Minutes} \to \text{Seconds} \to \text{Bool} \\ \\ \textbf{type} \ \text{Hours} &= \text{Int} \\ \textbf{type} \ \text{Minutes} &= \text{Int} \\ \\ \textbf{type} \ \text{Seconds} &= \text{Int} \\ \end{array}
```



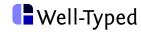


#### Comments

- Comment top-level functions.
- Also comment tricky code.
- Write useful comments, avoid redundant comments!
- ► Use Haddock.



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#### Booleans

Keep in mind that Booleans are first-class values.

Negative examples:

```
f x | isSpace x == True = ...
if x then True else False
```



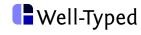


#### Use (data)types!

- Whenever possible, define your own datatypes.
- ► Use Maybe or user-defined types to capture failure, rather than error or default values.
- ► Use Maybe or user-defined types to capture optional arguments, rather than passing undefined or dummy values.
- Don't use integers for enumeration types.
- By using meaningful names for constructors and types, or by defining type synonyms, you can make code more self-documenting.



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### Use common library functions

- ► Don't reinvent the wheel. If you can use a Prelude function or a function from one of the basic libraries, then do not define it yourself.
- ▶ If a function is a simple instance of a higher-order function such as map or foldr, then use those functions (why?).



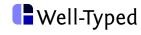


# Pattern matching

- When defining functions via pattern matching, make sure you cover all cases.
- Try to use simple cases.
- ▶ Do not include unnecessary cases.
- Do not include unreachable cases.



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## Avoid partial functions

- Always try to define functions that are total on their domain, otherwise try to refine the domain type.
- Avoid using functions that are partial.

Negative example

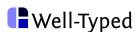
if isJust x then 1 + fromJust x else 0

Use pattern matching!

Positive example

```
case x of
Nothing \rightarrow 0
Just n \rightarrow 1 + n
```





#### Avoid partial functions – contd.

#### Negative example

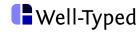
```
\begin{aligned} \text{map} :: (a \to b) \to [a] \to [b] \\ \text{map f xs} &= \text{if null xs then } [] \\ &\quad \text{else } f \text{ (head xs)} : \text{map } f \text{ (tail xs)} \end{aligned}
```

#### Positive example

```
map :: (a \rightarrow b) \rightarrow [a] \rightarrow [b]
map f [] = []
map f (x : xs) = f x : map f xs
```



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# Use **let** instead of repeating complicated code

#### Write

**let** x = foo bar baz in <math>x + x \* x

rather than

foo bar baz + foo bar baz \* foo bar baz

#### Questions

- Is there a semantic difference between the two pieces of code?
- Could/should the compiler optimize from the second to the first version internally?



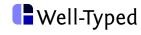


# Let the types guide your programming

- ► Try to make your functions as generic as possible (why?).
- If you have to write a function of type Foo → Bar, consider how you can destruct a Foo and how you can construct a Bar.
- When you tackle an unknown problem, think about its type first.



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#### Let the types guide your programming – contd.

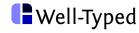
A function on lists:

```
length :: [a] \rightarrow Int
length xs = ...
```

Look at the type of the input:

xs is a list, so we can pattern match.





# Let the types guide your programming - contd.

A function on lists:

```
\begin{array}{ll} \text{length} :: [a] \rightarrow \text{Int} \\ \text{length} [] &= & \\ \text{length} (x:xs) = \dots \end{array}
```

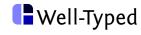
Follow the structure of the types:

- one pattern per constructor,
- try to recurse where the datatype is recursive!

The base case is easy to solve here.



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## Let the types guide your programming – contd.

A function on lists:

```
\begin{array}{ll} \text{length} :: [a] \rightarrow \text{Int} \\ \text{length} [] &= 0 \\ \text{length} (x:xs) = \dots \end{array}
```

Let us consider the second case:

- ► The xs are a (shorter) list.
- ► Let us try to recurse.





# Let the types guide your programming – contd.

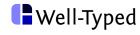
A function on lists:

```
length :: [a] \rightarrow Int
length [] = 0
length (x : xs) = \dots length xs \dots
```

It is now easy to complete the definition.



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## Let the types guide your programming – contd.

A function on lists:

```
length :: [a] \rightarrow Int
length [] = 0
length (x : xs) = 1 + length xs
```

Done.





# Let the types guide your programming – contd.

```
data Tree a = Leaf a
| Node (Tree a) (Tree a)
```

A function on trees:

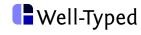
```
size :: Tree a \rightarrow Int size t = \dots
```

Look at the type of the input:

t is a tree, so we can pattern match.



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### Let the types guide your programming – contd.

```
data Tree a = Leaf a
| Node (Tree a) (Tree a)
```

A function on trees:

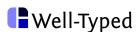
```
size :: Tree a \rightarrow Int
size (Leaf x) = ...
size (Node I r) = ...
```

Again, we follow the structure of the typr

- one pattern per constructor,
- try to recurse where the datatype is recursive!

Again, we have an easy base case.





# Let the types guide your programming – contd.

```
data Tree a = Leaf a
| Node (Tree a) (Tree a)
```

A function on trees:

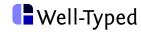
```
size :: Tree a \rightarrow Int
size (Leaf x) = 1
size (Node I r) = ...
```

Let us consider the second case:

- ► Both I and r are (smaller) trees.
- ► Let us try to recurse (twice).



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### Let the types guide your programming – contd.

```
data Tree a = Leaf a
| Node (Tree a) (Tree a)
```

A function on trees:

```
size :: Tree a \rightarrow Int
size (Leaf x) = 1
size (Node I r) = ... size I... size r...
```

It is now easy to complete the definition.





# Let the types guide your programming - contd.

```
data Tree a = Leaf a
| Node (Tree a) (Tree a)
```

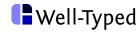
A function on trees:

```
size :: Tree a \rightarrow Int
size (Leaf x) = 1
size (Node I r) = size I + size r
```

Done.



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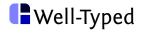


#### Goals of Cabal

- A build system for Haskell applications and libraries.
- Easy to use for developers and users.
- Specifically tailored to the needs of a "normal" Haskell package.
- Tracks dependencies between Haskell packages.
- A unified package description format that can be used by a database.
- ► Platform-independent.
- ► Compiler-independent.
- Generic support for preprocessors, inter-module dependencies, etc. (make replacement).

Cabal is still in development; some goals have been reached, others not quite.





#### Cabal

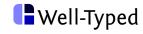
- Cabal is itself packaged using Cabal.
- ► Cabal is integrated into the set of packages shipped with GHC, so if you have GHC, you have Cabal as well.

#### Homepage

http://haskell.org/cabal/



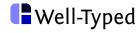
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## A Cabal package description

(Look on Hackage directly.)





#### A Setup file

import Distribution. Simple

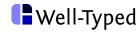
main = defaultMain

In almost all cases, this together with a Cabal file is sufficient.

If you need to do extra stuff (for instance, install some additional files that have nothing to do with Haskell), there are variants of defaultMain that offer hooks.



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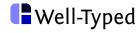


## Hackage

- Online Cabal package database.
- Everybody can upload their Cabal-based Haskell packages.
- Automated building of packages.
- Allows automatic online access to Haddock documentation.

http://hackage.haskell.org/



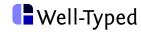


#### Cabal vs. cabal-install

- ► The Cabal package provides a library with functions to support the packaging of Haskell libraries and tools.
- In particular, it specifies the format of the .cabal package description files.
- ► The cabal-install package provides a frontend to the Cabal library, providing the user with several commands to work with Cabal packages.
- ► Somewhat confusingly, the frontend contained in cabal-install is called cabal.
- ► The cabal-install package is contained in the Haskell Platform.



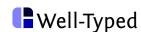
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#### cabal-install

- A frontend to Cabal.
- Resolves dependencies of packages automatically, then downloads and installs all of them.
- Once cabal-install is present, installing a new library from Hackage is usually as easy as:
- \$ cabal update
- \$ cabal install <packagename>
  - You can also run cabal install within a directory containing a . cabal file.



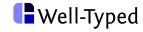


#### Creating your own Cabal package

- Create a directory.
- Write initial program.
- ▶ Put it into version control (Subversion, git, darcs).
- Add a .cabal file.
- ▶ Add a Setup.hs or Setup.1hs file.
- ▶ Build using Cabal.
- Generate Haddock documentation using Cabal.
- Add a test suite.
- Use your version control system to run test suite on every commit (currently preferred by the Haskell community: git and darcs).



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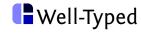
#### Preparing a release

- ► Tag the version in your version control system.
- Create a tarball via Cabal (or darcs).
- Upload to HackageDB (supported by the cabal frontend).

#### More details

http://en.wikibooks.org/wiki/Haskell/Packaging



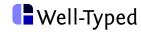


#### **HLint**

- ► A simple tool to improve your Haskell style.
- ► Developed by Neil Mitchell.
- Scans source code, provides suggestions.
- Makes use of generic programming (Uniplate).
- Suggests only correct transformations.
- New suggestions can be added, and some suggestions can be selectively disabled.
- ► Easy to install (via cabal install).



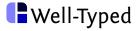
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#### Demo

(Demo.)





#### GHC warnings

GHC can warn you about lots of potential mistakes:

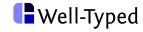
- shadowing of identifier names,
- ▶ unused code,
- redundant module imports,
- non-exhaustive patterns in functions,
- use of deprecated functions,
- **.** . . .

By default, only a small fraction of these warnings are generated:

- ▶ use -Wall to enable all warnings,
- there are flags to selectively enable or disable specific sets of warnings.



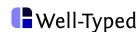
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# Haddock

- ► Haddock is a documentation generator for Haskell (like JavaDoc, Doxygen, ...)
- ► Parses annotated Haskell files.
- Most of GHC's language extensions are supported.
- ► API documentation (mainly).
- ► Program documentation (possible).
- ► HTML output.





# Haddock annotations

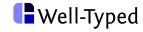
- -- | This is (redundant) documentation for
- -- function 'f'. The function 'f' is a badly
- -- named substitute for the normal
- -- /identity/ function 'id'.

 $f :: a \rightarrow a$ f x = x

- ▶ A -- | declaration affects the following top-level declaration.
- ► Single quotes as in 'f' indicate the name of a Haskell function, and cause automatic hyperlinking. Referring to qualified names is also possible (even if the identifier is not normally in scope).
- ► Emphasis with forward slashes: /identity/.



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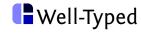


### More markup

Haddock supports several more forms of markup, for instance

- Sectioning to structure a module.
- Code blocks in documentation.
- References to whole modules.
- ▶ Itemized, enumerated, and definition lists.
- Hyperlinks.





# Example

(Look on Hackage directly.)



