Basic Haskell Cheat Sheet

Structure

```
func :: type -> type
func x = expr

fung :: type -> [type] -> type
fung x xs = expr

main = do code
          code
          ...
```

Function Application

```
f x y       ≡ (f x) y         ≡ ((f) (x)) (y)
f x y z     ≡ ((f x) y) z     ≡ (f x y) z
f $ g x     ≡ f (g x)         ≡ f . g $ x
f $ g $ h x ≡ f (g (h x))     ≡ f . g . h $ x
f $ g x y   ≡ f (g x y)       ≡ f . g x $ y
f g $ h x   ≡ f g (h x)       ≡ f g . h $ x
```

Values and Types

has type	*expr*	:: *type*
boolean	`True || False`	:: Bool
character	'a'	:: Char
fixed-precision integer	1	:: Int
integer (arbitrary sz.)	31337	:: Integer
	31337^10	:: Integer
single precision float	1.2	:: Float
double precision float	1.2	:: Double
list	[]	:: [a]
	[1,2,3]	:: [Integer]
	['a','b','c']	:: [Char]
	"abc"	:: [Char]
	[[1,2],[3,4]]	:: [[Integer]]
string	"asdf"	:: String
tuple	(1,2)	:: (Int,Int)
	([1,2],'a')	:: ([Int],Char)
ordering relation	LT, EQ, GT	:: Ordering
function (λ)	\x -> e	:: a -> b
maybe (just something or nothing)	Just 10	:: Maybe Int
	Nothing	:: Maybe a

Values and Typeclasses

given context, has type	*expr*	:: *constraint* => *type*
Numeric (+,-,*)	137	:: Num a => a
Fractional (/)	1.2	:: Fractional a => a
Floating	1.2	:: Floating a => a
Equatable (==)	'a'	:: Eq a => a
Ordered (<=,>=,>,<)	731	:: Ord a => a

Declaring Types and Classes

type synonym
```
type MyType = Type
type PairList a b = [(a,b)]
type String = [Char]      -- from Prelude
```

data (single constructor)
```
data MyData = MyData Type Type
  deriving (Class, Class)
```

data (multi constructor)
```
data MyData = Simple Type
            | Duple Type Type
            | Nople
```

data (labelled fields)
```
data MDt = MDt { fieldA
               , fieldB :: TyAB
               , fieldC :: TyC }
```

newtype (single constr./field)
```
newtype MyType = MyType Type
  deriving (Class, Class)
```

typeclass
```
class MyClass a where
  foo :: a -> a -> b
  goo :: a -> a
```

typeclass instance
```
instance MyClass MyType where
  foo x y = ...
  goo x = ...
```

Operators (grouped by precedence)

List index, function composition	`!!`, `.`
raise to: Non-neg. Int, Int, Float	`^`, `^^`, `**`
multiplication, fractional division	`*`, `/`
integral division ($\Rightarrow -\infty$), modulus	`` `div` ``, `` `mod` ``
integral quotient ($\Rightarrow 0$), remainder	`` `quot` ``, `` `rem` ``
addition, subtraction	`+`, `-`
list construction, append lists	`:`, `++`
list difference	`\\`
comparisons:	`>`, `>=`, `<`, `<=`, `==`, `/=`
list membership	`` `elem` ``, `` `notElem` ``
boolean and	`&&`
boolean or	`||`
sequencing: bind and then	`>>=`, `>>`
application, strict apl., sequencing	`$`, `$!`, `` `seq` ``

NOTE: Highest precedence (first line) is 9, lowest precedence is 0. Operator listings aligned left, right, and center indicate left-, right-, and non-associativity.

Defining fixity:

non associative	`infix 0-9 `op``
left associative	`infixl 0-9 +-+`
right associative	`infixr 0-9 -!-`
default (when none given)	`infixl 9`

Functions ≡ Infix operators

```
f a b   ≡ a `f` b
a + b   ≡ (+) a b
(a +) b ≡ ((+) a) b
(+ b) a ≡ (\x -> x + b) a
```

Expressions / Clauses

if expression ≈ **guarded equations**
```
if boolExpr                 foo ... | boolExpr  = exprA
  then exprA                        | otherwise = exprB
  else exprB
```

nested if expression ≈ **guarded equations**
```
if boolExpr1                foo ... | boolExpr1 = exprA
  then exprA                        | boolExpr2 = exprB
  else if boolExpr2                 | otherwise = exprC
         then exprB
         else exprC
```

case expression ≈ **function pattern matching**
```
case x of pat1 -> exA       foo pat1 = exA
          pat2 -> exB       foo pat2 = exB
          _    -> exC       foo _    = exC
```

2-variable case expression ≈ **function pattern matching**
```
case (x,y) of               foo pat1 patA = exprA
  (pat1,patA) -> exprA      foo pat2 patB = exprB
  (pat2,patB) -> exprB      foo _    _    = exprC
  _           -> exprC
```

let expression ≈ **where clause**
```
let nameA = exprA           foo ... = mainExpression
    nameB = exprB             where nameA = exprA
in mainExpression                   nameB = exprB
```

do notation ≈ **desugarized do notation**
```
do patA <- action1          action1 >>= \patA ->
   action2                    action2 >>
   patB <- action3            action3 >>= \patB ->
   action4                      action4
```

Pattern Matching

(fn. declaration, lambda, case, let, where)

fixed	number 3	3	character 'a'	'a'
	ignore value	_	empty string	""
list	empty			[]
	head x and tail xs			(x:xs)
	tail xs (ignore head)			(_:xs)
	list with 3 elements: a, b and c			[a,b,c]
	list with 3 elements: a, b and c			(a:b:c:[])
	list where 2nd element is 3			(x:3:xs)
tuple	pair values a and b			(a,b)
	ignore second element of tuple			(a,_)
	triple values a, b and c			(a,b,c)
mixed	first tuple on list			((a,b):xs)
maybe	just constructor			Just a
	nothing constructor			Nothing
custom	user-defined type			MyData a b c
	ignore second field			MyData a _ c
as-pattern	tuple s and its values a and b			s@(a,b)
	list a, its head x and tail xs			a@(x:xs)

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Upstream: https://github.com/rudymatela/ultimate-cheat-sheets

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Prelude functions

(A few types have been simplified to their list instances, e.g.: foldr)

Misc

```
id        :: a -> a                id x ≡ x   -- identity
const     :: a -> b -> a    (const x) y ≡ x
undefined :: a                 undefined ≡ ⊥ (lifts error)
error     :: [Char] -> a       error cs ≡ ⊥ (lifts error cs)
not       :: Bool -> Bool      not True ≡ False
flip      :: (a -> b -> c) -> b -> a -> c
                        flip f $ x y ≡ f y x
```

Lists

```
null :: [a] -> Bool                  null [] ≡ True  -- ∅?
length :: [a] -> Int           length [x,y,z] ≡ 3
elem :: a -> [a] -> Bool       y `elem` [x,y] ≡ True  -- ∈?
head :: [a] -> a               head [x,y,z,w] ≡ x
last :: [a] -> a               last [x,y,z,w] ≡ w
tail :: [a] -> [a]             tail [x,y,z,w] ≡ [y,z,w]
init :: [a] -> [a]             init [x,y,z,w] ≡ [x,y,z]
reverse :: [a] -> [a]         reverse [x,y,z] ≡ [z,y,x]
take :: Int -> [a] -> [a]      take 2 [x,y,z] ≡ [x,y]
drop :: Int -> [a] -> [a]      drop 2 [x,y,z] ≡ [z]
takeWhile, dropWhile :: (a -> Bool) -> [a] -> [a]
                  takeWhile (/= z) [x,y,z,w] ≡ [x,y]
zip  :: [a] -> [b] -> [(a, b)]
                   zip [x,y,z] [a,b] ≡ [(x,a),(y,b)]
```

Infinite Lists

```
repeat  :: a -> [a]      repeat x ≡ [x,x,x,x,x,x,...]
cycle   :: [a] -> [a]    cycle xs ≡ xs++xs++xs++...
                       cycle [x,y] ≡ [x,y,x,y,x,y,...]
iterate :: (a -> a) -> a -> [a]
                       iterate f x ≡ [x,f x,f (f x),...]
```

Higher-order / Functors

```
map     :: (a->b) -> [a] -> [b]
                       map f [x,y,z] ≡ [f x, f y, f z]
zipWith :: (a -> b -> c) -> [a] -> [b] -> [c]
           zipWith f [x,y,z] [a,b] ≡ [f x a, f y b]
filter  :: (a -> Bool) -> [a] -> [a]
               filter (/=y) [x,y,z] ≡ [x,z]
foldr   :: (a -> b -> b) -> b -> [a] -> b
                   foldr f z [x,y] ≡ x `f` (y `f` z)
foldl   :: (a -> b -> a) -> a -> [b] -> a
                   foldl f x [y,z] ≡ (x `f` y) `f` z
```

Special folds

```
and :: [Bool] -> Bool          and [p,q,r] ≡ p && q && r
or  :: [Bool] -> Bool           or [p,q,r] ≡ p || q || r
sum     :: Num a => [a] -> a         sum [i,j,k] ≡ i+j+k
product :: Num a => [a] -> a     product [i,j,k] ≡ i*j*k
maximum :: Ord a => [a] -> a     maximum [9,0,5] ≡ 9
minimum :: Ord a => [a] -> a     minimum [9,0,5] ≡ 0
concat  :: [[a]] ->[a]    concat [xs,ys,zs] ≡ xs++ys++zs
```

Tuples

```
fst     :: (a, b) -> a        fst (x,y) ≡ x
snd     :: (a, b) -> b        snd (x,y) ≡ y
curry   :: ((a, b) -> c) -> a -> b -> c
                   curry (\(x,y) -> e) ≡ \x y -> e
uncurry :: (a -> b -> c) -> (a, b) -> c
                  uncurry (\x y -> e) ≡ \(x,y) -> e
```

Numeric

```
abs       :: Num a => a -> a           abs (-9) ≡ 9
even, odd :: Integral a => a -> Bool    even 10 ≡ True
gcd, lcm :: Integral a => a -> a -> a  gcd 6 8 ≡ 2
recip     :: Fractional a => a -> a    recip x ≡ 1/x
pi        :: Floating a => a                pi ≡ 3.14...
sqrt, log :: Floating a => a -> a       sqrt x ≡ x**0.5
exp, sin, cos, tan, asin, acos :: Floating a => a -> a
truncate, round :: (RealFrac a, Integral b) => a -> b
ceiling, floor  :: (RealFrac a, Integral b) => a -> b
```

Strings

```
lines   :: String -> [String]
                  lines "ab\ncd\ne" ≡ ["ab","cd","e"]
unlines :: [String] -> String
            unlines ["ab","cd","e"] ≡ "ab\ncd\ne\n"
words   :: String -> [String]
                   words "ab cd e" ≡ ["ab","cd","e"]
unwords :: [String] -> String
              unwords ["ab","cd","ef"] ≡ "ab cd ef"
```

Read and Show classes

```
show :: Show a => a -> String    show 137 ≡ "137"
read :: Show a => String -> a    read "2" ≡ 2
```

Ord Class

```
min     :: Ord a => a -> a -> a      min 'a' 'b' ≡ 'a'
max     :: Ord a => a -> a -> a     max "b" "ab" ≡ "b"
compare :: Ord a => a->a->Ordering   compare 1 2 ≡ LT
```

Libraries / Modules

```
importing                 import Some.Module
  (qualified)             import qualified Some.Module as SM
  (subset)                import Some.Module (foo,goo)
  (hiding)                import Some.Module hiding (foo,goo)
  (typeclass instances)   import Some.Module ()

declaring                 module Module.Name
                            ( foo, goo )
                          where
                          ...

./File/On/Disk.hs         import File.On.Disk
```

Tracing and monitoring (unsafe) — Debug.Trace

```
Print string, return expr    trace string $ expr
Call show before printing    traceShow expr $ expr
Trace function               f x y | traceShow (x,y) False = undefined
  call values                f x y = ...
```

IO – Must be "inside" the IO Monad

```
Write char c to stdout                          putChar c
Write string cs to stdout                       putStr cs
Write string cs to stdout w/ a newline          putStrLn cs
Print x, a show instance, to stdout             print x
Read char from stdin                            getChar
Read line from stdin as a string                getLine
Read all input from stdin as a string           getContents
Bind stdin/out to foo (:: String -> String)     interact foo
Write string cs to a file named fn              writeFile fn cs
Append string cs to a file named fn             appendFile fn cs
Read contents from a file named fn              readFile fn
```

List Comprehensions

Take *pat* from *list*. If *boolPredicate*, add element *expr* to list:

```
[expr | pat <- list, boolPredicate, ...]

[x | x <- xs]              ≡ xs
[f x | x <- xs, p x]       ≡ map f $ filter p xs
[x | x <- xs, p x, q x]    ≡ filter q $ filter p xs
[x+y | x <- [a,b], y <- [i,j]] ≡ [a+i, a+j, b+i, b+j]
[x | boolE]                ≡ if boolE then [x] else []
```

GHC - Glasgow Haskell Compiler (and Cabal)

```
compiling program.hs          $ ghc program.hs
running                       $ ./program
running directly              $ run_haskell program.hs
interactive mode (GHCi)       $ ghci
GHCi load                     > :l program.hs
GHCi reload                   > :r
GHCi activate stats           > :set +s
GHCi help                     > :?
Type of an expression         > :t expr
Info (oper./func./class)      > :i thing
Installed GHC packages        $ ghc-pkg list [pkg_name]

Activating some pragma        {-# LANGUAGE Pragma #-}
Same, via GHC call            $ ghc -XSomePragma ...

install package pkg           $ cabal install pkg
update package list           $ cabal update
list packages matching pat    $ cabal list pat
information about package     $ cabal info pkg
help on commands              $ cabal help [command]
run executable/test/bench     $ cabal run/test/bench [name]
initialize sandbox            $ cabal sandbox init
add custom sandbox source     $ cabal sandbox add-source dir
```

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