

Expressions

Definition (Expression)

An **expression** is a finite combination of symbols which may be reduced (rewritten) to obtain a simpler expression or a result.

Example

$$\underbrace{1 + 2}_{\text{expression}} \xrightarrow{\text{Rewrite}} \underbrace{3}_{\text{also an expression}}$$

Expressions in Imperative and Functional Programming

Use of Expressions

- ▶ Primary building block of functional programs
- ▶ Imperative languages: some expressions and some statements/commands (not expressions)
- ▶ (Purely) Functional Languages: Everything is an expression

Example (C Expressions)

- ▶ 2
- ▶ 1+2
- ▶ $x ? \ 1 : \ 2$

Counterexample (C Statements)

- ▶ **if**(x) { $y=1;$ } **else** { $y=2;$ }
- ▶ **while**(i) { $i--;$ }

Syntax and Semantics

Expression Syntax

- ▶ Is the expression a valid combination of symbols?

C Syntax

- ▶ **Valid:** `(1 + 2) * 3`
- ▶ **Invalid:** `(1 + 2 * 3`

Expression Semantics

- ▶ **Type-checking rules**
(static semantics):
Produce a type or fail with an error
- ▶ **Evaluation rules**
(dynamic semantics):
Produce a value, exception, or infinite loop

We will precisely define syntax and semantics over this course.

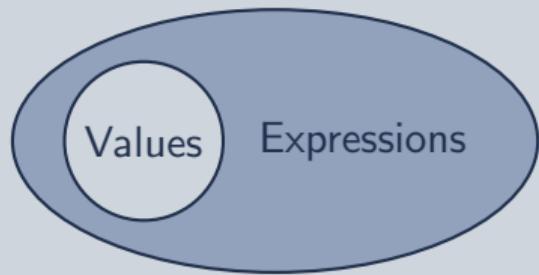


Values

Definition (Value)

A **value** is an expression that does not need further evaluation.

Illustration

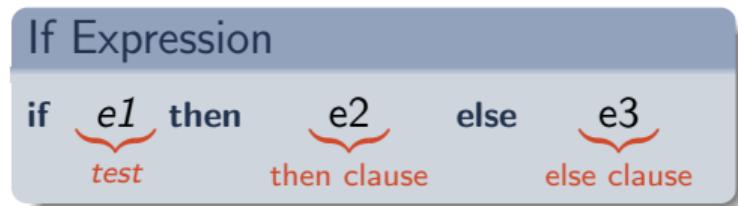


Example

The diagram shows the mathematical expression $1 + 2$ with a red bracket underneath it, labeled "expression". A blue wavy arrow labeled "Rewrite" points from $1 + 2$ to the number 3 , which is also underlined with a red bracket and labeled "value, expression".

If Expressions

aka Conditionals



Evaluation

- ▶ Notation: Write α evaluates to β as $\alpha \rightsquigarrow \beta$
- ▶ When $e1 \rightsquigarrow \text{true}$ and $e2 \rightsquigarrow v$,
 $\text{if } e1 \text{ then } e2 \text{ else } e3 \rightsquigarrow v$
- ▶ When $e1 \rightsquigarrow \text{false}$ and $e3 \rightsquigarrow v$,
 $\text{if } e1 \text{ then } e2 \text{ else } e3 \rightsquigarrow v$

Type checking

- ▶ Notation: Write α has type τ as $\alpha : \tau$
- ▶ When
 - ▶ $e1 : \text{bool}$,
 - ▶ $e2 : \tau$,
 - ▶ $e3 : \tau$,
 - $(\text{if } e1 \text{ then } e2 \text{ else } e3) : \tau$

Type inference and annotation

Type Inference

- We can infer the type of an **if** expression from the types of its constituent expressions.
- *type inference* is generally possible in functional languages and is performed by compilers
- If types cannot be inferred, compilation fails with a type error
- May add annotations to test/diagnose:
Replace e with e:t

If Expression Type

$$(\text{if } e1 \text{ then } e2 \text{ else } e3) : \tau$$

where

- $e1 : \text{bool}$
- $e2 : \tau$
- $e3 : \tau$

Capability: “If it compiles, it (probably) works.”

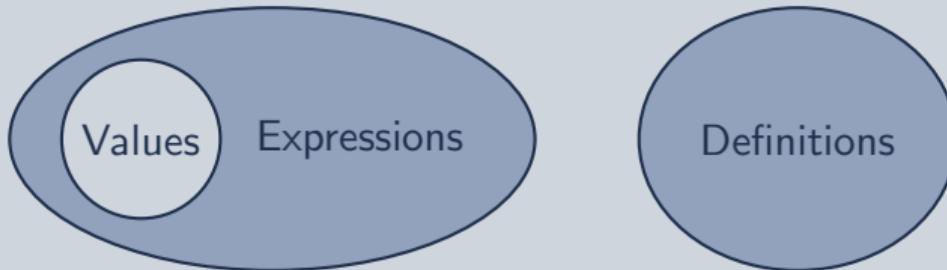
Definitions

Definition (definition)

A **definition** gives a name to a value.

Illustration

- ▶ Definitions are disjoint from expressions
- ▶ But syntactically, definitions contain expressions



Variables

Definition

- ▶ A **Variable** is a symbol representing an expression.
- ▶ **Bound** variables refer to some expression.
- ▶ **Free** variables DO NOT refer to some expression (are unbound).
- ▶ **Immutable** variables CANNOT be changed (are constant).
- ▶ **Mutable** variables CAN be changed (reassigned).

Let Expression

Let Expression

let $\underbrace{x}_{\text{identifier}}$ \leftarrow $\underbrace{e_1}_{\text{binding exp.}}$ **in** $\underbrace{e_2}_{\text{body exp.}}$

Evaluation

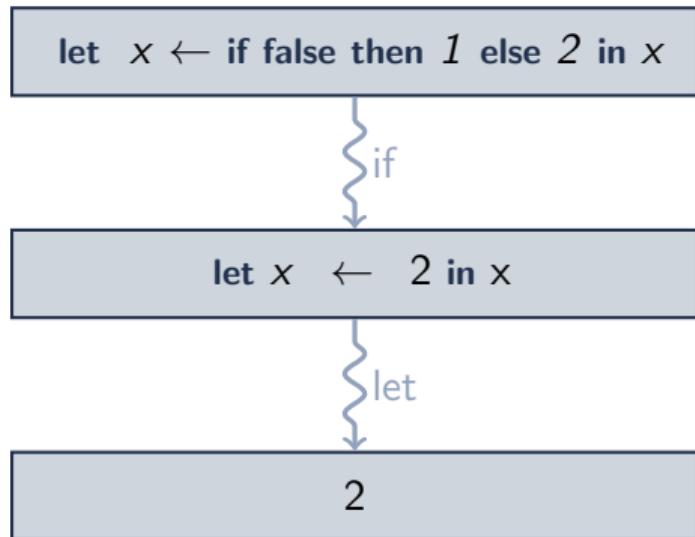
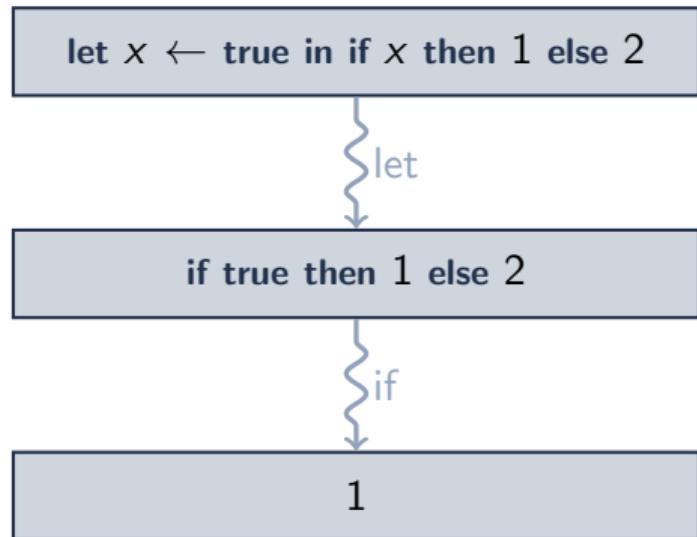
- ▶ Evaluate $e_1 \rightsquigarrow v_1$
- ▶ Substitute v_1 for x in e_2 , yielding new expression e'_2
- ▶ Implementation: there is a memory location named x that contains/references v
- ▶ Evaluate: $e'_2 \rightsquigarrow v_2$
- ▶ Result:

let $x \leftarrow e_1$ **in** $e_2 \rightsquigarrow v_2$

Type checking

- ▶ $e_1 : \tau_1$
- ▶ $x : \tau_1$
- ▶ $e_2 : \tau_2$
- ▶ **let** $x \leftarrow e_1$ **in** $e_2 : \tau_2$

Example: Expression Evaluation



Exercise: Expression Evaluation

```
if let x ← true in ¬x then false else true
```

```
if if true then false else true then 1 else 2
```



Outline

Expressions

Functions



Lambda Expression

Anonymous Functions

Lambda Expression

λ x . α
 formal parameter
 body

- ▶ Create an unnamed function.
- ▶ The function is itself a value.
- ▶ Do not evaluate the body until applied (called)

Function Application

f y
 function
 actual parameter

- ▶ Bind actual parameter y to the formal parameter of f .
- ▶ Evaluate the body of f .

Example

$$(\lambda a. 1 + a) 2 \xrightarrow{a=2} 1 + 2 \xrightarrow{+} 3$$

Contrasting Notations

Function Definition

Other notation

```
function(x) {return 1 + x}
```

Lambda Calculus

$$\lambda x . 1 + x$$

Function Application

Other notation

$$f(2)$$

Lambda Calculus

$$f\ 2$$

Minimalist.



Functions are values: Binding

Example (Binding)

```
let f ← (λa.1 + a) in f 1
```

$\underbrace{}_{\text{let}}$

```
(λa.1 + a) 2
```

$\underbrace{}_{a=2}$

```
1+2
```

$\underbrace{}_{+}$

```
3
```

Example (Passing)

```
(λf . f 2) (λa.1 + a)
```

$\underbrace{}_{f = \lambda a.1 + a}$

```
(λa.1 + a) 2
```

$\underbrace{}_{a=2}$

```
1+2
```

$\underbrace{}_{+}$

```
3
```

Functions are values: Returning Functions

Example (Returning)

$$((\lambda b. (\lambda a. b + a)) 1) 2$$

$b = 1$

$$(\lambda a. 1 + a) 2$$

$a=2$

$$1+2$$

$+$

$$3$$

Lambda: Very Important!

- ▶ Lambda can perform
any possible computation!
- ▶ Trivial with Lambda:
 - ▶ N-ary functions
 - ▶ Variable binding (`let`)
 - ▶ Statements (`;`)
 - ▶ Named functions
 - ▶ OOP
- ▶ Also possible with Lambda:
 - ▶ Recursion
 - ▶ Conditionals (`if`)
 - ▶ Lists
 - ▶ Structs
 - ▶ Arithmetic (`+`, `-`, etc.)

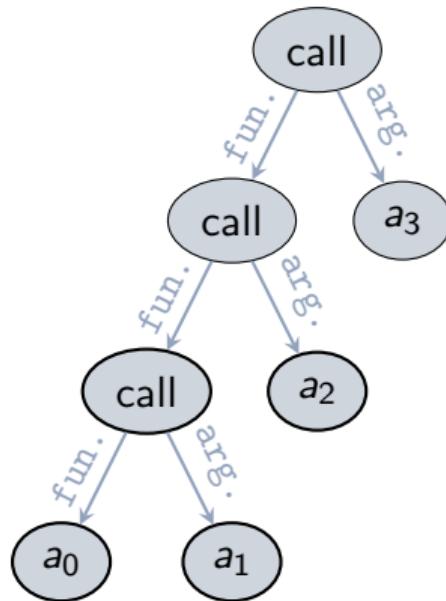
“I’m kind of a big deal.”



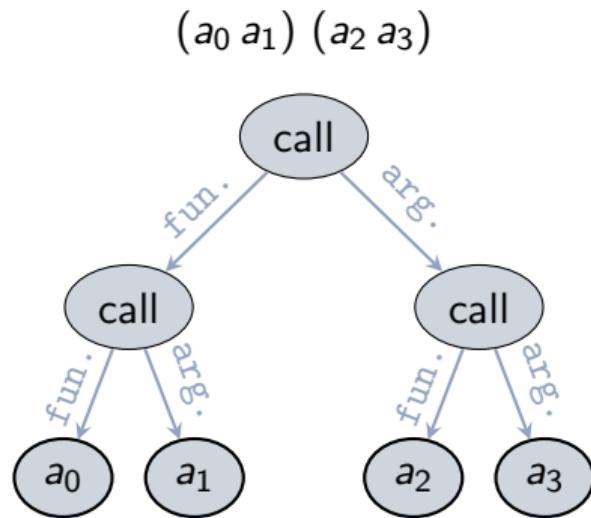
Function Call Associativity

Evaluate Left to Right

$$(a_0 a_1 a_2 a_3) = (((a_0 a_1) a_2) a_3)$$



Function Call Parenthesization



Exercise: Lambda Evaluation

► $((\lambda x.x) y)$

\rightsquigarrow

► $((\lambda x.x) (\lambda y.y))$

\rightsquigarrow

► $((\lambda x.(\lambda y.xy)) z)$

\rightsquigarrow

► $((\lambda x.xx) (\lambda x.xx))$

\rightsquigarrow



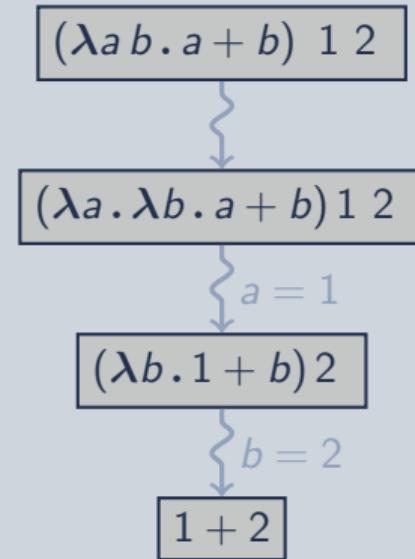
Binary Functions

Reduction of Binary to Unary Functions



- ▶ Convert to two lambdas
- ▶ Outer lambda binds first param (x) and returns inner lambda
- ▶ Inner lambda binds second param (y) and evaluates

Example



Each function call creates new bindings of its arguments.

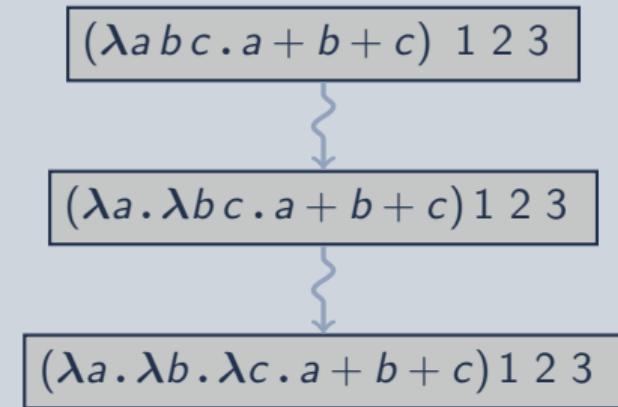
N-ary Functions

N-ary functions



- ▶ Recursively convert to unary functions.

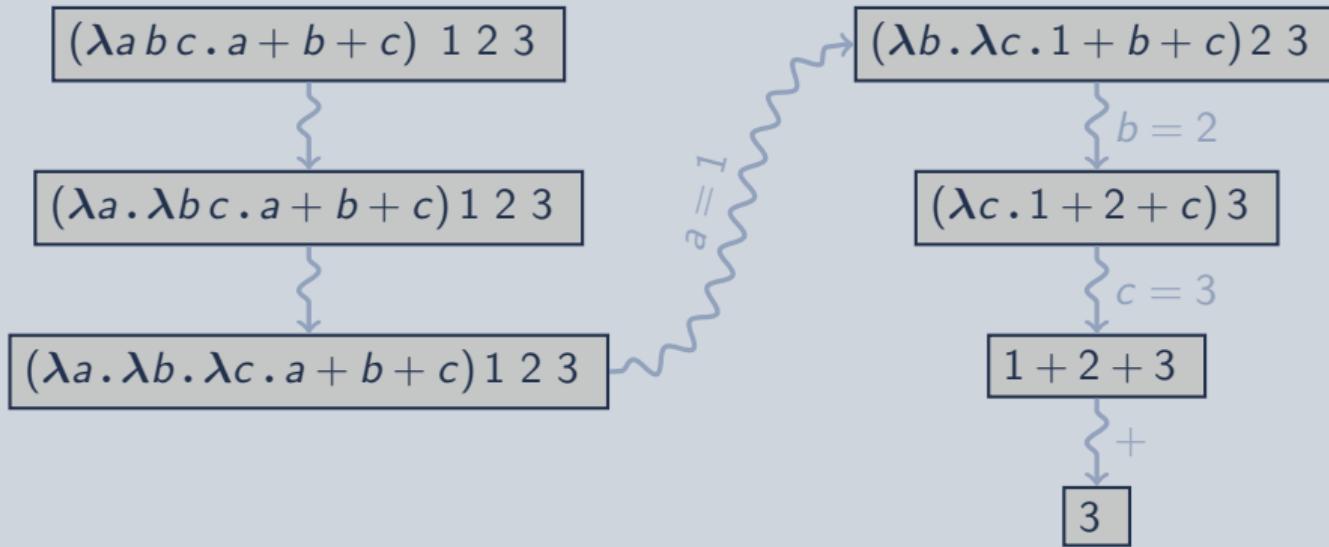
Example



N-ary Functions

example, continued

Example



“Currying”

Binary Curry

$$\text{curry} \equiv \lambda f\ a.\ (\lambda b.\ f\ a\ b)$$

Function `curry(f, a)`

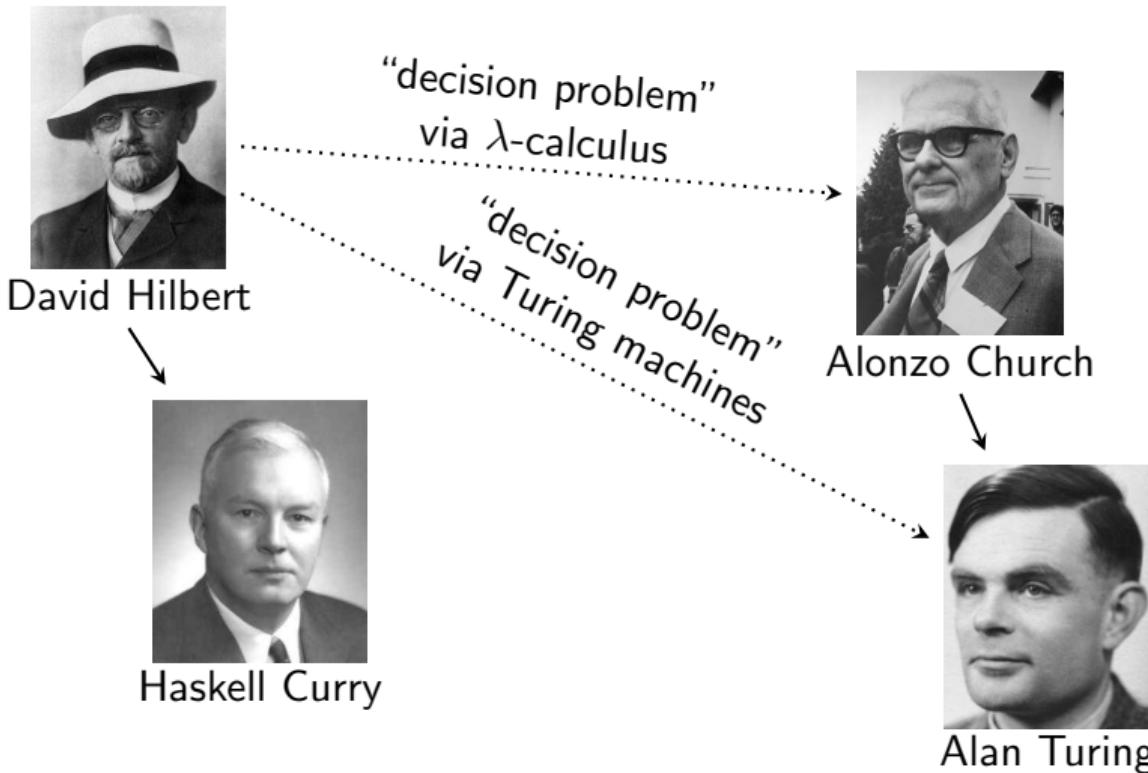
- 1 **function** $g(b)$ is
 - 2 $\lfloor\ f(a,b)$
 - 3 g
-



Haskell B. Curry

Historical Interlude 0: Mathematics of Lambda

Curry, Hilbert, Church, and Turing



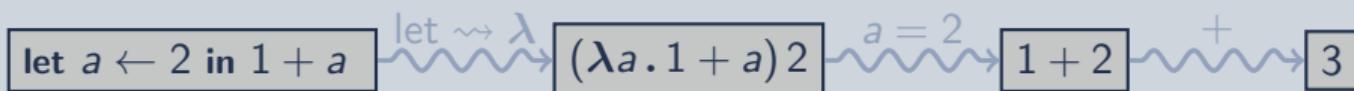
Let to Lambda

Reduction of Let to Lambda



- Identifier x becomes lambda parameter
- Body exp. e_2 becomes the lambda body
- Binding exp. e_1 becomes the call argument

Example



Sequential Definition to Let

Reduction of Sequential Definition to Let

Sequential Def.

def *x* \leftarrow *e* ;
 β
body

Let

let *x* \leftarrow *e* **in** β

Example

def *a* \leftarrow 2;
a + 1

let *a* \leftarrow 2 **in** *a* + 1

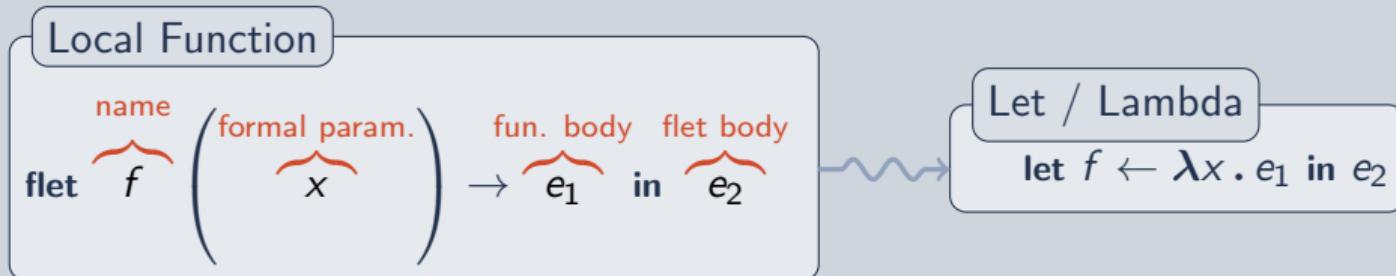
$(\lambda a. 1 + a) 2$

$1 + 2$

3

Local Functions to Let and Lambda

Reduction of Local Functions to Let and Lambda



Example

`flet f (a) → 1 + a in f 2` \rightsquigarrow `let f ← λa . 1 + a in f 2` \rightsquigarrow `(λa . 1 + a) 2` $\rightsquigarrow \dots$

Global Functions to Sequential Assignment

Reduction Global Functions to Sequential Assignment

Local Function

defun f name (x) formal param. $\rightarrow e$; body exp.

β more expressions

Sequential Assignment

def $f \leftarrow \lambda x . e;$
 β more expressions

Example

defun $f (a) \rightarrow 1 + a;$
 $f 2$

def $f \leftarrow \lambda a . 1 + a;$
 $f 2$

let $f \leftarrow \lambda a . 1 + a$ **in** $f 2$

Example: Reduction to Lambda

- ▶
$$\left(\text{let } \underset{\text{name}}{x} \leftarrow \underset{\text{binding exp}}{2} \text{ in } \underset{\text{body}}{1+x} \right) \xrightarrow[\text{let}]{\sim} \left(\left(\lambda \underset{\text{name}}{x} . \underset{\text{body}}{1+x} \right) \underset{\text{binding exp}}{2} \right) \xrightarrow[\text{x=2}]{\sim} 3$$
- ▶
$$\text{let } x \leftarrow 1 \text{ in } (\text{let } y \leftarrow 2 \text{ in } x + y)$$

$$\xrightarrow[\text{x=1}]{\text{let } x} \lambda x . (\text{let } y \leftarrow 2 \text{ in } x + y) 1 \xrightarrow[\text{y=1}]{\sim} \lambda x . ((\lambda y . x + y) 2) 1$$

$$\xrightarrow[\text{+}]{\sim} 3$$
- ▶
$$\text{flet } f(x) \rightarrow \text{if } x \text{ then } 1 \text{ else } 0 \text{ in } f \text{ true}$$

$$\xrightarrow[\text{flet}]{\sim} \text{let } f \leftarrow \lambda x . \text{if } x \text{ then } 1 \text{ else } 0 \text{ in } f \text{ true}$$

$$\xrightarrow[\text{let}]{\sim} (\lambda f . f \text{ true}) (\lambda x . \text{if } x \text{ then } 1 \text{ else } 0)$$

$$\xrightarrow[\text{f=} \lambda x . \dots]{\sim} (\lambda x . \text{if } x \text{ then } 1 \text{ else } 0) \text{ true}$$

$$\xrightarrow[\text{x=true}]{\sim} \text{if true then } 1 \text{ else } 0 \xrightarrow[\text{if}]{\sim} 1$$

Exercise: Reduction to Lambda

- ▶ `let x ← 1 in $\lambda a . x + a$`
- ▶ `(let x ← 1 in $\lambda a . x + a$) 2`
- ▶ `flet f (a b) → a + b in f 1 2`
- ▶ `flet f (n) → (if n = 0 then 1 else n * f(n - 1)) in f 2`