

$x y$ -- no binders at all!
 $\backslash y \rightarrow x y$ -- no $\backslash x$ binder
 $(\backslash x \rightarrow \backslash y \rightarrow y) x$ -- x is outside the scope of the $\backslash x$ binder;
 -- intuition: it's not "the same" x

"make"

$(\lambda x \rightarrow x)$ Z

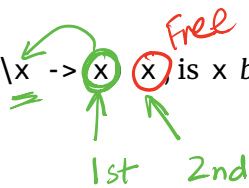
QUIZ

In the expression $(\backslash x \rightarrow x) x$ is x bound or free?

A. bound

B. free

C. first occurrence is bound, second is free



D. first occurrence is bound, second and third are free

E. first two occurrences are bound, third is free

Free Variables

An variable x is **free** in e if *there exists* a free occurrence of x in e

We can formally define the set of *all free variables* in a term like so:

$$\begin{aligned}
 FV(x) &= ??? \{x\} \\
 FV(\lambda x \rightarrow e) &= ??? FV(e) - \{x\} \\
 FV(\underline{e_1} \ \underline{e_2}) &= ??? FV(e_1) \cup FV(e_2)
 \end{aligned}$$

$$\underbrace{(\lambda x \rightarrow x)}_{e_1} \ z \quad \underbrace{z}_{e_2} \ \text{dog}$$

$$\lambda x \rightarrow x$$

"Closed" Expressions

If e has no free variables it is said to be **closed**

- Closed expressions are also called **combinators**

What is the shortest closed expression?

Rewrite Rules of Lambda Calculus

1. α -step (aka renaming formals)

2. β -step (aka function call)

$$e \rightarrow e_1 \rightarrow e_2 \rightarrow e_3 \rightarrow e_{\text{final}}$$

Semantics: β -Reduction

$$(\lambda x \rightarrow e1) e2 \quad \text{=b>} \quad e1[x := e2]$$

where $e1[x := e2]$ means “ $e1$ with all *free* occurrences of x replaced with $e2$ ”

Computation by *search-and-replace*:

- If you see an *abstraction* applied to an *argument*, take the *body* of the abstraction and replace all free occurrences of the *formal* by that *argument*
- We say that $(\lambda x \rightarrow e1) e2$ β -steps to $e1[x := e2]$

Examples

```
(\x -> x) apple  
=b> apple
```

Is this right? Ask Elsa (<http://goto.ucsd.edu:8095/index.html#?demo=blank.lc>)!

$(\lambda f \rightarrow \text{BODY}) \text{ ARG}$

$(\lambda f \rightarrow \lambda x \rightarrow x)$ (give apple)

=b> ???

Body [f := ARG]

QUIZ

$\lambda x \rightarrow \text{BODY}$ ARG

$(\lambda x \rightarrow (\lambda y \rightarrow y))$ apple

=b> ???

A. apple

B. $\lambda y \rightarrow$ apple

C. \x -> apple

D. \y -> y

E. \x -> y


QUIZ

`(\x -> x (\x -> x)) apple`

body *ARG*

apple (\x -> x)

=b> ???



A. `apple (\x -> x)`

B. `apple (\apple -> apple)`

C. `apple (\x -> apple)`

D. `apple`

E. `\x -> x`

A Tricky One

$(\lambda x \rightarrow (\lambda y \rightarrow x)) y$
=b> $\lambda y \rightarrow y$

Is this right?

Something is Fishy

$(\lambda x \rightarrow (\lambda y \rightarrow x)) y$
=b> $\lambda y \rightarrow y$

Is this right?

Problem: the free y in the argument has been captured by $\lambda y!$

Solution: make sure that all free variables of the argument are different from the binders in the body.

Free vars DIFF THAN params

Capture-Avoiding Substitution

We have to fix our definition of β -reduction:

$$(\lambda x \rightarrow e1) e2 \quad =b> \quad e1[x := e2]$$

where $e1[x := e2]$ means “ ~~$e1$ with all free occurrences of x replaced with $e2$~~ ”

- $e1$ with all *free* occurrences of x replaced with $e2$, **as long as** no free variables of $e2$ get captured

- undefined otherwise

Formally:

```
x[x := e]           = e
y[x := e]           = y           -- assuming x /= y
(e1 e2)[x := e]     = (e1[x := e]) (e2[x := e])
(\x -> e1)[x := e]  = \x -> e1    -- why do we leave `e1` alone?
(\y -> e1)[x := e]
  | not (y in FV(e)) = \y -> e1[x := e]
  | otherwise        = undefined   -- wait, but what do we do then???
```

Rewrite Rules of Lambda Calculus

1. α -step (aka renaming formals)

2. β -step (aka function call)

$$(\lambda x \rightarrow e)$$

$$\Rightarrow_a) (\lambda y \rightarrow e[x := y])$$

$$\lambda a \rightarrow a \quad \lambda \text{zebra} \rightarrow \text{zebra}$$

$$\lambda b \rightarrow b$$

Semantics: α -Renaming

$$\lambda x \rightarrow e \Rightarrow_a \lambda y \rightarrow e[x := y]$$

where not (y in FV(e))

- We can rename a formal parameter and replace all its occurrences in the body
- We say that $\lambda x \rightarrow e$ α -steps to $\lambda y \rightarrow e[x := y]$

Example:

$\lambda x \rightarrow x \quad =_{\alpha} \lambda y \rightarrow y \quad =_{\alpha} \lambda z \rightarrow z$

All these expressions are α -equivalent

What's wrong with these?

-- (A)

$\lambda f \rightarrow f x \quad =_{\alpha} \lambda x \rightarrow x x$

-- (B)

$(\lambda x \rightarrow \lambda y \rightarrow y) y \quad =_{\alpha} (\lambda x \rightarrow \lambda z \rightarrow z) z$

-- (C)

$\lambda x \rightarrow \lambda y \rightarrow x y \quad =_{\alpha} \lambda \text{apple} \rightarrow \lambda \text{orange} \rightarrow \text{apple orange}$

The Tricky One

$(\lambda x \rightarrow (\lambda y \rightarrow x)) y$
=a> ???

To avoid getting confused, you can always rename formals, so that different variables have different names!

Normal Forms

A **redex** is a λ -term of the form

$$(\lambda x \rightarrow e1) e2$$

A λ -term is in **normal form** if it contains no redexes.

QUIZ

Which of the following terms are **not** in normal form?

- A. x *can still be reduced*
- B. $x y$ *no Lambda!*
- C. $(\lambda x \rightarrow x) y$
- D. $x (\lambda y \rightarrow y)$ *NOT a redex (because it is on the RIGHT)*
- E. C and D

Semantics: Evaluation

A λ -term e **evaluates to** e' if

1. There is a sequence of steps

$$e \Rightarrow e_1 \Rightarrow \dots \Rightarrow e_N \Rightarrow e'$$

where each \Rightarrow is either \Rightarrow_a or \Rightarrow_b and $N \geq 0$

2. e' is in *normal form*

Examples of Evaluation

$(\lambda x \rightarrow x)$ apple
=b> apple



$(\lambda f \rightarrow \boxed{f (\lambda x \rightarrow x)}) (\lambda x \rightarrow x)$
=?> ???

body

arg

$(\lambda x \rightarrow x x) (\lambda x \rightarrow x)$
=?> ???

$\lambda a b \rightarrow a(c a b)$

Elsa shortcuts

Named λ -terms:

let ID = $\lambda x \rightarrow x$ -- *abbreviation for $\lambda x \rightarrow x$*

To substitute name with its definition, use a =d> step:

ID apple

=d> ($\lambda x \rightarrow x$) apple -- *expand definition*

=b> apple -- *beta-reduce*

Evaluation:

- $e1 \Rightarrow e2$: $e1$ reduces to $e2$ in 0 or more steps
 - where each step is =a> , =b> , or =d>
- $e1 \rightsquigarrow e2$: $e1$ evaluates to $e2$

What is the difference?

Non-Terminating Evaluation

$$\begin{aligned} & (\lambda x \rightarrow x x) (\lambda x \rightarrow x x) \\ & \quad =b> (\lambda x \rightarrow x x) (\lambda x \rightarrow x x) \end{aligned}$$

Oops, we can write programs that loop back to themselves...

and never reduce to a normal form!


This combinator is called Ω

What if we pass Ω as an argument to another function?

let OMEGA = ($\lambda x \rightarrow x x$) ($\lambda x \rightarrow x x$)

$(\lambda x \rightarrow \lambda y \rightarrow y)$ OMEGA

Does this reduce to a normal form? Try it at home!

$(\lambda a \rightarrow (\lambda b \rightarrow a)) (cab)$
 $(\lambda b \rightarrow (cab))$ oh no!
I "b" captured!!!


$(\lambda x \rightarrow e_1) e_2 \Rightarrow e_1[x := e_2]$
↑ "formal" ↑ "body" ↑ "arg"

Programming in λ -calculus

Real languages have lots of features

- Booleans
- Records (structs, tuples)
- Numbers
- **Functions** [we got those]
- Recursion

Lets see how to encode all of these features with the λ -calculus.

if COND
STUFF
ELSE OTHER

let IF = $\lambda \text{cond stuff other} \rightarrow$

(NOT TRUE) \equiv FALSE

(NOT FALSE) \equiv TRUE

NOT = $\lambda b \rightarrow \text{IF } b \text{ FALSE TRUE}$

NOT = $\lambda b \rightarrow \text{IF FALSE}$

AND = $\lambda b_1 b_2 \rightarrow \text{IF } b_1 b_2 \text{ FALSE}$

OR = $\lambda b_1 b_2 \rightarrow \text{IF } b_1 \text{ TRUE } b_2$

λ -calculus: Booleans

How can we encode Boolean values (TRUE and FALSE) as functions?

Well, what do we do with a Boolean b ?

Make a *binary choice*

- **if b then e1 else e2**

Booleans: API

We need to define three functions

let TRUE = ???

let FALSE = ???

let ITE = \b x y -> ??? -- *if b then x else y*

such that

ITE TRUE apple banana ==> apple

ITE FALSE apple banana ==> banana

(Here, **let** NAME = e means NAME is an *abbreviation* for e)

Booleans: Implementation

```
let TRUE  = \x y -> x      -- Returns its first argument
let FALSE = \x y -> y      -- Returns its second argument
let ITE   = \b x y -> b x y -- Applies condition to branches
                                     -- (redundant, but improves readability)
```

Example: Branches step-by-step

```

eval ite_true:
  ITE TRUE e1 e2
=d> (\b x y -> b  x  y) TRUE e1 e2  -- expand def ITE
=b>  (\x y -> TRUE x  y)      e1 e2  -- beta-step
=b>    (\y -> TRUE e1 y)      e2     -- beta-step
=b>      TRUE e1 e2          -- expand def TRUE
=d>    (\x y -> x) e1 e2      -- beta-step
=b>      (\y -> e1)  e2      -- beta-step
=b> e1

```

Example: Branches step-by-step

Now you try it!

Can you fill in the blanks to make it happen? (<http://goto.ucsd.edu:8095/index.html#?demo=ite.lc>)

```
eval ite_false:  
  ITE FALSE e1 e2
```

-- fill the steps in!

```
=b> e2
```

Boolean Operators

Now that we have ITE it's easy to define other Boolean operators:

let NOT = \b -> ???

let AND = \b1 b2 -> ???

let OR = \b1 b2 -> ???

let NOT = \b -> ITE b FALSE TRUE

let AND = \b1 b2 -> ITE b1 b2 FALSE

let OR = \b1 b2 -> ITE b1 TRUE b2

Or, since ITE is redundant:

let NOT = \b -> b FALSE TRUE

let AND = \b1 b2 -> b1 b2 FALSE

let OR = \b1 b2 -> b1 TRUE b2

Which definition to do you prefer and why?

1

"cat"

[10, 20, 30]

Programming in λ -calculus

- Booleans [done] ✓
- Records (structs, tuples)
- Numbers
- Functions [we got those] ✓
- Recursion

$\circ = \{$ fst $:$ 1
) snd $:$ "cat"

\rightarrow thd $:$ [10, 20, 30]
 }

o. fst
 o. snd
 v o. thd

FST ((pack v_1) v_2) = v_1

SND ((pack v_1) v_2) = v_2

HW \rightarrow SUNDAY 4/14 23:59

$$\begin{aligned}
 & (\lambda x y z \rightarrow e) \quad a_1 \quad a_2 \quad a_3 \\
 & \left(\left(\left(\lambda x \rightarrow \left(\lambda y \rightarrow \left(\lambda z \rightarrow e \right) \right) \right) \right) \right) \quad a_1 \quad a_2 \quad a_3
 \end{aligned}$$

~~λ -calculus: Records~~

Let's start with records with two fields (aka pairs)

What do we do with a pair?

1. Pack two items into a pair, then
2. Get first item, or
3. Get second item.