



#### Functional Programming Lecture 7: Lambda calculus

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#### Acknowledgement

Lecture based on:

Raúl Rojas: *A Tutorial Introduction to the Lambda Calculus,* FU Berlin, WS-97/98.

Link will be provided in courseware.

### Lambda calculus

Theory developed for studying properties of effectively computable functions

Formal basis for functional programming

– as Turing machines for imperative programming
 Smallest universal programming language

- function definition scheme
- variable substitution rule

Introduced by Alonzo Church in 1930s

# Why do I care?

 Understand that lambda and application is enough to build any program

without mutable state, assignment, define, etc.

- Understand how numbers, conditions, recursion can be created in a purely functional way
- Think about programming yet a little differently
- Have a clue when someone mentions  $\lambda$ -calculus
- Understand that Scheme syntax is not the worst

## Syntax

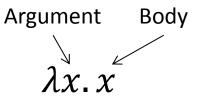
- A program in λ-calculus is an expression <expression> := <name> | <function> | <application> | (<expression>)
  - <function> := λ <name>.<expression>
  - <application> := <expression><expression>

Names, also called a variables, will be a,b,c,... By convention

 $E_1E_2E_3 \dots E_n$  is interpreted as  $(\dots (E_1E_2)E_3) \dots E_n)$ 

#### **Function application**

Identity function



Function can by applied to expression  $(\lambda x. x)y$ 

Function is applied by substituting arguments  $(\lambda x. x)y = [y/x]x = y$ 

#### Free and bound variables

A variable in a body of a function is **bound** if it is an argument of the function and **free** otherwise.  $\lambda x. xy, (\lambda x. x)(\lambda y. yx)$  - bold variables are free

Bound variable names can be renamed anytime  $\lambda x. x \equiv \lambda y. y \equiv \lambda z. z$ 

### Non-naming of functions

Function in λ-calculus do not have names We apply a function by writing its whole definition We use capital letters and symbols to abbreviate this These function names are not a part of λ-calculus

The identity function is usually abbreviated by  $I \equiv (\lambda x. x)$ 

#### Example

# $II \equiv (\lambda x. x)(\lambda y. y)$ $[\lambda y. y/x] x = \lambda y. y \equiv I$

#### Name conflicts

Avoid name conflicts by renaming bound variables 1) do not let a substituent become bound

$$(\lambda x. (\lambda y. xy))y$$
 does **not** yield  $\lambda y. yy$   
 $[y/x](\lambda z. xz) = \lambda z. yz$ 

2) substitute only free occurrences of argument

$$\left( \lambda x. \left( \lambda y. \left( x(\lambda x. xy) \right) \right) \right) z \text{ is } \mathbf{not} \left( \lambda y. \left( z(\lambda z. zy) \right) \right)$$
$$\left[ z/x \right] \left( \lambda y. \left( x(\lambda x. xy) \right) \right) = \left( \lambda y. \left( z(\lambda x. xy) \right) \right)$$

#### Conditionals

$$T \equiv \lambda x y. x$$
$$F \equiv \lambda x y. y$$

#### The T and F functions directly serve as If Tab = aFab = b

#### Logical operations

#### AND

$$\Lambda \equiv \lambda xy. xy(\lambda uv. v) \equiv \lambda xy. xyF$$

OR

$$\forall \equiv \lambda xy. x(\lambda uv. u)y \equiv \lambda xy. xTy$$

Negation

$$\neg \equiv \lambda x. x(\lambda uv. v)(\lambda ab. a) \equiv \lambda x. xFT$$

#### Numbers

We define a "zero" and a successor function representing the next number

$$0 \equiv \lambda s. (\lambda z. z) \equiv \lambda sz. z$$
  

$$1 \equiv \lambda sz. s(z)$$
  

$$2 \equiv \lambda sz. s(s(z))$$
  

$$3 \equiv \lambda sz. s(s(s(z)))$$

Functional alternative of binary representation

#### Successor function

Increment a number by one

$$S \equiv \lambda wyx. y(wyx)$$

Increment zero to get one

$$S0 \equiv (\lambda wyx. y(wyx))(\lambda sz. z) = \lambda yx. y((\lambda sz. z)yx) = \lambda yx. y((\lambda z. z)x) = \lambda yx. y(x) \equiv 1$$

Try: *S*1, S2,...

### Addition

- x + y is applying the successor x times to y  $\lambda xy. x(...x(x(y))...)$
- Meaning of number *n* is just "apply the first argument *n* times to the second argument" Therefore 2+3 is just:

$$2S3 \equiv (\lambda sz. s(sz))(\lambda wyx. y(wyx))(\lambda uv. u(u(uv))) = SS3 = S4 = 5$$

#### Multiplication

We can multiply two numbers using  $* \equiv (\lambda x y z. x(y z))$ 

#### **Conditional tests**

#### Test if a given number is the 0 $Z \equiv \lambda x. xF \neg F$

$$Z0 \equiv (\lambda x. xF \neg F)0 = 0F \neg F = \neg F = T$$

$$ZN \equiv (\lambda x. xF \neg F)N = NF \neg F$$
$$= F(\dots F(\neg) \dots)F = IF = F$$

#### Pairs

# The pair [a, b] can be represented as $(\lambda z. zab)$

# We can extract the first element of the pair by $(\lambda z. zab)T$

and the second element by  $(\lambda z. zab)F$ 

#### Predecessor

We want to create a function, which applied N times to something returns N - 1

- The function modifies a pair (x, y) to (x+1,x) $\Phi \equiv (\lambda pz. z(S(pT))(pT))$
- Calling  $\Phi$  on [0,0] N times yields [N, N 1]  $\Phi[0,0] = [1,0] \quad \Phi[1,0] = [2,1] \quad ...$

Finally, we take the second number in the pair The predecessor function is

 $P \equiv \lambda n. n \Phi(\lambda z. z00) F$ 

Note than the predecessor of 0 is 0

#### Equality and inequality

 $x \ge y$  can be represented by  $G \equiv (\lambda x y. Z(x P y))$ 

Equality if than defined based on the above as  $E \equiv \lambda xy \land GxyGyx = (\lambda xy \land (Z(xPy))(Z(yPx)))$ 

Other inequalities can be defined analogically using the previously defined logical operations

#### Recursion

Can we create recursion without function names?  $Y \equiv (\lambda y. (\lambda x. y(xx))(\lambda x. y(xx)))$ Now apply Y to some other function R  $YR = (\lambda x. R(xx))(\lambda x. R(xx)) =$   $R((\lambda x. R(xx))(\lambda x. R(xx)))) =$ R(YR)

Function R is called with YR as the first argument

#### Recursion

We can recursively sum up first n integers as

$$\sum_{i=0}^{n} i = n + \sum_{i=0}^{n-1} i$$

In scheme

(define (sum-to n)

(if (= n 0) 0

(+ n (sum-to (- n 1))))

A corresponding recursive function is  $R \equiv (\lambda rn. Zn0(nS(r(Pn))))$ 

#### Recursion

$$YR3 =$$

$$R(YR)3 = Z30 \left( 3S(YR(P3)) \right) =$$

$$3S(YR2) = 3S(2S(YR1)) = 3S2S1S0 = 6$$

#### **Turing completeness**

Turing machine

- a standard formal model of computation
- B4B01JAG Jazyky, automaty a gramatiky
- what can be solved by TM, can be solved by standard computers

A programming language Turing complete, if it can solve all problems solvable by TM

Lambda calculus is Turing complete

## Summary

- Lambda calculus is formal bases of FP
- Simplest universal programming language
- Everything using lambda and application
  - conditions
  - numbers
  - pairs
  - recursion