Simply Typed Lambda Calculus

From Untyped to Simply Typed Lambda Calculus

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Untyped Lambda Calculus

Untyped Lambda Calculus - Recapitulation

We can boil down computation to a tiny calculus

All we need is:

- Function Definition / Abstraction ($\lambda x.e$)
- Function Application ($e\ e$)
- Parameters / Variables (x)

Then we get:

- Booleans
- Numerals
- Data Structures
- Control Flow
- ...

Turing Completeness

- If it can be computed, it can be computed in Lambda Calculus!

Example - $(\lambda p.\lambda q.p)\ a\ b$

$(\lambda p.$	$\lambda q.p$	$)$	a	b	Substitute $p \mapsto a$
$($	$\lambda q.a$	$)$		b	Substitute $q \mapsto b$
$($	a	$)$			

Meaning

$\lambda p.\lambda q.p$ Is a function that returns a function ($\lambda q.p$)

a, b Some variables (defined somewhere else)

p Is a variable that is bound to the parameter with the same name

Build an Interpreter

Let's build an interpreter

- Deepen our intiution
- Later move on to the *Simply Typed Lambda Calculus*
  - Why do we need types?
  - How does a type checker work?
  - How does it restrict the programs we might write?
- We'll do *Math Driven Development*
  - Look at the concepts in math first, then translate them to Haskell

Structure

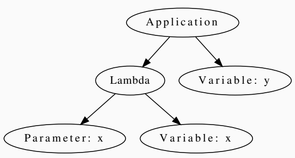
$e ::=$	Expressions:
x	Variable
$\lambda x.e$	Abstraction
$e\ e$	Application

$\lambda x.e$ Function Definition

$e\ e$ Function Application (Function Call)

Abstract Syntax Tree

$(\lambda x.x)\ y$



Meaning

- Identity function ($\lambda x.x$) is applied to a variable (y)

Interpreter - Syntax

```haskell
module UntypedSyntax where

type Name = String

data Expr                    -- e ::=        Expressions:
  = Var Name                 --       x       Variable
  | Lambda Name              --       λx.e    Abstraction
           Expr
  | App Expr                 --       e e     Application
        Expr
  deriving (Eq, Show)
```

Interpreter - Syntax - Examples

```haskell
module UntypedSyntaxExamples where

import UntypedSyntax

-- id ≡ λx.x
id :: Expr
id = Lambda "x" $ Var "x"
```

```haskell
-- true ≡ λp.λq.p
true :: Expr
true = Lambda "p" (Lambda "q" (Var "p"))

-- false ≡ λp.λq.q
false :: Expr
false = Lambda "p" (Lambda "q" (Var "q"))
```


Interpreter - Syntax - Examples

```haskell
-- and ≡ λp.λq.p q p
and :: Expr
and = Lambda "p" $ Lambda "q" $ App (App (Var "p") (Var "q")) (Var "p")
```


Natural Deduction

Notation

$$\frac{}{\mathit{Axiom}} \quad \text{(A1)}$$

$$\frac{\mathit{Antecedent}}{\mathit{Conclusion}} \quad \text{(A2)}$$

Meaning

Axiom Rule without Precondition

Antecedent Precondition - if it's fulfilled this rule applies

Conclusion What follows from this rule

A1, A2 Names for the rules

Proof: 2 is a Natural Number

$$\frac{}{0 : \texttt{Nat}} \quad \text{(A1)}$$

$$\frac{n : \texttt{Nat}}{\texttt{succ}(n) : \texttt{Nat}} \quad \text{(A2)}$$

$$\cfrac{\cfrac{\cfrac{}{0 : Nat}\ \text{(A1)}}{succ(0) : Nat}\ \text{(A2)}}{succ(succ(0)) : Nat}\ \text{(A2)}$$

Meaning

A1 0 is a natural number (by definition)

A2 The successor of a natural number is a natural number

→ Thus the successor of the successor of 0 (2) must be a natural number

Evaluation Rules

Evaluation Rules - Call by Value - E-App1

$$\frac{e_1 \to e_1'}{e_1\, e_2 \to e_1'\, e_2} \quad \text{E-App1}$$

Meaning

- Under the condition that e_1 can be reduced further, do it.

Evaluation Rules - E-App1 - Example

$$\frac{e_1 \to e_1'}{e_1\, e_2 \to e_1'\, e_2}$$

Example

$$\overbrace{((\lambda x.x)\ (\lambda y.y))}^{e_1}\ e_2$$

$$\to (\lambda y.y)\ z$$

Evaluation Rules - Call by Value - E-App2

$$\frac{e_2 \to e_2'}{v_1\, e_2 \to v_1\, e_2'} \qquad \text{E-App2}$$

Meaning

- Under the condition that e_2 can be reduced further and v_1 is a value, do it.
- "Bare" Untyped Lambda Calculus:
  - Only Lambdas (functions) are values.
  - But you can add Ints, Booleans, etc. ("Enriched Untyped Lambda Calculus")

Evaluation Rules - E-App2 - Example

$$\frac{e_2 \to e_2'}{v_1\, e_2 \to v_1\, e_2'} \qquad \text{E-App2}$$

Example

$$\overbrace{(\lambda x.x)}^{v_1}\ \overbrace{((\lambda y.y)\ 42)}^{e_2}$$
$$\to (\lambda x.x)\ 42$$

Note

- We evaluate the parameter before applying the function: Eager Evaluation!

Evaluation Rules - Call by Value - E-AppLam

$$(\lambda x.e)v \to [x/v]e \qquad \text{E-AppLam}$$

Meaning

- If a lambda (function) is applied to a value, substitute that value for it's parameter.
- "substitute" : replace it for every occurence in the lambda's body

Evaluation Rules - E-AppLam -Example

$$(\lambda x.e)v \to [x/v]e \qquad \text{E-AppLam}$$

Example

$$\overbrace{(\lambda x.\lambda y.x)}^{\lambda x.e}\ \overbrace{z}^{v}$$
$$\to \lambda y.z$$

Interpreter - Evaluation

```haskell
module UntypedEval where

import UntypedSyntax

eval :: Expr -> Expr
-- No rule for variables
eval variable@(Var _) = variable
-- No rule for lambdas
eval lambda@(Lambda _ _) = lambda
```


Interpreter - Evaluation

```haskell
eval (App e1 e2)
--
-- $\frac{e_1 \to e_1'}{e_1\, e_2 \to e_1'\, e_2}$   (E − App1)
--
 =
  let e1' = eval e1
--
-- $\frac{e_2 \to e_2'}{v_1\, e_2 \to v_1\, e_2'}$   (E − App2)
--
   in let e2' = eval e2
       in case e1'
            of
--
-- $(\lambda x.e)v \to [x/v]e$   (E − AppLam)
--
            (Lambda x e1'_body) -> eval $ substitute x e2' e1'_body
            e1' -> App e1' e2'
```


Interpreter - Substitution

```haskell
substitute :: Name -> Expr -> Expr -> Expr
--
-- If the Name matches: Substitute this Var by it's substitution
-- Otherwise: Leave it as is
--
substitute name substitution var@(Var varName)
  | name  == varName = substitution
  | otherwise = var
--
-- Recursively substitute in both parts of Applications
--
substitute name substitution (App term1 term2) =
  App (substitute name substitution term1) (substitute name substitution term2)
```


Interpreter - Substitution

```haskell
--
-- Only substitute in Lambda's body, if the parameter doesn't
-- redefine the Name in it's scope
--
substitute name substitution lambda@(Lambda varName term) =
  if name == varName
    then lambda
    else Lambda varName (substitute name substitution term)
```

Tests

```haskell
module UntypedEvalExamplesSpec where

import NaiveUntypedEval
import Prelude hiding (and)
import Test.Hspec
import UntypedSyntax
import UntypedSyntaxExamples

main :: IO ()
main = hspec spec

spec :: Spec
spec =
  describe "eval" $
    it "should evaluate these terms"  $ do
--
-- a → a
--
      eval (Var "a") `shouldBe` Var "a"
```


Tests

```haskell
--
-- true ≡ λp.λq.p
--
-- true a b → a
--
      eval (App (App true (Var "a")) (Var "b")) `shouldBe` Var "a"
```

```haskell
--
-- false ≡ λp.λq.q
--
-- and ≡ λp.λq.p q p
--
-- and true false → false
--
      eval (App (App and true) false) `shouldBe`
        Lambda "p" (Lambda "q" (Var "q"))
```


Simply Typed Lambda Calculus

Structure

$e ::=$	Expressions:
x	Variable
$\lambda x : \tau . e$	Abstraction
$e\ e$	Application

τ Type of the parameter x

- `Bool`, `Int`, ...

What's a Type?

A Type is a set of values that an expression may return:

Bool True, False

Int $[-2^{29}..2^{29}-1]$ (in Haskell, 'Data.Int')

Simple types don't have parameters, no polymorphism:

`Bool`, `Int` have no parameters → simple types

`Maybe a` takes a type parameter (a) → not a simple type

`a -> a` is polymorphic → not a simple type

Type Safety = Progress + Preservation

Progress : If an expression is well typed then either it is a value, or it can be further evaluated by an available evaluation rule.

- A well typed (typeable) program never gets "stuck".

Preservation : If an expression e has type τ, and is evaluated to e', then e' has type τ.

- $e \equiv (\lambda x : Int.x)1$ and $e' \equiv 1$ have both the same type: `Int`

Not all meaningful Programs can be type checked

```haskell
id :: a -> a
id a = a
```

- It strongly depends on the type system if this is allowed or not.
- In Simply Typed Lambda Calculus it's not!
  - No polymorphic types ...

Evaluation

Evalution rules stay the same!

- Type checking is done upfront

Typing Rules - Variables

$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau} \qquad \text{T-Var}$$

Meaning

- **Γ** The Typing Environment, a list of ($Variable : Type$) pairs (associations)
  - Think of a map: $Variable \mapsto Type$
- **Condition** If (x, τ) is in the Typing Environment
- **Conclusion** x has type τ

Typing Rules - Variables - Example

$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau} \qquad \text{T-Var}$$

Example

$$\underbrace{\lambda x : Int}_{\Gamma' = \Gamma, x : Int} . \underbrace{\lambda y : Bool}_{\Gamma'' = \Gamma', y : Bool} . \underbrace{x}_{\Gamma'' \vdash x : Int}$$

- **$\lambda x : Int$** Add $x : Int$ to the Typing Environment (Γ)
- **x** We know from the Typing Environment (Γ'') that x has type Int

Typing Rules - Constants

$$\Gamma \vdash n : \text{Int} \qquad \text{T-Int}$$

$$\Gamma \vdash \text{True} : \text{Bool} \qquad \text{T-True}$$

$$\Gamma \vdash \text{False} : \text{Bool} \qquad \text{T-False}$$

Meaning

- **`True, False`** literals / constants are of type `Bool`
- **n** number literals / constants are of `Int`

Why do we need Γ here?

- We handle Type Constructors like variables
- Think: $\Gamma \equiv \emptyset, True : Bool, False : Bool, 0 : Int, 1 : Int, \ldots$

Typing Rules - Constants - Example

$$\Gamma \vdash n : \text{Int} \qquad \text{T-Int}$$

$$\Gamma \vdash \text{True} : \text{Bool} \qquad \text{T-True}$$

Example

$$\Gamma \equiv \emptyset, True : Bool, False : Bool, 0 : Int, 1 : Int, \ldots$$

$True$

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Typing Rules - Lambdas

$$\frac{\Gamma, x : \tau_1 \vdash e : \tau_2}{\Gamma \vdash \lambda x : \tau_1 . e : \tau_1 \to \tau_2} \qquad \text{T-Lam}$$

Meaning

- **Condition** With $x : \tau_1$ in the Typing Environment, e has type τ_2
- **Conclusion** $\lambda x : \tau_1 . e$ has type $\tau_1 \to \tau_2$

  Because e has type τ_2 if x has type τ_1

Typing Rules - Lambdas - Example

$$\frac{\Gamma, x : \tau_1 \vdash e : \tau_2}{\Gamma \vdash \lambda x : \tau_1 . e : \tau_1 \to \tau_2} \qquad \text{T-Lam}$$

Example

$$\lambda x : \overbrace{Int}^{\tau_1} . \overbrace{x}^{e} \qquad :? \overbrace{Int \to Int}^{\tau_1 \to \tau_2}$$

$$\frac{\Gamma, x : \overbrace{Int}^{\tau_1} \vdash e : \overbrace{Int}^{\tau_2}}{\Gamma \vdash \lambda x : \underbrace{Int}_{\tau_1} . e : \underbrace{Int \to Int}_{\tau_1 \to \tau_2}}$$

Typing Rules - Applications

$$\frac{\Gamma \vdash e_1 : \tau_1 \to \tau_2 \quad \Gamma \vdash e_2 : \tau_1}{\Gamma \vdash e_1 e_2 : \tau_2} \qquad \text{T-App}$$

Meaning

- **Condition** If e_1 is a function of type $\tau_1 \to \tau_2$ and e_2 has type τ_2
- **Conclusion** Then the type of $e_1 e_2$ (function application) is τ_2

```
id' :: Int -> Int
id' i = i

1 :: Int
(id' 1) :: Int
```


Typing Rules - Applications - Example

$$\frac{\Gamma \vdash e_1 : \tau_1 \to \tau_2 \quad \Gamma \vdash e_2 : \tau_1}{\Gamma \vdash e_1 e_2 : \tau_2} \qquad \text{T-App}$$

Example

$$\overbrace{(\lambda x : Int. True)}^{e_1} \overbrace{42}^{e_2} \qquad :? \overbrace{Bool}^{\tau_2}$$

$$\frac{\Gamma \vdash \overbrace{(\lambda x : Int. True)}^{e_1} : \overbrace{Int \to Bool}^{\tau_1 \to \tau_2} \quad \Gamma \vdash \overbrace{42}^{e_2} : \overbrace{Int}^{\tau_1}}{\Gamma \vdash \underbrace{(\lambda x : Int. True)}_{e_1} \underbrace{42}_{e_2} : \underbrace{Bool}_{\tau_2}}$$

Type Checker - Expressions

```haskell
module TypedSyntax where

import qualified Data.Map.Strict as Map

type Name = String
type Error = String

data Expr                    -- e ::=                 Expressions :
  = IntValue Int             --     [−2^29..2^29 − 1]      Integer Literal
  | BoolValue Bool           --     True | False           Boolean Literal
  | Var Name                 --     x                      Variable
  | App Expr                 --     e e                    Application
        Expr
  | Lambda Name              --     λx: τ.e                Abstraction
           Type
           Expr
  deriving (Eq, Show)
```


Type Checker - Types

```haskell
type Environment = Map.Map Name Type

data Type                    -- τ ::=       Types :
  = TInt                     --     Int         Integer
  | TBool                    --     Bool        Boolean
  | TArr Type                --     τ1 → τ2     Abstraction / Function
         Type
  deriving (Eq, Show)
```


Type Checker - Literals

```haskell
module TypedCheck where

import Data.Either.Extra
import qualified Data.Map.Strict as Map

import TypedSyntax

check :: Environment -> Expr -> Either Error Type
--
-- Γ ⊢ n : Int   (T-Int)
--
check _ (IntValue _) = Right TInt
--
-- Γ ⊢ True : Bool   (T-True)
--
check _ (BoolValue True) = Right TBool
--
-- Γ ⊢ False : Bool   (T-False)
--
check _ (BoolValue False) = Right TBool
```


Type Checker - Lambda Abstraction

```haskell
--
-- Γ, x:τ1 ⊢ e:τ2 / Γ ⊢ λx:τ1.e : τ1 → τ2   (T-Lam)
--
check env (Lambda x t1 e) = do
  t2 <- check (Map.insert x t1 env) e
  return $ TArr t1 t2
```


Type Checker - Application

```haskell
--
-- Γ ⊢ e1:τ1 → τ2   Γ ⊢ e2:τ1 / Γ ⊢ e1 e2:τ2   (T-App)
--
check env (App e1 e2) = do
  te1 <- check env e1
  case te1 of
    (TArr t1 t2) -> do
      te2 <- check env e2
      if t1 == te2
        then Right t2
        else Left $ "Expected " ++ (show t1) ++ " but got : " ++ (show te2)
    _ -> Left $ "Expected TArr but got : " ++ (show te1)
```


Type Checker - Variables

```haskell
--
-- x:τ ∈ Γ / Γ ⊢ x:τ   (T-Var)
--
check env (Var x) = find env x

find :: Environment -> Name -> Either Name Type
find env name = maybeToEither "Var not found!" (Map.lookup name env)
```


Tests

```haskell
module TypedCheckExamplesSpec where

import Test.Hspec
import TypedCheck
import TypedSyntax

import qualified Data.Map.Strict as Map

main :: IO ()
main = hspec spec
```


Tests

```haskell
spec :: Spec
spec = do
  describe "check" $
    it "should type check these terms" $
--
-- (λx : Int.x) 42 :: Int
--
     do
      check Map.empty (App (Lambda "x" TInt (Var "x")) (IntValue 5))
        `shouldBe` Right TInt
```

```haskell
--
-- Does not type check: (λx : Bool.x) 42
--
      check Map.empty (App (Lambda "x" TBool (Var "x")) (IntValue 5))
        `shouldBe` Left "Expected TBool but got : TInt"
```

Tests

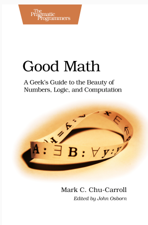
```
--
-- Does not type check: 42 False
--
      check Map.empty (App (IntValue 42) (BoolValue False)) `shouldBe`
        Left "Expected TArr but got : TInt"
```


End

Thanks

- Hope you enjoyed this talk and learned something new.
- Hope it wasn't too much math and dusty formulas … :)

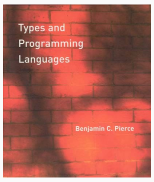
Good Math



A Geek's Guide to the Beauty of Numbers, Logic, and Computation

- Easy to understand

Types and Programming Languages



- Types systems explained by building interpreters / checkers and proving properties
- Very "mathematical", but very complete and self-contained

Write you a Haskell

Building a modern functional compiler from first principles.

- Starts with the Lambda Calculus and goes all the way down to a full Haskell compiler
- Available for free - Not finished, yet