



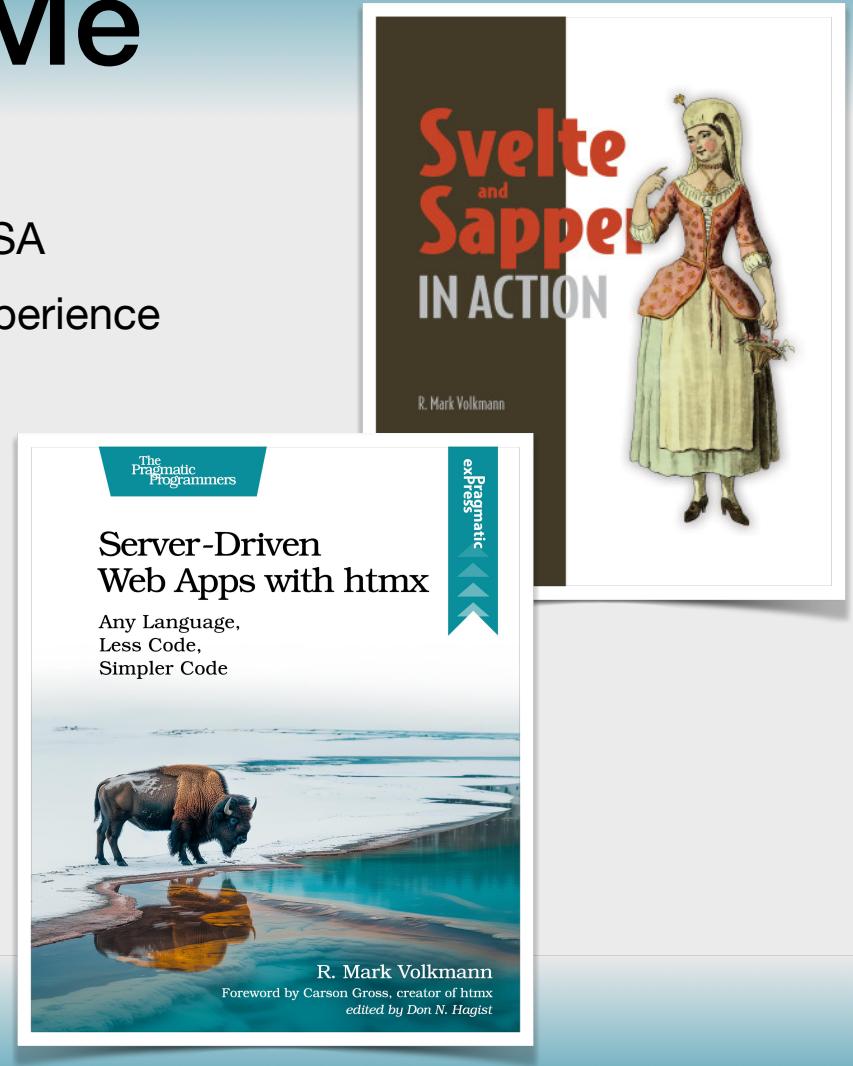
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# About Me

- Partner and Distinguished Software Engineer at Object Computing, Inc. in St. Louis, Missouri USA
- 45 years of professional software development experience
- Writer and speaker
- Blog at <https://mvolkmann.github.io/blog/>
- Author of Manning book “Svelte ... in Action”
- Author of Pragmatic Bookshelf book “Server-Driven Web Apps with htmx”

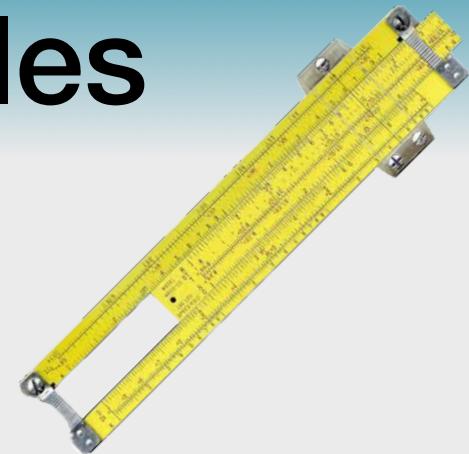


# $\lambda$ -calculus Overview



- Describes concepts that are fundamental to **functional programming**
  - **first-class functions** take other functions as arguments and can return functions
  - **currying** implements a function with multiple parameters as a sequence of functions that each have a single parameter
- **Purpose**
  - study how functions can interact with each other, not to calculate results in a useful or efficient way
- **Turing complete**
  - capable of performing any calculation or solving any computational problem, given enough time and memory

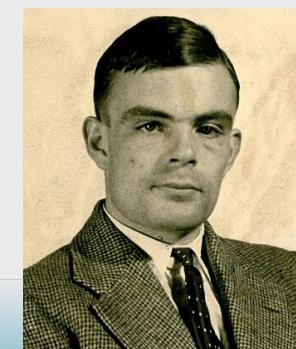
# Compared to Slide Rules



- Calculators are an excellent replacement for slide rules
  - It's not necessary to understand how to use a slide rule in order to use a calculator
  - But it's fascinating to learn how slide rules work (logarithms)
- 
- Likewise, it's not necessary to understand  $\lambda$ -calculus in order to be productive in modern programming languages
  - But it's fascinating to learn how much can be accomplished within the constraints of  $\lambda$ -calculus

# History

- **Gottlob Frege** (1848-1925)
  - studied use of functions in logic in 1893
- **Moses Schönfinkel** (1888-1942)
  - studied how combinators can be applied to formal logic in 1920s
  - “Combinator” has two meanings, both of which describe a kind of function.  
The first describes functions that have no free variables.  
It combines only its arguments to produce a result.  
The second describes functions that take other functions  
and combine them to create a new function.
- **Alonzo Church** (1903-1985)
  - invented Lambda Calculus in the 1930s  
before computers existed!
  - was PhD advisor of Alan Turing (1912-1954)



# JavaScript Functions

```
function add(a, b) {  
  const result = a + b;  
  return result;  
}
```

```
function add(a, b) {  
  return a + b;  
}
```

```
const add = (a, b) => {  
  const result = a + b;  
  return result;  
};
```

```
const add = (a, b) => {  
  return a + b;  
};
```

```
const add = (a, b) => a + b;
```

```
const result = add(2, 3); // 5
```

```
const curriedAdd = a => {  
  return b => a + b;  
};
```

```
const curriedAdd = a => b => a + b;
```

```
const add2 = curriedAdd(2);  
const result = add2(3); // 5
```

```
const result = curriedAdd(2)(3); // 5
```

# Concepts



- **Variable**
  - placeholder for a term, represented by a single-letter name
  - two kinds of variables, bound and free ... discussed later
- **Lambda Abstraction**
  - defines an anonymous function that has exactly one parameter

$\lambda$ -calculus	JavaScript
$\lambda<\text{parameter}>.<\text{body}>$	$<\text{parameter}> => <\text{body}>$

$\lambda x. a \ b \ c \ x$  is evaluated as  $\lambda x. (((a \ b) \ c) \ x)$

expressions like  $\lambda x. \lambda y. \lambda z. a \ b \ c$  are sometimes written in the shorthand form  $\lambda xyz. a \ b \ c$

- **Application**
  - calls a function (or sequence of them) with arguments

$\lambda$ -calculus	JavaScript
$(\lambda<\text{parameter}>.<\text{body}>) \ <\text{arguments}>$	$(<\text{parameter}> => <\text{body}>)(<\text{arguments}>)$
$(\lambda xyz.<\text{body}>) \ a \ b \ c$	$(x => y => z => <\text{body}>)(a)(b)(c)$

$<\text{arguments}>$  is a whitespace-separated list of expressions

# $\lambda$ -calculus Does Not Define

- Does not define
  - syntax for values such as Booleans, numbers, and strings
  - operators on those types
  - any built-in functions
- However, alternatives to those can be defined using only concepts on previous slide, which is the amazing thing about  $\lambda$ -calculus!
- All you have are functions
  - they take a single argument that is a function
  - they return a single function



# Bound vs. Free Variables



- Bound variables
  - bound by a function
  - appear as parameters and represent an input value
- Free variables
  - appear in function bodies and are not parameters
  - can represent any value from the “environment” (scope)

pretending to have a  
+ function for now;  
will define later

function bodies are  
underlined in blue

<b><math>\lambda</math>-calculus</b>	<b>JavaScript</b>	<b>Bound Variables</b>	<b>Free Variables</b>
$\lambda x. (+ x 1)$	$x \Rightarrow x + 1$	x	none
$\lambda x. (+ y 1)$	$x \Rightarrow y + 1$	none	y
$\lambda x. x \ \underline{\lambda x. (+ x 1)}$	$x \Rightarrow x((x \Rightarrow x + 1))$	rename 2nd x as shown below	
$\lambda x. x \ \underline{\lambda y. (+ y 1)}$	$x \Rightarrow x((y \Rightarrow y + 1))$	x and y	none

# Evaluation Rules

- $\lambda$ -calculus defines four evaluation rules
  - **$\alpha$ -conversion** (alpha)
  - **$\beta$ -reduction** (beta)
  - **$\delta$ -rule** (delta)
  - **$\eta$ -conversion** (eta)



# $\alpha$ -conversion

$\alpha$

- Changes the name of a bound variable, resulting in an equivalent function
- Examples
  - function  $\lambda x . x$  is equivalent to  $\lambda y . y$
  - function  $\lambda f x . f (+ x 1)$  is equivalent to  $\lambda g y . g (+ y 1)$

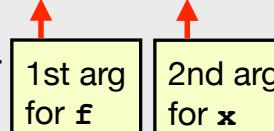
# $\delta$ -rule (delta)

$\delta$

- Evaluates functions that are assumed to be built-in
- Example
  - `(+ 1 2)` can be evaluated to 3

# $\beta$ -reduction

$\beta$

- Applies arguments to a function
- Result is determined by substituting argument value for all occurrences of a function parameter in body
- Examples
  - $(\lambda x. (+ x 3)) 2$  evaluates to  $(+ 2 3)$  which evaluates to 5
  - $(\lambda f x. f (+ x 1))$  evaluates two arguments, a function and a number
    - apply both arguments with  $(\lambda f x. f \underline{(+ x 1)}) \underline{(\lambda x. (* x 2))} \underline{3}$
    - apply  $\beta$ -reduction to obtain  $(\lambda x. (* x 2)) \underline{(+ 3 1)}$ 
    - apply  $\delta$ -rule to second term to get  $(\lambda x. (* x 2)) 4$
    - apply  $\beta$ -reduction again to obtain  $(* 4 2)$
    - apply  $\delta$ -rule to obtain 8

# $\eta$ -conversion

n

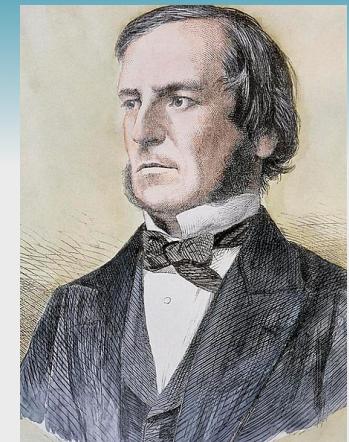
- Replaces function that has an explicit parameter with one that takes an implicit parameter, creating a **point-free** version of the function
  - a way of defining a function without explicitly mentioning arguments
- Example
  - $\lambda x. (+ 1 x)$  is equivalent to  $(+ 1)$  because + is a function that takes two arguments, but only one is supplied

# Boolean Values

- **True** - function that takes two arguments and always returns the first

$\lambda$ -calculus	JavaScript
$\lambda t. \lambda f. t$	$t \Rightarrow f \Rightarrow t$

parameter names  
are arbitrary



George Boole  
(1815-1864)

- **False** - function that takes two arguments and always returns the second

$\lambda$ -calculus	JavaScript
$\lambda t. \lambda f. f$	$t \Rightarrow f \Rightarrow f$

```
// Adding underscores to avoid
// conflicting with JavaScript keywords.
const true_ = t => f => t;
const false_ = t => f => f;
```

# Not



- Function to return “not” of a Boolean value, where **b** is either the true or false function

$\lambda$ -calculus	JavaScript
$\lambda b.b \text{ false true}$	<code>b =&gt; b(false_)(true_)</code>

```
const not = b => b(false_)(true_);
```

- Examples

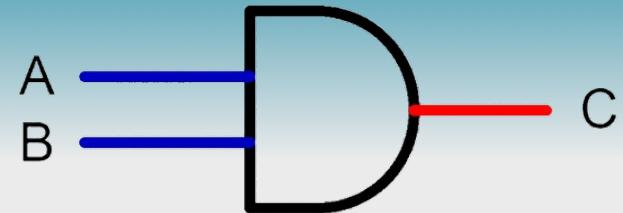
- $(\lambda b.b \text{ false true}) (\lambda t. \lambda f. t)$   
 $(\lambda t. \lambda f. t) \underline{\text{false}} \text{ true}$   
 $\text{false}$

function that  
represents true

- $(\lambda b.b \text{ false true}) (\lambda t. \lambda f. f)$   
 $(\lambda t. \lambda f. f) \underline{\text{false}} \text{ true}$   
 $\text{true}$

function that  
represents false

# And



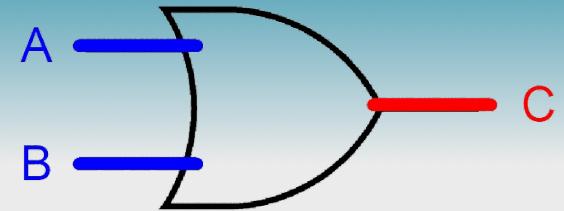
- Function to return “and” of two Boolean values, where **x** and **y** the true or false function

$\lambda$ -calculus	JavaScript
$\lambda x. \lambda y. x \ y \ \text{false}$	<code>x =&gt; y =&gt; x(y)(false_)</code>

```
const and = x => y => x(y)(false_);
```

- If first argument is false, that is result
  - returns second value
- Otherwise second argument is result
  - returns first value

# Or



- Function to return “or” of two Boolean values, where **x** and **y** the true or false function

$\lambda$ -calculus	JavaScript
$\lambda x. \lambda y. x \text{ true } y$	$x \Rightarrow y \Rightarrow x(\text{true\_})(y)$

```
const or = x => y => x(true_)(y);
```

- If first argument is true, that is result
  - returns first value
- Otherwise second argument is result
  - returns second value

# Church Numerals



- Represent whole numbers non-negative integers by functions that take another function and a value
- The passed function is called some number of times

Number	$\lambda$ term	JavaScript
0	$\lambda f x. x$	$f \Rightarrow x \Rightarrow x$ ←
1	$\lambda f x. f \ x$	$f \Rightarrow x \Rightarrow f(x)$
2	$\lambda f x. f \ (f \ x)$	$f \Rightarrow x \Rightarrow f(f(x))$
3	$\lambda f x. f \ (f \ (f \ x))$	$f \Rightarrow x \Rightarrow f(f(f(x)))$

same as function for false

```
const zero = f => x => x;
const one = f => x => f(x);
const two = f => x => f(f(x));
const three = f => x => f(f(f(x)));
```

Alonzo Church  
(1903-1985)

- Also used to repeat an operation  $n$  times

# Successor

- Function to return next number after a given number
- Applies function passed one more time

$\lambda$ -calculus	JavaScript
$\lambda n \ (\lambda f. \ \lambda x. \ f \ (n \ f \ x))$	$n \Rightarrow f \Rightarrow x \Rightarrow f(n(f)(x))$

```
const succ = n => f => x => f(n(f)(x));
```

Diagram illustrating the application of the successor function:

- A yellow box labeled "n times" has a red arrow pointing down to the "f" in the expression `f(n(f)(x))`.
- A yellow box labeled "one more time" has a red arrow pointing up to the "n(f)" in the expression `f(n(f)(x))`.

- Example
  - `succ(two)` is `three`
  - from `f(f(x))` we get `f(f(f(x)))`
- $O(n)$

**Peano numbers** are numbers that include zero and the results of repeatedly applying the successor function.

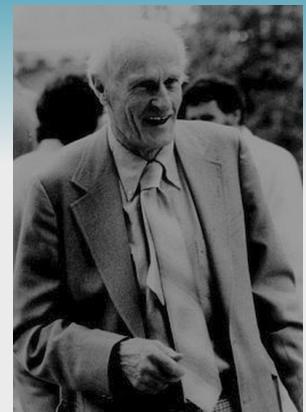


Giuseppe Peano  
(1858-1932)

# Predecessor ...

- Function to return previous number before a given number
- Alonzo Church couldn't find a solution,  
but his student Stephen Kleene did
- Recipe
  - start with pair  $(0, 0)$
  - to get predecessor of  $n$ ,  
create a new pair from previous pair  $n$  times
    - 1st number in new pair is 2nd number in previous pair
    - 2nd number in new pair is successor of its 1st number
  - take first number of final pair

while in a dentist chair  
waiting to have  
wisdom teeth removed



Stephen Kleene  
(1909-1994)

## Predecessor of 5?

initial:  $(0, 0)$   
1st:  $(0, 1)$   
2nd:  $(1, 2)$   
3rd:  $(2, 3)$   
4th:  $(3, 4)$   
5th:  $(4, 5)$

works because  
of delay in  
incrementing  
the first number

# ... Predecessor ...



- Requires 4 helper functions
  - represent a pair (**pair**)

$\lambda$ -calculus	JavaScript
$\lambda x. \lambda y. \lambda f. f \ x \ y$	$x \Rightarrow y \Rightarrow f \Rightarrow f(x)(y)$

- get 1st element of pair (**fst**)

$\lambda$ -calculus	JavaScript
$\lambda p. p \text{ TRUE}$	$p \Rightarrow p(\text{true\_})$

- get 2nd element of pair (**snd**)

$\lambda$ -calculus	JavaScript
$\lambda p. p \text{ FALSE}$	$p \Rightarrow p(\text{false\_})$

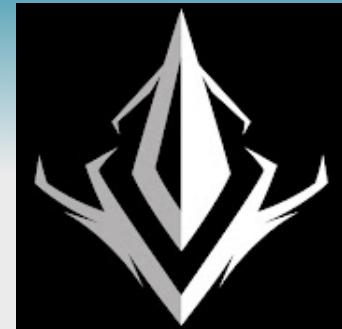
- create new pair from existing (**phi**)

$\lambda$ -calculus	JavaScript
$\lambda p. \text{pair} (\text{snd } p) (\text{succ} (\text{snd } p))$	$p \Rightarrow \text{pair}(\text{snd}(p))(\text{succ}(\text{snd}(p)))$

```
const pair = x => y => f => f(x)(y);
const fst = p => p(true_);
const snd = p => p(false_);
const phi = p => pair(snd(p))(succ(snd(p)));
```

true\_ becomes value  
of f in pair function

# ... Predecessor



- Putting it all together

$\lambda$ -calculus	JavaScript
$\lambda n.fst (n\ \phi\ (\text{pair}\ zero\ zero))$	$n \Rightarrow \text{fst}(n(\phi)(\text{pair}(zero)(zero)))$

```
const pred = n => fst(n(phi)(pair(zero)(zero)));
```

applies **phi** function **n** times  
to the pair (0 , 0)

- $O(n)$
- Another way to write this that is harder to follow,  
but doesn't need helper functions

```
const pred = n => f => x => n(g => h => h(g(f)))(u => x)(u => u);
```

# Addition

- Can be seen as iterated successors
- To find  $m + n$ , start with  $n$  and call **succ** on it  $m$  times

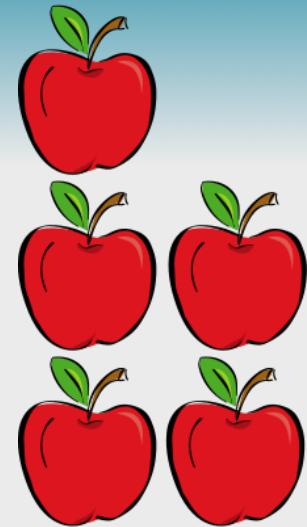
$\lambda$ -calculus	JavaScript
$\lambda mn. (m \text{ succ})\ n$	$m \Rightarrow n \Rightarrow m(\text{succ})(n)$

```
const add = m => n => m(succ)(n);
```

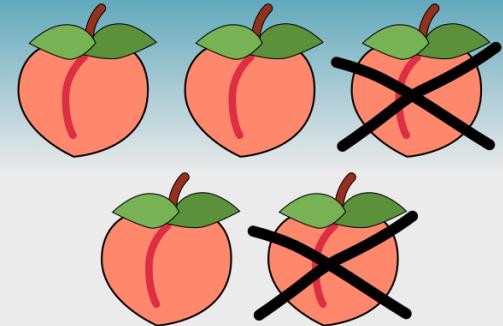
- $O(n)$

3 + 2 ?

```
add(three)(two)
three(succ)(two)
succ(succ(succ(two)))
succ(succ(three))
succ(four)
five
```



# Subtraction



- Can be seen as iterated predecessors
- To find  $m - n$ , start with  $m$  and call **pred** on it  $n$  times

$\lambda$ -calculus	JavaScript
$\lambda mn. (n \text{ pred}) m$	$m \Rightarrow n \Rightarrow n(\text{pred})(m)$

```
const sub = m => n => n(pred)(m);
```

- $O(n^2)$ 
  - because **pred** is  $O(n)$  and is called  $n$  times

```
5 - 2 ?  
  
sub(five)(two)  
two(pred)(five)  
pred(pred(five))  
pred(four)  
three
```

# Multiplication

- Can be seen as iterated addition
- To find  $m * n$ , start with **zero** and call **add(n)** on it  $m$  times

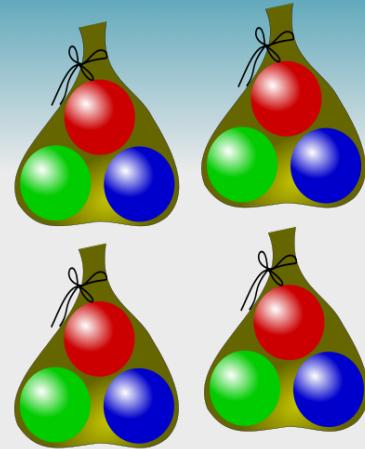
$\lambda$ -calculus	JavaScript
$\lambda mn. m (add\ n)\ 0$	$m \Rightarrow n \Rightarrow m(\text{add}(n))(\text{zero})$

```
const mul = m => n => m(add(n))(zero);
```

- $O(n^2)$

$4 * 3 ?$

```
mul(four)(three)
four(add(three))(zero)
(add(three)(add(three)(add(three)(add(three)))))(zero)
(add(three)(add(three)(add(three))))(three)
(add(three)(add(three)))(six)
(add(three))(nine)
twelve
```



# Exponentiation

$5^3$   
base exponent

- Can be seen as iterated multiplication
- To find  $m^n$ , start with **one** and call **mul (m)** on it **n** times

$\lambda$ -calculus	JavaScript
$\lambda mn. n (\text{mul } m) \ 1$	$m \Rightarrow n \Rightarrow n(\text{mul}(m))(\text{one})$

- $O(n^3)$
- Alternative definition

```
const exp = m => n => n(mul(m))(one);
```

$2^3 ?$

```
three(mul(two))(one)
(mul(two)(mul(two)(mul(two))))(one)
(mul(two)(mul(two)))(two)
(mul(two))(four)
eight
```

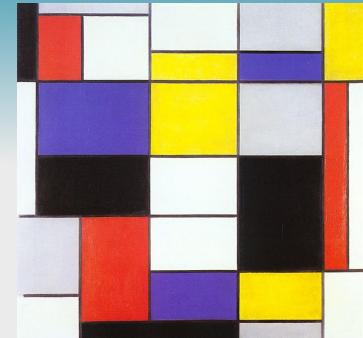
$2^3 ?$

applies the function for two  
a total of three times

1st:  $f(f(x))$   
 - replace each  $f$  with two calls to  $f$   
 2nd:  $f(f(f(f(x))))$   
 - replace each  $f$  with two calls to  $f$   
 3rd:  $f(f(f(f(f(f(f(f(x))))))))$   
 - result is function for eight

passes a number function  
to another number function

# Function Composition



- Function that combines other functions
- Example
  - composing a function that adds 2 with a function that multiplies by 3

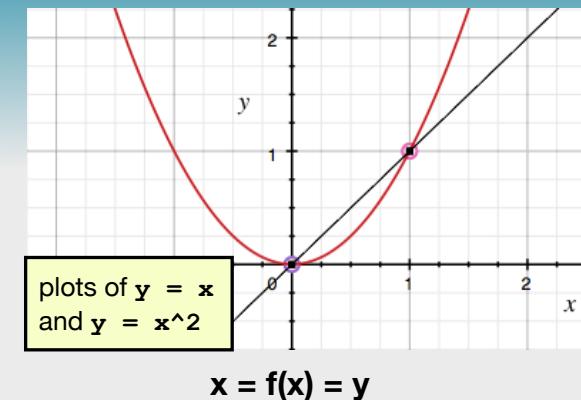
λ-calculus	JavaScript
$\lambda f g x. f (g x)$	<code>f =&gt; g =&gt; x =&gt; f(g(x))</code>

```
const compose = f => g => x => f(g(x));
```

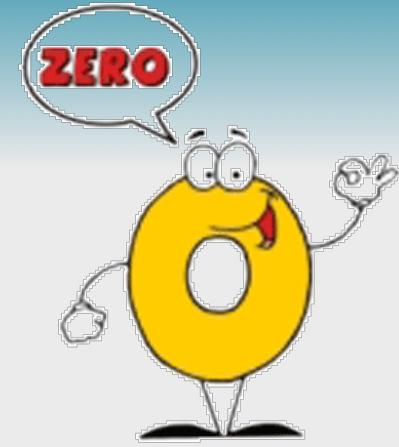
- When functions representing two numbers are composed, the result is their product (multiplication)
  - so this function can be used in place of the one we saw for multiplication

# Fixed Points

- Some functions have a fixed point
  - value that can be passed to it that results in same value
  - ex. `sqrt(1) = 1` and `cos(0.739085) ≈ 0.739085`
- $\lambda$ -calculus function  $\lambda x.x \ x$  has a fixed point of  $\lambda x.x \ x$ 
  - $(\lambda x.x \ x)(\lambda x.x \ x)$  - left term is a function and right is argument
  - substituting argument for all  $x$  in function body gives same thing, so evaluating this never ends
  - called “Omega Combinator” ( $\Omega$ )
- We need this to implement recursion



# Is Zero



- Function to determine if a given number is zero
- Recall that **zero** function is same as **false** function, which always returns its second argument

$\lambda$ -calculus	JavaScript
$\lambda n. n (\lambda x. \text{FALSE}) \text{ TRUE}$	<code>n =&gt; n(x =&gt; false_)(true_)</code>

```
const iszero = n => n(x => false_)(true_);
```

If **n** is zero, this will return the 2nd argument which is **true\_**. Otherwise it will call 1st argument function **n** times and every call will return **false\_**.

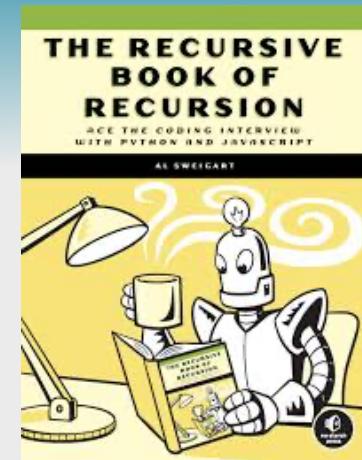
- $O(n)$
- We need this to implement recursion

# Recursion

- λ-calculus functions do not have names, so they can't call themselves recursively
- Enter **Y Combinator!**
  - function that adds a function parameter to **Omega combinator** in order to call a provided function repeatedly
  - discovered by Haskell Curry

```
λf. (λx.x x) (λx.f (x x))
```

```
const Y = f => (x => x(x)) (x => f(y => x(x)(y))) ;
```



Haskell Curry  
(1900-1982)

# Factorial

- Can use Y Combinator to implement a factorial function

```
const facgen = f => n => iszero(n) () => one() => mul(n)(f(pred(n)))();  
const factorialY = Y(facgen);
```

defined on  
previous slide

tests n and returns  
either the 1st  
or 2nd function

1st  
function

2nd  
function

calls  
selected  
function

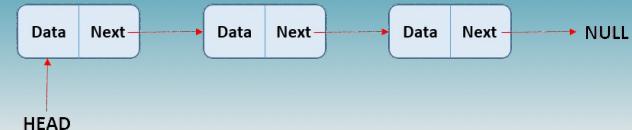
3! ?

```
mul(three)(f(pred(three))  
mul(three)(mul(two)(f(pred(two))))  
mul(three)(mul(two)(mul(one)(f(pred(one))))  
mul(three)(mul(two)(mul(one)(f(zero))))  
mul(three)(mul(two)(mul(one)(one)))  
mul(three)(mul(two)(one))  
mul(three)(two)  
six
```

Technically this uses **Z Combinator**  
rather than **Y Combinator**  
so 1st and 2nd functions are  
called **lazily** rather than eagerly.

**Haskell** is an example of a programming language  
that automatically performs lazy evaluation  
and can use Y Combinator.

# Linked Lists



- Can simulate linked lists with “cons cells” short for “construct”
  - each cell holds a pair of values
  - **cons** function returns a cons cell
  - **car** function takes a cons cell and returns first element
  - **cdr** function takes a cons cell and returns last element
  - **nil** function is used to mark end of a linked list
- Examples

```
const pair = cons(one)(two);  
expect(car(pair)).toBe(one);  
expect(cdr(pair)).toBe(two);
```

code from unit tests

```
const list = cons(one)(cons(two)(cons(three)(nil)));  
expect(car(list)).toBe(one);  
expect(car(cdr(list))).toBe(two);  
expect(car(cdr(cdr(list)))).toBe(three);  
expect(cdr(cdr(cdr(list)))).toBe(nil);
```

```
const cons = a => b => f => f(a)(b);  
const car = p => p(true_);  
const cdr = p => p(false_);  
const nil = f => x => null;
```

When **car** or **cdr** are called,  
**true\_** or **false\_** becomes the  
value of **f** here

# Testing



- It's useful to convert  $\lambda$ -calculus representations to actual boolean and number values
- Can be accomplished with following JavaScript functions where
  - **b** is a  $\lambda$ -calculus function that represents true or false
  - **n** is a  $\lambda$ -calculus function that represents a whole number

```
const jsbool = b => b(true)(false);
const jsnum = n => n(x => x + 1)(0);
```

# Wrap Up

- You don't need to know this
- But it's super cool to see how much can be represented and implemented using only functions!
- Use this knowledge to impress your programmer friends
- See my **Runnable code** at  
<https://github.com/mvolkmann/lambda-calculus/>
  - in file `lambda-calculus.test.ts`
  - install Bun and enter `bun test`
  - **amazingly fast!** only 95ms to run all the tests

See Smalltalk version at  
<https://github.com/mvolkmann/Cuis-Smalltalk-LambdaCalculus>



# Resources

- **Lambda calculus page on Wikipedia**
  - [https://en.wikipedia.org/wiki/Lambda\\_calculus](https://en.wikipedia.org/wiki/Lambda_calculus)
- **Learn X in Y minutes Where X=Lambda Calculus**
  - <https://learnxinyminutes.com/docs/lambda-calculus/>
- **Intro to hacking with the lambda calculus - blog post by L Rudolf L**
  - <https://www.lesswrong.com/posts/D4PYwNtYNwsogoixGa/intro-to-hacking-with-the-lambda-calculus>
- **Fundamentals of Lambda Calculus & Functional Programming in JavaScript - YouTube talk by Gabriel Lebec**
  - <https://www.youtube.com/watch?v=3VQ382QG-y4>



# My Latest Effort

- See npm package **wrec** which greatly simplifies creating web components
  - <https://www.npmjs.com/package/wrec>
- Name is acronym for **Web REactive Components**

```
import Wrec, {html} from './wrec.min.js';

class HelloWorld extends Wrec {
  static properties = {
    name: {type: String, value: 'World'}
  };

  static html = html`<div>Hello, <span>this.name</span>!</div>`;
}

HelloWorld.register();
<hello-world name="Mark"></hello-world>
```

