

CS345H: Programming Languages

Lecture 2: Lambda Calculus II and Introduction to L

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Administrativa

- ▶ Forgot to mention last time: **No Textbook**
- ▶ Today thee handouts: L Reference Manual, Written Assignment 1 and Programming Assignment 0.
- ▶ Piazza course site is set up with discussion forum
- ▶ Please use forum instead of email

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Recursion

- ▶ I claimed last lecture that λ -calculus was as expressive as any programming language, e.g. it is **Turing-complete**
- ▶ But for Turing completeness, we need to write **recursive** functions in λ -calculus

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Recall: Named Function

- ▶ Write function definition as
fun f with x in $e \equiv \text{let } f = \lambda x.e \text{ in}$
- ▶ Function call is now just application $(f\ e_1) \rightarrow (\lambda x.e)e_1$
- ▶ What about recursion?

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Recursion

- ▶ Let us try to define a function that computes the factorial of a number
- ▶ Recall recursive factorial definition:
 - ▶ Factorial of 0 is 1
 - ▶ Factorial of n is $n * \text{Factorial of } (n - 1)$
- ▶ Let's try to write this in λ -calculus:
- ▶ fun f with $n = (\text{if } n = 0 \text{ then } 1 \text{ else } n * (f(n - 1))) \text{ in } \dots$
- ▶ Does this work?

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Recursion

- ▶ First, expand the function definition:
- ▶ fun f with $n = (\text{if } n = 0 \text{ then } 1 \text{ else } n * (f(n - 1))) \text{ in } \dots \rightarrow$
let $f = \lambda n.(\text{if } n = 0 \text{ then } 1 \text{ else } n * (f(n - 1))) \text{ in } \dots$
- ▶ Now, consider computing factorial of 3:
- ▶ let $f = \lambda n.(\text{if } n = 0 \text{ then } 1 \text{ else } n * (f(n - 1))) \text{ in } (f\ 3)$

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Recursion

- ▶ Next, expand the let binding:
- ▶ Recall: let $x = e_1$ in e_2 defined as $e_2[e_1/x]$
- ▶ let $f = \lambda n.(\text{if } n = 0 \text{ then } 1 \text{ else } n * (f(n-1)))$ in $(f\ 3) \rightarrow (\lambda n.(\text{if } n = 0 \text{ then } 1 \text{ else } n * (f(n-1)))\ 3)$
- ▶ Left with **undefined** symbol f
- ▶ Conclusion: We cannot encode recursion using named functions

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What about Recursion?

- ▶ On the face of it, λ -calculus does not seem to allow recursion
- ▶ But this would make λ -calculus very boring; not many interesting functions can be computed without recursion
- ▶ **Amazing fact:** It is possible to encode recursion in λ -calculus
- ▶ It is just a little bit involved (but very instructive to understand)
- ▶ **Any ideas?**

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Encoding Recursion

- ▶ Recall again the factorial function we would like to compute:
- ▶ fun f with $n = (\text{if } n = 0 \text{ then } 1 \text{ else } n * (f\ (n-1)))$
- ▶ We can view this function definition as an **equation**:
- ▶ $(f\ n) = (\text{if } n = 0 \text{ then } 1 \text{ else } n * (f\ (n-1)))$
- ▶ This states that the value of $f\ n$ is 1 if n is 0 and $n * (f\ (n-1))$ otherwise

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Encoding Recursion Cont.

- ▶ Now, we can use a λ -abstraction to remove n from the left-hand side: $(f\ n) = (\text{if } n = 0 \text{ then } 1 \text{ else } n * (f\ (n-1)))$
- ▶ $f = \lambda n.(\text{if } n = 0 \text{ then } 1 \text{ else } n * (f\ (n-1)))$
- ▶ Consider defining another function G by moving f to the right-hand side:
- ▶ $G = \lambda f. \lambda n.(\text{if } n = 0 \text{ then } 1 \text{ else } n * (f\ (n-1)))$
- ▶ To see that this is correct, show that $f = G(f)$ at home

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Fixed Points

- ▶ A **fixed point** of function h is value v such that $v = h(v)$
- ▶ **Intuition:** The fixed point of h is applying h until $v = h(v)$, i.e., the base case of the recursion is hit
- ▶ **But completely unclear how we can compute fixed-point of h**
- ▶ An expression that computes a fixed point is called a **fixed point operator**

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The Y -combinator

- ▶ We can define a fixed-point operator in λ -calculus as follows:
 $Y = \lambda f. (\lambda x. f(x\ x)) (\lambda x. f(x\ x))$
- ▶ This bizarre expression is called **Y -combinator**
- ▶ Recall property of fixed-point: $v = h(v)$ for any function h .
- ▶ Lets confirm that Y has this property:
- ▶ $Y\ h \rightarrow \lambda f. (\lambda x. f(x\ x)) (\lambda x. f(x\ x))\ h \rightarrow (\lambda x. h(x\ x)) (\lambda x. h(x\ x)) \rightarrow (h(x\ x)) [(\lambda x. h(x\ x))/x] \rightarrow h(\lambda x. h(x\ x)) (\lambda x. h(x\ x)) \rightarrow h(Yh)$

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Using the Y -combinator

- ▶ Let's see how we can use the Y -combinator to compute factorial:

▶ Recall: $G = \lambda f. \lambda n. (\text{if } n = 0 \text{ then } 1 \text{ else } n * (f (n - 1)))$

▶ **Claim:** Factorial of n can be computed as $(YG) n$

▶ Example:

```
(YG) 2
→ (G (YG)) 2
→ (λf. λn. (if n = 0 then 1 else n * (f (n - 1)))) (YG) 2
→ λn. (if n = 0 then 1 else n * ((YG) (n - 1))) 2
→ if 2 = 0 then 1 else 2 * ((YG) (2 - 1))
→ if 2 = 0 then 1 else 2 * ((YG) 1)
→ 2 * ((YG) 1)
→ ...
```

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Fixed points Summary

- ▶ We can compute recursive functions in λ -calculus using **fixed-point** operators
- ▶ We have seen the most famous fixed-point operator, the Y -combinator
- ▶ However, there are other λ expressions that also compute fixed points.
- ▶ **Remember:** Not every recursive function has to terminate, so this means we can write λ terms that will reduce forever

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Next: Your course project

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Course Project Overview

- ▶ You will implement a lexer, parser, interpreter for the **L** language
- ▶ You can find a reference interpreter on the UT Austin machines to run L programs on (see the L Language handout for details)
- ▶ As the name suggests, L is very similar to λ -calculus, but still a useful language
- ▶ L has a bizarre property that is (almost) unique among programming languages: **At the end of the semester, there will be many more interpreters for L than L programs**

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Language Overview

- ▶ In L, every expression evaluates to a value
- ▶ The result of running a L program is the value of the program
- ▶ Example: `let x = 3 in x` will evaluate to "3"
- ▶ In addition to integers, L also supports strings
- ▶ Example: `let x = "cs312" in x` will evaluate to "cs312"

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Language Overview

- ▶ Of course, L has the λ -operator
- ▶ Example: `(lambda x. x+3 2)` will evaluate to "5"
- ▶ **Note:** You must write parenthesis for any **applications**!
- ▶ This means `lambda x. x+3 2` is not a valid L program

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More L Examples

- ▶ `let g =
 lambda a.if a>0 then 2*a else 3*a
in
 let u = 12 in
 (g u)`
- ▶ Value: "24"
- ▶ L also supports currying:
- ▶ `let x = lambda a,b.a+b in
 let y = (x 2) in
 (y 3)`
- ▶ Value: "5"

Functions in L

- ▶ For convenience, L also has built-in function definitions:
- ▶ `fun compute_grade with percent =
 if percent>90 then "A" else
 if percent>80 then "B" else "F"
in
 (compute_grade 73)`
- ▶ Result: "F"

Recursion in L

- ▶ Unlike λ -calculus, L allows you to write "naturally" recursive functions
- ▶ `fun factorial with n =
 if n<=0 then 1 else n* (factorial (n-1))
in
 ...`
- ▶ Can also write "naturally recursive" anonymous functions:
- ▶ `let fact =
 lambda n. if n=0 then 1 else n* (fact (n-1))
in
 (fact 6)`
- ▶ We will learn later how L allows natural recursion

Input/Output in L

- ▶ L has special operators for input/output:
- ▶ `let _ = print "Please enter an integer: " in
 let i = readInt in
 let _ = print "Please enter a string: " in
 let s = readString in
 let _ = print "Integer read: " in
 let _ = print i in
 let _ = print "String read: " in
 let _ = print s in
 0`

Lists in L

- ▶ L also supports **lists**
- ▶ Lists are represented as pairs with a head and tail element
- ▶ This allows very generic data structures, not just linear lists
- ▶ L has the following list operators:
 - ▶ `isNil`: 1 if list is empty, 0 otherwise
 - ▶ `e1@e2`: Returns a list with e1 as head and e2 as tail
 - ▶ `!e1`: Returns head of e1 if e1 is list, e1 otherwise
 - ▶ `#e1`: Returns tail of e1 if e1 is list, Nil otherwise

List Examples

- ▶ `let x = 1@2@3@4 in x`
- ▶ Value: "[1, [2, [3, 4]]]"
- ▶ `let x = 1@2@3@4 in !x`
- ▶ Value: "1"
- ▶ `let x = 1@2@3@4 in #x`
- ▶ Value: "[2, [3, 4]]"

More List Examples

- ▶ How about computing the length of a list?
- ▶

```
fun length with l =  
  if isNil l then 0 else 1 + (length (#l))  
in  
(length "A"@ "B"@ "C")
```
- ▶ Value: "3"

Run-time errors

- ▶ There are many run-time errors possible in L programs:
- ▶ **Example:** `let x = "hello" in x+3`
- ▶ **Result:** "Run-time error: Binop + can only be applied to expressions of same type"
- ▶ The L reference manual lists all possible errors

Course Project Details

- ▶ Your first four programming assignments will use L and build an L interpreter
 - ▶ Assignment 0: Develop an L program
 - ▶ Assignment 1: Lexer
 - ▶ Assignment 2: Parser
 - ▶ Assignment 3: Interpreter
 - ▶ Assignment 4: Type Inference
- ▶ You will complete these assignments in L and C++
- ▶ I posted a quick C++ introduction on the website
- ▶ But we will use only tiny subset of C++, easy to pick up