

Type Systems

Lecture 2 Oct. 27th, 2004
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<http://lampwww.epfl.ch/teaching/typeSystems/2004>

Today

1. What is the Lambda Calculus?
2. Its Syntax and Semantics
3. Church Booleans and Church Numerals
4. Lazy vs. Eager Evaluation (call-by-name vs. call-by-value)
5. Recursion
6. Nameless Implementation: deBruijn Indices

1. What is the Lambda Calculus

introduced in **late 1930's** by Alonzo Church and Stephen Kleene



used in **1936** by Church to prove the undecidability of the Entscheidungsproblem

is a formal system designed to investigate

- function definition
- function application
- recursion

1. What is the Lambda Calculus

introduced in **late 1930's** by Alonzo Church and Stephen Kleene

can compute the same as Turing Machines, which is everything we can (intuitively) compute (Church-Turing Thesis).

is a formal system designed to investigate

- function definition
- function application
- recursion

1. What is the Lambda Calculus

what do we want?

→ a **small core language**, into which other language constructs can be translated.

There are many such languages: Turing Machines
 μ -Recursive Functions
 Chomsky's Type-0 Grammars
 Cellular Automata
 etc.

→ why do we pick out the Lambda Calculus?

because types are about values of **program variables**.

2. Syntax of the Lambda Calculus

Let V be a countable set of **variable names**.

The **set of lambda terms** (over V) is the smallest set T such that

1. if $x \in V$, then $x \in T$ variable
2. if $x \in V$ and $t_1 \in T$, then $\lambda x. t_1 \in T$ abstraction
3. if $t_1, t_2 \in T$, then $t_1 t_2 \in T$ application

Function abstraction: instead of $f(x) = x + 5$

write $f = \lambda x. x + 5$

a **lambda term** (i.e., $\in T$)

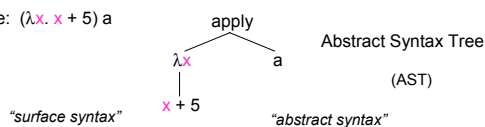
representing a **nameless function**, which adds 5 to its parameter

2. Syntax of the Lambda Calculus

Function application: instead of $f(x)$

write $f x$

Example: $(\lambda x. x + 5) a$



Conventions (to save parenthesis)

application is **left** associative: $x y z = (x y) z \neq x (y z)$

scope of **abstraction** extends **as far to the right as possible**:

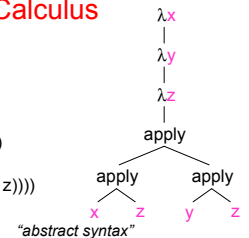
$\lambda x. x y = \lambda x. (x y) \neq (\lambda x. x) y$

2. Syntax of the Lambda Calculus

Example:

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

"surface syntax"



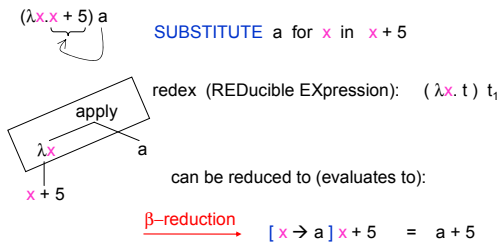
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2. Semantics of the Lambda Calculus



To compute in Lambda Calculus, ALL you do is **SUBSTITUTE!!**

2. Semantics of the Lambda Calculus

Example:

$$(\lambda x. \lambda y. f(y x)) 5 (\lambda x. x)$$

2. Semantics of the Lambda Calculus

Example:

$$\begin{aligned} & (\lambda x. \lambda y. f(y x)) 5 (\lambda x. x) \\ = & ((\lambda x. \lambda y. f(y x)) 5) (\lambda x. x) \quad \text{because App binds to the left!} \end{aligned}$$

2. Semantics of the Lambda Calculus

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2. Semantics of the Lambda Calculus

Example:

$$\begin{aligned} & (\lambda x. \lambda y. f(y\ x))\ 5\ (\lambda x. x) \\ &= ((\lambda x. \lambda y. f(y\ x))\ 5)\ (\lambda x. x) \quad \text{because App binds to the left!} \\ \xrightarrow{\beta\text{-red.}} & [x \rightarrow 5](\lambda y. f(y\ x))\ (\lambda x. x) \\ &= (\lambda y. f(y\ 5))\ (\lambda x. x) \\ \xrightarrow{\beta\text{-red.}} & [y \rightarrow \lambda x. x](f(y\ 5)) \\ &= f(\lambda x. x\ 5) \end{aligned}$$

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2. Semantics of the Lambda Calculus

Example: Does every λ -term have a normal form?

→ NO!!!

$$\begin{aligned} & (\lambda x. x\ x)\ (\lambda x. x\ x) \\ \xrightarrow{\beta\text{-red.}} & [x \rightarrow (\lambda x. x\ x)]\ (x\ x) \end{aligned}$$

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 & (\lambda x. x x) (\lambda x. x x) \\
 \xrightarrow{\beta\text{-red.}} & [x \rightarrow (\lambda x. x x)] (x x) \\
 = & (\lambda x. x x) (\lambda x. x x) \\
 \xrightarrow{\beta\text{-red.}} & (\lambda x. x x) (\lambda x. x x) \\
 \xrightarrow{\beta\text{-red.}} & (\lambda x. x x) (\lambda x. x x) \\
 & \vdots
 \end{aligned}$$

2. Semantics of the Lambda Calculus

Example: Does every λ -term have a normal form?

→ NO!!!

$$\underbrace{(\lambda x. x x) (\lambda x. x x)}_{=: \text{omega}} \text{ is called the } \text{omega combinator}$$

combinator = closed lambda term

= lambda term with *no free variables*

The simplest combinator, identity: $id := \lambda x. x$

2. Semantics of the Lambda Calculus

Free vs. Bound Variables:

$$\lambda x. x y = \lambda x. \underbrace{(x y)}_{\substack{\text{bound} \\ \text{scope of } x \\ x \text{ is bound in its scope}}} \text{ free}$$

Define the **set of free variables** of a term t , $FV(t)$, as

if $t = x \in V$, then $FV(t) = \{x\}$

if $t = \lambda x. t_1$, then $FV(t) = FV(t_1) \setminus \{x\}$

if $t = t_1 t_2$, then $FV(t) = FV(t_1) \cup FV(t_2)$

3. Church Booleans and Numerals

How to encode BOOLEANS into the lambda calculus?

tru → takes two arguments, selects the FIRST

f1s → takes two arguments, selects the SECOND

THEN: if-then-else can be defined as:

$$\begin{aligned}
 \text{test } x \ u \ w &= \text{"apply } x \text{ to } u \ w\text{"} \\
 &= (\lambda k. \lambda m. \lambda n. k \ m \ n) \ x \ u \ w \\
 &=: \text{test}
 \end{aligned}$$

tru := $\lambda m. \lambda n. m$

f1s := $\lambda m. \lambda n. n$

$$\text{test } \text{tru} \ u \ w \xrightarrow{\beta\text{-red.}} \dots \xrightarrow{\beta\text{-red.}} u$$

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tru := $\lambda m. \lambda n. m$
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test := $\lambda k. \lambda m. \lambda n. k m n$

How to do "and" on these BOOLEANS?

and **u w** = "apply **u** to **w f1s**"
 := $(\lambda m. \lambda n. m n f1s) u w$
 =: **and**

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→ Define the **or** and **not** functions!

3. Church Booleans and Numerals

How to encode NUMBERS into the lambda calculus?

c0 := $\lambda s. \lambda z. z$
c1 := $\lambda s. \lambda z. s z$
c2 := $\lambda s. \lambda z. s (s z)$
c3 := $\lambda s. \lambda z. s (s (s z))$
 etc.

THEN, the successor function can be defined as

scc := $\lambda n. \lambda s. \lambda z. s (n s z)$

scc c0 $\xrightarrow{\beta\text{-red.}}$ $\lambda s. \lambda z. s (c0 s z)$ $\xrightarrow{\beta\text{-red.}}$ $\lambda s. \lambda z. s z = c1$
 ↑
 just like **f1s**!
 Select the second argument.

3. Church Booleans and Numerals

How to encode NUMBERS into the lambda calculus?

c0 := $\lambda s. \lambda z. z$
c1 := $\lambda s. \lambda z. s z$ **scc** := $\lambda n. \lambda s. \lambda z. s (n s z)$
c2 := $\lambda s. \lambda z. s (s z)$
c3 := $\lambda s. \lambda z. s (s (s z))$

How to do "plus" and "times" on these Church Numerals?

p1us := $\lambda m. \lambda n. \lambda s. \lambda z. m s (n s z)$
 ↑
 "apply **m** times the successor to **n**"

3. Church Booleans and Numerals

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 $scc := \lambda n. \lambda s. \lambda z. s (n s z)$

How to do "plus" and "times" on these Church Numerals?

$plus := \lambda m. \lambda n. \lambda s. \lambda z. m s (n s z)$
 ↑
 "apply m times the successor to n"

$times := \lambda m. \lambda n. m (plus n) c0$
 ↑
 "apply m times (plus n) to c0"

3. Church Booleans and Numerals

How to encode NUMBERS into the lambda calculus?

$c0 := \lambda s. \lambda z. z$
 $c1 := \lambda s. \lambda z. s z$
 $c2 := \lambda s. \lambda z. s (s z)$
 $c3 := \lambda s. \lambda z. s (s (s z))$
 $scc := \lambda n. \lambda s. \lambda z. s (n s z)$
 $plus := \lambda m. \lambda n. \lambda s. \lambda z. m s (n s z)$

Questions:

1. Write a function `subt` for subtraction on Church Numerals.
2. How can other datatypes be encoded into the lambda calculus, like, e.g., `lists`, `trees`, `arrays`, and `variant records`?

4. Lazy vs. Eager Evaluation

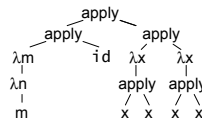
What does this lambda term evaluate to??

`tru id omega`

4. Lazy vs. Eager Evaluation

What does this lambda term evaluate to??

`tru id omega`
 $(\lambda m. \lambda n. m) (\lambda x. x) ((\lambda x. x x) (\lambda x. x x))$
 → where to start evaluating? **which redex??**



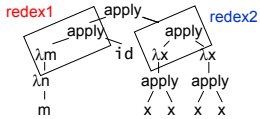
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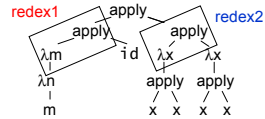
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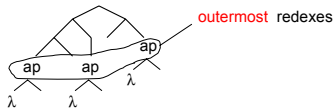
→ where to start evaluating? which redex??



→ if we always reduce redex2 then this lambda term has NO semantics.

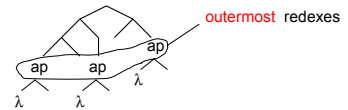
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A redex if **outermost**, if in the AST it has no ancestor that is a redex.



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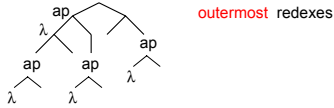
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A redex if **leftmost**, if in the AST it has no redex to the left of it.

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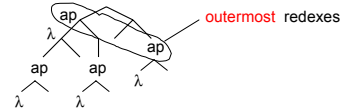
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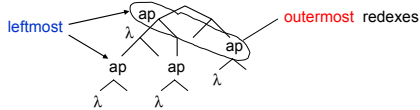
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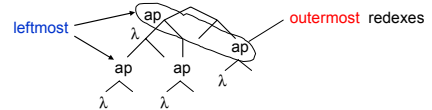
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4. Lazy vs. Eager Evaluation



Evaluation Strategies:

[lazy	normal order	always reduce leftmost outermost redex first
	call-by-name	like normal order, but NOT inside abstractions	
	call-by-need	like call-by-name but with sharing	
]	eager	call-by-value	reduce only "value-redexes" (= argument is a value) and do this leftmost
			↖ right branch of ap

4. Lazy vs. Eager Evaluation

Lazy seems better than **eager**, because more terms can be evaluated!

- can you define an infinite list consisting of all prime numbers?
(with **lazy** evaluation you can fetch the first n numbers of this list!)

```
> fetch c3 primelist  
should compute the list [ 2, 3, 5 ]
```

If a term evaluates to a **normal form n** using **eager** evaluation, then it also evaluates to **n** using **lazy** evaluation.

- can you prove this!?
- what about the number of eval. steps needed by **eager** vs. **lazy**?

Lazy is hard to implement efficiently because copies of unevaluated lambda terms must be shared in order not to have duplicate reductions

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- can you prove this!?
- what about the number of eval. steps needed by **eager** vs. **lazy**?

Lazy is hard to implement it efficiently because lots of duplicate reductions might be done.

→ Most FL's use call-by-value. Also the TaPL book!

5. Recursion

```
fct = λn.if eq n c0 then c1 else (times n (fct (prd n)))  
                                     ↑  
                                   recursion
```

e.g. **fct c3** needs to **unroll** 4 times the definition
(expand)

```
fct c3 = if eq c3 c0 then c1 else (times c3 (
  if eq c2 c0 then c1 else (times c2 (
    if eq c1 c0 then c1 else (times c1 (
      if eq c0 c0 then c1 else (...))
    )
  )
))
```

(evaluates to c6)

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```

(evaluates to c6)

- Is there a **combinator** doing the **unrolling**, when applied to **fct**?

5. Recursion

First, under call-by-name (**lazy**) evaluation.

(cbn) **fixed-point combinator** $Y := \lambda f. (\lambda x. f (x x)) (\lambda x. f (x x))$

$g := \lambda \text{fct}. \lambda n. \text{if eq } n \text{ c0 then c1 else (times } n \text{ (fct (prd } n\text{)))}$

$$Y g \text{ c3} \rightarrow (\lambda x. g (x x)) (\underbrace{\lambda x. g (x x)}_{=: h}) \text{ c3}$$
$$\rightarrow g (h h) \text{ c3} \xrightarrow{\text{eager!}} g (g (h h)) \text{ c3} \rightarrow g(g(g(h h) \text{ c3}) \dots$$

lazy! $\rightarrow \lambda n. \text{if eq } n \text{ c0 then c1 else (times } n \text{ (hh (prd } n\text{)))} \text{ c3}$

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$$\rightarrow \text{times } \text{c3} \text{ (hh (prd } \text{c3}))$$
$$\rightarrow \text{times } \text{c3} \text{ (g (hh) (prd } \text{c3))} \rightarrow \dots \rightarrow \text{times } \text{c3} \text{ c2 c1 c1}$$

5. Recursion

Now, under **eager** (call-by-value) evaluation.

(cbv) **fixed-point combinator** $\text{fix} := \lambda f. (\lambda x. f (\lambda y. x x y)) (\lambda x. f (\lambda y. x x y))$

$\text{fix } g \text{ c3} \rightarrow$

5. Recursion

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$$\rightarrow \lambda n. \text{if eq } n \text{ c0 then c1 else (times } n \text{ ((}\lambda y. h h y\text{)(prd } n\text{))) } \text{ c3}$$

5. Recursion

Now, under **eager** (call-by-value) evaluation.

(cbv) **fixed-point combinator** $\text{fix} := \lambda f. (\lambda x. f (\lambda y. x x y)) (\lambda x. f (\lambda y. x x y))$

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6. Nameless Implementation: deBruijn Indices

redex (REDucible EXpression): $(\lambda x. t) s$

β -reduction: $(\lambda x. t) s := [x \rightarrow s] t$

substitution **A.** only replace the FREE occurrences of x in !!!
 $[x \rightarrow s]$: **B.** if replacing within $(\lambda y. u)$ then y should NOT be FREE in s!!

DEFINE $[x \rightarrow s] t$, by **induction** on the structure of t :

1. $[x \rightarrow s] y = s$ if $y=x$, and y otherwise
2. $[x \rightarrow s] \lambda y. t_1 =$
3. $[x \rightarrow s] t_1 t_2 =$

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→ to apply 2., **renaming** of BOUND y 's in t_1 might be necessary!!!
 = "alpha-conversion"

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Idea: let variable occurrences directly point to their binders, rather than referring to them by name.

→ use **natural numbers k**, meaning “the k-th enclosing λ ”

e.g. $\lambda x. \lambda y. x (y x)$ BECOMES $\lambda. \lambda. 1 (0 1)$

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→ what to do with free variables??

use **naming context** $\Gamma \in V^*$. E.g., **bca** means **b**↔2, **c**↔1, **a**↔0

6. Nameless Implementation: deBruijn Indices

fix a naming context $\Gamma \in V^*$.

lambda term $\xleftrightarrow{\text{removenames}_{\Gamma}}$ nameless lambda term
 $\xleftarrow{\text{restorenames}_{\Gamma}}$

$(\Gamma = xu) \quad \lambda y. u \ y \xleftarrow{\text{remov}_{\Gamma}} \text{resto}_{\Gamma} \rightarrow \lambda. 1 \ 0 \quad (\Gamma' = xuy)$

substitution $[1 \rightarrow s](\lambda. 2)$ \rightarrow increment all free vars
 $\Gamma = xu$ $\uparrow \Gamma' = \Gamma y$ in s by one!

$[j \rightarrow s](\lambda. t_1) = \lambda. [j+1 \rightarrow \text{shift}(1, s)] t_1$

shift function must keep track of BOUND vars in order to ONLY shift the FREE vars.

6. Nameless Implementation: deBruijn Indices

$\text{shift}(d, s) := \text{shiftb}(d, 0, s)$
 \uparrow DON'T shift vars with index <0 !!

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$\text{shiftb}(d, b, k) = k$ if $k < b$, and $k+d$ otherwise

$\text{shiftb}(d, b, \lambda. t_1) = \lambda. \text{shiftb}(d, b+1, t_1)$

$\text{shiftb}(d, b, t_1 t_2) = \text{shiftb}(d, b, t_1) \text{shiftb}(d, b, t_2)$

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6. Nameless Implementation: deBruijn Indices

fix a naming context $\Gamma \in V^*$.

$\text{removenames}(\Gamma, x) =$ index of rightmost x in Γ
 $\text{removenames}(\Gamma, \lambda x. t_1) = \lambda. \text{removenames}(\Gamma x, t_1)$
 $\text{removenames}(\Gamma, t_1 t_2) = \text{removenames}(\Gamma, t_1) \text{removenames}(\Gamma, t_2)$

$\text{restorenames}(\Gamma, k) =$ k -th name in Γ
 $\text{restorenames}(\Gamma, \lambda. t) = \lambda x. \text{restorenames}(\Gamma x, t_1)$
 x is the first name not in Γ
 $\text{restorenames}(\Gamma, t_1 t_2) = \text{restorenames}(\Gamma, t_1) \text{restorenames}(\Gamma, t_2)$