

**Computer Science & Engineering Department**  
**I. I. T. Kharagpur**

**Principles of Programming Languages: CS40032**

*Elective*

**Assignment – 1:  $\lambda$ -Calculus**

Marks: 25

Assign Date: 19<sup>th</sup> February, 2022

Submit Date: 23:55, 28<sup>th</sup> February, 2022

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**Instructions:** Please solve the questions using pen and paper and scan the images. Every image should contain your roll number and name.

1. Mark the free variables in the following lambda expressions

[1+2+2 = 5]

- (a)  $\lambda x. x z \lambda y. x y$
- (b)  $(\lambda x. x z) \lambda y. w \lambda w w y z x$
- (c)  $\lambda x. x y \lambda x. y x$

2. Proof the following using encoding in  $\lambda$ -calculus.

[2 \* 5 = 10]

- (a)  $NOT(NOT FALSE) = FALSE$

Given:

$$\begin{aligned} NOT &= \lambda x. ((x TRUE) FALSE) \\ TRUE &= \lambda x. \lambda y. x \\ FALSE &= \lambda x. \lambda y. y \end{aligned}$$

- (b)  $OR FALSE TRUE = TRUE$

Given:

$$\begin{aligned} OR &= \lambda x. \lambda y. ((x TRUE) y) \\ TRUE &= \lambda x. \lambda y. x \\ FALSE &= \lambda x. \lambda y. y \end{aligned}$$

- (c) Solve:  $add \bar{5} \bar{1}$

Given:  $add = \lambda n. \lambda m. \lambda f. \lambda x. n f (m f x)$

- (d)  $IF TRUE THEN x ELSE y = y$

Given:

$$\begin{aligned} IF a THEN b ELSE c &= a b c \\ TRUE &= \lambda x. \lambda y. x \\ FALSE &= \lambda x. \lambda y. y \end{aligned}$$

- (e)  $add$  and  $mul$  are commutative.

Given:

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

3. Answer the following questions of Functional Programming language.

[2 \* 5 = 10]

- (a) Write the corresponding eager evaluation version of the  $\$ \$$  operator of Haskell. The definition of the  $\$ \$$  operator is given below.

```
 $\$ \$ :: Bool \rightarrow Bool \rightarrow Bool$   
 $True \ \&\& \ x = x$   
 $False \ \&\& \ _ = False$ 
```

Name the eager evaluation version as  $\$ \$ !$

- (b) Write a function to rotate a list N places to left in Lisp.
- (c) Write a function in Scheme to define Ackermann function.
- (d) Write a function in Haskell to find the sum of all the odd value squares smaller than the value 10,000.
- (e) Define a function in Haskell to return the smallest divisor of a number using the 'otherwise' guard in Haskell.  
(Otherwise is a predicate in Haskell)