

Computer Science Theory
COMS W3261
Lecture 23

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Outline

1. Church numerals
2. Arithmetic
3. Logic
4. Other programming language constructs
5. The influence of the lambda calculus on functional languages

1 Church Numerals

- Church numbers are a way of represent the intergers in lambda calculus.
- Church numbers are defined as functions taking two parameters

0 is defined as $\lambda f.\lambda x.x$

1 is defined as $\lambda f.\lambda x.f\ x$

2 is defined as $\lambda f.\lambda x.f(f\ x)$

3 is defined as $\lambda f.\lambda x.f(f(f\ x))$

n is defined as $\lambda f.\lambda x.f^n\ x$

- n has the property that for any lambda expressions g and y , $ngy \xrightarrow{*} g^n y$.
That is to say, ngy causes g to be applied to y n times.

2 Arithmetic

- In lambda calculus, arithmetic functions can be represented by corresponding operations on Church numerals.
- We can define a successor function *succ* of three arguments that adds one to its first argument:

$$\lambda n.\lambda f.\lambda x.f(n\ f\ x)$$

- Example: Let us evaluate *succ* 2 =

$$\begin{aligned} & (\lambda n.\lambda f.\lambda x.f(n\ f\ x))(\lambda f'.\lambda x'.f'(f'\ x')) \\ & \rightarrow \lambda f.\lambda x.f((\lambda f'.\lambda x'.f'(f'\ x'))f\ x) \\ & \rightarrow \lambda f.\lambda x.f(\lambda x'.f(f\ x')x) \\ & \rightarrow \lambda f.\lambda x.f(f(f\ x)) \\ & = 3 \end{aligned}$$

- We can define a function *add* as follows:

$$\lambda m.\lambda n.\lambda f.\lambda x.m\ f(n\ f\ x)$$

- Example: Let us evaluate *add* 0 1 =

$$\begin{aligned} & (\lambda m.\lambda n.\lambda f.\lambda x.m\ f(n\ f\ x))0\ 1 \\ & \rightarrow \lambda n.\lambda f.\lambda x.0\ f(n\ f\ x)\ 1 \\ & \rightarrow \lambda f.\lambda x.0\ f(1\ f\ x) \\ & = \lambda f.\lambda x.(\lambda f'.\lambda x'.x')f(1\ f\ x) \\ & \rightarrow \lambda f.\lambda x.\lambda x'.x'(1\ f\ x) \\ & \rightarrow \lambda f.\lambda x.(1\ f\ x) \\ & = \lambda f.\lambda x.((\lambda f'.\lambda x'.f'\ x')f\ x) \\ & \rightarrow \lambda f.\lambda x.(\lambda x'.f\ x')x \\ & \rightarrow \lambda f.\lambda x.f\ x \\ & = 1 \end{aligned}$$

- We can define a function *mult* as follows:

$$\lambda m.\lambda n.\lambda f.m(n\ f)$$

- Example: Let us evaluate *mul* 2 3 =

$$\begin{aligned} & (\lambda m.\lambda n.\lambda f.m(n\ f))2\ 3 \\ & \rightarrow \lambda n.\lambda f.2(n\ f)3 \\ & \rightarrow \lambda f.2(3\ f) \\ & \xrightarrow{*} \lambda f.\lambda x.f(f(f(f(f\ x)))) \\ & = 6 \end{aligned}$$

3 Logic

- The boolean value true can be represented by a function of two arguments that always selects its first argument: $\lambda x.\lambda y.x$
- The boolean value false can be represented by a function of two arguments that always selects its second argument: $\lambda x.\lambda y.y$
- An if-then-else statement can be represented by a function of three arguments $\lambda c.\lambda i.\lambda e.c\ i\ e$ that uses its condition c to select either the if-part i or the else-part e .

– Example: Let us evaluate if true then 1 else 0:

$$\begin{aligned} & (\lambda c.\lambda i.\lambda e.c\ i\ e)\text{true}\ 1\ 0 \\ & \rightarrow (\lambda i.\lambda e.\text{true}\ i\ e)\ 1\ 0 \\ & \rightarrow (\lambda e.\text{true}\ 1\ e)\ 0 \\ & \rightarrow \text{true}\ 1\ 0 \\ & \rightarrow (\lambda x.\lambda y.x)\ 1\ 0 \\ & \rightarrow (\lambda y.1)\ 0 \\ & \rightarrow 1 \end{aligned}$$

- The boolean operators and, or, and not can be implemented as follows:

$$\begin{aligned} \text{and} &= \lambda p.\lambda q.p\ q\ p \\ \text{or} &= \lambda p.\lambda q.p\ p\ q \\ \text{not} &= \lambda p.\lambda a.\lambda b.p\ b\ a \end{aligned}$$

– Example: Let us evaluate not true:

$$\begin{aligned} & (\lambda p.\lambda a.\lambda b.p\ b\ a)\text{true} && \rightarrow \lambda a.\lambda b.\text{true}\ b\ a \\ & = \lambda a.\lambda b.(\lambda x.\lambda y.x)\ b\ a \\ & \rightarrow \lambda a.\lambda b.(\lambda y.b)\ a \\ & \rightarrow \lambda a.\lambda b.b \\ & = \text{false (under renaming)} \end{aligned}$$

4 Other Programming Language Constructs

- We can readily implement other programming language constructs in lambda calculus. As an example, here are lambda calculus expressions for various list operations such as cons (constructing a list), head (selecting the first item from a list), and tail (selecting the remainder of a list)

after the first item):

$$\begin{aligned}\text{cons} &= \lambda h. \lambda t. \lambda f. f \ h \ t \\ \text{head} &= \lambda l. l(\lambda h. \lambda t. h) \\ \text{tail} &= \lambda l. l(\lambda h. \lambda t. t)\end{aligned}$$

Class Notes

Church Numerals

$$\begin{aligned}0 &= \lambda f. \lambda x. x \\ 1 &= \lambda f. \lambda x. f \ x \\ 2 &= \lambda f. \lambda x. f \ (f \ x)\end{aligned}$$

Example

$$(\lambda f. (\lambda x. (f \ x))) E \ F$$

All functions are unary.

$$\begin{aligned}&\xrightarrow{\beta} (\lambda x. (E \ x)) F \\ &\xrightarrow{\beta} (E \ F)\end{aligned}$$

Logic

and true false

$$\begin{aligned}&((\lambda p. \lambda q. p \ q \ p) \text{true}) \text{false} \\ &\xrightarrow{\beta} (\lambda q. \text{true} \ q \ \text{true}) \text{false} \\ &\xrightarrow{\beta} \text{true} \ \text{false} \ \text{true} \\ &= ((\lambda x. \lambda y. x) \text{false} \ \text{true}) \\ &= (\lambda y. \text{false}) \text{true} \\ &= \text{false}\end{aligned}$$

Two lambda expressions are equivalent if you can rename one and substitute in the other with bound variables.