

# $\lambda$ -calculus.

History: Frege, Schönfinkel → Church, Curry.

Foundation for mathematics? → Foundation for computation.

## Syntax

$t ::= x$	— variable (any variable name)
$\lambda x. t$	— lambda aka "abstraction" aka "function".
$t_1 t_2$	— function application.

## Ex.

$x$

$f$

$\lambda x. y$

$\lambda x. x y$

$(f (\lambda x. (v v))) (\lambda z. (\lambda w. z))$

## Conventions:

— The body of a  $\lambda$  extends as far to the right as possible.

e.g.  $\lambda x. y z$  means  $\lambda x. (y z)$ . Not  $(\lambda x. y) z$

— Currying!

— Multiple consecutive  $\lambda$ 's can be abbreviated

$$\lambda x. \lambda y. \lambda z. x \equiv \lambda x y z. x$$

— Application associates to the left, so

$$f g x y z = (((fg)x)y)z$$

Hence,

$$(f (\lambda x. (v v))) (\lambda z. (\lambda w. z)) \equiv f (\lambda x. v v) (\lambda z w. z)$$

we will define rewrite rules via substitution — but we have to be careful!

①  $\alpha$ -equivalence: the variable name in a  $\lambda$  doesn't matter.

$$\text{e.g. } (\lambda x. x) \equiv (\lambda z. z)$$

② Bound vs. free variables.

- A "bound" variable refers to an enclosing  $\lambda$ .
- A "free" variable does not (refers to some "external" thing).

$$\lambda x. \underset{\text{free}}{y} (\underset{\text{free}}{xy} \underset{\text{free}}{z} \underset{\text{free}}{y} \underset{\text{free}}{x})$$

We should only substitute for free occurrences of a variable  
 We can rename via  $\alpha$ -equivalence as necessary to avoid conflict.

Rewrite rules

$$(\lambda x. t_1) t_2 \longrightarrow [x \mapsto t_2] t_1 \quad * \quad \begin{matrix} \text{subst. for } \underset{\text{free}}{x}, \\ \text{(careful w/ names)} \end{matrix}$$

e.g.

$$\begin{aligned} & (\lambda x. \underset{\text{free}}{x} y) (\lambda z. z) \\ \longrightarrow & [x \mapsto \lambda z. z](x y) = \underline{(\lambda z. z) y} \\ \longrightarrow & [z \mapsto y] z = y. \end{aligned}$$

+ Congruence rules:

- if  $t_1 \rightarrow t_1'$  then  $t_1 t_2 \rightarrow t_1' t_2$
- if  $t_2 \rightarrow t_2'$  then  $t_1 t_2 \rightarrow t_1 t_2'$ .