

CS344 - Haskell

Note Title

3/2/2012

Announcements

- HW due Monday
- Review Monday, Test Wednesday
- Friday: Can people bring laptops?

History of Haskell:

Meeting in 1987 to discuss state
of functional programming.

At the time, there were many
roughly-equivalent functional languages

Response to a talk: (by John Backus in '78)
"Can Programming be Liberated from
the von Neumann style?"

Named in honor of logician Haskell B. Curry,

Haskell:

Basic structure:

- Pure functional (so no variable assignment!)
- Lazy evaluation
- Statically typed (w/ strong typing and checking at compile time)
- uses type inference (like Python)
- very concise

Nice Features for us:

- on Turing

- website provides limited functionality

- easy to download & install

A first program : Quick Sort

What is it?

divide & conquer sorting

$O(n^2)$ ($O(n \log n)$ expected)

C code:

// To sort array a[] of size n: qsort(a,0,n-1)

```
void qsort(int a[], int lo, int hi) {  
    int h, l, p, t;  
    if (lo < hi) {  
        l = lo; h = hi; p = a[hi];  
        do {  
            while ((l < h) && (a[l] <= p))  
                l = l+1;  
            while ((h > l) && (a[h] >= p))  
                h = h-1;  
            if (l < h) {  
                t = a[l]; a[l] = a[h]; a[h] = t;  
            }  
        } while (l < h);  
        a[hi] = a[l]; a[l] = p;  
        qsort(a, lo, l-1);  
        qsort(a, l+1, hi);  
    }  
}
```

Haskell quicksort

functions

base cases

quicksort :: Ord a => [a] -> [a]
quicksort [] = []
quicksort (p:xs) = (quicksort lesser) ++ [p] ++ (quicksort greater)

where

lesser = filter (< p) xs
greater = filter (>= p) xs

Back to basics

- Type ghci to start

- Can do basic numerical ops.

Caution:

• $5 * -3 \rightarrow$ error

- Booleans: \ll , \gg , not
 $\ll =$, $\gg =$

- Type checking: $5 + "kama"$

Functions

- Prefix notation, no parenthesis

• succ 5

• min 9 10

- Functions have highest precedence:

succ 9 + max 5 4 + 1

$\hookrightarrow 10 + 5 + 1 \rightarrow 16$

(succ 9) * 10

$\hookrightarrow 100$

No parenthesis!

bar (3, "haha") in C

↳ bar 3 "haha"

So foo (bar 3)

↳ foo (bar (3)) in C

Making functions

Open your favorite text editor.

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

→ Save as firstex.hs

* type :l firstex at prompt,
* can use this function

```
double Me 9 → 18  
double Me 8.3 → 16.6
```

Another example

$$\text{doubleUs } x \ y = x * 2 + y * 2$$

same as

$$\text{doubleUs } x \ y = \text{doubleMe } x + \text{doubleMe } y$$

If statements

Must have an else. Why?

No matter what, need return value.

Ex: double Small Number $x =$ if $x > 100$
then x
else $x * 2$

Ex 2: double Small Number' $x =$ (if $x > 100$
then x
else $x * 2$) + 1

Can define constant functions

erin = "It's me, Erin!"

No input parameters

(In essence, this function works like a const variable.)

Note: a = 13
is same as:

let a = 13
in interactive mode

Lists

- homogeneous

- look like Python: [2, 4, 6, 8]

- a bit like C: "hello" is same
['h', 'e', 'l', 'l', 'o']

- concatenate:

[1, 2] ++ [3, 4, 5]

"hello" ++ "world"

Efficiency + lists

- Appending to end of big list is slow:

"really really big word" ++ '.'

Why? Must traverse the first list

Contrast: Putting on front with : is fast:

'A' : "programming language"

l : [2, 3, 4, 5]

↑ single element

Lists

Stored as list = value : list

So $[1, 2, 3]$ is really $1 : 2 : 3 : []$

Can get an element :

$[3.2, 1.1, 6.9, 42.3] !! 2$

Lists can contain lists :

• $[[]]$

• $[[1, 2, 3], [5, 5], [4, 2, 1]] ++ [[1, 1]]$

$\rightarrow ++ [1]$

Head & Tail

Two big operators for lists

head [5, 4, 3, 2, 1] \rightarrow 5

tail [5, 4, 3, 2, 1] \rightarrow [4, 3, 2, 1]

Also:

last [5, 4, 3, 2, 1] \rightarrow 1

init [5, 4, 3, 2, 1] \rightarrow [5, 4, 3, 2]

(All give errors on empty lists)

Other functions

- length

- sum

- null - T or F

- product

- reverse

- elem - in in Python

- take : take 3 [5, 4, 3, 2, 1]

↳ [5, 4, 3]

- drop

- maximum & minimum

Ranges

[1..20]

['a'..'z']

['J'..'L']



how?

(Remember succ?)

Can do:

[2, 4..20]

[3, 6..20]

[20, 19..1]

Can't do:

[1, 2, 4, 8, 16..100]

[20..1]

[0.1, 0.3..1] → why?

Neat tricks

Get 1st 24 multiples of 13:

$[13, 26, \dots, 24 * 13]$

Better:

take 24 $[13, 26, \dots]$

infinite
lists

Infinite lists

[1, 2...]

cycle list - cycles input list
infinitely

Ex: take 10 (cycle [1, 2, 3])

take 12 (cycle "LOL")

repeat val

Ex: take 10 (repeat 5)

List Comprehension

Based on set theory:

$$\{2x \mid x \in \mathbb{N}, x \leq 10\}$$

$\{1, 2, 3, \dots, 10\}$
 $\{2, 4, 6, \dots, 20\}$

In Haskell:

$$[x * 2 \mid x \leftarrow [1..10]]$$

Can even refine (or filter):

$$[x * 2 \mid x \leftarrow [1..10], x * 2 \geq 12]$$

$$[x \mid x \leftarrow [50..100], \text{mod } x 7 == 3]$$