FUNCTIONAL PROGRAMMING NO.1 INTRODUCTION TO HASKELL

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Functional Programming

- Procedural Programming
 - write steps to solve the problem
 - programs are executed line by line
 - most popular way of programming
 - ex. FORTRAN, C, Java, Javascript, ...
- Logic Programming
 - write logical formulae (or rules) to solve the problem
 - the order of rules does not matter
 - no side effect
 - no assignment
 - ex. PROLOG
- Functional Programming
 - combine functions to solve the problem
 - order of evaluation does not matter
 - no side effect
 - no assignment
 - ex. LISP, FP, ML, Haskell

Model of Computing

- Turing Machine
 - an infinite tape and a finite state automaton
 - Universal Turing Machine
- Recursive Function
 - primitive recursive function + mu operator
 - $f(x+1) = (x+1) \times f(x), f(0) = 1$
- Lambda Calculus
 - function abstraction + function application
 - $(\lambda x.(\lambda y.xy))(\lambda x.x) \rightarrow (\lambda y.(\lambda x.x)y) \rightarrow \lambda y.y$



4

tape

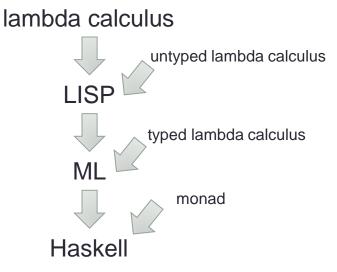
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(a)

head

\$

5



Programming Language Haskell

- Pure functional programming language
 - no side effect
 - referential transparency
- Strong typing
 - type checked before compilation
- Polymorphism
 - Functions may be applied to multiple type values.
- Non-strict
 - lazy evaluation
- Monad
 - order evaluation

Haskell Brooks Curry

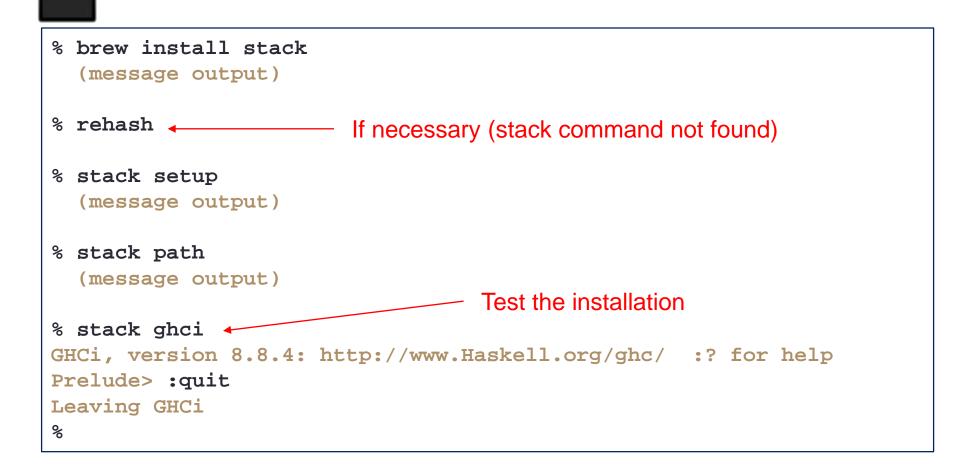
- American mathematician and logician (1900/9/12 - 1982/9/1)
- combinatory logic
 - S, K, I
 - equivalent to lambda calculus
- Curry's Paradox
 - If this sentence is true, then Japan is in Europe.
- Curry-Howard correspondence
 - logic ⇔ computation
 - proof as program
- Currying
 - $(A \times B \rightarrow C) \rightarrow (A \rightarrow (B \rightarrow C))$



Installing Haskell to Mac OS X

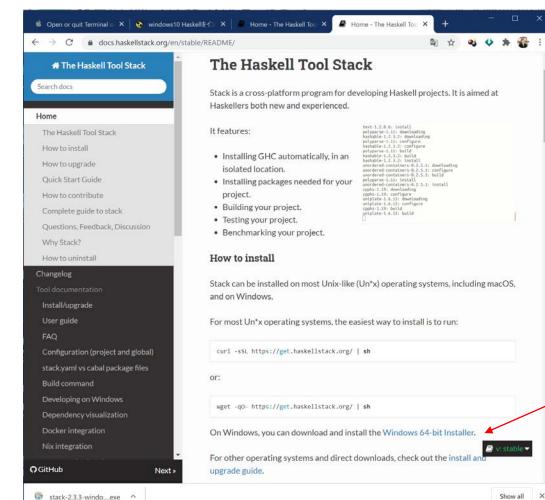
Start Terminal application (in /Applications/Utilities folder)

Use Finder _____ or LaunchPad



Installing Haskell to Windows (1)

- Google 'Haskell Tool Stack'
 - https://docs.haskellstack.org/en/stable/README/



Download Windows 64-bit Installer

Installing Haskell to Windows (2)

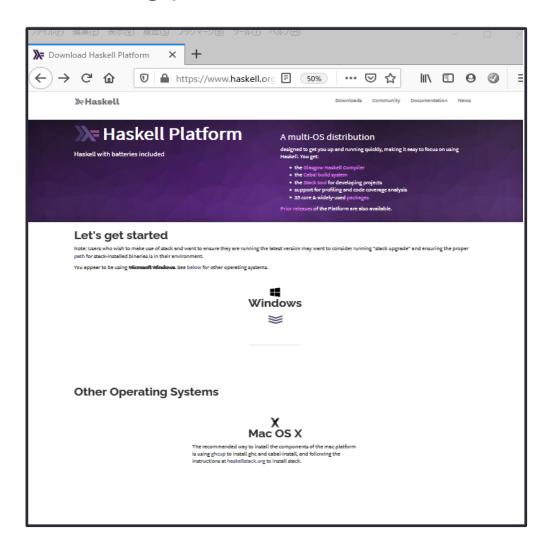
- Install the stack by using the installer
- Start Command Prompt

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Microsoft Windows [Version 10.0.10240] (c) 2015 Microsoft Corporation. All rights reserved.		^
C:¥Users¥hagino>ghcversion The Glorious Glasgow Haskell Compilation System, version 7.10.2		
C:¥Users¥hagino>		



Other OS

https://haskell.org/platform/



Hello, World!

- Write the first Haskell program.
 - 1. Write the following line as "hello.hs".

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

2. Compile it using "stack ghc" command.

```
% stack ghc hello.hs
[1 of 1] Compiling Main ( hello.hs, hello.o )
Linking hello ...
```

3. Execute the compiled program.

% hello
Hello, World!

Windows

C:¥> hello.exe Hello, World!

Direct/Interactive Execution

- Direct execution
- Execute programs without compiling
- use "stack runghc" command

```
% stack runghc hello.hs
Hello, World!
```

• Use interactively by "stack ghci" command.

```
% stack ghci
GHCi, version 8.10.1: http://www.haskell.org/ghc/ :? for help
Prelude> 1 + 2
3
Prelude> putStrLn "Hello, World!"
Hello, World!
Prelude> :quit
```

main action

main = putStrLn "Hello, World!"

- This is the definition of variable "main".
- The value of "main" is not a function, but an action.
- "putStrLn" is a function.
 - "putStrLn" takes a string literal "Hello, World!".
 - "putStrLn" returns an action which outputs the given string.
- When a Haskell program is executed, the main action is evaluated (i.e. executed).
- Function application may not need any parenthesis.

```
putStrLn "Hello, World!"
(putStrLn "Hello, World!")
putStrLn("Hello, World!")
```

• The same meaning: "Hello, World!" applied to "putStrLn" function

Combining two actions

• Write "Hello, World!" and "Hello, SFC!" in two lines.

main = putStrLn "Hello, World!"
 putStrLn "Hello, SFC!"

does not work

main = (putStrLn "Hello, World!") >> (putStrLn "Hello, SFC!")

does work

main = do putStrLn "Hello, World!"
 putStrLn "Hello, SFC!"

does work

do syntax

Input a name and output a message.

main = do putStrLn "What is your name?"
 name <- getLine
 putStrLn ("Hello, " ++ name ++ "!")</pre>

Align actions you want to combine

• getLine

• an action for getting a line from the standard input (i.e. terminal).

• name <- getLine

- not assignment statement
- If the action (getLine) is successful, the value is bound to name

• ++

- binary operator
- concatenate two strings

Exercise 1-1

 Write a Haskell program friend.hs to ask two names and output a message saying they are friends.

% stack runghc friend.hs
Input a name?
Taro user input
Input another name?
Hanako
Taro and Hanako are friends.

- Please submit only a .hs file (not executable one)
- Deadline of submitting homework is Saturday of the same week.
- This course will be evaluated by submission of exercises.
 - Attendance is of course important by default.