Programming in Haskell Introduction

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Coordinates

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https://github.com/proglang/HaskellKurs2017

Contents

- Basics of functional programming using Haskell
- Haskell development tools
- Writing Haskell programs
- Using Haskell libraries
- Your first Haskell project

What is Haskell?

In September of 1987 a meeting was held at the conference on Functional Programming Languages and Computer Architecture in Portland, Oregon, to discuss an unfortunate situation in the functional programming community: there had come into being more than a dozen non-strict, purely functional programming languages, all similar in expressive power and semantic underpinnings. There was a strong consensus at this meeting that more widespread use of this class of functional languages was being hampered by the lack of a common language. It was decided that a committee should be formed to design such a language, providing faster communication of new ideas, a stable foundation for real applications development, and a vehicle through which others would be encouraged to use functional languages.

From "History of Haskell"

What is Functional Programming?

A different approach to programming

Functions and values

rather than

Assignments and pointers

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It will make you a better programmer

Why Haskell?

- Haskell is a very high-level language (many details taken care of automatically).
- Haskell is expressive and concise (can achieve a lot with a little effort).
- Haskell is good at handling complex data and combining components.
- Haskell is a high-productivity language
 - (prioritize programmer-time over computer-time)

Functional Programming: Variables

Functional (Haskell)

x :: Intx = 5

Variable x has value 5 forever

Functional Programming: Variables

```
Functional (Haskell)

x :: Int

x = 5

Variable x has value 5 forever
```

```
Imperative (Java)
int x = 5;
```

```
x = x+1;
```

Variable x can change its content over time

Functional Programming: Functions

Functional (Haskell)

```
f :: Int -> Int -> Int
f x y = 2*x + y
```

f 42 16 // always 100

Value of a function only depends on its inputs

Functional Programming: Functions

Functional (Haskell)

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f :: Int -> Int -> Int
f x y = 2*x + y
f 42 16 // always 100
```

Value of a function only depends on its inputs

Imperative (Java)

```
boolean flag;
static int f (int x, int y) {
  return flag ? 2*x + y , 2*x - y;
}
f (42, 16); // who knows?
```

Return value depends on non-local variable flag

Functional Programming: Laziness

Haskell

x = expensiveComputation
g anotherExpensiveComputation

- The expensive computation will only happen if x is ever used.
- Another expensive computation will only happen if g uses its argument.

Functional Programming: Laziness

Haskell

```
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```

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Java

```
int x = expensiveComputation;
g (anotherExpensiveComputation)
```

Both expensive computations will happen anyway.

Many more features that make programs more concise

- Algebraic datatypes
- Polymorphic types
- Parametric overloading
- Type inference
- Monads & friends (for IO, concurrency, . . .)
- Comprehensions
- Metaprogramming
- Domain specific languages
- . . .

References

- Paper by the original developers of Haskell in the conference on History of Programming Languages (HOPL III): http://dl.acm.org/citation.cfm?id=1238856
- The Haskell home page: http://www.haskell.org
- Haskell libraries repository: https://hackage.haskell.org/
- Haskell Tool Stack: https://docs.haskellstack.org/en/stable/README/

