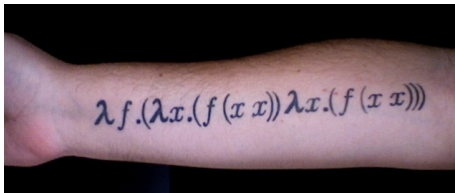


# Untyped $\lambda$ -Calculus, Informally

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- 1 Introduction
  - Last Time...
  - Background
- 2 Using  $\lambda$ -Calculus
  - Extensions
  - Examples

# Do-Over!

- Almost a year ago, I did a  $\lambda$ -calculus talk
  - Too long<sup>1</sup>
  - Too fast
  - Too much
- $\lambda$ -calculus isn't that bad
  - In fact, it's supposed to be *simple*
  - Formalizes function definition and application
  - Last time: formal  $\longrightarrow$  fun
  - Full-on formality takes awhile

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<sup>1</sup>That's what *she* said!

# You Already Know $\lambda$ -Calculus

## Functions

- Remember math?

### Examples

$$f(x) = x$$

$$g(x) = x^2$$

$$h(x) = f(x) \cdot g(x)$$

- All of these functions are **named**
- How do we formalize them?

# You Already Know $\lambda$ -Calculus

## Programming

Language	Syntax
$\lambda$ -calculus	$(\lambda x . x)$
Common Lisp/Scheme	<code>(lambda (x) x)</code>
Python	<code>lambda x: x</code>
Ruby	<code>lambda { x  x}</code>
Haskell	<code>\x -&gt; x</code>
C#	<code>x =&gt; x</code>
Javascript	<code>function(x) {x;}</code>
OCaml	<code>fun x -&gt; x</code>
SML	<code>fn x =&gt; x</code>
$\vdots$	$\vdots$

**First-class functions** are supported by even more languages: Perl, PHP, Erlang, Lua, Tcl/Tk, Io, Scala, D, Smalltalk, ...

# $\lambda$ -Calculus In Theory

## Definitions (Syntax & Semantics)

$$\begin{aligned} \langle term \rangle \rightarrow & \langle identifier \rangle \\ & | ( \lambda \langle identifier \rangle . \langle term \rangle ) \\ & | ( \langle term \rangle \langle term \rangle ) \end{aligned}$$

$$(out) \quad \frac{}{(\lambda x . A)B \longrightarrow_{\beta} A[x \mapsto B]}$$

$$(left) \quad \frac{A \longrightarrow_{\beta} A'}{AB \longrightarrow_{\beta} A'B}$$

$$(in) \quad \frac{A \longrightarrow_{\beta} A'}{\lambda x . A \longrightarrow_{\beta} \lambda x . A'}$$

$$(right) \quad \frac{B \longrightarrow_{\beta} B'}{AB \longrightarrow_{\beta} AB'}$$

# $\lambda$ -Calculus In Practice

Before

$$f(x) = x$$

$$g(x) = x^2$$

$$h(x) = f(x) \cdot g(x)$$

After

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

$$g = (\lambda x . x^2)$$

$$h = (\lambda x . (f\ x) \cdot (g\ x))$$

# $\lambda$ -Calculus In Practice (Basically)

Before

$$f(x) = x$$

$$g(x) = x^2$$

$$h(x) = f(x) \cdot g(x)$$

After

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

$$g = (\lambda x . x^2)$$

$$h = (\lambda x . (f x) \cdot (g x))$$

Strictly, in the **untyped**  $\lambda$ -calculus, we don't have names, datatypes, operators, objects, methods, or *anything*; just **functions**.



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# Just Functions?

- What can you represent with *just* functions?
- Anything a computer can!
  - Natural numbers
  - Booleans
  - Tuples
  - Linked lists
  - Recursion
  - ...
- $\lambda$ -calculus is the smallest *interesting* programming language
- *A Correspondence between ALGOL 60 and Church's Lambda-Notation* (Landin, 1965)
- *System F with Type Equality Coercions* (Sulzmann, Chakravarty, Peyton Jones, and Donnelly, 2007)

# History

- **Early 1930s:** Church, Kleene, and Rosser papers
  - **1932:** Church formalizes  $\lambda$ -calculus
  - **1933:** Church numerals
  - **1935:** Kleene-Rosser paradox
- **1936:** The Church-Turing thesis
  - Church answers the decision problem
  - Independently and almost immediately afterwards, so does Alan Turing
- **1936-1938:** Alan Turing went to Princeton, taking Church as his doctoral advisor. Among other things, this gave us the **Turing fixpoint combinator**  $\Theta$  in 1937.
- **1940:** Church publishes a reformulation of type theory based on  $\lambda$ -calculus, which is a foundation for type-theoretic work today.

# Extending $\lambda$ -Calculus

- Though theoretically we can make everything a function, in practice we “cheat”
- To make our lives easier, assume we have
  - Natural numbers ( $\lambda_{\mathbb{N}}$ -calculus)
  - Booleans ( $\lambda_{\mathbb{NB}}$ -calculus)
- We use these as **shorthand** — it’s still untyped
- Even more extensions are possible
  - Annotate each program variable with a type variable — ( $\lambda x : T . etc$ )
  - Give semantic rules that handle types soundly
  - This is the foundation of **type theory**

## Case Study: Linked Lists

- Linked lists are ordered sequences of `cons` cells
- End each list with `nil`

### Definitions

```
cons = ( $\lambda h . (\lambda t . (\lambda f . ((f\ h)\ t))))$ )
head = ( $\lambda c . (c\ (\lambda h . (\lambda t . h)))$ )
tail = ( $\lambda c . (c\ (\lambda h . (\lambda t . t)))$ )
nil = ( $\lambda f . T$ )
null = ( $\lambda c . (c\ (\lambda h . (\lambda t . F)))$ )
```

# Case Study: Linked Lists

## Variable Length

### Examples

$$((\text{cons } 1) \text{ nil}) \longrightarrow_{\beta} (\lambda f . ((f \ 1) \text{ nil}))$$

$$(\text{cons } 2 (\text{cons } 1 \text{ nil})) \longrightarrow_{\beta} \left( \lambda f . f \ 2 \ (\underbrace{\lambda f . f \ 1 \ \text{nil}}) \right)$$

$$(\text{cons } 3 (\text{cons } 2 (\text{cons } 1 \text{ nil}))) \longrightarrow_{\beta} \dots$$

# Case Study: Linked Lists

## Accessing Elements

- Since linked lists are just nested pairs, we can access elements by individually accessing the `head` or `tail` of each sublist

### Example

$$\begin{aligned}
 & \text{(head (cons 2 (cons 1 nil)))} \\
 \equiv & \underline{\text{((}\lambda c . c \text{ (}\lambda h t . h\text{)) (cons 2 (cons 1 nil))}} \\
 \longrightarrow_{\beta} & \text{((cons 2 (cons 1 nil)) (}\lambda h t . h\text{))} \\
 \equiv & \underline{\text{((}\lambda f . f \text{ 2 (}\lambda f . f \text{ 1 nil)) (}\lambda h t . h\text{))}} \\
 \longrightarrow_{\beta} & \underline{\text{(}\lambda h t . h\text{) 2 (}\lambda f . f \text{ 1 nil)}} \\
 \longrightarrow_{\beta} & 2
 \end{aligned}$$

# Case Study: Linked Lists

## The Empty List

### Example

$$\begin{aligned} & (\text{null nil}) \\ \equiv & \underline{((\lambda c . c (\lambda h t . F)) (\lambda f . T))} \\ \longrightarrow_{\beta} & \underline{((\lambda f . T) (\lambda h t . F))} \\ \longrightarrow_{\beta} & T \end{aligned}$$



# Case Study: Linked Lists

## The Empty List

### Example

$$\begin{aligned}
 & (\text{null } (\text{cons } 1 \text{ nil})) \\
 \equiv & \underline{((\lambda c . c (\lambda h t . F)) (\lambda f . f 1 \text{ nil}))} \\
 \longrightarrow_{\beta} & \underline{((\lambda f . f 1 \text{ nil}) (\lambda h t . F))} \\
 \longrightarrow_{\beta} & \underline{(((\lambda h t . F) 1) \text{ nil})} \\
 \longrightarrow_{\beta} & \underline{((\lambda t . F) \text{ nil})} \\
 \longrightarrow_{\beta} & F
 \end{aligned}$$

## Case Study: Recursion

- Recursion is a natural way to iterate through a linked list

### Example

$$\begin{aligned} \text{sum} = \lambda l . \text{if } (\text{null } l) \\ 0 \\ (l (\lambda h . (\lambda t . h + (\text{sum } t)))) \end{aligned}$$

- But without **naming**, how can we make functions recursive?

# Case Study: Recursion

## Fixpoints

### Definition

A *fixpoint* of a function  $f$  is a value  $\text{fix}_f$  such that

$$f(\text{fix}_f) = \text{fix}_f$$

### Example

Consider the algebraic function  $f(x) = x^2$ .  $f$  has the fixpoints 0 and 1:

$$f(0) = 0^2 = 0 \qquad f(1) = 1^2 = 1$$

But  $-1$  is **not** a fixpoint, because

$$f(-1) = (-1)^2 = 1 \neq -1$$

# Case Study: Recursion

## Fixpoint Combinators

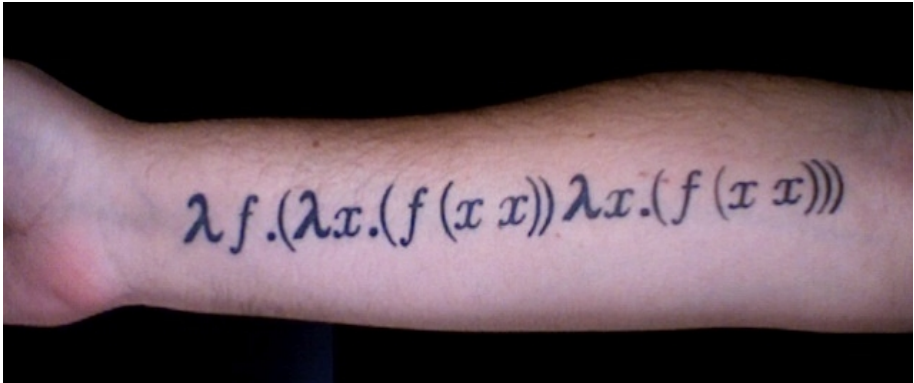
- In the untyped  $\lambda$ -calculus, **every** term has a fixpoint
- Fixpoints can be calculated with **fixpoint combinators**
  - Y Combinator
  - Alan Turing's fixpoint combinator,  $\Theta$
  - Others
- Therefore, given a  $\lambda$ -calculus function  $f$ , we have

$$(f (Y f)) =_{\beta} (Y f)$$

$$(f (\Theta f)) =_{\beta} (\Theta f)$$

# Case Study: Recursion

## Y Combinator



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

# Case Study: Recursion

## Using Fixpoints

- How do fixpoints help us with recursion?
- Let  $f$  take a parameter in order to refer to itself, then use a fixpoint combinator

### Example

Let

$$f = (\lambda rec . \lambda l . \text{if } (\text{null } l) \\ 0 \\ (l (\lambda h . (\lambda t . h + (rec t))))))$$

$$\text{Then } \text{sum} = (Y f) =_{\beta} (f \underbrace{(Y f)}) = (f \text{ sum})$$

# Summary

- $\lambda$ -calculus is a tiny, axiomatic tool used in
  - computability
  - compilers
  - formal semantics
  - programming language theory
  - type theory
  - logic
  - math
  - ...
- Extensions to the untyped  $\lambda$ -calculus make it much richer
- Simple Yet Effective<sup>TM</sup>