Spring 2014

Introduction to Haskell

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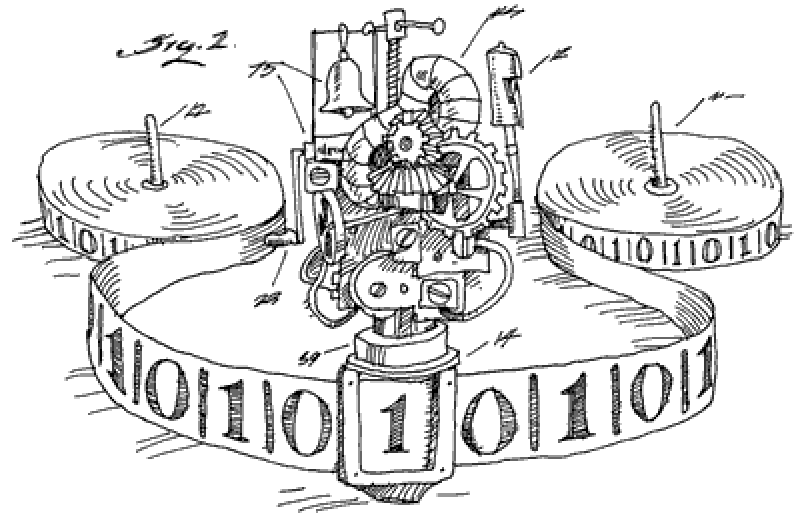
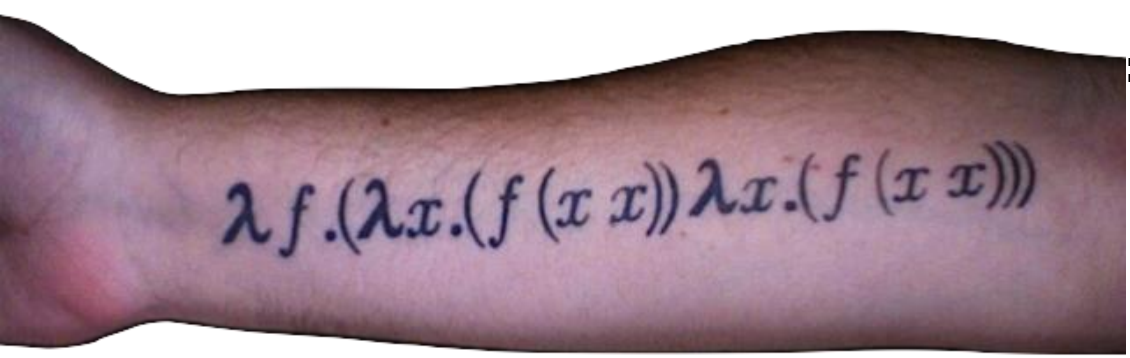
(original slides by Kathleen Fisher & John Mitchell)

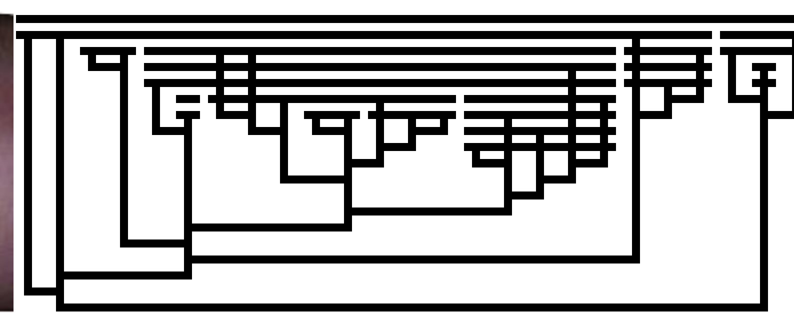
Part I: Lambda Calculus

Computation Models

- Turing Machines
- Wang Machines
- Counter Programs
- Lambda Calculus







Untyped Lambda Calculus

Chapter 5

Benjamin Pierce

Types and Programming Languages

Basics

- Repetitive expressions can be compactly represented using functional abstraction
- Example:
  - (5 * 4* 3 * 2 * 1) + (7 * 6 * 5 * 4 * 3 * 2 *1) =
  - factorial(5) + factorial(7)
  - factorial(n) = if n = 0 then 1 else n * factorial(n-1)
  - factorial= λn. if n = 0 then 0 else n factorial(n-1)

Untyped Lambda Calculus

t ::=	terms
x	variable
λ x. t	abstraction
t t	application

Terms can be represented as abstract syntax trees

Syntactic Conventions

- Applications associates to left

  $$e_1\ e_2\ e_3 \equiv (e_1\ e_2)\ e_3$$

- The body of abstraction extends as far as possible
  - $\lambda x.\ \lambda y.\ x\ y\ x \equiv \lambda x.\ (\lambda y.\ (x\ y)\ x)$

Free vs. Bound Variables

- An occurrence of x is free in a term t if it is not in the body on an abstraction λx. t
  - otherwise it is bound
  - λx is a binder
- Examples
  - $\lambda z.\ \lambda x.\ \lambda y.\ x\ (y\ z)$
  - $(\lambda x.\ x)\ x$
- Terms w/o free variables are combinators
  - Identify function: id = λ x. x

Operational Semantics

$(\lambda\ x.\ t_{12})\ t_2 \to [x \mapsto t_2]\ t_{12}$ (β-reduction)

FV: $t \to P(Var)$ is the set free variables of t

$FV(x) = \{x\}$

$FV(\ \lambda\ x.\ t) = FV(t) - \{x\}$

$FV\ (t_1\ t_2) = FV(t_1) \cup FV(t_2)$

$[x \mapsto s]\ x = s$

$[x \mapsto s]\ y = y$ if $y \neq x$

$[x \mapsto s]\ (\lambda y.\ t_1) = \lambda y.\ [x \mapsto s]\ t_1$ if $y \neq x$ and $y \notin FV(s)$

$[x \mapsto s]\ (t_1\ t_2) = ([x \mapsto s]\ t_1)\ ([x \mapsto s]\ t_2)$

Operational Semantics

$(\lambda\ x.\ t_{12})\ t_2 \rightarrow [x \mapsto t_2]\ t_{12}$ (β-reduction)

redex

$(\lambda\ x.\ x)\ y \rightarrow\ \ y$

$(\lambda\ x.\ x\ (\lambda\ x.\ x)\ )\ (u\ r) \rightarrow u\ r\ (\lambda\ x.x)$

$(\lambda\ x\ (\lambda w.\ x\ w))\ (y\ z) \rightarrow\ \ \lambda w.\ y\ z\ w$

Lambda Calculus vs. JavaScript

$(\lambda\ x.\ x)\ y$

```
(function (x) {return x;}) y
```

Evaluation Orders

$$(\lambda\, x.\, t_{12})\; t_2 \rightarrow [x \mapsto t_2]\; t_{12} \qquad (\beta\text{-reduction})$$

$(\lambda\ x.\ x)\ ((\lambda x.\ x)\ (\lambda z.\ (\lambda x.\ x)\ z)) \quad \equiv \text{id (id } (\lambda z.\ \text{id z))}$

Normal order

$\underline{\text{id (id } (\lambda z.\ \text{id z))}}$

$\rightarrow \underline{\text{id } (\lambda z.\ \text{id z})}$

$\rightarrow \lambda z.\ \underline{\text{id z}}$

$\rightarrow \lambda z.\ z \not\rightarrow$

call-by-name

$\text{id } \underline{\text{(id } (\lambda z.\ \text{id z))}}$

$\rightarrow \underline{\text{id } (\lambda z.\ \text{id z})}$

$\rightarrow \lambda z.\ \underline{\text{id z}} \not\rightarrow$

call-by-value

$\text{id (id } (\lambda z.\ \text{id } \underline{\text{z))}}$

$\rightarrow \underline{\text{id } (\lambda z.\ \text{id z})}$

$\rightarrow \lambda z.\ \text{id z} \not\rightarrow$

Call-by-value Operational Semantics

t ::=	terms
x	variable
λ x. t	abstraction
t t	application

v ::=	values
λ x. t	abstraction values

$$(\lambda\, x.\, t_{12})\ v_2 \to [x \mapsto v_2]\ t_{12} \qquad \text{(E-AppAbs)}$$

$$\frac{t_1 \to t'_1}{t_1\ t_2 \to t'_1\ t_2} \qquad \text{(E-APPL1)}$$

$$\frac{t_2 \to t'_2}{v_1\ t_2 \to v_1\ t'_2} \qquad \text{(E-APPL2)}$$

Programming in the Lambda Calculus

Multiple arguments

$f = \lambda(x, y).\ s$

-> Currying

$f = \lambda x.\ \lambda y.s$

$f\ v\ w =$

$(f\ v)\ w =$

$(\lambda x.\ \lambda y.s\ v)\ w \rightarrow$

$\lambda y.[x \mapsto v]s)\ w) \rightarrow$

$[x \mapsto v]\ [y \mapsto w]\ s$

Programming in the Lambda Calculus
Booleans

- tru = λt. λf. t
- fls = λt. λf. f
- test = λl. λm. λn. l m n
- and = λb. λc. b c fls

Programming in the Lambda Calculus
Pairs

- pair = λf. λs. λb. b f s
- fst = λp. p tru
- snd = λp. p fls

Programming in the Lambda Calculus
Numerals

- $c_0 = \lambda s.\ \lambda z.\ z$
- $c_1 = \lambda s.\ \lambda z.\ s\ z$
- $c_2 = \lambda s.\ \lambda z.\ s\ (s\ z)$
- $c_3 = \lambda s.\ \lambda z.\ s\ (s\ (s\ z))$
- $\text{succ} = \lambda n.\ \lambda s.\ \lambda z.\ s\ (n\ s\ z)$
- $\text{plus} = \lambda m.\ \lambda n.\ \lambda s.\ \lambda z.\ m\ s\ (n\ s\ z)$
- $\text{times} = \lambda m.\ \lambda n.\ m\ (\text{plus}\ n)\ c_0$

> Turing Complete

Divergence in Lambda Calculus

- omega= (λx. x x) (λx. x x)
- fix = λf. (λx. f (λ y. x x y)) (λx. f (λ y. x x y))

Extending the Lambda Calculus

- Primitive values
- Exceptions
- References

Summary: Lambda Calculus

- Powerful
- Useful to illustrate ideas
- But can be counterintuitive
- Usually extended with useful syntactic sugars
- Other calculi exist
  - pi-calculus
  - object calculus
  - mobile ambients
  - …

Part II: Some Chaps

Haskell B Curry

- Combinatory logic
  - Influenced by Russell and Whitehead
  - Developed combinators to represent substitution
  - Alternate form of lambda calculus that has been used in implementation structures
- Type inference
  - Devised by Curry and Feys
  - Extended by Hindley, Milner

Although “Currying” and “Curried functions” are named after Curry, the idea was invented earlier by Moses Schönfinkel

Haskell

- Designed by committee in 80’s and 90’s to unify research efforts in lazy languages
  - Haskell 1.0 in 1990, Haskell ‘98, Haskell’ ongoing
  - “A History of Haskell: Being Lazy with Class” HOPL 3

Paul Hudak

John Hughes

Simon
Peyton Jones

Phil Wadler

Haskell

- Haskell programming language is -

general-purpose
strongly typed
higher-order
supports type inference
interactive and compiled use

Like most functional PLs

based on lazy evaluation
purely functional (core)
rapidly evolving type system

Unlike most functional PLs

Paul Hudak

John Hughes

Simon
Peyton Jones

Phil Wadler

Why Study Haskell?

- Functional programming will make you think differently about programming.
  - Mainstream languages are all about state
  - Functional programming is all about values
- Haskell is “cutting edge”
  - A lot of current research is done using Haskell
  - Rise of multi-core, parallel programming likely to make minimizing state much more important
- New ideas can help make you a better programmer, in any language

Why Study Haskell?

- Good vehicle for studying language concepts
- Types and type checking
  - General issues in static and dynamic typing
  - Type inference
  - Parametric polymorphism
  - Ad hoc polymorphism (aka, overloading)
- Control
  - Lazy vs. eager evaluation
  - Tail recursion and continuations
  - Precise management of effects

Function Types in Haskell

In Haskell, $f :: A \to B$ means for every $x \in A$,

$$f(x) = \begin{cases} \text{some element } y = f(x) \in B \\ \text{/ run forever} \end{cases}$$

In words, "if $f(x)$ terminates, then $f(x) \in B$."

In ML, functions with type $A \to B$ can throw an exception or have other effects, but not in Haskell

Basic Overview of Haskell

- Anonymous functions

```
\x -> x+1      --like Lisp lambda, function (…) in JS
```

- Named functions

```
inc x = x+1
f (x,y) = x+y
length [] = 0
length (x:s) = 1 + length(s)
```

Overview by Type

- Booleans

```
True, False :: Bool
if …  then … else …        --types must match
```

- Integers

```
0, 1, 2, … :: Integer
+, * , …   :: Integer -> Integer -> Integer
```

- Strings

```
"Ron Weasley"
```

- Floats

```
1.0, 2, 3.14159, …  --type classes to disambiguate
```

Simple Compound Types

- Tuples

```
(4, 5, “Griffindor”) :: (Integer, Integer, String)
```

- Lists

```
[] :: [a]                            -- polymorphic type
```

```
1 : [2, 3, 4] :: [Integer]    -- infix cons notation
```

- Records

```
data Person = Person {firstName :: String,
                      lastName  :: String}
hg = Person { firstName = “Hermione”,
              lastName  = “Granger”}
```

List Comprehensions

- Notation for constructing new lists from existing ones:

```
myData = [1,2,3,4,5,6,7]

twiceData = [2 * x | x <- myData]
-- [2,4,6,8,10,12,14]

twiceEvenData = [2 * x| x <- myData, x `mod` 2 == 0]
-- [4,8,12]
```

- In the spirit of mathematical "set comprehension"

$$\{ x \mid x \in \text{Odd} \wedge x > 6 \}$$

Interactive Interpreter (ghci)

- REPL: read-eval-print loop
  - ghci infers type before compiling or executing
  - Type system does not allow casts or other loopholes!
- Examples

```
% ghci
Prelude> (5+3)-2
6
it :: Integer
Prelude> if 5>3 then "Harry" else "Hermione"
"Harry"
it :: [Char]        -- String is equivalent to [Char]
Prelude> 5==4
False
it :: Bool
```

Higher Order Functions

- Functions are first class objects
  - Passed as parameters
  - Returned as results
- Practical examples
  - Google map/reduce

Example: Differentiate

- The differential operator

$$f'(x) = \lim_{h \to 0} \big(f(x+h)-f(x)\big)/h$$

- In Haskell:

```
diff f = f_prime
     where
       f_prime x = (f (x + h) - f x) / h
       h = 0.0001
```

- `diff :: (float -> float) -> (float -> float)`
- `(diff square) 0 = 0.0001`
- `(diff square) 0.0001 = 0.0003`
- `(diff (diff square)) 0 = 2`

Pattern Matching

- Patterns can be used in place of variable names

  <pat> ::= <var> | <tuple> | <cons> | <record> …

- Value declarations
  - General form: <pat> = <exp>
  - In global declarations

```
myTuple = ("Flitwick", "Snape")
(x,y)   = myTuple
myList  = [1, 2, 3, 4]
z:zs    = myList
```

  - In local declarations

```
let (x,y) = (2, "Snape") in x * 4
```

Pattern Matching

- Explicit case expression

```
myTuple = (“Flitwick”, “Snape”)
v = case myTuple of
      (x, “Snape”)     ->  x ++ “?”
      (“Flitwick”, y) ->  y ++ “!”
      _                ->  “?!”
```

Map Function on Lists

- Apply function to every element of list

```
map f [] = []
map f (x:xs) = f x : map f xs
```

```
map (\x -> x+1) [1,2,3]          ⇒          [2,3,4]
```

- Compare to Lisp

```
(define map
    (lambda (f  xs)
      (if   (eq? xs ())   ()
         (cons (f   (car xs))   (map f   (cdr xs)))
   )))
```

More Functions on Lists

- Append lists

```
append ([], ys) = ys
append (x:xs, ys) = x : append (xs, ys)
```

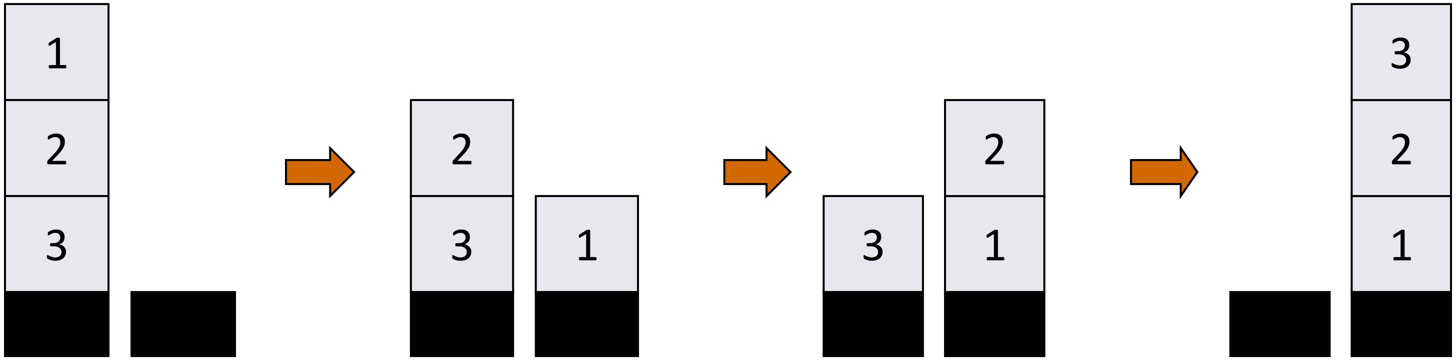
- Reverse a list

```
reverse [] = []
reverse (x:xs) = (reverse xs) ++ [x]
```

- Questions
  - How efficient is reverse?
  - Can it be done with only one pass through list?

More Efficient Reverse

```
reverse xs =
    let rev ( [], accum ) = accum
         rev ( y:ys, accum ) = rev ( ys, y:accum )
    in rev ( xs, [] )
```



Datatype Declarations

- Examples

```
data Color = Red | Yellow | Blue
```

elements are Red, Yellow, Blue

```
data Atom = Atom String | Number Int
```

elements are Atom “A”, Atom “B”, …, Number 0, …

```
data AtomList = Nil | Cons Atom AtomList
```

elements are Nil, Cons (Atom “A”) Nil, …

Cons (Number 2) (Cons (Atom “Bill”)) Nil, ...

- General form

data <name> = <clause> | … | <clause>
<clause> ::= <constructor> | <constructor> <type>

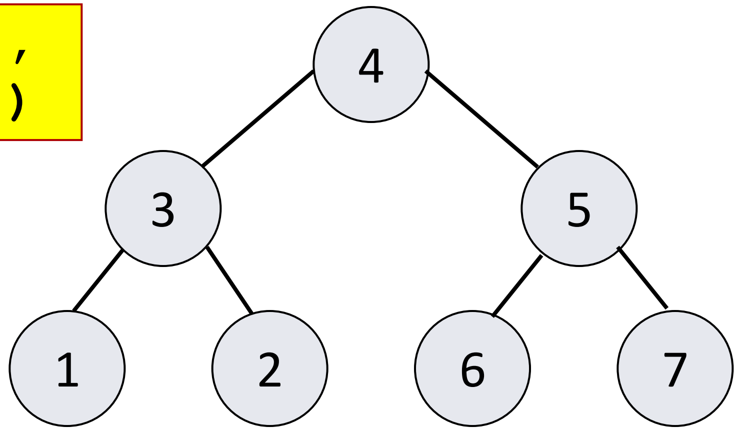
– Type name and constructors must be Capitalized

Datatypes and Pattern Matching

- Recursively defined data structure

```
data Tree = Leaf Int | Node (Int, Tree, Tree)
```

```
Node(4, Node(3, Leaf 1, Leaf 2),
        Node(5, Leaf 6, Leaf 7))
```



- Recursive function

```
sum (Leaf n) = n
sum (Node(n,t1,t2)) = n + sum(t1) + sum(t2)
```

Example: Evaluating Expressions

- Define datatype of expressions

```
data Exp = Var Int | Const Int | Plus (Exp, Exp)
```

write (x+3)+ y as Plus(Plus(Var 1, Const 3), Var 2)

- Evaluation function

```
ev(Var n) = Var n
ev(Const n) = Const n
ev(Plus(e1,e2)) = …
```

- Examples

```
ev(Plus(Const 3, Const 2))          ⇒          Const 5
```

```
ev(Plus(Var 1, Plus(Const 2, Const 3)))     ⇒
                              Plus(Var 1, Const 5)
```

Use the Case Expression

- Datatype

```
data Exp = Var Int | Const Int | Plus (Exp, Exp)
```

- Case expression

```
case e of
     Var n ->  …
     Const n -> …
     Plus(e1,e2) -> …
```

Indentation matters in case statements in Haskell

Offside rule

- Layout characters matter to parsing

```
x = 6 /
    5
y = let a = x
        b = 2 * x
    in a * b
```

- Everything below and right of = in equations defines a new scope
- Applied recursively

```
fac n = if (n == 0) then 1 else prod n (n-1)
        where
          prod acc n = if (n == 0) then acc
                                   else prod (acc * n) (n-1)
```

- Lexical analyzer maintains a stack

Evaluation by Cases

```
data Exp = Var Int | Const Int | Plus (Exp, Exp)

ev ( Var n) = Var n
ev ( Const n ) = Const n
ev ( Plus ( e1,e2 ) ) =
    case ev e1 of
      Var n -> Plus(Var n, ev e2)
      Const n -> case ev e2 of
                   Var m -> Plus(Const n, Var m)
                   Const m -> Const (n+m)
                   Plus(e3,e4) -> Plus ( Const n,
                                         Plus ( e3, e4 ))
      Plus(e3, e4) -> Plus( Plus ( e3, e4 ), ev e2)
```

Polymorphic Typing

- Polymorphic expression has many types
- Benefits:
  - Code reuse
  - Guarantee consistency
- The compiler infers that in
  length [] = 0
  length (x: xs) = 1 + length xs
  - length has the type [a] -> int
    length :: [a] -> int
- Example expressions
  - length [1, 2, 3] + length [“red”, “yellow”, “green”]
  - length [1, 2, “green”] // invalid list
- The user can optionally declare types
- Every expression has the most general type
- “boxed” implementations

Laziness

- Haskell is a **lazy** language
- Functions and data constructors don't evaluate their arguments until they need them

```
cond :: Bool -> a -> a -> a
cond True  t e = t
cond False t e = e
```

- Programmers can write control-flow operators that have to be built-in in eager languages

Short-circuiting "or"

```
(||) :: Bool -> Bool -> Bool
True  || x = True
False || x = x
```

Using Laziness

```
isSubString :: String -> String -> Bool
x `isSubString` s = or [ x `isPrefixOf` t
                       | t <- suffixes s ]
```

```
suffixes:: String -> [String]
-- All suffixes of s
suffixes[]     = [[]]
suffixes(x:xs) = (x:xs) : suffixes xs
```

type String = [Char]

```
or :: [Bool] -> Bool
-- (or bs) returns True if any of the bs is True
or []     = False
or (b:bs) = b || or bs
```

A Lazy Paradigm

- Generate all solutions (an enormous tree)
- Walk the tree to find the solution you want

```
nextMove :: Board -> Move
nextMove b = selectMove allMoves
  where
    allMoves = allMovesFrom b
```

A gigantic (perhaps infinite) tree of possible moves

Benefits of Lazy Evaluation

- Define streams:
  ```
  main = take 100 [1 .. ]
  ```

```
deriv f x = lim [(f (x + h) - f x) / h | h <- [1/2^n | n <- [1..]]]
            where lim (a:b:lst) = if abs(a/b-1) < eps then b
                                  else lim (b: lst)
                  eps = 1.0 e-6
```

- Lower asymptotic complexity
- Language extensibility
  - Domain specific languages
- But some costs

Core Haskell

- Basic Types
  - Unit
  - Booleans
  - Integers
  - Strings
  - Reals
  - Tuples
  - Lists
  - Records
- Patterns
- Declarations
- Functions
- Polymorphism
- Type declarations
- *Type Classes*
- *Monads*
- *Exceptions*

Functional Programming Languages

PL	types	evaluation	Side-effect
scheme	Weakly typed	Eager	yes
ML OCAML F#	Polymorphic strongly typed	Eager	References
Haskell	Polymorphic strongly typed	Lazy	None

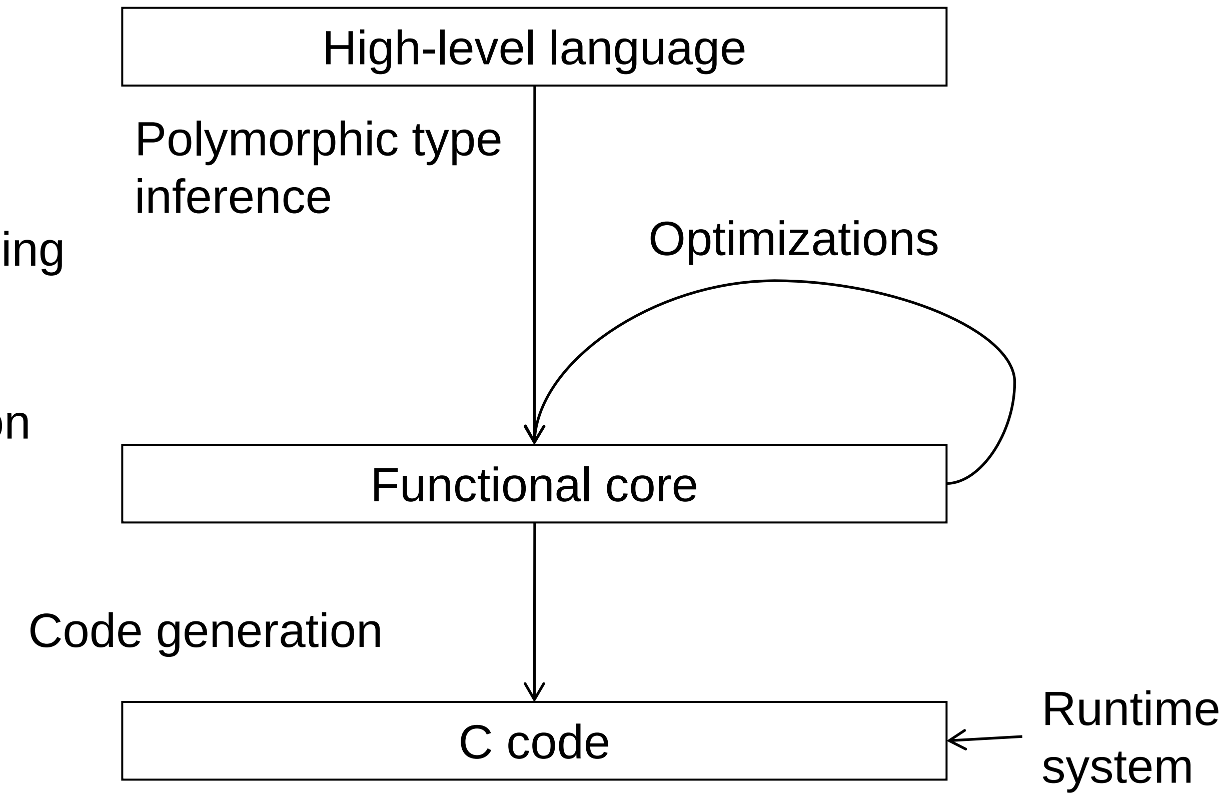
Compiling Functional Programs

Compiler Phase	Language Aspect
Lexical Analyzer	Offside rule
Parser	List notation List comprehension Pattern matching
Context Handling	Polymorphic type checking
Run-time system	Referential transparency Higher order functions Lazy evaluation

Structure of a functional compiler

De-sugaring:

1. Pattern matching
2. List to pairs
3. List comprehension
4. Lambda lifting



QuickCheck

- Generate random input based on type
  - Generators for values of type **`a`** have type **`Gen a`**
  - Have generators for many types
- Conditional properties
  - Have form <condition> ==> <property>
  - Example:

```
ordered xs = and (zipWith (<=) xs (drop 1 xs))
insert x xs = takeWhile (<x) xs++[x]++dropWhile (<x) xs
prop_Insert x xs =
     ordered xs ==> ordered (insert x xs)
   where types = x::Int
```

QuickCheck

- QuickCheck output
  - When property succeeds:

    quickCheck prop_RevRev OK, passed 100 tests.
  - When a property fails, QuickCheck displays a counter-example.

    prop_RevId xs = reverse xs == xs where types = xs::[Int]

    quickCheck prop_RevId

    Falsifiable, after 1 tests: [-3,15]
- Conditional testing
  - Discards test cases which do not satisfy the condition.
  - Test case generation continues until
    - 100 cases which do satisfy the condition have been found, or
    - until an overall limit on the number of test cases is reached (to avoid looping if the condition never holds).

  See : http://www.cse.chalmers.se/~rjmh/QuickCheck/manual.html

Things to Notice

No side effects. At all

```
reverse:: [w] -> [w]
```

- A call to reverse returns a new list; the old one is unaffected

```
prop_RevRev l = reverse(reverse l) == l
```

- A variable ‘l’ stands for an immutable value, not for a location whose value can change
- Laziness forces this purity

Things to Notice

- Purity makes the interface explicit.

```
reverse:: [w] -> [w]     -- Haskell
```

- Takes a list, and returns a list; that's all.

```
void reverse( list l )         /* C */
```

- Takes a list; may modify it; may modify other persistent state; may do I/O.

Things to Notice

- Pure functions are easy to test

```
prop_RevRev l = reverse(reverse l) == l
```

- In an imperative or OO language, you have to
  - set up the state of the object and the external state it reads or writes
  - make the call
  - inspect the state of the object and the external state
  - perhaps copy part of the object or global state, so that you can use it in the post condition

Things to Notice

Types are everywhere.

```
reverse:: [w] -> [w]
```

- Usual static-typing panegyric omitted...
- In Haskell, types express high-level design, in the same way that UML diagrams do, with the advantage that the type signatures are machine-checked
- Types are (almost always) optional: type inference fills them in if you leave them out

More Info: haskell.org

- The Haskell wikibook
  - http://en.wikibooks.org/wiki/Haskell
- All the Haskell bloggers, sorted by topic
  - http://haskell.org/haskellwiki/Blog_articles
- Collected research papers about Haskell
  - http://haskell.org/haskellwiki/Research_papers
- Wiki articles, by category
  - http://haskell.org/haskellwiki/Category:Haskell
- Books and tutorials
  - http://haskell.org/haskellwiki/Books_and_tutorials
- Compiling Haskel
  - Modern Compiler Design

Haskel in the Real World

- ABN AMRO bank measuring the counterparty risk on portfolios of financial derivatives
- Alcatel-Lucent used Haskell to prototype narrowband software radio systems, running in (soft) real-time
- Haskell is being used for backend data transformation and loading in Merril Lynch
- Barclays Capital's Quantitative Analytics group is using Haskell to develop an embedded domain-specific functional language (called FPF) which is used to specify exotic equity derivatives

Missing

- IO-Monads

Summary

- Functional programs provide concise coding
- Compiled code compares with C code
- Successfully used in some commercial applications
  - F#, ERLANG
- Ideas used in imperative programs
- Good conceptual tool
- Less popular than imperative programs
- Haskel is a well thought functional language