A taste of Haskell?

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What's programming like?

A lot like building a cathedral.

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#include <climits>
using namespace std;

// f(x) == true ?
bool f(unsigned x) { return (x + 1) > x; }

int main() {
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$$\forall x \in \mathbb{Z}$$
, $2 * x = x + x$

$$\forall x \in \mathbb{Z}, 2 * x = x + x$$

(Also holds in modular arithmetic)

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\forall x \in \mathbb{Z}, 2*x = x+x (Also holds in modular arithmetic) int main() { cout << 2 * ((int) getchar()) << "\n"; }
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\forall x \in \mathbb{Z}, 2*x = x + x (Also holds in modular arithmetic) int main() {  \text{cout} << 2*((\text{int}) \text{ getchar}()) << "\n"; }  int main() {  \text{cout} << ((\text{int}) \text{getchar}() + (\text{int}) \text{getchar}()) << "\n"; }
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- cannot equationally reason about programs.

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■ :t "foo"

"t "foo"
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• If f: A \rightarrow B.
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■ If f: A \to B, can ask f(a) for a \in A.
```

```
" ".join(["a", "b", "c", "d"])
```

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" ".join(["a", "b", "c", "d"])
str.join(iterable)
```

Return a string which is the concatenation of the strings in *iterable*. A TypeError will be raised if there are any non-string values in *iterable*, including bytes objects. The separator between elements is the string providing this method

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  [[3.4], [30, 40], [300, 400]]
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docs.python.org/3/library/stdtypes.html#str.join

hackage.haskell.org/package/base-4.14.0.0/docs/Data-List.html#v:intercalate

sum([1, 2, 3, 4])

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sum(iterable, /, start=0)
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Sums *start* and the items of an *iterable* from left to right and returns the total. The *iterable*'s items are normally numbers, and the start value is not allowed to be a string.

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- sum [1.1, 2.1, -3.2]

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- let minus_1_by_12 = sum [1, 2..]

```
sum [1, 2, 3, 4]
sum :: (Foldable t, Num a) => t a -> a
sum :: [Int] -> Int]
```

```
sum([1, 2, 3, 4])
sum(iterable, /, start=0)
```

Sums *start* and the items of an *iterable* from left to right and returns the total. The *iterable*'s items are normally numbers, and the start value is not allowed to be a string.

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https://docs.python.org/3/library/functions.html#sum

hackage.haskell.org/package/base-4.14.0.0/docs/Data-List.html#v:intercalate

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   negate
   -- | Absolute value.
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                    :: a -> a
   -- | Sign of a number.
   -- The functions 'abs' and 'signum' should satisfy the law:
   -- > abs x * signum x == x
   -- For real numbers, the 'signum' is either `-1` (negative), `0` (zero)
   -- or `1` (positive).
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https://hackage.haskell.org/package/base-4.14.0.0/docs/Prelude.html#t:

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Commutativity of +: x + y = y + x

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sum y

6
```

Foldable in detail

```
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Foldable in detail

```
sum :: (Foldable t, Num a) => t a -> a

class Foldable t where -- a data structure t is foldable if...
    -- | Map each element of the structure to a monoid, and combine the results.
    foldMap :: Monoid m => (a -> m) -> t a -> m

Foldable instances are expected to satisfy the following laws:

foldr f z t = appEndo (foldMap (Endo . f) t ) z

foldl f z t = appEndo (getDual (foldMap (Dual . Endo . flip f) t)) z

fold = foldMap id
```

https://hackage.haskell.org/package/base-4.14.0.0/docs/Data-Foldable.html#t:Foldable

length = getSum . foldMap (Sum . const 1)