

# CSE 230

## The $\lambda$ -Calculus

# Background

**Developed in 1930's by Alonzo Church**

Studied in **logic** and computer science

**Test bed for procedural and functional PLs**

Simple, Powerful, Extensible

*“Whatever the next 700 languages turn out to be,  
they will surely be variants of lambda calculus.”*

(Landin '66)

# Syntax

Three kinds of expressions (terms):

$e ::= x$       **Variables**

|  $\lambda x.e$     **Functions ( $\lambda$ -abstraction)**

|  $e_1 e_2$    **Application**

# Syntax

**Application associates to the left**

$x\ y\ z$  means  $(x\ y)\ z$

**Abstraction extends as far right as possible:**

$\lambda x. x\ \lambda y. x\ y\ z$  means  $\lambda x. (x\ (\lambda y. ((x\ y)\ z)))$

# Examples of Lambda Expressions

**Identity function**

$$I =_{\text{def}} \lambda x. x$$

**A function that always returns the identity fun**

$$\lambda y. (\lambda x. x)$$

**A function that applies arg to identity function:**

$$\lambda f. f (\lambda x. x)$$

# Scope of an Identifier (Variable)

**“part of program where  
variable is accessible”**

# Free and Bound Variables

$\lambda x. E$  **Abstraction** binds variable  $x$  in  $E$

$x$  is the newly introduced variable

$E$  is the scope of  $x$

$x$  is bound in  $\lambda x. E$

# Free and Bound Variables

**$y$  is free in  $E$  if it occurs *not bound* in  $E$**

$$\text{Free}(x) = \{x\}$$

$$\text{Free}(E_1 E_2) = \text{Free}(E_1) \cup \text{Free}(E_2)$$

$$\text{Free}(\lambda x. E) = \text{Free}(E) - \{x\}$$

$$\text{e.g: } \text{Free}(\lambda x. x (\lambda y. x y z)) = \{z\}$$



# Renaming Bound Variables

## $\alpha$ -renaming

$\lambda$ -terms after renaming bound variables

Considered identical to original

Example:  $\lambda x. x == \lambda y. y == \lambda z. z$

**Rename bound variables so names unique**

$\lambda x. x (\lambda y. y) x$  instead of  $\lambda x. x (\lambda x. x) x$

Easy to see the scope of bindings

# Substitution

**$[E'/x] E$  : Substitution of  $E'$  for  $x$  in  $E$**

1. Uniquely rename bound vars in  $E$  and  $E'$
2. Do textual substitution of  $E'$  for  $x$  in  $E$

**Example:  $[y (\lambda x. x)/x] \lambda y. (\lambda x. x) y x$**

1. After renaming:  $[y (\lambda v. v)/x] \lambda z. (\lambda u. u) z x$
2. After substitution:  $\lambda z. (\lambda u. u) z (y (\lambda v. v))$

# Semantics (“Evaluation”)

The evaluation of  $(\lambda x. e) e'$

1. binds  $x$  to  $e'$
2. evaluates  $e$  with the new binding
3. yields the result of this evaluation

# Semantics: Beta-Reduction

$$(\lambda x. e) e' \rightarrow [e'/x]e$$

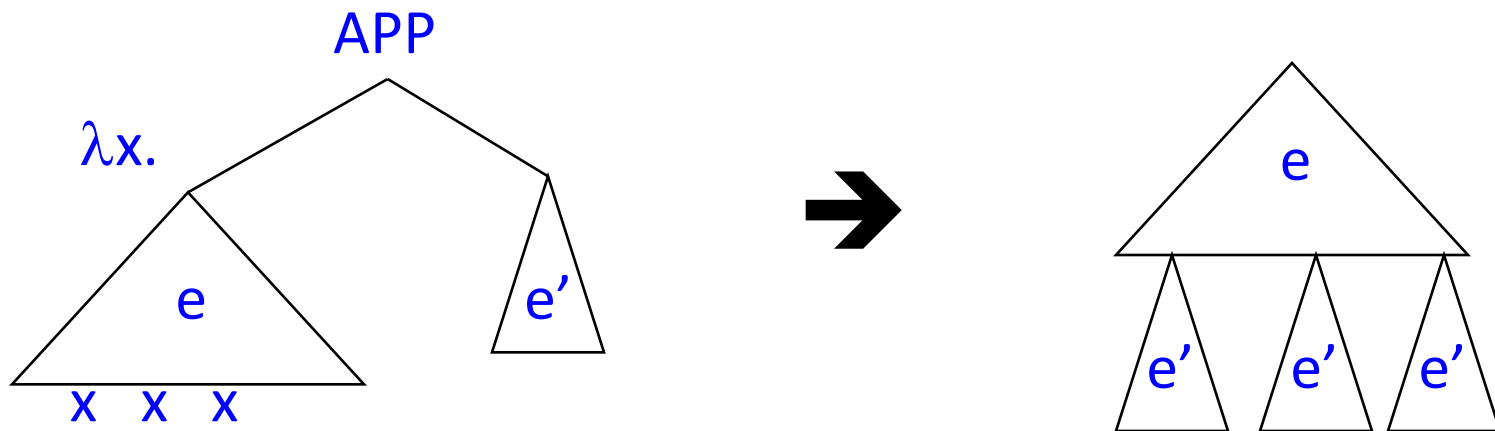
# Semantics (“Evaluation”)

The evaluation of  $(\lambda x. e) e'$

1. binds  $x$  to  $e'$
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3. yields the result of this evaluation

**Example:**  $(\lambda f. f (f e)) g \rightarrow g (g e)$

# Another View of Reduction



**Terms can grow substantially by reduction**

# Examples of Evaluation

## Identity function

$$\begin{aligned} & (\lambda x. x) E \\ \rightarrow & [E / x] x \\ = & E \end{aligned}$$

# Examples of Evaluation

**... yet again**

$$\begin{aligned} & (\lambda f. f (\lambda x. x)) (\lambda x. x) \\ \rightarrow & [\lambda x. x / f] f (\lambda x. x) \\ = & [(\lambda x. x) / f] f (\lambda y. y) \\ = & (\lambda x. x) (\lambda y. y) \\ \rightarrow & [\lambda y. y / x] x \\ = & \lambda y. y \end{aligned}$$



# Examples of Evaluation

$$\begin{aligned} & (\lambda x. x x)(\lambda y. y y) \\ \rightarrow & [\lambda y. y y / x] x x \\ = & (\lambda y. y y)(\lambda y. y y) \\ = & (\lambda x. x x)(\lambda y. y y) \\ \rightarrow & \dots \end{aligned}$$

**A non-terminating evaluation !**

# Review

**A calculus of functions:**

$$e := x \mid \lambda x. e \mid e_1 e_2$$

**Eval strategies = “Where to reduce” ?**

Normal, Call-by-name, Call-by-value

**Church-Rosser Theorem**

Regardless of strategy, upto one “normal form”

# Programming with the $\lambda$ -calculus

## $\lambda$ -calculus vs. “real languages” ?

Local variables?

Bools , If-then-else ?

Records?

Integers ?

Recursion ?

*Functions: well, those we have ...*

# Local Variables (Let Bindings)

**let  $x = e_1$  in  $e_2$**

**is just**

**$(\lambda x. e_2) e_1$**

# Programming with the $\lambda$ -calculus

## $\lambda$ -calculus vs. “real languages” ?

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# Encoding Booleans in $\lambda$ -calculus

**What can we do with a boolean?**

Make *a binary choice*

**How can you view this as a “function” ?**

Bool is a *fun* that takes *two* choices, returns *one*

# Encoding Booleans in $\lambda$ -calculus

**Bool** = *fun*, that takes *two* choices, returns *one*

$$\text{true} =_{\text{def}} \lambda x. \lambda y. x$$

$$\text{false} =_{\text{def}} \lambda x. \lambda y. y$$

$$\text{if } E_1 \text{ then } E_2 \text{ else } E_3 =_{\text{def}} E_1 E_2 E_3$$

**Example:** “if **true** then **u** else **v**” is

$$(\lambda x. \lambda y. x) u v \rightarrow (\lambda y. u) v \rightarrow u$$

# Boolean Operations: Not, Or

Boolean operations: **not**

Function takes **b**:

returns function takes **x,y**:

returns “opposite” of **b**’s return

$$\text{not} =_{\text{def}} \lambda b. (\lambda x. \lambda y. b \ y \ x)$$

Boolean **operations**: **or**

Function takes **b<sub>1</sub>, b<sub>2</sub>**:

returns function takes **x,y**:

returns (if **b<sub>1</sub>** then **x** else (if **b<sub>2</sub>** then **x** else **y**))

$$\text{or} =_{\text{def}} \lambda b_1. \lambda b_2. (\lambda x. \lambda y. b_1 \ x \ (b_2 \ x \ y))$$



# Programming with the $\lambda$ -calculus

## $\lambda$ -calculus vs. “real languages” ?

Local variables (YES!)

Bools , If-then-else (YES!)

Records?

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Recursion ?

*Functions: well, those we have ...*

# Encoding Pairs (and so, Records)

What can we do with a **pair** ?

Select one of its elements

Pair = function takes a bool,  
returns the left or the right element

$$\text{mkpair } e_1 \ e_2 =_{\text{def}} \lambda b. b \ e_1 \ e_2$$

= “function-waiting-for-bool”

$$\text{fst } p =_{\text{def}} p \ \text{true}$$
$$\text{snd } p =_{\text{def}} p \ \text{false}$$

# Encoding Pairs (and so, Records)

$\text{mkpair } e_1 \ e_2 \ =_{\text{def}} \ \lambda b. \ b \ e_1 \ e$

$\text{fst } p \ =_{\text{def}} \ p \ \text{true}$

$\text{snd } p \ =_{\text{def}} \ p \ \text{false}$

## Example

$\text{fst } (\text{mkpair } x \ y) \Rightarrow (\text{mkpair } x \ y) \ \text{true} \Rightarrow \text{true } x \ y \Rightarrow x$

# Programming with the $\lambda$ -calculus

## $\lambda$ -calculus vs. “real languages” ?

Local variables (YES!)

Bools , If-then-else (YES!)

Records (YES!)

Integers ?

Recursion ?

*Functions: well, those we have ...*

# Encoding Natural Numbers

**What can we do with a natural number ?**

*Iterate a number of times over some function*

$n$  = function that takes fun  $f$ , starting value  $s$ ,  
returns:  $f$  applied to  $s$  “ $n$ ” times

$$0 =_{\text{def}} \lambda f. \lambda s. s$$

$$1 =_{\text{def}} \lambda f. \lambda s. f s$$

$$2 =_{\text{def}} \lambda f. \lambda s. f (f s)$$

$\vdots$

**Called Church numerals (Unary Representation)**

$(n f s)$  = apply  $f$  to  $s$  “ $n$ ” times, i.e.  $f^n(s)$

# Operating on Natural Numbers

## Testing equality with 0

$\text{iszero } n =_{\text{def}} n (\lambda b. \text{false}) \text{true}$

$\text{iszero} =_{\text{def}} \lambda n. (\lambda b. \text{false}) \text{true}$

## Successor function

$\text{succ } n =_{\text{def}} \lambda f. \lambda s. f (n f s)$

$\text{succ} =_{\text{def}} \lambda n. \lambda f. \lambda s. f (n f s)$

## Addition

$\text{add } n_1 n_2 =_{\text{def}} n_1 \text{succ } n_2$

$\text{add} =_{\text{def}} \lambda n_1. \lambda n_2. n_1 \text{succ } n_2$

## Multiplication

$\text{mult } n_1 n_2 =_{\text{def}} n_1 (\text{add } n_2) 0$

$\text{mult} =_{\text{def}} \lambda n_1. \lambda n_2. n_1 (\text{add } n_2) 0$

# Example: Computing with Naturals

What is the result of **add 0** ?

$(\lambda n_1. \lambda n_2. n_1 \text{ succ } n_2) 0 \rightarrow$

$\lambda n_2. 0 \text{ succ } n_2 =$

$\lambda n_2. (\lambda f. \lambda s. s) \text{ succ } n_2 \rightarrow$

$\lambda n_2. n_2 =$

$\lambda x. x$

# Example: Computing with Naturals

mult 2 2

→ 2 (add 2) 0

→ (add 2) ((add 2) 0)

→ 2 succ (add 2 0)

→ 2 succ (2 succ 0)

→ succ (succ (succ (succ 0)))

→ succ (succ (succ ( $\lambda f. \lambda s. f (0 f s)$ )))

→ succ (succ (succ ( $\lambda f. \lambda s. f s$ )))

→ succ (succ ( $\lambda g. \lambda y. g ((\lambda f. \lambda s. f s) g y)$ )))

→ succ (succ ( $\lambda g. \lambda y. g (g y)$ )))

→ \*  $\lambda g. \lambda y. g (g (g (g y)))$

= 4



# Programming with the $\lambda$ -calculus

## $\lambda$ -calculus vs. “real languages” ?

Local variables (YES!)

Bools , If-then-else (YES!)

Records (YES!)

Integers (YES!)

Recursion ?

*Functions: well, those we have ...*

# Encoding Recursion

Write a function **find**:

IN : predicate **P**, number **n**

OUT: *smallest num*  $\geq$  **n** s.t. **P(n)=True**

# Encoding Recursion

`find` satisfies the equation:

$$\text{find } p \ n = \text{if } p \ n \text{ then } n \text{ else } \text{find } p \ (\text{succ } n)$$

- Define:  $F = \lambda f. \lambda p. \lambda n. (p \ n) \ n \ (f \ p \ (\text{succ } n))$
- A **fixpoint** of  $F$  is an  $x$  s.t.  $x = F \ x$
- `find` is a **fixpoint** of  $F$  !
  - as  $\text{find } p \ n = F \ \text{find } p \ n$
  - so  $\text{find} = F \ \text{find}$

**Q:** Given  $\lambda$ -term  $F$ , how to write its fixpoint ?

# The Y-Combinator

## Fixpoint Combinator

$$Y =_{\text{def}} \lambda F. (\lambda y. F(y y)) (\lambda x. F(x x))$$

Earns its name as ...

$$\begin{aligned} Y F &\rightarrow (\lambda y. F(y y)) (\lambda x. F(x x)) \\ &\rightarrow F ((\lambda x. F(x x))(\lambda z. F(z z))) \leftarrow F(Y F) \end{aligned}$$

So, for any  $\lambda$ -calculus function  $F$  get  $Y F$  is fixpoint!

$$Y F = F(Y F)$$

# Whoa!

Define:  $F = \lambda f. \lambda p. \lambda n. (p\ n)\ n\ (f\ p\ (\text{succ}\ n))$

and:  $\text{find} = Y\ F$

Whats going on ?

$\text{find}\ p\ n$

$$=_{\beta} Y\ F\ p\ n$$

$$=_{\beta} F\ (Y\ F)\ p\ n$$

$$=_{\beta} F\ \text{find}\ p\ n$$

$$=_{\beta} (p\ n)\ n\ (\text{find}\ p\ (\text{succ}\ n))$$

# Y-Combinator in Practice

`fac n = if n<1 then 1 else n * fac (n-1)`

is just

`fac = \n->if n<1 then 1 else n * fac (n-1)`

is just

`fac = Y (\f n->if n<1 then 1 else n*f(n-1))`

**All Recursion Factored Into Y**

# Many other fixpoint combinators

## Including Klop's Combinator:

$$\mathbf{Y}_k =_{\text{def}} (\text{L L})$$

**where:**

**L** =<sub>def</sub> λabcdefghijklmnopqrstuvwxyz**r**.  
**r** (t h i s i s a f i x p o i n t c o m b i n a t o r)

# Expressiveness of $\lambda$ -calculus

**Encodings are fun**

Programming in pure  $\lambda$ -calculus is not!

**We know  $\lambda$ -calculus encodes them**

So add  $0, 1, 2, \dots, \text{true}, \text{false}, \text{if-then-else}$  to PL

**Next, types...**