# Programming language theory, 2021 srping.

# Instructor: Amanov Alimzhan Home work 3.

We've discovered untyped lambda-calculus. Now let's play around with implementation.

#### Exercise 0.

- 1) Prior to doing home work, please, read chapters 5 for lecture recap. Read chapter 6 for general understanding of how lambda calculus is implemented.
- 2) Download *fulluntyped* repository (as it was with *arith*, see previous HW for details).

#### Your work format

- Each exercise you need to complete the function definitions and implement it.
- To make it clear, each function with tests must be in **separate file**
- To show your implementation, you need to add the screenshots to your main pdf that contain:
  - left part = *func.f* file (name the files as functions) function definition, then tests
  - right part = terminal compilation\run command + output of run

**Files to send:** *HW3.pdf* (here you do theoretical part and screenshorts), *func.f* (for each function you did)

## Format for each func.f

We may be will automatize checking of your works, so for each file *func.f* add between main function definition (and after auxiliary functions if there are such), but before the tests

/\* >>>>> tests after this line <<<< \*/

This line is comment so it won't affect the code.

**Exercise 1.** Use Church Booleans to complete the functions:

NOT=?

NAND = ?

XOR = ?

And implement same functions within compiler of *fulluntyped* repository.

### **Exercise 2.** using Churh Numerals

pred = ?

minus = ?

 $isequal = ? // isequal \ a \ b \ means \ a == b$ 

**(bonus)** div = ? // interger division of numbers

And implement same functions within compiler of *fulluntyped* repository.

**Exercise 3.** Implement function fib(n) that returns <u>n-th Fibonacci number</u> using

- a) Y-combinator
- b) Z-combinator

What's the difference in these 2 implementations? implement Fibonacci numbers within compiler of *fulluntyped* repository.

*Exercise* **4\*.** Exc 5.2.8. (a) do it theoretically, (b) implement it within *fulluntyped* compiler