Evaluation

Rule 1: Do not write rules for things that do not evaluate

Rule 2: Each rule should capture exactly one step in the evaluation process

Rule 3: Evaluate subterms before terms

Rule 4: No term should have more than one matching inference rule

$$t::= true \mid false \mid (if \ t \ t \ t)$$

$$v::= true \mid false$$

$$\overline{(if \ true \ t_t \ t_e) \rightarrow t_t}$$

$$\overline{(if \ false \ t_t \ t_e) \rightarrow t_e}$$

$$\underline{t_c \rightarrow t_c'}$$

$$\overline{(if \ t_t \ t_t) \rightarrow (if \ t_c' \ t_t)}$$

A term is in normal form if no evaluation rule applies to it

A term is a value if it represents the conclusion of a computation

Every value is a normal form

Satisfies - for each instance of a rule either the conclusion is in a relation or one of its preconditions is not

One-step evaluation relating $(t \to t')$ - the smallest operation satisfying all rules Derivable - result of evaluation

Multi step:

$$\frac{}{t \rightarrow^* t} \; ERefl$$

$$\frac{t \rightarrow t'}{t \rightarrow^* t'} \; EStep$$

$$\frac{t \rightarrow^* t'}{t \rightarrow^* t'} \; t' \rightarrow t''}{t \rightarrow^* t''} \; ETrans$$

$$\frac{}{pred \ 0 \rightarrow 0} \ EPredZero$$

$$\frac{}{pred \ (succ \ nv_1) \rightarrow nv_1} \ EPredSucc$$

$$\frac{t_1 \rightarrow t_1'}{pred \ t_1 \rightarrow pred \ t_1'} \ EPred$$

Binding instance - where variable is declared Bound instance - variable used in scope Free instance - variable used outside of scope Combinator - lambda with no free variables Redux - lambda that can be reduced (value) Reducible form - evaluable

```
((\lambda w. w)(\lambda x. x))((\lambda y. y)(\lambda z. z))
\rightarrow ((\lambda w. w)(\lambda x. x))(\lambda z. z)
\rightarrow (\lambda x. x)(\lambda z. z)
\rightarrow (\lambda z. z)
```

Church Encoding

```
true = \lambda x. \lambda y. x
false = \lambda x. \lambda y. y
and = \lambda x. \lambda y. xyx
or = \lambda x. \lambda y. xxy
not = \lambda x. x false true
cons = \lambda l. \lambda r. \lambda c. c l r
((cons v_1)v_2) = \lambda l. \lambda r. \lambda c. c l r
\rightarrow \lambda r. \lambda c. c v_{i} r
\rightarrow \lambda c. c v_i v_r
succ = \lambda n. \lambda s. \lambda z s (n s z)
0 = \lambda s. \lambda z. z
1 = \lambda s, \lambda z, s z
2 = \lambda s. \lambda z. s (s z)
plus = \lambda m. \lambda n. \lambda s. \lambda z. (m S (n S) Z)
(\lambda s. \lambda z. (s(s(sz))))(\lambda s. \lambda z. (s(sz)))
\rightarrow \lambda s. \lambda z. ((\lambda z. (s(sz))))((((s(s(sz))))s)s)
\rightarrow \lambda s. \lambda z. ((\lambda z. (s(sz)))(((s(s(sz)))))
\rightarrow \lambda s. \lambda z. (s(s(s(s(sz)))))
times = \lambda m. \lambda n. \lambda s. \lambda z. m (n s z) z
[t_1 + t_2] = [t_1] + [t_2]
[true] = \lambda a. \lambda b. a
[[if\ t_1\ then\ t_2\ else\ t_3]] = (([[t_1]][[t_2]])[[t_3]])
[a + b] = \lambda s. \lambda z. ([a]S ([b]S) Z)
F = \lambda g. \lambda z. if z = 0 then 1 else z * (g(z - 1))
Y = (\lambda f. (\lambda x. (f(xx)))(\lambda x. (f(xx))))
YF3 = F(YF)3 =
\lambda f. \lambda x. (if x == 0 then 1 else x * f(x - 1))(YF)3
\lambda x. (if \ x == 0 \ then \ 1 \ else \ x * (YF)(x - 1))3
if 3 == 0 then 1 else 3 * (YF)(3 - 1) = 3 * (YF)2
```

Simply Typed Lambda

```
\frac{1}{0:Nat} TZero
true:Bool TTrue
______TFalse
t:Nat TSucc
\frac{t_1:Bool\ t_2:T\ t_3:T}{(if\ t_1t_2t_3):T}\ TIf
T::=T \rightarrow T|Bool
(\lambda x: Bool. x): Bool \rightarrow Bool
(((\lambda x: Bool. x): Bool \rightarrow Bool)true): Bool
\frac{t_1:T_1\to T_2\ t_2:T_1}{(t_1t_2):T_2}\ TApp
The context of a term \Gamma is a list of all bound variables and their types
\Gamma = [(x \mapsto Bool \mapsto Bool), (y \mapsto Bool)]
\frac{(x\mapsto T)\in\Gamma}{\Gamma\vdash x:T} TVar
\frac{((x\mapsto T_1),\Gamma\vdash t_2:T_2}{\Gamma\vdash \lambda x:T_1,t_2:T_1\to T_2}\ TLambda
                    \frac{x \mapsto Bool \to Bool \in \Gamma}{\Gamma \vdash x : Bool \to Bool} \qquad \frac{y \mapsto Bool \in \Gamma}{\Gamma \vdash y : Bool}
                 \boxed{[y \mapsto Bool, x \mapsto (Bool \to Bool)] \vdash (x \ y) : Bool}
             \overline{[x, \mapsto (Bool \to Bool)] \vdash \lambda y : Bool.\,(x\ y) : Bool \to Bool}
 \overline{\emptyset \vdash \lambda x : Bool \rightarrow Bool. \, \lambda y : Bool. \, (x \; y) : (Bool \rightarrow Bool) \rightarrow (Bool \rightarrow Bool)}
t:= \lambda x: T. t \mid (tt) \mid x
v := \lambda x : T \cdot t
T::=T\to T
\Gamma := \bigcirc |(x \mapsto T), \Gamma
\frac{1}{(\lambda:T_{11},t_{12}v_2)\rightarrow[x\mapsto v_j]t_{12}} Beta # Beta reduction
\frac{t_1 \rightarrow t_1'}{t_1 t_2 \rightarrow t_1' t_2} LambdaT1
\frac{t_2 \rightarrow t_2'}{v_1 t_2 \rightarrow v_1 t_2'} LambdaT2
 ((\lambda x.T.t)z):R
Progress:
\Gamma \vdash (if\ t_1\ t_2\ t_3): T - assume progress for t_1, t_2, t_3. \Gamma \vdash t_1: Bool by type inversion. Canonical forms
gives:
t_1 = true then ElfTrue applies and we take step
t_1 = false then ElfFalse applies and we take step
t_1 \mapsto t_1 then Elf applies and we take a step
```

Proof tools:

Induction over type derivations (looking at each type rule)

Canonical forms (type tells us values)

Unique types (only one type per term)

Induction hypothesis (parts imply the whole)

Type inversion (whole implies the parts)

if (if
$$t_1 t_2 t_3$$
): R then t_1 : Bool, t_2 : R, and t_3 : R

$$if \; \Gamma \vdash (if \; t_1^{} t_2^{} t_3^{}) : R \; then \; \Gamma \vdash t_1^{} : Bool \; and \; \Gamma \vdash t_2^{}, t_3^{} : R$$

Progress + Preservation = Safety (soundness)

Progress - a well-typed term is value or reducible

Preservation - type does not change in evaluation for well-typed

$$t: T \rightarrow t': T$$

		Evaluation + Induction Hyp		
	$t_1:T_1,t_2:T_2,\ldots$	\rightarrow	$t_1':T_1,t_2':T_2,\ldots$	
Type Inversion	†		1	Type Rule
	t:T	\rightarrow	t':T	
		Evaluation		
$t_1:T_2$	$\rightarrow T_1 t_2: T$	$t_2 \Rightarrow t_1'$:	$T_2 \rightarrow T_1$	t_2' : $T_2 \Downarrow$
\uparrow (t_1)	$, t_2$): T	\Rightarrow	t: T	$(t_1' t_2): T_1$

Extension

There are three primary ways to enrich a language:

- 2. Derived Forms Add new syntax and new types defined in terms of existing constructs.
- 3. Libraries Add new functionality by using the language to define new reusable constructs.
- 1. Extension Add new syntax, new values, new types, and associated inference rules. (eval, type, progress, preservation, determinicity)

Syntax

$$T::=...|A|T \rightarrow T$$

$$t:: = ... | unit$$

$$v := ... | unit$$

$$T :: = \dots | Unit$$

$$t:=$$
.. $|let x = t in t$

Type rules

 Γ \vdash *unit*: *Unit*

$$\frac{\frac{\Gamma \vdash t_1: Unit \ \Gamma \vdash t_2: T}{\Gamma \vdash t_1; t_2: T} \ TSeq}{\Gamma \vdash t_1; t_2: T}$$

$$\frac{\Gamma \vdash t_1 : T_1 \ (x \mapsto T_1), \Gamma \vdash t_2 : T_2}{\Gamma \vdash let \ x = t_1 \ in \ t_2 : T} \ TLet$$

Evaluation Rules

$$\begin{array}{c} \frac{t_1 \rightarrow t_1^{\ '}}{t_1;t_2 \rightarrow t_1^{\ '};t_2} \ ESeq1 \\ \\ \hline \frac{unit;t_2 \rightarrow t_2^{\ '}}{unit;t_2 \rightarrow t_2^{\ '}} \ ESeqUnit \\ \\ \hline \frac{let \ x = v_1^{\ } in \ t_2 \rightarrow [x \mapsto v_1^{\ }]t_2^{\ }}{let \ x = t_1^{\ } in \ t_2 \rightarrow let \ x = t_1^{\ '} in \ t_2} \ ELet \\ \\ \hline Derived Forms \end{array}$$

$$let x = t_1 in t_1 \equiv ((\lambda: T. t_2) t1)$$

$$\frac{a}{b} \Rightarrow a \vdash b$$