Comp 411 Principles of Programming Languages Lecture 14 Eliminating Lambda Using Combinators

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## OO Code Samples

- Show selections from solution to Assignment 2
  - Class hierarchy for Binding union
  - Sample visitor method code
- Discuss some OO design tradeoffs
  - Use of **instanceof**
  - With composite, visitor implementation of methods is not always mandated. Good idea to "build in" some core operations of a composite using the interpreter pattern. Why? Leaner (in terms of lines of code). Easier to read.

## Good Commenting Conventions

- Javadoc description for every class, field, nontrivial method.
- Method descriptions are informal contracts. Contracts should be as precise as possible. In some cases (e.g., GUI libraries), complete precision may not be feasible.
- Sample solutions could be better commented.

## How to Eliminate Lambda

Goal: devise a few combinators (functions expressed in lambda-notation with no free variables) that enable us to express all  $\lambda$ -expressions without explicitly using  $\lambda$ . Notation: let  $\lambda * x \cdot M$  denote  $\lambda x \cdot M$  converted to a

form that eliminates the starred  $\lambda$ . Then

•  $\lambda * \mathbf{X} \cdot \mathbf{X} \rightarrow \mathbf{I}$  (where  $\mathbf{I} = \lambda \mathbf{X} \cdot \mathbf{X}$ )

 $\lambda^* \mathbf{X} \cdot \mathbf{y} \rightarrow \mathbf{K} \mathbf{y}$  (where  $\mathbf{K} = \lambda \mathbf{y} \cdot \lambda \mathbf{X} \cdot \mathbf{y}$ )

•  $\lambda^* X. M N \rightarrow S (\lambda^* X.M) (\lambda^* X.N)$ (where  $S = \lambda X.\lambda y.\lambda z. (y X) (z X)$ )

Strategy: eliminate  $\lambda$ -abstractions from inside out, one-at a time. Any order works. Transformation can cause exponential blow-up.

Note: **I** is technically unnecessary since **SKK** = **I**