

# HASKELL BASICS AND TYPES

Curt Clifton

Rose-Hulman Institute of Technology

Check out *Haske11InClass* from SVN



MORE BASICS

# HASKELL ERROR MESSAGES

- Could they be more cryptic?
- Example: *haar xs = haarLevelN (logBase 2 (length xs)) xs*

No instance for (Floating Int)

arising from a use of ``logBase'` at functions.hs:31:22-42

Possible fix: add an instance declaration for (Floating Int)

In the first argument of ``haarLevelN'`, namely

``(logBase 2 (length xs))'`

In the expression: `haarLevelN (logBase 2 (length xs)) xs`

In the definition of ``haar'`:

`haar xs = haarLevelN (logBase 2 (length xs)) xs`

# HASKELL ERROR MESSAGES

- `:type logBase → logBase :: (Floating a) => a -> a -> a`
- Read: “given that  $a$  is a Floating point type, then  $\text{logBase}$  is a function that takes two arguments of type  $a$  and returns a value of type  $a$ ”
- Learning to read Haskell errors will take time
- Solution to the current problem:  
`haar xs = haarLevelN (logBase 2 (fromIntegral (length xs))) xs`

# HASKELL IS: LAZY

- No computation takes place unless it is forced to when the result is used
- Let's us make infinite lists!
  - Example: *makeList = 1 : makeList*
- Useful function from the Prelude: *take n xs*
- Try writing: *upFrom n*
  - Example: *upFrom 5* yields *[5,6,7,8,...]*

# HASKELL IS: CASE SENSITIVE

- Functions **must** start with lower case
- Types **must** start with upper case
  - More info. on types coming...

Mostly

# HASKELL IS: PURELY FUNCTIONAL

- Given the same arguments, a function in Haskell always produces the same results
- Sometimes referred to as *referential transparency*
- This allows automatic *memoization*
  - Storing the results of previously evaluated functions
- Mostly? Impurity needed for I/O and persistence

# HASKELL IS: STRONGLY, STATICALLY TYPED

- All types must be given or inferable (guess-able) at “compile” time
- *Type inference*: known (or inferred) types of functions and arguments are used to infer types of other arguments and functions
- Try this:  
    :t | | + 3 |  
    :t | | + 3 | :: Int  
    :t (+)



# 'IF' IS AN EXPRESSION

- $myDrop\ n\ xs = if\ n\ \leq\ 0\ ||\ null\ xs$   
     $then\ xs$   
     $else\ myDrop\ (n - 1)\ (tail\ xs)$
- Can't have a one-legged *if* in Haskell. Why not?

# FUN WITH LISTS

- What is the type of *map*, *filter*, *foldr*, *foldl*, *zip*, *zipWith*?
- Try:
  - Add *import List* to top of your *basics.hs* file
  - Reload, then enter
    - *:browse List*
    - *:info filter*
  - Recall: *[1..10]* yields *[1,2,3,4,5,6,7,8,9,10]*

Also see [http:// www.haskell.org / ghc / docs / latest / html / libraries /](http://www.haskell.org/ghc/docs/latest/html/libraries/)

# LAZY FIB

Gives the  $n^{\text{th}}$   
element of *fibList*

- *fastFib*  $n = \text{fibList} !! n$   
where *fibList* =  $0 : 1 : \text{zipWith } (+) \text{ fibList } (\text{tail fibList})$

Parentheses turn  
infix operator into  
a function

A large, textured red rectangle with a slightly irregular, hand-painted appearance. The color is a vibrant, slightly dark red. In the center of this rectangle, the word "TYPES" is written in a clean, white, sans-serif font, all in capital letters. The background of the entire image is white, and the red rectangle is framed by a thin, light gray border.

TYPES

# DECLARING TYPES OF FUNCTIONS

- We can declare specific types for functions:
  - $upFrom :: (Num a) => a \rightarrow [a]$
- Why useful?
- Helpful hint for learning types:
  - Make ghci display the type of each result by entering: `:set +t`
  - Add it to `ghci.conf` if you want

# TYPE SYNONYMS

- Type synonyms let us give additional names to existing types → improves readability
- *type BookID = Int*  
*type Title = String*  
*type Author = String*

# DECLARING CUSTOM DATA TYPES

keyword

**data BookInfo = Book BookID Title [Author]**

custom  
type name

constructor  
definition

Try: `:t Book`

`:t Book 1 23 "Little Schemer" ["Friedman", "Felleisen"]`

# CUSTOM DATA TYPES

- Use constructors to make values with the custom type

```
>>> Book 123 "Is" ["f", "f"]
```

- Can make custom types instances of type classes

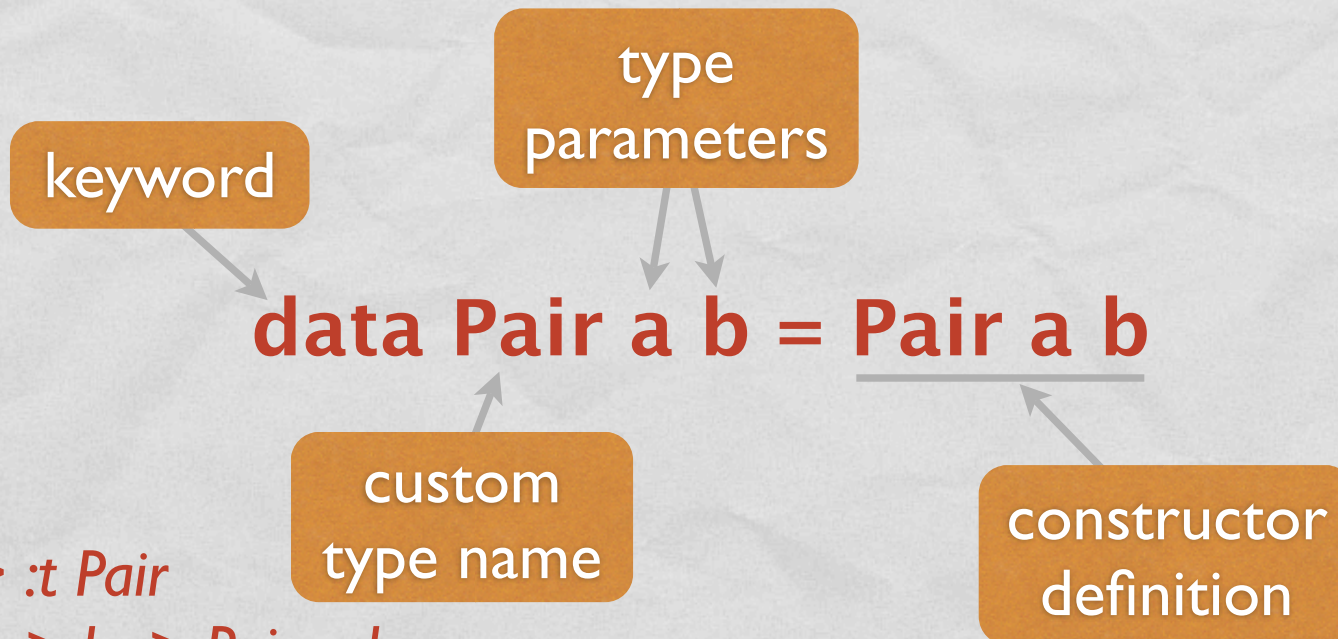
```
data BookInfo = Book ...  
  deriving (Show)
```

- Can pattern match against the types

```
title (Book _ t _) = t  
firstAuth (Book _ _ (x:_)) = x
```



# POLYMORPHIC CUSTOM DATA TYPES



```
*Main> :t Pair
```

```
Pair :: a -> b -> Pair a b
```

```
*Main> :t Pair 'c' "Saw"
```

```
Pair 'c' "Saw" :: Pair Char [Char]
```

```
*Main> :t Pair 1 'c'
```

```
Pair 2 'c' :: (Num t) => Pair t Char
```

type name and constructor name can be the same

# CONSIDER...

- Consider:  
 $findElement :: (a \rightarrow Bool) \rightarrow [a] \rightarrow a$   
 $findElement\ p\ (x:xs) =$   
    *if*  $p\ x$   
    *then*  $x$   
    *else*  $findElement\ p\ xs$
- What should we do if we don't find a match?

# MULTIPLE CONSTRUCTORS AND THE MAYBE TYPE

- The Haskell Prelude defines a custom type:
  - *data Maybe a = Nothing  
| Just a*
- Example:
  - *findElement2 :: (a -> Bool) -> [a] -> Maybe a*  
*findElement2 \_ [] = Nothing*  
*findElement2 p (x:xs) =*  
*if p x*  
*then Just x*  
*else findElement2 p xs*