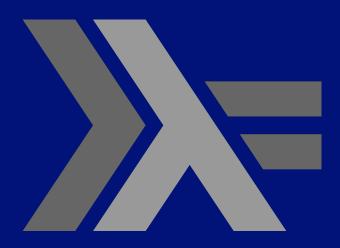
PROGRAMMING IN HASKELL



Chapter 1 - Introduction

Acknowledgement

- Slides generously provided by Prof Hutton, University of Nottingham.
- Related textbook:
 - Hutton. 2016. Programming in Haskell (2nd edition). Cambridge University Press.
- Some additional/revisions added 'silently'.

What is a Functional Language?

Opinions differ, and it is difficult to give a precise definition, but generally speaking:

- Functional programming is <u>style</u> of programming in which the basic method of computation is the application of functions to arguments;
- A functional language is one that <u>supports</u> and <u>encourages</u> the functional style.

Example

Summing the integers 1 to 10 in Java:

```
int total = 0;
for (int i = 1; i ≤ 10; i++)
  total = total + i;
```

The computation method is variable assignment.

Example

Summing the integers 1 to 10 in Haskell:

sum [1..10]

The computation method is function application.

The λ-Calculus as a Programming Language

- The λ-calculus can be seen as a simple programming language.
- Advantages
 - 1. It has a simple syntax and a precise semantics;
 - 2. Computation is defined as the application of just three rules;
 - 3. It is free from "architectural" influences;
 - 4. It is mathematical foundations enable proofs over programs.

The λ-Calculus as a Programming Language

- λ-calculus: formalise semantics of other programming languages
- lacksquare λ -calculus: basis for functional programming.

From λ-Calculus to Functional Programming

- Disadvantages of the λ-calculus
 - Programs written as λ-expressions can be long;
 - It may be hard to follow all the substitutions.
- Solution: higher-level language on top of the λ-calculus.
- Resulting class of languages: functional programming languages.
- Functional programming = λ -calculus +"syntactic sugar".

The λ-Calculus as a Programming Language

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Relevance

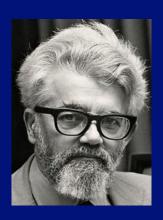
- λ-calculus ties into issues about FSAs, Turingmachines, and the treatment of infinite data....
- A functional programming language relates to these issues....

1930s:



Alonzo Church develops the <u>lambda calculus</u>, a simple but powerful theory of functions.

1950s:



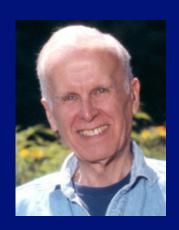
John McCarthy develops <u>Lisp</u>, the first functional language, with some influences from the lambda calculus, but retaining variable assignments.

1960s:



Peter Landin develops <u>ISWIM</u>, the first *pure* functional language, based strongly on the lambda calculus, with no assignments.

1970s:



John Backus develops <u>FP</u>, a functional language that emphasizes *higher-order* functions and reasoning about programs.

1970s:



Robin Milner and others develop ML, the first modern functional language, which introduced type inference and polymorphic types.

1970s - 1980s:



David Turner develops a number of *lazy* functional languages, culminating in the Miranda system.

1987:



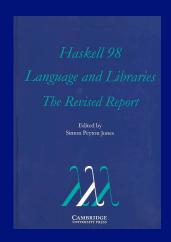
An international committee starts the development of <u>Haskell</u>, a standard lazy functional language.

1990s:



Phil Wadler and others develop *type classes* and *monads*, two of the main innovations of Haskell.

2003:



The committee publishes the <u>Haskell Report</u>, defining a stable version of the language; an updated version was published in 2010.

2010-date:



Standard distribution, library support, new language features, development tools, use in industry, influence on other languages, etc.

A Taste of Haskell



Related Material

- General Haskell site:
 - https://www.haskell.org/
- Documentation (tutorials etc):
 - https://www.haskell.org/documentation
- See the downloads link in the general site for the Haskell Platform.