

CENG 3549 – Functional Programming

History & Notions & A Taste of Haskell

Burak Ekici

September 22, 2022

About Me: Parcours/Carrier

Undergrad	IZTECH	CE	2004-2009, İzmir
Master's	Yaşar Üni	CE	2009-2012, İzmir
Traineeship	EC JRC	CE	2010-2011, Varese-Italy
PhD	U Joseph Fourier	CS & Math	2013-2015, Grenoble-France
PostDoc	U of Iowa	CS	2016-2017, IA-USA
PostDoc	U of Innsbruck	CS	2018-2019, Innsbruck-Austria
Assist. Prof. Dr.	Kültür Uni	CE	2019-2020, İstanbul
Assist. Prof. Dr.	TED Uni	CE	2021-2022, Ankara
Assist. Prof. Dr.	Muğla Sıtkı Koçman Uni	CE	2022-now, Muğla

Outline

- 1 Logistics
- 2 History
- 3 Notions
- 4 A Taste of Haskell
- 5 First Steps with Haskell

Logistics

lecturer

Burak Ekici (burakekici@mu.edu.tr)

Logistics

lecturer	Burak Ekici (burakekici@mu.edu.tr)
teaching assistant	Erdem Türk (erdemturk@mu.edu.tr)

Logistics

lecturer	Burak Ekici (burakekici@mu.edu.tr)
teaching assistant	Erdem Türk (erdemturk@mu.edu.tr)
consultation	Thursday 13h30 – 16h30 at (no room assigned yet)

About the Course

- Prerequisites:
 - Strong motivation

About the Course

- Prerequisites:
 - Strong motivation
- Text Book:
 - Graham Hutton, Programming in Haskell, Cambridge University Press, 2007, ISBN 9780521692694.

About the Course

- Prerequisites:
 - Strong motivation
- Text Book:
 - Graham Hutton, *Programming in Haskell*, Cambridge University Press, 2007, ISBN 9780521692694.
- Additional References
 - Richard Bird, *Introduction to Functional Programming using Haskell* (2nd edition), Prentice Hall Europe, 1998, ISBN 0134843460.
 - Bryan O'Sullivan, Don Stewart, and John Goerzen, *Real World Haskell*, (freely available online) O'Reilly, 2008, ISBN 9780596514983.
 - Simon Thompson, *Haskell: The Craft of Functional Programming*, Addison-Wesley, 1996, ISBN 0201403579.
 - Chris Hankin, *An Introduction to Lambda Calculi for Computer Scientists*, King's College Publications, ISBN 0954300653.
 - Chris Okasaki, *Purely Functional Data Structures*, Cambridge University Press, 1999, ISBN 0521663504.
 - Fethi Rabhi and Guy Lapalme, *Algorithms: A Functional Programming Approach*, Addison-Wesley, 1999, ISBN 0201596040.

About the Course

- Prerequisites:
 - Strong motivation
- Text Book:
 - Graham Hutton, Programming in Haskell, Cambridge University Press, 2007, ISBN 9780521692694.
- Additional References
 - Richard Bird, Introduction to Functional Programming using Haskell (2nd edition), Prentice Hall Europe, 1998, ISBN 0134843460.
 - Bryan O'Sullivan, Don Stewart, and John Goerzen, Real World Haskell, (freely available online) O'Reilly, 2008, ISBN 9780596514983.
 - Simon Thompson, Haskell: The Craft of Functional Programming, Addison-Wesley, 1996, ISBN 0201403579.
 - Chris Hankin, An Introduction to Lambda Calculi for Computer Scientists, King's College Publications, ISBN 0954300653.
 - Chris Okasaki, Purely Functional Data Structures, Cambridge University Press, 1999, ISBN 0521663504.
 - Fethi Rabhi and Guy Lapalme, Algorithms: A Functional Programming Approach, Addison-Wesley, 1999, ISBN 0201596040.
- Tentative Grading:

Attendance	Homeworks	Midterm	Final
5%	35%	30%	35%

About the Course (cont'd: Goals – Roughly)

give an introduction to

- functional programming

About the Course (cont'd: Goals – Roughly)

give an introduction to

- functional programming
 - application examples based on Haskell (a pure and strict functional programming language)
 - theoretical background – λ -Calculus

About the Course (cont'd: Goals – Roughly)

give an introduction to

- functional programming
 - application examples based on Haskell (a pure and strict functional programming language)
 - theoretical background – λ -Calculus
- logical programming and type theory
 - techniques that allow for verification of functional programs
 - verification developments within the Coq proof assistant

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
--------	--------------------------------------

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees
Week 6	Mathematical Induction & Induction over Lists & Structural Induction & The Coq Proof Assistant & Formal Verification of Functional Programs with Coq

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees
Week 6	Mathematical Induction & Induction over Lists & Structural Induction & The Coq Proof Assistant & Formal Verification of Functional Programs with Coq
Week 7	Midterm

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees
Week 6	Mathematical Induction & Induction over Lists & Structural Induction & The Coq Proof Assistant & Formal Verification of Functional Programs with Coq
Week 7	Midterm
Week 8	Efficiency & Tupling & Tail Recursion and Guarded Recursion & Property-Based Testing with LeanCheck

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees
Week 6	Mathematical Induction & Induction over Lists & Structural Induction & The Coq Proof Assistant & Formal Verification of Functional Programs with Coq
Week 7	Midterm
Week 8	Efficiency & Tupling & Tail Recursion and Guarded Recursion & Property-Based Testing with LeanCheck
Week 9	Parsing & Combinator Parsing & Parsing XML Data

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees
Week 6	Mathematical Induction & Induction over Lists & Structural Induction & The Coq Proof Assistant & Formal Verification of Functional Programs with Coq
Week 7	Midterm
Week 8	Efficiency & Tupling & Tail Recursion and Guarded Recursion & Property-Based Testing with LeanCheck
Week 9	Parsing & Combinator Parsing & Parsing XML Data
Week 10	Core FP & Type Checking & Unification and its Implementation & Type Inference

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees
Week 6	Mathematical Induction & Induction over Lists & Structural Induction & The Coq Proof Assistant & Formal Verification of Functional Programs with Coq
Week 7	Midterm
Week 8	Efficiency & Tupling & Tail Recursion and Guarded Recursion & Property-Based Testing with LeanCheck
Week 9	Parsing & Combinator Parsing & Parsing XML Data
Week 10	Core FP & Type Checking & Unification and its Implementation & Type Inference
Week 11	Laziness and Infinite Data Structures & Examples of (Infinite) Laziness

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees
Week 6	Mathematical Induction & Induction over Lists & Structural Induction & The Coq Proof Assistant & Formal Verification of Functional Programs with Coq
Week 7	Midterm
Week 8	Efficiency & Tupling & Tail Recursion and Guarded Recursion & Property-Based Testing with LeanCheck
Week 9	Parsing & Combinator Parsing & Parsing XML Data
Week 10	Core FP & Type Checking & Unification and its Implementation & Type Inference
Week 11	Laziness and Infinite Data Structures & Examples of (Infinite) Laziness
Week 12	Core FP Expressions & Implementing Type Inference

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees
Week 6	Mathematical Induction & Induction over Lists & Structural Induction & The Coq Proof Assistant & Formal Verification of Functional Programs with Coq
Week 7	Midterm
Week 8	Efficiency & Tupling & Tail Recursion and Guarded Recursion & Property-Based Testing with LeanCheck
Week 9	Parsing & Combinator Parsing & Parsing XML Data
Week 10	Core FP & Type Checking & Unification and its Implementation & Type Inference
Week 11	Laziness and Infinite Data Structures & Examples of (Infinite) Laziness
Week 12	Core FP Expressions & Implementing Type Inference
Week 13	An 'Imperative' Evaluator & Monads & A Monadic Evaluator

Syllabus & Tentative Schedule

Week 0	History Notions & A Taste of Haskell
Week 1	Type Classes & Lists & Patterns & Higher-Order Functions
Week 2	Modules & Lists and Strings & Recursive Functions
Week 3	User-Defined Types & Trees & Input and Output
Week 4	λ -Calculus
Week 5	Evaluation Strategies & Abstract Data Types & Sets as Binary Search Trees
Week 6	Mathematical Induction & Induction over Lists & Structural Induction & The Coq Proof Assistant & Formal Verification of Functional Programs with Coq
Week 7	Midterm
Week 8	Efficiency & Tupling & Tail Recursion and Guarded Recursion & Property-Based Testing with LeanCheck
Week 9	Parsing & Combinator Parsing & Parsing XML Data
Week 10	Core FP & Type Checking & Unification and its Implementation & Type Inference
Week 11	Laziness and Infinite Data Structures & Examples of (Infinite) Laziness
Week 12	Core FP Expressions & Implementing Type Inference
Week 13	An 'Imperative' Evaluator & Monads & A Monadic Evaluator
Week 14	Final

Outline

1 Logistics

2 History

3 Notions

4 A Taste of Haskell

5 First Steps with Haskell



1936 **Alonzo Church:**
 λ -calculus

1918

2022



1936 **Alonzo Church:**
 λ -calculus

1918

2022

1937

Alan Turing:
turing machines





1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:** λ -calculus

1937 **Alan Turing:** turing machines



1918

2022



1936 **Alonzo Church:**
 λ -calculus

1924 **Moses Schönfinkel:** combinatory logic

1918

2022

1937 **Alan Turing:**
turing machines



1930 **Haskell Curry:**
combinatory logic





1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:**
 λ -calculus

1941 **Z3:** 1st programmable, fully automatic computing machine

1918

2022

1937 **Alan Turing:**
turing machines



1930 **Haskell Curry:**
combinatory logic





1924

Moses Schönfinkel: combinatory logic



1936

Alonzo Church:
 λ -calculus

1941

Z3: 1st programmable, fully automatic computing machine

1918

2022

1937

Alan Turing:
turing machines



1930

Haskell Curry:
combinatory logic



1958

John McCarthy:
LISP





1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:**
 λ -calculus

1941 **Z3:** 1st programmable, fully automatic computing machine



1966 **Peter Landin:**
IsWim

1918

2022

1937 **Alan Turing:**
turing machines



1930 **Haskell Curry:**
combinatory logic



1958 **John McCarthy:**
LISP





1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:**
 λ -calculus

1941 **Z3:** 1st programmable, fully automatic computing machine



1966 **Peter Landin:**
Iswhim

1918

2022



1930 **Haskell Curry:**
combinatory logic



1937 **Alan Turing:**
turing machines



1958 **John McCarthy:**
LISP



1977 **John Backus:**
FP



1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:**
 λ -calculus

1941 **Z3:** 1st programmable, fully automatic computing machine



1966 **Peter Landin:**
Iswwm

1918

2022



1930 **Haskell Curry:**
combinatory logic



1937 **Alan Turing:**
turing machines



1958 **John McCarthy:**
LISP



1977 **John Backus:**
FP



1984 **Robin Milner:**
LCF, Standard ML



1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:**
 λ -calculus

1941 **Z3:** 1st programmable, fully automatic computing machine



1966 **Peter Landin:**
Iswwm

1985 **David Turner:**
Miranda

1918

2022

1937 **Alan Turing:**
turing machines



1930 **Haskell Curry:**
combinatory logic



1958 **John McCarthy:**
LISP



1977 **John Backus:**
FP



1984 **Robin Milner:**
LCF, Standard ML





1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:**
 λ -calculus

1941 **Z3:** 1st programmable, fully automatic computing machine



1966 **Peter Landin:**
Iswim



1985 **David Turner:**
Miranda



1988 **Paul Hudak and Philip Wadler:** Haskell

1918

2022



1930 **Haskell Curry:**
combinatory logic



1937 **Alan Turing:**
turing machines



1958 **John McCarthy:**
LISP



1977 **John Backus:**
FP



1984 **Robin Milner:**
LCF, Standard ML



1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:**
 λ -calculus

1941 **Z3:** 1st programmable, fully automatic computing machine



1966 **Peter Landin:**
Iswim



1985 **David Turner:**
Miranda



1988 **Paul Hudak and Philip Wadler:** Haskell

1918

2022



1930 **Haskell Curry:**
combinatory logic



1937 **Alan Turing:**
turing machines



1958 **John McCarthy:**
LISP



1977 **John Backus:**
FP



1984 **Robin Milner:**
LCF, Standard ML



2003 **Martin Odersky:**
Scala



1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:**
 λ -calculus

1941 **Z3:** 1st programmable, fully automatic computing machine



1966 **Peter Landin:**
Lswim



1985 **David Turner:**
Miranda



1988 **Paul Hudak and Philip Wadler:** Haskell

1918

2022



1930 **Haskell Curry:**
combinatory logic



1937 **Alan Turing:**
turing machines



1958 **John McCarthy:**
LISP



1977 **John Backus:**
FP



1984 **Robin Milner:**
LCF, Standard ML



2003 **Martin Odersky:**
Scala

2005 **Don Syme:** F#



1924 **Moses Schönfinkel:** combinatory logic



1936 **Alonzo Church:**
 λ -calculus

1941 **Z3:** 1st programmable, fully automatic computing machine



1966 **Peter Landin:**
Iswim



1985 **David Turner:**
Miranda



1988 **Paul Hudak and Philip Wadler:** Haskell

1918

2022



1930 **Haskell Curry:**
combinatory logic



1937 **Alan Turing:**
turing machines



1958 **John McCarthy:**
LISP



1977 **John Backus:**
FP



1984 **Robin Milner:**
LCF, Standard ML



2003 **Martin Odersky:**
Scala

2010 **Haskell2010**2005 **Don Syme:** F#

Outline

- 1 Logistics
- 2 History
- 3 Notions**
- 4 A Taste of Haskell
- 5 First Steps with Haskell

Definition ((program) state)

- **variables** point to storage locations in memory

Definition ((program) state)

- variables point to storage locations in memory
- **state** is content of variables in scope at given execution point

Definition ((program) state)

- variables point to storage locations in memory
- **state** is content of variables in scope at given execution point

Example (assignment)

after `x := 10`, location `x` has content 10 (state might have changed)

Definition ((program) state)

- variables point to storage locations in memory
- **state** is content of variables in scope at given execution point

Example (assignment)

after `x := 10`, location `x` has content 10 (state might have changed)

Side Effects

a function or expression has **side effects** if it modifies state

Definition ((program) state)

- variables point to storage locations in memory
- **state** is content of variables in scope at given execution point

Example (assignment)

after `x := 10`, location `x` has content 10 (state might have changed)

Side Effects

a function or expression has **side effects** if it modifies state

Example ($\sum_{i=0}^n i$)

```
count := 0
total := 0
while count < n
  count := count + 1
  total := total + count
```

Example ($\sum_{i=0}^n i$)

the Haskell way of summing up the numbers from 0 to n is

```
sum [0..n]
```

Example ($\sum_{i=0}^n i$)

the Haskell way of summing up the numbers from 0 to n is

`sum [0..n]`

- `[0..4]` generates list `[0,1,2,3,4]`
- `sum` is predefined function, summing up elements of a list

Example ($\sum_{i=0}^n i$)

the Haskell way of summing up the numbers from 0 to n is

```
sum [0..n]
```

- `[0..4]` generates list `[0,1,2,3,4]`
- `sum` is predefined function, summing up elements of a list

Example (defining functions)

- `[m..n]` computes range of numbers from `m` to `n`

```
range m n =  
  if m > n then []  
  else m : range (m + 1) n
```

Example ($\sum_{i=0}^n i$)

the Haskell way of summing up the numbers from 0 to n is

`sum [0..n]`

- `[0..4]` generates list `[0,1,2,3,4]`
- `sum` is predefined function, summing up elements of a list

Example (defining functions)

- `[m..n]` computes range of numbers from `m` to `n`

```
range m n =  
  if m > n then []  
  else m : range (m + 1) n
```

- `sum xs` computes sum of elements in `xs`

```
mySum [] = 0  
mySum (x:xs) = x + mySum xs
```

Definition (pure functions)

a function is **pure** if it always returns same result on same input

Definition (pure functions)

a function is pure if it always returns same result on same input

Counterexample (random numbers)

the C function `rand` (producing random numbers) is not pure

```
rand() = 0  
rand() = 10  
rand() = 42
```

Definition (immutable data)

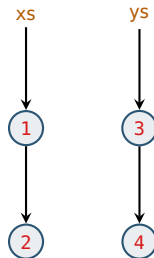
data that does not change after initial creation

Definition (immutable data)

data that does not change after initial creation

Example (immutable linked lists)

- consider two linked lists $xs = [1, 2]$ and $ys = [3, 4]$
- after concatenation $zs = xs ++ ys$



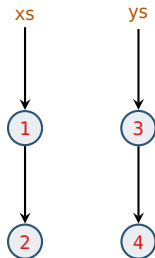
Definition (immutable data)

data that does not change after initial creation

append elements of *ys* to *xs*

Example (immutable linked lists)

- consider two linked lists *xs* = [1,2] and *ys* = [3,4]
- after concatenation *zs* = *xs* ++ *ys*

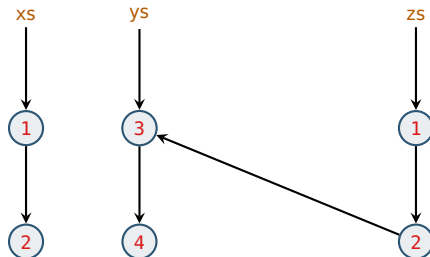


Definition (immutable data)

data that does not change after initial creation

Example (immutable linked lists)

- consider two linked lists $xs = [1, 2]$ and $ys = [3, 4]$
- after concatenation $zs = xs ++ ys$

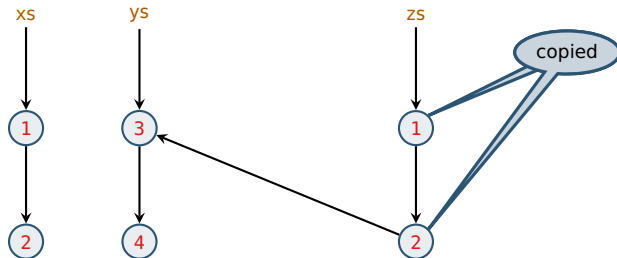


Definition (immutable data)

data that does not change after initial creation

Example (immutable linked lists)

- consider two linked lists $xs = [1, 2]$ and $ys = [3, 4]$
- after concatenation $zs = xs ++ ys$



Recursion

a function (definition) is **recursive** if it refers to itself

Recursion

a function (definition) is recursive if it refers to itself

Example (factorial numbers)

```
factorial n =  
  if n < 2 then 1  
  else n * factorial (n - 1)
```

Evaluating Functions by Hand (aka Equational Reasoning)

- functions are defined by equations and pattern matching
- general idea: “replace equals by equals”

Evaluating Functions by Hand (aka Equational Reasoning)

- functions are defined by equations and pattern matching
- general idea: “replace equals by equals”

Example (mySum)

given the two equations

$$\text{mySum } [] = 0 \quad (1)$$

$$\text{mySum } (x:xs) = x + \text{mySum } xs \quad (2)$$

pattern: empty list

Evaluating Functions by Hand (aka Equational Reasoning)

- functions are defined by equations and pattern matching
- general idea: “replace equals by equals”

Example (mySum)

given the two equations

$$\text{mySum } [] = 0 \tag{1}$$

$$\text{mySum } (x:xs) = x + \text{mySum } xs \tag{2}$$

pattern: list with “head” x and “tail” xs

Evaluating Functions by Hand (aka Equational Reasoning)

- functions are defined by equations and pattern matching
- general idea: “replace equals by equals”

Example (mySum)

given the two equations

$$\text{mySum } [] = 0 \quad (1)$$

$$\text{mySum } (x:xs) = x + \text{mySum } xs \quad (2)$$

we evaluate `mySum [1,2,3]` like

`mySum [1,2,3]`

Evaluating Functions by Hand (aka Equational Reasoning)

- functions are defined by equations and pattern matching
- general idea: “replace equals by equals”

Example (mySum)

given the two equations

$$\text{mySum } [] = 0 \quad (1)$$

$$\text{mySum } (x:xs) = x + \text{mySum } xs \quad (2)$$

we evaluate `mySum [1,2,3]` like

$$\text{mySum } [1,2,3] = 1 + \text{mySum } [2,3] \quad \text{using (2)}$$

Evaluating Functions by Hand (aka Equational Reasoning)

- functions are defined by equations and pattern matching
- general idea: “replace equals by equals”

Example (mySum)

given the two equations

$$\text{mySum } [] = 0 \quad (1)$$

$$\text{mySum } (x:xs) = x + \text{mySum } xs \quad (2)$$

we evaluate `mySum [1,2,3]` like

$$\begin{aligned} \text{mySum } [1,2,3] &= 1 + \text{mySum } [2,3] && \text{using (2)} \\ &= 1 + (2 + \text{mySum } [3]) && \text{using (2)} \end{aligned}$$

Evaluating Functions by Hand (aka Equational Reasoning)

- functions are defined by equations and pattern matching
- general idea: “replace equals by equals”

Example (mySum)

given the two equations

$$\text{mySum } [] = 0 \quad (1)$$

$$\text{mySum } (x:xs) = x + \text{mySum } xs \quad (2)$$

we evaluate `mySum [1,2,3]` like

$$\begin{aligned} \text{mySum } [1,2,3] &= 1 + \text{mySum } [2,3] && \text{using (2)} \\ &= 1 + (2 + \text{mySum } [3]) && \text{using (2)} \\ &= 1 + (2 + (3 + \text{mySum } [])) && \text{using (2)} \end{aligned}$$

Evaluating Functions by Hand (aka Equational Reasoning)

- functions are defined by equations and pattern matching
- general idea: “replace equals by equals”

Example (mySum)

given the two equations

$$\text{mySum } [] = 0 \quad (1)$$

$$\text{mySum } (x:xs) = x + \text{mySum } xs \quad (2)$$

we evaluate `mySum [1,2,3]` like

$$\begin{aligned} \text{mySum } [1,2,3] &= 1 + \text{mySum } [2,3] && \text{using (2)} \\ &= 1 + (2 + \text{mySum } [3]) && \text{using (2)} \\ &= 1 + (2 + (3 + \text{mySum } [])) && \text{using (2)} \\ &= 1 + (2 + (3 + 0)) && \text{using (1)} \end{aligned}$$

Evaluating Functions by Hand (aka Equational Reasoning)

- functions are defined by equations and pattern matching
- general idea: “replace equals by equals”

Example (mySum)

given the two equations

$$\text{mySum } [] = 0 \quad (1)$$

$$\text{mySum } (x:xs) = x + \text{mySum } xs \quad (2)$$

we evaluate `mySum [1,2,3]` like

<code>mySum [1,2,3]</code>	<code>= 1 + mySum [2,3]</code>	using (2)
	<code>= 1 + (2 + mySum [3])</code>	using (2)
	<code>= 1 + (2 + (3 + mySum []))</code>	using (2)
	<code>= 1 + (2 + (3 + 0))</code>	using (1)
	<code>= 6</code>	by def. of +

Outline

1 Logistics

2 History

3 Notions

4 A Taste of Haskell

5 First Steps with Haskell

Haskell

- is a pure language (only allowing “explicit” side effects)
- functions are defined by equations and pattern matching

Haskell

- is a pure language (only allowing “explicit” side effects)
- functions are defined by equations and pattern matching

Example (quicksort)

- sort list of elements smaller than or equal to x
- sort list of elements larger than x
- insert x in between

```
qsort []      = []
qsort (x:xs) = qsort le ++ [x] ++ qsort gt
  where
    le = [a | a <- xs, a <= x] -- list comprehension
    gt = [b | b <- xs, b > x]
```

Outline

- 1 Logistics
- 2 History
- 3 Notions
- 4 A Taste of Haskell
- 5 First Steps with Haskell**

Haskell on the Web

- main entry point `www.haskell.org`
- most widely used Haskell compiler: GHC
- with interpreter GHCi

Haskell on the Web

- main entry point `www.haskell.org`
- most widely used Haskell compiler: GHC
- with interpreter GHCi

Starting the Interpreter (GHCi)

```
$ ghci
GHCi, version 8.2.2: http://www.haskell.org/ghc/
:? for help
...
Prelude>
```

The Standard Prelude

on startup GHCi loads the “Prelude”, importing many standard functions

The Standard Prelude

on startup GHCi loads the “Prelude”, importing many standard functions

Examples

- arithmetic: `+`, `-`, `*`, `/`, `^`, `mod`, `div`

- lists

`drop n xs` drop first `n` elements from list `xs`

`head xs` extract first element from list `xs`

`length xs` number of elements in list `xs`

`product xs` multiply elements of list `xs`

`reverse xs` reverse list `xs`

`sum xs` sum up elements of list `xs`

`tail xs` obtain list `xs` without its first element

`take n xs` take first `n` elements from list `xs`

- note: in code examples Prelude functions are colored green and others blue; variables are colored dark orange

Function Application

- in mathematics: function application is denoted by enclosing arguments in parentheses, whereas multiplication of two arguments is often implicit (by juxtaposition)
- in Haskell: reflecting its primary status, function application is denoted silently (by juxtaposition), whereas multiplication is denoted explicitly by `*`

Function Application

- in mathematics: function application is denoted by enclosing arguments in parentheses, whereas multiplication of two arguments is often implicit (by juxtaposition)
- in Haskell: reflecting its primary status, function application is denoted silently (by juxtaposition), whereas multiplication is denoted explicitly by `*`

Examples

Mathematics	Haskell
$f(x)$	<code>f x</code>
$f(x, y)$	<code>f x y</code>
$f(g(x))$	<code>f (g x)</code>
$f(x, g(y))$	<code>f x (g y)</code>
$f(x)g(y)$	<code>f x * g y</code>
$f(a, b) + cd$	<code>f a b + c * d</code>

Haskell Scripts

- define new functions inside scripts
- text file containing definitions
- common suffix `.hs`

Haskell Scripts

- define new functions inside scripts
- text file containing definitions
- common suffix `.hs`

My First Script – `test.hs`

- set editor from inside GHCi `:set editor code`
- start editor `:edit test.hs` and type

```
double x    = x + x
quadruple x = double (double x)
```

- load script

```
Prelude> :load test.hs
[1 of 1] Compiling Main ( test.hs, interpreted )
Ok, modules loaded: Main.
*Main>
```

Interpreter Commands

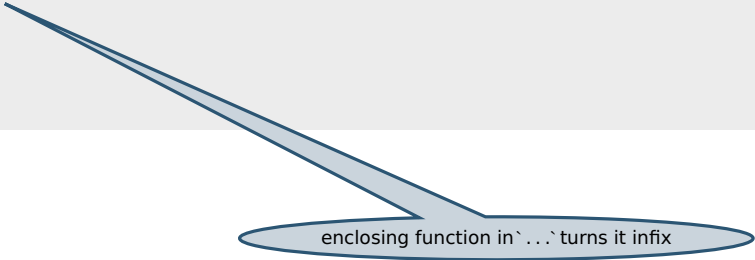
Command	Meaning
:load <i><filename></i>	load script <i><filename></i>
:reload	reload current script
:edit <i><filename></i>	edit script <i><filename></i>
:edit	edit current script
: type <i><expression></i>	show type of <i><expression></i>
:set <i><property></i>	change various settings
:show <i><info></i>	show various information
:! <i><command></i>	execute <i><command></i> in shell
:?	show help text
:quit	bye-bye!

Example Session

```
> :load test.hs
> quadruple 10
40
> take (double 2) [1,2,3,4,5,6]
[1,2,3,4]
> :edit test.hs

factorial n = product [1..n]
average ns = sum ns `div` length ns

> :reload
> factorial 10
3628800
> average [1,2,3,4,5]
3
```



enclosing function in `...` turns it infix

Naming Requirements

names of functions and their arguments have to conform to following syntax

$\langle lower \rangle$	$::=$	$a \mid \dots \mid z$	choice
$\langle upper \rangle$	$::=$	$A \mid \dots \mid Z$	
$\langle digit \rangle$	$::=$	$0 \mid \dots \mid 9$	
$\langle name \rangle$	$::=$	$(\langle lower \rangle \mid _)(\langle lower \rangle \mid \langle upper \rangle \mid \langle digit \rangle \mid ' \mid _)^*$	

Naming Requirements

names of functions and their arguments have to conform to following syntax

$\langle lower \rangle ::= a \mid \dots \mid z$

choice

$\langle upper \rangle ::= A \mid \dots \mid Z$

$\langle digit \rangle ::= 0 \mid \dots \mid 9$

$\langle name \rangle ::= (\langle lower \rangle \mid _)(\langle lower \rangle \mid \langle upper \rangle \mid \langle digit \rangle \mid ' \mid _)^*$

zero or more times

Naming Requirements

names of functions and their arguments have to conform to following syntax

$\langle lower \rangle$	$::=$	$a \mid \dots \mid z$	choice
$\langle upper \rangle$	$::=$	$A \mid \dots \mid Z$	
$\langle digit \rangle$	$::=$	$0 \mid \dots \mid 9$	
$\langle name \rangle$	$::=$	$(\langle lower \rangle \mid _)(\langle lower \rangle \mid \langle upper \rangle \mid \langle digit \rangle \mid ' \mid _)^*$	zero or more times

Reserved Names

case class data default deriving do else foreign if import in infix infixl infixr instance let module newtype of then type where _

Naming Requirements

names of functions and their arguments have to conform to following syntax

$\langle \text{lower} \rangle ::= a \mid \dots \mid z$

choice

$\langle \text{upper} \rangle ::= A \mid \dots \mid Z$

$\langle \text{digit} \rangle ::= 0 \mid \dots \mid 9$

$\langle \text{name} \rangle ::= (\langle \text{lower} \rangle \mid _)(\langle \text{lower} \rangle \mid \langle \text{upper} \rangle \mid \langle \text{digit} \rangle \mid ' \mid _)^*$

zero or more times

Reserved Names

`case class data default deriving do else foreign if import in infix infixl infixr instance let module newtype of then type where _`

Examples

`myFun fun1 arg_2 x'`

The Layout Rule

- items that start in same column are grouped together
- by increasing indentation, single item may span multiple lines
- groups end at EOF or when indentation decreases
- script content is group, start nested group by **where**, **let**, **do**, or **of**
- **ignore layout:** enclose groups in '{' and '}' and separate items by ';'

The Layout Rule

- items that start in same column are grouped together
- by increasing indentation, single item may span multiple lines
- groups end at EOF or when indentation decreases
- script content is group, start nested group by **where**, **let**, **do**, or **of**
- **ignore layout**: enclose groups in '{' and '}' and separate items by ';'

Examples

with layout:

```
main =  
  let x = 1  
      y = 1  
  in  
    putStrLn (take  
              (x+y) (zs++us))  
  where  
    zs = []  
    us = "abc"
```

without layout:

```
main =  
  let { x = 1; y = 1 } in  
    putStrLn (take (x+y) (zs++us))  
  where { zs = []; us = "abc" }
```

Comments

there are two kinds of comments

- single-line comments: starting with `--` and extending to EOL
- multi-line comments: enclosed in `{ -` and `- }`

Comments

there are two kinds of comments

- single-line comments: starting with `--` and extending to EOL
- multi-line comments: enclosed in `{ -` and `- }`

Examples

```
-- Factorial of a positive number:
```

```
factorial n = product [1..n]
```

```
-- Average of a list of numbers:
```

```
average ns = sum ns `div` length ns
```

```
{- currently not used
```

```
double x    = x + x
```

```
quadruple x = double (double x)
```

```
-}
```

Thanks! & Questions?