



# We are OUDL.

Organization for the Understanding of Dynamic Languages  
<http://meetup.com/dynamic/>

Wednesday, August 22, 12

We are programming language enthusiasts

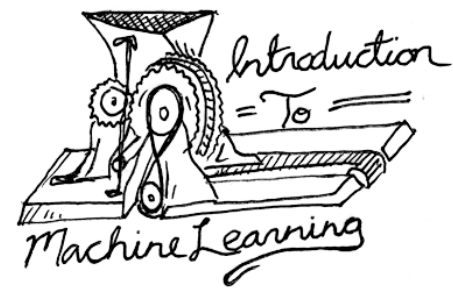
Check us out on Meetup.com

All events have been by members, for members

Each event has a theme, a selected pastry or baked good, and a horrible logo

What makes Objective C dynamic?

Introduction to Haskell



git & github

ERLANG  
— with george —

What makes Objective C dynamic? Kamehameha Bakery donuts

Introduction to Haskell Otto Cake cheesecake



Cake Couture cupcakes



Fendu Bakery croissants & cookies



Saint Germain Bakery palmiers



# Mahalo.



# Y combinator

Examples in Clojure.

Also includes: blenders and kittens.

Caveat emptor: I make no effort to teach you Clojure.

Kyle Oba  
@mudphone  
Pas de Chocolat



# Not this one.

Wednesday, August 22, 12

Paul Graham did name his company after the \*REAL\* Y combinator.  
But, why?

# This one.

```
(defn Y
  [g]
  ((fn [x] (x x)) (fn [x]
                    (g (fn [y] ((x x) y)))))))
```

Let's get started.

Here's a non-recursive  
definition of factorial,  
using the  
Y combinator.

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Here it is. Thank you, good night and good luck.



```
(defn Y
  [g]
  ((fn [x] (x x)) (fn [x]
                    (g (fn [y] ((x x) y)))))))
```

```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
        1
        (* n (f (dec n))))))
```

```
(defn factorial
  [n]
  ((Y almost-factorial) n))
```

# Questions?

# An example: 5!

$$(\text{factorial } 5) = 5 * 4 * 3 * 2 * 1 = 120$$

```
(defn factorial
  [n]
  (if (= n 0)
      1
      (* n (factorial (dec n)))))
```

# here to here?



```
(defn factorial
  [n]
  (if (= n 0)
      1
      (* n (factorial (dec n)))))
```



```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
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```
(defn Y
  [g]
  ((fn [x] (x x)) (fn [x]
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```
(defn factorial
  [n]
  ((Y almost-factorial) n))
```

# 2 Things

1) recursion

2) functions

# 2 Things

1) recursion

2) functions

“The Y combinator **allows recursion...**  
as a set of *rewrite rules*,  
**without requiring native recursion**  
support in the language.”

-- Someone on Wikipedia

replace  
“native recursion”  
with  
manual recursion



```
(defn factorial  
  [n]  
  (if (= n 0)  
      1  
      (* n (factorial (dec n)))))
```

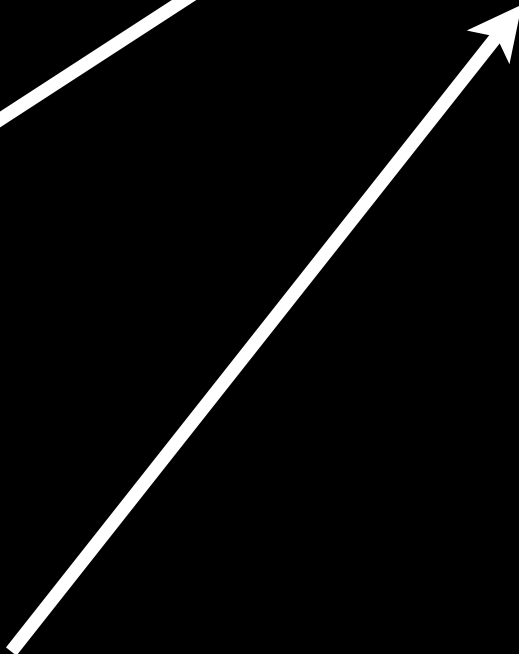
```
(defn fact  
  [n]  
  (if (= n 0)  
      1  
      (* n (ERROR (dec n)))))
```

```
(defn factorial  
  [n]  
  (if (= n 0)  
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      (* n (factorial (dec n)))))
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```
(defn fact  
  [n]  
  (if (= n 0)  
      1  
      (* n (ERROR (dec n)))))
```

n = 0 OK

n = 1 BOOM!



```
(defn factorial
  [n]
  (if (= n 0)
    1
    (* n (factorial (dec n)))))
```

**n = 0 OK**

**n = 1 BOOM!**

```
(defn fact
  [n]
  (if (= n 0)
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  [n]
  (if (= n 0)
    1
    (* n (ERROR (dec n)))))
```



```
(fn [n]
  (if (= n 0)
    1
    (* n (ERROR (dec n)))))
```



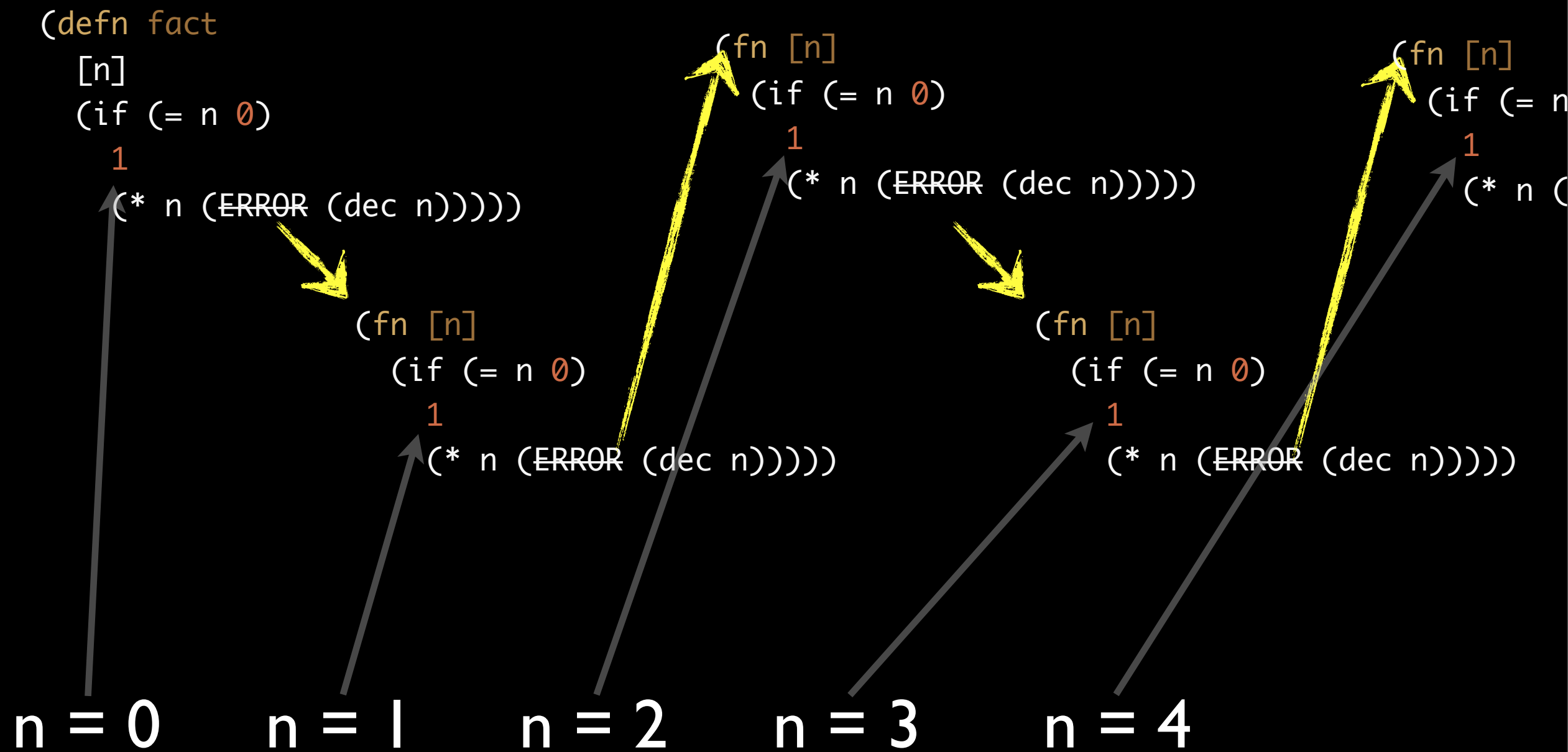
```
(fn [n]
  (if (= n 0)
    1
    (* n (ERROR (dec n)))))
```



```
(fn [n]
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    1
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```
(fn [n]
  (if (= n 0)
    1
    (* n (ERROR (dec n)))))
```



replace  
“native recursion”  
with  
~~manual recursion~~  
“rewrite rules”

# 2 Things

1) recursion

2) functions

# 2 Things

1) recursion

2) functions



Functions are machines.

Functions are relationships,  
between inputs and outputs.

# A function is a blender.



# FIRST ORDER BLENDER

A normal blender that consumes single input  
and creates output.



## FIRST ORDER BLENDER

A normal blender that consumes single input  
and creates output.



## HIGHER ORDER BLENDER

A special blender that consumes a blender  
and outputs another blender.

## FIRST ORDER BLENDER

A normal blender that consumes single input and creates output.

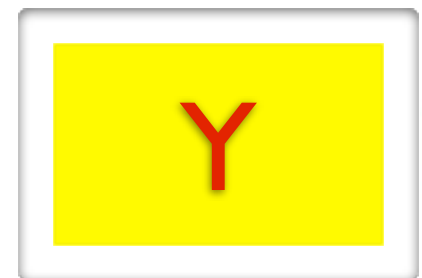


## HIGHER ORDER BLENDER

A special blender that consumes a blender and outputs another blender.

## FIXPOINT (BLENDER) COMBINATOR

Consumes a blender and produces a new blender that can consume any number of inputs.



ONE



# ONE



```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
      1
      (* n (f (dec n)))))))
```

ONE



```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
      1
      (* n (f (dec n))))))
```

ANY





ONE



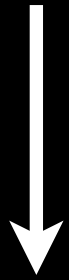
ANY



factorial

```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
      1
      (* n (f (dec n))))))
```

# if you squint



```
(defn factorial
  [n]
  (if (= n 0)
      1
      (* n (factorial (dec n)))))
```

```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
        1
        (* n (f (dec n))))))
```

```
(defn Y
  [g]
  ((fn [x] (x x)) (fn [x]
                    (g (fn [y] ((x x) y)))))))
```

```
(defn factorial
  [n]
  ((Y almost-factorial) n))
```



I'm so sorry.

*No kittens were blended during the creation of this presentation.*



No really, done now.

*No kittens were blended during the creation of this presentation.*

# A Clojure Primer

## PARENTHESIS

```
(+ 1 2 3)  
;; => 6
```

## PREFIX NOTATION

(operator arg1 arg2 arg3)

## FUNCTIONS

```
(defn multby2  
  [n]  
  (* n 2))  
;; (multby2 4) => 8
```

```
(fn [n] (* n 2))
```

- 1) First, a primer on LISP & Clojure
  - parens for function call
  - prefix notation, followed by arguments
- 2) And, function definition and anonymous functions

```
(defn simple-factorial
  [n]
  (if (= n 0)
      1
      (* n (simple-factorial (dec n)))))
```

```
(defn simple-factorial
  [n]
  (if (= n 0)
      1
      (* n (simple-factorial (dec n)))))
```

```
(defn part
  [self n]
  (if (= n 0)
      1
      (* n (self self (dec n)))))
;; (part part 5) => 120
```

```
(defn simple-factorial
  [n]
  (if (= n 0)
      1
      (* n (simple-factorial (dec n)))))
```

```
(defn part
  [self n]
  (if (= n 0)
      1
      (* n (self self (dec n)))))
;; (part part 5) => 120
```



```
(defn part
  [self n]
  (if (= n 0)
    1
    (* n (self self (dec n)))))
;; (part part 5) => 120
```

```
(defn part2
  [self]
  (fn [n]
    (if (= n 0)
      1
      (* n ((self self) (dec n)))))
;; ((part2 part2) 5) => 120
```

```
(defn part
  [self n]
  (if (= n 0)
    1
    (* n (self self (dec n)))))
;; (part part 5) => 120
```

```
(defn part2
  [self]
  (fn [n]
    (if (= n 0)
      1
      (* n ((self self) (dec n)))))
;; ((part2 part2) 5) => 120
```

```
(defn part2
  [self]
  (fn [n]
    (if (= n 0)
      1
      (* n ((self self) (dec n))))))
;; ((part2 part2) 5) => 120
```

```
(defn part3
  [self]
  (let [f (self self)]
    (fn [n]
      (if (= n 0)
        1
        (* n (f (dec n)))))))
```

```
(defn part2
  [self]
  (fn [n]
    (if (= n 0)
      1
      (* n ((self self) (dec n))))))
;; ((part2 part2) 5) => 120
```

```
(defn part3
  [self]
  (let [f (self self)]
    (fn [n]
      (if (= n 0)
        1
        (* n (f (dec n)))))))
```

```
(defn part3
  [self]
  (let [f (self self)]
    (fn [n]
      (if (= n 0)
        1
        (* n (f (dec n)))))))
```

```
(defn part4
  [self]
  (let [f (fn [y] ((self self) y))]
    (fn [n]
      (if (= n 0)
        1
        (* n (f (dec n)))))))
```

```
(defn part3
  [self]
  (let [f (self self)]
    (fn [n]
      (if (= n 0)
          1
          (* n (f (dec n)))))))
```

```
(defn part4
  [self]
  (let [f (fn [y] ((self self) y))]
    (fn [n]
      (if (= n 0)
          1
          (* n (f (dec n)))))))
```

```
(defn part4
  [self]
  (let [f (fn [y] ((self self) y))]
    (fn [n]
      (if (= n 0)
          1
          (* n (f (dec n)))))))
```

```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
        1
        (* n (f (dec n))))))
```

```
(defn part4
  [self]
  (let [f (fn [y] ((self self) y))]
    (fn [n]
      (if (= n 0)
          1
          (* n (f (dec n)))))))
```

```
(defn almost-factorial
  [f]
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    (if (= n 0)
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```



```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
      1
      (* n (f (dec n)))))))
```

```
(defn part5
  [self]
  (let [f (fn [y] ((self self) y))]
    (almost-factorial f)))
```

```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
      1
      (* n (f (dec n)))))))
```

```
(defn part5
  [self]
  (let [f (fn [y] ((self self) y))]
    (almost-factorial f)))
```

```
(defn part5
  [self]
  (let [f (fn [y] ((self self) y))]
    (almost-factorial f)))
```

```
(defn fact5
  [n]
  ((part5 part5) n))
```

```
(defn part5
  [self]
  (let [f (fn [y] ((self self) y))]
    (almost-factorial f)))
```

```
(defn fact5
  [n]
  ((part5 part5) n))
```

```
(defn fact5
  [n]
  ((part5 part5) n))
```

```
(def fact6
  (let [part (fn [self]
                (let [f (fn [y] ((self self) y))]
                  (almost-factorial f)))]
    (part part)))
```

```
(defn fact5
  [n]
  ((part5 part5) n))
```

```
(def fact6
  (let [part (fn [self]
                (let [f (fn [y] ((self self) y))]
                  (almost-factorial f)))]
    (part part)))
```

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rename part => x  
and self => x  
for kicks really

```
(def fact6
  (let [part (fn [self]
                (let [f (fn [y] ((self self) y))]
                  (almost-factorial f)))]
    (part part)))
```

```
(def fact7
  (let [x (fn [x]
            (let [f (fn [y] ((x x) y))]
              (almost-factorial f)))]
    (x x)))
```

Wednesday, August 22, 12

rename part => x  
and self => x  
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```
(def fact6
  (let [part (fn [self]
                (let [f (fn [y] ((self self) y))]
                  (almost-factorial f)))]
    (part part)))
```

```
(def fact7
  (let [x (fn [x]
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    (x x)))
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```
(def fact7
  (let [x (fn [x]
            (let [f (fn [y] ((x x) y))]
              (almost-factorial f)))]
    (x x)))
```

```
(def fact8
  ((fn [x]
     (x x)) (fn [x]
              (let [f (fn [y] ((x x) y))]
                (almost-factorial f))))))
```

```
(def fact7
  (let [x (fn [x]
            (let [f (fn [y] ((x x) y))]
              (almost-factorial f)))]
    (x x)))
```

```
(def fact8
  ((fn [x]
     (x x)) (fn [x]
              (let [f (fn [y] ((x x) y))]
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```

```
(defn fact8
  ((fn [x]
    (x x)) (fn [x]
              (let [f (fn [y] ((x x) y))]
                (almost-factorial f))))))
```

```
(defn nearly-Y
  [g]
  ((fn [x] (x x)) (fn [x]
                    (let [f (fn [y] ((x x) y))]
                      (g f))))))
```

```
(defn fact8
  ((fn [x]
     (x x)) (fn [x]
               (let [f (fn [y] ((x x) y))]
                 (almost-factorial f))))))
```

```
(defn nearly-Y
  [g]
  ((fn [x] (x x)) (fn [x]
                    (let [f (fn [y] ((x x) y))]
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```
(defn factorial
  [n]
  ((Y almost-factorial) n))
```

```
(defn Y
  [g]
  ((fn [x] (x x)) (fn [x]
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I'm so sorry.

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(defn factorial
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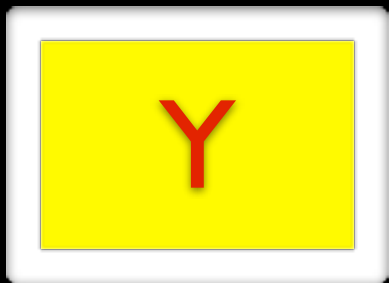
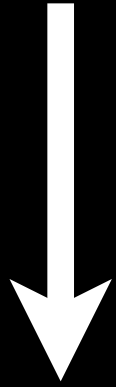
I'm so sorry.

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```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
        1
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```

```
(Y almost-factorial)
;; ((Y almost-factorial) 5) => 120
```

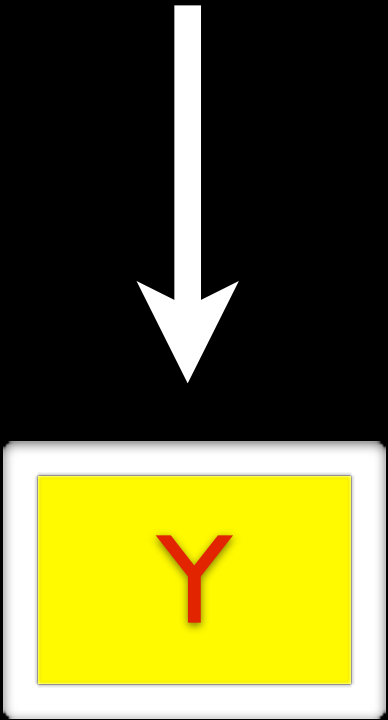
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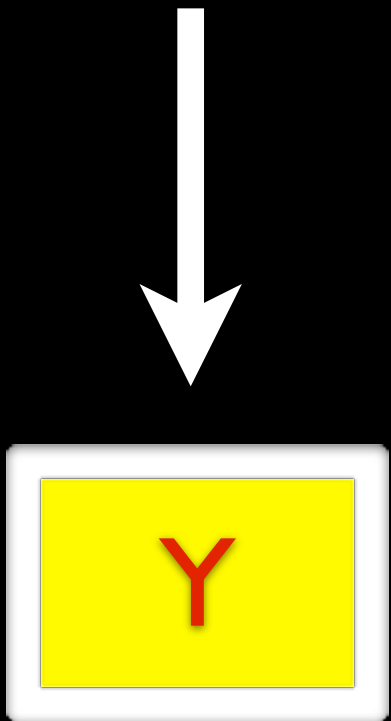


FACTORIAL

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(Y almost-factorial)

;; ((Y almost-factorial) 5) => 120



```
(defn fact
  [n]
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```

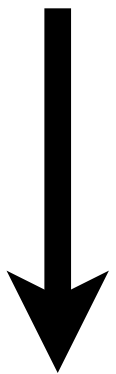
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  (if (= n 0)
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    (* n (ERROR (dec n)))))
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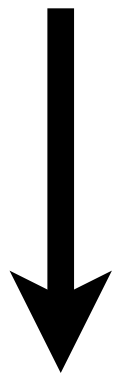
FACTORIAL

```
(defn almost-factorial  
  [f]  
  (fn [n]  
    (if (= n 0)  
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```



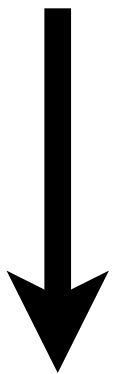
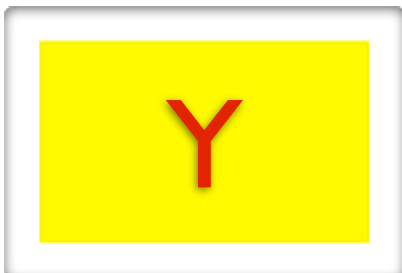
factorial

```
(defn almost-factorial
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factorial

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factorial

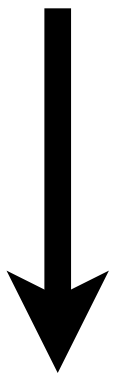
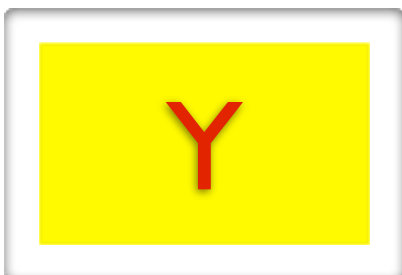


ONE





```
(defn almost-factorial
  [f]
  (fn [n]
    (if (= n 0)
      1
      (* n (f (dec n)))))))
```



factorial



ONE



ANY

