

程式人



用十分鐘搞懂 λ -Calculus

從 Functional Programming 到 Alonzo Church 的神奇程式

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2022 年 10 月 12 日

對於程式人而言

- 1936 年是個神奇的年份，因為在這一年
 - 4 月：Church 發表了論文說兩函數正規式是否相等也是不可計算的
 - 11 月：圖靈發表論文說停止問題不可能正確計算

圖靈的證明

- 是建構在圖靈機的模型之上

ON COMPUTABLE NUMBERS, WITH AN APPLICATION TO THE ENTSCHEIDUNGSPROBLEM

By A. M. TURING.

[Received 28 May, 1936.—Read 12 November, 1936.]

The “computable” numbers may be described briefly as the real numbers whose expressions as a decimal are calculable by finite means. Although the subject of this paper is ostensibly the computable *numbers*, it is almost equally easy to define and investigate computable functions of an integral variable or a real or computable variable, computable predicates, and so forth. The fundamental problems involved are, however, the same in each case, and I have chosen the computable numbers for explicit treatment as involving the least cumbersome technique. I hope shortly to give an account of the relations of the computable numbers, functions, and so forth to one another. This will include a development of the theory of functions of a real variable expressed in terms of computable numbers. According to my definition, a number is computable if its decimal can be written down by a machine.

而 church 的證明

- 則是建構在 λ -Calculus 這個函數系統之上

An Unsolvable Problem of Elementary Number Theory

Alonzo Church

American Journal of Mathematics, Vol. 58, No. 2. (Apr., 1936), pp. 345-363.

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在那個還沒有電腦也沒有程式的年代

- 我們很難想像他們是如何創造出這兩組抽象的機器與抽象的程式

即使到了今天

- 我都很難寫出像 λ -Calculus 這樣優美的純粹的函數式程式

不過

- 我雖然沒有很懂
還是想為各位介紹
 λ -Calculus

但是要學 Lambda Calculus

- 我們要先學會程式世界的
 - 函數 function
 - 遞迴 recursive
 - 函數式編程 function programming

如果你用 python 寫下列函數

- 那麼應該很容易懂

```
1  def square(x):  
2      ...return x*x  
3  
4  print('square(3)=', square(3))  
5
```

問題

輸出

終端機

偵錯主控台

```
$ python function.py  
square(3)= 9
```

但是如果你寫成這樣

```
1 square = lambda x: x*x
2
3 print('square(3)=', square(3))
```

問題	輸出	<u>終端機</u>	偵錯主控台
----	----	------------	-------

		<pre>\$ python lambda.py square(3)= 9</pre>	
--	--	---	--

- 可能就有些人會看不懂了！

其實 lambda 就是沒有名字的函數

- 所以下列兩者是等價的

```
lambda x: x*x
```

=

```
def square(x):  
    ... return x*x
```

所以下列兩者都是費氏數列

- 只是普通函數和 lambda 的差別而已

```
def fibonacci(n):  
    if n < 0: raise  
    if n == 0: return 0  
    if n == 1: return 1  
    return fibonacci(n - 1) + fibonacci(n - 2)
```



```
fibonacci = lambda n: \  
    0 if n == 0 else \  
    1 if n == 1 else \  
    fibonacci(n-1) + fibonacci(n-2)
```

利用 lambda

- 我們甚至可以定義出基本的 If 函數

```
1  If = lambda cond, a, b: a if cond else b
2  Max = lambda a, b: If(a > b, a, b)
3  Min = lambda a, b: If(a < b, a, b)
4
5  print('Max(3,5)=', Max(3,5))
6  print('Min(3,5)=', Min(3,5))
7
```

問題	輸出	<u>終端機</u>	偵錯主控台
----	----	------------	-------

```
$ python if.py
```

```
Max(3,5)= 5
```

```
Min(3,5)= 3
```

然後利用這個 If 設計出任何程式

- 完全不需要使用 for, while 這些迴圈語法

但是

- 當我們用上面的 If 函數設計費氏數列 Fibonacci 函數時，遇到了一個問題！

Fibonacci 在遞迴後當掉了

```
1  If = lambda cond, a, b: a if cond else b
2
3  Fibonacci = lambda n: \
4  |  If(n<2, n, Fibonacci(n-1)+Fibonacci(n-2))
5
6  print('Fibonacci(8)=', Fibonacci(8))
7
```

問題

輸出

終端機

偵錯主控台

+ v > bash [

```
If(n<2, n, Fibonacci(n-1)+Fibonacci(n-2))
```

```
[Previous line repeated 996 more times]
```

```
RecursionError: maximum recursion depth exceeded in comparison
```

當掉的原因是

Fibonacci(n-1)
必須在函數呼
叫前就計算出
來，結果就
8=>7=>6=>5=
>4=>3=>2=>1
=>0=>-1=>-2...

```
1 If = lambda cond, a, b: a if cond else b
2
3 Fibonacci = lambda n: \
4     If(n<2, n, Fibonacci(n-1)+Fibonacci(n-2))
5
6 print('Fibonacci(8)=', Fibonacci(8))
```

n<2 的檢查並沒有
阻止 Fibonacci 遞迴
的無窮運行

端機

偵錯主控台

+ v > bash

```
If(n<2, n, Fibonacci(n-1)+Fibonacci(n-2))
[Previous line repeated 996 more times]
RecursionError: maximum recursion depth exceeded in comparison
```

解決辦法是

- 我們多加一個懶惰版的 If_lazy

```
1 # 如果 Fibonacci 用 If 而非 If_lazy,
2 # 那麼 Fibonacci(n-1) 會馬上運算
3 # 結果就是 8=>7=>....0=>-1=>-2=>.... 當掉
4
5 If_lazy = lambda cond, a, b: a() if cond else b()
6 # 採用 If_lazy, 並要求 a, b 必須是函數, 這樣就可以阻止 a, b 立即算出
7
8 Fibonacci = lambda n: \
9     If_lazy(n<2, lambda: n, lambda: Fibonacci(n-1)+Fibonacci(n-2))
10
11 print('Fibonacci(8)=', Fibonacci(8))
12
```

問題 輸出 終端機 偵錯主控台

+ v > bash

Fibonacci(8)= 21

於是 Fibonacci 就不會當掉了

If(cond, a, b) 有三個參數

程式如下

```
If = lambda cond, a, b: a() if cond else b()
```

如果我們把它改寫成

```
If = lambda cond: lambda a: lambda b: a() if cond else b()
```

那麼呼叫方法就會變成

```
Fibonacci = lambda n: \
    If(n<2)(lambda:n)(lambda:Fibonacci(n-1)+Fibonacci(n-2))
```

而不是原來的那樣

```
Fibonacci = lambda n: \
    If(n<2, lambda:n, lambda:Fibonacci(n-1)+Fibonacci(n-2))
```

這種讓參數一個一個傳進來的改寫方法

- 稱為柯里化 Currying

← → ↻ en.m.wikipedia.org/wiki/Currying 🔍 ↗ ☆ 🏠 □

exactly the same information. In this situation, we also write

$$\text{curry}(f) = h.$$

This also works for functions with more than two arguments. If f were a function of three arguments $f(x, y, z)$, its currying h would have the property

$$f(x, y, z) = h(x)(y)(z).$$

Lambda Calculus 裏

- 所有的函數都只有一個參數
- 對兩個以上參數的函數
都必須用 Currying 改寫

而且

- 在 Lambda Calculus 中
連 `true/false/0/1/2...`
通通都被定義成函數
而非二進位資料

於是我們看到

- 邏輯的世界變成這樣

```
# Church Booleans :: Logic
IF . . . = lambda c: lambda x: lambda y: c(x)(y) # if:  $\lambda c \cdot x \cdot y. c \cdot x \cdot y$ 
TRUE . . = lambda x: lambda y: x # if true then x # 兩個參數執行第一個
FALSE . . = lambda x: lambda y: y # if false then y # 兩個參數執行第二個
AND . . . = lambda p: lambda q: p(q)(p) # if p then q else p
OR . . . . = lambda p: lambda q: p(p)(q) # if p then p else q
XOR . . . = lambda p: lambda q: p(NOT(q))(q) # if p then not q else q
NOT . . . = lambda c: c(FALSE)(TRUE) # if c then false else true
```

整數世界則變成這樣

```
# Church Numerals
_zero = lambda f:IDENTITY # 0 : 用  $\lambda f. \lambda x. x$  當 0
_one  = SUCCESSOR(_zero)  # 1=S(0) :  $\lambda f. \lambda x. x$  當 1
_two  = SUCCESSOR(_one)   # 2=S(1) :  $\lambda f. \lambda f. \lambda x. x$  當 2
_three = SUCCESSOR(_two)  # 3=S(2)
_four  = MULTIPLICATION(_two)(_two) # 4 = 2*2
_five  = SUCCESSOR(_four)  # 5 = S(4)
_eight = MULTIPLICATION(_two)(_four) # 8 = 2*4
_nine  = SUCCESSOR(_eight) # 9 = S(8)
_ten   = MULTIPLICATION(_two)(_five) # 10 = 2*5
```

然後你可以比大小

```
# Comparison
IS_ZERO.....= lambda n:n(lambda _:FALSE)(TRUE)
IS_LESS_THAN.....= lambda m:lambda n:NOT(IS_LESS_THAN_EQUAL(n)(m))
IS_LESS_THAN_EQUAL.....= lambda m:lambda n:IS_ZERO(SUBTRACTION(m)(n))
IS_EQUAL.....= lambda m:lambda n:AND(IS_LESS_THAN_EQUAL(m)(n))(I
IS_NOT_EQUAL.....= lambda m:lambda n:OR(NOT(IS_LESS_THAN_EQUAL(m)(n)
IS_GREATER_THAN_EQUAL.....= lambda m:lambda n:IS_LESS_THAN_EQUAL(n)(m)
IS_GREATER_THAN.....= lambda m:lambda n:NOT(IS_LESS_THAN_EQUAL(m)(n))
IS_NULL.....= lambda p:p(lambda x:lambda y:FALSE)
NIL.....= lambda x:TRUE
```

接著將資料結構 隱藏在函數的 Closure 中

```
CONS = lambda x: lambda y: lambda f: f(x)(y)
CAR  = lambda p: p(TRUE)
CDR  = lambda p: p(FALSE)
```

加上一種稱為 Y-Combinator 的奇妙設計

```
Y = lambda f:\n    (lambda x:f(lambda y:x(x)(y)))\n    (lambda x:f(lambda y:x(x)(y)))
```

就可以讓你定義出

- Functional Programming 的基本函數，包含
 - `range(from, to)`
 - `map(list, f)`

Range(from, to)

```
RANGE = lambda m: lambda n: Y(lambda f: lambda m: IF(IS_EQUAL(m)(n)) \
  (lambda _: CONS(m)(NIL)) \
  (lambda _: CONS(m)(f(SUCCESSOR(m)))) \
  (NIL))(m)
```


Map(array, f)

```
MAP = lambda x: lambda g: Y(lambda f: lambda x: IF(IS_NULL(x))\
  (lambda _: x)\
  (lambda _: CONS(g(CAR(x)))(f(CDR(x))))\
  (NIL))(x)
```

然後你就可以寫出階層函數 Factorial

```
FACTORIAL = Y(lambda f: lambda n: IF(IS_ZERO(n))\
| (lambda _: SUCCESSOR(n))\
| (lambda _: MULTIPLICATION(n)(f(PREDECESSOR(n))))\
(NIL))
```

也可以寫出費式數列 Fibonacci

```
FIBONACCI = Y(lambda f:lambda n:\
  IF(IS_LESS_THAN_EQUAL(n)(SUCCESSOR(lambda f:IDENTITY))\
  (lambda _:n)\
  (lambda _:ADDITION\
    (f(PREDECESSOR(n)))\
    (f(PREDECESSOR(PREDECESSOR(n))))\
  (NIL)))
```

雖然這些程式看來很可怕

```
TEST('RANGE')(ASSERT(AND(\
  AND\
    (IS_EQUAL(CAR(RANGE(_three)(_five)))(_three))\
    (IS_EQUAL(CAR(CDR(RANGE(_three)(_five)))(_four))(\
  AND\
    (IS_EQUAL(CAR(CDR(CDR(RANGE(_three)(_five)))(_five))\
    (IS_NULL(CDR(CDR(CDR(RANGE(_three)(_five)))))
```

但驗正後發現都是對的

```
$ python lambdaCalculus.py
```

```
[✓] _TRUE  
[✓] _FALSE  
[✓] _AND  
[✓] _OR  
[✓] _XOR  
[✓] _NOT  
[✓] _IDENTITY  
[✓] _SUCCESSOR  
[✓] _PREDECESSOR  
[✓] _ADDITION  
[✓] _SUBTRACTION  
[✓] _MULTIPLICATION  
[✓] _POWER  
[✓] _ABS_DIFFERENCE  
[✓] _IS_ZERO  
[✓] _IS_LESS_THAN  
[✓] _IS_LESS_THAN_EQUAL
```

```
[✓] _IS_EQUAL  
[✓] _IS_NOT_EQUAL  
[✓] _IS_GREATER_THAN_EQUAL  
[✓] _IS_GREATER_THAN  
[✓] _IS_NULL  
[✓] _CAR  
[✓] _CDR  
[✓] _CONS  
[✓] _RANGE  
[✓] _MAP
```

```
--- Examples ---
```

```
[✓] _FACTORIAL: 5! = 120  
[✓] _FIBONACCI: 10 = 55
```

如果你不信

- 可以自己跑跑看！

這個 Lambda Calculus 程式

- 當然不是我寫的 ...

原創者是 Alonzo Church

- 他在還沒有電腦的年代就透過他的大腦和筆寫下了這樣的《程式》

Alonzo Church



Alonzo Church (1903–1995)

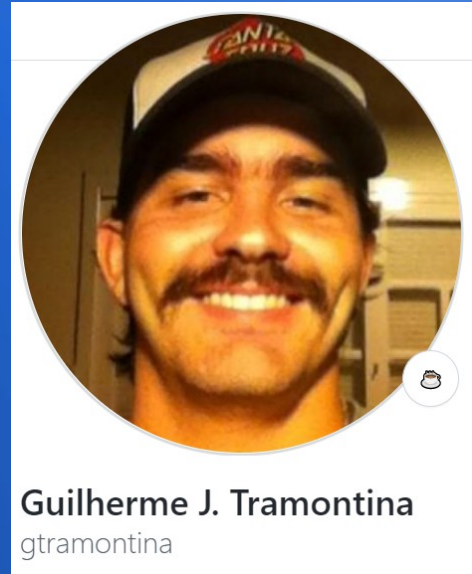
Born	June 14, 1903 Washington, D.C., US
Died	August 11, 1995 (aged 92)

而我給各位看的程式

- 則是 github 上一位名叫 gtramontina 的老兄所寫的

```
github.com/gtramontina/lambda/blob/master/lambda.js

1 // Arithmetics -----
2
3 IDENTITY      = x => x
4 SUCCESSOR     = n => f => x => f(n(f)(x))
5 PREDECESSOR   = n => f => x => n(g => h => h(g(f)))(_ => x)(u => u)
6 ADDITION      = m => n => n(SUCCESSOR)(m)
7 SUBTRACTION    = m => n => n(PREDECESSOR)(m)
8 MULTIPLICATION = m => n => f => m(n(f))
9 POWER         = x => y => y(x)
10 ABS_DIFFERENCE = x => y => ADDITION(SUBTRACTION(x)(y))(SUBTRACTION(y)(x))
11
12 // Logic -----
13
14 TRUE  = t => f => t
15 FALSE = t => f => f
16 AND   = p => q => p(q)(p)
17 OR    = p => q => p(p)(q)
18 XOR   = p => q => p(NOT(q))(q)
19 NOT   = c => c(FALSE)(TRUE)
20 IF    = c => t => f => c(t)(f)
```



而我

- 則只不過是把 JavaScript 改成 Python 而已

gitlab.com/cccnqu111/alg/-/blob/master/18c-lambdaCalculus/lambdaCalculus.py

Search GitLab

/

mbdaCalculus.py 6.68 KiB

```
1  # Lambda Calculus 當中的所有資料結構都是用 closure 達成的
2  # 換言之, 所有的資料結構都是函數閉包。
3
4  # Church Booleans : Logic
5  IF      = lambda c:lambda x:lambda y:c(x)(y) # if:  $\lambda c x y. c x y$  # if c then x else y.
6  TRUE    = lambda x:lambda y:x # if true then x # 兩個參數執行第一個
7  FALSE   = lambda x:lambda y:y # if false then y # 兩個參數執行第二個
8  AND     = lambda p:lambda q:p(q)(p) # if p then q else p
9  OR      = lambda p:lambda q:p(p)(q) # if p then p else q
10 XOR     = lambda p:lambda q:p(NOT(q))(q) # if p then not q else q
11 NOT     = lambda c:c(FALSE)(TRUE) # if c then false else true
12
13 ASSERT = lambda truth: (IF(truth)\
14     (lambda description:f'\x1b[32m✓\x1b[0m _{description}')\
15     (lambda description:f'\x1b[31m✗\x1b[0m _{description}'))
16 )
```

這樣的寫程式方法

- 完全顛覆了我原本的程式觀念

看完之後只覺得

- 這種程式真的不像是人寫的

```
TEST = lambda description:lambda assertion:\
    print(assertion(description))

TEST('TRUE')\
    (ASSERT(TRUE))

TEST('FALSE')\
    (REFUTE(FALSE))

TEST('AND')\
    (ASSERT(AND(TRUE)(TRUE)))

TEST('OR')(ASSERT(AND\
    (AND(OR(TRUE)(FALSE))(OR(FALSE)(TRUE)))\
    (NOT(OR(FALSE)(FALSE)))))
```

應該是

- 上帝所寫下來的吧！

更厲害的是

- Alonzo Church 竟然還發現了一些定理

ics.uci.edu/~lopes/teaching/inf212W12/readings/church.pdf

1 / 20 | 125% + |

An Unsolvable Problem of Elementary Number Theory

Alonzo Church

American Journal of Mathematics, Vol. 58, No. 2. (Apr., 1936), pp. 345-363.

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啟月
至

定理 1, 2, 3, 4, 5

THEOREM I. *If a formula is in normal form, no reduction of it is possible.*

THEOREM II. *If a formula has a normal form, this normal form is unique to within applications of Operation I, and any sequence of reductions of the formula must (if continued) terminate in the normal form.*

THEOREM III. *If a formula has a normal form, every well-formed part of it has a normal form.*

THEOREM IV. *If F is a recursive function of two positive integers, and if for every positive integer x there exists a positive integer y such that $F(x, y) > 1$, then the function F^* , such that, for every positive integer x , $F^*(x)$ is equal to the least positive integer y for which $F(x, y) > 1$, is*

THEOREM V. *If F is a recursive function of one positive integer, and if there exist an infinite number of positive integers x for which $F(x) > 1$, then the function F^0 , such that, for every positive integer n , $F^0(n)$ is equal to the n -th positive integer x (in order of increasing magnitude) for which $F(x) > 1$, is recursive.*

定理 6, 7, 8, 9, 10

THEOREM VI. *The property of a positive integer, that there exists a well-formed formula of which it is the Gödel representation is recursive.*

THEOREM VII. *The set of well-formed formulas is recursively enumerable.*

This follows from Theorems V and VI.

THEOREM VIII. *The function of two variables, whose value, when taken of the well-formed formulas \mathbf{F} and \mathbf{X} , is the formula $\{\mathbf{F}\}(\mathbf{X})$, is recursive.*

THEOREM IX. *The function, whose value for each of the positive integers $1, 2, 3, \dots$ is the corresponding formula $1, 2, 3, \dots$, is recursive.*

THEOREM X. *A function, whose value for each of the formulas $1, 2, 3, \dots$ is the corresponding positive integer, and whose value for other well-formed formulas is a fixed positive integer, is recursive. Likewise the function, whose value for each of the formulas $1, 2, 3, \dots$ is the corresponding positive integer*

定理 11, 12, 13, 14, 15

THEOREM XI. *The relation of immediate convertibility, between well-formed formulas, is recursive.*

THEOREM XII. *It is possible to associate simultaneously with every well-formed formula an enumeration of the formulas obtainable from it by conversion, in such a way that the function of two variables, whose value, when taken of a well-formed formula A and a positive integer n , is the n -th formula in the enumeration of the formulas obtainable from A by conversion, is recursive.*

THEOREM XIII. *The property of a well-formed formula, that it is in principal normal form, is recursive.*

THEOREM XIV. *The set of well-formed formulas which are in principal normal form is recursively enumerable.*

This follows from Theorems V, VII, XIII.

THEOREM XV. *The set of well-formed formulas which have a normal form is recursively enumerable.¹⁵*

定理 16, 17, 18, 19

THEOREM XVI. *Every recursive function of positive integers is λ -definable.*¹⁶

THEOREM XVII. *Every λ -definable function of positive integers is recursive.*¹⁷

THEOREM XVIII. *There is no recursive function of a formula **C**, whose value is 2 or 1 according as **C** has a normal form or not.*

THEOREM XIX. *There is no recursive function of two formulas **A** and **B**, whose value is 2 or 1 according as **A** conv **B** or not.*

最後這條定理

- 基本上是說
判斷兩個程式是否相同
是不可計算的問題！

THEOREM XIX. *There is no recursive function of two formulas A and B , whose value is 2 or 1 according as A conv B or not.*

雖然博士班的時候

- 我唸過計算理論
也考過資格考...

但是關於那些數學

- 我已經全部都還給老師了

所以

- 不要問我為甚麼？

想了解 Lambda Calculus

- 還有 Church 的定理

就去看下面的那些程式

<https://github.com/gtramontina/lambda/blob/master/lambda.js>

<https://gitlab.com/cccnqu111/alg/-/blob/master/18c-lambdaCalculus/lambdaCalculus.py>

還有 Church 的論文吧！

<https://www.ics.uci.edu/~lopes/teaching/inf212W12/readings/church.pdf>

這就是我們今天的

- 十分鐘系列

希望你會喜歡

我們下次見！

Good Bye !