



中国科学技术大学

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Typed Lambda Calculus $\lambda^{\times,+} \rightarrow$

《程序设计语言理论》

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References

PFPL

- Chapters: 4 Statics, 5 Dynamics, 6 Type Safety, 7 Evaluation Dynamics
- Chapters: 10 Product Types, 11 Sum Types (Void & Unit, Boolean, Enumerate, Options)

TAPL

The algebra (and calculus!) of algebraic data types



Outline

- $\mathcal{L}^{\text{int, bool}}$
- $\lambda \rightarrow$ (typed lambda calculus)
- Algebraic Data Types
 - Product type
 - Sum type



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$L^{\text{int, bool}}$: Statics and Dynamics

- Syntax
- Semantics
- Type Safety



λ int, bool_ Syntax

□ Syntax

Type $\tau ::=$	int	integer
	bool	boolean
Term $t ::=$	z	zero
	$s(t)$	successor
	true	constant true
	false	constant false
	if t_1 then t_2 else t_3	if expression
	iszero(t)	zero check



λint, bool_ semantics

Semantics: judgements, rules

□ Dynamics

- Values: judgement **a val**

$$\frac{}{z \text{ val}} \text{ (V-z)}$$

$$\frac{t \text{ val}}{s(t) \text{ val}} \text{ (V-s)}$$

Introduction form
of int type
(引入int类型的值)

$$\frac{}{\text{false val}} \text{ (V-F)}$$

$$\frac{}{\text{true val}} \text{ (V-T)}$$

Introduction form
of bool type
(引入bool类型的值)

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Lint, bool_ semantics

Structural Dynamics

按语法结构来归纳计算到closed value

□ Dynamics

■ Small-step semantics (*structural*)

Judgement: $t \mapsto t'$

$$\frac{t \mapsto t'}{s(t) \mapsto s(t')} \text{ (D-s)}$$

$$\frac{t_1 \mapsto t'_1}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 \mapsto \text{if } t'_1 \text{ then } t_2 \text{ else } t_3} \text{ (D-IF}_1\text{)}$$

$$\frac{}{\text{if true then } t_2 \text{ else } t_3 \mapsto t_2} \text{ (D-IF}_2\text{)}$$

$$\frac{}{\text{if false then } t_2 \text{ else } t_3 \mapsto t_3} \text{ (D-IF}_3\text{)}$$

$$\frac{t \mapsto t'}{\text{iszero}(t) \mapsto \text{iszero}(t')} \text{ (D-ISZERO}_1\text{)}$$

$$\frac{}{\text{iszero}(z) \mapsto \text{true}} \text{ (D-ISZERO}_2\text{)}$$

Search transitions
决定指令执行次序
Instruction transitions
基础的求值步

$$\frac{}{\text{iszero}(s(t)) \mapsto \text{false}} \text{ (D-ISZERO}_3\text{)}$$



$\mathcal{L}_{int, bool}$ - semantics

Semantics: judgements, rules

□ Dynamics

■ Example

`if iszero(z) then s(z) else z`

\mapsto `if true then s(z) else z`

\mapsto `s(z)`

(D-iszero₁)

(D-if₂)

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λint, bool_ semantics

Semantics: judgements, rules

□ Statics: Type system (typing rules)

■ Judgement $t : \tau$ 项是良类型的 (well-typed)

$$\frac{}{z : \text{int}} \text{ (T-z)} \quad \frac{t : \text{int}}{s(t) : \text{int}} \text{ (T-s)}$$

$$\frac{}{\text{true} : \text{bool}} \text{ (T-TRUE)} \quad \frac{}{\text{false} : \text{bool}} \text{ (T-FALSE)}$$

$$\frac{t_1 : \text{bool} \quad t_2 : \tau \quad t_3 : \tau}{\text{if } t_1 \text{ then } t_2 \text{ else } t_3 : \tau} \text{ (T-IF)}$$

$$\frac{t : \text{int}}{\text{iszero}(t) : \text{bool}} \text{ (T-ISZERO)}$$

Elimination rules of int/bool type: 该类型上的表达式可以进行的操作

Introduction rules of int/bool type: 引入该类型的值

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λ int, bool_ semantics

Semantics: judgements, rules

■ Example

`if iszero(z) then s(z) else z`

\mapsto `if true then s(z) else z` (D-iszero₁)

\mapsto `s(z)` (D-if₂)

$$\frac{\frac{\frac{}{z : \text{int}} \text{(T-z)}}{\text{iszero}(z) : \text{bool}} \text{(T-ISZERO)} \quad \frac{\frac{}{z : \text{int}} \text{(T-z)}}{s(z) : \text{int}} \text{(T-s)} \quad \frac{}{z : \text{int}} \text{(T-z)}}{\text{if iszero}(z) \text{ then } s(z) \text{ else } z : \text{int}} \text{(T-IF)}$$

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λ int, bool_ soundness

A language is *safe/sound* if satisfying two theorems

Progress

if $t : \tau$ then either $t \text{ val}$ or $\exists t'$ such that $t \mapsto t'$

Preservation

if $t : \tau$ and $t \mapsto t'$ then $t' : \tau$

Prove the theorems by *induction* on the *typing rules*

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$L \rightarrow$: Typed Lambda Calculus

- Syntax
- Semantics
- Type Safety



λ^{\rightarrow} : Syntax and Values

λ^{\rightarrow} : typed lambda calculus

□ Syntax

Type $\tau ::= \text{int} \mid \tau_1 \rightarrow \tau_2$

Term $t ::= n \mid t_1 + t_2 \mid x \mid \lambda(x : \tau).t' \mid t_1 t_2$

□ Values

$\frac{}{n \text{ val}} \text{ (V-n)}$

$\frac{}{\lambda(x : \tau).t \text{ val}} \text{ (V-fn)}$



$\lambda \rightarrow$: Syntax

$\lambda \rightarrow$: typed lambda calculus

□ Syntax

Type $\tau ::= \text{int} \mid \tau_1 \rightarrow \tau_2$

Term $t ::= n \mid t_1 + t_2 \mid x \mid \lambda(x : \tau).t' \mid t_1 t_2$



$\lambda \rightarrow$: Dynamics

□ Dynamics

Type $\tau ::= \text{int} \mid \tau_1 \rightarrow \tau_2$

Term $t ::= n \mid t_1 + t_2 \mid x \mid \lambda(x : \tau).t' \mid t_1 t_2$

■ Values $\frac{}{n \text{ val}}$ (V-n)

$\frac{}{\lambda(x : \tau).t \text{ val}}$ (V-fn)

■ Dynamics

$\frac{t_1 \mapsto t'_1}{t_1 t_2 \mapsto t'_1 t_2}$ (D-app₁)

$\frac{}{(\lambda(x : \tau).t_1)t_2 \mapsto [t_2 / x]t_1}$ (D-app₂)

$\frac{t_1 \mapsto t'_1}{t_1 + t_2 \mapsto t'_1 + t_2}$ (D-add₁)

$\frac{t_1 \text{ val} \quad t_2 \mapsto t'_2}{t_1 + t_2 \mapsto t_1 + t'_2}$ (D-add₂)

$\frac{n_3 = n_1 + n_2}{n_1 + n_2 \mapsto n_3}$ (D-add₃)



$\lambda \rightarrow$: Statics

□ Statics

Γ : typing context

$$\frac{}{n : \text{int}} \text{(T-n)}$$

$$\frac{\Gamma \vdash t_1 : \text{int} \quad \Gamma \vdash t_2 : \text{int}}{\Gamma \vdash t_1 + t_2 : \text{int}} \text{(T-add)}$$

$$\frac{\Gamma, x : \tau_1 \vdash t : \tau_2}{\Gamma \vdash \lambda(x : \tau_1).t : \tau_1 \rightarrow \tau_2} \text{(T-fn)}$$

$$\frac{\Gamma \vdash t_1 : \tau_1 \rightarrow \tau_2 \quad \Gamma \vdash t_2 : \tau_1}{\Gamma \vdash t_1 t_2 : \tau_2} \text{(T-app)}$$

$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau} \text{(T-var)}$$

Introduction rule
of function type
(引入该类型的值)

Elimination rule
of function type
(该类型的表达式
上可以进行的操作)

Type $\tau ::= \text{int} \mid \tau_1 \rightarrow \tau_2$

Term $t ::= n \mid t_1 + t_2 \mid x \mid \lambda(x : \tau).t' \mid t_1 t_2$



$L^{\times,+,\rightarrow}$: Algebraic Data Types

- Syntax
- Semantics
- Type Safety



Algebraic Data Types

□ Product types **Type** $\tau ::= \dots \mid \tau_1 \times \tau_2$

□ Sum types
(variants) $\mid \tau_1 + \tau_2$

Term $t ::= \dots \mid (t_1, t_2)$ ordered pair 序偶

$\mid t.d$ projection 投影

injection 注入: 注入 d 标记项 t 得到 τ 类型值 $\mid \text{inj } t = d \text{ as } \tau$

case分析: 如果 t 是由 L 标记项得到的, 则
记 L 标记项为 x_1 , 按 t_1 计算; 若由 R 标记项
得到, 则记 R 标记项为 x_2 , 按 t_2 计算 $\mid \text{case } t \{ x_1 \rightsquigarrow t_1 \mid x_2 \rightsquigarrow t_2 \}$
injection 注入

Direction $d ::= L \mid R$



Product Types: Examples

$\lambda(x : \text{int} \times \text{int}).x.L + x.R$

$\lambda(x : (\text{int} \rightarrow \text{int}) \times \text{int}).x.L x.R$

$(1, (2, (3, 4))) : \text{int} \times (\text{int} \times (\text{int} \times \text{int}))$



Product Types: Examples

$\lambda(x : \text{int} \times \text{int}).x.L + x.R$

- 函数: 对pair中的两个元素求和

$\lambda(x : (\text{int} \rightarrow \text{int}) \times \text{int}).x.L x.R$

- 函数: 接收由一个函数和一个整数组成的pair, 以该整数为参数调用这个函数

$(1, (2, (3, 4))) : \text{int} \times (\text{int} \times (\text{int} \times \text{int}))$

- 由pairs产生n元组



Product Types: Semantics

□ Statics

■ Introduction rule

$$\frac{\Gamma \vdash t_1 : \tau_1 \quad \Gamma \vdash t_2 : \tau_2}{\Gamma \vdash (t_1, t_2) : \tau_1 \times \tau_2} \text{ (T-pair)}$$

■ Elimination rules

$$\frac{\Gamma \vdash t : \tau_1 \times \tau_2}{\Gamma \vdash t.L : \tau_1} \text{ (T-project-L)}$$

$$\frac{\Gamma \vdash t : \tau_1 \times \tau_2}{\Gamma \vdash t.R : \tau_2} \text{ (T-project-R)}$$



Product Types: Semantics

□ Dynamics

$$\frac{t_1 \mapsto t'_1}{(t_1, t_2) \mapsto (t'_1, t_2)} \text{ (D-pair}_1\text{)}$$

$$\frac{t_1 \text{ val } \quad t_2 \mapsto t'_2}{(t_1, t_2) \mapsto (t_1, t'_2)} \text{ (D-pair}_2\text{)}$$

$$\frac{t_1 \text{ val } \quad t_2 \text{ val}}{(t_1, t_2) \text{ val}} \text{ (D-pair}_3\text{)}$$

$$\frac{t \mapsto t'}{t.d \mapsto t'.d} \text{ (D-proj}_1\text{)}$$

$$\frac{(t_1, t_2) \text{ val}}{(t_1, t_2).L \mapsto t_1} \text{ (D-proj}_2\text{)}$$

$$\frac{(t_1, t_2) \text{ val}}{(t_1, t_2).R \mapsto t_2} \text{ (D-proj}_3\text{)}$$



Record Types

Syntactic Sugar

□ Syntax

Type $\tau ::= \dots \mid \{l_1 : \tau_1, \dots, l_k : \tau_k\}$

Term $t ::= \dots \mid (l_1 = t_1, \dots, l_k = t_k)$
 $\mid t.l_i \quad (1 \leq i \leq k)$

□ Statics

□ Dynamics



Sum Types: Examples

$(\text{inj } l = L \text{ as int} + (\text{int} \rightarrow \text{int})) : \text{int} + (\text{int} \rightarrow \text{int})$

$\text{case } (\text{inj } l = L \text{ as int} + (\text{int} \rightarrow \text{int})) \{x_1 \rightsquigarrow x_1 + 1 \mid x_2 \rightsquigarrow x_2 \cdot 2\} \mapsto 1 + 1$



Sum Types: Examples

$(\text{inj } l = L \text{ as int} + (\text{int} \rightarrow \text{int})) : \text{int} + (\text{int} \rightarrow \text{int})$

- 将左标记项包装成一个sum类型的值

$\text{case } (\text{inj } l = L \text{ as int} + (\text{int} \rightarrow \text{int})) \{x_1 \rightsquigarrow x_1 + 1 \mid x_2 \rightsquigarrow x_2 \cdot 2\} \mapsto 1 + 1$

- 用case算子对sum值分情况处理，当前是左标记形成的sum值，故按 $x_1 \rightsquigarrow x_1 + 1$ 计算，得到 $1 + 1$



Sum Types: Statics

□ Statics

■ Introduction rules

$$\frac{\Gamma \vdash t : \tau_1}{\Gamma \vdash \text{inj } t = L \text{ as } \tau_1 + \tau_2 : \tau_1 + \tau_2} \text{ (T-inject-L)}$$

$$\frac{\Gamma \vdash t : \tau_2}{\Gamma \vdash \text{inj } t = R \text{ as } \tau_1 + \tau_2 : \tau_1 + \tau_2} \text{ (T-inject-R)}$$

■ Elimination rule

$$\frac{\Gamma \vdash t : \tau_1 + \tau_2 \quad \Gamma, x_1 : \tau_1 \vdash t_1 : \tau \quad \Gamma, x_2 : \tau_2 \vdash t_2 : \tau}{\Gamma \vdash \text{case } t \{x_1 \rightsquigarrow t_1 \mid x_2 \rightsquigarrow t_2\} : \tau} \text{ (T-case)}$$



Sum Types: Dynamics

□ Dynamics

■ Inject

$$\frac{t \mapsto t'}{\text{inj } t = d \text{ as } \tau \mapsto \text{inj } t' = d \text{ as } \tau} \text{ (D-inject}_1\text{)}$$

$$\frac{t \text{ val}}{\text{inj } t = d \text{ as } \tau \text{ val}} \text{ (D-inject}_2\text{)}$$

■ case

$$\frac{t \mapsto t'}{\text{case } t \{x_1 \rightsquigarrow t_1 \mid x_2 \rightsquigarrow t_2\} \mapsto \text{case } t' \{x_1 \rightsquigarrow t_1 \mid x_2 \rightsquigarrow t_2\}} \text{ (D-case}_1\text{)}$$

$$\frac{t \text{ val}}{\text{case inj } t = L \text{ as } \tau \{x_1 \rightsquigarrow t_1 \mid x_2 \rightsquigarrow t_2\} \mapsto [t / x_1]t_1} \text{ (D-case}_2\text{)}$$

$$\frac{t \text{ val}}{\text{case inj } t = R \text{ as } \tau \{x_1 \rightsquigarrow t_1 \mid x_2 \rightsquigarrow t_2\} \mapsto [t / x_2]t_2} \text{ (D-case}_3\text{)}$$



Type Algebra

□ void and unit types

Type $\tau ::= \dots \mid \text{void} \mid \text{unit}$

Term $t ::= \dots \mid \text{null}$

void 是无参的和类型

unit 是无参的积类型

null 是 **unit** 类型的唯一值

void 类型没有值

■ 相等的类型 ($|\tau|$ 表示 τ 类型值的个数)

$$|\tau \times \text{unit}| = |\tau| \quad |\tau + \text{void}| = |\tau|$$

■ 若 $\tau = \text{bool}$, 有 $\text{bool} \times \text{unit}$ 的项 (true, null), ($\text{false}, \text{null}$)

□ 将 **unit** 加入 **pair**, 对数据结构并未增加额外的信息

类型 $\text{bool} + \text{void}$ 有两个值 $\text{inj true} = L \text{ as } \text{bool} + \text{void}$

$\text{inj false} = L \text{ as } \text{bool} + \text{void}$

The algebra (and calculus!) of algebraic data types



Some Useful Sum Types

□ Enumerate types

例：扑克牌的花色

■ 类型 $\text{card} \triangleq \text{unit} + (\text{unit} + (\text{unit} + \text{unit}))$

■ 引入形式（值）： $\text{hearts} \mid \text{spades} \mid \text{diamonds} \mid \text{clubs}$

$\text{hearts} \triangleq \text{inj } \text{null} = L \text{ as card}$

$\text{spades} \triangleq \text{inj } (\text{inj } \text{null} = L \text{ as } (\text{unit} + (\text{unit} + \text{unit}))) = R \text{ as card}$

.....

■ 消去形式

$\text{case hearts as card } \{f_1 \mid f_2 \mid f_3 \mid f_4\} = f_1 *$

$\text{case spades as card } \{f_1 \mid f_2 \mid f_3 \mid f_4\} = f_2 *$

.....



Some Useful Sum Types

□ Option types

■ 类型 $\text{option}_\tau \triangleq \text{unit} + \tau$

■ 引入形式 (值) : $\text{null} \mid \text{just}(M)$

$\text{null} \triangleq \text{inj } \text{null} = L \text{ as } \text{option}_\tau$

$\text{just}(M) \triangleq \text{inj } M = R \text{ as } \text{option}_\tau, \quad M : \tau$

■ 消去形式

$\text{ifnull}_\tau : \text{option}_\tau \rightarrow (\text{unit} \rightarrow \rho) \rightarrow (\tau \rightarrow \rho) \rightarrow \rho$

$\text{ifnull}_\tau \text{ null } \{\lambda _ : \text{unit}.e_1 \mid \lambda x : \tau.e_2\} \mapsto e_1$

$\text{ifnull}_\tau \text{ just}(M) \{\lambda _ : \text{unit}.e_1 \mid \lambda x : \tau.e_2\} \mapsto [M / x]e_2$



Some Useful Sum Types

理解空指针错误——option类型的意义之一

- 在OO语言中，所有对象都是引用(指针)，对象的引用可能为空，不能通过空引用来访问对象的域类型
- 如何避免空指针错误？

一些语言提供空指针的检测函数 $\text{null} : \tau \rightarrow \text{bool}$

$\text{if null}(e) \text{ then } \dots\text{error} \dots \text{else } \dots\text{ok} \dots$

- 但是空指针异常仍然普遍，原因：1)缺少空指针检测；2)极少在程序的异常处进行空指针检测
- 解决：用 option_τ 描述类型为 τ 的可选值类型，其值或者为 τ 类型的值，或者为空。

消去形式 $\text{ifnull}_\tau e \{ \lambda_:\text{unit}. \dots\text{error} \dots \mid \lambda x:\tau. \dots\text{ok} \dots \}$



Reduction Strategies

□ 操作语义与符号解释器

- **不确定的解释器**: 每一步可选择任意的子表达式进行归约
- **确定的解释器**: 每一步选择一个特定的“下一步归约”
- **并行的解释器**: 把几个归约同时作用于不相交的子表达式

□ 确定的归约: 归约策略

- **归约策略**: 是项到项的部分函数 F , 它具有性质:
如果 $F(e)=e'$, 那么 $e \rightarrow e'$.

- **求值函数**:

$$eval_F(e_1) = \begin{cases} e_1 & \text{if } F(e_1) \text{ is not defined} \\ e_2 & \text{if } F(e_1) = e'_1 \text{ and } eval_F(e'_1) = e_2 \end{cases}$$



Reduction Strategies

□ 三种归约策略

例，若 $e_1 \rightarrow e_1'$ 且 $e_2 \rightarrow e_2'$ ，则 $(\lambda x:\sigma.e_1) e_2$ 可以归约成

■ $[e_2/x] e_1$ ：最左最外归约，最左归约，惰性归约。对于函数应用，称为按名调用

若 e_1 中有形参 x 的多次出现，用 e_2 代换 x 会使函数体中有多个 e_2 ，从而 e_2 的归约会重复多次。

■ $(\lambda x:\sigma.e_1) e_2'$ ：急切归约。对于函数应用，称为按值调用
若 e_2 无范式，则 $(\lambda x:\sigma.e_1) e_2$ 的急切归约不会终止。

若 e_2 在最终的结果中不使用，则最左归约方式因无需归约 e_2 而终止。

■ $(\lambda x:\sigma.e_1') e_2$ ：在提供 e_2 前试图“优化”函数 $\lambda x:\sigma.e_1$