

Lambda calculus for dummies

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Lambdas today

Everyone has them

// Javascript

`addOne = function(x) { return x+1; }` *// Old style*

`addOne = x => x+1;` *// ES6 style*

Everyone has them

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addOne = **function**(x) { **return** x+1; } *// Old style*

addOne = x => x+1; *// ES6 style*

// Java

boilerplate addOne = x -> **return** x+1;

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// Java

boilerplate addOne = x -> **return** x+1;

// C++

auto addOne = [](int x) { **return** x+1; }

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// Javascript

addOne = **function**(x) { **return** x+1; } *// Old style*

addOne = x => x+1; *// ES6 style*

// Java

boilerplate addOne = x -> **return** x+1;

// C++

auto addOne = [](int x) { **return** x+1; }

-- Haskell

addOne = \x -> x+1

But why?

- ▶ Functions as first class values
- ▶ Long forgotten/ignored, then rediscovered

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map (\x -> x+1) [1,2,3] -- [2,3,4]
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```

```
http.createServer((request, response) => {  
  doStuff(request);  
  response.writeHead(200, {'Content-Type': 'text/plain'});  
  response.end('Hello World\n');  
}).listen(1337, '127.0.0.1');
```

Back a century

Same thing, different views

Researching foundations of mathematics and computation

- ▶ Turing: imperative machine emulates mathematician
- ▶ Church: mathematical construct emulates mathematics

Turing machines

- ▶ Technical and somewhat complicated
- ▶ Powerful
- ▶ Theoretical use: immeasurably high
- ▶ Practical use: saying wrong or useless things on the internet

Definition of a Turing machine

A Turing machine consists of

Q finite set of states

Γ finite set of tape symbols

$b \in \Gamma$ blank symbol

$\Sigma \subseteq \Gamma \setminus \{b\}$ set of input symbols

$q_0 \in Q$ initial state

$F \subseteq Q$ set of final states

$\delta : (Q \setminus F) \times \Gamma \rightarrow Q \times \Gamma \times \{L, R\}$ transition function

Lambda calculus

- ▶ Extremely simple
- ▶ Just as powerful
- ▶ Theoretical use: immeasurably high
- ▶ Practical use: incrementing lists of numbers

Lambda calculus

Definition of Lambda Calculus

- Terms
- ▶ x (variable)
 - ▶ $(\lambda x. T)$ (abstraction)
 - ▶ $(T_1 T_2)$ (application)

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

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- ▶ x (variable)
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- Examples
- ▶ $(\lambda x. x)$
 - ▶ $(\lambda x (\lambda f. f (f x)))$

- Evaluation
- ▶ $(\lambda x. T_x) \equiv (\lambda y. T_y)$ (renaming variables)
 - ▶ $(\lambda x. T_x)y \rightsquigarrow T_x[x \rightarrow y]$ (function application)
 - ▶ $(\lambda x. (f x)) \equiv f$ (η reduction)

Evaluation: example 1

$((\lambda x. (\lambda y. x))\ 1)\ 2$

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$$((\lambda x. (\lambda y. x))\ 1)\ 2$$

$$= ((\lambda y. x)[x \rightarrow 1])\ 2$$

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$$= ((\lambda y. x)[x \rightarrow 1]) 2$$

$$= (\lambda y. 1) 2$$

$$= 1[y \rightarrow 2]$$

Evaluation: example 1

$$((\lambda x. (\lambda y. x))\ 1)\ 2$$

$$= ((\lambda y. x)[x \rightarrow 1])\ 2$$

$$= (\lambda y. 1)2$$

$$= 1[y \rightarrow 2]$$

$$= 1$$

Evaluation: example 2

$((\lambda f. (\lambda x. (f\ x))) \text{double})\ 4$

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Evaluation: example 2

$$((\lambda f. (\lambda x. (f\ x)))\ \text{double})\ 4$$

$$= ((\lambda x. (f\ x))[f \rightarrow \text{double}])\ 4$$

$$= (\lambda x. (\text{double}\ x))\ 4$$

$$= (\text{double}\ x)[x \rightarrow 4]$$

Evaluation: example 2

$$\begin{aligned} & ((\lambda f. (\lambda x. (f\ x)))\ \text{double})\ 4 \\ &= ((\lambda x. (f\ x))[f \rightarrow \text{double}])\ 4 \\ &= (\lambda x. (\text{double}\ x))\ 4 \\ &= (\text{double}\ x)[x \rightarrow 4] \\ &= \text{double}\ 4 \end{aligned}$$

Too many parentheses!

$$\begin{aligned}\text{const} &= \lambda x. (\lambda y. x) \\ &= \lambda x y. x\end{aligned}$$

$$\begin{aligned}\text{apply} &= \lambda f. (\lambda x. (f\ x)) \\ &= \lambda f\ x. f\ x\end{aligned}$$

$$\lambda x. ((f\ x)\ y)\ z = \lambda x. f\ x\ y\ z$$

Numbers

= repeated function application

- ▶ $0 := \lambda f x. x$
- ▶ $1 := \lambda f x. f x$
- ▶ $2 := \lambda f x. f (f x)$

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$$\text{add} := \lambda m n. (\lambda f x. m f (n f x))$$

Numbers

= repeated function application

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$$\text{succ} := \lambda n. (\lambda f x. f (n f x))$$

$$\text{add} := \lambda m n. (\lambda f x. m f (n f x))$$

$$\begin{aligned}\text{mul} &:= \lambda m n. (\lambda f. m (n f)) \\ &= \lambda m n. (\lambda f x. m (n f) x)\end{aligned}$$

Booleans

= ignore one branch

$\text{true} := \lambda x y. x$

$\text{false} := \lambda x y. y$

Booleans

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$$\text{true} := \lambda x y. x$$
$$\text{false} := \lambda x y. y$$
$$\text{ifThenElse} := \lambda p t f. (p\ t)\ f$$
$$\equiv \lambda p t. p\ t$$
$$\equiv \lambda p. p$$
$$\equiv \text{id}$$

Booleans

= ignore one branch

$$\text{true} := \lambda x y. x$$
$$\text{false} := \lambda x y. y$$
$$\text{ifThenElse} := \lambda p t f. (p t) f$$
$$\equiv \lambda p t. p t$$
$$\equiv \lambda p. p$$
$$\equiv \text{id}$$
$$\text{not} := \lambda p. p \text{ false true}$$
$$\text{and} := \lambda p q. p q \text{ false}$$
$$\text{or} := \lambda p q. p \text{ true } q$$

Pairs/lists

= nil/cons like in Lisp

$\text{cons} := \lambda x y f. f x y$

$\text{first} := \lambda p. p \text{ true}$

$\text{second} := \lambda p. p \text{ false}$

$\text{nil} := \lambda x. \text{true}$

$\text{null} := \lambda p. p (\lambda x y. \text{false})$

Recursion

...but how?

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Idea: emulate module system

```
(λhelper.⟨program⟩)  
  (⟨value for helper⟩)
```

Recursion

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Idea: emulate module system

$$(\lambda \text{helper}. \langle \text{program} \rangle)$$
$$(\langle \text{value for helper} \rangle)$$
$$(\lambda \text{add}. \text{add } 3 \ 4)$$
$$(\lambda m \ n. (\lambda f \ x. m \ f \ (n \ f \ x)))$$

Infinite modules, yaay

```
(λinfiniteLoop. infiniteLoop)  
  (infiniteLoopBZZZT)
```

Infinite modules, yaay

$(\lambda infiniteLoop. infiniteLoop)$
 $(infiniteLoop\textcolor{red}{BZZZT})$

$(\backslash inf. inf)$
 $(inf\ BZZZT)$

Infinite modules, yaay

```
(λinfiniteLoop. infiniteLoop)  
  (infiniteLoopBZZZT)
```

```
(\inf. inf)  
  (inf BZZZT)
```

```
(\inf. inf)  
  ((\inf2. inf2)  
    (inf2 BZZZT))
```

Infinite modules, yaay

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(\inf. inf)  
  ((\inf2. inf2)  
    (inf2 BZZZT))
```

```
(\inf. inf)  
  ((\inf2. inf2)  
    ((\inf3. inf3)  
      ((\inf4. inf4)  
        (inf4 BZZZT))))
```

Fixed point combinator!

$$\begin{aligned} Y\ f &= f\ (Y\ f) \\ &= f\ (f\ (Y\ f)) \\ &= f\ (f\ (f\ (\dots))) \end{aligned}$$

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

Y combinator usage

```
factorialStep := λrec n. ifThenElse (n > 0)
                                   (n * rec (n - 1))
                                   1
```

Y combinator usage

$$\begin{aligned} \text{factorialStep} &:= \lambda \text{rec } n. \text{ifThenElse } (n > 0) \\ &\quad (n * \text{rec } (n - 1)) \\ &\quad 1 \\ \text{factorial} &:= Y \text{ factorialStep} \end{aligned}$$

Example

```
factorial 3 = (Y factorialStep) 3
            = factorialStep (Y factorialStep) 3
            = ( $\lambda rec. \text{ifThenElse } (3 > 0) (3 * rec (3 - 1)) 1$ ) (Y factorialStep)
            = ( $\lambda rec. (3 * rec 2)$ ) (Y factorialStep)
            = 3 * factorial 2
            = 3 * 2 * 1 * factorial 0
            = 6 * Y factorialStep 0
            = 6 * ( $\lambda rec. \text{ifThenElse } (0 > 0) (0 * rec (0 - 1)) 1$ ) (Y factorialStep)
            = 6 * ( $\lambda rec. 1$ ) (Y factorialStep)
            = 6 * 1
            = 6
```

What now?

- ▶ Invent Lisp
- ▶ Add types (simply typed LC, Hindley/Milner)
- ▶ CPS transform your whole program to make maintenance a nightmare

Questions?

```
fibo :=
  (\pred true false Y 1 2.
    (\isZero sub.
      (\leq.
        Y (\rec n. (leq n 2)
              n
              (add (rec (sub n 1))
                    (rec (sub n 2))))))
        (\m n. isZero (sub m n)))
      (\n. n (\x. false) true)
      (\m n. n pred m))
    (\n f x. n (\g h. h (g f)) (\u. x) (\u. u))
    (\x y. x)
    (\x y. y)
    (\f. (\x. f (x x)) (\x. f (x x)))
    (\f x. f x)
    (\f x. f (f x)))
```

Church-Rosser theorem, evaluation strategies

»Normal forms are unique«

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Applicative order

- ▶ Reduce the rightmost-innermost redex first
- ▶ Used by eager languages (Lisps, C, Java, ...)
- ▶ Might not find normal form even though it exists:

$$(\lambda x y. x) 1 \underbrace{((\lambda x. x x) (\lambda x. x x))}_{\Omega} \rightsquigarrow \perp$$

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Normal order

- ▶ Reduce the leftmost-outermost redex first
- ▶ Used by lazy languages (Haskell, Miranda)
- ▶ If there is a normal form, it will be reached

$$(\lambda x y. x) 1 \underbrace{((\lambda x. x x) (\lambda x. x x))}_{\Omega} \rightsquigarrow 1$$

SKI calculus

»Lambda calculus is too complicated!«

$$K\ x\ y \longrightarrow x$$

$$S\ f\ g\ x \longrightarrow f\ x\ (g\ x)$$

Universal iota

»SKI calculus is too complicated!«

$$\iota := \lambda f. f S K = S (S I (K S)) (K K)$$

$$K = (\iota(\iota(\iota\iota)))$$

$$S = (\iota(\iota(\iota(\iota\iota))))$$