

# A quick overview of the Haskell tooling

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# Who am I?

- ▶ assistant professor in Computer Science at ULCO, France
- ▶ using Haskell since 2015 (for teaching FP + small projects)

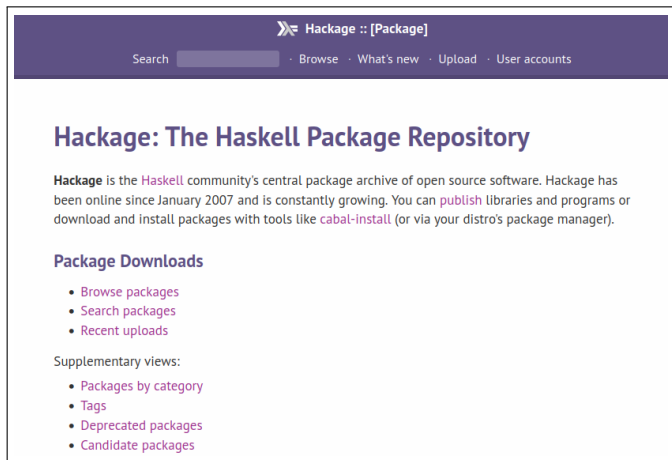
## 50 shades of Haskell tooling

- ▶ compiler: GHC
- ▶ build tools: cabal, stack
- ▶ editors (+ plugins): vscode, vim, emacs
- ▶ LSP implementation: HLS
- ▶ setup tools: ghcup, nix

→ in this talk: cabal, vscode + haskell.haskell

# Hackage

- ▶ community package archive
- ▶ <https://hackage.haskell.org>



The screenshot shows the top navigation bar of the Hackage website. It features a search bar, a 'Browse' link, a 'What's new' link, an 'Upload' link, and a 'User accounts' link. Below the navigation bar is the main heading 'Hackage: The Haskell Package Repository'. The main text describes Hackage as the central package archive for the Haskell community, mentioning its history since 2007 and the ability to publish and install packages. Below this is a section for 'Package Downloads' with links to 'Browse packages', 'Search packages', and 'Recent uploads'. Finally, there is a section for 'Supplementary views' with links to 'Packages by category', 'Tags', 'Deprecated packages', and 'Candidate packages'.

» Hackage :: [Package]

Search  · Browse · What's new · Upload · User accounts

## Hackage: The Haskell Package Repository

**Hackage** is the **Haskell** community's central package archive of open source software. Hackage has been online since January 2007 and is constantly growing. You can **publish** libraries and programs or download and install packages with tools like **cabal-install** (or via your distro's package manager).

### Package Downloads

- [Browse packages](#)
- [Search packages](#)
- [Recent uploads](#)

Supplementary views:

- [Packages by category](#)
- [Tags](#)
- [Deprecated packages](#)
- [Candidate packages](#)

## ▶ online documentation:

» Package :: [Package]

Search  · Browse · What's new · Upload · User accounts

### vector: Efficient Arrays

[ [bsd3](#), [data](#), [data-structures](#), [library](#) ] [ [Propose Tags](#) ]

An efficient implementation of `Int`-indexed arrays (both mutable and immutable), with a powerful loop optimisation framework .

It is structured as follows:

- Data.Vector**  
Boxed vectors of arbitrary types.
- Data.Vector.Unboxed**  
Unboxed vectors with an adaptive representation based on data type families.
- Data.Vector.Storable**  
Unboxed vectors of `Storable` types.
- Data.Vector.Primitive**  
Unboxed vectors of primitive types as defined by the `primitive` package. `Data.Vector.Unboxed` is more flexible at no performance cost.

► online source code:

```
instance Monad Vector where
  {-# INLINE return #-}
  return = Applicative.pure

  {-# INLINE (>>=) #-}
  (>>=) = flip concatMap

#if !(MIN_VERSION_
  {-# INLINE fail
  fail = Fail.fail
#endif

-- | @since 0.12.1.0
instance Fail.MonadFail Vector where
  {-# INLINE fail #-}
  fail _ = empty

instance MonadPlus Vector where
  {-# INLINE mzero #-}
  mzero = empty

  {-# INLINE mplus #-}
  mplus = (++)
```

(a -> Vector b) -> Vector a -> Vector b  
forall a b. (a -> Vector b) -> Vector a -> Vector b

# Hoogle

- ▶ “Haskell google”
- ▶ <https://hoogle.haskell.org>

The screenshot shows the Hoogle website interface. At the top right, there are links for "Search plugin", "Manual", and "haskell.org". The main header features the "Hoogle" logo in purple, a search input field with the placeholder "Search for...", a dropdown menu currently set to "set:stackage", and a "Search" button. On the left side, there is a "Links" section with a list of resources: "Haskell.org", "Hackage", "GHC Manual", and "Libraries". The main content area is titled "Welcome to Hoogle" and contains a paragraph explaining that Hoogle is a Haskell API search engine. Below this is a grey box titled "Example searches:" containing several search terms and signatures: "map", "(a -> b) -> [a] -> [b]", "Ord a => [a] -> [a]", "Data.Set.insert", and "+bytestring concat". A note below the box says "Enter your own search at the top of the page." Further down, there is a paragraph about the "Hoogle manual" and a closing statement: "I am very interested in any feedback you may have. Please email me, or add an entry to my bug tracker." The footer of the page contains the copyright information: "© Neil Mitchell 2004-2022, version 5.0.18.3 2022-12-06 03:05".

► search by function name or by type signature:

The screenshot shows the Hoogle search engine interface. The search bar contains the type signature `(a -> b) -> [a] -> [b]`. The search results are displayed in a list of packages, each with a type signature and a list of modules. The packages shown are:

- is:exact**
- base**
- ghc**
- haskell-gi-base**
- ihaskell**
- ghc-lib-parser**
- rebase**
- xmonad-contrib**
- faktory**
- freckle-app**
- hledger-web**
- base-prelude**
- rio**
- numeric-prelude**
- relude**
- dimensional**
- mixed-types-num**

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- dimensional**
- mixed-types-num**



# Cabal

- ▶ system for building and packaging Haskell libraries and programs
- ▶ write a cabal file:

```
≡ myproject.cabal
1 cabal-version:      3.4
2 name:               myproject
3 version:            0.1.0.0
4 description:
5 |   This is myproject.
6 |
7 common shared-properties
8 |   default-language: Haskell2010
9 |   ghc-options:      -Wall
10
11 library
12 |   import:           shared-properties
13 |   build-depends:   base
14 |   hs-source-dirs:  src
15 |   exposed-modules: Tree
16 |
17 executable myproject
18 |   import:           shared-properties
19 |   build-depends:   base, myproject
20 |   hs-source-dirs:  app
21 |   main-is:         Main.hs
```

► run the cabal tool:

```
[nix-shell:~/code/myproject]$ cabal build
Build profile: -w ghc-9.0.2 -01
In order, the following will be built (use -v for more details):
 - myproject-0.1.0.0 (exe:myproject) (file app/Main.hs changed)
Preprocessing executable 'myproject' for myproject-0.1.0.0..
Building executable 'myproject' for myproject-0.1.0.0..
[1 of 1] Compiling Main          ( app/Main.hs, /home/julien/code/myproject/dist-newstyle/build/x86_64-linux/ghc-9.0.2/myproject-0.1.0.0/x/myproject/build/myproject/myproject-tmp/Main.o )
Linking /home/julien/code/myproject/dist-newstyle/build/x86_64-linux/ghc-9.0.2/myproject-0.1.0.0/x/myproject/build/myproject/myproject ...

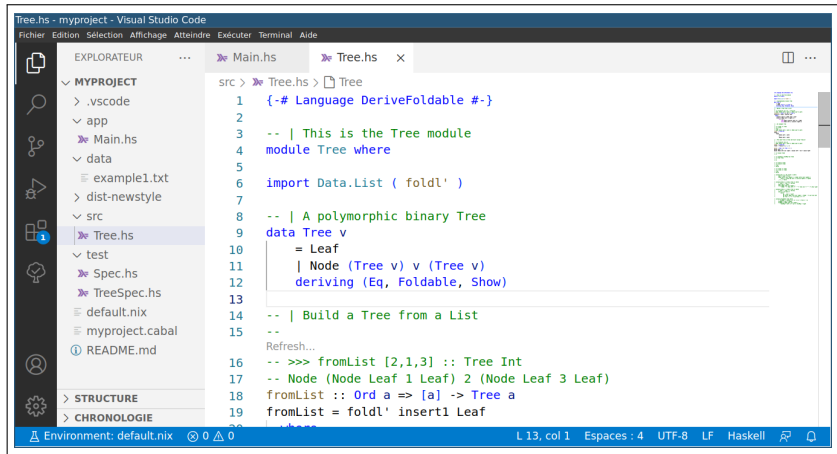
[nix-shell:~/code/myproject]$ cabal run myproject data/example1.txt
Up to date
list: [1,2,2,3,3,8,23,34,43,52,123,432,432,541,893]
sum: 2592
length: 15
```

## ► Read-Eval-Print Loop

```
[nix-shell:~/code/myproject]$ cabal repl
Build profile: -w ghc-9.0.2 -01
In order, the following will be built (use -v for more details):
 - myproject-0.1.0.0 (lib) (ephemeral targets)
Preprocessing library for myproject-0.1.0.0..
GHCi, version 9.0.2: https://www.haskell.org/ghc/  :? for help
[1 of 1] Compiling Tree                ( src/Tree.hs, interpreted )
Ok, one module loaded.
ghci>
ghci> import Data.Foldable
ghci>
ghci> :info Tree
type Tree :: * -> *
data Tree v = Leaf | Node (Tree v) v (Tree v)
    -- Defined at src/Tree.hs:10:1
instance [safe] Eq v => Eq (Tree v) -- Defined at src/Tree.hs:13:15
instance [safe] Foldable Tree -- Defined at src/Tree.hs:13:19
instance [safe] Show v => Show (Tree v)
    -- Defined at src/Tree.hs:13:29
ghci>
ghci> mytree = fromList [2, 1, 4, 3]
ghci>
ghci> toList mytree  :: [Int]
[1,2,3,4]
ghci>
ghci> █
```

# Visual Studio Code (+ HLS + haskell.haskell)

- ▶ file edition, syntax highlighting:



The screenshot shows the Visual Studio Code interface with a Haskell file named 'Tree.hs' open. The editor displays the following code with syntax highlighting:

```
1 {-# Language DeriveFoldable #-}
2
3 -- | This is the Tree module
4 module Tree where
5
6 import Data.List ( foldl' )
7
8 -- | A polymorphic binary Tree
9 data Tree v
10   = Leaf
11   | Node (Tree v) v (Tree v)
12   deriving (Eq, Foldable, Show)
13
14 -- | Build a Tree from a List
15 --
16 -- >>> fromList [2,1,3] :: Tree Int
17 -- Node (Node Leaf 1 Leaf) 2 (Node Leaf 3 Leaf)
18 fromList :: Ord a => [a] -> Tree a
19 fromList = foldl' insert1 Leaf
```

The interface includes a sidebar with a file explorer showing the project structure, a top menu bar with options like 'Fichier', 'Edition', and 'Terminal', and a bottom status bar showing 'Environment: default.nix' and 'L 13, col 1'.

► code navigation/documentation:

The screenshot shows the Visual Studio Code editor with a Haskell project. The Explorer sidebar on the left shows the project structure, including files like Main.hs and Tree.hs. The main editor window displays the code in Main.hs, which imports Data.Foldable and System.Environment, and defines a main function that uses a fromList function. A tooltip is visible over the fromList function call, providing its signature and documentation. The tooltip text is as follows:

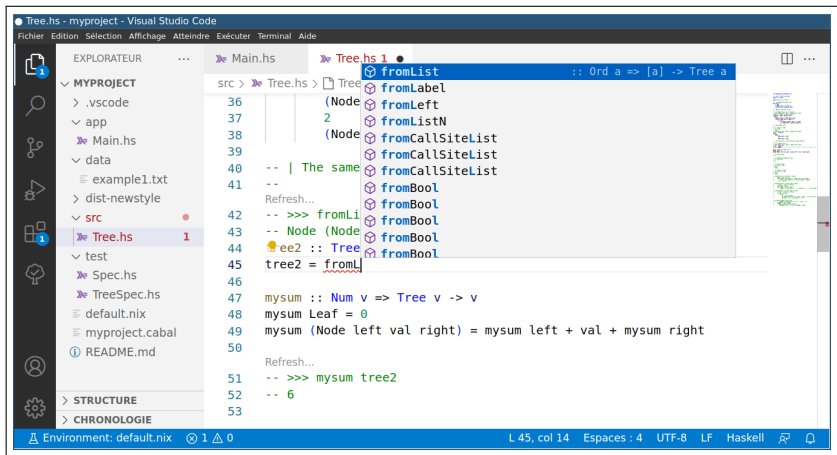
```
$dOrd :: Ord Int
fromList :: forall a. Ord a => [a] -> Tree a
Defined at /home/julien/code/myproject/src/Tree.hs:20:1
Build a Tree from a List
>>> fromList [2,1,3] :: Tree Int
Node (Node Leaf 1 Leaf) 2 (Node Leaf 3 Leaf)
```

The code in the editor is:

```
1 import Data.Foldable ( Foldable(toList) )
2 import System.Environment ( getArgs )
3
4 import Tree ( Tree, fromList )
5 import Tree
6
7 main :: IO ()
8 main = do
9     args <- getArgs
10     case args of
11     [filename] ->
12         _ :: [Int] -> Tree Int
13         _ :: forall a. Ord a => [a] -> Tree a
14         let xs = fromList (read <$> words contents) :: Tree Int
15             putStrLn $ "list: " ++ show (toList xs)
16             putStrLn $ "sum: " ++ show (sum xs)
17             putStrLn $ "length: " ++ show (length xs)
18         _ -> putStrLn "usage: <filename>"
```

The status bar at the bottom indicates the environment is default.nix, and the current cursor position is L 20, col 1.

► code completion:



► compilation, refactoring:

The screenshot shows the Visual Studio Code editor with a Haskell project. The file explorer on the left shows a project structure with files like Main.hs, Tree.hs, and various test files. The main editor displays the content of Main.hs, which includes an import statement and a main function that processes command-line arguments. A tooltip is visible over the `fmap read $ words contents` expression, offering a refactoring option to `read <$> words contents`. The status bar at the bottom indicates the current cursor position and environment settings.

```
4 import Tree
5
6 main :: IO ()
7 main = do
8     args <- getArgs
9     case args of
10
11     [filename] -> do
12         contents <- readFi
13         let xs = fromList (fmap read $ words contents) :: Tree In
14             putStrLn $ "list: " ++ show (toList xs)
15             putStrLn $ "sum: " ++ show (sum xs)
16             putStrLn $ "length: " ++ show (length xs)
17
18     _ -> putStrLn "usage: <filename>"
19
20
```

Use <\$>  
Found:  
fmap read \$ words contents  
Why not:  
read <\$> words contents  
hlint(refact:Use <\$>)  
Voir le problème Correction rapide... (Ctrl+.)

Environment: default.nix 4 2 1 L 13, col 44 Espaces : 4 UTF-8 LF Haskell

▶ holes:

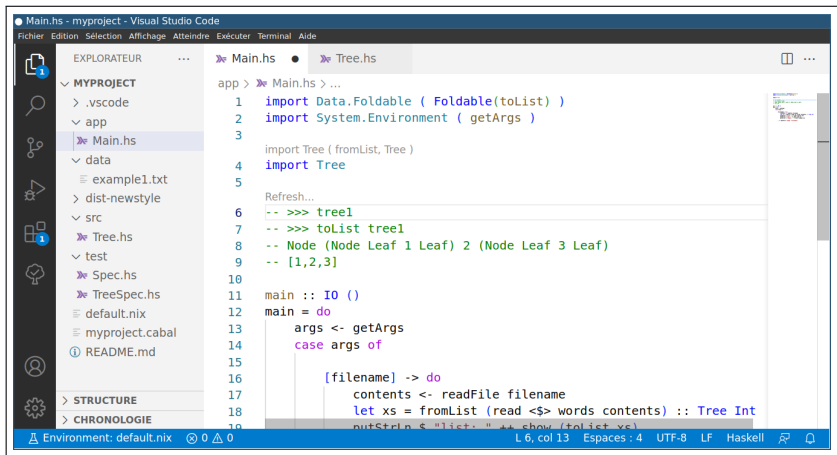
The screenshot shows the Visual Studio Code interface with a Haskell file named Main.hs. The code defines a function `main` that takes arguments and processes them. A hole is present in the code at line 11, where the variable `contents` is used but not defined. A tooltip is displayed over the hole, providing the following information:

- Found hole: `_ :: String -> Int`
- In the first argument of '`<$>`', namely '`_`'
- In the first argument of '`fromList`', namely '`'(_ <$> words contents)'`'
- In the expression: `fromList (_ <$> words contents)`
- Relevant bindings include
  - `xs :: Tree Int` (bound at `/home/julien/code/myproject/app/Main.hs:13:17`)
  - `contents :: String` (bound at `(bound at`)

```
1 import Data.Foldable ( foldM, foldM_ )
2 import System.Environment ( getArgs )
3
4 import Tree ( Tree, fromList )
5 import Tree
6
7 main :: IO ()
8 main = do
9     args <- getArgs
10    case args of
11    [filename] -> do
12        contents <- foldM_ ( \_ _ -> do
13            let xs = fromList ( _ <$> words contents ) :: Tree Int
14                putStrLn $ "list: " ++ show (toList xs)
15                putStrLn $ "sum: " ++ show (sum xs)
16                putStrLn $ "length: " ++ show (length xs)
17        _ -> putStrLn "usage: <filename>"
```



► inline REPL:





The screenshot shows the Visual Studio Code editor with a Haskell project. The Explorer sidebar on the left shows the file structure of 'MYPROJECT', including files like 'Main.hs', 'Tree.hs', and 'TreeSpec.hs'. The main editor window displays the code in 'Main.hs'. The code defines a 'Tree' type, a 'Node' constructor, and a 'main' function that reads a file and processes its contents. An inline REPL window is open over the code, showing the execution of 'tree1' and 'toList tree1' commands, which return the tree structure and its list representation, respectively. The REPL also shows the definition of 'Node' and the list '[1,2,3]'. The status bar at the bottom indicates the environment is 'default.nix' and the current cursor position is 'L 6, col 13'.

```
app > Main.hs > ...
1 import Data.Foldable ( Foldable(toList) )
2 import System.Environment ( getArgs )
3
4 import Tree ( fromList, Tree )
5 import Tree
6
7 Refresh...
8 -- >>> tree1
9 -- >>> toList tree1
10 -- Node (Node Leaf 1 Leaf) 2 (Node Leaf 3 Leaf)
11 -- [1,2,3]
12
13 main :: IO ()
14 main = do
15     args <- getArgs
16     case args of
17         [filename] -> do
18             contents <- readFile filename
19             let xs = fromList (read <$> words contents) :: Tree Int
20                 putStrLn $ "list: " ++ show (toList xs)
```

# Haddock

- ▶ document the code:

```
src >  Tree.hs >  Tree
1  {-# Language DeriveFoldable #-}
2
3  -- | This is the Tree module
4  module Tree where
5
6  import Data.List ( foldl' )
7
8  -- | A polymorphic binary Tree
9  data Tree v
10 |     = Leaf
11 |     | Node (Tree v) v (Tree v)
12 |     deriving (Eq, Foldable, Show)
13
14 -- | Build a Tree from a List
15 --
Refresh...
16 -- >>> fromList [2,1,3] :: Tree Int
17 -- Node (Node Leaf 1 Leaf) 2 (Node Leaf 3 Leaf)
18 fromList :: Ord a => [a] -> Tree a
19 fromList = foldl' insert1 Leaf
20 | where
```

► generate the documentation:

```
[nix-shell:~/code/myproject]$ cabal haddock
Build profile: -w ghc-9.0.2 -01
In order, the following will be built (use -v for more details):
 - myproject-0.1.0.0 (lib) (file src/Tree.hs changed)
./myproject.cabal has been changed. Re-configuring with most recently used
options. If this fails, please run configure manually.
Configuring library for myproject-0.1.0.0..
Preprocessing library for myproject-0.1.0.0..
Running Haddock on library for myproject-0.1.0.0..
 83% ( 5 / 6) in 'Tree'
  Missing documentation for:
    mysum (src/Tree.hs:47)
Documentation created:
/home/julien/code/myproject/dist-newstyle/build/x86_64-linux/ghc-9.0.2/myproject
-0.1.0.0/doc/html/myproject/index.html
```

▶ result:

## Documentation

Synopsis

```
data Tree v
```

#

A polymorphic binary Tree

### Constructors

**Leaf**

**Node** (Tree v) v (Tree v)

### Instances

▷ Foldable Tree #

▷ Show v => Show (Tree v) #

▷ Eq v => Eq (Tree v) #

```
fromList :: Ord a => [a] -> Tree a
```

#

Build a Tree from a List

```
>>> fromList [2,1,3] :: Tree Int
Node (Node Leaf 1 Leaf) 2 (Node Leaf 3 Leaf)
```

# Tests

- ▶ unit tests, with HSpec:

```
test > TreeSpec.hs > TreeSpec > spec
18
19 main :: IO ()
20 main = hspec spec
21
22 spec :: Spec
23 spec = do
24
25     describe "fromList" $ do
26         it "[1,2,3]" $ fromList [1,2,3::Int]
27             `shouldBe` Node Leaf 1 (Node Leaf 2 (Node Leaf 3 Leaf))
28         it "[2,1,3]" $ fromList [2,1,3::Int]
29             `shouldBe` Node (Node Leaf 1 Leaf) 2 (Node Leaf 3 Leaf)
30
31     describe "toList . fromList" $ do
32         it "[1,2,3]" $ toList (fromList [1,2,3]) `shouldBe` [1,2,3]
33         it "[2,1,3]" $ toList (fromList [2,1,3]) `shouldBe` [1,2,3]
34
```

► results:

```
[nix-shell:~/code/myproject]$ cabal test --test-show-details=always
Build profile: -w ghc-9.0.2 -01
In order, the following will be built (use -v for more details):
 - myproject-0.1.0.0 (test:spec) (first run)
Preprocessing test suite 'spec' for myproject-0.1.0.0..
Building test suite 'spec' for myproject-0.1.0.0..
Running 1 test suites...
Test suite spec: RUNNING...

Tree
  fromList
    [1,2,3]
    [2,1,3]
  toList . fromList
    [1,2,3]
    [2,1,3]

Finished in 0.0001 seconds
4 examples, 0 failures

Test suite spec: PASS
Test suite logged to:
/home/julien/code/myproject/dist-newstyle/build/x86_64-linux/ghc-9.0.2/myproject-0.1.0.0/t/spec/test/myproject-0.1.0.0-spec.log
1 of 1 test suites (1 of 1 test cases) passed.
```

- ▶ test properties, with QuickCheck:

```
test > TreeSpec.hs > TreeSpec > spec
37
38     let
39         prop_sort :: [Int] -> Bool
40         prop_sort = isSorted . toList . fromList
41
42     describe "quickCheck" $ do
43         it "prop_sort" $ property prop_sort
44
```

▶ result:

```
Test suite spec: RUNNING...  
  
Tree  
  fromList  
    [1,2,3]  
    [2,1,3]  
  toList . fromList  
    [1,2,3]  
    [2,1,3]  
  quickCheck  
    prop_sort  
      +++ OK, passed 100 tests.
```



# Conclusion

- ▶ Haskell has some nice tools for many years (cabal, repl, QuickCheck. . .)
- ▶ and intuitive tools since recently (vscode plugins, HLS. . .)
- ▶ through a quite easy setup : `ghcup + vscode + haskell.haskell`

# References

- ▶ slides & code:  
<https://gitlab.com/juliendehos/talk-2023-fosdem>
- ▶ 2022 State of Haskell Survey Results:  
<https://taylor.fausak.me/2022/11/18/haskell-survey-results>
- ▶ The Varieties of the Haskell Experience:  
<https://www.tweag.io/blog/2021-11-25-varieties-of-haskell-experience>

Thank you! Questions/discussion?