

Lambda tut handout
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Booleans in Lambda Calculus (Q3, Q4)

True: returns first argument (of two). **False:** returns second argument

$$T := (\lambda p. \lambda q. p)$$

$$F := (\lambda p. \lambda q. q)$$

This encoding means False and Zero have the same representation!

$$NOT := (\lambda p. p F T)$$

“If P is true, return false; if P is false, return true”

$$AND := \lambda p. \lambda q. p q F$$

“If my first argument P is true then return my second argument Q, else return false” (iff Q is true then the overall expression will be true)

$$OR := \lambda p. \lambda q. p T q$$

“If P is true, return true, else return Q (and see what it is)”

Practice: try OR False True

Worked example: **AND True False**

$$(\lambda p. \lambda q. p q F) T F$$

Substitute in “green True” for **p**, “blue False” for **q**

$$T F F$$

$$(\lambda a. \lambda b. a) F F$$

Substitute in “blue False” for **a** and expand

$$(\lambda b. (\lambda x. \lambda y. y)) F$$

Substitute in “yellow False” for **b** (it disappears)

$$\lambda x. \lambda y. y$$

$$F$$

Result: **False**

Church Encoding for Numerals (Q1)

$$\lambda f. \lambda x. f (f (f (f x))) = N_4$$

$$\lambda f. \lambda x. x = N_0$$

$$\lambda f. \lambda x. f x = N_1$$

Successor function:

$$S := \lambda n. \lambda g. \lambda w. g (n g w)$$

$$S N_2$$

$$\begin{aligned}
 & (\lambda n. \lambda g. \lambda w. g (n g w)) (\lambda f. \lambda x. f(fx)) \\
 & \lambda g. \lambda w. g ((\lambda f. \lambda x. f(fx)) g w) \\
 & \lambda g. \lambda w. g (g (g w)) = N_3
 \end{aligned}$$

Practice – turn a 0 into a 1, then a 3 into a 4

Doubling a Church Numeral (Q2)

$$\lambda f. \lambda x. f(f(fx)) = N_3$$

Doubler: change of variables, put one copy inside the other.

$$D := \lambda n. \lambda g. \lambda w. n g (n g w)$$

Say what? Let's continue the worked example.

$$\begin{aligned}
 & D N_3 \\
 & (\lambda n. \lambda g. \lambda w. n g (n g w)) N_3
 \end{aligned}$$

N_3 substitutes for n

$$(\lambda g. \lambda w. N_3 g (N_3 g w))$$

Apply N_3 to g :

$$\lambda g. \lambda w. N_3 g ((\lambda f. \lambda x. f(f(fx))) g w)$$

Sub in g for f :

$$\lambda g. \lambda w. (\lambda x. g(g(gx))) ((\lambda x. g(g(gx))) w)$$

Sub in w for x in RH part inside brackets

$$\lambda g. \lambda w. (\lambda x. g(g(gx))) (g(g(gw)))$$

Apply **blue** to **green** by subbing in green for blue x :

$$\lambda g. \lambda w. (g(g(g(g(g(gw)))))) = N_6$$

Addition: only slightly more complicated than doubling

$$+ := \lambda m. \lambda n. \lambda g. \lambda w. m g (n g w)$$

Multiplication

$$* := \lambda m. \lambda n. \lambda g. m (n g)$$

Demo: $3 * 2$

$$\begin{aligned} & * N_3 N_2 \\ & (\lambda m. \lambda n. \lambda g. m (n g)) N_3 N_2 \\ & \lambda g. N_3 (N_2 g) \end{aligned}$$

Partially apply N_2 to g :

$$\begin{aligned} & \lambda g. N_3 ((\lambda f. \lambda x. f(fx)) g) \\ & \lambda g. N_3 ((\lambda x. g(gx))) \end{aligned}$$

Partially apply N_3 to blue

$$\begin{aligned} & \lambda g. ((\lambda f. \lambda y. f(fy)) ((\lambda x. g(gx)))) \\ & \lambda g. ((\lambda y. (\lambda x. g(gx)) ((\lambda x. g(gx)) ((\lambda x. g(gx)) y)))) \end{aligned}$$

Sub in green y for blue x in right brackets

$$\lambda g. ((\lambda y. (\lambda x. g(gx)) ((\lambda x. g(gx)) ((g(gy))))))$$

Recolour ...

$$\lambda g. ((\lambda y. (\lambda x. g(gx)) ((\lambda x. g(gx)) ((g(gy))))))$$

Sub blue into green

$$\lambda g. ((\lambda y. (\lambda x. g(gx)) (g(g((g(gy)))))))$$

Sub green-blue into yellow

$$\lambda g. ((\lambda y. (g(g(g(g(gy)))))))$$

Clean up a lot!

$$\lambda g. \lambda y. g(g(g(g(gy)))) = N_6$$

DIY: multiply one and zero

XOR gates, real quick (Q5)

The hard way (one of them, at least)

$$XOR := \lambda p. \lambda q. AND (NOT (AND p q)) (OR p q)$$

The easy way (conditional negation!)

$$XOR := \lambda p. \lambda q. p (NOT q) q$$

If-Else function (Q6)

Despite the question, this will take three arguments p, x, y

“IF p THEN x ELSE y ”

If we think of p as a Boolean we can write this trivially:

IFELSE $:= \lambda p. \lambda x. \lambda y. p \ x \ y$

Y Combinator (Q7)

We need **controlled recursion**, so we need a base case.

First, consider the M combinator $\lambda f. f f$ and its self-application:

$$\begin{aligned}
 &(\lambda f. f f)(\lambda g. g g) \\
 &(\lambda g. g g)(\lambda g. g g) \\
 &(\lambda g. g g)(\lambda g. g g)
 \end{aligned}$$

It's the same thing! We've just created an infinite recursion. We don't have loops in Lambda but we do have recursion, so this is a principle we need to develop further.

What we want is a combinator that lets us do controlled recursion, with a base case.

This is the **Y-combinator**: it results in $Y \ R \Rightarrow R \ (Y \ R)$ which for appropriate choice of R lets us do very cool things...

You shouldn't necessarily think of $Y \ R$ on its own being the whole computation – see how the Factorial operator is applied. It's a building block. **R supplies the base case and the computation, Y supplies the recursion.**

What is the Y combinator? $(\lambda f. (\lambda x. f(x x))(\lambda x. f(x x)))$

Exercise:

$$\begin{aligned}
 &Y \ R \\
 &(\lambda f. (\lambda x. f(x x))(\lambda x. f(x x))) \ R \\
 &(\lambda x. R(x x))(\lambda x. R(x x)) \\
 &(\lambda y. R(y y))(\lambda x. R(x x)) \\
 &R \ ((\lambda x. R(x x))(\lambda x. R(x x)))
 \end{aligned}$$

Notice that the part in **blue** is identical to an earlier line:
 $(\lambda x. R(xx))(\lambda x. R(xx))$

Therefore $Y R \Rightarrow R (Y R) \Rightarrow R \left(R \left(R \left(R (\dots Y R) \right) \right) \right)$
 (though not quite $Y R$ but rather an equivalent expression)

$$\begin{array}{c} Y R N \\ R (Y R) N \end{array}$$

What if R was like a Boolean?

$$\begin{array}{c} Y F \\ (\lambda f. (\lambda x. f(xx))(\lambda x. f(xx))) (\lambda a. \lambda b. b) \\ F (Y F) \end{array}$$

So if we had $Y F N$ (with F just being the simplest possible “base case” for control flow.

$$\begin{array}{c} F (Y F) N \\ (\lambda a. \lambda b. b) (Y F) N \\ N \end{array}$$

Lists (with Mikrokosmos) (Q8)

There are a few ways to do lists in Lambda calculus. The general principle is a right-recursive pairing, a bit like a linked list:

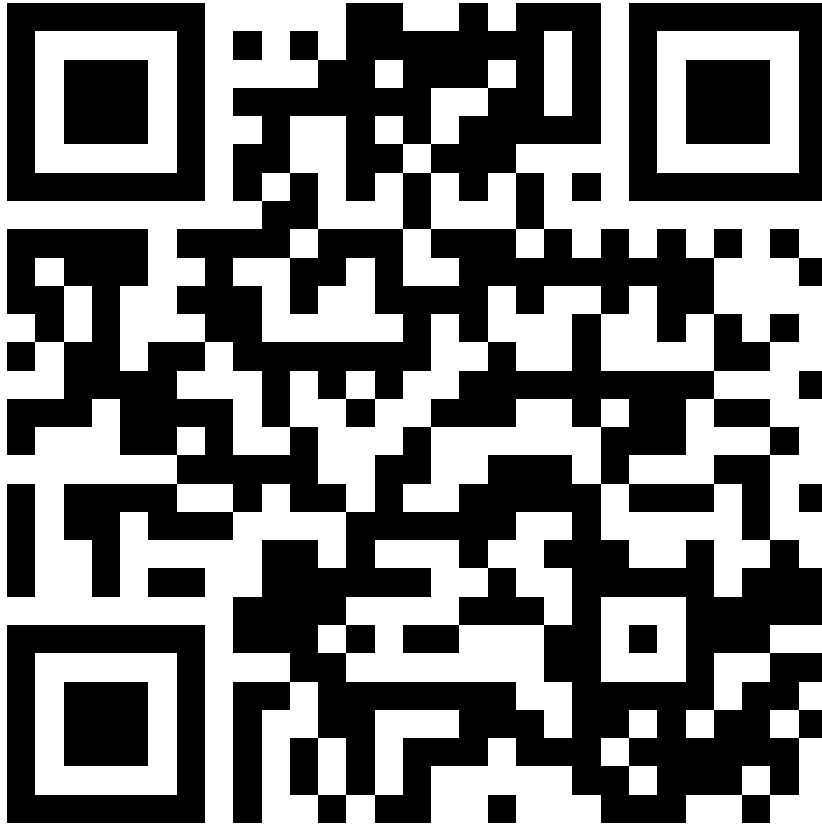
[1, 2, 3, 4] is represented as [1, [2, [3, [4, nil]]]]

The **nil** object is just another version of False or Zero: $\lambda p. \lambda q. q$

Mikrokosmos defines three operators: **cons** to construct a list, **head** to get the “leftmost” element of the list, and **tail** to get the rest of the list. These are all quite complicated objects.

list = cons 1 (cons 2 (cons 3 (cons 4 nil)))
head list => 1
tail list => cons 2 (cons 3 (cons 4 nil))

(Lists continued)



<https://mroman42.github.io/mikrokosmos/index.html>

Exercise: using Mikrokosmos, construct a list of five items. Retrieve each element of the list using a combination of head and tail

list = cons 3 (cons 5 (cons 7 (cons 11 (cons 13 nil))))

Exercise: using Mikrokosmos, develop an index function.

This function should take a list S and Church numeral N and return the item at the Nth index of the list (where index 0 is given by head)

INDEX = $\lambda S. \lambda N. \text{head } (N \text{ tail } S)$

*Due to the structure of the Church numeral, we get
head(tail(...(tail S)...))*

Just the one beta reduction

$((\lambda x. (\lambda y. yx)) x) (\lambda z. w)$

$((\lambda v. (\lambda y. yv)) x) (\lambda z. w)$

$((\lambda y. y x)) (\lambda z. w)$

$(\lambda y. y x) (\lambda z. w)$

$((\lambda z. w) x)$

w

You can try other reductions by hand and verify them in Mikrokosmos.

Mikrokosmos doesn't like free variables, but we can substitute a number and then spot the number in the output.

Defining the predecessor function (III.1)

We don't have a way to represent negative numbers, so we can't just add negative one. We need to find the number Y such that $Y + 1 == X$.

Alternatively, just like the successor function added on one more f , we want to get rid of one of them.

Let's explain.

$$\text{PRED} := \lambda n. \lambda g. \lambda y. n \ (\lambda a. \lambda b. b \ (a \ g)) \ (\lambda v. y) \ (\lambda u. u)$$

We'll apply our numeral n to the yellow and green sub-expressions, then apply the result to the blue sub-expression.

This means if $n := \lambda f. \lambda x. f x = N_1$ then we'll have:

$$\begin{aligned} & \lambda g. \lambda y. (\lambda f. \lambda x. f x) \ (\lambda a. \lambda b. b \ (a \ g)) \ (\lambda v. y) \ (\lambda u. u) \\ & \lambda g. \lambda y. ((\lambda a. \lambda b. b \ (a \ g)) \ (\lambda v. y)) \ (\lambda u. u) \end{aligned}$$

So that means the green thing subs in for a :

$$\lambda g. \lambda y. ((\lambda b. b \ ((\lambda v. y) \ g)) \ (\lambda u. u))$$

... and we can discard that inner g

$$\lambda g. \lambda y. ((\lambda b. b \ (y)) \ (\lambda u. u))$$

... and drop some brackets

$$\lambda g. \lambda y. (\lambda b. b \ (y)) \ (\lambda u. u)$$

$$\lambda g. \lambda y. (\lambda u. u) \ y$$

$$\lambda g. \lambda y. y = N_0$$

OK so WTF just happened?

Let's try again but with N_2

$$\lambda g. \lambda y. (\lambda f. \lambda x. f(fx)) \ (\lambda a. \lambda b. b \ (a \ g)) \ (\lambda v. y) \ (\lambda u. u)$$

$$\lambda g. \lambda y. ((\lambda a. \lambda b. b \ (a \ g)) \ ((\lambda a. \lambda b. b \ (a \ g)) \ (\lambda v. y))) \ (\lambda u. u)$$

Green subs in for a again

$$\lambda g. \lambda y. ((\lambda a. \lambda b. b \ (a \ g)) \ ((\lambda b. b \ ((\lambda v. y) \ g)))) \ (\lambda u. u)$$

Thus g disappears again...

$$\lambda g. \lambda y. ((\lambda a. \lambda b. b (a g)) (\lambda b. b y)) (\lambda u. u)$$

Sub yellow-green result into purple...

$$\lambda g. \lambda y. ((\lambda b. b ((\lambda b. b y) g)) (\lambda u. u))$$

$$\lambda g. \lambda y. ((\lambda b. b (g y)) (\lambda u. u))$$

$$\lambda g. \lambda y. ((\lambda u. u) (g y))$$

$$\lambda g. \lambda y. g y = N_1$$

That gives us a little bit more insight. When we sub green into yellow, we effectively throw away a copy of g . But when we sub the *result* of that into purple, we keep purple's copy of g .

Finally, the blue identity function lets us clean up at the end.

Try it with N_3 to really lock it in

$$\lambda g. \lambda y. (\lambda f. \lambda x. f(f(fx))) (\lambda a. \lambda b. b (a g)) (\lambda v. y) (\lambda u. u)$$

$$\lambda g. \lambda y. (((\lambda a. \lambda b. b (a g)) ((\lambda a. \lambda b. b (a g)) ((\lambda a. \lambda b. b (a g)) (\lambda v. y)))) (\lambda u. u))$$

$$\lambda g. \lambda y. (((\lambda a. \lambda b. b (a g)) ((\lambda a. \lambda b. b (a g)) ((\lambda b. b ((\lambda v. y) g)))) (\lambda u. u))$$

$$\lambda g. \lambda y. (((\lambda a. \lambda b. b (a g)) ((\lambda a. \lambda b. b (a g)) (\lambda b. b y))) (\lambda u. u))$$

$$\lambda g. \lambda y. (((\lambda a. \lambda b. b (a g)) ((\lambda b. b ((\lambda b. b y) g))) (\lambda u. u))$$

$$\lambda g. \lambda y. (((\lambda a. \lambda b. b (a g)) (\lambda b. b (g y))) (\lambda u. u))$$

$$\lambda g. \lambda y. ((\lambda b. b ((\lambda b. b (g y)) g)) (\lambda u. u))$$

$$\lambda g. \lambda y. ((\lambda b. b ((g (g y)))) (\lambda u. u))$$

$$\lambda g. \lambda y. (((\lambda u. u) ((g (g y)))) (\lambda u. u))$$

$$\lambda g. \lambda y. g (g y) = N_2$$

Hurray!

Absolute Differences (III.2)

Note: we can test this section using Mikrokosmos. PRED is defined as pred and EQ as eq.

We can use the predecessor function, applied repeatedly, to define a saturating minus:

$$\text{SATMINUS} = \lambda x. \lambda y. y \text{ PRED } x$$

But this is not quite a difference function...

IsZero (III.3)

Mikrokosmos pre-defines an EQ function, as eq. It is **very** complicated. We could then, quite easily, define an “is zero” function:

$$\text{ISZERO} = \lambda n. \text{EQ } 0 \ n$$

We can also exploit the identity between zero and false:

$$\text{ISZERO} = \lambda n. n \ (T \ F) \ T$$

Assuming N is a Church numeral, if zero, then it also acts like a Boolean and returns its second argument, True. If N is a non-zero numeral, then the $(T \ F)$ subs in for its first argument and the F for its second argument. Once simplified, a False will be returned.

Less than and Greater than (III.4)

We know that iff $x - y \leq 0$ then SATMINUS will return zero. Therefore we can use the result of SATMINUS to test whether $x \leq y$.

$$\text{LEQ} = \lambda x. \lambda y. \text{ISZERO } (\text{SATMINUS } x \ y)$$

Testing whether $x \geq y$ is a simple change to the argument order:

$$\text{GEQ} = \lambda x. \lambda y. \text{ISZERO } (\text{SATMINUS } y \ x)$$

Equality (III.5)

We can also write equality as “GEQ AND LEQ”, which is what Mikrokosmos does too, as it turns out:

$$\text{EQ} = \lambda x. \lambda y. \text{AND } (\text{GEQ } x \ y) \ (\text{LEQ } x \ y)$$

Absolute Differences again

We can now put the pieces together. $(\text{GEQ } x \ y)$ will give us a Boolean, which we can use to select between $(x - y)$ and $(y - x)$.

$$\text{ABSDIFF} = \lambda x. \lambda y. (\text{GEQ } x \ y) \ (\text{SATMINUS } x \ y) \ (\text{SATMINUS } y \ x)$$

Euclidean Algorithm for the GCD (III.6)

First, for reference, let's write the Euclidean GCD algorithm in Python...

```
def gcd(a, b):  
    if b == 0:  
        return a  
    else:  
        return gcd(b, a % b)
```

So we'll need to build up from the following:

- take two arguments
- do an "is (not) zero" comparison
- modulus
- recursion

Anyway... we'll use the pre-defined modulus here, which saves a *tonne* of work. The Mikrokosmos keyword for this is simply `mod`

The real challenge is plumbing it all together...

Let's take Shakes' textbook's factorial function as an example: write

```
R = \f. \n. ISZERO(n)(1) MUL(n) (f(PRED(n)))
```

Then we get the recursion element via applying the Y combinator (spelled `fix`) to it. Clearly we have to do something similar here.

Mikrokosmos also predefines an `iszero` operator, (which we did in Q6) so we'll reuse that too. It also predefines the ``Y`` combinator as `fix`.

Like the factorial function in the textbook, we'll define a "kernel" function *R* and apply the Y combinator to it to make our *GCD* function.

```
R_inprogress = \a. \b. iszero(b) (a) (...)
```

```
R_maybe = \a. \b. iszero b a (b (mod a b))
```

```
fix R_maybe {x} {y}
```

Well, almost. We actually need to prepend and insert another argument which we'll call f .

This f we insert is just like the f argument which we needed in the factorial function.

(for Mikrokosmos' sanity, tell it not to pre-expand yet, by using !=):

```
R != \f. \a. \b. (iszero b) (a) (f b (mod a b))
```

```
GCD != fix R
```

```
GCD 15 6
```

We can define our own modulo in a similar way.

```
def modulo(a, b):  
    # calculates a % b  
    if a < b:  
        return a  
    else:  
        return modulo(a - b, b)
```

We'll need a strict less-than:

```
lt = \x.\y. and (leq x y) (not (geq x y))
```

Now using the same principles as before:

```
MMM = \f.\a.\q. (lt a q) (a) (f (minus a q) q)  
modulo != fix MMM
```