



CSCI 740 - Programming Language Theory

Lecture 7

Programming in the λ -calculus

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Recap

- A λ -calculus expression is defined as

$e ::= x$	variable
$\lambda x.e$	abstraction
$e e$	application

α -conversion

$$\lambda x.e \rightarrow_{\alpha} \lambda y.e[x \mapsto y] \quad \text{if } y \notin \text{FV}(e)$$

β -reduction

$$(\lambda x.e) e' \rightarrow_{\beta} e[x \mapsto e']$$

η -conversion

$$\lambda x.(e x) \rightarrow_{\eta} e \quad \text{if } x \notin \text{FV}(e)$$

Review: Church Booleans

TRUE $\triangleq \lambda x.\lambda y.x$

FALSE $\triangleq \lambda x.\lambda y.y$

IF $\triangleq \lambda b.\lambda e_t.\lambda e_f.b e_t e_f$

NOT $\triangleq \lambda b.b \text{ FALSE } \text{ TRUE}$

AND $\triangleq \lambda b_1.\lambda b_2.b_1 b_2 \text{ FALSE}$

OR $\triangleq \lambda b_1.\lambda b_2.b_1 \text{ TRUE } b_2$

Encoding Pairs

The pair ADT:

- There is 1 constructor (taking 2 arguments) and 2 selectors
- 1st selector returns the 1st arg passed to the constructor
- 2nd selector returns the 2nd arg passed to the constructor

$$\text{FST} = \lambda p.p \text{ TRUE}$$
$$\text{SND} = \lambda p.p \text{ FALSE}$$
$$\text{PAIR} = \lambda xy.\lambda z.(z x y)$$

Exercise: Reduce $\text{FST}(\text{PAIR } x \ y)$

Review: Church Numerals

- Church numerals: encode a number n as a function that takes s and z and applies s to z , n times

$$c_0 \quad \lambda s. \lambda z. z$$

$$c_1 \quad \lambda s. \lambda z. s \ z$$

$$c_2 \quad \lambda s. \lambda z. s \ (s \ z)$$

$$c_3 \quad \lambda s. \lambda z. s \ (s \ (s \ z))$$

...

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$$\text{SUCC} \quad \triangleq \quad \lambda n. \lambda s. \lambda z. s \ (n \ s \ z)$$

- successor: take a Church numeral and return a Church numeral that (when called) applies s one more time

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...

$$\text{SUCC} \quad \triangleq \quad \lambda n. \lambda s. \lambda z. s \ (n \ s \ z)$$

$$\text{PLUS} \quad \triangleq \quad \lambda n_1. \lambda n_2. \lambda s. \lambda z. n_1 \ s \ (n_2 \ s \ z)$$

- plus: take two “numbers” and return a “number” that uses one number as the zero argument for the other

- Define multiplication in the λ -calculus

Exercise

- Define multiplication in the λ -calculus

Solution.

- Recall:

$$c_{n_1} \triangleq \lambda s. \lambda z. \underbrace{s (\dots s (s z) \dots)}_{n_1 \text{ applications}}$$

- To multiply by c_{n_2} we need to replace every s with n_2 copies of s
- That's exactly what the representation of m already does!

$$\text{TIMES} \triangleq \lambda n_1. \lambda n_2. \lambda s. \lambda z. n_1 (n_2 s) z$$

Exercise

- Define multiplication in the λ -calculus

Solution.

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- Can you simplify TIMES with η -conversion?

Exercise

- Define a λ -calculus term ISZERO such that: ISZERO n returns TRUE if n is ZERO, and returns FALSE otherwise

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$$\text{ISZERO} = \lambda n.n (\lambda x.\text{FALSE}) \text{TRUE}$$

- $\lambda x.\text{FALSE}$ is a function that throws away its argument and always returns FALSE

Exercise

- Define a λ -calculus term ISZERO such that: ISZERO n returns TRUE if n is ZERO, and returns FALSE otherwise

Solution.

- $$\text{ISZERO} = \lambda n.n (\lambda x.\text{FALSE}) \text{TRUE}$$
 - $\lambda x.\text{FALSE}$ is a function that throws away its argument and always returns FALSE
- Reduce the following expressions:
 - ISZERO c_0
 - ISZERO c_1

- Increasing a number is easy:
just wrap a few more function applications!
- How can we compute c_{n-1} from c_n ?
- Build a series of pairs of the form (c_{n-1}, c_n) and take c_{n-1} from the pair at the end
- Start by defining $\text{PZero} = (c_0, c_0) = \text{PAIR } c_0 \ c_0$
- Define $\text{PSucc} = \lambda p. \text{PAIR } (\text{SND } p) (\text{SUCC } (\text{SND } p))$
 - Ignores the first item of the pair
 - Moves the second to the first position
 - Puts the successor of the second element into the second position
- In general: $c_n \ \text{PSucc} \ \text{PZero} = (c_{n-1}, c_n)$ for $n > 0$

$$\text{PRED} \triangleq \lambda n. \text{FST}(n \ \text{PSucc} \ \text{PZero})$$

Recursive Functions

- How can we write recursive functions like factorial?
- In Scala, we can write the factorial function recursively as:

```
def fact(n: Int): Int = if (n==0) 1 else n*fact(n-1)
```

- Can we define something like this?

$$\text{FACT} \triangleq \lambda n. \text{IF} (\text{ISZERO } n) c_1 (\text{TIMES } n (\text{FACT} (\text{PRED } n)))$$

- In slightly more readable notation:

$$\text{FACT} \triangleq \lambda n. \text{if } (n = 0) \text{ then } 1 \text{ else } n \times \text{FACT } (n - 1)$$

- Doesn't work in the λ -calculus: the functions are all anonymous

Recursive Functions

$$\text{FACT} = \lambda n. \text{if } (n = 0) \text{ then } 1 \text{ else } n \times \text{FACT } (n - 1)$$

- It is possible to express recursion as a function

$$\begin{aligned} \text{FACT} &= (\lambda n. \dots \text{FACT} \dots) \\ &\leftarrow_{\beta} (\lambda f. (\lambda n. \dots f \dots)) \text{FACT} \\ &= H \text{ FACT} \end{aligned}$$

- Factorial function FACT is a **fixpoint** of the (non-recursive) function H
- Fixpoint of a function is an element that is mapped to itself by the function

$$H = \lambda f. \lambda n. \text{if } (n = 0) \text{ then } 1 \text{ else } n \times f(n - 1)$$

- Fixpoint of a function: $f(x) = x$
- Examples of fixpoints:

f	fixpoint
$\lambda x.5$	
$\lambda x.(8 - x)$	
$\lambda x.(x^2 - 2x + 2)$	
$\lambda x.x$	
$\lambda x.x + 1$	

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- Fixpoint of a function: $f(x) = x$
- Examples of fixpoints:

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$\lambda x.(8 - x)$	4
$\lambda x.(x^2 - 2x + 2)$	
$\lambda x.x$	
$\lambda x.x + 1$	

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$\lambda x.(x^2 - 2x + 2)$	1,2
$\lambda x.x$	every value
$\lambda x.x + 1$	no value

Fixpoint Theorem

Theorem:

Every lambda expression e has a fixed point p such that $(e\ p) \leftrightarrow_{\beta} p$

Proof:

Let:

$$Y = \lambda f.(\lambda x.f(x\ x)) (\lambda x.f(x\ x))$$

Now consider:

$$\begin{aligned} p = Y\ e &\rightarrow_{\beta} (\lambda x.e\ (x\ x)) (\lambda x.e\ (x\ x)) \\ &\rightarrow_{\beta} e\ ((\lambda x.e\ (x\ x))(\lambda x.e\ (x\ x))) \\ &= e\ p \end{aligned}$$

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- Function Y is called “ Y combinator”
- It was discovered by Haskell Curry
- It can always be used to find a fixed point of an arbitrary lambda expression

$$\forall e : Y\ e \leftrightarrow_{\beta} e\ (Y\ e)$$

How does Y work?

- Recall the non-terminating expression

$$\Omega = (\lambda x.x x)(\lambda x.x x)$$

- Ω loops endlessly without doing any productive work
- Note that $(x x)$ represents the body of the “loop”
- Simply define Y to take an extra parameter f and put it into the loop

$$Y = \lambda f.(\lambda x.f(x x)) (\lambda x.f(x x))$$

- So Y just inserts some productive work into the body of Ω
- Y : The function that takes a function f and returns $f(f(f(f(\dots))))$

Using the Y Combinator

- Recall that the fixpoint theorem states that $Y e \leftrightarrow_{\beta} e (Y e)$
- For any constant function $\lambda x.k$ (where k is a constant):

$$Y (\lambda x.k) \rightarrow (\lambda x.k) (Y (\lambda x.k)) \rightarrow_{\beta} k$$

Exercise

- Consider $f = \lambda x.x + 1$ where f has no fixed point
- Then compute $Y f$