

# Lambda calculus & Functional programming

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**Why learn FP?**

# Advantages

- Less code
- Reasonable code
- Correct code
- Great for compilers!

# Functional?

- Functions as first-class values
- Lexically scoped closures
- Immutable data structures
- Pure functions (no side effects)
- Equational reasoning

# Functional++

- Strong type systems
- Type-inference (Hindley-Milner)
- Algebraic data types
- Pattern-matching
- Catamorphic programming
- Monadic programming
- Continuations

# Origins

# Two guys named Al



Al



Al

# Two guys named Al



**Alonzo Church**



**Alan Turing**

# History

- 1928: Alonzo Church publishes  $\lambda$ -calculus.
- 1935: Alan Turing publishes Turing Machine.
- 1936:  $\lambda$ -calculus equals Turing Machine.
- 1958: John McCarthy creates first Lisp.

# $\lambda$ -calculus

# Math

- Numbers
- Sets
- Functions
- Variables
- Operators
- Relations
- Sequences
- Tuples

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- ~~Numbers~~

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+ Anonymous functions

# Three simple forms

- $v$
- $e_1(e_2)$
- $\lambda v.e$

# Notation

$$f(x)$$

$$= f x$$

$$= (f x)$$

$$= (f)(x)$$

$$= f.x$$

$$= fx$$

# By example

- $f(x) = x^2$
- $f = \lambda x.x^2$
- $f(3) = 9$
- $(\lambda x.x^2)(3) = 9$

# Evaluating expressions

$(\lambda v. \textit{body}) \textit{arg} = \textit{body}$ , where  $v = \textit{arg}$

# More examples

- $(\lambda x.x + 10)(3) = 13$
- $(\lambda f.f(x))(g) = g(x)$
- $(\lambda f.\lambda x.f(x))(g)(3) = g(3)$

# More examples

- $(\lambda f.\lambda x.f(x))(\lambda x.x + 10)(3) = 13$

# Regular calculus

$$(\lambda x.e)' = \lambda x.\frac{d}{dx}(e)$$

# Lisp, Scheme, Racket

- $v \equiv v$
- $\lambda v.e \equiv (\text{lambda } (v) e)$
- $f(e) \equiv (f e)$

**Turing-complete!**

**But, how!?**

Sugar  $\lambda$  into language.

# Menu

- Multiple arguments
- Void value
- Lists
- Conditionals
- Numbers
- Recursion

# Multiple arguments

$$f : X \times Y \rightarrow Z$$

$$f^C : X \rightarrow Y \rightarrow Z$$

$$f^C = \lambda x. \lambda y. f(x, y)$$

# Multiple arguments

$$f(x, y) \Rightarrow ((f\ x)\ y)$$

Void

**void** =  $\lambda\_.\_.$

# Church's trick

Encode data according to how it's used.

# Conditionals

**true**  $\equiv \lambda c.\lambda a.c(\mathbf{void})$

**false**  $\equiv \lambda c.\lambda a.a(\mathbf{void})$

**if**  $e_b$  **then**  $e_t$  **else**  $e_f \equiv e_b (\lambda().e_t) (\lambda().e_f)$

# Numerals

$$n^C \equiv \lambda f. \lambda z. f^n(z).$$

$$\text{zero} \equiv \lambda f. \lambda z. z.$$

$$e_n + 1 \equiv \lambda f. \lambda z. f(e_n f z).$$

$$e_n + e_m \equiv \lambda f. \lambda z. (e_m f (e_n f z)).$$

$$e_m \times e_n \equiv \lambda f. \lambda z. (e_m (e_n f) z).$$

# Lists

**nil**  $\equiv \lambda e.\lambda l.e(\mathbf{void})$ .

**cons**  $\equiv \lambda a.\lambda b.\lambda e.\lambda l.(l\ a\ b)$ .

**match**  $(e) \begin{cases} \mathbf{nil} & \mapsto e_e \\ \mathbf{cons}\ a\ b & \mapsto e_l \end{cases} \equiv e\ (\lambda().e_e)\ (\lambda a.\lambda b.e_l)$ .

$\langle e_1, e_2, \dots, e_n \rangle \equiv \mathbf{cons}\ e_1\ (\mathbf{cons}\ e_2\ (\dots\ (\mathbf{cons}\ e_n\ \mathbf{nil})\ \dots))$ .

# Recursion

# Non-termination

What happens when we evaluate?

$$\Omega = (\lambda h. (h h)) (\lambda h. (h h))$$

# Recursion

Self-reference is the essence of recursion.

# U Combinator

$$\mathbf{U} = \lambda h.(h\ h)$$

$$\Omega = \mathbf{U}(\mathbf{U})$$

# Factorial

$fact_{\mathbf{U}} = \mathbf{U}(\lambda h.\lambda n.\mathbf{if} (n \leq 0) \mathbf{then} 1 \mathbf{else} n \times (h\ h)(n - 1))$

**A little more elegance**

# Fixed points

If  $x = f(x)$ , then the point  $x$  is a **fixed point** of the function  $f$ .

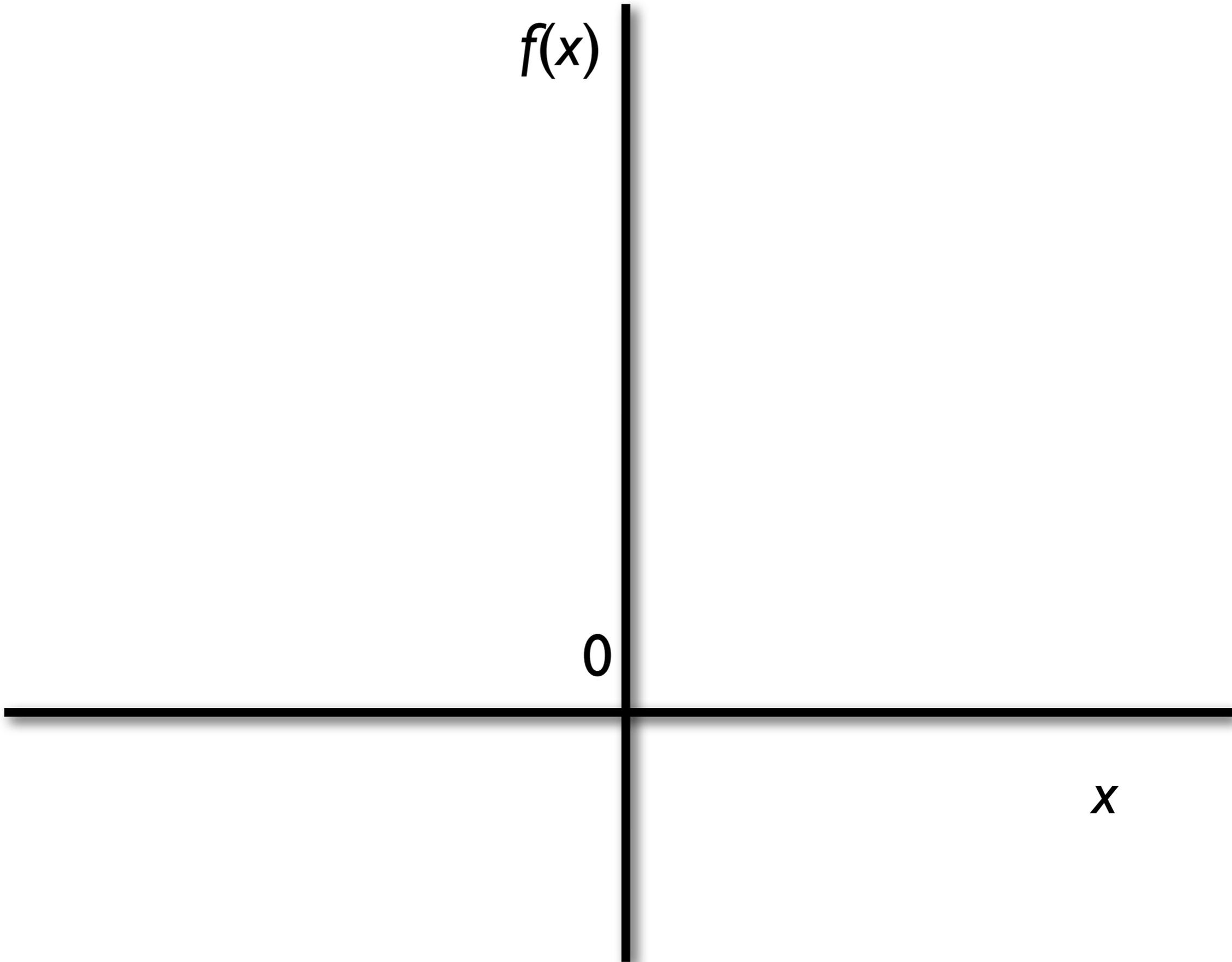
# Algebra

- $x = x^2 - 1$  is a recursive definition of  $x$
- If  $f(v) = v^2 - 1$ , then  $x = f(x)$ .
- Solutions are the fixed points of  $f$ .

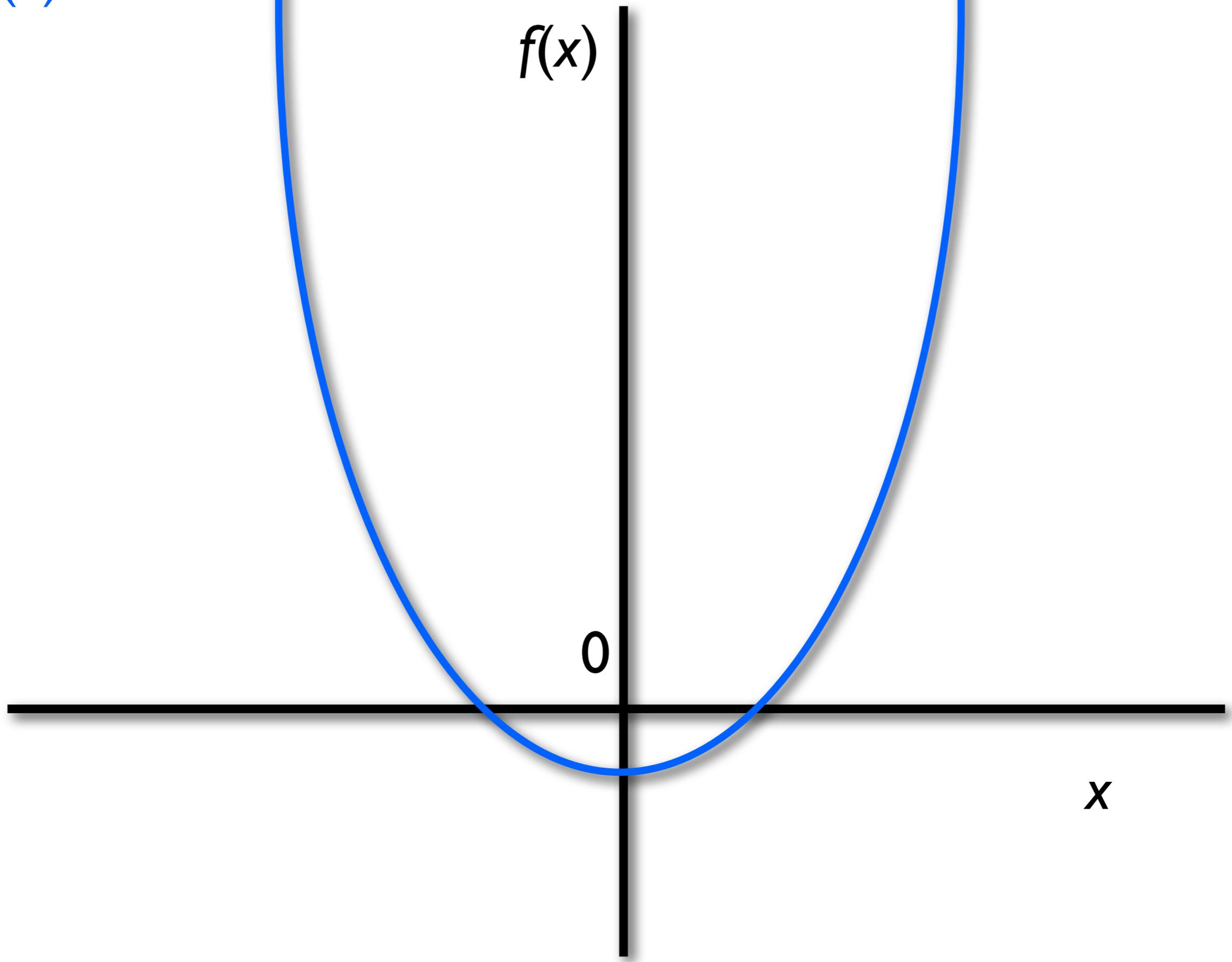
$f(x)$

0

$x$



$$f(x) = x^2 - 1$$



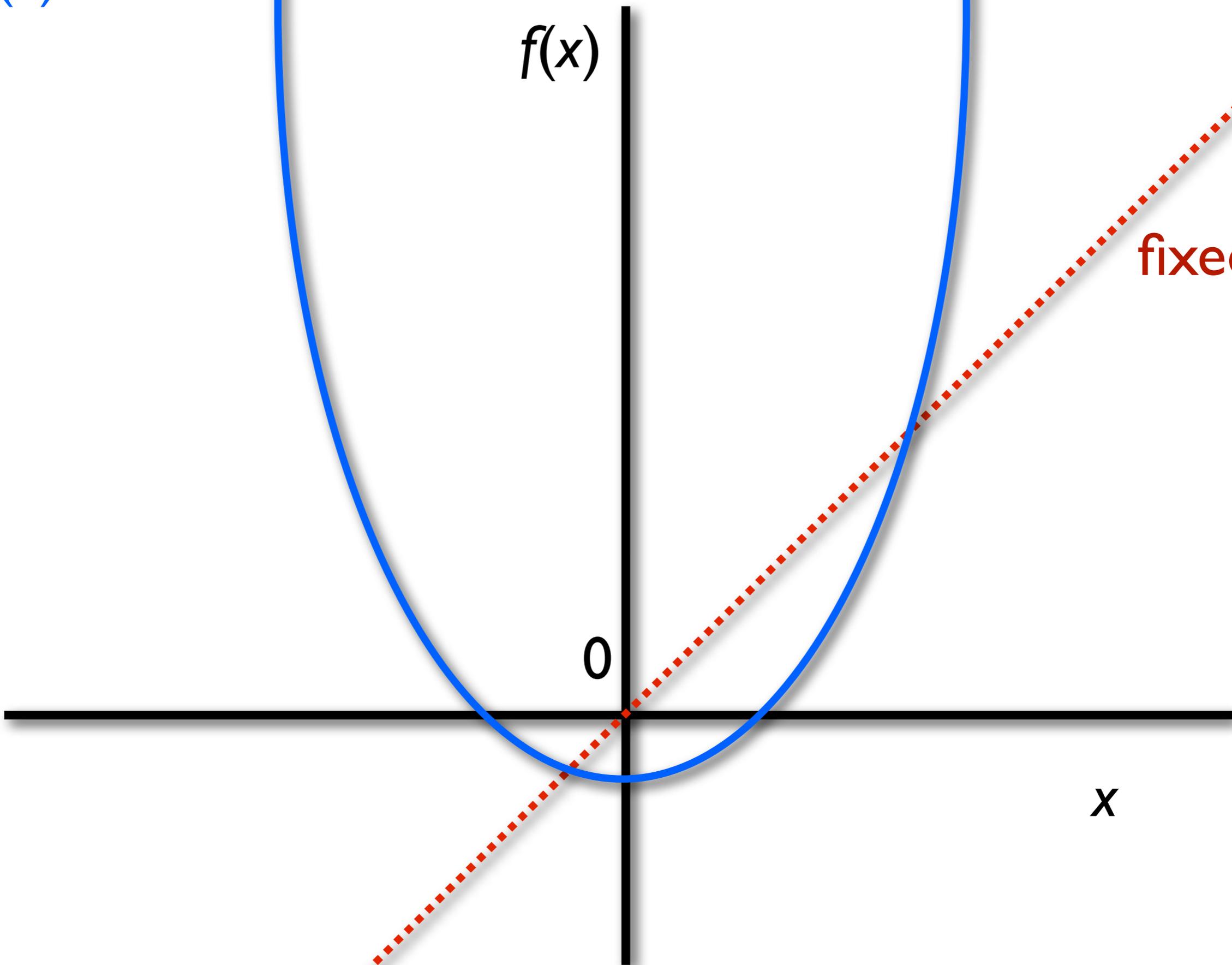
$$f(x) = x^2 - 1$$

$f(x)$

fixed line

0

$x$



# Factorial again

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$fact(n) = \mathbf{if} (n \leq 0) \mathbf{then} 1 \mathbf{else} n \times fact(n - 1)$

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# Fixed-point finder

- We want function  $Y$  that finds fixed points
- Technically,  $Y(F) = x$ , such that  $F(x) = x$ .
- Start off derivation with  $Y(F) = F(Y(F))$ .

# Solving for **Y**

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Does this work?

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**Y**

$$\mathbf{Y} = (\lambda h. \lambda F. F(\lambda x. ((h\ h)(F)(x))))(\lambda h. \lambda F. F(\lambda x. ((h\ h)(F)(x))))$$

# Factorial again

# Factorial again

$$fact = F(fact)$$

$$F(f) = \lambda n. \mathbf{if} (n \leq 0) \mathbf{then} 1 \mathbf{else} n \times f(n - 1)$$

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$$fact = F(fact)$$

$$F(f) = \lambda n. \mathbf{if} (n \leq 0) \mathbf{then} 1 \mathbf{else} n \times f(n - 1)$$

$$fact = \mathbf{Y}(F)$$

# Factorial again

$$fact = F(fact)$$

$$F(f) = \lambda n. \mathbf{if} (n \leq 0) \mathbf{then} 1 \mathbf{else} n \times f(n - 1)$$

$$fact = \mathbf{Y}(F)$$

$$fact = \mathbf{Y}(\lambda f. \lambda n. \mathbf{if} (n \leq 0) \mathbf{then} 1 \mathbf{else} n \times f(n - 1))$$