

Tutorium Funktionale Programmierung 2019

Part 1 - Introduction

VO - *Organisation and Einführung* (till slide 16)

Benedikt Dornauer, 08.10.2019

About the Tutorium

- ▶ **content:** topics about the lecture and proseminar
 - ▶ **practice exercises** (no solutions for PR-sheets!)
 - ▶ **possibility to ask questions** (preferred initially before Tutorium per email that I can prepare examples)
 - ▶ **train yourself**
-
- ▶ **Time: Tuesday, 14:15-15:00**
 - ▶ **Location: HSB 5 (Technikerstraße 13b)**

Feedback

How many have problems installing Haskell?

How many need help using the terminal?

How many doesn't know how to run a *file.hs*?

Haskell installation - links

- ▶ OS Linux (recommended)

<https://www.haskell.org/platform/linux.html>

- ▶ OS Windows:

<https://www.haskell.org/platform/>

- ▶ OS macOS

<https://www.haskell.org/platform/mac.html>

Terminal in Linux (Basics)

Directory

Input	Explanation
<code>mkdir dir</code>	Make new directory <i>dir</i>
<code>cd ..</code>	Go up a directory
<code>cd dir</code>	Change directory to <i>dir</i>
<code>ls (-l)</code>	List files (detailed info)

Working with files

Input	Explanation
<code>touch file</code>	Create <i>file</i>
<code>chmod 775 file</code>	Change mode of <i>file</i> to 775
<code>head file</code>	Show first ten lines
<code>rm file</code>	Remove file

`drwxrwxrwx`

d = Directory
r = Read
w = Write
x = Execute

`chmod 777`

`rwX | rwX | rwX`
Owner | Group | Others

7	rwX	111
6	rw-	110
5	r-X	101
4	r--	100
3	-wX	011
2	-w-	010
1	--X	001
0	---	000

Terminal in Linux (Basics)

Important shortcuts

Input	Explanation
Ctrl + c	suspend a process
Ctrl + l	clear terminal screen

Working with an editor e.g. nano

Input	Explanation
nano file	Open the file in nano
Strg+X	Close current file buffer / exit nano
Strg+O	Write the current file to disk (save)
...	...

Run code with ghci

File *temp.hs*

```
quad x = x * x
```

Run temp.hs

```
benediktdornauer@benediktdornauer-VirtualBox:/media/sf_V0_Tutorium_Funktionale_P  
rogrammierung/Code/1$ ghci  
GHCi, version 8.0.2: http://www.haskell.org/ghc/ :? for help  
Prelude> :load temp.hs  
[1 of 1] Compiling Main                ( temp.hs, interpreted )  
Ok, modules loaded: Main.  
*Main> quad 3  
9  
*Main> 
```

Interpreter commands

Command	Meaning
:load <i><filename></i>	load script <i><filename></i>
:reload	reload current script
:edit <i><filename></i>	edit script <i><filename></i>
:edit	edit current script
:type <i><expression></i>	show type of <i><expression></i>
:set <i><property></i>	change various settings
:show <i><info></i>	show various information
:! <i><command></i>	execute <i><command></i> in shell
:?	show help text
:quit	bye-bye!

Some useful commands

Set an editor

```
Prelude> :set editor nano
```

Edit a file in *ghci* (editor must be set)

```
*Main> :edit testfile.hs  
Ok, modules loaded: Main.
```

Check out types

```
*Main> :type True  
True :: Bool
```

*Type Bool will be discussed later on.

Exercise 1.1: Write code and run it

The “*Kostenfunktion*” and “*Erlösfunktion*” are given.
The “*Gewinnfunktion*” can be expressed with $G(x) = E(x) - K(x)$

$$K(x) = 0,01x^3 - 9x^2 + 3000x + 10000$$

$$E(x) = 4000x$$

- ▶ Create new folder and create inside new file *tutorium_1_1.hs*
- ▶ Use an editor to add the function $G(x)$ in Haskell syntax.
- ▶ Compile and run and test it with values 8, 500 and 1000.

Discussion / Quiz

Is *minimum* a pure function? *If so, why?*

Is *Haskell* a pure language?

What is the *state* of variable $x := 20$?

What is the difference between *strict* and *non-strict*?

What does “*lazy evaluation*” mean?

Exercise 1.2: Several ways to evaluate expressions

- ▶ Illustrate all possible evaluation expressions using a tree for

$$(1 + 2 + 3)^2$$

Exercise 1.3: Evaluation Strategies

- ▶ *square* $x = x * x$
- ▶ *sum* $x\ y\ z = x + y + z$

Use the evaluation strategies *call-by-value (strict)* / *call-by-name (non-strict)* / *call-by-need (lazy)* for

square (sum 1 (2+1) 3)

until normal-form is reached.

Further example

▶ $d\ x\ y = x * y$

▶ $f\ x = x + x$

Use the evaluation strategies call-by-value (strict) / call-by-name (non-strict) / call-by-need (lazy) for

$$d\ (f\ 2)\ (f\ 2)$$

until normal-form is reached.

Questions? Need help? Feedback? etc.

▶ benedikt.dornauer@student.uibk.ac.at