# Lecture 27: Lazy evaluation and lambda calculus

- What lazy evaluation is
- Why it's useful
- Implementing lazy evaluation
- Lambda calculus

#### What is lazy evaluation?

- A slightly different evaluation mechanism for functional programs that provide additional power.
- Used in popular functional language Haskell
- Basic idea: Do not evaluate expressions until it is really necessary to do so.

#### What is lazy evaluation?

• In OS<sub>subst</sub>, change application rule from:

$$\frac{e_1 \Downarrow \text{fun } x \rightarrow e}{e_1 e_2 \Downarrow v} \frac{e_2 \lor v}{e_1 e_2 \lor v'} e[v/x] \lor v'$$

to:

$$\frac{e_1 \Downarrow \text{fun } x \rightarrow e}{e_1 e_2 \Downarrow v} = \frac{e_1 e_2}{v}$$

#### What difference does it make?

#### Lazy lists

- Laziness principle can apply to cons operation.
- Values = constants | fun x -> e | e1 :: e2



• Could do the same for all data type, i.e. make all constructors lazy.

# Using lazy lists

• Consider this OCaml definition:

let rec ints = fun i -> i :: ints (i+1)
let ints0 = ints 0
hd (tl (tl ints0))

What happens in OCaml? What would happen in lazy OCaml?

# "Generate and test" paradigm

- Many computations have the form "generate a list of candidates and choose the first successful one."
- Using lazy evaluation, can separate candidate generation from selection:
  - Generate list of candidates even if infinite
  - Search list for successful candidate
- With lazy evaluation, only candidates that are tested are ever generated.

### Example: square roots

- Newton-Raphson method: To find sqrt(x), generate sequence: <a<sub>i</sub>>, where a<sub>0</sub> is arbitrary, and a<sub>i+1</sub> = (a<sub>i</sub> +x/a<sub>i</sub>)/2. Then choose first a<sub>i</sub> s.t. |a<sub>i</sub>-a<sub>i-1</sub>|<ε.</li>
- let next x a = (a+x/a)/2
  let rec repeat f a = a :: repeat f (f a)
  let rec withineps (a1::a2::as) =

  if abs(a2-a1) < eps then a2</li>
  else withinips eps (a2::as)

  let sqrt x eps = withineps eps (repeat (next x) (x/2))

### sameints

- sameints: (int list) list -> (int list) list -> bool
- OCaml:

## sameints

#### • Lazy OCaml:

```
flatten lis = match lis with

[] -> []

| []::lis' -> flatten lis'

| (a::as)::lis' -> a :: flatten (as::lis')

equal lis1 lis2 = match (lis1,lis2) with

([],[]) -> true

| (_,[]) -> false

| ([],_) -> false

| (a::as, b::bs) -> (a=b) and equal as bs

sameints lis1 lis2 = equal (flatten lis1) (flatten lis2)
```

# Implementation of lazy eval.

- Use closure model, modified.
- Introduce new value, called a <u>thunk</u>:
   ⊲e,η⊳ like a closure, but e does not have to be an abstraction.

$$\frac{\eta, e_1 \Downarrow \langle \operatorname{fun} x \to e, \eta \rangle}{\eta, e_1 e_2 \Downarrow v'} \eta[x \to \triangleleft e_2, \eta \triangleright], \ e \Downarrow v}$$
$$\frac{\eta, e \Downarrow v}{\eta', x \Downarrow v} \text{ if } \eta'(x) = \triangleleft e, \eta \triangleright$$

## Lambda-calculus

- λ-calculus the "original functional language," proposed by Alonzo Church in 1941
- Church wrote " $\lambda x.e$ " instead of "fun x->e".
  - Exprs: var's,  $\lambda x.e$ ,  $e_1e_2$
  - Operational semantics:
    - Values: (closed) abstractions
    - Computation rule: Apply principle of  $\beta$ -equivalence -( $\lambda x.e$ )e'  $\equiv e[e'/x]$  - anywhere; repeat until value is obtained, if ever. (When used in forward direction -( $\lambda x.e$ )e'  $\Rightarrow e[e'/x]$  – this is called  $\beta$ -reduction.)
- Computation rule corresponds to lazy evaluation, i.e. leads to same results.

# Lambda-calculus (cont.)

- In a given expression, there may be many places where β-reduction is applicable.
   Some choices may never lead to a value, while others do, but:
- <u>Theorem</u> (Church-Rosser) For any expression e, if two sequences of βreductions lead to a value, then they lead to the same value.
- <u>Theorem</u> Lambda-calculus is a Turingcomplete language.

# Representing lists in $\lambda$ -calculus

• We have seen how to represent pairs in OCaml without having them built in:

- pair a b = 
$$\lambda x. \lambda y. \lambda f. f x y$$
  
fst p = p ( $\lambda x. \lambda y. x$ )  
snd p = p ( $\lambda x. \lambda y. y$ )

- Turns out, you can represent lists (in a similar way), numbers, truth values, etc.
- Using lazy evaluation with this definition of lists corresponds to "lazy cons" shown earlier.