

Hints and Reminders:

in $x \rightarrow A$, x is a bound variable, regardless of what A looks like.

in $x \rightarrow y \rightarrow A$, x and y are both bound variables.

Any variable that appears even once when it is not bound, is free.

in $((x\ y)\ (y\ z))$, x and y and z are all free variables.

in $y \rightarrow ((x\ y)\ (y\ z))$, y is bound, x and z are free.

in $(y \rightarrow (x\ y)\ x \rightarrow (y\ x))$, x and y are both bound and free.

in $x \rightarrow ((y \rightarrow (x\ y)\ x \rightarrow (y\ x)))$, y is both bound and free,
but x is only bound.

The name “bound”, as in “tied up” makes sense. Free variables are not connected to anything, and their meanings can change depending upon their contexts. Look at the $(x\ x)$, in which x is free, when it is transported into these three examples:

in $x \rightarrow (x\ x)$ the x 's become bound - mere parameter names.

in $(x \rightarrow (x\ x)\ k)$ the x 's change into k 's.

in $(x \rightarrow (x\ x)\ (z\ p))$ the x 's change into $(z\ p)$'s.

x , being free, can be grabbed by any \rightarrow and turned into something else. On the other hand, a bound variable always represents “the parameter to this function”, and no matter where abstractions are copied, their bound variables always retain that meaning.

The next statement a little bit important, but sort-of obvious:

When performing a β -reduction on $(x \rightarrow A\ B)$ by replacing every x with a copy of B , make sure you only replace *that particular* x .

If somewhere inside A , there is another $x \rightarrow \text{Something}$, don't continue the replacement inside “Something”, because that is covered by a new local version of x .

The next statement is much more important:

A β -reduction can be performed on $(x \rightarrow A\ B)$ by replacing it with a copy of A in which every x is replaced by a copy of B ,

ONLY IF

None of the bound variables of A are free in B.

This rule is really just a technical statement of common sense.
Suppose it were disobeyed:

in $x \rightarrow y \rightarrow z \rightarrow (x (y z))$ x and y and z represent that values of
parameters that are yet to be supplied.

in $(a y)$ a and y are free variables that could yet be taken over

but put the two together and perform a β -reduction:

$(x \rightarrow y \rightarrow z \rightarrow (x (y z)) (a y))$
becomes

$y \rightarrow z \rightarrow ((a y) (y z))$
and the y that lives next to the a has completely changed its nature.

Why does that matter?

Let's put that example in an even bigger context:

$(y \rightarrow (x \rightarrow y \rightarrow z \rightarrow (x (y z)) (a y)) k)$

There are two β -reductions that could be performed next - the outer
one that replaces y with k, and the inner one which replaces x with
(a y).

The first one yields

$(x \rightarrow y \rightarrow z \rightarrow (x (y z)) (a k))$
which can then be reduced to
 $y \rightarrow z \rightarrow ((a k) (y z))$

But the second one yields

$(y \rightarrow y \rightarrow z \rightarrow ((a y) (y z)) k)$
which can then be reduces to
 $y \rightarrow z \rightarrow ((a y) (y z))$

which is completely different.

Hence the rule. $(x \rightarrow A B)$ can only be β -reduced if none of the bound
variables of A are free variables of B.

Fortunately this rule isn't a problem because you are always allowed

to do α -conversions, which allow you to change the name of a bound variable to something else.

So you could have some complicated setup, where just before doing a β , you find all the bound variables of A, then search B to make sure they are not free, then change them if they are.

Or you could prevent the problem from ever arising in a very simple way:

Every time you replace any variable with anything, make a new copy of that anything, in which every single bound variable is automatically renamed to a new bound variable that has never been seen before. Even do this when reading the expressions in.

In your trees, an identifier should be represented not just by a letter, but by a letter and a generation number. Never re-use generation numbers, they just go up and up. Whenever you copy an abstraction $x \rightarrow A$ uniformly change the generation number of every appearance of x .