

# CMSC330: The Lambda Calculus

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# Logistics

## Assignments

- ▶ Project 5 up and running
- ▶ NFA to DFA conversion in OCaml
- ▶ P5 due 30-Oct

## Reading

*Types and Programming Languages, Ch 5* by Benjamin C. Pierce

- ▶ Accessible reference on Lambda Calculus
- ▶ Explores other topics of interest in theory of PLs

*Lambda-Calculus and Combinators, an Introduction* by Hindley and Seldin

- ▶ More technical but what would you expect from Hindley, co-inventor of type inference

## Goals

Survey of Lambda Calculus

# Announcements

None

# Church-Turing Thesis

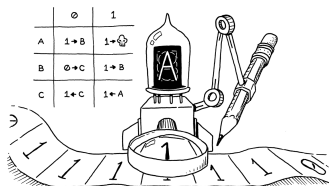
- ▶ Mathematicians wished to formalize the notion of an “algorithm”
- ▶ A variety of different models were proposed the best know of which are
  - ▶ The Lambda Calculus by Alonzo Church
  - ▶ Turing Machines by Alan Turing (originally called “a-machines”)
- ▶ Work by Turing, Church, Stephen Kleene (ring any bells?) and others showed that these two models of algorithms (and other models such as one proposed by Kurt Gödel) are equivalent
- ▶ Result: **Church-Turing** Thesis, informally
  - ▶ “X is computable if one can build a Turing machine for it”
  - ▶ “X is computable if one can encode in the Lambda Calculus”

# Turing Machines

Natural extension of Finite Automata which we studied earlier

- ▶ An infinite tape with cells, each containing a symbol (e.g. 1 or 0)
- ▶ A head positioned at one cell
- ▶ A finite set of states including a starting state
- ▶ A finite transition table of instructions like the one below

State/Tape	Head	Move	Next
A / 0	Write 1	L	A
A / 1	-	R	B
B / 0	-	R	A
B / 1	Write 0	L	C
...	...	...	...



Source: [Crafting Interpreters](#)

Turing machines appeal as smack of a mechanical device and most real computers directly derive from these ideas including machines Turing himself helped construct

# The Lambda Calculi

*What is usually called  $\lambda$ -calculus is a collection of several formal systems, based on a notation invented by Alonzo Church in the 1930s. They are designed to describe the most basic ways that operators or functions can be combined to form other operators.*

*In practice, each  $\lambda$ -system has a slightly different grammatical structure, depending on its intended use. Some have extra constant symbols, and most have built-in syntactic restrictions, for example type restrictions. But to begin with, it is best to avoid these complications; hence the system presented in this chapter will be the pure one, which is syntactically the simplest.*

*– Hindley and Seldin in “Lambda-Calculus and Combinators, an Introduction”*

- ▶ We will focus on the Pure Lambda Calculus / Untyped Lambda Calculus
- ▶ OCaml follows the Simply Typed Lambda calculus more closely but that's beyond our scope here

# The Untyped Lambda Calculus

## The Grammar

- ▶ Described via a CFG
- ▶ Quite simple with only 3 parts

$T \rightarrow x$       Variable name    (1)

$T \rightarrow \lambda x.T$     Abstraction        (2)

$T \rightarrow TT$       Application        (3)

- ▶ Variable names are any lowercase letter  $x, y, z, \dots$
- ▶ (2) referred to as “lambda abstraction” in some cases

## Examples of Derived Strings

Sometimes referred to as  
“Lambda Terms”

1.  $y$
2.  $\lambda x.x$
3.  $\lambda y.z$
4.  $xy$
5.  $zz$
6.  $xyz \equiv (xy)z$
7.  $\lambda x.\lambda y.xy$
8.  $x(\lambda y.xyz)$
9.  $(\lambda x.\lambda y.xy)ab$
10.  $(\lambda x.xx)(\lambda y.yyy)$

# A Few Notes on Syntax

## Application Associates Left

While the CFG given is technically ambiguous, Applications are always assumed to be Left Associative:

- ▶  $x y z \equiv (x y) z$
- ▶  $a b c d \equiv ((a b) c) d$

Note OCaml uses the same syntax and associativity for function application

## Abstraction Scope

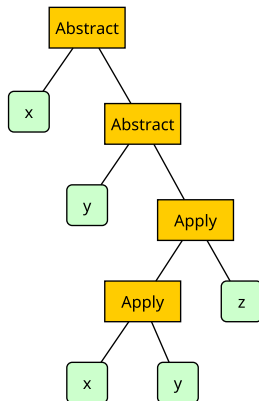
Abstraction body is implicitly parenthesized

- ▶  $\lambda x. y x \equiv \lambda x. (y x)$
- ▶  $\lambda a. \lambda b. \lambda c. a b c \equiv \lambda a. (\lambda b. (\lambda c. ((a b) c)))$

## CFG Implies Syntax Tree

CFG implies tree structures in lambda terms

Ex:  $\lambda x. \lambda y. x y z$





# Bound and Free Variables, Combinators

- ▶  $x$  is **bound** when it occurs as within the **body** of an Abstraction  $\lambda x. \dots x \dots$
- ▶ The Abstraction is the **binder** of  $x$ : within its body,  $x$  will have a specific definition assigned it
- ▶ If a variable is not bound, it is **free**

Examples:

1.  $\lambda x. xy$   
 $x$  is bound,  $y$  is free
2.  $x (\lambda y. \lambda z. z y)$   
 $y, z$  are bound,  $x$  is free

**Combinator**: terms with no free variables / *closed terms*

The simplest Combinator is the **Identity Function**:

- ▶  $\lambda x. x$  (*Identity Function*)

The Pure Lambda Calculus is interesting because of combinators. . .

## Exercise: Alpha Conversion

- ▶ Two terms that differ only in the names bound variables are considered identical if they only differ in the names of bound variables
- ▶ Examples:
  1.  $\lambda x.x \equiv \lambda y.y$  (*Both Identity Function*)
  2.  $\lambda x.\lambda y.x\ y \equiv \lambda q.\lambda r.q\ r$
- ▶ Lingo: “Terms are equal up to renaming of bound variables.”
- ▶ Church dubbed this “Alpha-Conversion”: consistently rename bound variables to reveal structural equivalence

Given the Abstract Syntax Tree for a Lambda Term, write an algorithm for consistent variable renaming

## Answers: Alpha Conversion

- ▶ Initialize a counter  $i$  to 0 (e.g. start with Variable Zero)
- ▶ Perform a tree traversal (tree walk) on AST of lambda term
- ▶ Whenever an “Abstract” node is encountered
- ▶ Replace the bound variable  $x$  that appears with  $v_i$
- ▶ Each later appearance of  $x$  is substituted with the **fresh variable**  $v_i$
- ▶ Increment the counter so the next variable will be  $v_{i+1}$ : next variable name is again fresh

$$\lambda x. \lambda y. x y \equiv_{\alpha} \lambda v_0. \lambda v_1. v_0 v_1$$

$$\lambda q. \lambda q. q r \equiv_{\alpha} \lambda v_0. \lambda v_1. v_0 v_1$$

You'll likely have to code this algorithm in OCaml in an upcoming project

# Semantics of Lambda Calculus

- ▶ Have describe parts of what Lambda Calculus **is** via grammar, definitions
- ▶ But what does it **do**?
  - ▶ What are its semantics?
  - ▶ How does on evaluate a lambda term?

There is only 1 operation: *Application* of functions and **reduction** of the resulting terms

- ▶ Application of variables (atoms) doesn't reduce further
  - ▶  $xy$  : nothing to do, already in **normal form**
  - ▶  $qrs$  : nothing to do
- ▶ Application of an Abstraction **substitutes** bound variables with their parameter in the abstraction body
  - ▶  $(\lambda x.x) y \Rightarrow y$
  - ▶  $(\lambda z.z z) w \Rightarrow w w$
- ▶ Notation for Substitution:  $(\lambda x.t_1) t_2 \Rightarrow [x \mapsto t_2] t_1$   
Spoken “substitute  $t_2$  for  $x$  in  $t_1$ ”

## Exercise: Beta-Reduction and Normal Forms

- ▶ Reducing / Evaluating lambda terms is referred to as **Beta-Reduction**
- ▶ In many cases it terminates: reach a stage where no further reductions are possible, referred to as a **Normal Form** or **Beta-Normal Form**
- ▶ Try reducing the following terms to normal form

$$(\lambda x.x) a \Rightarrow? \quad (A)$$

$$(\lambda x.x) (\lambda y.y) \Rightarrow? \quad (B)$$

$$(((\lambda x.\lambda y.y x y) a) b) \Rightarrow? \quad (C)$$

$$(\lambda x.x(\lambda y.y)) (u r) \Rightarrow? \quad (D)$$

$$\lambda x.x((\lambda y.y)a) \Rightarrow? \quad (E)$$

$$((\lambda x.x) a) ((\lambda x.x) b) \Rightarrow? \quad (F)$$

## Answers: Beta-Reduction and Normal Forms

Normal Forms left-hand side shown right of  $\Rightarrow$  arrows

$$(\lambda x.x) a \Rightarrow a \quad (A)$$

$$(\lambda x.x) (\lambda y.y) \Rightarrow (\lambda y.y) \quad (B)$$

$$\begin{aligned} (\lambda x.\lambda y.y x y) a b &\Rightarrow (\lambda y.y a y) b \\ &\Rightarrow b a b \end{aligned} \quad (C)$$

$$(\lambda x.x (\lambda y.y)) (u r) \Rightarrow (u r) (\lambda y.y) \quad (D)$$

$$\lambda x.x((\lambda y.y)a) \Rightarrow \lambda x.x a \quad (E)$$

$$((\lambda x.x) a) ((\lambda x.x) b) \Rightarrow a b \quad (F)$$

(E) might feel a bit strange: is it really okay to Apply the Identity function  $\lambda y.y$  inside another abstraction?

(F) might cause you to wonder whether to evaluate identity on  $a$  or  $b$  first and whether it matters.

That depends on your evaluation strategy...

# Evaluation Strategies

- ▶ Beta Reduction indicates What to do (reduce application terms via substitution)
- ▶ Does not specify How to do it: e.g. the order substitutions should take place
- ▶ May see following technical terminology:
  - ▶ **Big Step Semantics**: one “step” entirely reduces a lambda term to normal form, focus on results
  - ▶ **Small Step Semantics**: one “step” only reduces by reducing a single function Application, focus on process
- ▶ **Evaluation Strategies** describe which function application to “fire” to take a step towards normal form AND specify how far to go towards a normal form

== END PART 1 ==



# Eager vs Lazy Evaluation Strategies

## Lazy

- ▶ “Call by Name”
- ▶ Reduce Leftmost / Outermost Application first
- ▶ Abstractions that are not applied do not reduce

## Eager / Strict Evaluation

- ▶ “Call by Value”
- ▶ Evaluate “argument” to Applications first
- ▶ Then perform substitution within Abstractions
- ▶ Reduce arguments to their normal form
- ▶ Abstractions that are not applied do not reduce

# Encoding Booleans

# Encoding Pairs

# Encoding Numbers: Church Numerals

# Encoding Addition

# Recursion in the Lambda Calculus

# Omega Combinator

# Y-Combinator and



# Substitutions