ψ lang: Whitepaper

Rishi Kothari

Contents

| 1 | Mot | ivations | 1 |
|---|-----|--------------------------|---|
| 2 | Des | ign | 1 |
| | 2.1 | Syntax | 1 |
| | | Relations to Mathematics | |
| | | 2.2.1 Lambda Calculus | 1 |
| | 2.3 | Tokenization | 1 |

Abstract

Mathematics and Computer Science are deeply intertwined; some universities even offer CS *as* a math course. However,

1 Motivations

Computer Science is arguably one of the most interesting fields of **math**, so why is there such a big disconnect between the math one learns in university and high school CS and the programming language of choice?

Take the example of a simple sum function in math:

$$f(a,b) = \sum_{b}^{a} b, \{a,b\} \in \mathbb{N}$$

This is an example of Sigma notation, a much-used concept in many parts of math. Taking a look at the equivalent expression in Python,

```
def sum_loop (top_bound, start):
accumulator = 0
for i in range(start, top_bound+1):
    accumulator += i
    i+=1
return accumulator
```

One might see that the two have absolutely nothing in common.

This may not seem like a problem; the programmer just needs to learn programmatical intuition. However, this can pose a challenge for a *mathematician* to learn programming, because of the existing mathematical intuition that needs to be replaced

2 Design

- 2.1 Syntax
- 2.2 Relations to Mathematics
- 2.2.1 Lambda Calculus
- 2.3 Tokenization