

Languages with Contexts II: An Applicative Language

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Applicative Language

- Language without variables
 - All identifiers are constant.
 - Attributes received at point of definition.
- No assignment statement.
- No *Store* domain.
- Environment holds all identifier attributes.

Examples: arithmetic, pure LISP.

Pure LISP

See Figure 7.5

- Program = expression.
- Result = denotable value.
- Functions, lists, atoms.

Denotable-value = ((Denotable-value \rightarrow
Denotable-value) + Denotable-value* +
Atom + Error) \perp .

- Static scoping used

Function body is evaluated in the context active
at point of definition (not at point of use).

Language allows self-applicative behavior!

Scoping Rules

```
LET F = a0 IN
  LET F = LAMBDA (Z) F CONS Z IN
    LET Z = a1 IN
      F(Z CONS NIL)
```

- Context of phrase solely determined by textual position.
- Occurrence of F in function body refers to a₀!
- Simplification (see Figure 7.6)
 - ⇒ (LAMBDA (Z) a₀ CONS Z) (a₁ CONS NIL)
 - ⇒ (a₀ CONS (a₁ CONS NIL))

Dynamic Scoping

- Context of phrase determined by place(s) where its value is required.
- Example: macro definition and invocation.
 - LET $I=E$ binds I to text E .
 - Invocation provides context for evaluation of E .
- Semantics of abstraction and application:

$$\begin{aligned}
 \mathbf{E}[[\text{LAMBDA } (I) E]] &= \\
 &\lambda e. \text{inFunction}(\\
 &\quad \lambda e'. \lambda d. \mathbf{E}[[E]](\text{updateenv } [[I]] d e')) \\
 \mathbf{E}[[E_1 E_2]] &= \\
 &\lambda e. \text{let } x = (\mathbf{E}[[E_1]]e) \text{ in} \\
 &\quad \text{cases } x \text{ of} \\
 &\quad \quad \text{isFunction}(f) \rightarrow (f e (\mathbf{E}[[E_2]]e)) \\
 &\quad \quad [] \text{ otherwise } \rightarrow \text{inError}() \\
 &\quad \text{end}
 \end{aligned}$$

Statically scoped languages are difficult to understand.

Example

```

LET X = a0 IN
  (LET Y = X CONS NIL IN
    (LET X = X CONS Y IN Y))
⇒ [X ← a0]
  LET Y = X CONS NIL IN
    (LET X = X CONS Y IN Y)
⇒ [X ← a0] [Y ← X CONS NIL]
  LET X = X CONS Y IN Y
⇒ [X ← a0] [Y ← X CONS NIL] [X ← X CONS Y]
  Y
⇒ [X ← a0] [Y ← X CONS NIL] [X ← X CONS Y]
  X CONS NIL
⇒ [X ← a0] [Y ← X CONS NIL] [X ← X CONS Y]
  (X CONS Y) CONS NIL
⇒ [X ← a0] [Y ← X CONS NIL] [X ← X CONS Y]
  (X CONS (X CONS Y)) CONS NIL
⇒ ...

```

Self-Application

- Untyped applicative language.
- LAMBDA expression can accept itself as argument.
- LET $X = \text{LAMBDA } (X) (X X) \text{ IN } (X X)$

$$\begin{aligned}
 & \mathbf{E}[[\text{LET } X = \text{LAMBDA } (X) (X X) \text{ IN } (X X)]]e_0 \\
 &= \mathbf{E}[[X X]]e_1 \text{ where} \\
 &\quad e_1 = (\text{updateenv } [[X]] \\
 &\quad\quad (\mathbf{E}[[\text{LAMBDA } (X) (X X)]]e_0) e_0) \\
 &= \mathbf{E}[[\text{LAMBDA } (X) (X X)]]e_0 (\mathbf{E}[[X]]e_1) \\
 &= (\lambda d. \mathbf{E}[[X X]](\text{updateenv } [[X]] \\
 &\quad d e_0))(\mathbf{E}[[X]]e_1) \\
 &= \mathbf{E}[[X X]](\text{updateenv } [[X]] \\
 &\quad (\mathbf{E}[[\text{LAMBDA } (X) (X X)]]e_0) e_0) \\
 &= \mathbf{E}[[X X]]e_1 \\
 &= \dots
 \end{aligned}$$

Circular derivation produced!

Self-Application

- Simplification on semantic expressions is not guaranteed to terminate.
 - Some meaning exists in *Denotable-value*.
 - Which meaning is unclear.
 - Notation for representation meanings has shortcomings.
 - Inherent to all notations for functions.
- Circular derivation produced without recursive definition.
 - Recursion $f = \alpha(f)$.
 - Simulation $h(g) = \alpha(g(g)), f = h(h)$.
 - $f(p) = \lambda x. \text{if } x = 0 \text{ then } 1 \text{ else } x * ((pp(p))(x - 1))$
 - $\text{fac} = f(f)$
- Recursiveness in *Denotable-value*.

Problem solved by fixpoint theory of recursive domain definitions.

Recursive Definitions

- Mechanism for recursive LAMBDA forms
- Abstract syntax

$$E ::= \dots \mid \text{LETREC } I = E_1 \text{ IN } E_2 \\ \mid \text{IFNULL } E_1 \text{ THEN } E_2 \text{ ELSE } E_3$$

- IFNULL is conditional on lists

$$\mathbf{E}[[\text{IFNULL } E_1 \text{ THEN } E_2 \text{ ELSE } E_3]] = \\ \lambda e. \text{ let } x = (\mathbf{E}[[E_1]]e) \text{ in} \\ \text{ cases } x \text{ of} \\ \quad \text{isList}(t) \rightarrow ((\text{null } t) \rightarrow \\ \quad \quad (\mathbf{E}[[E_2]]e) [] (\mathbf{E}[[E_3]]e)) \\ \quad \text{otherwise} \rightarrow \text{inError}() \\ \text{end}$$

Recursive Definitions

- Occurrences of I in LETREC refer to the I being declared.

$$\begin{aligned} \mathbf{E}[\text{LETREC } I = E_1 \text{ IN } E_2] &= \lambda e. \mathbf{E}[E_2]e' \\ &\text{where } e' = \text{updateenv } [[I]] (\mathbf{E}[E_1]e')e \\ \mathbf{E}[\text{LETREC } I = E_1 \text{ IN } E_2] &= \lambda e. \mathbf{E}[E_2] \\ &(\text{fix}(\lambda e'. \text{updateenv } [[I]] (\mathbf{E}[E_1]e')e)) \end{aligned}$$

- Example (see Figure 7.8)

```
LETREC F =
  LAMBDA (X)
    IFNULL X THEN NIL
    ELSE a0 CONS F(TAIL X)
IN F(a1 CONS a2 CONS NIL)
⇒ (a0 CONS a0 CONS NIL)
```

Fixed Point Semantics

- Functional G : *Environment* \rightarrow *Environment*

$$G^0 = \lambda i. \perp$$

$$G^1 = \text{updateenv } [[I]] (\mathbf{E}[[E_1]](G^0)) e \\ = \text{updateenv } [[I]] (\mathbf{E}[[E_1]](\lambda i. \perp)) e$$

$$G^2 = \text{updateenv } [[I]] (\mathbf{E}[[E_1]](G^1)) e \\ = \text{updateenv } [[I]] (\mathbf{E}[[E_1]] \\ (\text{updateenv } [[I]] (\mathbf{E}[[E_1]](G^1)) e)) e$$

...

$$G^{i+1} = \text{updateenv } [[I]] (\mathbf{E}[[E_1]](G^i)) e$$

- Environment G^{i+1} can handle i recursive references to $[[I]]$ in $[[E_1]]$.
- Limit G can handle unlimited number of recursive references.

Not necessary to refer to theory to define and use recursive environments!

Substitution Principles

- $\mathbf{E}[[\text{LET } I = E_1 \text{ IN } E_2]] = \mathbf{E}[[[E_1/I]E_2]]$

LET X = a₀ IN

LET Y = X CONS NIL IN

(HEAD Y) CONS X CONS NIL

⇒ LET Y = a₀ CONS NIL IN

(HEAD Y) CONS a₀ CONS NIL

⇒ (HEAD (a₀ CONS NIL)) CONS a₀ CONS NIL

⇒ a₀ CONS a₀ CONS NIL

- $\mathbf{E}[[\text{LETREC } I = E_1 \text{ IN } E_2]] = ?$

- Substitute $[[E_1]]$ for $[[I]]$ in $[[E_2]]$.
- Substitute $[[E_1]]$ for $[[I]]$ in resulting expression.
- Continue until occurrences of $[[I]]$ eliminated.
- Number of substitutions is unbounded!
- Substitute occurrences only when required for further simplification!

Computation is substitution; in implementation environment becomes run-time structure.