

Contents

<i>Foreword</i>	page	xiii
<i>Preface</i>		xv

Part I Basic Concepts

1 Introduction

1.1	Functions	3
1.2	Functional programming	4
1.3	Features of Haskell	6
1.4	Historical background	8
1.5	A taste of Haskell	9
1.6	Chapter remarks	13
1.7	Exercises	13

2 First steps

2.1	Glasgow Haskell Compiler	14
2.2	Installing and starting	14
2.3	Standard prelude	15
2.4	Function application	16
2.5	Haskell scripts	17
2.6	Chapter remarks	21
2.7	Exercises	21

3 Types and classes

3.1	Basic concepts	22
3.2	Basic types	23
3.3	List types	25
3.4	Tuple types	26
3.5	Function types	27
3.6	Curried functions	27
3.7	Polymorphic types	29
3.8	Overloaded types	30
3.9	Basic classes	31
3.10	Chapter remarks	36

	3.11 Exercises	36
4	Defining functions	38
	4.1 New from old	38
	4.2 Conditional expressions	38
	4.3 Guarded equations	39
	4.4 Pattern matching	40
	4.5 Lambda expressions	42
	4.6 Operator sections	44
	4.7 Chapter remarks	45
	4.8 Exercises	45
5	List comprehensions	47
	5.1 Basic concepts	47
	5.2 Guards	48
	5.3 The zip function	50
	5.4 String comprehensions	51
	5.5 The Caesar cipher	52
	5.6 Chapter remarks	56
	5.7 Exercises	57
6	Recursive functions	59
	6.1 Basic concepts	59
	6.2 Recursion on lists	61
	6.3 Multiple arguments	63
	6.4 Multiple recursion	64
	6.5 Mutual recursion	65
	6.6 Advice on recursion	66
	6.7 Chapter remarks	71
	6.8 Exercises	71
7	Higher-order functions	73
	7.1 Basic concepts	73
	7.2 Processing lists	74
	7.3 The foldr function	76
	7.4 The foldl function	79
	7.5 The composition operator	81
	7.6 Binary string transmitter	82
	7.7 Voting algorithms	86
	7.8 Chapter remarks	89
	7.9 Exercises	89
8	Declaring types and classes	92
	8.1 Type declarations	92

8.2	Data declarations	93
8.3	Newtype declarations	95
8.4	Recursive types	96
8.5	Class and instance declarations	99
8.6	Tautology checker	101
8.7	Abstract machine	106
8.8	Chapter remarks	108
8.9	Exercises	109

9 The countdown problem

9.1	Introduction	111
9.2	Arithmetic operators	112
9.3	Numeric expressions	113
9.4	Combinatorial functions	114
9.5	Formalising the problem	115
9.6	Brute force solution	115
9.7	Performance testing	116
9.8	Combining generation and evaluation	117
9.9	Exploiting algebraic properties	118
9.10	Chapter remarks	119
9.11	Exercises	120

Part II Going Further

10 Interactive programming

10.1	The problem	123
10.2	The solution	124
10.3	Basic actions	125
10.4	Sequencing	126
10.5	Derived primitives	127
10.6	Hangman	128
10.7	Nim	129
10.8	Life	133
10.9	Chapter remarks	137
10.10	Exercises	137

11 Unbeatable tic-tac-toe

11.1	Introduction	139
11.2	Basic declarations	140
11.3	Grid utilities	141
11.4	Displaying a grid	142
11.5	Making a move	143
11.6	Reading a number	144
11.7	Human vs human	144

98	11.8	Game trees	145
99	11.9	Pruning the tree	147
100	11.10	Minimax algorithm	148
101	11.11	Human vs computer	150
102	11.12	Chapter remarks	151
103	11.13	Exercises	151
104			
12	12	Monads and more	153
	12.1	Functors	153
111	12.2	Applicatives	157
112	12.3	Monads	164
113	12.4	Chapter remarks	174
114	12.5	Exercises	175
13	13	Monadic parsing	177
116	13.1	What is a parser?	177
117	13.2	Parsers as functions	177
118	13.3	Basic definitions	179
119	13.4	Sequencing parsers	179
120	13.5	Making choices	181
121	13.6	Derived primitives	183
122	13.7	Handling spacing	186
123	13.8	Arithmetic expressions	187
124	13.9	Calculator	191
125	13.10	Chapter remarks	194
126	13.11	Exercises	194
14	14	Foldables and friends	196
128	14.1	Monoids	196
129	14.2	Foldables	200
130	14.3	Traversables	206
131	14.4	Chapter remarks	210
132	14.5	Exercises	210
15	15	Lazy evaluation	212
134	15.1	Introduction	212
135	15.2	Evaluation strategies	213
136	15.3	Termination	216
137	15.4	Number of reductions	217
138	15.5	Infinite structures	219
139	15.6	Modular programming	220
140	15.7	Strict application	223
141	15.8	Chapter remarks	226
142	15.9	Exercises	226

16	Reasoning about programs	228
	16.1 Equational reasoning	228
	16.2 Reasoning about Haskell	229
	16.3 Simple examples	230
	16.4 Induction on numbers	231
	16.5 Induction on lists	234
	16.6 Making append vanish	238
	16.7 Compiler correctness	241
	16.8 Chapter remarks	246
	16.9 Exercises	246
17	Calculating compilers	249
	17.1 Introduction	249
	17.2 Syntax and semantics	249
	17.3 Adding a stack	250
	17.4 Adding a continuation	252
	17.5 Defunctionalising	254
	17.6 Combining the steps	257
	17.7 Chapter remarks	261
	17.8 Exercises	261
Appendix A	Selected solutions	263
	A.1 Introduction	263
	A.2 First steps	264
	A.3 Types and classes	265
	A.4 Defining functions	266
	A.5 List comprehensions	267
	A.6 Recursive functions	267
	A.7 Higher-order functions	268
	A.8 Declaring types and classes	269
	A.9 The countdown problem	270
	A.10 Interactive programming	270
	A.11 Unbeatable tic-tac-toe	271
	A.12 Monads and more	272
	A.13 Monadic parsing	273
	A.14 Foldables and friends	274
	A.15 Lazy evaluation	275
	A.16 Reasoning about programs	276
	A.17 Calculating compilers	279
Appendix B	Standard prelude	280
	B.1 Basic classes	280
	B.2 Booleans	281
	B.3 Characters	282

B.4	Strings	Reasoning about programs	283
B.5	Numbers	10.1. Educational reasoning	283
B.6	Tuples	10.2. Reasoning about Haskell	284
B.7	Maybe	10.3. Single examples	284
B.8	Lists	10.4. Induction on numbers	285
B.9	Functions	10.5. Induction on lists	287
B.10	Input/output	10.6. Making append variadic	287
B.11	Functors	10.7. Compiler correctness	288
B.12	Applicatives	10.8. Chapter remarks	289
B.13	Monads	10.9. Exercises	290
B.14	Alternatives		290
B.15	MonadPlus	Calculating compilers	291
B.16	Monoids	17.1. Introduction	292
B.17	Foldables	17.2. Syntax and semantics	294
B.18	Traversable	17.3. Adding a thunk	297
		17.4. Adding a continuation	
		17.5. Defunctionalizing	298
		17.6. Combining the steps	300
		17.7. Chapter remarks	
		17.8. Exercises	
		Appendix A Selected solutions	
		A.1. Introduction	
		A.2. Test suite	
		A.3. Types and classes	
		A.4. Defining functors	
		A.5. List comprehensions	
		A.6. Recursive functions	
		A.7. Higher-order functions	
		A.8. Defining types and classes	
		A.9. The count-down problem	
		A.10. Interactive programming	
		A.11. Unreachable <code>do-let</code>	
		A.12. Monads and more	
		A.13. Monadic parsing	
		A.14. Foldables and friends	
		A.15. Lazy evaluation	
		A.16. Reasoning about programs	
		A.17. Calculating compilers	
		Appendix B Standard prelude	
		B.1. Basic classes	
		B.2. Boolean	
		B.3. Characters	
		Bibliography	
		Index	