

CS 476 – Programming Language Design

William Mansky

Questions

Nobody has responded yet.

Hang tight! Responses are coming in.

Functional Programming

- *Functions* are the basic unit of computation
- Functions are values! (“first-class functions”)
 - Functions can take functions as arguments, return functions, etc.
- Immutable variables by default
- Everything is an expression, state changes (“side effects”) are specially marked
- Usually contrasted with imperative languages
- Examples: F#, OCaml, Lisp, Haskell, lambda-expressions

The First Functional Language

- Functional languages are older than computers!
- The *lambda calculus* was invented as a mathematical model of “what can be computed”, and it consists entirely of functions

Math notation

$$f(x) = x + 1$$

$$g(x, y) = y$$

Lambda calculus

$$\lambda x. x + 1$$

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

OCaml

```
fun x -> x + 1
```

```
fun x y -> y
```

Multi-Argument Functions

- Math notation: $g(x, y) = x + y$
 $g(1, 2)$ returns 3
- OCaml notation: `fun x y -> x + y`
`(fun x y -> x + y) 1 2` returns 3
- What about: `(fun x y -> x + y) 1`
`(fun x y -> x + y) 1` returns `(fun y -> 1 + y)`

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- `(fun x y -> x + y) 1 2` is actually `((fun x -> (fun y -> x + y)) 1) 2`

“Apply this function to 1, get back another function, and then apply that new function to 2”

Multi-Argument Functions

- `(fun x y -> x + y) 1 2` is actually `((fun x y -> x + y) 1) 2`

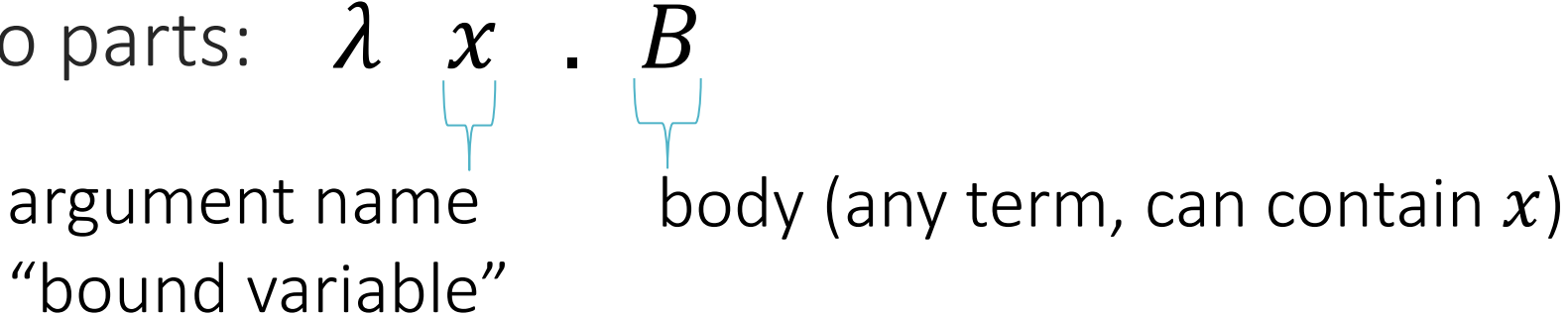
“Apply this function to 1, get back another function, and then apply that new function to 2”
- This is called “currying”: to make a function that takes multiple arguments, write a function that returns another function!
- In lambda calculus, we write the same function as $\lambda x. (\lambda y. x + y)$

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Lambda Calculus Basics

- Functions are values, and functions are the only values!
- No declarations, no lets, just anonymous functions
- A function has two parts: $\lambda x . B$


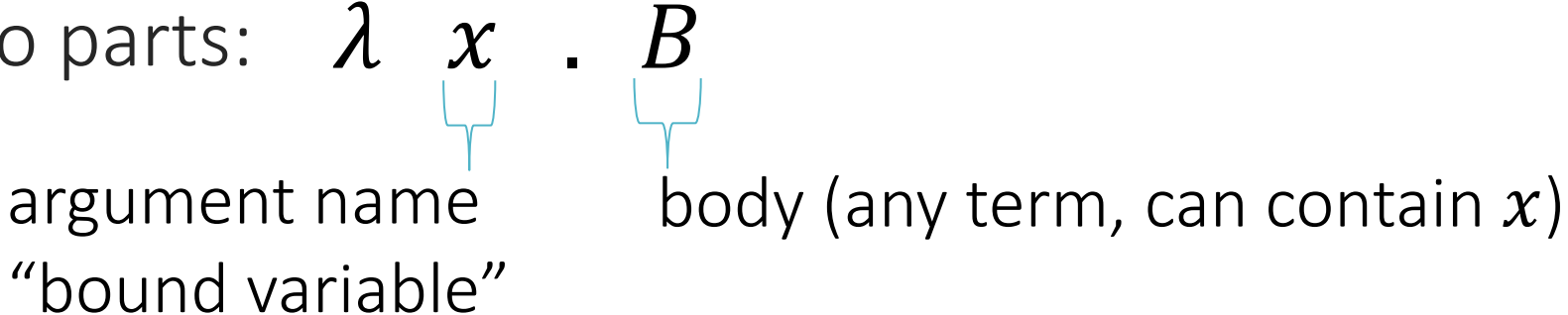
argument name
“bound variable”

body (any term, can contain x)

- Functions can be *applied* to other terms (also functions)
- Application is evaluated by replacing the bound variable with the argument in the body

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

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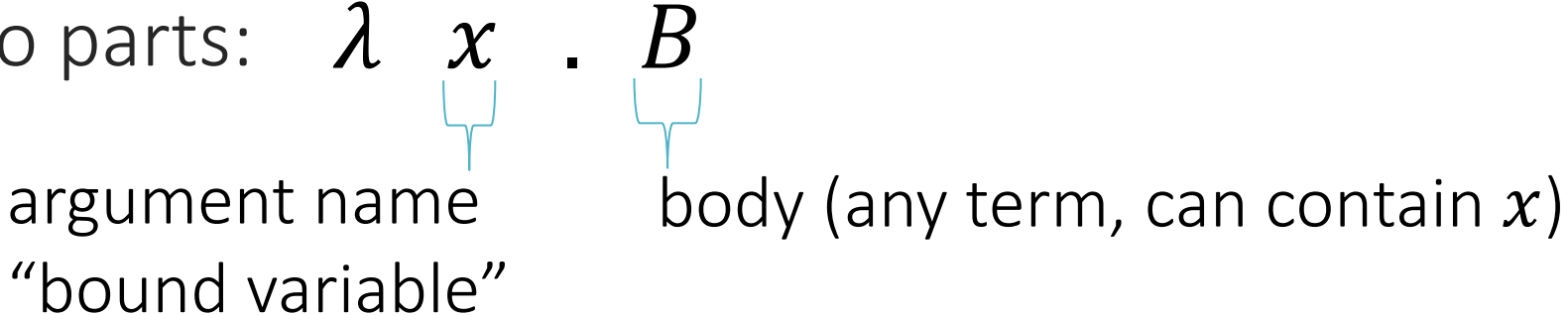
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$$(\lambda x. (\lambda y. x)) z \rightarrow (\lambda y. x) \text{ with } x \text{ replaced by } z$$

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$(\lambda x. (\lambda y. x)) z \rightarrow (\lambda y. x)$ with x replaced by z i.e., $\lambda y. z$

Variable Binding

```
int f(int x){ return x + 1; }
```

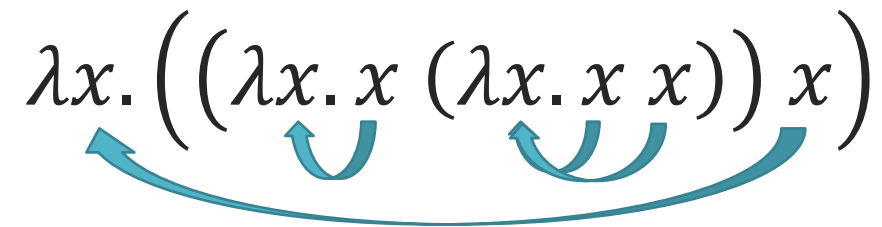


```
int x = 5;
```

```
f(x + 2);
```

Lambda Calculus: Binding and Scope


- $\lambda x. B$ binds x in B
- In other words, wherever x appears in B , it means “the argument passed to this function”
- Each variable refers to the *innermost* λ -binding around it



- A variable that is not bound is *free*, like y in $\lambda x. y x$

Lambda Calculus: Renaming

- The name of the argument to a function doesn't really matter
- $\lambda x. x$ is the same as $\lambda y. y$
- We can always *rename* a bound variable

$$\lambda x. \left(\left(\lambda x. x \ (\lambda x. x \ x) \right) x \right)$$


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Lambda Calculus: Renaming

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- $\lambda x. x$ is the same as $\lambda y. y$
- We can always *rename* a bound variable

$$\lambda x. \left((\lambda z. z (\lambda y. y y)) x \right)$$

- Renaming (sometimes called “alpha-conversion”) shouldn't change the behavior of a function

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Lambda Calculus: Syntax

$$L ::= \langle \text{ident} \rangle \mid \lambda \langle \text{ident} \rangle . L \mid L L$$

- Everything is a function, so there are no interesting types
 - Every function takes a function and returns a function
- The only kind of term that steps to anything is application
 - So the only question for semantics is “how do we apply a function to an argument?”

Lambda Calculus: Substitution

- In general, $(\lambda x. l) l_2$ evaluates to $[x \mapsto l_2]l$
 (“ l with l_2 substituted for x ”)
- $(\lambda x. x) z$ evaluates to

Lambda Calculus: Substitution

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- $(\lambda x. x) z$ evaluates to z
- Exercise: $(\lambda x. (\lambda y. x)) (\lambda z. z)$ evaluates to $[x \mapsto (\lambda z. z)](\lambda y. x)$ which is $(\lambda y. (\lambda z. z))$

Lambda Calculus: Substitution

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 (“ l with l_2 substituted for x ”)
- $(\lambda x. x) z$ evaluates to z
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- $(\lambda x. (\lambda y. y)) z$ evaluates to

Lambda Calculus: Substitution

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- $(\lambda x. x) z$ evaluates to z
- $(\lambda x. (\lambda y. x)) z$ evaluates to $\lambda y. z$
- $(\lambda x. (\lambda y. y)) z$ evaluates to $\lambda y. y$
- $(\lambda x. (x (\lambda y. y))) z$ evaluates to

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Lambda Calculus: Substitution

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Lambda Calculus: Syntax

$L ::= \langle \text{ident} \rangle \mid \lambda \langle \text{ident} \rangle. L \mid L L$

Lambda Calculus: Semantics

$L ::= \langle \text{ident} \rangle \mid \lambda \langle \text{ident} \rangle. L \mid L L$

- Functions are values

Lambda Calculus: Semantics

$L ::= \langle \text{ident} \rangle \mid \lambda \langle \text{ident} \rangle. L \mid L L$

- $\lambda x. l$ is a value
- Application is evaluated by *substitution*
- $[x \mapsto l_2]l$ means “replace all the x ’s in l with l_2 ”

$(\lambda y. (\lambda x. x y)) z$ evaluates to $[y \mapsto z](\lambda x. x y)$
which is $(\lambda x. x z)$

Lambda Calculus: Semantics

$L ::= \langle \text{ident} \rangle \mid \lambda \langle \text{ident} \rangle. L \mid L L$

- $\lambda x. l$ is a value

$$\frac{l_1 \rightarrow l'_1}{l_1 l_2 \rightarrow l'_1 l_2}$$

$$\frac{}{(\lambda x. l) l_2 \rightarrow [x \mapsto l_2]l}$$

- “Call by name”

Lambda Calculus: Semantics

$L ::= \langle \text{ident} \rangle \mid \lambda \langle \text{ident} \rangle. L \mid L L$

$$\frac{l_1 \rightarrow l'_1}{l_1 l_2 \rightarrow l'_1 l_2}$$

$$\frac{l_2 \rightarrow l'_2}{v l_2 \rightarrow v l'_2}$$

$$\frac{}{(\lambda x. l) v \rightarrow [x \mapsto v]l}$$

- “Call by value”

Call-By-Name vs. Call-By-Value

$(\lambda x. (\lambda y. y)) l$ where l becomes a value in 10 steps

Call-by-name:
 $\rightarrow (\lambda y. y)$

“evaluate the arg when it’s used”

Call-by-value:
 $\rightarrow (\lambda x. (\lambda y. y)) l_1 \rightarrow (\lambda x. (\lambda y. y)) l_2 \rightarrow \dots \rightarrow (\lambda x. (\lambda y. y)) v$
 $\rightarrow (\lambda y. y)$

Call-By-Name vs. Call-By-Value

$(\lambda x. (\lambda y. y)) l$ where l runs forever

$(\lambda x. (x x)) (\lambda x. (x x)) \rightarrow [x \mapsto (\lambda x. (x x))](x x)$

which is $(\lambda x. (x x)) (\lambda x. (x x))!$

Call-by-name:

$\rightarrow (\lambda y. y)$

Call-by-value:

$\rightarrow (\lambda x. (\lambda y. y)) l \rightarrow (\lambda x. (\lambda y. y)) l \rightarrow \dots$

Call-By-Name vs. Call-By-Value

$(\lambda x. \dots x \dots x \dots) l$ where l becomes a value in 10 steps

Call-by-name:

$\rightarrow \dots l \dots l \dots \rightarrow \dots l_1 \dots l \dots \rightarrow \dots v \dots l \dots \rightarrow \dots v \dots l_1 \dots \rightarrow \dots$

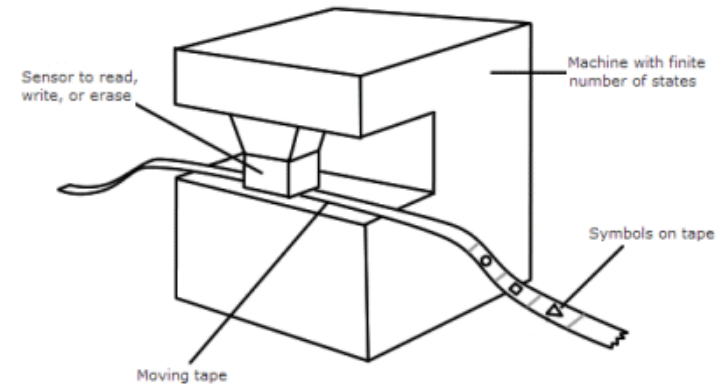
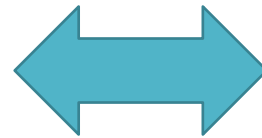
Call-by-value:

$\rightarrow (\lambda x. \dots x \dots x \dots) l_1 \rightarrow \dots \rightarrow (\lambda x. \dots x \dots x \dots) v \rightarrow \dots v \dots v \dots$

Lambda Calculus and Computability

What can be computed?

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



Church, 1936

“Turing-complete”



Turing, 1936

Questions

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Hang tight! Responses are coming in.

Why Functional Programming?

- Lambda calculus has some unusual ideas:
 - Explicit variable binding
 - Evaluation by substitution
 - Minimal shared context between functions
- This is useful for theory:
 - Closer to mathematical functions
 - Very simple semantics
 - Variable binding, scope, etc. is actually the same as in other languages, but lambda calculus lets us see it more directly

Why Functional Programming?

- Lambda calculus has some unusual ideas:
 - Explicit variable binding
 - Evaluation by substitution
 - Minimal shared context between functions
- This is useful for theory
- And in practice!
 - Programs closer to on-paper task descriptions
 - Parallelizes very well (no shared state, mostly pure math)
 - Functions as data is useful (most modern languages have lambdas)