

## CMSC 330: Organization of Programming Languages

### Lambda Calculus Introduction

### Introduction

- We've seen that several language conveniences aren't strictly necessary
  - Multi-argument functions: use currying or tuples
  - Loops: use recursion
  - Side-effects: we don't need them either
- Goal: come up with a "core" language that's as small as possible and still Turing complete
  - This will give a way of illustrating important language features and algorithms

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### Revised Rule for Application

$$\begin{array}{c} A; E_1 \rightarrow (A', \lambda x. E) \quad A; E_2 \rightarrow v \\ \hline A, A', x:v; E \rightarrow v' \end{array}$$
$$A; (E_1 E_2) \rightarrow v'$$

- To apply something to an argument:
  - Evaluate it to produce a closure
  - Evaluate the argument (call-by-value)
  - Evaluate the body of the closure, in
    - The current environment, extended with the closure's environment, extended with the binding for the parameter

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### Example

$$\begin{array}{l} \bullet; (fun x = (fun y = + x y)) \rightarrow (\bullet, \lambda x. (fun y = + x y)) \\ \quad \quad \quad \bullet; 3 \rightarrow 3 \\ \bullet; 3; (fun y = + x y) \rightarrow (x:3, \lambda y. (+ x y)) \\ \bullet; (fun x = (fun y = + x y)) 3 \rightarrow (x:3, \lambda y. (+ x y)) \end{array}$$

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### Lambda Calculus

- A lambda calculus expression is defined as

$e ::= x$	variable
$\lambda x. e$	function
$e e$	function application

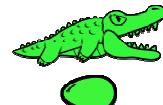
- $\lambda x. e$  is like `(fun x -> e)` in OCaml
- That's it! Only higher-order functions

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### Intuitive Understanding

- Before we work more with the mathematical notation of lambda calculus, we're going to play a puzzle game!



- From: <http://worrydream.com/AlligatorEggs/>

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## Puzzle Pieces

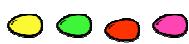
- Hungry alligators: eat and guard family



- Old alligators: guard family



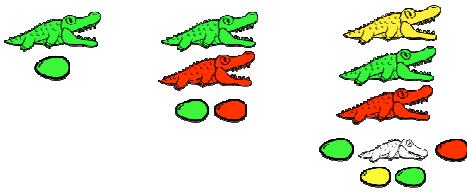
- Eggs: hatch into new family



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## Example Families



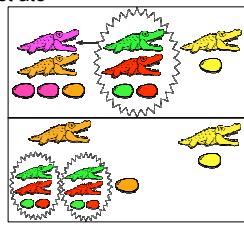
- Families are shown in columns
- Alligators guard families *below* them

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## Puzzle Rule 1: The Eating Rule

- If families are side-by-side the top left alligator eats the entire family to her right
- The top left alligator dies
- Any eggs she was guarding of the same color hatch into what she just ate



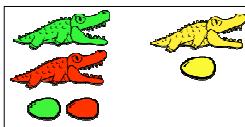
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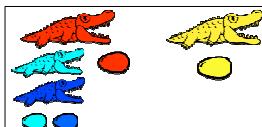
## Eating Rule Practice

- What happens to these alligators?

Puzzle 1:



Puzzle 2:



Answer 1:



Answer 2:



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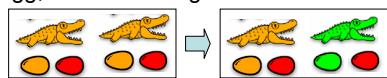
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## Puzzle Rule 2: The Color Rule

- If an alligator is about to eat a family and a color appears in *both families* then we need to change that color in one of the families.



- If a color appears in both families, but *only* as an egg, no color change is made.

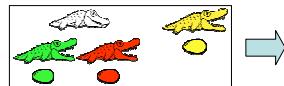


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## Puzzle Rule 3: The Old Alligator Rule

- When an old alligator is only guarding one family it dies.

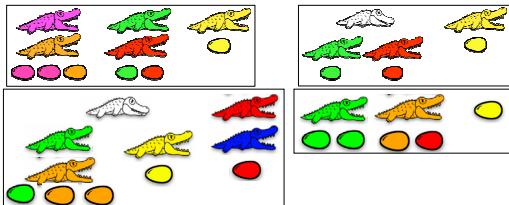


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## Challenging Puzzles!

- Try to reduce these groups of alligators as much as possible using the three puzzle rules:



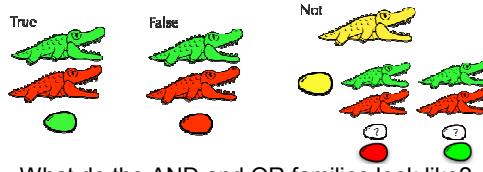
- Challenge your neighbors with puzzles of your own.

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## More Puzzles

- When Family Not eats Family True it becomes Family False and when Not eats False it becomes True... what color should the white eggs be?



- What do the AND and OR families look like?

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## Lambda Calculus

- A lambda calculus expression is defined as

$e ::= x$	variable (e: egg)
$\lambda x. e$	function ( $\lambda x$ : alligator)
$e e$	function application (adjacency of families)

- $\lambda x. e$  is like `(fun x -> e)` in OCaml
- That's it! Only higher-order functions

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## Three Conveniences

- Syntactic sugar for local declarations
  - `let x = e1 in e2` is short for  $(\lambda x. e2) e1$
- The scope of  $\lambda$  extends as far to the right as possible
  - $\lambda x. \lambda y. x$  is  $\lambda x. (\lambda y. (x y))$
- Function application is left-associative
  - $x y z$  is  $(x y) z$
  - Same rule as OCaml

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## Operational Semantics

- All we've got are functions, so all we can do is call them
- To evaluate  $(\lambda x. e1) e2$ 
  - Evaluate  $e1$  with  $x$  bound to  $e2$
- This application is called "beta-reduction"
  - $(\lambda x. e1) e2 \rightarrow e1[x/e2]$  (the eating rule)
    - $e1[x/e2]$  is  $e1$  where occurrences of  $x$  are replaced by  $e2$
    - Slightly different than the environments we saw for OCaml
      - Do substitutions to replace formals with actuals, instead of carrying around environment that maps formals to actuals
    - We allow reductions to occur anywhere in a term

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## Examples (try with alligators too)

- $(\lambda x. x) z \rightarrow z$
- $(\lambda x. y) z \rightarrow y$
- $(\lambda x. x y) z \rightarrow zy$ 
  - A function that applies its argument to  $y$
- $(\lambda x. x y) (\lambda z. z) \rightarrow (\lambda z. z) y \rightarrow y$
- $(\lambda x. \lambda y. x) z \rightarrow \lambda y. z y$ 
  - A curried function of two arguments that applies its first argument to its second
- $(\lambda x. \lambda y. x y) (\lambda z. z z) x \rightarrow$   
 $\lambda y. ((\lambda z. z z) y) x \rightarrow (\lambda z. z z) x \rightarrow xx$

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## Static Scoping and 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 is allowed
    - This is called *alpha-renaming* or *alpha conversion* (color rule)
  - Ex.  $\lambda x.x = \lambda y.y = \lambda z.z$     $\lambda y.\lambda x.y = \lambda z.\lambda x.z$

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## Static Scoping (cont'd)

- 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  $y$
- This function is “the same” as  $(\lambda x.\lambda z.x z)$

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