Exercise 04

Task 1: Deferred substitutions and closures

Consider the interpreters for FLAE.

- 1. In the interpreter with environments we introduced closures. What is a closure? What do we need them for ?
- 2. Why did we not need closures in the interpreter with substitution?
- 3. Why did we not need closures in the F1LAE interpreter with environments

Task 2: Lambda Calculus

In the lecture, we introduced first-class functions. To have a minimal *Turing Complete* language, we only need 'Id', 'Fun' and 'App'. This language is called as LAMBDA CALCULUS. Refer to the interpreter *FEInterp.scala*.

The grammar of Lambda Calculus is given by

$$e := x \mid \lambda x.e \mid e \mid e$$

- 1. Convert following expressions from our language into lambda expressions
 - 1. App(Fun('x, 'x), 'z)
 - 2. App(Fun('x, App(Fun('y, App('x, 'y)), 'x)), Fun('z, 'p))
- 2. What are values? and how do we represent them in the Lambda Calculus?
- 3. What are the interesting steps of the interpreter that evaluates the expressions of the lambda calculus?

Beta reduction is used to further reduce and evaluate the lambda expressions. Rule for the beta reduction is given by

$$(\lambda x.e_1) e_2 \rightarrow e_1[x/e_2]$$

- 1. Use beta reduction to reduce the following expressions by hand.
 - 1. $\lambda x.(\lambda y.y \ x) \ z$
 - 2. $(\lambda f.\lambda g.((f g)(g f))) (\lambda h.(h h)) (\lambda x.x)$
 - 3. $((((\lambda x.(\lambda y.(\lambda f.((x f)(y f)))))(\lambda g.(\lambda h.(h g))))(\lambda h.z)) p)$

- 2. Use scala interpreter to reduce the following expressions.
 - 1. $(\lambda x.x)(\lambda x.x)$
 - 2. $(\lambda x.x)(\lambda x.x)y$
 - 3. $(\lambda x.\lambda y.x) (\lambda x.x) (\lambda f.\lambda g.\lambda h.(f g h)) (\lambda x.\lambda y.y)$

Task 3: Data representation in Lambda Calculus

How can different data be represented in Lambda Calculus? E.g. numbers, booleans and different other data structures. Data needs to be represented in the form of functions.

Represent following data / data structures using lambda expressions and using our FEInterp language.

- 1. Booleans
- 2. Natural Numbers
- 3. If then else condition