$\lambda$  Calculus

# Abstract

This series of notes is intended as an introduction to the  $\lambda$ - calculus. But it is most likely a series of ramblings as I go about learning it as I intend to include all of my explorations in it as well. For example, I go over implementing a simple evaluator (and perhaps a better one later for practical use). This is a more revised and complete edition of my notes for the Math+ mentorship program hosted by the University of Toronto. With a special thanks to my mentor, Luke, and to Peter Selinger whose book on the topic is the source of much of this series.

## Introduction

## Syntax

The  $\lambda$ -calculus has a formal syntax which can be described using the following definitions. The first one is easier to understand but we might use the second one later.

**Definition 1.** Given an infinite set, V, of variables, and let  $\Lambda$  be the set of all  $\lambda$ -expressions. Then:

- For  $x \in V$ , then  $x \in \Lambda$
- For  $M, N \in \Lambda$  then  $(MN) \in \Lambda$
- For  $x \in V$ , and  $M \in \Lambda$ , then  $\lambda x.M \in \Lambda$

**Definition 2.** Given an infinite set V of variables. The set of all  $\lambda$ -terms,  $\Lambda$ , is given by the following BNF:

$$\mathcal{M}, \mathcal{N} ::= x \mid (\mathcal{M}\mathcal{N}) \mid \lambda x.\mathcal{M}$$

These might be too difficult to understand. So I will attempt to describe them in words. There are three kinds of  $\lambda$ -expressions.

- 1. *Variables.* The set *V* in the pervious definitions. For example *x*, *y*, etc.
- 2. *Combinators/Functions.* A function, it takes an input and returns some value based on it. Denoted by  $\lambda$ [args].[expr]. For example  $\lambda x.x.$
- 3. *Applications*. Applying two  $\lambda$  expressions to eachother. Denoted by *MN*. For example  $(\lambda x.x)(\lambda y.y)$ .

# Evaluation

Before we can get to any of the interesting aspects of the  $\lambda$ -calculus, we must learn how to evaluate  $\lambda$ -expressions. We'll go over that in this section and — by taking a page out of Gerald Sussman's book—implement an evaluator to do these for us.

#### $\alpha$ -equivalence

We wish to see whether two  $\lambda$ -terms are equal or not. In traditional mathematics we might say that two functions with identical domains and codomains are equal. However in the  $\lambda$ -calculus we have no such concepts. So we have to compare the rules by which our input is manipulated into our desired output. If this is identical in two  $\lambda$ -terms, then we can say that they are equal. Let such an operator be called  $\alpha$ -equivalence.

**Definition 3.** An occurance of a variable, x, in  $\lambda x$ . N is said to be bound. And the corresponding  $\lambda x$  is called a binder. A variable that's not bound is called free. The set of all free variables of a term is defined as below:

- $FV(x) = \{x\},\$
- $FV(MN) = FV(M) \cup FV(N)$ ,
- $FV(\lambda x.M) = FV(M) \setminus \{x\}$

If we attempt to formally define this concept, we quickly reach a problem.  $\lambda x.x$  and  $\lambda y.y$  are clearly expressing the same rule. Which is to say that they only differ in their bound variable. Informally we may call two  $\lambda$ -terms that only differ in their bound variables to be  $\alpha$ -equivalent. This too, is hard to define formally. We need a *renaming* operation to account for differing bound variables. Such an operation is defined as follows.

**Definition 4.** For some variables x and y, and a term M.  $M\{y/x\}$ -renaming x as y- is as follows:

- $x\{y/x\} \equiv y$
- $z\{y/x\} \equiv z \ if x \neq z$
- $(MN)\{y/x\} \equiv (M\{y/x\})(N\{y/x\})$
- $(\lambda x.M)\{y/x\} \equiv \lambda z.(M\{y/x\}) if x \neq z$

Now we are fully capable of defining  $\alpha$ -equivalence. The following is essentially a formal writing of our previous definition.

**Definition 5.**  $\alpha$ -equivalence is the smallest conguent relation  $=_{\alpha}$  on  $\lambda$ -terms, such that for all terms M and all variables  $y \notin M$ ,

$$\lambda x.M =_{\alpha} \lambda y.(M\{y/x\})$$

### $\beta$ -reduction

In the previous section, we defined a renaming operation to replace a variable in a  $\lambda$ -term. Which in turn allowed us to define what it means for two  $\lambda$ -terms to be equal to one another. In this section we wish to discuss how we might simplify  $\lambda$ -expressions. Lets call this  $\beta$ -reduction.

In normal mathematics, evaluating  $f(x) = x^2$  at x = a is quite simple. You substitute all instances of x with a and calculate the results. Unlike last time, this works in the  $\lambda$ -calculus as well. So before we can formally define  $\beta$ -reduction, we must first define substitution, which allows us to replace a variable by a  $\lambda$ -term. There are two problems with defining such an operation.

- 1. We should only replace *free* variables. The names of bound variables are out of our scope and should not be changed. For example  $x(\lambda xy.x)[N/x]$  is  $N(\lambda xy.x)$  and not  $N(\lambda xy.N)$
- 2. We need to avoid unintended "capture" of free variables. For example, let  $M \equiv \lambda x.yx$  and  $N \equiv \lambda z.xz$ . Note that x is free in N but bound in M. If we do M[N/y] naively we get  $\lambda x.Nx = \lambda x.(\lambda z.xz)x$ . However, since x is bound only to M, the x in M and the x in N are not the same. So we must rename the bound variables before the substitution.

$$\mathcal{M}[N/y] = (\lambda x'.yx')[N/y] = \lambda x'.Nx' = \lambda x'.(\lambda z.xz)x'$$

**Definition 6.** The substitution of N for free occurances of x in M, in symbols M[N/x], is defined as follows:

- $x[N/x] \equiv N$
- $y[N/x] \equiv y \ if x \neq y$
- $(MP)[N/x] \equiv (M[N/x])(P[N/x])$
- $(\lambda x.M)[N/x] \equiv \lambda x.M$
- $(\lambda y.M)[N/x] \equiv \lambda y.(M[N/x]) \text{ if } x \neq y \text{ and } y \notin FV(N)$
- $(\lambda y.M)[N/x] \equiv \lambda y'.(M\{y'/y\}[N/x]) \text{ if } x \neq y, y \notin FV(N)$ and y' is fresh

A term of the form  $(\lambda x.M)N$  is called a  $\beta$ -redex. It reduces to M[N/x], which is called the *reduct*. A  $\lambda$ -term without any  $\beta$ -redexs is

in  $\beta$ -normal form. For example:

$$(\lambda x.y)((\lambda z.zz)(\lambda w.w)) \rightarrow_{\beta} (\lambda x.y)((\lambda w.w)(\lambda w.w))$$
$$\rightarrow_{\beta} (\lambda x.y)(\lambda w.w)$$
$$\rightarrow_{\beta} y$$

And since y has no redexes it is in normal form. We could've also just looked at  $\lambda x. y$  and realized that all the arguments are uselss. The key take aways are (1) reducing a redex can create new redexes, (2) reducing a redex can delete some other redexes, (3) the number of steps can vary. However, not all terms evaluate to a normal form. Some can just keep reducing forever without reaching a normal form.

If M and M' are terms such that  $M \twoheadrightarrow_{\beta} M'$  and if M' is in normal form we say that M evaluates to M'. Now we are able to formally define  $\beta$ -reduction.

**Definition 7.** We define single-step  $\beta$ -reduction to be the smallest relation  $\rightarrow_{\beta}$  on terms satisfying:

$(\beta)$	$\overline{(\lambda x.M) \to_{\beta} M[N/x]}$
$(cong_1)$	$M \to_{\beta} M'$
	$\overline{MN \to_{\beta} M'N}$
$(\zeta)$	$M \to_{\beta} M'$
	$\overline{\lambda x.M} \to_{\beta} \lambda x.M'$
(cong <sub>2</sub> )	$N \to_{\beta} N'$
	$\overline{MN \to_{\beta} MN'}$

**Definition 8.** We write  $M \twoheadrightarrow_{\beta} M'$  if M reduces to M' in zero or more

steps. Formally,  $\twoheadrightarrow_{\beta}$  is defined to be the reflexive transitive closure of  $\rightarrow_{\beta}$ , *i.e.*, the smallest reflexive transitive relation containing  $\rightarrow_{\beta}$ .

And by allowing  $\rightarrow_{\beta}$  to be symmetric, we can define  $\beta$ -equivalence.

**Definition 9.** We write  $M =_{\beta} M'$  if M can be transformed into M' by zero or more reduction steps and/or inverse reduction steps. Formally. = $_{\beta}$  is defined to be the reflec symmetric transitive closure of  $\rightarrow_{\beta}$ .

## **Reperesenting Data**

This chapter is an outline of how you might represent data in the  $\lambda$ -calculus. Two types, booleans and the natural numbers are presented here. For more, check the appendices.

#### BOOLEANS

Booleans are quite simple to implement in the  $\lambda$ -calculus. We want to find "switches" in the  $\lambda$ -calculus. Functions that can only be in two states. For example, function that takes two arguments, must either return the first, or the second. So let's define  $\mathbf{T} = \lambda xy.x$  and  $\mathbf{F} = \lambda xy.y$ .

Using these simple definition we can build our familiar logic gates. For example, the not function reverses it's input. And since we can pick what we return using  $\mathbf{T}$  and  $\mathbf{F}$ , it is quite easy to define not.

#### **not** = $\lambda a.a$ **FT**

*a* is either **T**, or **F**. If *a* is **T**, then we want to let our first argument to *a* be **F** (since **F** is the inverse of **T**). And if *a* is equal to *F*, our second argument should be **T**.

**Exercise 1.** Find **and**, **or** functions that work with our representation of booleans.

**Exercise 2.** Find an alternative encoding for booleans. Find the corresponding logic gates.

**Exercise 3.** Implement three-valued logic <sup>1</sup> in the  $\lambda$ -calculus.

#### NATURAL NUMBERS

The implementation of the natural numbers is very similar to the peano axioms. It is merely the application of a function multiple times.

**Definition 10.** A number,  $n \in \mathbb{N}$ , is represented in the  $\lambda$ -calculus as a function that applies it's first argument n times to the next. Such numbers are called **Church Numerals**. For example:

$$0 = \lambda so.s$$
  

$$1 = \lambda so.so$$
  

$$2 = \lambda so.s(so)$$
  

$$3 = \lambda so.s(s(so))$$
  

$$4 = \lambda so.s(s(so))$$
  

$$n = \lambda so.s^{n}(o)$$

We can also define a "f(x) = x+1" function. Also called a successor function. Remember that adding one is the samething as applying *s* to *o* one more time in  $\lambda so.s^n(o)$ .

**Theorem 1** (Successor Function). Let  $S = \lambda fmx.m(fmx)$ . For all Church numerals  $N = \lambda so.s^n(o)$ ,  $SN = \lambda so.s^{n+1}(o)$ .

<sup>&</sup>lt;sup>1</sup>Logic with three values instead of two.

*Proof.* This is a simple induction proof. Our base case is  $(\lambda fmx.m(fmx))(\lambda \lambda mx.m((\lambda so.o)mx) \rightarrow_{\beta} \lambda mx.mx$  which is equal to 1. Then our inductive step is:

$$\begin{aligned} (\lambda fmx.m(fmx))(\lambda so.s^{n}(o)) &\to_{\beta} \lambda mx.m((\lambda so.s^{n}(o))mx) \\ &\to_{\beta} \lambda mx.m(m^{n}(x)) \\ &\twoheadrightarrow_{\beta} \lambda mx.m^{n+1}(x) \end{aligned}$$

Q.E.D.

**Exercise 4.** (a) Prove  $\lambda nmfx.nf(mfx)$  is addition. (b) Prove that  $MN \rightarrow_{\beta} M \times N$ . (c) Prove that  $\lambda nmf.n(mf)$  is multiplication.

Let's also cover how we might use booleans in combination with church numerals. For example, let's define a function that will return T if it's input is 0.

**Theorem 2.** The function zero? =  $\lambda nxy.n(\lambda x.y)x$  will return **T** iff  $n = \lambda so.o.$ 

*Proof.* The key here is to realize that if *n* is  $\lambda$ *so.o*, then it will ignore  $\lambda x.y$  and return  $\lambda xy.x$  which is what we want. However if *x* is not o, it will apply  $\lambda x.y$  to *x* a number of times, which won't matter because  $\lambda x.y$  returns *y* regardless of it's argument. Meaning that the output of the whole function would be  $\lambda xy.y$  which is also what we want. Q.E.D.

**Exercise 5.** *Prove theorem 2 inductively.* 

**Exercise 6.** Create an equality combinator that will return T iff it's two arguments are equal Church numerals. And F if otherwise.

**Exercise 7.** (a) Implement a pair data structure in the  $\lambda$ -calculus with functions to retrieve each element of the pair. (b) Implement the integers in the  $\lambda$ -calculus along with the appropriate functions (+, -, etc...) (c) Implement the rationals in the  $\lambda$ -calculus along with all apropriate functions.

- Solution. (a) Our **pair** data structure is: **pair** =  $\lambda pqc.cpq$ . To retrieve the first element, we can use the **fst** function: **fst** =  $\lambda p.p$ **T** and we can use the **snd** function to retrieve the second element: **snd** =  $\lambda p.p$ **F**.
  - (b) Integers are simply signed naturals. Therefore we will use a pair to represent them. **int** =  $\lambda sn.$  (**pair** sn). Where s is the sign and n is a natural number.
  - (c) Rationals are defined as  $\left\{\frac{p}{q} \mid \forall p, q \in \mathbb{Z}\right\}$ . and so we can represent them as pairs. **rat** =  $\lambda nd$ . (**pair** nd). Where n is the numerator and d is the denominator.

Q.E.D.

### **Fixed Points and Recursion**

**Definition II.** A *fixed-point*, is some x, such that f(x) = x. In  $\lambda$ -calculus notation, this would be  $FX =_{\alpha} X$ .

**Theorem 3** (Turing Fixed-Point Combinator). *In the untyped*  $\lambda$ *-calculus, every term, F, has a fixed point.* 

*Proof.* Let  $A = \lambda xy.y(xxy)$ , and define  $\Theta = AA$ . Suppose F is any

 $\lambda$ -term, and let  $N = AAF = \Theta F$ . Therefore:

$$N = \Theta F$$
  
=  $(\lambda xy.y(xxy))AF$   
 $\rightarrow_{\beta} F(AAF)$   
=  $FN$ 

 $\Theta$  is known as the *Turing Fixed Point Combinator*. Q.E.D.

Fixed points are rather powerful tools. Finding a fixed point is equivalent to solving the equation x = f(x). And since we can do it with any function, we can solve the stated equation for all  $\lambda$ -terms. For example, the factorial function is usually defined recursively as follows:

$$factorial(0) = 1$$
$$factorial(n) = n \times factorial(n-1)$$

The equivalent  $\lambda$ -term would then be

fact = 
$$\lambda n.if(\text{zero? } n) 1 (* n (\text{fact}(\text{pred } n)))$$

However, since fact is defined in terms of itself, we don't really know what it *really* is. So we can use the fixed-point combinator to deduce it. Notice that:

$$fact = (\lambda fn.if(zero? n) 1 (* n (f(pred n)) fact$$

Meaning that fact is a fixed-point of  $(\lambda fn.\mathbf{if}(\mathbf{zero}; n) 1 (*n (f(\mathbf{pred} n))))$ , or in other words,  $\mathbf{fact} = \Theta(\lambda fn.\mathbf{if}(\mathbf{zero}; n) 1 (*n (f(\mathbf{pred} n))))$ 

**Exercise 8.** Implement the fibonacci numbers in the  $\lambda$ -calculus. They are defined as follows:  $F_0 = 0$ ,  $F_1 = 1$ ,  $F_n = F_{n-1} + F_{n-2}$ .

*Solution.* As we have done before, we can write an equation for **fib** in terms of itself, then we can use the Turing combinator to solve for **fib**.

$$\mathbf{fib} = \lambda n.\mathbf{if}(\mathbf{zero}? n)0(\mathbf{if}(\mathbf{zero}?(\mathbf{pred}\ n))1 \\ (+(\mathbf{fib}(\mathbf{pred}\ n))(\mathbf{fib}(\mathbf{pred}\ (\mathbf{pred}\ n)))))$$

And solving for **fib** gives us

 $\Theta(\lambda n.if(\text{zero}? n)0(if(\text{zero}?(\text{pred } n))1 \\ (+(f(\text{pred } n))(f(\text{pred } (\text{pred } n)))))$ 

Q.E.D.

**Exercise 9.** Implement a test for primality in the  $\lambda$ -calculus. Including any functions not yet defined.