

Lambda Calculus

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Historical Context

Like Alan Turing, another mathematician, Alonzo Church, was very interested, during the 1930s, in the question “What is a computable function?”

He developed a formal system known as the pure lambda calculus, in order to describe programs in a simple and precise way.

Today the Lambda Calculus serves as a mathematical foundation for the study of functional programming languages, and especially for the study of “denotational semantics.”

Reference: http://en.wikipedia.org/wiki/Lambda_calculus

Basics

- Repetitive expressions can be compactly represented using functional abstraction
- Example:
 - $(5 * 4 * 3 * 2 * 1) + (7 * 6 * 5 * 4 * 3 * 2 * 1) =$
 - $\text{factorial}(5) + \text{factorial}(7)$
 - $\text{factorial}(n) = \text{if } n = 0 \text{ then } 1 \text{ else } n * \text{factorial}(n-1)$
 - $\text{factorial} = \lambda n. \text{if } n = 0 \text{ then } 0 \text{ else } n * \text{factorial}(n-1)$
 - $\text{factorial} = \lambda n. \text{if } n = 0 \text{ then } 0 \text{ else } n * \text{apply}(\text{factorial}, (n-1))$

Untyped Lambda Calculus

$t ::=$	terms
x	variable
$\lambda x. t$	abstraction
$t t$	application

Terms can be represented as abstract syntax trees

Syntactic Conventions

- Applications associates to left

$$e_1 e_2 e_3 \equiv (e_1 e_2) e_3$$

- The body of abstraction extends as far as possible

- $\lambda x. \lambda y. x y x \equiv \lambda x. (\lambda y. (x y) x)$

Lambda Calculus in Python

$(\lambda x. x) y$ `(lambda x: x) (y)`

Substitution

- Replace a term by a term
 - $x + ((x + 2) * y)[x \mapsto 3, y \mapsto 7] = ?$
 - $x + ((x + 2) * y)[x \mapsto z + 2] = ?$
 - $x + ((x + 2) * y)[t \mapsto z + 2] = ?$
- More tricky in programming languages
 - Why?

Free vs. Bound Variables

- An occurrence of x is **bound** in t if it occurs in $\lambda x. t$
 - otherwise it is **free**
 - λx is a **binder**
- **Examples**
 - $\text{Id} = \lambda x. x$
 - $\lambda y. x (y z)$
 - $\lambda z. \lambda x. \lambda y. x (y z)$
 - $(\lambda x. x) x$

$\text{FV}: t \rightarrow 2^{\text{Var}}$ is the set free variables of t

$$\text{FV}(x) = \{x\}$$

$$\text{FV}(\lambda x. t) = \text{FV}(t) - \{x\}$$

$$\text{FV}(t_1 t_2) = \text{FV}(t_1) \cup \text{FV}(t_2)$$

Beta-Reduction

$$(\lambda x. t_1) t_2 \Rightarrow_{\beta} [x \mapsto t_2] t_1 \quad (\beta\text{-reduction})$$

$$[x \mapsto s] x = s$$

$$[x \mapsto s] y = y$$

if $y \neq x$

$$[x \mapsto s] (\lambda y. t_1) = \lambda y. [x \mapsto s] t_1$$

if $y \neq x$ and $y \notin FV(s)$

$$[x \mapsto s] (t_1 t_2) = ([x \mapsto s] t_1) ([x \mapsto s] t_2)$$

Beta-Reduction

$$(\lambda x. t_1) t_2 \Rightarrow_{\beta} [x \mapsto t_2] t_1 \quad (\beta\text{-reduction})$$

redex

$$(\lambda x. x) y \Rightarrow_{\beta} y$$

$$(\lambda x. x (\lambda x. x)) (u r) \Rightarrow_{\beta} u r (\lambda x. x)$$

$$(\lambda x (\lambda w. x w)) (y z) \Rightarrow_{\beta} \lambda w. y z w$$

Alpha- Conversion

Alpha conversion:

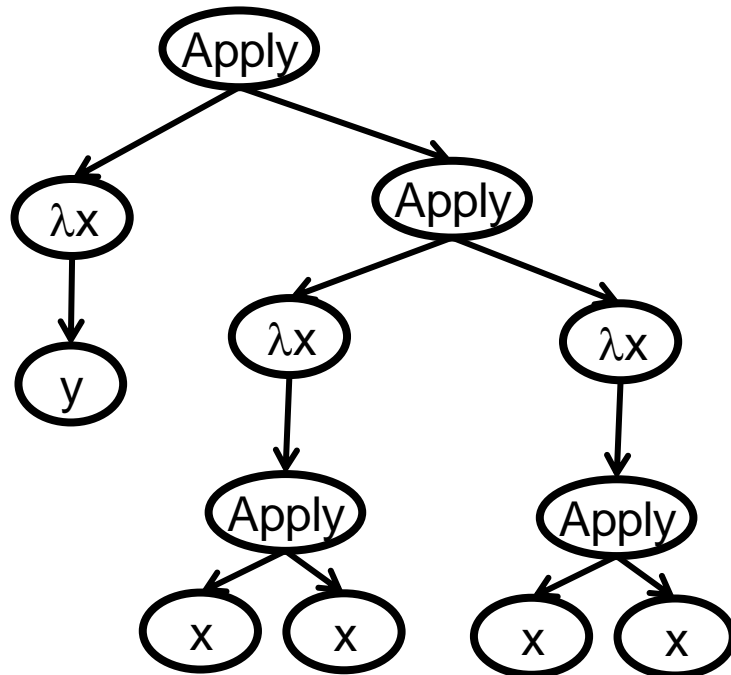
Renaming of a bound variable and its bound occurrences

$$\lambda x. \lambda y. y \Rightarrow_{\alpha} \lambda x. \lambda z. z$$

Divergence

$(\lambda x. t_1) t_2 \Rightarrow_{\beta} [x \mapsto t_2] t_1$ (β -reduction)

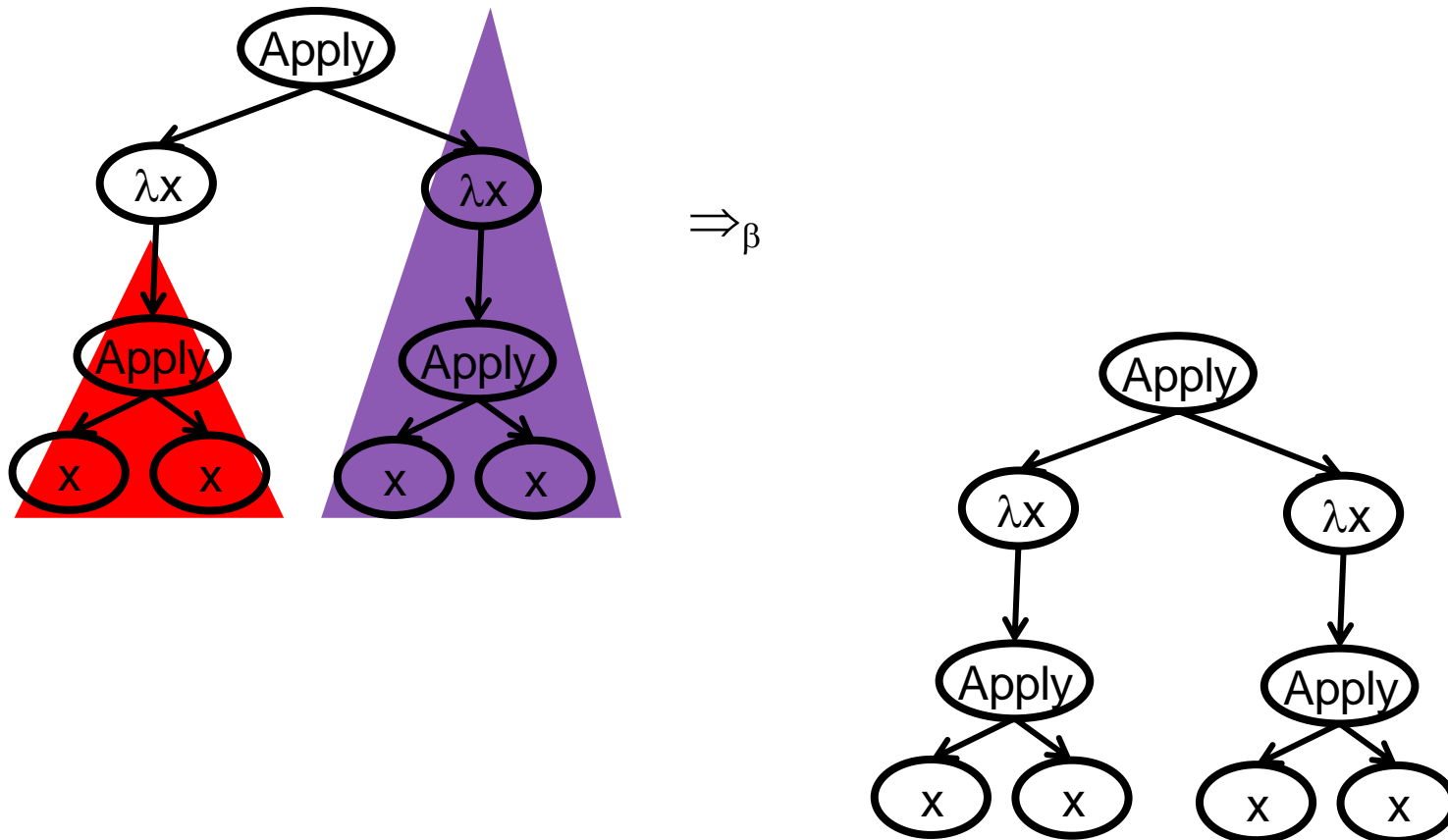
$(\lambda x.y) ((\lambda x.(x x)) (\lambda x.(x x)))$



Divergence

$$(\lambda x. t_1) t_2 \Rightarrow_{\beta} [x \mapsto t_2] t_1 \quad (\beta\text{-reduction})$$

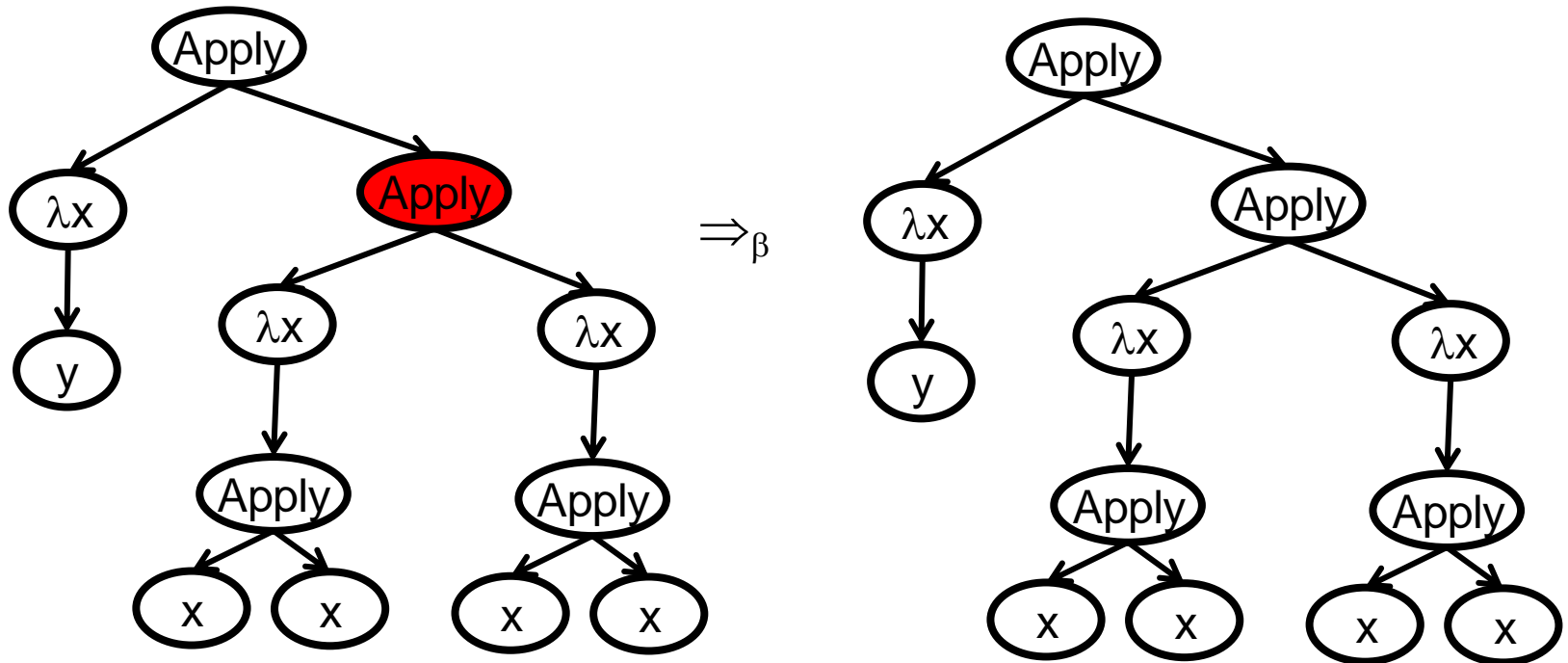
$$(\lambda x.(x x)) (\lambda x.(x x))$$



Different Evaluation Orders

$(\lambda x. t_1) t_2 \Rightarrow_{\beta} [x \mapsto t_2] t_1$ (β -reduction)

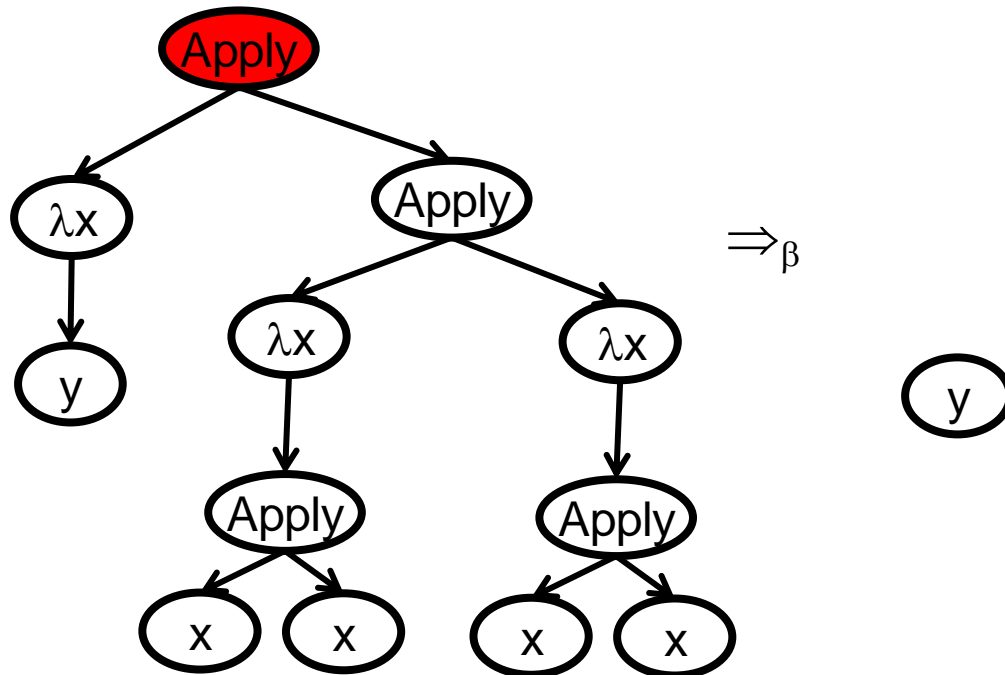
$(\lambda x.y) ((\lambda x.(x x)) (\lambda x.(x x)))$



Different Evaluation Orders

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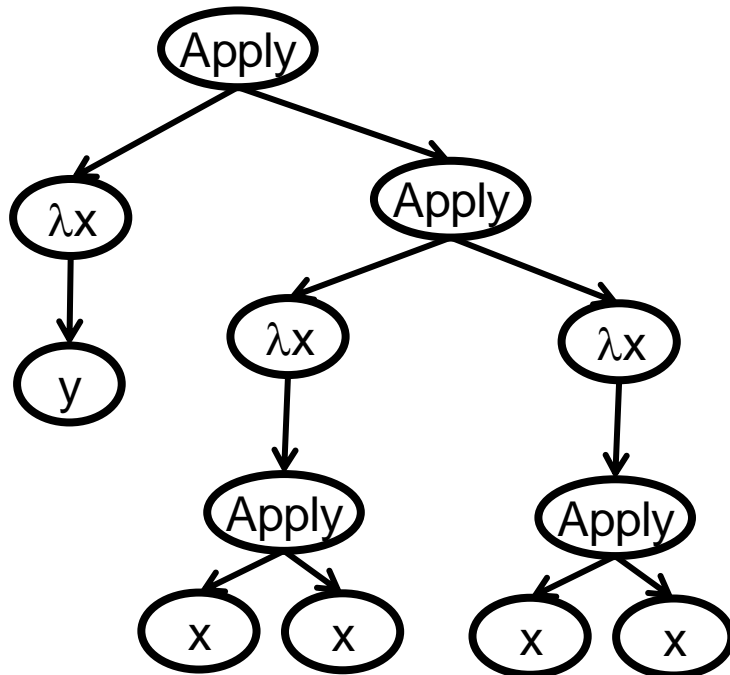
$(\lambda x.y) ((\lambda x.(x x)) (\lambda x.(x x)))$



Different Evaluation Orders

$(\lambda x. t_1) t_2 \Rightarrow_{\beta} [x \mapsto t_2] t_1$ (β -reduction)

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



```
def f():  
    while True: pass
```

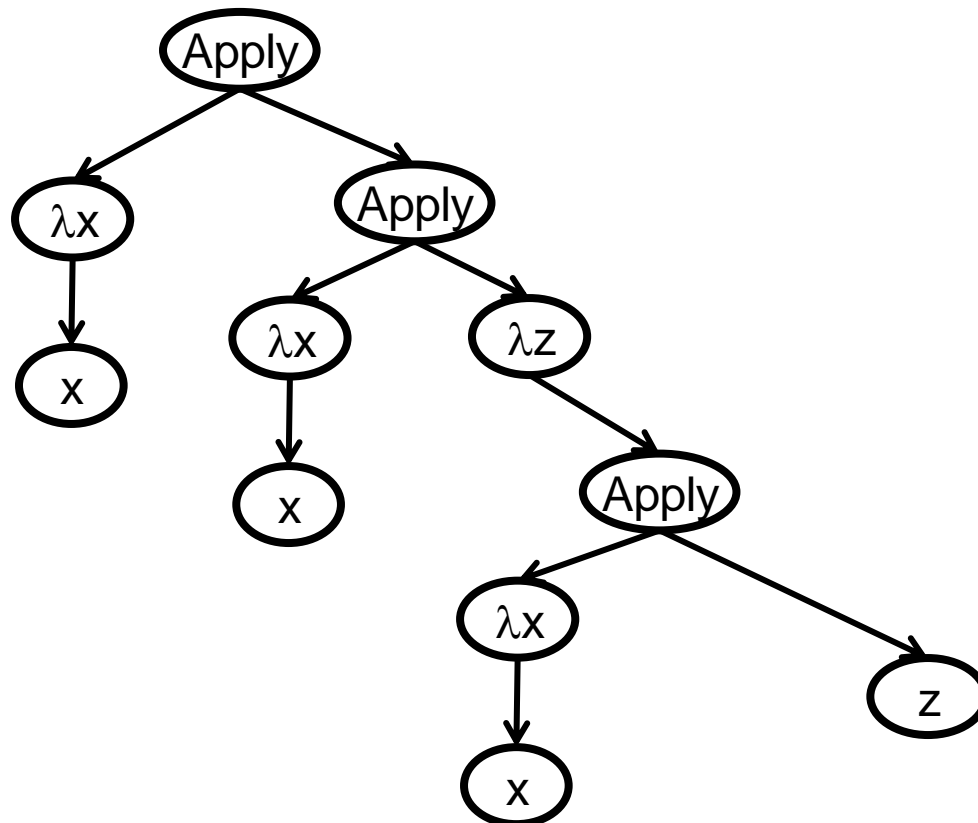
```
def g(x):  
    return 2
```

```
print g(f())
```


Different Evaluation Orders

$(\lambda x. t_1) t_2 \Rightarrow [x \mapsto t_2] t_1$ (β -reduction)

$(\lambda x. x) ((\lambda x. x) (\lambda z. (\lambda x. x) z)) \equiv \text{id} (\text{id} (\lambda z. \text{id} z))$

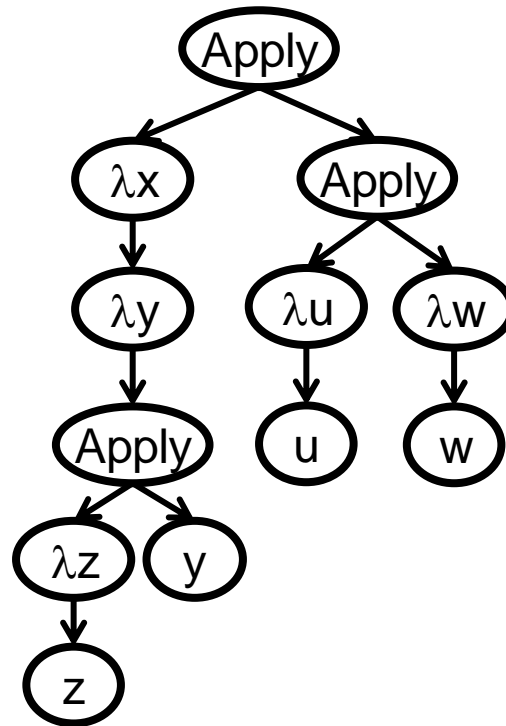


Order of Evaluation

- Full-beta-reduction
 - All possible orders
- Applicative order call by value (Eager)
 - Left to right
 - Fully evaluate arguments before function
- Normal order
 - The leftmost, outermost redex is always reduced first
- Call by name
 - Evaluate arguments as needed
- Call by need
 - Evaluate arguments as needed and store for subsequent usages
 - Implemented in Haskell

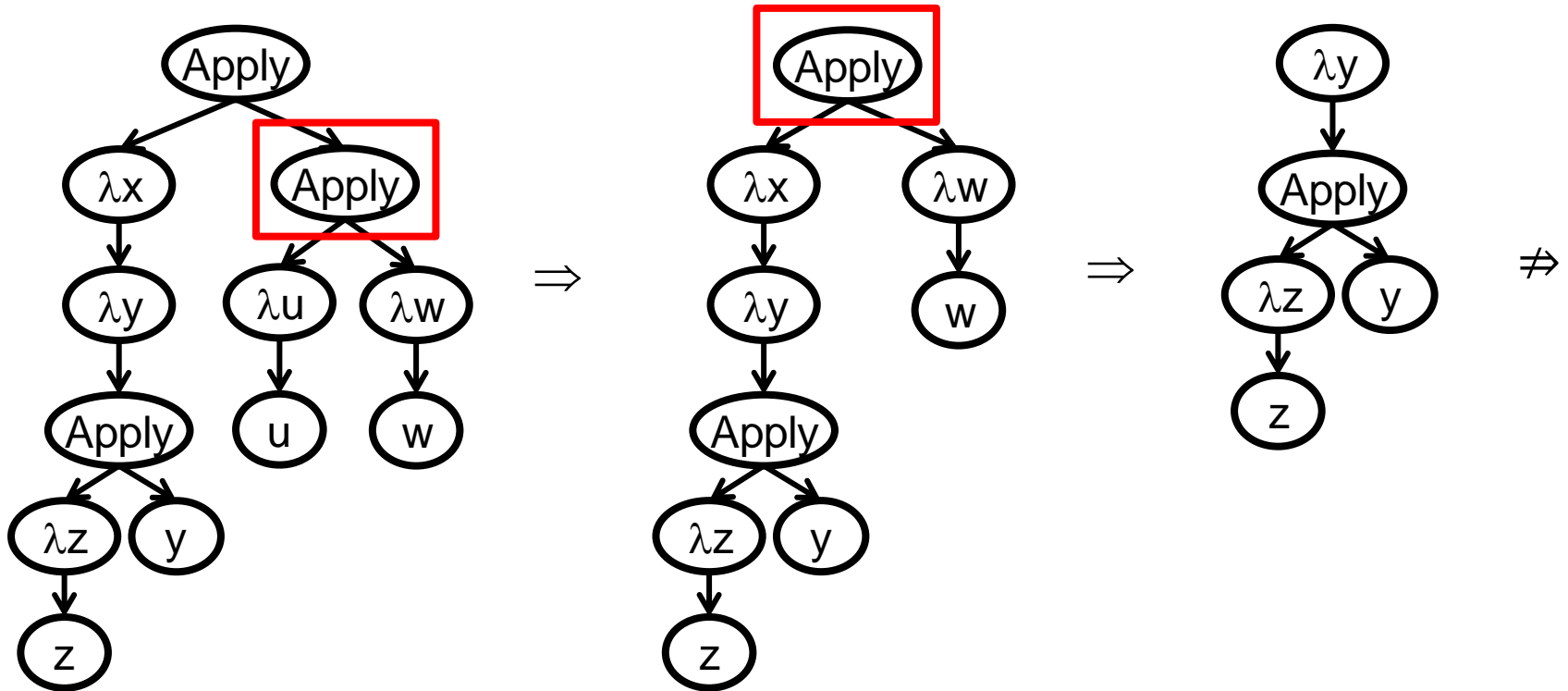
Different Evaluation Orders

$(\lambda x. \lambda y. (\lambda z. z) y) ((\lambda u. u) (\lambda w. w))$



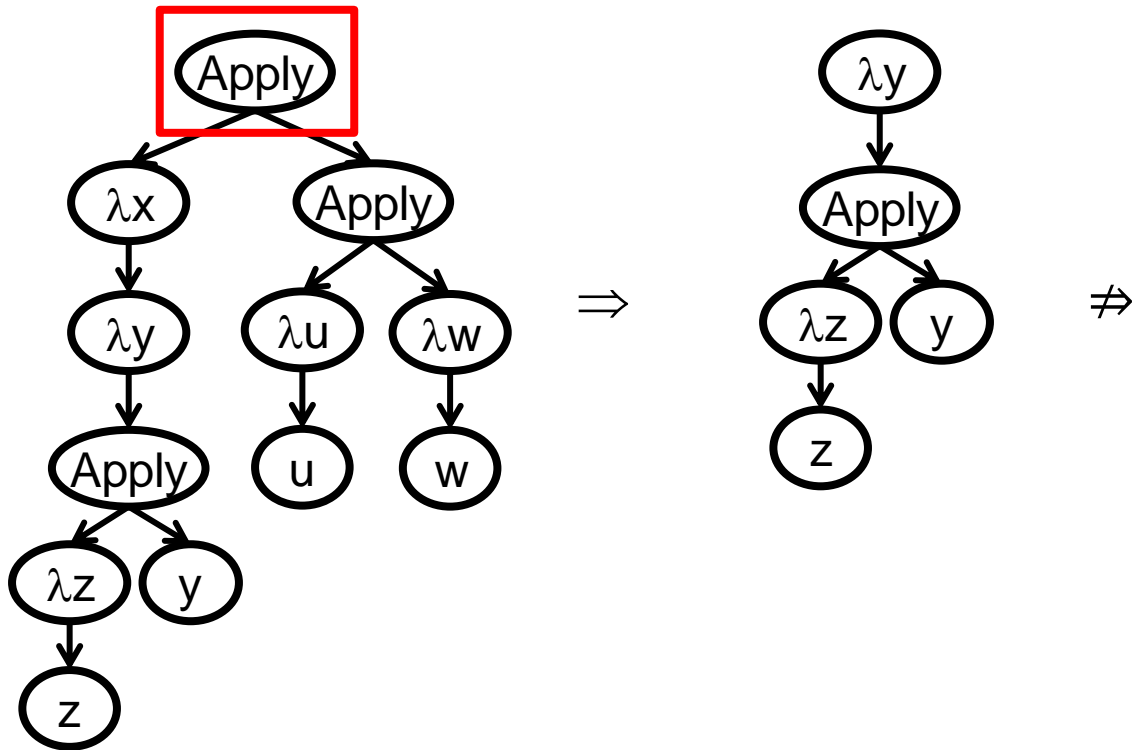
Call By Value

$(\lambda x. \lambda y. (\lambda z. z) y) ((\lambda u. u) (\lambda w. w))$



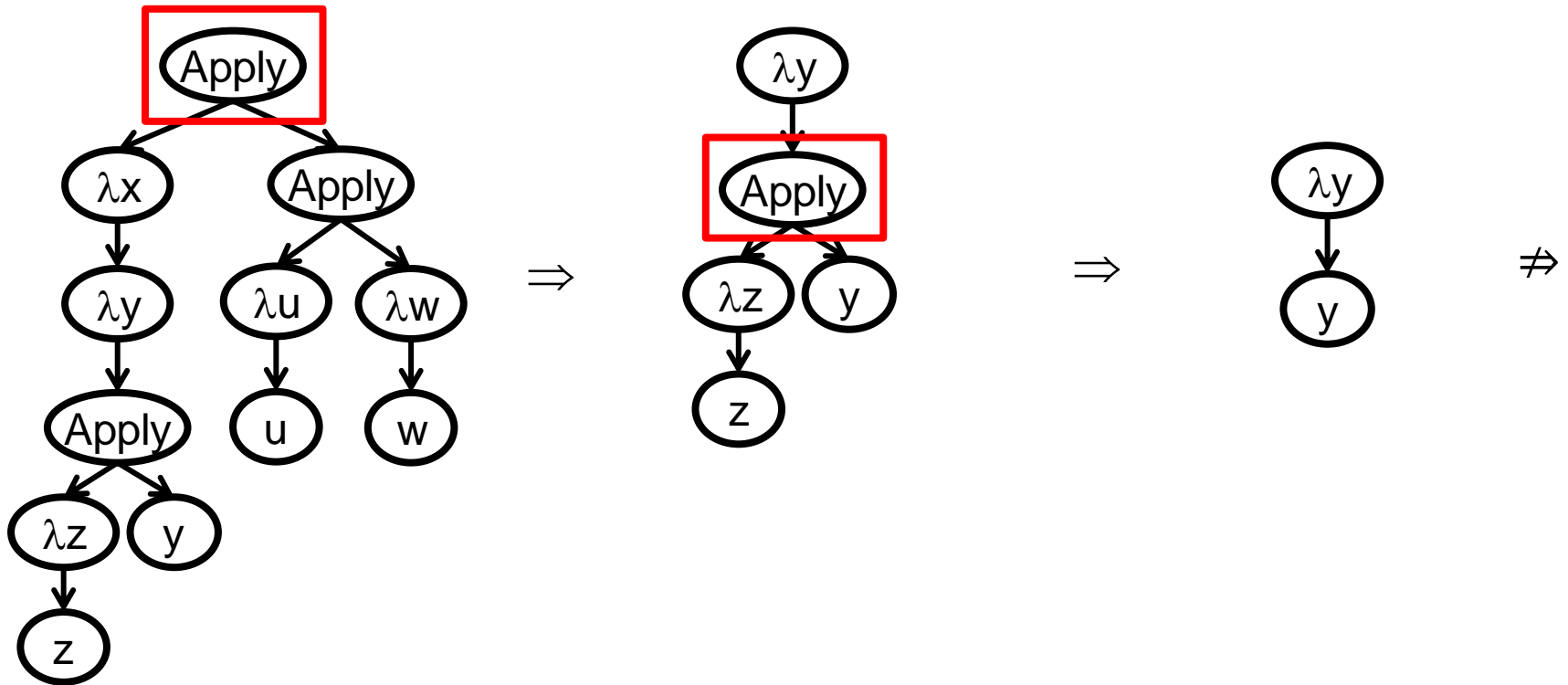
Call By Name (Lazy)

$(\lambda x. \lambda y. (\lambda z. z) y) ((\lambda u. u) (\lambda w. w))$



Normal Order

$(\lambda x. \lambda y. (\lambda z. z) y) ((\lambda u. u) (\lambda w. w))$



Call-by-value Operational Semantics

$t ::=$	terms	$v ::=$	values
x	variable	$\lambda x. t$	abstraction values
$\lambda x. t$	abstraction		other values
$t t$	application		

$$(\lambda x. t_1) v_2 \Rightarrow [X \mapsto v_2] t_1 \quad (\text{E-AppAbs})$$

$$\frac{t_1 \Rightarrow t'_1}{t_1 t_2 \Rightarrow t'_1 t_2} \quad (\text{E-APPL1})$$

$$\frac{t_2 \Rightarrow t'_2}{v_1 t_2 \Rightarrow v_1 t'_2} \quad (\text{E-APPL2})$$

Programming in the Lambda Calculus

Multiple arguments

$$f = \lambda(x, y). s$$

-> Currying

$$f = \lambda x. \lambda y. s$$

$$f v w =$$

$$(f v) w =$$

$$(\lambda x. \lambda y. s v) w \Rightarrow$$

$$\lambda y. [x \mapsto v] s w \Rightarrow$$

$$[x \mapsto v] [y \mapsto w] s$$

Programming in the Lambda Calculus

Booleans

- $\text{tru} = \lambda t. \lambda f. t$
- $\text{fls} = \lambda t. \lambda f. f$
- $\text{test} = \lambda l. \lambda m. \lambda n. l m n$
- $\text{test tru then else} = (\lambda l. \lambda m. \lambda n. l m n) (\lambda t. \lambda f. t)$
- $\text{test fls then else} = (\lambda l. \lambda m. \lambda n. l m n) (\lambda t. \lambda f. f)$
- $\text{and} = \lambda b. \lambda c. b c \text{ fls}$
- $\text{or} = ?$

Programming in the Lambda Calculus

Numerals

- $c_0 = \lambda s. \lambda z. z$
- $c_1 = \lambda s. \lambda z. s z$
- $c_2 = \lambda s. \lambda z. s (s z)$
- $c_3 = \lambda s. \lambda z. s (s (s z))$
- $\text{succ} = \lambda n. \lambda s. \lambda z. s (n s z)$
- $\text{plus} = \lambda m. \lambda n. \lambda s. \lambda z. m s (n s z)$
- $\text{times} = \lambda m. \lambda n. m (\text{plus } n) c_0$

> Turing Complete

Combinators

- A combinator is a function in the Lambda Calculus having no free variables
- Examples
 - $\lambda x. x$ is a combinator
 - $\lambda x. \lambda y. (x y)$ is a combinator
 - $\lambda x. \lambda y. (x z)$ is not a combinator
- Combinators can serve nicely as modular building blocks for more complex expressions
- The Church numerals and simulated booleans are examples of useful combinators

Loops in Lambda Calculus

- $\text{omega} = (\lambda x. x x) (\lambda x. x x)$
- Recursion can be simulated
 - $Y = (\lambda x. (\lambda y. x (y y)) (\lambda y. x (y y)))$
 - $Y f \Rightarrow^*_\beta f (Y f)$

Factorial in the Lambda Calculus

Define H as follows, to represent 1 step of recursion.
Note that ISZERO, MULT, and PRED represent particular combinators that accomplish these functions

$$H = (\lambda f. \lambda n. (ISZERO\ n)\ 1\ (MULT\ n\ (f\ (PRED\ n))))$$

Then we can create

$$FACTORIAL = Y\ H$$

$$= (\lambda x. (\lambda y. x\ (y\ y))\ (\lambda y. x\ (y\ y)))\ (\lambda f. \lambda n. (ISZERO\ n)\ 1\ (MULT\ n\ (f\ (PRED\ n))))$$

Reference: http://en.wikipedia.org/wiki/Y_combinator

Consistency of Function Application

- Prevent runtime errors during evaluation
- Reject inconsistent terms
- What does 'x x' mean?
- Cannot be always enforced
 - if <tricky computation> then true else $(\lambda x. x)$

Simple Typed Lambda Calculus

$t ::=$	terms
x	variable
$\lambda x: T. t$	abstraction
$t t$	application

$T ::=$	types
$T \rightarrow T$	types of functions

Summary: Lambda Calculus

- Powerful
- The ultimate assembly language
- Useful to illustrate ideas
- But can be counterintuitive
- Usually extended with useful syntactic sugars
- Other calculi exist
 - pi-calculus
 - object calculus
 - mobile ambients
 - ...