Parallel Functional Programming

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Fall 2023



Instructor



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X Haskell

Sieve of Eratosthenes

Purely Functional · Declarative · Lazy · Statically Type-Inferred · Parallel

Sequential Haskell in the first half · Parallel in the second half

Prerequisites

Data structures (COMS W3134, W3137, or equivalent)

You must be fluent in at least one programming language







You must dream about lists and trees







➤ You do not need prior experience in a *functional* programming language; that's what this course is for

Assignments and Grading

70 % Homework assignments

30 % Final Project (alone or in pairs)

This is a coding[†] class

The homework must be your own code

The project may be done alone or in pair

[†]More precisely, mostly debugging, with a little bit of bugging



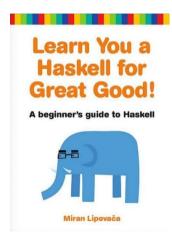
Collaboration

You may seek outside help, including from other students, on homework, but

- You must write all of your own code. No copying or copying-with-modification of any code. No looking at other student's code as reference as you write your own.
- You must cite all people and resources you consulted. For example, you might add a comment like

```
{- I collaborated with Haskell Curry, Jim Backus, Alonzo Church, and Grace Hopper on this assignment, and consulted http://hackage.haskell.org/package/base-4.12.0.0/docs/Data-List.html https://stackoverflow.com/questions/211216 http://www.cis.upenn.edu/~cis194/fall16/policies.html -}
```

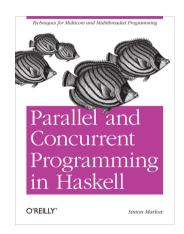
See also http://www.cs.columbia.edu/education/honesty/



Miran Lipovača. Learn You a Haskell for Great Good! No Starch Press, 2001.

http://learnyouahaskell.com/

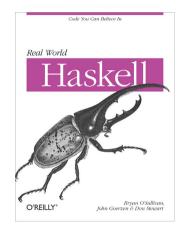
Excellent introductory text. We will be following it for roughly the first half of the class.



Simon Marlow.
Parallel and Concurrent Programing in Haskell.
O'Reilly, 2013.

https://simonmar.github.io/pages/pcph.html

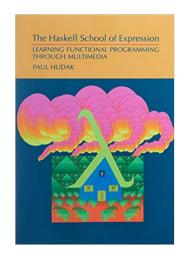
Like its title says. Assumes a reasonable understanding of Haskell. We will be following it for the second half of the class.



Bryan O'Sullivan, Don Stewart, and John Goerzen. Real World Haskell. O'Reilly, 2009.

http://book.realworldhaskell.org/

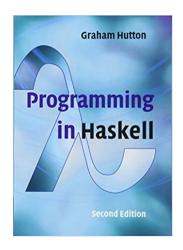
Also an introductory text on Haskell that starts at the beginning, it quickly focuses on practical, real-world aspects of writing Haskell programs, such as elaborate I/O, and interfacing with external libraries.



Paul Hudak.
The Haskell School of Expression.
Cambridge University Press, 2000.

http://www.cs.yale.edu/homes/hudak/SOE/

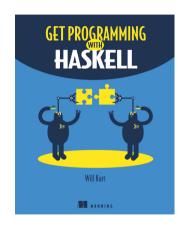
An idiosyncratic approach to learning Haskell based on multimedia (graphics, animation, and sound) ultimately leading to domain-specific languages.



Graham Hutton.
Programming in Haskell.
Second Edition, Cambridge University Press, 2016.

http://www.cs.nott.ac.uk/~pszgmh/pih.html

Another introductory Haskell text, this one written by a professor from the University of Nottingham



Will Kurt.
Get Programming with Haskell.
Manning, 2018.

https://www.manning.com/books/
get-programming-with-haskell

Another introductory Haskell text, written more like a textbook