

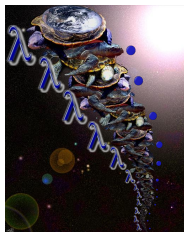
FUNCTIONS ALL THE WAY DOWN!

LAMBDA CALCULUS AND CHURCH ENCODING

Ivan Lazar Miljenovic

Maths PhD Journal Club

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OUTLINE

1 INTRODUCTION

2 THEORY OF COMPUTING

3 THE λ -CALCULUS

4 CHURCH ENCODING

INTRODUCTION

1 INTRODUCTION

- Turtles all the way down...
- Programming languages and Functions
- Functions all the way down

TURTLES ALL THE WAY DOWN...



TURTLES ALL THE WAY DOWN...

FROM STEPHEN HAWKING'S *A Brief History of Time*

A well-known scientist (some say it was Bertrand Russell) once gave a public lecture on astronomy. He described how the earth orbits around the sun and how the sun, in turn, orbits around the center of a vast collection of stars called our galaxy.

At the end of the lecture, a little old lady at the back of the room got up and said: "What you have told us is rubbish. The world is really a flat plate supported on the back of a giant tortoise." The scientist gave a superior smile before replying, "What is the tortoise standing on?" "You're very clever, young man, very clever," said the old lady. "But it's *turtles all the way down!*"

PROGRAMMING LANGUAGES AND FUNCTIONS

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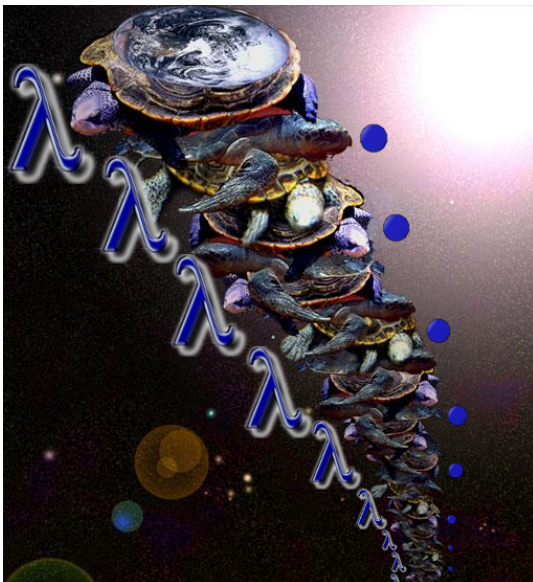
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What about replacing data with functions?

FUNCTIONS ALL THE WAY DOWN



THEORY OF COMPUTING

2 THEORY OF COMPUTING

- The Entscheidungsproblem
- Solutions to the Entscheidungsproblem

THE ENTSCHEIDUNGSPROBLEM

THE DECIDABILITY PROBLEM

Posed by David Hilbert in 1928:

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DEFINITION (THE ENTSCHEIDUNGSPROBLEM)

Given a description of a formal language and a mathematical statement in that language, determine if the statement is true or false.

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ORIGINAL STATEMENT

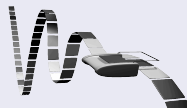
Generalisation of his question “Is mathematics *decidable*”.

SOLUTIONS TO THE ENTSCHEIDUNGSPROBLEM

THE HALTING PROBLEM

JANUARY, 1937

On Computable Numbers, with an Application to the Entscheidungsproblem by Alan Turing



SOLUTIONS TO THE ENTSCHEIDUNGSPROBLEM

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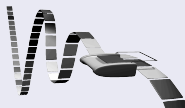
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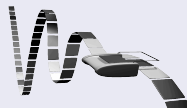
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- *Every effectively calculable function is a computable function.*

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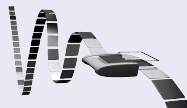
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THEOREM (CHURCH-TURING THESIS)

- *Every effectively calculable function is a computable function.*
- *λ -Calculus, Turing machines, etc. are equivalent.*

THE λ -CALCULUS

3 THE λ -CALCULUS

- What is the λ -Calculus?
- Definition of the λ -Calculus
- Informal Examples
- Usage of the λ -Calculus

WHAT IS THE λ -CALCULUS?

TYPES AND PROGRAMMING LANGUAGES

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TYPES AND PROGRAMMING LANGUAGES

- "...a formal system invented in the 1920s by Alonzo Church, in which all computation is reduced to the basic operations of function definition and application."
- "Its importance arises from the fact that it can be viewed simultaneously as a simple programming language *in which* computations can be described and as a mathematical object *about which* rigorous statements can be proved."

WHAT IS THE λ -CALCULUS?

A BRIEF, INCOMPLETE, AND MOSTLY WRONG HISTORY OF
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1936 Alonzo Church also invents every language that will ever be but does it better. His lambda calculus is ignored because it is insufficiently C-like. This criticism occurs in spite of the fact that C has not yet been invented.

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- 1936** Alonzo Church also invents every language that will ever be but does it better. His lambda calculus is ignored because it is insufficiently C-like. This criticism occurs in spite of the fact that C has not yet been invented.
- 1970** ... Lambdas are relegated to relative obscurity until Java makes them popular by not having them.

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Also use parentheses for grouping.

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- Extend as far right as possible

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- Factorials:

$$g = \lambda f. \lambda n. \begin{cases} 1 & n = 0 \\ n \times f(n-1) & n > 0 \end{cases}$$

$$Y = \lambda h. (\lambda x. h(x x)) (\lambda x. h(x x))$$

$$\text{fact} = \lambda n. Y g n$$

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ANONYMOUS FUNCTIONS Found in many other languages: C#, C++0x, Matlab, etc.

CHURCH ENCODING

4 CHURCH ENCODING

- What is Church Encoding?
- Church Numerals
- Peano Arithmetic
 - Isomorphism between Church and Peano
- Other operations on Church Numerals
- Other Church Encodings
- Representation of Church Encodings
- Are Church Encodings practical?

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CHURCH NUMERALS

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$$\mathbf{0} \equiv \lambda f. \lambda x. x$$

$$\mathbf{1} \equiv \lambda f. \lambda x. f x$$

$$\mathbf{2} \equiv \lambda f. \lambda x. f (f x)$$

$$\mathbf{3} \equiv \lambda f. \lambda x. f (f (f x))$$

...

$$\mathbf{n} \equiv \lambda f. \lambda x. f^n x$$

where $f^0 = id$, $f^{n+1} = f \cdot f^n$.

CHURCH NUMERALS

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$$0 \equiv \lambda f. id$$

$$1 \equiv \lambda f. f$$

$$2 \equiv \lambda f. f \cdot f$$

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EXPONENTIATION: $\text{pow } m n = n m$

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DEFINITION (FOLD ON PEANO NUMBERS)

```
fold :: (a → a) → a → Nat → a
fold succ zero Zero = zero
fold succ zero (Succ n) = succ (fold succ zero n)
```

PEANO ARITHMETIC

OPERATIONS ON NAT

```
plus, mult, pow :: Nat → Nat → Nat
```

```
plus m n = fold Succ n m
```

```
mult m n = fold (add n) Zero m
```

```
pow m n = fold (mult m) one n
```

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ISOMORPHISM BETWEEN CHURCH AND PEANO

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CONVERTING BETWEEN THE TWO

```
type Church a = (a → a) → a → a
```

```
nat    :: Church Nat → Nat
```

```
nat c = c Succ Zero
```

```
church :: Nat → Church a
```

```
church n = λ succ → λ zero → fold succ zero n
```

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Completely different formulation from before!

OTHER OPERATIONS ON CHURCH NUMERALS

We can also define operations such as *equal*, *pred* and *subtract* on Church Numerals ...

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... but they get very messy very quickly.

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CHURCH PAIRS:

$$\mathbf{pair} \equiv \lambda f. \lambda s. \lambda b. b f s$$
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CHURCH LISTS: Too complicated to define here.

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CHURCH LISTS: Combine elements using a combining function.

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But keep them in mind and try to use functions if you don't need intermediary data.

OK, I lied: some optimizers, etc. internally use Church Encodings . . . but you should really know what you're doing!

CONCLUSION

