

CS 252:

Advanced Programming Language Principles



Lambda Calculus

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Minimum complete
programming language?

WARNING: I expect you to
remember every construct of this
language for exams

Lambda Calculus expressions

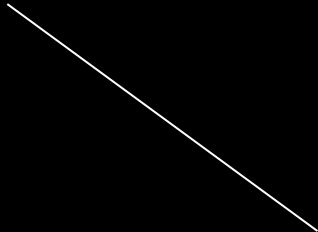
e	$::=$	<i>expressions:</i>
x		variables
$(\lambda x . e)$		lambda abstractions
$e e$		function application

We could have just said "function",
but we want to sound cool

Lambda Calculus values

$\mathcal{V} ::=$ *values:*

$(\lambda x . e)$ lambda abstractions



When our program finishes running, it returns some complex function as its "value"

Function application

Suppose we have a function:

$$(\lambda x . E)$$

Where E is some complex expression.

How do we evaluate:

v replaces x
wherever it
occurs in E

$$(\lambda x . E) \ v \quad \rightarrow \quad E [x \rightarrow v]$$

Small step semantics for λ -calculus

(in-class)

Operational Semantics

[Ctxt1]
$$\frac{e1 \rightarrow e1'}{e1 \ e2 \rightarrow e1' \ e2}$$

[Ctxt2]
$$\frac{e2 \rightarrow e2'}{(\lambda x . e) \ e2 \rightarrow (\lambda x . e) \ e2'}$$

[Call]
$$(\lambda x . e) \ v \rightarrow e[x \rightarrow v]$$

Example: Identity Function

$(\lambda x . x) \quad (\lambda a . \lambda b . a)$

→ $x \ [x \rightarrow (\lambda a . \lambda b . a)]$

→ $(\lambda a . \lambda b . a)$

When should we evaluate
function arguments?

Strict Evaluation Strategies

Evaluate function arguments first

- *Call-by-value:*
copy of the parameter is passed
- *Call-by-reference:*
implicit reference is passed

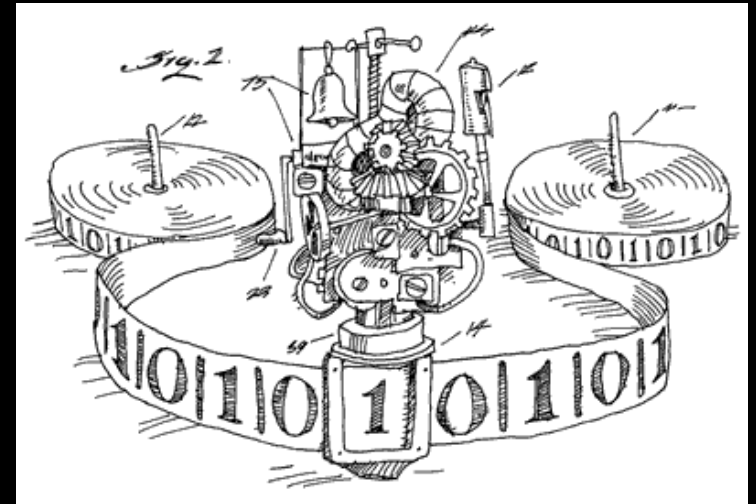
Lazy Evaluation Strategies

Substitute arguments in function body

- *Call-by-name*:
re-evaluate the argument each time
- *Call-by-need*:
memoizes parameter value after use

How powerful is this language?

The lambda-calculus is
Turing complete.



You can also implement the
 λ -calculus w/ a Turing machine

In other words, the two are equal in power

Translating λ -calc to Haskell

Lambda-calculus

Haskell

x

x

$(\lambda x . e)$

$(\backslash x \rightarrow e)$

$e \ e$

$e \ e$

Extending the lambda calculus (in class)

Boolean Values

- `true = $\lambda x.\lambda y.x$`
 - Get first argument
- `false = $\lambda x.\lambda y.y$`
 - Get second argument
- `test = $\lambda cond.\lambda thn.\lambda els.cond\ thn\ els$`

Pairs

- $\text{pair} = \lambda f.\lambda s. (\lambda b.b \ f \ s)$
 - 'b' is a boolean.
 - Remember: 'true' and 'false' act as 'get first arg' and 'get second arg', respectively.
- $\text{first} = \lambda p.p \ \text{true}$
- $\text{second} = \lambda p.p \ \text{false}$

Church Numerals

(AKA do something N times)

- Essentially, instructions for producing numbers
- Inputs:
 - z : Representation of zero
 - s : Successor function that works with z
- Examples:
 - $zero = \lambda s . \lambda z . z$
 - $one = \lambda s . \lambda z . s \ z$
 - $two = \lambda s . \lambda z . s \ (s \ z)$
 - $three = \lambda s . \lambda z . s \ (s \ (s \ z))$

Functions for Numbers

- $\text{succ} = \lambda n. (\lambda s. \lambda z. s \ (n \ s \ z))$
 - $n \ s \ z$ — “apply s to z n times”
- $\text{plus} = \lambda m. \lambda n. (\lambda s. \lambda z. m \ s \ (n \ s \ z))$
- $\text{plus}' = \lambda m. \lambda n. m \ \text{succ} \ n$
 - Alternate definition of plus that uses succ .
 - “Apply succ to n m times.”

Omega (Ω)

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

→ $x x [x \rightarrow (\lambda x. x x)]$

→ $(\lambda x. x x) (\lambda x. x x)$

→ ...

Y Combinator

- Similar to omega
- Also called the 'fix' combinator
- Produces recursive functions
- $\text{fix} = \lambda f. (\lambda x. f (\lambda y. x x y)) (\lambda x. f (\lambda y. x x y))$

Lab: Develop new features in the Lambda Calculus using Haskell

Details on Canvas.

Starter code is available on the course website.