

Computational Semantics with Haskell

Yulia Zinova

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We follow Van Eijck and Unger 2010, electronic access from the library

The programming language Haskell

- ▶ Member of Lisp family together with Scheme, ML, Occam, Clean, Erlang
- ▶ Based on lambda calculus (the whole family)
- ▶ Functions are everything in Haskell: they can be arguments and results of other functions
- ▶ Functions can be recursive
- ▶ Arguments are evaluated only when needed (if at all) – *lazy evaluation*

What we need

- ▶ An *interpreter* or *compiler*
- ▶ An interpreter is a system that allows you to execute function definitions interactively
- ▶ On computers here: use Windows 10
- ▶ On your laptop: go to www.haskell.org/downloads and get either the minimum package or the whole platform
- ▶ Follow the link to the GHCi (Glasgow Haskell Compiler) manual
- ▶ Task: find the command that one calls the compiler with.

First Experiments

- ▶ The prompt *Prelude* means that only the predefined functions from the Haskell Prelude are available
- ▶ Here is the Haskell wiki: <https://wiki.haskell.org/Haskell>
- ▶ First commands:
 - ▶ `:l<file name>` – load a file or module
 - ▶ `:r` – to reload the currently loaded file
 - ▶ `:t<expression>` – display the type of an expression
 - ▶ `:q` quit the compiler

First experiments

- ▶ Interpreter as a calculator: let us calculate the number of seconds in a year
- ▶ Try several calculations, find out the precedence order of the operations $+$, $-$, $*$, $^$, $/$
- ▶ How does the interpreter read 2^{3^4} ?

Define your own function

- ▶ Define and use functions:

```
let square x = x * x in square 3
```

- ▶ Or use lambda abstraction:

```
(\ x -> x * x) 4
```

- ▶ Or define the function in a text file:

```
square :: Int -> Int
square x = x * x
```

Load the code

- ▶ Download <http://www.computational-semantic.eu/FPH.hs>
- ▶ Load it: `:l FPH`
- ▶ Play with the function `square`

Basic types

- ▶ Characters – `Char`, single quotes
- ▶ String – `String` (equivalent to `[Char]`), double quotes
- ▶ List of integers – `[Int]`
- ▶ Empty string = empty list
- ▶ Boolean – `Bool`

Putting items in the list

```
"Hello World!"
```

```
['H', 'e', 'l', 'l', 'o', ' ', 'W', 'o', 'r', 'l', 'd', '!']
```

```
'H': 'e': 'l': 'l': 'o': ' ': 'W': 'o': 'r': 'l': 'd': '!': []
```

What happens? What is the type of the colon operator ':'?

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```
Char -> [Char] -> [Char]
```

Recursion

- ▶ Look at the `hword` function

Boolean operations

- ▶ Conjunction is `&`
- ▶ Disjunction is `|`
- ▶ Negation is `not`
- ▶ Which types do they have?
- ▶ For a prefix version of a two-place function, use brackets

Infix operators

- ▶ `bright & & beautiful = (& &) bright beautiful`
- ▶ `x op y = (op) x y`
- ▶ `(op x)` – the operation resulting from applying `op` to its right hand side argument
- ▶ `(x op)` – the operation resulting from applying `op` to its left hand side argument
- ▶ `http://directpoll.com/r?XDbzPBd3ixYqg8NGqyk61sB4bD4jMvNsRdQsGg7pFh`

Type polymorphism

```
id :: a -> a
```

```
id x = x
```

- ▶ Check the type of the concatenation function (++)

Recursion

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- ▶ How do we make sure it tops?

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- ▶ What is recursion?
- ▶ A recursive function calls itself, but without infinite regress
- ▶ How do we make sure it tops?
- ▶ Base case that does not call the function
- ▶ Examine the function `story`. Try `putStrLn (story 5)`. What about `putStrLn (story (-1))`

List types and list comprehension

- ▶ Have look at the type of the colon operation. What does it mean?

List types and list comprehension

- ▶ Have look at the type of the colon operation. What does it mean?
- ▶ We combine an element of some type with a list of elements of the same type

```
head :: [a] -> a
head (x:_) = x
```

```
tail :: [a] -> [a]
tail (_:xs) = xs
```

List patterns

- ▶ The underscore matches any object
- ▶ The list pattern `[]` matches empty list
- ▶ The list pattern `[x]` matches any singleton list
- ▶ The list pattern `(x:xs)` matches any non-empty list
- ▶ `http://directpoll.com/r?
XDbzPBd3ixYqg81uUQf0SHnX2XEtW5X2bna2QqHzPr`

Lists

- ▶ Lists can be given as ranges: `[1 .. 243]`, `['m' .. 'x']`
- ▶ This works only for ordered types!
- ▶ What do you think `[0 ..]` will produce?

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- ▶ Lists can be given as ranges: `[1 .. 243]`, `['m' .. 'x']`
- ▶ This works only for ordered types!
- ▶ What do you think `[0 ..]` will produce?
- ▶ Use *Ctrl-C* to stop
- ▶ Try `take 5 [0 ..]`

List comprehension

- ▶ General form: `[x | x <- A, P x]`

```
[n | n <- [0..10], odd n]
```

```
[odd n | n <- [0..10] ]
```

```
[x ++ y | x <- ["use", "faith"], y <- ["ful", "less"] ]
```

List processing

- ▶ Function `map` takes a function and a list and returns a list containing the results of applying the function to the individual list members
- ▶ What will `map (+1) [0..9]` do? And `map hword ["fish", "and", "chips"]`?
- ▶ The `filter` function takes a property and a list, and returns the sublist of all list elements satisfying the property.
- ▶ Guarded equations:

```
foo t | condition_1 = body_1
      | condition_2 = body_2
      | condition_3 = body_3
```


Composition

$$(\cdot) :: (b \rightarrow c) \rightarrow (a \rightarrow b) \rightarrow a \rightarrow c$$
$$(f \cdot g) x = f (g x)$$

- ▶ If we have a Dutch-to-English and an English-to-French dictionaries and we want a Dutch-to-French dictionary, what do we do?

Quantification

```
and :: [Bool] -> Bool
and [] = True
and (x :xs) = x && (and xs)
```

```
or :: [Bool] -> Bool
or [] = False
or (x :xs) = x || (or xs)
```

```
any, all :: (a -> Bool) -> [a] -> Bool
any p = or . map p
all p = and . map p
```

Type classes

- ▶ Check the type of (1)
 - (1) $(\backslash x y \rightarrow x \neq y)$
- ▶ Is there a difference between (1) and (\neq) ?
- ▶ Check the type of the function composition $\text{all} \cdot (\neq)$. How could you name it?
- ▶ Check the type of the function composition $\text{any} \cdot (==)$. How could you name it?

Recursion: exercise

- ▶ **Exercise 3.1** Write a function that will test two infinite strings for being equal.
- ▶ **Exercise 3.2** The predefined function `min` computes the minimum of two objects if they can be ordered. Use it to define a function `minList :: Ord a => [a] -> a` for computing the minimum of a non-empty list.
- ▶ **Exercise 3.3** Define a function `delete` that removes an occurrence of an object `x` from a list of objects in class `Eq`. Delete only the first occurrence, if `x` is not in the list, do nothing.
- ▶ **Exercise 3.4** Define a function `sort :: Ord a => [a] -> [a]` that puts the minimum of the list in front of the result of sorting the list that results from removing its minimum. Empty list is already sorted.

References:

Van Eijck, J. and Unger, C. (2010). *Computational semantics with functional programming*. Cambridge University Press.