

□ Sample Language

Terms

$$e ::= x \mid \lambda x.e \mid e_1 e_2 \mid$$
$$(e_1, e_2) \mid \text{fst } e \mid \text{snd } e \mid () \mid$$
$$\text{fix } x.e \mid$$
$$\text{if } e \text{ then } e \text{ else } e \mid \text{tt} \mid \text{ff} \mid$$
$$\text{lcase } e \text{ of } (e, e) \mid e:e \mid \text{nil} \mid$$
$$+ \mid = \mid 0 \mid 1 \mid 2 \mid \dots$$

Canonical Forms: $c ::= \lambda x.e \mid () \mid (e_1, e_2) \mid e_1:e_2 \mid \text{nil} \mid 0 \mid 1 \mid \dots$

Values: $v ::= \lambda x.e \mid () \mid (v_1, v_2) \mid v_1:v_2 \mid \text{nil} \mid 0 \mid 1 \mid \dots$

□ Example Programs

$\text{append} \triangleq \text{fix } r. \lambda x. \lambda y. \\ \quad \text{lcase } x \text{ of } (y, \lambda h. \lambda t. h : (r t y))$

$\text{map} \triangleq \text{fix } r. \lambda f. \lambda x. \\ \quad \text{lcase } x \text{ of } (\text{nil}, \lambda h. \lambda t. (f h) : (r f t))$

$\text{filter} \triangleq \text{fix } r. \lambda x. \lambda p. \\ \quad \text{lcase } x \text{ of } (\text{nil}, \lambda h. \lambda t. \text{if } p h \text{ then } h : (r t p) \text{ else } r t p)$

$\text{reduce} \triangleq \text{fix } r. \lambda f. \lambda a. \lambda x. \\ \quad \text{lcase } x \text{ of } (a, \lambda h. \lambda t. f h (r f a t))$

□ **Alternative Formulations**

append $\triangleq \lambda x. \lambda y. \text{reduce} (\lambda h. \lambda t. h : t) y x$

map $\triangleq \lambda f. \lambda x. \text{reduce} (\lambda h. \lambda t. (f h) : t) \text{nil } x$

filter $\triangleq \lambda x. \lambda p. \text{reduce} (\lambda h. \lambda t. \text{if } p h \text{ then } h : t \text{ else } t) \text{nil } x$

reduce' $\triangleq \text{fix } r. \lambda f. \lambda a. \lambda x. \text{Icase } x \text{ of } (a, \lambda h. \lambda t. r f (f h a) t)$

□ More Example Programs

zip \triangleq fix r . λx . λy .
 lcase x of (nil, λh_1 . λt_1 .
 lcase y of (nil, λh_2 . λt_2 .(h_1, h_2):($r t_1 t_2$))))

eqlist \triangleq fix r . λx . λy .
 lcase x of (lcase y of (tt, λh . λt .ff), λh_1 . λt_1 .
 lcase y of (ff, λh_2 . λt_2 .
 if $h_1 = h_2$ then $r t_1 t_2$ else ff))

search \triangleq fix r . λx . λp . λf . λi .
 lcase x of (i , λh . λt .if $p h$ then $f h$ else $r t p f i$)

□ Call-by-value Evaluation (Scheme, ML)

$$\overline{\lambda x.e \hookrightarrow \lambda x.e} \text{ ev_lam}$$

$$\frac{e_1 \hookrightarrow \lambda x.e \quad e_2 \hookrightarrow v_1 \quad e[x := v_1] \hookrightarrow v_2}{e_1 e_2 \hookrightarrow v_2} \text{ ev_app}$$

$$\frac{e_1 \hookrightarrow v_1 \quad e_2 \hookrightarrow v_2}{(e_1, e_2) \hookrightarrow (v_1, v_2)} \text{ ev_pair} \quad \frac{}{() \hookrightarrow ()} \text{ ev_unit}$$

$$\frac{e \hookrightarrow (v_1, v_2)}{\text{fst } e \hookrightarrow v_1} \text{ ev_fst} \quad \frac{e \hookrightarrow (v_1, v_2)}{\text{snd } e \hookrightarrow v_2} \text{ ev_snd}$$

$$\frac{e[x := \text{fix } x.e] \hookrightarrow v}{\text{fix } x.e \hookrightarrow v} \text{ ev_fix}$$

□ Call-by-value contd.

$$\overline{tt} \hookrightarrow \overline{tt} \text{ ev_tt}$$

$$\overline{ff} \hookrightarrow \overline{ff} \text{ ev_ff}$$

$$\frac{e_1 \hookrightarrow \overline{tt} \quad e_2 \hookrightarrow v}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \hookrightarrow v} \text{ ev_if_tt}$$

$$\frac{e_1 \hookrightarrow \overline{ff} \quad e_3 \hookrightarrow v}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \hookrightarrow v} \text{ ev_if_ff}$$

$$\overline{\text{nil}} \hookrightarrow \overline{\text{nil}} \text{ ev_nil}$$

$$\frac{e_1 \hookrightarrow v_1 \quad e_2 \hookrightarrow v_2}{e_1 : e_2 \hookrightarrow v_1 : v_2} \text{ ev_cons}$$

$$\frac{e_1 \hookrightarrow \overline{\text{nil}} \quad e_2 \hookrightarrow v}{\text{lcase } e_1 \text{ of } (e_2, e_3) \hookrightarrow v} \text{ ev_lc_nil}$$

$$\frac{e_1 \hookrightarrow v_1 : v_2 \quad e_3 v_1 v_2 \hookrightarrow v}{\text{lcase } e_1 \text{ of } (e_2, e_3) \hookrightarrow v} \text{ ev_lc_cons}$$

natural numbers
evaluate as expected

□ Call-by-value Example

$\text{app} \triangleq \lambda x. \lambda y. \text{lcase } x \text{ of } (y, \lambda h. \lambda t. h : (\text{append } t y))$

$$\frac{\frac{\frac{\text{app} \hookrightarrow \text{app}}{\text{append} \hookrightarrow \text{app}} \text{ev_lam}}{\text{append}(1:\text{nil}) \hookrightarrow \lambda y. \text{lcase } 1:\text{nil of } (y, \lambda h. \lambda t. h : (\text{append } t y))} \text{ev_fix}}{1 \hookrightarrow 1} \text{ev_1}}{1:\text{nil} \hookrightarrow 1:\text{nil}} \text{nil} \hookrightarrow \text{nil}} \frac{\text{ev_nil}}{\text{ev_cons}} \text{ev_app} \quad \mathcal{D}_1 \quad \frac{\text{ev_app}}{\text{append}(1:\text{nil})(2:3:\text{nil}) \hookrightarrow 1:2:3:\text{nil}} \quad \mathcal{D}_2 \quad \mathcal{D}_3 \quad \text{ev_app}}{\text{ev_app}}$$

$\mathcal{D}_1 =$

$$\lambda y. \text{lcase } 1:\text{nil of } (y, \lambda h. \lambda t. h : (\text{append } t y)) \hookrightarrow \lambda y. \text{lcase } 1:\text{nil of } (y, \lambda h. \lambda t. h : (\text{append } t y)) \text{ev_lam}$$

$\mathcal{D}_2 =$

$$\frac{\frac{1 \hookrightarrow 1} \text{ev_1}}{2:3:\text{nil} \hookrightarrow 2:3:\text{nil}} \text{ev_1}}{3 \hookrightarrow 3} \text{ev_3}}{\frac{3:\text{nil} \hookrightarrow 3:\text{nil}}{2:3:\text{nil} \hookrightarrow 2:3:\text{nil}} \text{ev_cons}}{\text{ev_cons}} \text{ev_nil}} \text{ev_cons}$$

□ Call-by-value Example contd.

$\mathcal{D}_7 =$

$\lambda y.\text{lcase nil of } (y, \lambda h.\lambda t.h : (\text{append } t y)) \hookrightarrow \lambda y.\text{lcase nil of } (y, \lambda h.\lambda t.h : (\text{append } t y)) \quad \text{ev_lam}$

$\mathcal{D}_8 =$

$$\frac{\frac{2 \hookrightarrow 2 \quad \text{ev_2}}{2:3:\text{nil} \hookrightarrow 2:3:\text{nil}} \quad \frac{3 \hookrightarrow 3 \quad \text{ev_3}}{3:\text{nil} \hookrightarrow 3:\text{nil}} \quad \frac{\text{nil} \hookrightarrow \text{nil}}{3:\text{nil} \hookrightarrow 3:\text{nil}} \quad \frac{\text{ev_nil}}{\text{ev_cons}}}{2:3:\text{nil} \hookrightarrow 2:3:\text{nil}} \quad \text{ev_cons}$$

$\mathcal{D}_9 =$

$$\frac{\text{nil} \hookrightarrow \text{nil} \quad \text{ev_nil}}{\text{lcase nil of } (2:3:\text{nil}, \lambda h.\lambda t.h : (\text{append } t 2:3:\text{nil})) \hookrightarrow 2:3:\text{nil}} \quad \text{ev_lc_nil}$$

$$\frac{\frac{2 \hookrightarrow 2 \quad \text{ev_2}}{2:3:\text{nil} \hookrightarrow 2:3:\text{nil}} \quad \frac{3 \hookrightarrow 3 \quad \text{ev_3}}{3:\text{nil} \hookrightarrow 3:\text{nil}} \quad \frac{\text{nil} \hookrightarrow \text{nil}}{3:\text{nil} \hookrightarrow 3:\text{nil}} \quad \frac{\text{ev_nil}}{\text{ev_cons}}}{2:3:\text{nil} \hookrightarrow 2:3:\text{nil}} \quad \text{ev_cons}$$

□ Eager Evaluation

Evaluates each argument once.

Sometimes call-by-value is too eager:

$\text{search} \triangleq \text{fix } f.\lambda x.\lambda p.\lambda g.\lambda i.$
 $\text{lcase } x \text{ of } (i, \lambda h.\lambda t.\text{if } p h \text{ then } g h \text{ else } f t p g i)$

failure expression, i , is always evaluated in recursive call.

This can be fixed by “thunking”:

$\text{search} \triangleq \text{fix } f.\lambda x.\lambda p.\lambda g.\lambda i.$
 $\text{lcase } x \text{ of } (i(), \lambda h.\lambda t.\text{if } p h \text{ then } g h \text{ else } f t p g i)$

i must now be a function which takes a dummy, $()$, argument.

Eager evaluation can also cause “unnecessary” non-termination.

□ Call-by-name Evaluation

$$\overline{\lambda x.e \hookrightarrow \lambda x.e} \text{ ev_lam}$$

$$\frac{e_1 \hookrightarrow \lambda x.e \quad e[x := e_2] \hookrightarrow v}{e_1 e_2 \hookrightarrow v} \text{ ev_app}$$

$$\overline{(e_1, e_2) \hookrightarrow (e_1, e_2)} \text{ ev_pair} \quad \overline{() \hookrightarrow ()} \text{ ev_unit}$$

$$\frac{e \hookrightarrow (v_1, v_2)}{\text{fst } e \hookrightarrow v_1} \text{ ev_fst} \quad \frac{e \hookrightarrow (v_1, v_2)}{\text{snd } e \hookrightarrow v_2} \text{ ev_snd}$$

$$\frac{e[x := \text{fix } x.e] \hookrightarrow v}{\text{fix } x.e \hookrightarrow v} \text{ ev_fix}$$

□ Call-by-name contd.

$$\overline{tt} \hookrightarrow \overline{tt} \text{ ev_tt}$$

$$\frac{e_1 \hookrightarrow tt \quad e_2 \hookrightarrow v}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \hookrightarrow v} \text{ ev_if_tt}$$

$$\overline{ff} \hookrightarrow \overline{ff} \text{ ev_ff}$$

$$\frac{e_1 \hookrightarrow ff \quad e_3 \hookrightarrow v}{\text{if } e_1 \text{ then } e_2 \text{ else } e_3 \hookrightarrow v} \text{ ev_if_ff}$$

$$\overline{\text{nil}} \hookrightarrow \overline{\text{nil}} \text{ ev_nil}$$

$$\frac{e_1 \hookrightarrow \text{nil} \quad e_2 \hookrightarrow v}{\text{lcase } e_1 \text{ of } (e_2, e_3) \hookrightarrow v} \text{ ev_lc_nil}$$

$$\overline{e_1:e_2} \hookrightarrow \overline{e_1:e_2} \text{ ev_cons}$$

$$\frac{e_1 \hookrightarrow v_1:v_2 \quad e_3 v_1 v_2 \hookrightarrow v}{\text{lcase } e_1 \text{ of } (e_2, e_3) \hookrightarrow v} \text{ ev_lc_cons}$$

natural numbers
evaluate as expected

□ Lazy Evaluation

Call-by-name only evaluates an expression when needed.

```
eqlist (1:2:...:100:nil) (0:1:...:100:nil)
```

is much faster in call-by-name than call-by-value.

Avoids non-termination from unused arguments, but very inefficient:

```
( $\lambda x.x + x + x + x$ ) long_computation
```

computes long_computation four times.

Actual implementations (e.g. Haskell) use call-by-need, or lazy, evaluation which waits to evaluate until necessary, but caches the value a variable is bound to so that further uses of the variable do not have to recompute its value.

□ Infinite Structures

Laziness allows for directly handling infinite structures:

`zeros` \triangleq `fix l. 0 : l`

`nats` \triangleq `fix l. 0 : (map ($\lambda x.x + 1$) l)`

`enum` \triangleq `λl . zip nats l`

Have to be careful when applying functions to infinite lists.

- `append`, `map`, `zip` behave as expected on infinite lists.
- `reduce'` always diverges on an infinite lists.
- `filter`, `reduce`, `search`, `eqList` might diverge on an infinite list.

□ Some Haskell Syntax

fix is implicit in all Haskell definitions.

```
let zeros = 0:zeros
let nats = 0:(map (\x -> x + 1) nats)
let enum = \l -> zip nats l
```

Some alternatives for nats:

```
let nats = 0:(map (+ 1) nats)
let nats = [0 ..]
```

Notes:

$(+ 1) \equiv (\backslash x \rightarrow x + 1)$

$[0 \dots 5] \equiv 0:1:2:3:4:5:[] \equiv [0, 1, 2, 3, 4, 5]$

□ More Syntax

Haskell has pattern matching. Note that this forces evaluation of argument to the shape of pattern:

```
let pair_ones = (1,1):pair_ones
  (\(x,y) -> ()) pair_ones!!1000000
```

Takes a while to evaluate even though argument isn't used.

Some useful Haskell built-in functions:

```
[1,2,3,4,5]!!3 ≡ 4.    (Note !! is an infix function.)
```

```
take 3 [1,2,3,4,5] ≡ [1,2,3]
```

□ Lazy Evaluation

Consider expression:

```
let sums = (1,1):(map (\(i,n) -> (i+1, n+i+1)) sums)
```

Consider an explicitly delayed version:

```
let ones = 1:ones
```

```
let sums' =
```

```
  (1,1):(map (\(i,n) -> (i+(ones!!1000000), n+i+1)) sums')
```

First evaluation of `sums' !! 1000` takes a while, but subsequent calls need not reevaluate the list.

□ Homework 2

1. [20 points]
 - (a) What does:
$$\text{append}(1:\text{nil})(2:3:\text{nil})$$
evaluate to using call-by-name?
(b) Write a complete call-by-name evaluation derivation for:
$$\text{append}(1:\text{nil})(2:3:\text{nil}) \leftrightarrow v$$
where v is your answer to part a.
2. [20 points]

Write an expression for an infinite list representing the graph of the factorial function:

$$e = (1, 1) : (2, 2) : (3, 6) : (4, 24) : (5, 120) : (6, 720) : (7, 5040) : \dots$$
3. [30 points]

Write an expression for an infinite list representing the graph of the Fibonacci function:

$$e = (1, 1) : (2, 1) : (3, 2) : (4, 3) : (5, 5) : (6, 8) : (7, 13) : \dots$$