Haskell Internals

Ramkumar Ramachandra

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Outline

- A Gentle Introduction to Haskell
- 2 Part I: Thinking in Haskell
- Part II: A peek into GHC
- Conclusion

Why Haskell? What's in it for you?



- Theoretical interest
- Ideas to apply in other places
- Real-world applications
- Concurrency: STM

Solve a simple problem imperatively

PE 5: What is the smallest number divisible by each of the numbers 1 to 20?



Re-think the problem in terms of folds



```
foldr :: (a \rightarrow b \rightarrow b) \rightarrow b \rightarrow [a] \rightarrow b
```

Pick a more challenging problem

What is the first triangle number to have over 500 divisors?



```
10: 1,2,5,10
15: 1,3,5,15
21: 1,3,7,21
28: 1,2,4,7,14,28
```

```
28 = 2^2 + 7^1
(2+1) * (1+1) = 6 divisors
```

Solve it in Haskell

1

2





```
euler12 :: (Integral a) => a
euler12 = head $ filter ((> 500) . n_divisors) triangleSeries
    where triangleSeries = [div (n * (n + 1)) 2 | n <- [1..]]
        n_divisors n = product . map ((+1) . length) . primeGroups $ n</pre>
```

primeGroups = group . (primeFactors n) . filterPrimes
filterPrimes n = filter (\x -> n `mod` x == 0) primes

filter :: (a -> Bool) -> [a] -> [a] map :: (a -> b) -> [a] -> [b]

Behind the scenes



- Glasgow Haskell Compiler
- Parse everything into Core Language
- Use graph reduction
- Apply optimizations
- Compile Core Language into native code via GCC

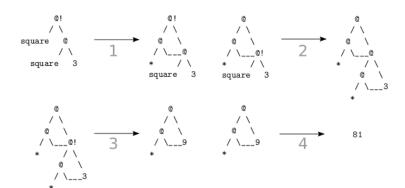
What the core language looks like



- Local defintions
- Lexical closures provided by let/letrec
- case for pattern matching
- Local function definitions (lambda abstractions)
- Structured data types provided by Pack

Apply graph reduction to the core language

```
square x = x * x ;
main = square (square 3)
```



Why bother with laziness



```
euler14 :: Integer
-- Stack overflow!
euler14 = fold11 (pick_larger chain_length) 1
-- [2, 3 .. 999999]
where chain_length = length . collatz_chain
```

```
euler14 = fold11 (pick_larger snd) collatzip
-- [(2,2),(3,8),(4,3),(5,6),(6,9),(7,17)]
where collatzip = zip 1 chain_length
```

A deeper look into the compiler



- G-Machine compiler
- TIM compiler
- Parallel G-machine compiler
- Lambda lifter

References

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- [2] Johnsson, T. Efficient compilation of lazy evaluation. SIGPLAN Not. 39, 4 (2004), 125-138.
- [3] Jones, S. L. P., and Lester, D. R. *The Implementation of Functional Programming Languages*. Prentice Hall, 1987.
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- [5] Terei, D. A. Low level virtual machine for glasgow haskell compiler, 2009. A Bachelor Thesis.

Contact information

Ramkumar Ramachandra

artagnon@gmail.com http://artagnon.com Indian Institute of Technology, Kharagpur Presentation source available on http://github.com/artagnon/foss.in