

# Haskell Intro

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The Haskell logo consists of a stylized symbol on the left and the word "Haskell" on the right. The symbol is composed of two overlapping chevron-like shapes pointing right, with a horizontal bar intersecting them. The top part of the symbol is dark blue, and the bottom part is a lighter, muted blue. The word "Haskell" is written in a bold, dark blue, sans-serif typeface.

**Haskell**

# Haskell - Let's get our hands dirty

- ▶ Introduction on basic features
  - ▶ Functions
  - ▶ Basic types
  - ▶ Lists
  - ▶ Pattern-matching
- ▶ Practice
- ▶ Some mind-bending exercises to get up-to-speed

## Install the env

Install stack, including everything you need!

<https://docs.haskellstack.org/en/stable/README/>

Then create a file named `code.hs` with content:

```
module Session1 where
```

```
main = putStrLn "Hello World!"
```

Run `stack runhaskell code.hs`. You're good to go!

# REPL

Use **stack ghci** to run the REPL in the directory where your code is:

```
Prelude> :load code -- Loads your module  
[1 of 1] Compiling Session1      ( code.hs, interpreted )  
Ok, modules loaded: Session1.
```

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*Session1> main -- Calls `main` from loaded module
```

```
Hello World
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*Session1> main -- Calls `main` from loaded module
Hello World

*Session1> :type [1, 2] -- Displays type of an expression
[1, 2] :: Num t => [t]

*Session1> :info main
main :: IO ()    -- Defined at code.hs:18:1
```

# Types

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42.0 :: Float
'a' :: Char
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"Hello" :: [Char] -- :'(
length :: [a] -> Int
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"Hello" :: [Char] -- : '(
length :: [a] -> Int
```

Use `:type` in `ghci` to query the type of more complex expressions.  
Like: `(^)`, `(++)`, `map`, `(:)`

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Or a **head** and a **tail**:

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```
*Session1> 1 : 2 : 3 : []
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Or a **head** and a **tail**:

```
*Session1> 42 : []
```

```
*Session1> 1 : 2 : 3 : []
```

**Syntactic sugar:**

```
*Session1> [1]
```

```
*Session1> [1, 2]
```

```
*Session1> [1..5] -- [1,2,3,4,5]
```

# Functions

Functions are declared with an (optional) **type signature**:

```
factorial :: Int -> Int
-- ^           ^           ^           ^
-- /           /           /           result is an Int
-- /           /           first argument is an Int
-- /           type of `factorial`
-- name of function
```

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```

And one or more body with **pattern matching**:

```
factorial 0 = 1
factorial n = n * factorial (n - 1)
--           ^           ^
--           arg 1      recursive call
```



## Functions on lists

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```
listFunction [] = -- Empty case
```

```
listFunction (x:xs) = -- Other cases
```

You can also match “one element” or “two elements”:

```
listFunction [a] = -- One element
```

```
listFunction [a, b] = -- two elements
```

```
listFunction [a, 42] = -- second element must be `42`
```

## Example - Zip

The signature:

```
zip :: [a] -> [b] -> [(a, b)]
--   ^      ^      ^           ^
-- /    /    /                result is a list of tuples
-- /    / first argument is a list of `a`
-- /    type of `zip`
-- name of function
```

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zip :: [a] -> [b] -> [(a, b)]
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-- /    / first argument is a list of `a`
-- /    type of `zip`
-- name of function
```

Different cases:

```
zip [] _ = []
zip _ [] = []
zip (x1:xs1) (x2:xs2) = (x1, x2) : zip xs1 xs2
--           ^           ^           ^           ^           ^
--           arg 1      arg2      tuple cons recursive call
```

## Let's play!

Add the following in `code.hs` file.  
It hides some standard functions:

```
module Session1 where
```

```
import Prelude hiding
```

```
( concat  
  , filter  
  , foldl  
  , foldr  
  , length  
  , map  
  , product  
  , reverse  
  , sum  
  )
```

## Length

Implement the length function:

```
length :: [a] -> Int
```

```
-- Example:
```

```
-- length [] == 0
```

```
-- length [1, 2, 3, 4, 5] == 5
```

## Double list

Double all elements of a list:

```
doubleList :: [Int] -> Int
```

```
-- Examples:
```

```
-- doubleList [] == []
```

```
-- doubleList [1, 2, 3] == [2, 4, 6]
```

How can we **generalize** this pattern?



## Map

Implement the function `map` with following type:

```
map :: (a -> b) -> [a] -> [b]
```

```
-- Example:
```

```
-- map (1+) [1, 2, 3, 4] == [2, 3, 4, 5]
```

```
-- map (*2) [1, 2, 3, 4] == [2, 4, 6, 8]
```

## Sum/Product/Fold

Implement a `sum` function which takes a list of numbers and return the sum of all of them:

```
sum :: Num a => [a] -> a
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product :: Num a => [a] -> a
```

Can you identify a pattern here? This is `fold`. Implement the `fold` function:

```
fold :: (b -> a -> b) -> b -> [a] -> b
```

Is there another possible implementation?

# Filter

Implement the filter function with following signature:

```
filter :: (a -> Bool) -> [a] -> [a]
```

```
-- Example:
```

```
-- filter even [1, 2, 3, 4, 5, 6, 7] == [2, 4, 6]
```

Hint:

```
if test then expression1 else expression2
```

Hint2: if then else is an expression in Haskell!

## Sum of odd elements

Given a list of integers, output the sum of the odd numbers:

```
sumOdds :: [Int] -> Int
```

```
-- Example:
```

```
-- sumOdds [1, 2, 3, 4] == 1 + 3 == 4
```

# Reverse

Implement the reverse function with the following signature:

```
reverse :: [a] -> [a]
```

```
-- Example:
```

```
-- reverse [1, 2, 3] == [3, 2, 1]
```

# Concat

Implement the `concat` function with the following signature:

```
concat :: [a] -> [a] -> [a]
```

```
-- Examples:
```

```
-- concat [1, 2, 3] [4, 5] == [1, 2, 3, 4, 5]
```

```
-- concat [] [4, 5] == [4, 5]
```

```
-- concat [1, 2, 3] [] == [1, 2, 3,]
```



# Palindrom

Check if a list is a *palindrom*:

```
palindrom :: Ord a => [a] -> Bool
```

```
-- Examples:
```

```
-- palindrom "otto" == True
```

```
-- palindrom [1, 2, 3] == False
```

```
-- palindrom [1, 2, 3, 2, 1] == True
```

# Run-length encoding (RLE)

Compress a string with RLE:

```
rle :: [Char] -> [(Int, Char)]  
-- rle :: String -> [(Int, Char)]  
  
-- Examples:  
-- rle "" == []  
-- rle "abba" == [(1, 'a'), (2, 'b'), (1, 'a')]
```

# Merge sort

Implement a merge sort on lists:

```
mergeSort :: Ord a => [a] -> [a]
```

```
-- Examples:
```

```
-- mergeSort [] == []
```

```
-- mergeSort [1, 2, 4, 3] == [1, 2, 3, 4]
```

```
-- mergeSort [3, 2, 1] == [1, 2, 3]
```

```
-- mergeSort "Hello" == "Hello"
```

**Hint** implement two helper functions:

```
split :: [a] -> ([a], [a])
```

```
merge :: Ord a => [a] -> [a] -> [a]
```