

Computer Science 131

Programming Languages

November 9, 2000

Un(i)typed λ -calculus

History

- In 1936,
 - Alan Turing invented Turing machines, defined a notion of computable functions
 - Alonzo Church invented λ -calculus, defined a notion of computable functions
 - Definitions of computability turn out to be the same.

Syntax

- Pure lambda calculus:

M, N ::=	x	<i>variables</i>
	λ x. M	<i>functions</i>
	M N	<i>applications</i>

- That's it!

Conventions

- Terms differing only in names of bound variables are considered the same term

In the term $\lambda \mathbf{x} . \mathbf{M}$, variable \mathbf{x} is bound in \mathbf{M}

- Application associates leftward

$$\mathbf{xyzw} = ((\mathbf{xy})\mathbf{z})\mathbf{w}$$

- Function bodies as as large as possible.

$$\lambda \mathbf{x} . \mathbf{yx} = \lambda \mathbf{x} . (\mathbf{yx}) \quad \neq \quad (\lambda \mathbf{x} . \mathbf{y})\mathbf{x}$$

One-step b-Reduction

- The relation \rightarrow_b is defined by:

$$\frac{}{(l \mathbf{x} . M)N \rightarrow_b M[\mathbf{x} \rightarrow N]}$$

$$\frac{M \rightarrow_b M'}{M N \rightarrow_b M' N}$$

$$\frac{N \rightarrow_b N'}{M N \rightarrow_b M N'}$$

$$\frac{M \rightarrow_b M'}{l \mathbf{x} . M \rightarrow_b l \mathbf{x} . M'}$$

b-Reduction

- The relation \rightarrow_b^* is defined to be the reflexive, transitive closure of \rightarrow_b
 - i.e., 0 or more \rightarrow_b steps.
- The relation \leftrightarrow_b^* is defined to be the reflexive, transitive, *symmetric* closure of \rightarrow_b .

Example

- Consider the term
 $(1 \mathbf{x} \cdot \mathbf{x}) (1 \mathbf{y} \cdot \mathbf{y}) (1 \mathbf{z} \cdot \mathbf{z})$

Programming in λ -Calculus

- Want terms in the λ -calculus that "act like"
 - booleans
 - numbers
 - conditionals
 - arithmetic operations
 - pairs and projections
 - etc.
- Many different ways to do encodings
 - I'll just show one example of each

Encoding Booleans

- We use the following definition:

tt := $\lambda x.\lambda y.x$
ff := $\lambda x.\lambda y.y$

tt M N \leftrightarrow_b^* ???
ff M N \leftrightarrow_b^* ???

Exercises

- Find a term not such that

$$\text{not } \underline{tt} \leftrightarrow_b^* \underline{ff}$$

$$\text{not } \underline{ff} \leftrightarrow_b^* \underline{tt}$$

- Define **and** and **or**

Pairs

- We use the following definition:

$$\langle M, N \rangle := \text{lf.f M N}$$

$$M.1 := M \underline{tt}$$

$$M.2 := M \underline{ff}$$

- Show that

$$\langle M, N \rangle.1 \leftrightarrow_b^* M$$

$$\langle M, N \rangle.2 \leftrightarrow_b^* N$$

Exercises

- The following holds when \mathbf{M} is a pair.

$$\langle \mathbf{M}.1, \mathbf{M}.2 \rangle \leftrightarrow_b^* \mathbf{M}$$

- Is this true for all \mathbf{M} ?
 - Don't actually have mechanism to prove this yet
 - But do you have a guess?

Natural Numbers

- Church numerals:

0 := $\lambda b. \lambda f. b$

1 := $\lambda b. \lambda f. f(b)$

2 := $\lambda b. \lambda f. f(f(b))$

3 := $\lambda b. \lambda f. f(f(f(b)))$

...

n := $\lambda b. \lambda f. f^n(b)$

`succ` := $\lambda n. \lambda b. \lambda f. f(n b f)$

Exercises

- Find an alternative definition for **succ**
– Hint: **1+n = n+1**

- Find a term **iszero** such that

$$\mathbf{iszero} \ \underline{0} \quad \leftrightarrow_b^* \ \underline{\mathbf{tt}}$$

$$\mathbf{iszero} \ \underline{\mathbf{n+1}} \quad \leftrightarrow_b^* \ \underline{\mathbf{ff}}$$

- Find a terms **plus** and **times** such that

$$\mathbf{plus} \ \underline{\mathbf{m}} \ \underline{\mathbf{n}} \quad \leftrightarrow_b^* \ \underline{\mathbf{m+n}}$$

$$\mathbf{times} \ \underline{\mathbf{m}} \ \underline{\mathbf{n}} \quad \leftrightarrow_b^* \ \underline{\mathbf{mn}}$$

Predecessor

- Tricky to compute with Church numerals
 - Other encodings make it simpler.
- Key idea: consider the sequence

<0,0> <0,1> <1,2> <2,3> <3,4> ...

```
pred' ::= \n.n <0,0>
        (\p.<p.2,succ(p.2)>)
pred  ::= \n.(pred' n).1
```

Recursive Definitions

- Consider the SML definition

```
fun fact(n) =  
    if n=0 then 1 else n*fact(n-1)
```

- This is convenient syntax for

```
val rec fact =  
    fn n =>  
        (if n=0 then 1 else n*fact(n-1))
```

- The function we want is a solution to this equation

Fixed Points

- A *fixed point* of a function F is a value \mathbf{x} s.t.

$$F(\mathbf{x}) = \mathbf{x}$$

- Any solution of an equation

$$\mathbf{x} = \langle \text{stuff involving } \mathbf{x} \rangle$$

is also a fixed point of the function

$$l \mathbf{x} . \langle \text{stuff involving } \mathbf{x} \rangle$$

Factorial

- Any solution to

```
val rec fact =
```

```
  fn n =>
```

```
    (if n=0 then 1 else n*fact(n-1))
```

is a fixed point of

```
fn f =>
```

```
  fn n =>
```

```
    (if n=0 then 1 else n*f(n-1))
```

Facts

1. To encode recursive functions, it suffices to show how to find fixed points.
2. For *every* λ -calculus term M , exists N s.t.

$$\mathbf{M(N)} \leftrightarrow_b^* \mathbf{N}$$

3. These fixed points can be found uniformly.
There is a term \mathbf{Y} such that

$$\mathbf{M(Y(M))} \leftrightarrow_b^* \mathbf{Y(M)}$$

Namely,

$$\mathbf{Y} := \mathbf{\lambda f. (\lambda x. f(xx)) (\lambda x. f(xx))}$$

