

## "Programming" in $\lambda$ -calculus

Last time:  $\lambda x.x$  Identity (returns its argument)

e.g.  $(\lambda x.x)(\lambda y.y) \rightarrow \lambda y.y$

$$\begin{aligned}
 & (\lambda x.x)((\lambda y.y)(\lambda z.z)) \xrightarrow{\text{CON}} (\lambda y.y)(\lambda z.z) \\
 & \quad \downarrow \text{vars} \qquad \qquad \qquad \rightarrow \lambda z.z \\
 & (\lambda x.x)(\lambda z.z) \\
 & \rightarrow \lambda z.z
 \end{aligned}$$

### Multiple Arguments

Functions in  $\lambda$ -calculus can only take one argument

$\lambda x.\lambda y.x$  Function that takes an arg  $x$  and returns a function that takes an arg  $y$  and returns  $x$ .

$\lambda x.\lambda y.y$  returns 2<sup>nd</sup> arg

$\lambda x.\lambda y.\lambda z.y$  returns 2<sup>nd</sup> of 3 args

$$\begin{aligned}
 & ((\lambda x.\lambda y.x)(\lambda z.z))(\lambda w.w) \xrightarrow{\text{for arg associated left}} \text{to make it look more like} \\
 & \rightarrow ((\lambda z.z/x)(\lambda y.x))(\lambda w.w) \qquad \qquad \qquad \text{a 2 arg. func.} \\
 & = (\lambda y.\lambda z.z)(\lambda w.w)
 \end{aligned}$$

$\rightarrow (\lambda w.w/y)\lambda z.z$

$= \lambda z.z$

Constant func.

will return  $\lambda z.z$  no matter what

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

Can just pass one arg!

"partial application"

Still waiting to take 2<sup>nd</sup> arg

## Booleans ("Church Booleans" after Alonzo Church)

Need: true, false, if

if true then  $e_1$ , else  $e_2$   $\equiv e_1$

if false then  $e_1$ , else  $e_2 \equiv e_2$

Only have functions and application

define as

Try: if  $e$  then  $e_1$ , else  $e_2 \equiv e \ L e_1 \ L e_2$

What are true and false?

true  $\equiv \lambda t. \lambda f. t$

false  $\equiv \lambda t. \lambda f. f$

$$(\lambda t. \lambda f. t) (\lambda x. x) (\lambda y. y)$$
$$\equiv \lambda x. x$$

## Recursion

Got a hint last time:  $(\lambda x. xx)(\lambda x. xx) \rightarrow (\lambda x. xx)(\lambda x. xx) \# \dots$

"Self-application"

Pairs:

$$(-, -) \equiv \lambda x. \lambda y. \lambda s. s x y \quad (x, y) \equiv \lambda s. s x y$$

$\uparrow$   
"selector"

$$\text{fst} \equiv \lambda p. p (\lambda f. \lambda s. f)$$

$$\text{snd} \equiv \lambda p. p (\lambda f. \lambda s. s)$$

## $\lambda$ encodings cont'd

Church Numerals (based somewhat on "A Tutorial Introduction to the Lambda Calculus" by Raul Rojas)

what do we do with a number?

$$0 \quad \text{"Successor"} \quad \begin{matrix} \swarrow \\ \lambda s. \lambda z. \end{matrix} \quad \begin{matrix} \searrow \\ n+1 \end{matrix}$$

$$\lambda s. \lambda z. \underbrace{\_}_{\nwarrow}$$

what to do w/ succ      what to do with zero

Apply  $s$   $n$  times

$$0 \triangleq \lambda s. \lambda z. z \quad 1 \triangleq \lambda s. \lambda z. s z \quad 2 \triangleq \lambda s. z. s(s z) \dots$$

Basically like "for  $i = 0$  to  $n$ "

Addition

$$\boxed{\begin{array}{l} \text{succ} \triangleq \lambda n. \lambda s. \lambda z. s(n s z) \\ \text{succ } n \triangleq \lambda s. \lambda z. s(n s z) \rightarrow n + 1 \end{array}}$$

$n+m$  = do  $s$   $n$  times, then  $m$  more times

Plus  $\triangleq \lambda m. \lambda n. \quad \begin{matrix} \text{then} \\ \uparrow \\ \text{1st arg} \end{matrix} \quad \begin{matrix} \text{apply} \\ \uparrow \\ \text{2nd arg} \end{matrix} \quad \text{succ } m$

apply successor function  $n$  times to  $m$

## Preddecessor

$$\text{pred}(0) \triangleq 0 \quad \text{pred}(n+1) \triangleq n$$

Idea: apply  $n$  times a function that computes the pair  $(\text{pred}(n), n)$

$$\text{predpair} \triangleq \lambda n. n (\lambda m. \text{snd } m, \text{succ } (\text{snd } m))$$

get passed the pair from the prev. call

$$s(n, n+1) = (n+1, n+2)$$

$$\text{Pair} \triangleq \lambda n. \text{predp}. \text{fst } (\text{predpair } n)$$

## Recursion, part 2

Let's say we have numbers (yeah, those can be programmed in  $\lambda$  too)

$\text{fact} \triangleq \lambda n. \text{if } n=0 \text{ then } 1 \text{ else } \text{rec fact } (n-1)$

<sup>oops, not defined</sup>  
No "let rec" in  $\lambda$ -calculus

Let's take another fact function as an argument

$\text{fact}' \triangleq \lambda f. \lambda n. \text{if } n=0 \text{ then } 1 \text{ else } n \cdot f(n-1)$

$\text{fact} \triangleq \text{fact}' \text{ fact}$

<sup>oops, same problem</sup>

Fixed point of a function  $f$  = value  $x$  such that  $fx = x$   
fixed point combinator: a function "fix"  
such that  $\text{fix } f \triangleq f(\text{fix } f)$

Let's say we have a "fix"

$\text{fact} \triangleq \text{fix fact}'$   
 $\triangleq \text{fact}'(\text{fix fact}')$ . ( $\triangleq \text{fact}' \text{ fact}$ )

Is this good enough?

$\text{fact}'(\text{fix fact}')$

$\triangleq \lambda n. \text{if } n=0 \text{ then } 1 \text{ else } \text{fact}'(\text{fix fact}')(n-1)$

$\triangleq \text{fix fact}'$

$\triangleq \text{fact}'$

Looks good.

$Y \triangleq \lambda f. (\lambda x. f(x))( \lambda x. f(x))$ . - most famous fixed pt. comb.

$Yf \triangleq (\lambda x. f(x))( \lambda x. f(x))$

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

$\triangleq f(Yf) \checkmark$