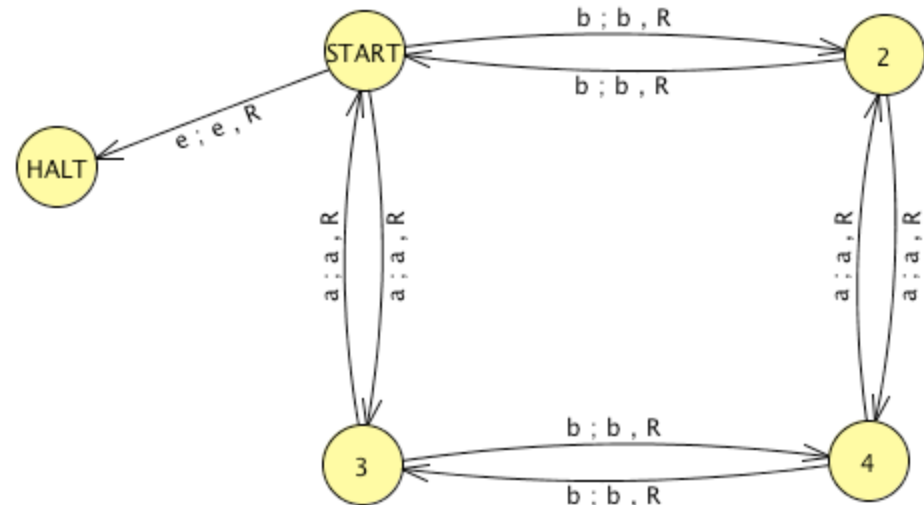
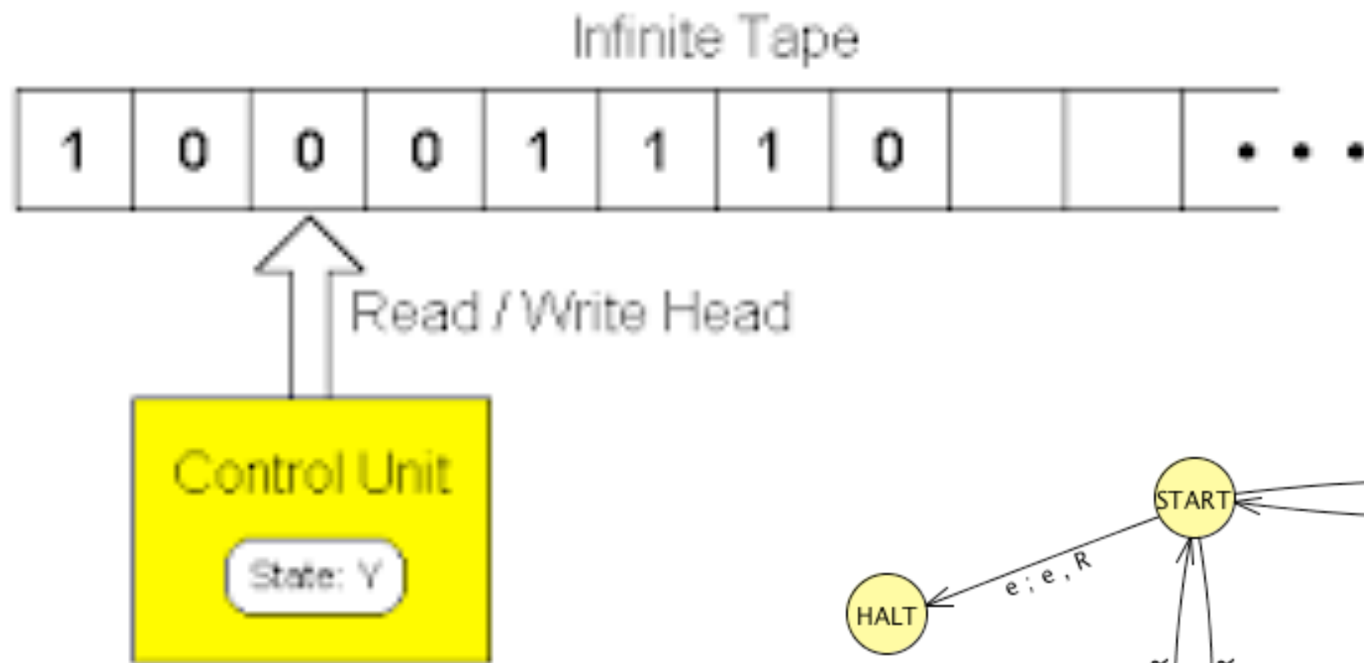

CMSC 330: Organization of Programming Languages

Lambda Calculus

Turing Machine



Turing Completeness

- ▶ Turing machines are the most powerful description of computation possible
 - They define the Turing-computable functions
- ▶ A programming language is **Turing complete** if
 - It can map every Turing machine to a program
 - A program can be written to emulate a Turing machine
 - It is a superset of a known Turing-complete language
- ▶ Most powerful programming language possible
 - Since Turing machine is most powerful automaton

Programming Language Expressiveness

- ▶ So what language features are needed to express all computable functions?
 - What's a minimal language that is Turing Complete?
- ▶ Observe: some features exist just for convenience
 - Multi-argument functions `foo (a, b, c)`
 - Use currying or tuples
 - Loops `while (a < b) ...`
 - Use recursion
 - Side effects `a := 1`
 - Use functional programming pass “heap” as an argument to each function, return it when with function's result:
`effectful : `a → `s → (`s * `a)`

Programming Language Expressiveness

- ▶ It is not difficult to achieve Turing Completeness
 - Lots of things are ‘accidentally’ TC
- ▶ Some fun examples:
 - x86_64 `mov` instruction
 - Minecraft
 - Magic: The Gathering
 - Java Generics
- ▶ There’s a whole cottage industry of proving things to be TC
- ▶ But: What is a “core” language that is TC?

Lambda Calculus (λ -calculus)

- ▶ Proposed in 1930s by
 - Alonzo Church
(born in Washington DC!)
- ▶ Formal system
 - Designed to investigate functions & recursion
 - For exploration of foundations of mathematics
- ▶ Now used as
 - Tool for investigating computability
 - Basis of functional programming languages
 - Lisp, Scheme, ML, OCaml, Haskell...



Why Study Lambda Calculus?

- ▶ It is a “core” language
 - Very small but still Turing complete
- ▶ But with it can explore general ideas
 - Language features, semantics, proof systems, algorithms, ...
- ▶ Plus, higher-order, anonymous functions (aka *lambdas*) are now very popular!
 - C++ (C++11), PHP (PHP 5.3.0), C# (C# v2.0), Delphi (since 2009), Objective C, Java 8, Swift, Python, Ruby (Procs), ... (and functional languages like OCaml, Haskell, F#, ...)
 - Excel, as of 2021!

Lambda Calculus Syntax

- ▶ A lambda calculus **expression** is defined as

$e ::= x$	variable
$\lambda x.e$	abstraction (fun def)
$e e$	application (fun call)

- This grammar describes ASTs; not for parsing - ambiguous!
- Lambda expressions also known as lambda **terms**

- $\lambda x.e$ is like $(fun\ x\ ->\ e)$ in OCaml

That's it! Nothing but higher-order functions

Lambda Calculus Syntax Ambiguity

- ▶ How is parsing ambiguous?
- ▶ Let's try: $\lambda x.x x$

$E \rightarrow V \mid L \mid A$

$L \rightarrow \lambda V.E$

$A \rightarrow E E$

$V \rightarrow v \mid \varepsilon$

L

λ	V	.	A
	V		V
	V		V
	X		X
	X		X
	X		X

Lambda Calculus Syntax Ambiguity

- ▶ How is parsing ambiguous?
- ▶ Let's try: $\lambda x.x x$

$E \rightarrow V \mid L \mid A$

$L \rightarrow \lambda V.E$

$A \rightarrow E E$

$V \rightarrow v \mid \varepsilon$

A

L V

λ V . V x

x x

Lambda Calculus Syntax

- ▶ While this means that our grammar is not so useful for *parsing*, it is still useful for write LC terms if we follow some conventions
- ▶ Almost all literature you will find uses two syntactic conventions
- ▶ We add a third convention that is very common ‘syntactic sugar’ for ease of reading larger LC terms

Disambiguating: Three Conventions

- ▶ Scope of λ extends as **far right** as possible
 - Subject to scope delimited by **parentheses**
 - $\lambda x. \lambda y. x y$ is same as $\lambda x. (\lambda y. (x y))$
- ▶ Function application is left-associative
 - $x y z$ is $(x y) z$
 - Same rule as OCaml
- ▶ As a convenience, we use the following “syntactic sugar” for local declarations
 - $\text{let } x = e1 \text{ in } e2$ is short for $(\lambda x. e2) e1$

Warmup Quiz

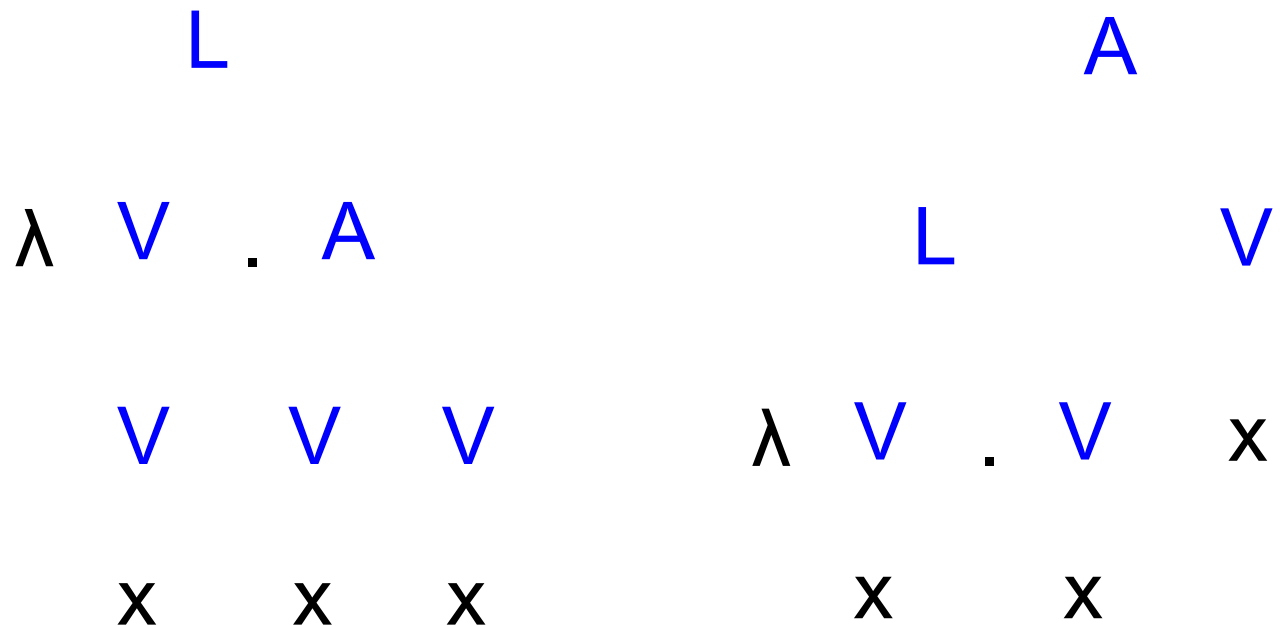
- ▶ Revisiting $\lambda x.x x$ considering our conventions
- ▶ Which parse tree is it?

$E \rightarrow V \mid L \mid A$

$L \rightarrow \lambda V.E$

$A \rightarrow E E$

$V \rightarrow v \mid \varepsilon$



Warmup Quiz

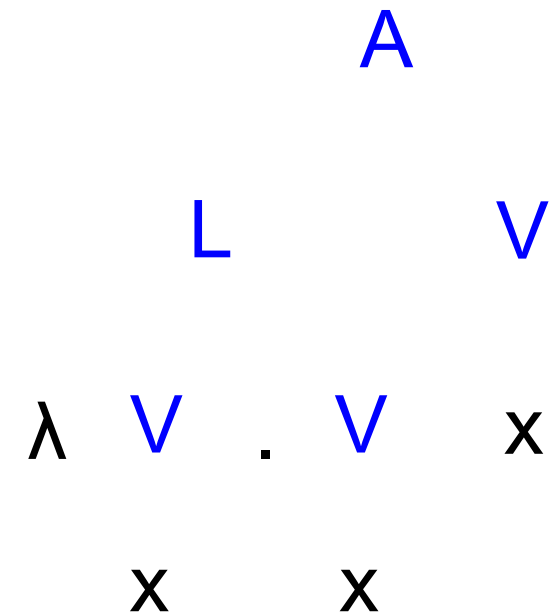
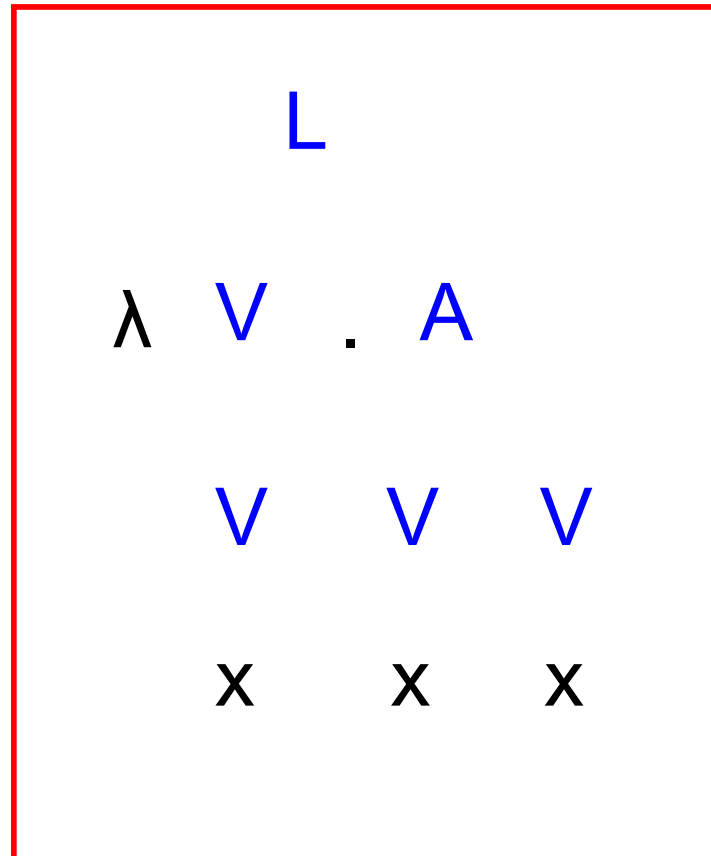
- ▶ Revisiting $\lambda x.x x$ considering our conventions
- ▶ Which parse tree is it?

$E \rightarrow V \mid L \mid A$

$L \rightarrow \lambda V.E$

$A \rightarrow E E$

$V \rightarrow v \mid \varepsilon$



Quiz #1

$\lambda x. (y z)$ and $\lambda x. y z$ are equivalent

- A. True
- B. False

Quiz #1

$\lambda x. (y z)$ and $\lambda x. y z$ are equivalent

A. True

B. False

Quiz #2

This term is equivalent to which of the following?

$\lambda x. x \ a \ b$

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

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

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

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

Quiz #2

This term is equivalent to which of the following?

$\lambda x. x \ a \ b$

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

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

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

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

But what does it mean?

- ▶ Many ways to define the semantics of LC
- ▶ We will look at two
 - Operational Semantics
 - Definitional Interpreter

Lambda Calculus Semantics

- ▶ Evaluation: All that's involved are function calls $(\lambda x.e1) e2$
 - Evaluate $e1$ with x replaced by $e2$
- ▶ This application is called **beta-reduction**
 - $(\lambda x.e1) e2 \rightarrow e1[x:=e2]$
 - $e1[x:=e2]$ is $e1$ with occurrences of x replaced by $e2$
 - This operation is called *substitution*
 - **Replace** formals with actuals
 - Instead of using environment to map formals to actuals
 - We allow reductions to occur *anywhere* in a term
 - Order reductions are applied does not affect final value!
- ▶ When a term **cannot be reduced further** it is in **beta normal form**

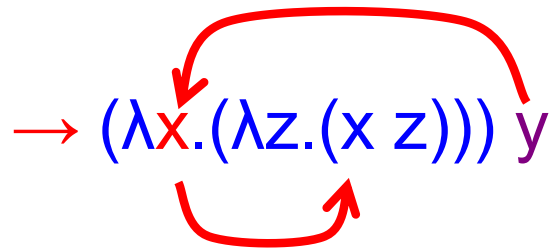
Beta Reduction Example

▶ $(\lambda x. \lambda z. x z) y$

→ $(\lambda x. (\lambda z. (x z))) y$

// since λ extends to right

→ $(\lambda x. (\lambda z. (x z))) y$



// apply $(\lambda x. e1) e2 \rightarrow e1[x:=e2]$

// where $e1 = \lambda z. (x z)$, $e2 = y$

→ $\lambda z. (y z)$

// final result

Parameters

• Formal

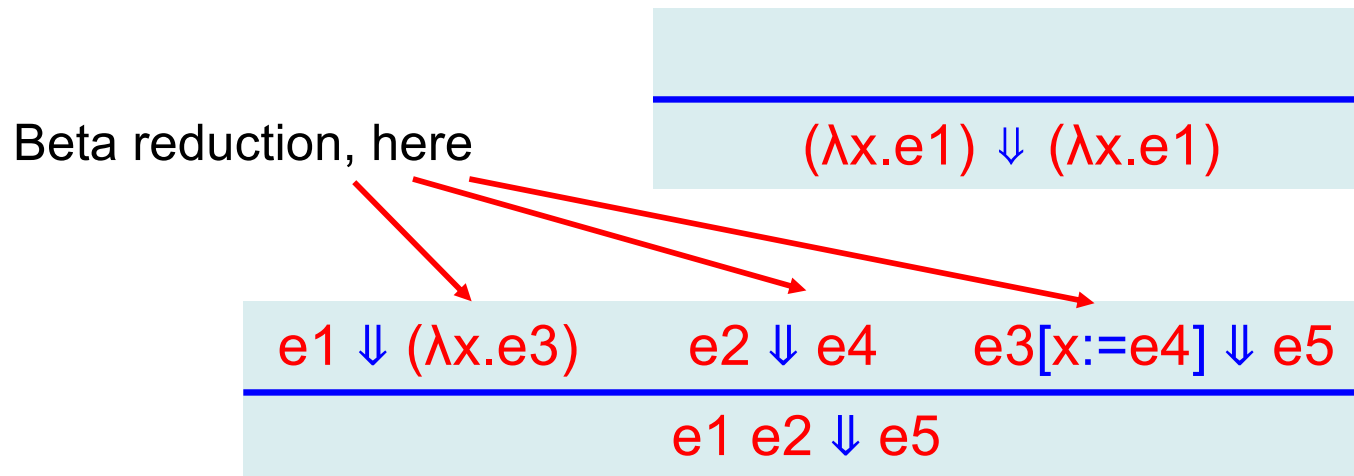
• Actual

▶ Equivalent OCaml code

• $(\text{fun } x \text{ -> } (\text{fun } z \text{ -> } (x z))) y \rightarrow \text{fun } z \text{ -> } (y z)$

Big-Step Operational Semantics

- ▶ Beta reduction says how to evaluate a single call
 - ▶ It doesn't say how to evaluate a term with many function calls in it
- ▶ We can use operational semantics to “fully evaluate” a term in one “big step”



Two Varieties

- ▶ There are two common variants of big-step semantics
 - *Eager* evaluation (aka *strict*, or *call by value*)
 - *Lazy* evaluation (aka *call by name*)

Eager

- ▶ Notice that we evaluated the argument **e2** before performing the beta-reduction
 - ▶ This is the first version we saw
- ▶ Hence, *eager*

$(\lambda x.e1) \Downarrow (\lambda x.e1)$

$e1 \Downarrow (\lambda x.e3) \quad e2 \Downarrow e4 \quad e3[x:=e4] \Downarrow e5$
 $e1 \ e2 \Downarrow e5$

Lazy

- ▶ Alternatively, we could have performed beta reduction *without* evaluating $e2$; use it as is
- Hence, *lazy*

$$(\lambda x.e1) \Downarrow (\lambda x.e1)$$

$$e1 \Downarrow (\lambda x.e3) \quad e3[x:=e2] \Downarrow e4$$

$$e1 \ e2 \Downarrow e4$$

Small Step Semantics

- ▶ Operational semantics rules we have seen have always been "big step", i.e., complete evaluation
 - ▶ $e \Downarrow e'$ says that e will *terminate* as e'
- ▶ This is a little unsatisfying
 - ▶ It doesn't account for nontermination
 - ▶ It doesn't identify where a program fails to progress
- ▶ **Small-step semantics** addresses these problems
 - ▶ $e \rightarrow e'$ in small-step says e **takes one step** to e'
 - ▶ We say a term $e1$ can be *beta-reduced* to term $e2$ if $e1$ steps to $e2$ after one or more steps

Small-Step Rules of LC

- ▶ Here are the “small-step” (\rightarrow) rules:

$$\frac{e1 \rightarrow e2}{(\lambda x.e1) \rightarrow (\lambda x.e2)}$$

$$\frac{e2 \rightarrow e3}{e1 e2 \rightarrow e1 e3}$$

$$\frac{e1 \rightarrow e3}{e1 e2 \rightarrow e3 e2}$$

$$\frac{}{(\lambda x.e1) e2 \rightarrow e1[x:=e2]}$$

Evaluation Strategies

- ▶ These rules are highly flexible
 - ▶ It might be that for a given program, there are several possible rules that could apply
- ▶ Typically, a programming language will choose an *evaluation strategy* which is described by using only a **subset of these rules**. Examples:
 - ▶ Call by Value
 - ▶ Call by Need
 - ▶ Partial Evaluation

Call by Value

- ▶ Before doing a beta reduction, we make sure the argument cannot, itself, be further evaluated
- ▶ This is known as **call-by-value (CBV)**
 - ▶ This is the Eager big step approach

$$\frac{e1 \rightarrow e3}{e1 e2 \rightarrow e3 e2}$$

$$\frac{e2 \rightarrow e3}{e1 e2 \rightarrow e1 e3}$$

$$\frac{e = (\lambda x.e2) \text{ or } e = y}{(\lambda x.e1) e \rightarrow e1[x:=e]}$$

Beta Reductions (CBV)

▶ $(\lambda x.x) z \rightarrow z$

▶ $(\lambda x.y) z \rightarrow y$

▶ $(\lambda x.x y) z \rightarrow z y$

- A function that applies its argument to y

Beta Reductions (CBV)

▶ $(\lambda x.x y) (\lambda z.z) \rightarrow (\lambda z.z) y \rightarrow y$

▶ $(\lambda x.\lambda y.x y) z \rightarrow \lambda y.z y$

- A curried function of two arguments
- Applies its first argument to its second

▶ $(\lambda x.\lambda y.x y) (\lambda z.z z) x \rightarrow (\lambda y.(\lambda z.z z)y)x \rightarrow (\lambda z.z z)x \rightarrow x x$

Quiz #3

$(\lambda x. y) z$ can be beta-reduced to

A. y

B. $y z$

C. z

D. cannot be reduced

Quiz #3

$(\lambda x. y) z$ can be beta-reduced to

A. y

B. $y z$

C. z

D. cannot be reduced

Quiz #4

Which of the following reduces to $\lambda z. z$?

- a) $(\lambda y. \lambda z. x) z$
- b) $(\lambda z. \lambda x. z) y$
- c) $(\lambda y. y) (\lambda x. \lambda z. z) w$
- d) $(\lambda y. \lambda x. z) z (\lambda z. z)$

Quiz #4

Which of the following reduces to $\lambda z. z$?

- a) $(\lambda y. \lambda z. x) z$
- b) $(\lambda z. \lambda x. z) y$
- c) $(\lambda y. y) (\lambda x. \lambda z. z) w$**
- d) $(\lambda y. \lambda x. z) z (\lambda z. z)$

Evaluation Order

- ▶ The CBV rules we saw permit small-stepping either the function part or the argument part
 - ▶ If both are possible, the rules allow either one

$$\frac{e1 \rightarrow e3}{e1\ e2 \rightarrow e3\ e2}$$

$$\frac{e2 \rightarrow e3}{e1\ e2 \rightarrow e1\ e3}$$

- ▶ Here's how we would require left-to-right order

$$\frac{e1 \rightarrow e3}{e1\ e2 \rightarrow e3\ e2}$$

$$\frac{e1 = y \text{ or } e1 = \lambda x.e \quad e2 \rightarrow e3}{e1\ e2 \rightarrow e1\ e3}$$

- ▶ The second rule prohibits evaluating $e2$ except when $e1$ cannot be evaluated further

Call by Name

- ▶ Instead of the CBV strategy, we can specifically choose to perform beta-reduction *before* we evaluate the argument
- ▶ This is known as **call-by-name** (CBN)
 - ▶ This is the Lazy small-step approach

$$e1 \rightarrow e3$$

$$e1 \ e2 \rightarrow e3 \ e2$$

$$(\lambda x. e1) \ e2 \rightarrow e1[x:=e2]$$

CBN Reduction

▶ CBV

- $(\lambda z.z) ((\lambda y.y) x) \rightarrow (\lambda z.z) x \rightarrow x$

▶ CBN

- $(\lambda z.z) ((\lambda y.y) x) \rightarrow (\lambda y.y) x \rightarrow x$

Beta Reductions (CBN)

$(\lambda x.x (\lambda y.y)) (u r) \rightarrow$

$(\lambda x.(\lambda w. x w)) (y z) \rightarrow$

Beta Reductions (CBN)

$$(\lambda x.x (\lambda y.y)) (u r) \rightarrow (u r) (\lambda y.y)$$

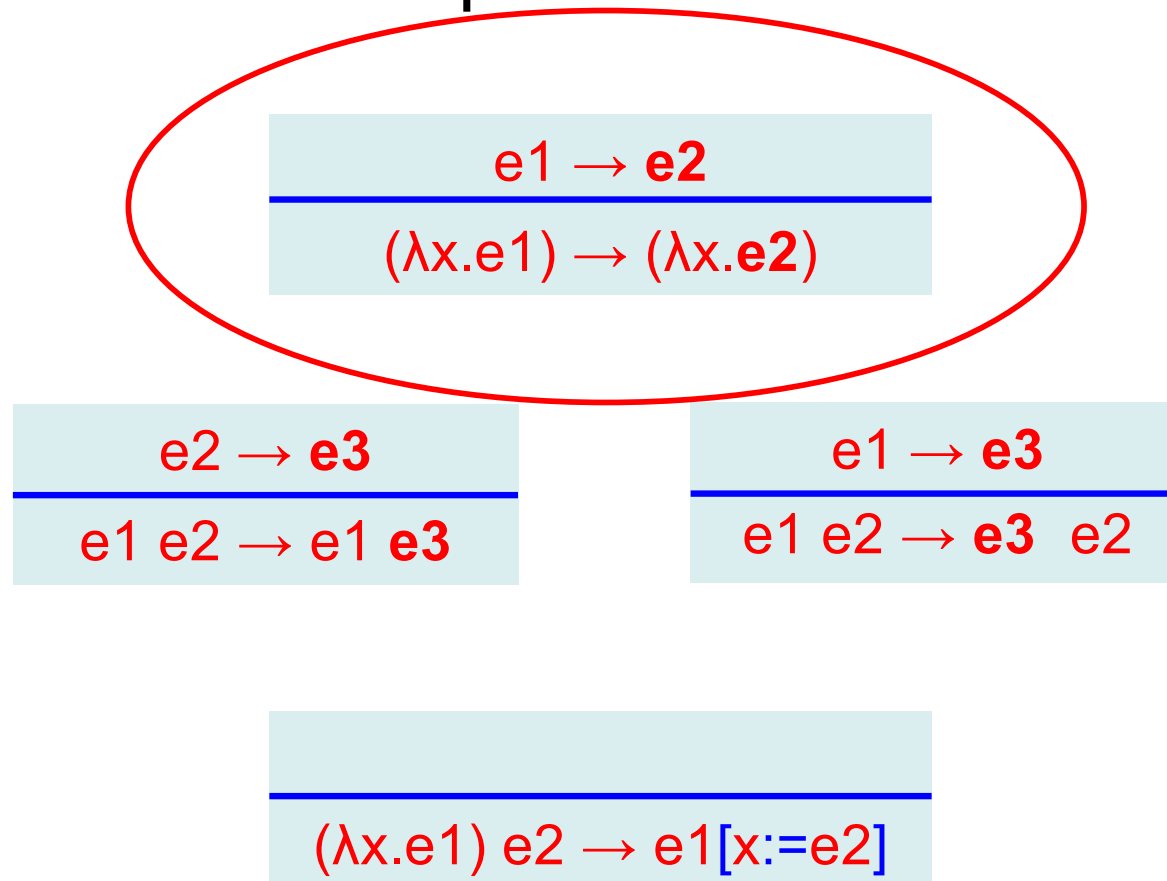
$$(\lambda x.(\lambda w. x w)) (y z) \rightarrow (\lambda w. (y z) w)$$

Why Does This Matter?

- ▶ The rules we just showed are very common for programming languages based on LC
 - ▶ **CBV** is the most common (e.g. OCaml, Java)
 - ▶ **CBN** does come up (Haskell uses a variant known as “call-by-need”) but is much less common
- ▶ Interestingly: more programs terminated under call-by-name. Can you think of why?
 - Consider: $(\lambda x.e2) e1$,
 - What if $e1$ would never terminate, but $e2$ would?

Evaluating Within a Function

- ▶ Our original rules had evaluation *under* the lambda
- ▶ Where does this help us?



Partial Evaluation

- ▶ That rule is useful when you have a beta-reduction *under* a lambda:
 - $(\lambda y. (\lambda z. z) y x) \rightarrow (\lambda y. y x)$
- ▶ Called **partial evaluation**
 - Can combine with CBN or CBV (just add in the rule)
 - In practical languages, this evaluation strategy is employed in a limited way, as **compiler optimization**

```
int foo(int x) {  
    return 0+x;  
}  
→  
int foo(int x) {  
    return x;  
}
```

Static Scoping & Alpha Conversion

- ▶ Lambda calculus uses **static scoping**
- ▶ Consider the following
 - $(\lambda x.x (\lambda x.x)) z \rightarrow ?$
 - The rightmost “x” refers to the second binding
 - This is a function that
 - Takes its argument and applies it to the identity function
- ▶ This function is “the same” as $(\lambda x.x (\lambda y.y))$
 - Renaming bound variables consistently preserves meaning
 - This is called **alpha-renaming** or **alpha conversion**
 - Ex. $\lambda x.x = \lambda y.y = \lambda z.z$ $\lambda y.\lambda x.y = \lambda z.\lambda x.z$

Quiz #5

Which of the following expressions is **alpha equivalent** to (alpha-converts from)

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

a) $\lambda y. y y$

b) $\lambda z. y z$

c) $(\lambda x. \lambda z. x z) y$

d) $(\lambda x. \lambda y. x y) z$

Quiz #5

Which of the following expressions is **alpha equivalent** to (alpha-converts from)

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

a) $\lambda y. y y$

b) $\lambda z. y z$

c) $(\lambda x. \lambda z. x z) y$

d) $(\lambda x. \lambda y. x y) z$

Getting Serious about Substitution

- ▶ We have been thinking informally about substitution, but the details matter
- ▶ So, let's carefully formalize it, to help us see where it can get tricky!

Defining Substitution

► Use recursion on structure of terms

- $x[x:=e] = e$ // Replace x by e
- $y[x:=e] = y$ // y is different than x , so no effect
- $(e1\ e2)[x:=e] = (e1[x:=e])\ (e2[x:=e])$
// Substitute both parts of application
- $(\lambda x.e')[x:=e] = \lambda x.e'$
 - In $\lambda x.e'$, the x is a parameter, and thus a local variable that is different from other x 's. Implements static scoping.
 - So the substitution has no effect in this case, since the x being substituted for is different from the parameter x that is in e'
- $(\lambda y.e')[x:=e] = ?$
 - The parameter y does not share the same name as x , the variable being substituted for
 - Is $\lambda y.(e'[x:=e])$ correct? No...

Variable Capture

▶ How about the following?

- $(\lambda x. \lambda y. x y) y \rightarrow ?$
- When we replace y inside, we don't want it to be **captured** by the inner binding of y , as this violates static scoping
- I.e., $(\lambda x. \lambda y. x y) y \neq \lambda y. y y$

▶ Solution

- $(\lambda x. \lambda y. x y)$ is “the same” as $(\lambda x. \lambda z. x z)$
 - Due to alpha conversion
- So alpha-convert $(\lambda x. \lambda y. x y) y$ to $(\lambda x. \lambda z. x z) y$ first
 - Now $(\lambda x. \lambda z. x z) y \rightarrow \lambda z. y z$

Completing the Definition of Substitution

- ▶ Recall: we need to define $(\lambda y.e')[x:=e]$
 - We want to avoid capturing (free) occurrences of y in e
 - Solution: alpha-conversion!
 - Change y to a variable w that does not appear in e' or e
(Such a w is called **fresh**)
 - Replace all occurrences of y in e' by w .
 - Then replace all occurrences of x in e' by e !
- ▶ Formally:

$$(\lambda y.e')[x:=e] = \lambda w.((e' [y:=w]) [x:=e]) \text{ (} w \text{ is fresh)}$$

Beta-Reduction, Again

- ▶ Whenever we do a step of beta reduction
 - $(\lambda x. e1) e2 \rightarrow e1[x:=e2]$
 - We must alpha-convert variables as necessary
 - Sometimes performed implicitly (w/o showing conversion)
- ▶ Examples
 - $(\lambda x. \lambda y. x y) y = (\lambda x. \lambda z. x z) y \rightarrow \lambda z. y z \quad // y \rightarrow z$
 - $(\lambda x. x (\lambda x. x)) z = (\lambda y. y (\lambda x. x)) z \rightarrow z (\lambda x. x) \quad // x \rightarrow y$

Quiz #6

Beta-reducing the following term produces what result?

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

- A. $y (\lambda z.z y)$
- B. $z (\lambda y.y z)$
- C. $y (\lambda y.y y)$
- D. $y y$

Quiz #6

Beta-reducing the following term produces what result?

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

- A. $y (\lambda z.z y)$
- B. $z (\lambda y.y z)$
- C. $y (\lambda y.y y)$
- D. $y y$