

ITI0212 Functional programming

Lecture 1 - Introduction

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Introduction and admin matters

Rough schedule

- Pawel Sobocinski - weeks 1 through 5
- week 6 (2-6 March) no lectures, no labs
- Chad Nester - weeks 7 through 10
- Ed Morehouse - weeks 11 through 14
- Niccolò Veltri - weeks 15 & 16

What this course is about?

- functional programming
 - functions are first-class objects
 - pattern-matching, recursion
 - pure vs non-pure code
- the importance of types
- cross-fertilisation

What is Idris?

Overview

Idris is a general purpose pure functional programming language with [dependent types](#). Dependent types allow *types* to be predicated on *values*, meaning that some aspects of a program's behaviour can be specified precisely in the type. It is compiled, with [eager evaluation](#). Its features are influenced by Haskell and ML, and include:

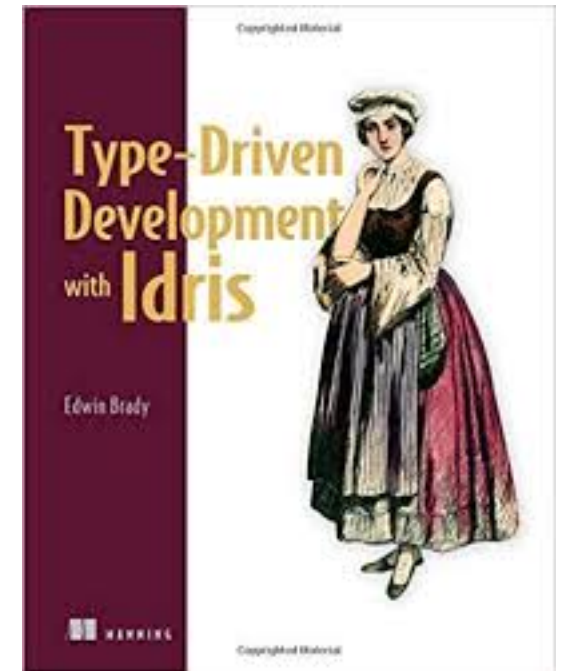
- Full dependent types with dependent pattern matching
- Simple foreign function interface (to C)
- Compiler-supported interactive editing: the compiler helps you write code using the types
- `where` clauses, with `rule`, simple `case` expressions, pattern matching `let` and lambda bindings
- Dependent records with projection and update
- Interfaces (similar to type classes in Haskell)
- Type-driven overloading resolution
- `do` notation and idiom brackets
- Indentation significant syntax
- Extensible syntax
- Cumulative universes
- Totality checking
- [Hugs](#) style interactive environment

Why Idris?

- Haskell-like syntax but strict evaluation 🥰
- exciting features from recent research on programming languages that may be influential in future programming language designs
 - type-driven development
 - types as first-class objects
 - dependent types
 - total vs partial functions

Resources

- Primary textbook
 - Edwin Brady - Type-driven development with Idris
 - available online via library
- Other textbooks
 - Miran Lipovača - Learn you a Haskell for Great Good! - <http://learnyouahaskell.com/chapters>
 - Simon Thompson - The craft of functional programming



Assessment structure

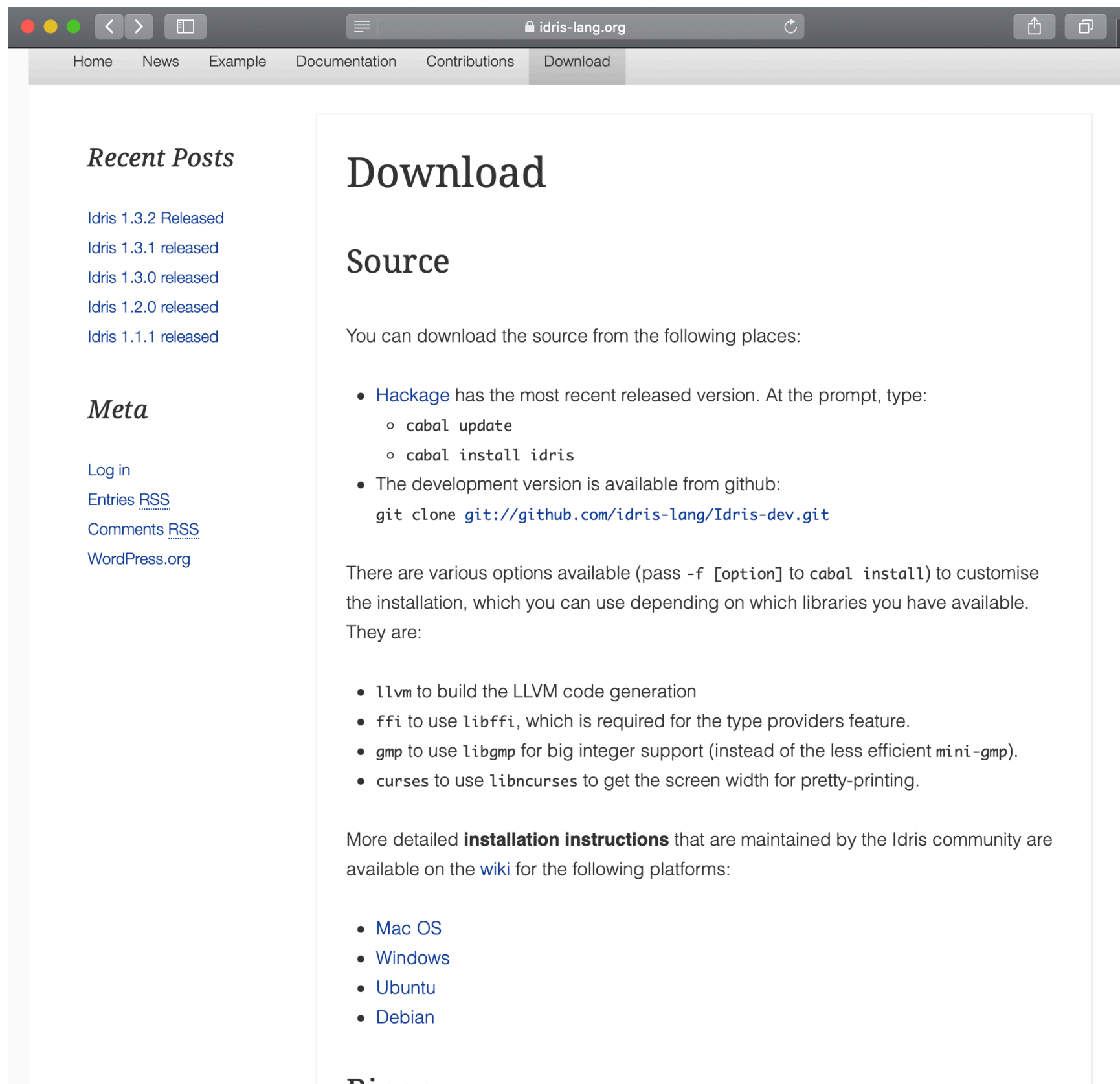
- 4 small assignments worth 5% each and marked in labs = 20%
- 1 big assignment worth 30%.
 - spec released 24 February
 - due 27 April
- final written 2 hour exam worth 50%

Timetable

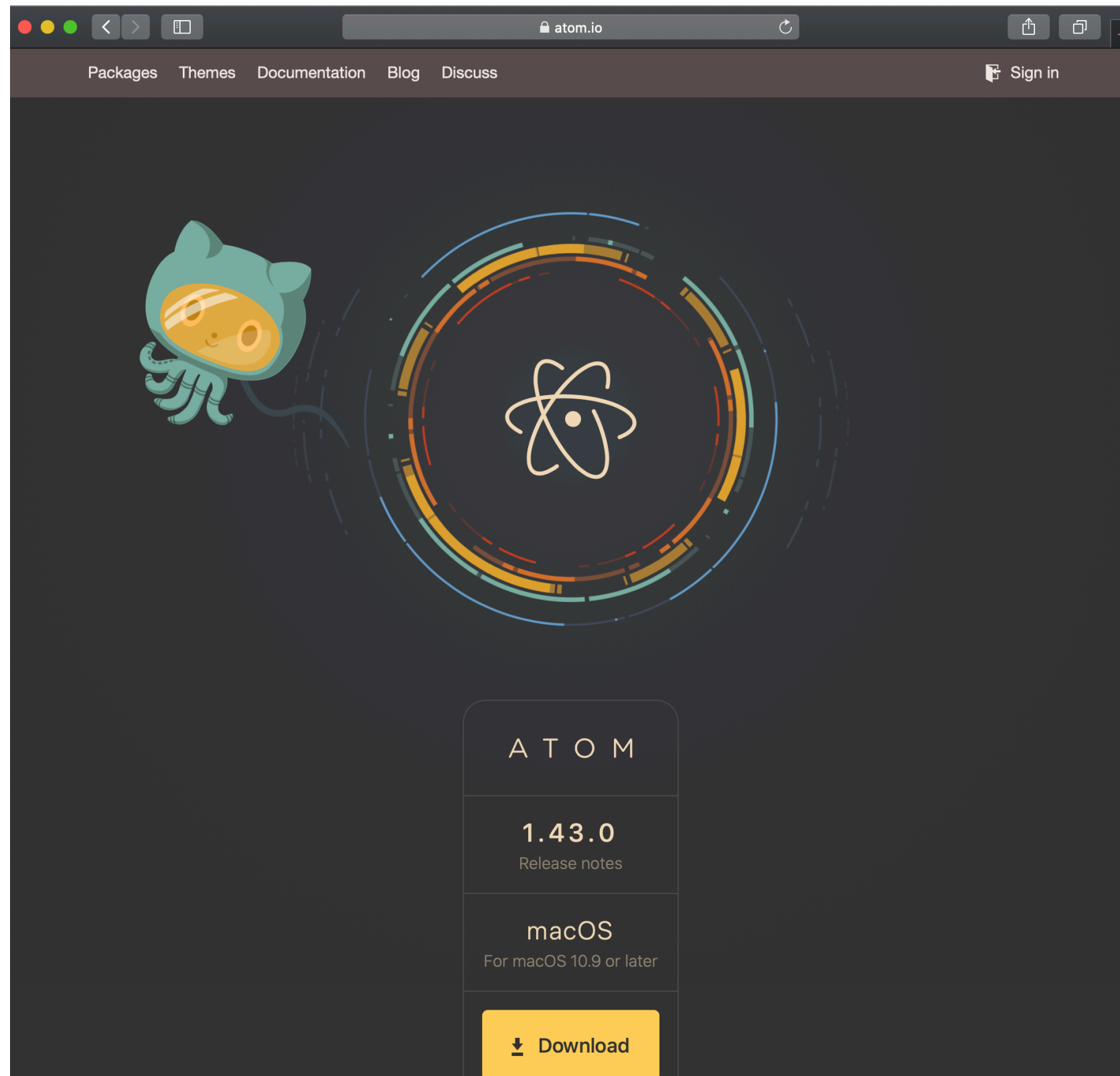
- Lectures: Tuesdays 10am, ICT-A2
- Labs: Wednesdays 10am, ICT-404
- You are expected to come to all lectures and labs
 - Tomorrow's lab is **optional**

The REPL and basic types

Installing Idris



Recommended editor



REPL

- Read - Eval - Print Loop
- REPL interactive environment
 - After installation, type `idris` at the command prompt
 - `:q` quits

```

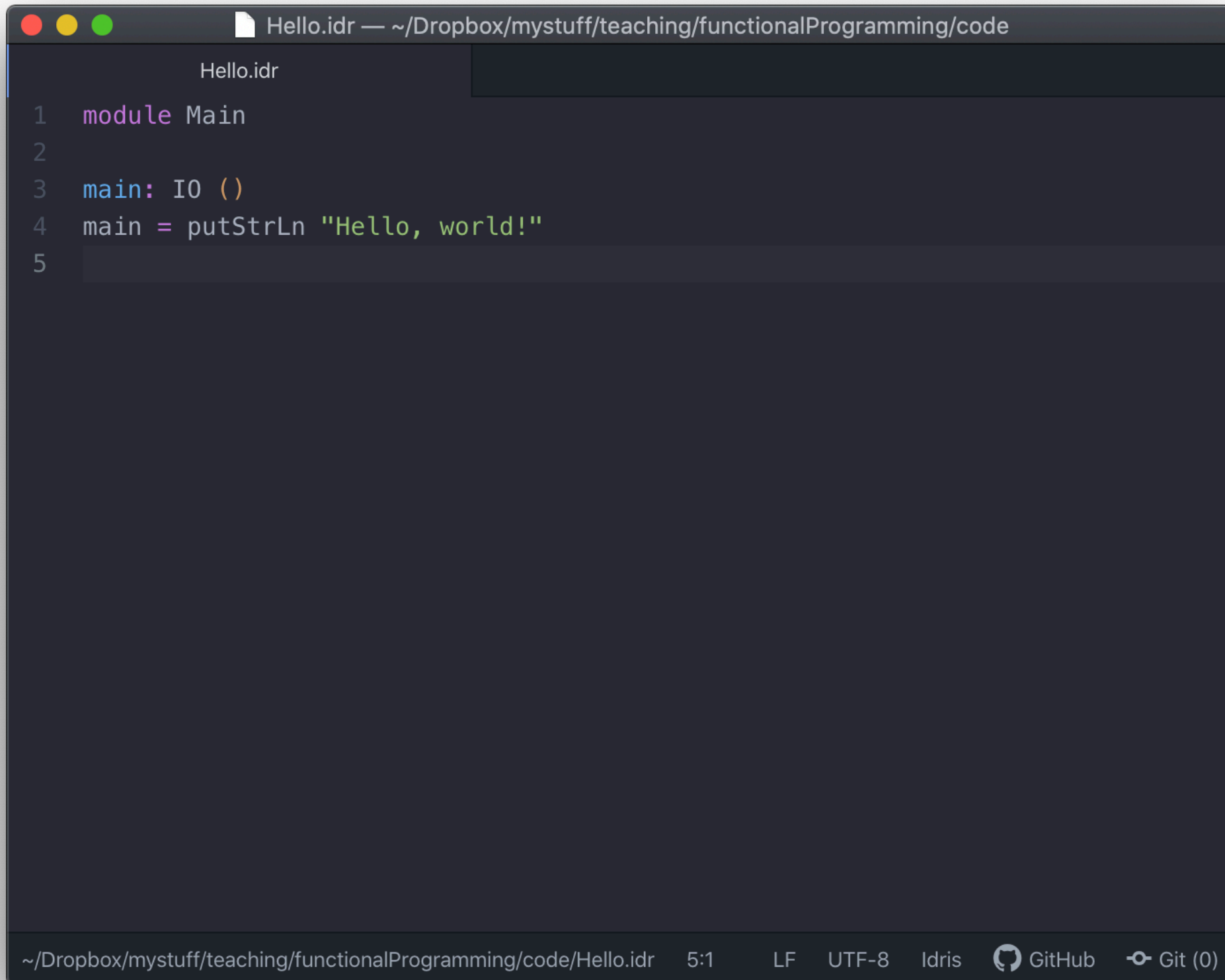
% idris
      _--_  _--_  _--_
     /  _/  _--_ /  _--_ ( _ ) _--_
    /  //  _--_ /  _--_ /  _--_ /
   _/  //  / _/ /  /  /  ( _ _ )
  / _ _ / \ _ _ , _/ _/  / _/ _--_ /

Version 1.3.2
http://www.idris-lang.org/
Type :? for help

Idris is free software with ABSOLUTELY NO WARRANTY.
For details type :warranty.
Idris> :q
Bye bye
% █

```

Hello world



A screenshot of a code editor window with a dark theme. The window title bar shows three colored window control buttons (red, yellow, green) on the left, followed by the text 'Hello.idr — ~/Dropbox/mystuff/teaching/functionalProgramming/code'. The editor area contains the following Idris code:

```
1  module Main
2
3  main: IO ()
4  main = putStrLn "Hello, world!"
5
```

The status bar at the bottom of the editor displays the file path '~/Dropbox/mystuff/teaching/functionalProgramming/code/Hello.idr', the cursor position '5:1', the line ending 'LF', the encoding 'UTF-8', the language 'Idris', and icons for 'GitHub' and 'Git (0)'.

Running Hello.idr

idris

```
% idris Hello.idr
```

/ _ / _ / / _ (_) _ _
 / / _ / _ / / _ /
 _ / / / _ / / / (_)
 / _ / \ _ , _ / _ / _ /

```
Version 1.3.2
http://www.idris-lang.org/
Type :? for help
```

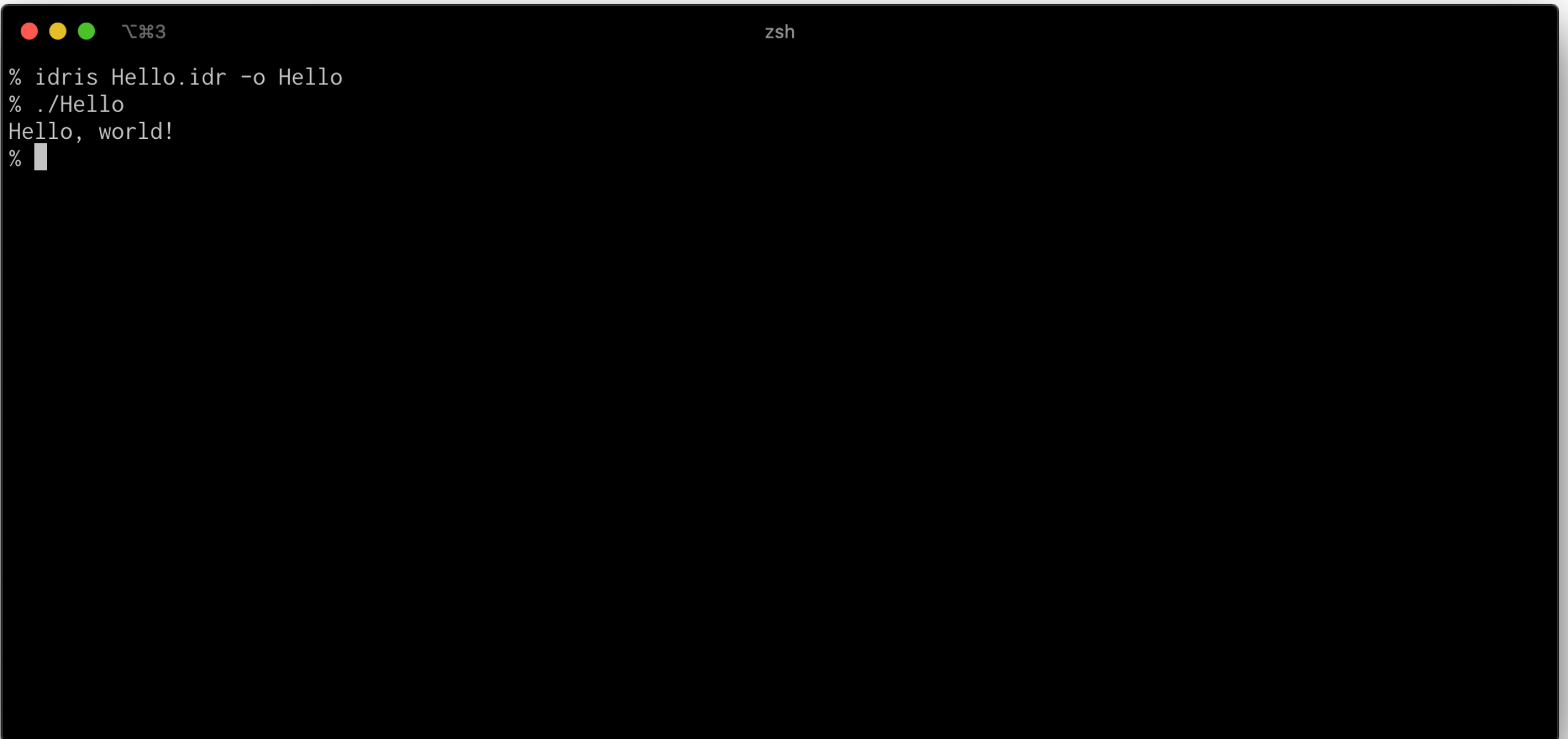
```
Idris is free software with ABSOLUTELY NO WARRANTY.  
For details type :warranty.
```

```
*Hello> :exec
```

Hello, world!

```
*Hello>
```

Compiling Hello.idr



```
⌵#3 zsh
% idris Hello.idr -o Hello
% ./Hello
Hello, world!
% █
```

A terminal window with a dark background and light gray text. The window title bar shows three colored dots (red, yellow, green) and the text '⌵#3'. The terminal content shows the following sequence of commands and output: a prompt '%' followed by 'idris Hello.idr -o Hello', another prompt '%' followed by './Hello', the output 'Hello, world!', and a final prompt '%' followed by a cursor '█'.

Basic numeric types and arithmetic

- `Int` - fixed width signed integer type, at least 31 bits
- `Integer` - unbounded signed integer type
- `Nat` - unbounded unsigned integer type
- `Double` - double-precision floating point

Integer is default

The **context** means -
that Double is the only
possibility

```
% idris
```

```
      _-_-_-   _-_-   -_
     /  _/  _-/  _/  _-(_)  _-_-
    /  //   _  /  _-/  _-/
   _/  //  _/_/  /  /  (_  )
  /___/\__,-/_/_/  /_/_-_-_/

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```

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```
Idris> 3+4*12
51 : Integer
Idris> it - 6
45 : Integer
Idris> 2.0 * 5
10.0 : Double
Idris>
```

Type conversion with cast and the

```
idris

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For details type :warranty.
Idris> :let interval = 2*2
Idris> :let doubleval = 0.5
Idris> interval
4 : Integer
Idris> doubleval
0.5 : Double
Idris> interval + doubleval
(input):1:12:When checking an application of function Prelude.Interfaces.+:
      Type mismatch between
          Double (Type of doubleval)
        and
          Integer (Expected type)
Idris> cast interval + doubleval
4.5 : Double
Idris> the Integer (cast it)
4 : Integer
Idris> the Int 6
6 : Int
Idris> 
```

- Prelude is a list of simple, useful functions written in Idris and loaded by default
- the is actually a simple but interesting function defined in the Prelude

```
module Prelude.Basics

import Builtins

%access public export

Not : Type -> Type
Not a = a -> Void

||| Identity function.
id : a -> a
id x = x

||| Manually assign a type to an expression.
||| @ a the type to assign
||| @ value the element to get the type
the : (a : Type) -> (value : a) -> a
the _ = id
```

```
: doc
```

```

  .  .  .  \#3                                idris

% idris

      /---/---/---(-)---
      / //  _ /  _/ /  _/
  _/ // /_/ / / / ( _ )
/_--/\--,/_/ /_/_--/

Version 1.3.2
http://www.idris-lang.org/
Type :? for help

Idris is free software with ABSOLUTELY NO WARRANTY.
For details type :warranty.
Idris> :doc the
Prelude.Basics.the : (a : Type) -> (value : a) -> a
  Manually assign a type to an expression.
  Arguments:
    a : Type -- the type to assign

    value : a -- the element to get the type

  The function is: Total & public export
Idris> █

```

- Prelude is a list of simple, useful functions written in Idris and loaded by default
- the is actually a simple but interesting function defined in the Prelude

Booleans

```
idris

  / // __ / ___/ / ___/
_// // /_// / (___)
/___/\__,_/_// /_/_/_/

Version 1.3.2
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Type :? for help

Idris is free software with ABSOLUTELY NO WARRANTY.
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Idris> :doc Bool
Data type Prelude.Bool.Bool : Type
  Boolean Data Type

  The function is: public export
Constructors:
  False : Bool

  The function is: public export
  True : Bool

  The function is: public export
Idris> 
```

- && - logical and
- || - logical or

```
Idris> 3>2
True : Bool
Idris> 3==2
False : Bool
Idris> 3>2 && 3==2
False : Bool
Idris> 3>2 || 3==2
True : Bool
Idris> 
```

Functions - the building blocks of FP

Function types and definitions

type declaration

type of function

```
increment: Int -> Int
increment x = x + 1
```

function definition

```
% idris Increment.idr
```

```
  /---/ /---/ /---/ /---/
  / //  /  /  /  /  /  /
  _/ // /_ /  /  /  /  /
  /---/\---,\_/_ /_/_/_/
```

```
Version 1.3.2
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```

```
For details type :warranty.
```

```
Type checking ./Increment.idr
```

```
*Increment> increment 3
```

```
4 : Int
```

```
*Increment> █
```

Partially applying functions

```
add : Int -> Int -> Int
add x y = x + y
```

```
% idris Add.idr
```

$$\begin{array}{ccccccc} & \text{---} & & \text{---} & & \text{---} & \\ / & _ / & _ _ / & / & _ _ _ (_) & _ _ _ & \\ / & / & _ & / & _ _ _ / & / & _ _ _ / \\ _ / & / & / & _ / & / & / & (_ _) \\ / & _ _ _ / & \backslash _ _ , & _ / & _ / & _ / & _ _ _ _ / \end{array}$$

```
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Type :? for help
```

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For details type :warranty.

```
Type checking ./Add.idr
```

```
*Add> add 2 3
```

```
5 : Int
```

```
*Add> add 2
```

```
add 2 : Int -> Int
```

```
*Add> :let add2 = add 2
```

```
*Add> :t add2
```

```
add2 : Int -> Int
```

```
*Add> add2 75
```

```
77 : Int
```