

Lambda Calculus - 2

Greg Michaelson, An Introduction to Functional Programming Through Lambda Calculus, Addison Wesley, 1988.

- **Programming in λ -calculus**
 - Simulating natural numbers
- **Recursive functions**
 - Combinators
 - Recursive functions as fixed points

Programming

Idea: use functions as values to do computation.

Define three useful functions

`select_first` $\equiv \lambda a.\lambda b.a$

`select_second` $\equiv \lambda a.\lambda b.b$

`cond` $\equiv \lambda m.\lambda n.\lambda p.((p\ m)\ n)$, “if p then m else n ”

call `cond` with 3 arguments:

`(true_choice)(false_choice)(condition)`

Cond

If we apply cond function to select_first and select_second, we obtain:

$$(\lambda p.((p e1) e2) \text{ select_first}) = ((\text{select_first } e1) e2) \\ = e1$$

$$(\lambda p.((p e1) e2) \text{ select_second}) = ((\text{select_second } e1) e2) \\ = e2$$

So we can use **true** \equiv **select_first**, **false** \equiv **select_second** since they pick out the proper arguments for cond to model logical operations.

Natural Numbers

- Can define natural numbers using the idea of a successor function.
 - zero, one is (succ zero), two is (succ one)
- There are many different ways to define **zero** and **succ**.
 - zero $\equiv \lambda x.x$
 - succ $\equiv \lambda n.\lambda s.((s \text{ false}) n)$
 - one = (succ zero) = ($\lambda n.\lambda s.((s \text{ false}) n)$ zero)
= $\lambda s.((s \text{ false}) \text{ zero})$

Natural Numbers

- **Claim** (succ zero) is a pair $(\text{false}, \text{zero})$ because it acts like this pair when applied to select_first and select_second :

$$\begin{aligned} & (\text{succ zero}) \text{ select_first }) \\ & = (\lambda s.((s \text{ false}) \text{ zero}) \text{ select_first }) \\ & = ((\text{select_first} \text{ false}) \text{ zero}) \\ & = (((\lambda a.\lambda b.a) \text{ false}) \text{ zero}) \\ & = \text{false. Similarly,} \\ & (\text{succ zero}) \text{ select_second }) \\ & = (\lambda s.((s \text{ false}) \text{ zero}) \text{ select_second}) \\ & = ((\text{select_second} \text{ false}) \text{ zero}) \\ & = \text{zero.} \end{aligned}$$

Natural Numbers

- **Can define numbers two and higher with succ function:**

$$\begin{aligned} \text{two} & = (\text{succ one}) \\ & = (\lambda n.\lambda s.((s \text{ false}) n) \text{ one}) \\ & = \lambda s.((s \text{ false}) \text{ one}) \\ & = \lambda s.\{ (s \text{ false}) (\lambda a.((a \text{ false}) \text{ zero})) \} \end{aligned}$$

$$\begin{aligned} \text{three} & = (\text{succ two}) \\ & = (n. \lambda s.((s \text{ false}) n) \text{ two}) => \\ & = \lambda s. ((s \text{ false}) \text{two}) \\ & = \lambda s. ((s \text{ false}) \lambda a.((a \text{ false}) \text{one})) \\ & = \lambda s. ((s \text{ false}) \lambda a. ((a \text{ false}) \lambda b.((b \text{ false}) \text{zero}))) \end{aligned}$$

Natural Numbers

– Can define the Boolean *iszero* function

- If we apply an arbitrary number to `select_first` we obtain `false`, since any number is $\lambda s.((s \text{ false}) \text{ prev_num})$
- But if we apply `zero` to `select_first` we obtain `true`
 - $(\text{zero } \text{select_first})$
 - $= (\lambda a.a \text{ select_first})$
 - $= \text{select_first}$
 - $= \text{true}$
- So *iszero* $\equiv \lambda n.(n \text{ select_first})$

Natural Numbers

- Try $\text{pred1} \equiv \lambda n.(n \text{ select_second})$, but then $(\text{pred1 } \text{zero})$ is not well defined because it evaluates to `false` instead of a number.
- Try *pred* $\equiv \lambda n.(((\text{cond } \text{zero}) (\text{pred1 } n)) (\text{iszero } n))$
 - $\equiv \text{if } (\text{iszero } n) \text{ then } \text{zero} \text{ else } (\text{pred1 } n)$
- *pred* simplifies to $\lambda n.(((\text{iszero } n) \text{ zero}) (n \text{ select_second}))$ and this works for `zero` as well as the other numbers
- We will use the *succ* and *pred* functions to build an *add* function in the natural numbers.

Recursive Functions

- How about defining the addition of two numbers recursively?
 - Define (add x y) by incrementing x and decrementing y until y is zero, so the sum will be accumulated in x.
 - (add x y) \equiv ((cond x)(add (succ x)(pred y)))(iszero y)

Or equivalently,

(add x y) \equiv (if (iszero y) then x else (add (succ x)(pred y)))

This is an explicitly recursive definition that is self-referential!

PROBLEM: How can we stop evaluation?

Defining Add

Use function abstraction to *hide* the recursion. Note that ($\langle \text{fcn} \rangle \langle \text{arg} \rangle$) is same as $\lambda f.(f \langle \text{arg} \rangle) \langle \text{fcn} \rangle$

Now we define add1:

add1 $\equiv \lambda f.\lambda x.\lambda y. (if (iszero y) then x else (f (succ x) (pred y)))$

Then, add1 is no longer self-referential. But we can't pass add to add1, {add == (add1 add)}, or we get the old definition.

Try **add \equiv (add1 add1)** and evaluate (*add one two*).

Defining Add

$(\text{add one two}) = ((\text{add1 add1}) \text{ one two})$

First let's evaluate (add1 add1)

$= (\lambda f. \lambda x. \lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (f (\text{succ } x) (\text{pred } y)))) \text{ add1}$

$= \lambda x. \lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (\text{add1 } (\text{succ } x) (\text{pred } y)))$

This doesn't work because we don't have the **right arguments** necessary for the **add1** application. Try again.

$\text{add2} \equiv \lambda f. \lambda x. \lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (f f (\text{succ } x) (\text{pred } y)))$

Now evaluate (add2 add2) to see if it works to define **add**.

$(\text{add2 add2}) = (\lambda f. \lambda x. \lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (f f (\text{succ } x) (\text{pred } y)))) \text{ add2}$

$= \lambda x. \lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (\text{add2 } \text{add2 } (\text{succ } x) (\text{pred } y)))$

This looks more promising.

function to apply

3 arguments

Defining Add

$\text{add} \equiv (\text{add2 add2}) \text{ in } (\text{add one two})$

$= (\lambda x. \lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (\text{add2 add2 } (\text{succ } x) (\text{pred } y)))) \text{ one two}$

$= \text{if } (\text{iszero } \text{two}) \text{ then one else } (\text{add2 add2 } (\text{succ one}) (\text{pred two}))$

$= \lambda f. \lambda x. \lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (f f (\text{succ } x) (\text{pred } y))) \text{ add2 } (\text{succ one}) (\text{pred two})$

$= \text{if } (\text{iszero } (\text{pred two})) \text{ then } (\text{succ one}) \text{ else } (\text{add2 add2 } (\text{succ } (\text{succ one})) (\text{pred } (\text{pred two})))$

$= \lambda f. \lambda x. \lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (f f (\text{succ } x) (\text{pred } y))) \text{ add2 } (\text{succ } (\text{succ one})) (\text{pred } (\text{pred two}))$

$= \text{if } (\text{iszero } (\text{pred } (\text{pred two}))) \text{ then } (\text{succ } (\text{succ one})) \text{ else } (\text{add2 add2 } (\text{succ } (\text{succ } (\text{succ one}))) (\text{pred } (\text{pred } (\text{pred two}))))$

$= (\text{succ } (\text{succ one}))$ which is three, as expected!

false

true

Functions as Fixed Points

- Seems a heuristic way of simulating recursive functions
- Need a more constructive way to build recursive functions
- *Idea: functions as fixed points*

Let $F(X): 2^{\mathbb{N}} \rightarrow 2^{\mathbb{N}}$ for \mathbb{N} , the natural numbers.

Define $F(X) = X \cup \{\text{even nos}\}$. Then are there sets $S \subseteq \mathbb{N}$ such that $F(S)=S$?

Yes, $S=\{\text{even nos}\}$, $S=\{\text{even nos}\} \cup \{\text{anything else}\}$

Functions as Fixed Points

- Think of set of Fibonacci number pairs: $\{(0,1)(1,1)(2,2)(3,3) (4,5) (5,8)\dots\}$ or factorial pairs $\{(0,1)(1,1)(2,2)(3,6),\dots\}$. What is the smallest set of pairs of numbers from \mathbb{N} , that contains these maps?
 - **ANSWER:** the Fibonacci or factorial functions

Combinators

- A **combinator** is a λ -expression with no free variables
- Combinators can be used to define recursive functions as fixed points
- Y combinator, recursive $\equiv \lambda f. \{ [\lambda s.f(s s)] [\lambda s.f(s s)] \}$ can be used to define our previous *add*, using function abstraction (*add1*).

Add

$$\begin{aligned}(\text{recursive_add1}) &\equiv (\lambda f. [\lambda s.f (s s)] [\lambda s.f (s s)]) \text{ add1} \\ &\equiv [\lambda s.\text{add1} (s s)] [\lambda s.\text{add1} (s s)] \\ &\equiv \text{add1}([\lambda s.\text{add1} (s s)] [\lambda s.\text{add1} (s s)]) \\ &\equiv \{ \lambda f.\lambda x.\lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (f (\text{succ } x)(\text{pred } y))) \} \\ &\quad ([\lambda s.\text{add1} (s s)] [\lambda s.\text{add1} (s s)]) \\ &\equiv \{ \lambda x.\lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else} \\ &\quad (([\lambda s.\text{add1} (s s)] [\lambda s.\text{add1} (s s)]) (\text{succ } x)(\text{pred } y))) \}\end{aligned}$$

Now can try (*{recursive_add1}* one two) to see what is calculated. Compare this calculation with that on the previous slide #12.

Add, again

false

true

$(\{\text{recursive_add1}\} \text{ one two})$
 $= (\{\lambda x.\lambda y. (\text{if } (\text{iszero } y) \text{ then } x \text{ else } (([\lambda s.\text{add1 } (s \ s)] [\lambda s.\text{add1 } (s \ s)])$
 $\quad (\text{succ } x)(\text{pred } y))\}\} \text{ one two})$
 $= (\text{if } (\text{iszero two}) \text{ then one else } (([\lambda s.\text{add1 } (s \ s)] [\lambda s.\text{add1 } (s \ s)])$
 $\quad (\text{succ one})(\text{pred two})))$
 $\dots = \text{add1}([\lambda s.\text{add1 } (s \ s)] [\lambda s.\text{add1 } (s \ s)]) (\text{succ one}) (\text{pred two})$
 $= (\text{if } (\text{iszero } (\text{pred two})) \text{ then } (\text{succ one}) \text{ else } (([\lambda s.\text{add1 } (s \ s)]$
 $\quad [\lambda s.\text{add1 } (s \ s)]) (\text{succ } (\text{succ one})) (\text{pred } (\text{pred two}))))$
 $= \text{add1}([\lambda s.\text{add1 } (s \ s)] [\lambda s.\text{add1 } (s \ s)]) (\text{succ } (\text{succ one})) (\text{pred } (\text{pred two}))$
 $= (\text{if } (\text{iszero } (\text{pred } (\text{pred two}))) \text{ then } (\text{succ } (\text{succ one})) \text{ else } (([\lambda s.\text{add1 } (s \ s)]$
 $\quad [\lambda s.\text{add1 } (s \ s)]) (\text{succ } (\text{succ } (\text{succ one}))) (\text{pred } (\text{pred } (\text{pred two}))))))$
 $= (\text{succ } (\text{succ one})) \text{ or } \textit{three}$

Fixed Points

- Fixed point of a function, $f(a)=a$.
- Examples of fixed points

<u>f</u>	<u>fixed point</u>
$\lambda x.6$	6
$\lambda x.6-x$	3
$\lambda x.x^2+x-4$	2,-2
$\lambda x.x$	every value
$\lambda x.x+1$	no value

Fixed Points

- Suppose \exists function Y such that $YF = f$ for F an arbitrary function and f its fixed point.
 $F = \lambda g. \lambda n. \text{ if } n < 3 \text{ then } 1 \text{ else } g(n-1) + g(n-2)$
then $(F \text{ fib})$ is the recursive definition of the Fibonacci sequence
 $\lambda n. \text{ if } n < 3 \text{ then } 1 \text{ else fib}(n-1) + \text{fib}(n-2)$
but F itself has no explicit mention of fib .

Y Combinator

- Claim, for arbitrary function g ,
 $z = (\lambda x. g(x x))(\lambda x. g(x x))$, has the property that $g(z) = z$.
$$\begin{aligned} z &= (\lambda x. g(x x))(\lambda x. g(x x)) \\ &= g\{(\lambda x. g(x x))(\lambda x. g(x x))\} \\ &= g(z). \end{aligned}$$
- **Y combinator:** $Y = \lambda h. ((\lambda x. h(x x)) (\lambda x. h(x x)))$
- If Y combinator evaluation results in a normal form, Church Rosser theorem ensures *uniqueness* of the function so defined.

Y Combinator

- Does it work?

$$\begin{aligned}
 Y (\lambda x.6) &= \lambda h.((\lambda x.h(x x)) (\lambda x.h(x x))) \lambda x.6 \\
 &= (\lambda x.(\lambda x.6)(x x)) (\lambda x.(\lambda x.6)(x x)) \\
 &= (\lambda x.6) ((\lambda x.(\lambda x.6)(x x)) (\lambda x.(\lambda x.6)(x x))) \\
 &= 6 \text{ evaluated by name; similarly}
 \end{aligned}$$

$$\begin{aligned}
 Y (\lambda x.x+1) &= (\lambda x.(\lambda x.x+1)(x x)) (\lambda x.(\lambda x.x+1)(x x)) \\
 &= (\lambda x.x+1) ((\lambda x.(\lambda x.x+1)(x x)) (\lambda x.(\lambda x.x+1)(x x))) \\
 &= (\lambda x.x+1) \{Y (\lambda x.x+1)\} \\
 &= \{Y (\lambda x.x+1)\} + 1
 \end{aligned}$$

This is an f such that $Yf = Yf+1$. There is no such function whose return value is an integer, so a fixed point does not exist here. Use bottom symbol \perp to indicate this.

Y Combinator

- Can evaluate the fixed points which are functions by giving them arguments
 - $Y F 3$ will return the 3rd Fibonacci number

$$\begin{aligned}
 Y F 3 &= (\lambda x.F(x x)) (\lambda x.F(x x)) 3, \text{ (let term in red be } \mathbf{K}) \\
 &= (\lambda x.\lambda g.\lambda n.(\text{if } n < 3 \text{ then } 1 \text{ else } g(n-1)+g(n-2)) (x x)) \mathbf{K} 3 \\
 &= (\lambda g.\lambda n.(\text{if } n < 3 \text{ then } 1 \text{ else } g(n-1)+g(n-2)) (\mathbf{K} \mathbf{K})) 3 \\
 &= (\lambda n.\text{if } n < 3 \text{ then } 1 \text{ else } (\mathbf{K} \mathbf{K})(n-1)+(\mathbf{K} \mathbf{K})(n-2)) 3 \\
 &= \text{if } 3 < 3 \text{ then } 1 \text{ else } (\mathbf{K} \mathbf{K})(3-1)+(\mathbf{K} \mathbf{K})(3-2) \\
 &= \text{if } 3 < 3 \text{ then } 1 \text{ else } (\mathbf{K} \mathbf{K}) (2) + (\mathbf{K} \mathbf{K}) (1), \text{ cont.}
 \end{aligned}$$

Y Combinator

$$\begin{aligned}(\mathbf{K} \ \mathbf{K}) \ 2 &= ((\lambda x.F(x \ x)) \ \mathbf{K}) \ 2 \\&= (\lambda x.\lambda g.\lambda n.(\text{if } n < 3 \text{ then } 1 \text{ else } g(n-1)+g(n-2)) \ (x \ x)) \ \mathbf{K} \ 2 \\&= (\lambda g.\lambda n.(\text{if } n < 3 \text{ then } 1 \text{ else } g(n-1)+g(n-2)) \ (\mathbf{K} \ \mathbf{K})) \ 2 \\&= (\lambda n.\text{if } n < 3 \text{ then } 1 \text{ else } (\mathbf{K} \ \mathbf{K})(n-1)+(\mathbf{K} \ \mathbf{K})(n-2)) \ 2 \\&= 1\end{aligned}$$

$$\begin{aligned}(\mathbf{K} \ \mathbf{K}) \ 1 &= ((\lambda x.F(x \ x)) \ \mathbf{K}) \ 1 \\&= (\lambda x.\lambda g.\lambda n.(\text{if } n < 3 \text{ then } 1 \text{ else } g(n-1)+g(n-2)) \ (x \ x)) \ \mathbf{K} \ 1 \\&= (\lambda g.\lambda n.(\text{if } n < 3 \text{ then } 1 \text{ else } g(n-1)+g(n-2)) \ (\mathbf{K} \ \mathbf{K})) \ 1 \\&= (\lambda n.\text{if } n < 3 \text{ then } 1 \text{ else } (\mathbf{K} \ \mathbf{K})(n-1)+(\mathbf{K} \ \mathbf{K})(n-2)) \ 1 \\&= 1\end{aligned}$$

Therefore, Y F 3 is 1+1= 2!