Programming Languages and Compilers (CS 421)

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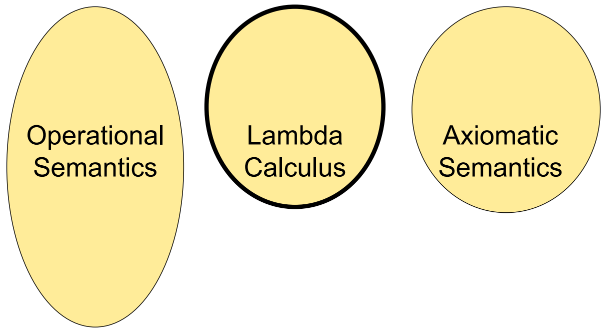
Based in part on slides by Mattox Beckman, as updated by Vikram Adve and Gul Agha

Programming Languages & Compilers

III : Language Semantics



Lambda Calculus - Motivation

- Aim is to capture the essence of functions, function applications, and evaluation
- λ–calculus is a theory of computation
- "The Lambda Calculus: Its Syntax and Semantics". H. P. Barendregt. North Holland, 1984

Lambda Calculus - Motivation

- All *sequential programs* may be viewed as functions from input (initial state and input values) to output (resulting state and output values).
- λ-calculus is a mathematical formalism of functions and functional computations
- Two flavors: typed and untyped

Untyped λ-Calculus

- Only three kinds of expressions:
  - Variables: x, y, z, w, …
  - Abstraction: λ x. e
    (Function creation, think fun x -> e)
  - Application: e_1 e_2
  - Parenthesized expression: (e)

Untyped λ-Calculus Grammar

- Formal BNF Grammar:
  - <expression> ::= <variable>
    | <abstraction>
    | <application>
    | (<expression>)
  - <abstraction>
    ::= λ<variable>.<expression>
  - <application>
    ::= <expression> <expression>

Untyped λ-Calculus Terminology

- Occurrence: a location of a subterm in a term
- Variable binding: λ x. e is a binding of x in e
- Bound occurrence: all occurrences of x in λ x. e
- Free occurrence: one that is not bound
- Scope of binding: in λ x. e, all occurrences in e not in a subterm of the form λ x. e' (same x)
- Free variables: all variables having free occurrences in a term

Example

- Label occurrences and scope:

(λ x. y λ y. y (λ x. x y) x) x
1 2 3 4 5 6 7 8 9

Example

- Label occurrences and scope:
-

free free
(λ x. y λ y. y (λ x. x y) x) x
1 2 3 4 5 6 7 8 9

Untyped λ-Calculus

- How do you compute with the λ-calculus?
- Roughly speaking, by substitution:
- (λ x. e_1) e_2 ⇒* e_1 [e_2 / x]
- * Modulo all kinds of subtleties to avoid free variable capture

Transition Semantics for λ-Calculus

$$\frac{E \text{ --> } E''}{E\ E' \text{ --> } E''\ E'}$$

- Application (version 1 - Lazy Evaluation)

$$(\lambda\ x\ .\ E)\ E' \text{ --> } E[E'/x]$$

- Application (version 2 - Eager Evaluation)

$$\frac{E' \text{ --> } E''}{(\lambda\ x\ .\ E)\ E' \text{ --> } (\lambda\ x\ .\ E)\ E''}$$

$$\frac{}{(\lambda\ x\ .\ E)\ V \text{ --> } E[V/x]}$$

V - variable or abstraction (value)

How Powerful is the Untyped λ-Calculus?

- The untyped λ-calculus is Turing Complete
  - Can express any sequential computation
- Problems:
  - How to express basic data: booleans, integers, etc?
  - How to express recursion?
  - Constants, if_then_else, etc, are conveniences; can be added as syntactic sugar

Typed vs Untyped λ-Calculus

- The *pure* λ-calculus has no notion of type: (f f) is a legal expression
- Types restrict which applications are valid
- Types are not syntactic sugar! They disallow some terms
- Simply typed λ-calculus is less powerful than the untyped λ-Calculus: NOT Turing Complete (no recursion)

α Conversion

1. α-conversion:
   2. λ x. exp --α--> λ y. (exp [y/x])
3. Provided that
   1. y is not free in exp
   2. No free occurrence of x in exp becomes bound in exp when replaced by y

λ x. x (λ y. x y) -×-> λ y. y(λ y.y y)

α Conversion Non-Examples

1. Error: y is not free in term second

   λ x. x y ~~--α-->~~ λ y. y y

2. Error: free occurrence of x becomes bound in wrong way when replaced by y

   λ x. λ y. x y ~~--α-->~~ λ y. λ y. y y

   (λ y. x y is exp; λ y. y y is exp[y/x])

But λ x. (λ y. y) x --α--> λ y. (λ y. y) y

And λ y. (λ y. y) y --α--> λ x. (λ y. y) x

Congruence

- Let ~ be a relation on lambda terms. ~ is a congruence if
- it is an equivalence relation
- If $e_1 \sim e_2$ then
  - $(e\ e_1) \sim (e\ e_2)$ and $(e_1 e) \sim (e_2\ e)$
  - $\lambda\ x.\ e_1 \sim \lambda\ x.\ e_2$

α Equivalence

- α equivalence is the smallest congruence containing α conversion
- One usually treats α-equivalent terms as equal - i.e. use α equivalence classes of terms

Example

Show: λ x. (λ y. y x) x ~α~ λ y. (λ x. x y) y

- λ x. (λ y. y x) x --α--> λ z. (λ y. y z) z so
  λ x. (λ y. y x) x ~α~ λ z. (λ y. y z) z
- (λ y. y z) --α--> (λ x. x z) so
  (λ y. y z) ~α~ (λ x. x z) so
  (λ y. y z) z ~α~ (λ x. x z) z so
  λ z. (λ y. y z) z ~α~ λ z. (λ x. x z) z
- λ z. (λ x. x z) z --α--> λ y. (λ x. x y) y so
  λ z. (λ x. x z) z ~α~ λ y. (λ x. x y) y
- λ x. (λ y. y x) x ~α~ λ y. (λ x. x y) y

Substitution

- Defined on α-equivalence classes of terms
- P [N / x] means replace every free occurrence of x in P by N
  - P called *redex*; N called *residue*
- Provided that no variable free in P becomes bound in P [N / x]
  - Rename bound variables in P to avoid capturing free variables of N

Substitution

- x [N / x] = N
- y [N / x] = y if $y \neq x$
- $(e_1\ e_2)$ [N / x] = $((e_1$ [N / x]) $(e_2$ [N / x]))
- (λ x. e) [N / x] = (λ x. e)
- (λ y. e) [N / x] = λ y. (e [N / x]) provided $y \neq x$ and y not free in N
  - Rename y in redex if necessary

Example

(λ y. y z) [(λ x. x y) / z] = ?

- Problems?
  - z in redex in scope of y binding
  - y free in the residue
- (λ y. y z) [(λ x. x y) / z] --α--> (λ w.w z) [(λ x. x y) / z] = λ w. w (λ x. x y)

Example

- Only replace free occurrences
- (λ y. y z (λ z. z)) [(λ x. x) / z] =
  λ y. y (λ x. x) (λ z. z)

Not

λ y. y (λ x. x) (λ z. (λ x. x))

β reduction

- β Rule: (λ x. P) N --β--> P [N /x]
- Essence of computation in the lambda calculus
- Usually defined on α-equivalence classes of terms

Example

- (λ z. (λ x. x y) z) (λ y. y z)
  --β--> (λ x. x y) (λ y. y z)
  --β--> (λ y. y z) y --β--> y z
- (λ x. x x) (λ x. x x)
  --β--> (λ x. x x) (λ x. x x)
  --β--> (λ x. x x) (λ x. x x) --β--> ....

α β Equivalence

- α β equivalence is the smallest congruence containing α equivalence and β reduction
- A term is in *normal form* if no subterm is α equivalent to a term that can be β reduced
- Hard fact (Church-Rosser): if e_1 and e_2 are αβ-equivalent and both are normal forms, then they are α equivalent

Order of Evaluation

- Not all terms reduce to normal forms
- Not all reduction strategies will produce a normal form if one exists

Lazy evaluation:

- Always reduce the left-most application in a top-most series of applications (i.e. Do not perform reduction inside an abstraction)
- Stop when term is not an application, or left-most application is not an application of an abstraction to a term

Example 1

- (λ z. (λ x. x)) ((λ y. y y) (λ y. y y))
- Lazy evaluation:
- Reduce the left-most application:
- (λ z. (λ x. x)) ((λ y. y y) (λ y. y y))
  --β--> (λ x. x)

Eager evaluation

- (Eagerly) reduce left of top application to an abstraction
- Then (eagerly) reduce argument
- Then β-reduce the application

Example 1

- (λ z. (λ x. x))((λ y. y y) (λ y. y y))
- Eager evaluation:
- Reduce the rator of the top-most application to an abstraction: Done.
- Reduce the argument:
- (λ z. (λ x. x))((λ y. y y) (λ y. y y))

--β--> (λ z. (λ x. x))((λ y. y y) (λ y. y y))

--β--> (λ z. (λ x. x))((λ y. y y) (λ y. y y))…

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z))

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z)

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z))

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z))

--β--> ((λ z. z) (λ z. z))((λ y. y y) (λ z. z))

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z))

--β--> ((λ z. z) (λ z. z))((λ y. y y) (λ z. z))

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z))

--β--> ((λ z. z) (λ z. z))((λ y. y y) (λ z. z))

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z))

--β--> ((λ z. z) (λ z. z))((λ y. y y) (λ z. z))

--β--> (λ z. z) ((λ y. y y) (λ z. z))

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z))

--β--> ((λ z. z) (λ z. z))((λ y. y y) (λ z. z))

--β--> (λ z. z) ((λ y. y y) (λ z. z)) --β-->

(λ y. y y) (λ z. z)

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z))

--β--> ((λ z. z) (λ z. z))((λ y. y y) (λ z. z))

--β--> (λ z. z) ((λ y. y y) (λ z. z)) --β-->

(λ y. y y) (λ z. z)

Example 2

- (λ x. x x)((λ y. y y) (λ z. z))
- Lazy evaluation:

(λ x. x x)((λ y. y y) (λ z. z)) --β-->

((λ y. y y) (λ z. z)) ((λ y. y y) (λ z. z))

--β--> ((λ z. z) (λ z. z))((λ y. y y) (λ z. z))

--β--> (λ z. z) ((λ y. y y) (λ z. z)) --β-->

(λ y. y y) (λ z. z) ~β~ λ z. z

Example 2

- $(\lambda$ x. x x$)((\lambda$ y. y y$)$ $(\lambda$ z. z$))$
- Eager evaluation:

$(\lambda$ x. x x$)$ $((\lambda$ y. y y$)$ $(\lambda$ z. z$))$ --β-->
$(\lambda$ x. x x$)$ $((\lambda$ z. z $)$ $(\lambda$ z. z$))$ --β-->
$(\lambda$ x. x x$)$ $(\lambda$ z. z$)$ --β-->
$(\lambda$ z. z$)$ $(\lambda$ z. z$)$ --β--> λ z. z

Extra Material

Untyped λ-Calculus

- Only three kinds of expressions:
  - Variables: x, y, z, w, …
  - Abstraction: λ x. e
    (Function creation)
  - Application: e_1 e_2

How to Represent (Free) Data Structures (First Pass - Enumeration Types)

- Suppose τ is a type with *n* constructors: $C_1,\ldots,C_n$ (no arguments)
- Represent each term as an abstraction:
- Let $C_i \rightarrow \lambda\, x_1 \ldots x_n.\, x_i$
- Think: you give me what to return in each case (think match statement) and I'll return the case for the *i*th constructor

How to Represent Booleans

- bool = True | False
- True $\rightarrow \lambda\, x_1.\, \lambda\, x_2.\, x_1 \equiv_\alpha \lambda\, x.\, \lambda\, y.\, x$
- False $\rightarrow \lambda\, x_1.\, \lambda\, x_2.\, x_2 \equiv_\alpha \lambda\, x.\, \lambda\, y.\, y$

- Notation
  - Will write
    $\lambda\, x_1 \ldots x_n.$ e for $\lambda\, x_1. \ldots \lambda x_n.$ e
    $e_1\, e_2 \ldots e_n$ for $(\ldots(e_1\, e_2)\ldots e_n)$

Functions over Enumeration Types

- Write a "match" function
- match e with C_1 -> x_1
  | …
  | C_n -> x_n

$\rightarrow \lambda\, x_1 \ldots x_n$ e. e $x_1 \ldots x_n$

- Think: give me what to do in each case and give me a case, and I'll apply that case

Functions over Enumeration Types

- type τ = $C_1|\ldots|C_n$
- match e with C_1 -> x_1
  | …
  | C_n -> x_n
- $match\tau = \lambda\ x_1 \ldots x_n\ e.\ e\ x_1 \ldots x_n$
- e = expression (single constructor)
  x_i is returned if e = C_i

match for Booleans

- bool = True | False
- True $\rightarrow \lambda\ x_1\ x_2.\ x_1 \quad \equiv_\alpha \quad \lambda\ x\ y.\ x$
- False $\rightarrow \lambda\ x_1\ x_2.\ x_2 \quad \equiv_\alpha \quad \lambda\ x\ y.\ y$
- $match_{bool}$ = ?

match for Booleans

- bool = True | False
- True $\rightarrow \lambda\ x_1\ x_2.\ x_1 \quad \equiv_\alpha \quad \lambda\ x\ y.\ x$
- False $\rightarrow \lambda\ x_1\ x_2.\ x_2 \quad \equiv_\alpha \quad \lambda\ x\ y.\ y$
- $match_{bool} = \lambda\ x_1\ x_2\ e.\ e\ x_1\ x_2$
  $\equiv_\alpha \quad \lambda\ x\ y\ b.\ b\ x\ y$

How to Write Functions over Booleans

- if b then x_1 else x_2 $\rightarrow$
- if_then_else b x_1 x_2 = b x_1 x_2
- if_then_else $\equiv \lambda\ b\ x_1\ x_2\ .\ b\ x_1\ x_2$

How to Write Functions over Booleans

- Alternately:
- if b then x_1 else x_2 =
  match b with True -> x_1 | False -> x_2 $\rightarrow$
  $match_{bool}\ x_1\ x_2\ b$ =
  $(\lambda\ x_1\ x_2\ b\ .\ b\ x_1\ x_2)\ x_1\ x_2\ b = b\ x_1\ x_2$
- if_then_else
  $\equiv \lambda\ b\ x_1\ x_2.\ (match_{bool}\ x_1\ x_2\ b)$
  $= \lambda\ b\ x_1\ x_2.\ (\lambda\ x_1\ x_2\ b\ .\ b\ x_1\ x_2)\ x_1\ x_2\ b$
  $= \lambda\ b\ x_1\ x_2.\ b\ x_1\ x_2$

Example:

not b
= match b with True -> False | False -> True
$\rightarrow$ $(match_{bool})$ False True b
$= (\lambda\ x_1\ x_2\ b\ .\ b\ x_1\ x_2)\ (\lambda\ x\ y.\ y)\ (\lambda\ x\ y.\ x)\ b$
$= b\ (\lambda\ x\ y.\ y)(\lambda\ x\ y.\ x)$

- not $\equiv \lambda\ b.\ b\ (\lambda\ x\ y.\ y)(\lambda\ x\ y.\ x)$
- Try and, or

and or

How to Represent (Free) Data Structures (Second Pass - Union Types)

- Suppose τ is a type with n constructors:
  type $\tau = C_1\, t_{11} \ldots t_{1k} \mid \ldots \mid C_n\, t_{n1} \ldots t_{nm},$
- Represent each term as an abstraction:
- $C_i\, t_{i1} \ldots t_{ij,} \to \lambda\, x_1 \ldots x_n.\; x_i\, t_{i1} \ldots t_{ij,}$
- $C_i \to \lambda\, t_{i1} \ldots t_{ij,}\, x_1 \ldots x_n.\; x_i\, t_{i1} \ldots t_{ij,}$
- Think: you need to give each constructor its arguments fisrt

How to Represent Pairs

- Pair has one constructor (comma) that takes two arguments
- type (α,β)pair = (,) $\alpha\ \beta$
- (a , b) --> λ x . x a b
- (_ , _) --> λ a b x . x a b

Functions over Union Types

- Write a "match" function
- match e with $C_1\, y_1 \ldots y_{m1}$ -> $f_1\, y_1 \ldots y_{m1}$
  | …
  | $C_n\, y_1 \ldots y_{mn}$ -> $f_n\, y_1 \ldots y_{mn}$
- *match*$\tau \to\ \lambda\, f_1 \ldots f_n\, e.\; e\, f_1 \ldots f_n$
- Think: give me a function for each case and give me a case, and I'll apply that case to the appropriate fucntion with the data in that case

Functions over Pairs

- $match_{pair} = \lambda$ f p. p f
- fst p = match p with (x,y) -> x
- fst $\to \lambda$ p. $match_{pair}$ (λ x y. x)
  = (λ f p. p f) (λ x y. x) = λ p. p (λ x y. x)
- snd $\to \lambda$ p. p (λ x y. y)

How to Represent (Free) Data Structures (Third Pass - Recursive Types)

- Suppose τ is a type with n constructors:
  type $\tau = C_1\, t_{11} \ldots t_{1k} \mid \ldots \mid C_n\, t_{n1} \ldots t_{nm},$
- Suppose $t_{ih} : \tau$ (ie. is recursive)
- In place of a value t_{ih} have a function to compute the recursive value $r_{ih}\, x_1 \ldots x_n$
- $C_i\, t_{i1} \ldots r_{ih} \ldots t_{ij} \to\ \lambda\, x_1 \ldots x_n.\; x_i\, t_{i1} \ldots (r_{ih}\, x_1 \ldots x_n) \ldots t_{ij}$
- $C_i \to\ \lambda\, t_{i1} \ldots r_{ih} \ldots t_{ij}\, x_1 \ldots x_n.x_i\, t_{i1} \ldots (r_{ih}\, x_1 \ldots x_n) \ldots t_{ij,}$

How to Represent Natural Numbers

- nat = Suc nat | 0
- $\overline{\text{Suc}} = \lambda$ n f x. f (n f x)
- $\overline{\text{Suc n}} = \lambda$ f x. f (n f x)
- $\overline{0} = \lambda$ f x. x
- Such representation called *Church Numerals*

Some Church Numerals

- $\overline{\text{Suc 0}}$ = (λ n f x. f (n f x)) (λ f x. x) -->
  λ f x. f ((λ f x. x) f x) -->
  λ f x. f ((λ x. x) x) --> λ f x. f x

Apply a function to its argument once

Some Church Numerals

- $\overline{\text{Suc(Suc 0)}}$ = (λ n f x. f (n f x)) (Suc 0) -->
  (λ n f x. f (n f x)) (λ f x. f x) -->
  λ f x. f ((λ f x. f x) f x)) -->
  λ f x. f ((λ x. f x) x)) --> λ f x. f (f x)

Apply a function twice

In general $\overline{\text{n}}$ = λ f x. f (… (f x)…) with n applications of f

Primitive Recursive Functions

- Write a "fold" function
- fold f_1 … f_n = match e
  with C_1 y_1 … y_{m1} -> f_1 y_1 … y_{m1}
  | …
  | C_i y_1 … r_{ij} …y_{in} -> f_n y_1 … (fold f_1 … f_n r_{ij}) …y_{mn}
  | …
  | C_n y_1 … y_{mn} -> f_n y_1 … y_{mn}
- *foldτ* $\rightarrow$ λ f_1 … f_n e. e f_1…f_n
- Match in non recursive case a degenerate version of fold

Primitive Recursion over Nat

- fold f z n=
- match n with 0 -> z
- | Suc m -> f (fold f z m)
- $\overline{\text{fold}} \equiv \lambda$ f z n. n f z
- $\overline{\text{is\_zero}}$ $\overline{\text{n}}$ = $\overline{\text{fold}}$ (λ r. $\overline{\text{False}}$) $\overline{\text{True}}$ $\overline{\text{n}}$
- = (λ f x. f^n x) (λ r. False) True
- = ((λ r. False) ^{n}) True
- $\equiv$ if n = 0 then True else False

Adding Church Numerals

- $\overline{\text{n}} \equiv \lambda$ f x. f^n x and $\overline{\text{m}} \equiv \lambda$ f x. f^m x
- $\overline{\text{n + m}}$ = λ f x. $f^{(n+m)}$ x
  = λ f x. f^n (f^m x) = λ f x. $\overline{\text{n}}$ f ($\overline{\text{m}}$ f x)
- $\overline{+} \equiv \lambda$ n m f x. n f (m f x)
- Subtraction is harder

Multiplying Church Numerals

- $\overline{n} \equiv \lambda f x. f^{n} x$ and $m \equiv \lambda f x. f^{m} x$
- $\overline{n * m} = \lambda f x. (f^{n*m}) x = \lambda f x. (f^{m})^{n} x$
  $= \lambda f x. \overline{n} (\overline{m} f) x$

$\overline{*} \equiv \lambda n m f x. n (m f) x$

Predecessor

- let pred_aux n =
  match n with 0 -> (0,0)
  | Suc m
  -> (Suc(fst(pred_aux m)), fst(pred_aux m))
  = fold (λ r. (Suc(fst r), fst r)) (0,0) n
- pred $\equiv \lambda$ n. snd (pred_aux n) n =
  λ n. snd (fold (λ r.(Suc(fst r), fst r)) (0,0) n)

Recursion

- Want a λ-term Y such that for all term R we have
- Y R = R (Y R)
- Y needs to have replication to "remember" a copy of R
- Y = λ y. (λ x. y(x x)) (λ x. y(x x))
- Y R = (λ x. R(x x)) (λ x. R(x x))
  = R ((λ x. R(x x)) (λ x. R(x x)))
- Notice: Requires lazy evaluation

Factorial

- Let F = λ f n. if n = 0 then 1 else n * f (n - 1)

Y F 3 = F (Y F) 3
= if 3 = 0 then 1 else 3 * ((Y F)(3 - 1))
= 3 * (Y F) 2 = 3 * (F(Y F) 2)
= 3 * (if 2 = 0 then 1 else 2 * (Y F)(2 - 1))
= 3 * (2 * (Y F)(1)) = 3 * (2 * (F(Y F) 1)) =…
= 3 * 2 * 1 * (if 0 = 0 then 1 else 0*(Y F)(0 -1))
= 3 * 2 * 1 * 1 = 6

Y in OCaml

```
# let rec y f = f (y f);;
val y : ('a -> 'a) -> 'a = <fun>
# let mk_fact =
  fun f n -> if n = 0 then 1 else n * f(n-1);;
val mk_fact : (int -> int) -> int -> int = <fun>
# y mk_fact;;
Stack overflow during evaluation (looping
  recursion?).
```


Eager Eval Y in Ocaml

```
# let rec y f x = f (y f) x;;
val y : (('a -> 'b) -> 'a -> 'b) -> 'a -> 'b
  = <fun>
# y mk_fact;;
- : int -> int = <fun>
# y mk_fact 5;;
- : int = 120
```

- Use recursion to get recursion

Some Other Combinators

- For your general exposure

- I = λ x . x
- K = λ x. λ y. x
- K∗ = λ x. λ y. y
- S = λ x. λ y. λ z. x z (y z)

End of Extra Material