

## □ Simple Churches

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$$\text{zero} \triangleq \lambda f.\lambda x.x$$

$$\text{one} \triangleq \lambda f.\lambda x.f\ x$$

⋮

Simply Typed Versions

$$\text{Nat} \triangleq ((() \rightarrow ()) \rightarrow ()) \rightarrow () \rightarrow ()$$

We don't care what the carrier value is, so use  $()$ .

$$\text{zero} \triangleq \lambda f_{() \rightarrow ()}.\lambda x_{()} .x$$

$$\text{one} \triangleq \lambda f_{() \rightarrow ()}.\lambda x_{()} .f\ x$$

⋮

## □ Simple Functions

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plus  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \lambda f_{() \rightarrow ()}. \lambda x_{()}. m f () . m f (n f x)$

plus  $:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

mult  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \lambda f_{() \rightarrow ()}. \lambda x_{()}. m (n f) x$

mult  $:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

mult'  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \lambda f_{() \rightarrow ()}. \lambda x_{()}. m (\text{plus } n) \text{zero } f x$

mult'  $\not:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

exp  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \lambda f_{() \rightarrow ()}. \lambda x_{()}. m n f x$

exp  $\not:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

exp'  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \lambda f_{() \rightarrow ()}. \lambda x_{()}. m (\text{mult } n) \text{one } f x$

exp'  $\not:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

$\text{Nat} \triangleq (() \rightarrow ()) \rightarrow () \rightarrow ()$

## □ Polymorphic Churches

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$$\text{zero} \triangleq \lambda f. \lambda x. x$$

$$\text{one} \triangleq \lambda f. \lambda x. f x$$

⋮

Polymorphically typed versions

$$\text{Nat} \triangleq \forall \alpha. (\alpha \rightarrow \alpha) \rightarrow \alpha \rightarrow \alpha$$

$$\text{zero} \triangleq \Lambda \alpha. \lambda f_{\alpha \rightarrow \alpha}. \lambda x_{\alpha}. x$$

$$\text{one} \triangleq \Lambda \alpha. \lambda f_{\alpha \rightarrow \alpha}. \lambda x_{\alpha}. f x$$

⋮

## □ Polymorphic Functions

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plus  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \Lambda \alpha. \lambda f_{\alpha \rightarrow \alpha}. \lambda x_{\alpha}. m [\alpha] f (n [\alpha] f x)$   
plus  $:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

mult  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \Lambda \alpha. \lambda f_{\alpha \rightarrow \alpha}. \lambda x_{\alpha}. m [\alpha] (n [\alpha] f) x$   
mult  $:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

mult'  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \Lambda \alpha. \lambda f_{\alpha \rightarrow \alpha}. \lambda x_{\alpha}. m [\text{Nat}] (\text{plus } n) \text{zero } [\alpha] f x$   
mult'  $:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

exp  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \Lambda \alpha. \lambda f_{\alpha \rightarrow \alpha}. \lambda x_{\alpha}. m [\alpha \rightarrow \alpha] (n [\alpha]) f x$   
exp  $:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

exp'  $\triangleq \lambda m_{\text{Nat}}. \lambda n_{\text{Nat}}. \Lambda \alpha. \lambda f_{\alpha \rightarrow \alpha}. \lambda x_{\alpha}. m [\text{Nat}] (\text{mult } n) \text{one } [\alpha] f x$   
exp'  $:: \text{Nat} \rightarrow \text{Nat} \rightarrow \text{Nat}$

$\text{Nat} \triangleq \forall \alpha. (\alpha \rightarrow \alpha) \rightarrow \alpha \rightarrow \alpha$

## □ Some Results and Observations

- Evaluation preserves types:

$$\forall e, \tau, v. \cdot \vdash e :: \tau \text{ and } e \hookrightarrow v \text{ implies } \cdot \vdash v :: \tau$$

- In absence of fix, evaluation of well-typed functions terminates.

$$\forall e, \tau. \cdot \vdash e :: \tau \text{ implies } \exists v. e \hookrightarrow v$$

- Church numbers don't use fix.
- Polymorphic types are more powerful than simple types.
- Pure (no fix) polymorphic lambda calculus can encode non primitive recursive functions, such as Ackermann's function, and they are guaranteed to terminate.

## □ Implicit Types and Type Inference

- People don't like to see types.
- People don't like to be forced to write types.
- Modern languages try to hide types as much as possible.
- Type inference algorithms reconstruct types.

We know

$$\lambda x. \lambda f. x + f x \quad :: \quad \text{Int} \rightarrow (\text{Int} \rightarrow \text{Int}) \rightarrow \text{Int}$$

from type of constant  $+$  (i.e.  $+$   $:: \text{Int} \rightarrow \text{Int} \rightarrow \text{Int}$ ).

## □ Implicit Polymorphism

- Keep polymorphic types.
- Drop polymorphic expression syntax.
- Polymorphic typing rules:
$$\frac{\Gamma \vdash e :: \tau}{\Gamma \vdash e :: \forall \alpha. \tau} \text{tp\_tlam} \qquad \frac{\Gamma \vdash e :: \forall \alpha. \tau}{\Gamma \vdash e :: \tau[\alpha := \tau']} \text{tp\_tapp}$$
where  $\alpha$  is not free in  $\Gamma$  in  $\text{tp\_tlam}$ .
- Type inference impossible for general polymorphic types.
- Restrict to more tractable polymorphic types.

## □ Prenex Polymorphism

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- Don't allow embedded quantifiers.

$$\begin{array}{l} \forall \alpha. (\alpha \rightarrow \text{Int}) \rightarrow \text{Int} \quad \text{ok} \\ (\forall \alpha. \alpha \rightarrow \text{Int}) \rightarrow \text{Int} \quad \text{bad} \end{array}$$

- Allows for type inference.
- Only defined constants (and locally defined) are polymorphic.

```
let map f x = case x of [] -> []; h:t -> f h : map f t
```

```
map :: forall a b. (a -> b) -> [a] -> b
```

```
map (map (+ 1)) [[1,2], [3,4]] :: [[Int]]
```

```
(\m -> m (m (+ 1))) [[1,2], [3,4]] map :: type error
```

## □ GHC Extensions

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- Standard Haskell (i.e. Haskell 98) restricts to prenex polymorphism.
- GHC allows for arbitrary polymorphism.
- Sometimes GHC requires help (explicit type annotations) to infer types.  

```
(\ (m::forall a.(a -> a) -> [a] -> [a]) -> m (m (+ 1)) [[1,2], [3,4]]) map  
:: [[Int]]
```
- GHC has several other interesting extensions...

## □ Disjunctive Types

Types to express a choice of two things.

$$\begin{aligned} e & ::= \dots \mid \text{inl}e \mid \text{inr}e \mid (\text{case } e \text{ of inl } x \Rightarrow e \mid \text{inr } x \Rightarrow e) \\ \tau & ::= \dots \mid \tau \oplus \tau \end{aligned}$$

$$\frac{\Gamma \vdash e :: \tau_1 \quad \text{tp\_inl}}{\Gamma \vdash \text{inl}e :: \tau_1 \oplus \tau_2} \quad \frac{\Gamma \vdash e :: \tau_2 \quad \text{tp\_inr}}{\Gamma \vdash \text{inr}e :: \tau_1 \oplus \tau_2}$$

$$\frac{\Gamma \vdash e_1 :: \tau_1 \oplus \tau_2 \quad \Gamma \vdash e_2 :: \tau_1 \rightarrow \tau_3 \quad \Gamma \vdash e_3 :: \tau_2 \rightarrow \tau_3 \quad \text{tp\_case}}{\Gamma \vdash \text{case } e_1 \text{ of inl } x \Rightarrow e_2 \mid \text{inr } x \Rightarrow e_3 :: \tau_3}$$

$$\frac{e_1 \hookrightarrow \text{inl}v_1 \quad e_2v_1 \hookrightarrow v_2}{\text{case } e_1 \text{ of inl } x \Rightarrow e_2 \mid \text{inr } x \Rightarrow e_3 \hookrightarrow v_2} \quad \text{ev\_caseL}$$

$$\frac{e_1 \hookrightarrow \text{inr}v_1 \quad e_3v_1 \hookrightarrow v_2}{\text{case } e_1 \text{ of inl } x \Rightarrow e_2 \mid \text{inr } x \Rightarrow e_3 \hookrightarrow v_2} \quad \text{ev\_caseR}$$

## □ Datatypes

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We've already seen disjunctive types.

- $\text{Bool} \triangleq () \oplus ()$      $\text{tt} \triangleq \text{inl}()$      $\text{ff} \triangleq \text{inr}()$
- $\text{List} \triangleq \forall \alpha. () \oplus (\alpha, \text{List } \alpha)$      $\text{nil} \triangleq \text{inl}()$      $(:) \triangleq \lambda h. \lambda t. \text{inr}(h, t)$   
(if we allow recursive types)

Can generalize from binary disjuncts to labelled n-ary disjuncts.

Combine with recursive types and we get datatypes.

```
data Bool = True | False
data List a = Nil | Cons a (List a)
data Maybe a = Nothing | Just a
```

## □ Case Analysis and Pattern Matching

Datatype constructors may be matched and their arguments implicitly bound.

```
map f x = case x of [] -> []; h:t -> f h : map f t
```

[] and : are the built-in constructors for lists.

h and t are bound variables in second alternative.

Functions can be defined by cases:

```
div (Just x) (Just y) = if y == 0 then Nothing else Just (x / y)
div _ _ = Nothing
```

Haskell can check to see if all cases are covered:

```
head (h : t) = h
```

head doesn't cover the case for [].

## □ Homework 3

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Here are some different datatypes for implementing the lambda calculus:

Named variables:

```
data Exp = Var String | Lam String Exp | App Exp Exp
```

Represent variables as strings.

DeBruijn Indices:

```
data Exp = Var Int | Lam Exp | App Exp Exp
```

Variables are pointers to their binding site:

$$\lambda f.\lambda g.\lambda x.f\ x(g\ x) \equiv \Lambda\Lambda\ 20(10)$$

Write a normalization function, and a pretty printer, for each of these representations of the lambda calculus.

Extra credit:

Higher-Order Abstract Syntax:

```
data Exp = Lam (Exp -> Exp) | App Exp Exp
```

Variables are directly represented by Haskell variables.