

# Lazy evaluation in Haskell

*exploring some mental models and implementations*

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Expression

# What is an expression?

# An expression denotes a value

An expression evaluates to a value

# What are expressions on Haskell

# Expressions examples



# Evaluation

# What is a value?

# Evaluation strategy

When? What extent?

# WHNF

# Thunk

# Strictness, Bottom

## Evaluation on Haskell (GHC)



# Evaluation in Haskell (GHC)

How to control the evaluation

## References

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