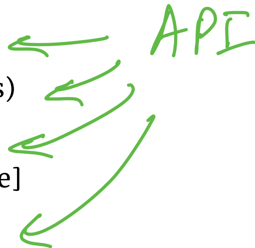
Programming in λ-calculus

Real languages have lots of features

- Booleans
- Records (structs, tuples)
- Numbers
- **Functions** [we got those]
- Recursion



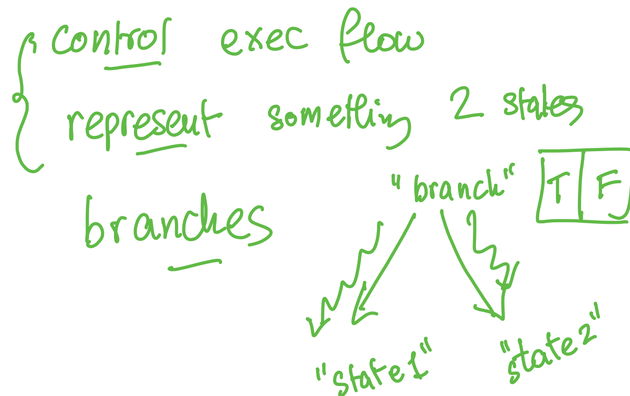
Lets see how to *encode* all of these features with the λ-calculus.

0 = false
1 = true

λ-calculus: Booleans

How can we encode Boolean values (`TRUE` and `FALSE`) as functions?

Well, what do we **do** with a Boolean `b` ?



cond ? thing1 : thing2
b ? e_1 : e_2

Make a *binary choice*

ITE TRUE e_1 e_2 ~> e_1
ITE FALSE e_1 e_2 ~> e_2

- **if** b **then** e1 **else** e2

ITE b e_1 e_2
TRUE
FALSE

Booleans: API

We need to define three functions

```
let TRUE  = ???
let FALSE = ???
let ITE   = \b x y -> ???  -- if b then x else y
```

such that

```
ITE TRUE apple banana =~> apple
ITE FALSE apple banana =~> banana
```

(Here, **`let`** `NAME = e` means `NAME` is an *abbreviation* for `e`)

Booleans: Implementation

```
let TRUE  = \x y -> x         -- Returns its first argument
let FALSE = \x y -> y         -- Returns its second argument
let ITE   = \b x y -> b x y   -- Applies condition to branches
                              -- (redundant, but improves readability)
```

Example: Branches step-by-step

```
eval ite_true:
  ITE TRUE e1 e2
  =d> (\b x y -> b    x  y) TRUE e1 e2    -- expand def ITE
  =b>   (\x y -> TRUE x  y)      e1 e2    -- beta-step
  =b>     (\y -> TRUE e1 y)         e2    -- beta-step
  =b>            TRUE e1 e2               -- expand def TRUE
  =d>     (\x y -> x) e1 e2               -- beta-step
  =b>       (\y -> e1)   e2               -- beta-step
  =b> e1
```

Example: Branches step-by-step

Now you try it!

Can you fill in the blanks to make it happen? (http://goto.ucsd.edu:8095/index.html#?demo=ite.lc)

```
eval ite_false:
  ITE FALSE e1 e2

  -- fill the steps in!

  =b> e2
```

EXERCISE: Boolean Operators

ELSA: https://goto.ucsd.edu/elsa/index.html Click here to try this exercise (https://goto.ucsd.edu/elsa/index.html#?demo=permalink%2F1585435168_24442.lc)

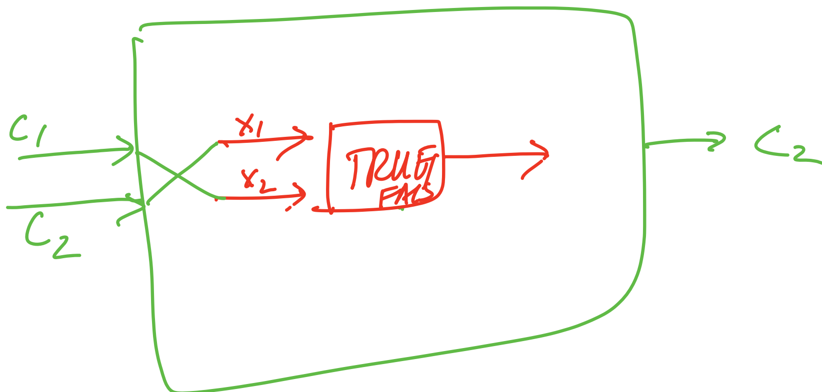
Now that we have `ITE` it's easy to define other Boolean operators:

```
let NOT = \b     -> ???
let OR  = \b1 b2 -> ???
let AND = \b1 b2 -> ???
```

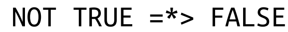
When you are done, you should get the following behavior:

NOT TRUE =*> FALSE

NOT FALSE =*> TRUE



```
eval ex_not_t:
  NOT TRUE =*> FALSE
```



```
eval ex_not_f:
  NOT FALSE =*> TRUE
```

```
eval ex_or_ff:
  OR FALSE FALSE =*> FALSE
```

```
eval ex_or_ft:
  OR FALSE TRUE =*> TRUE

eval ex_or_ft:
  OR TRUE FALSE =*> TRUE

eval ex_or_tt:
  OR TRUE TRUE =*> TRUE
```

```
eval ex_and_ff:
  AND FALSE FALSE =*> FALSE

eval ex_and_ft:
  AND FALSE TRUE =*> FALSE
```

```
eval ex_and_ft:
  AND TRUE FALSE =*> FALSE

eval ex_and_tt:
  AND TRUE TRUE =*> TRUE
```

bool = Choice-of-states

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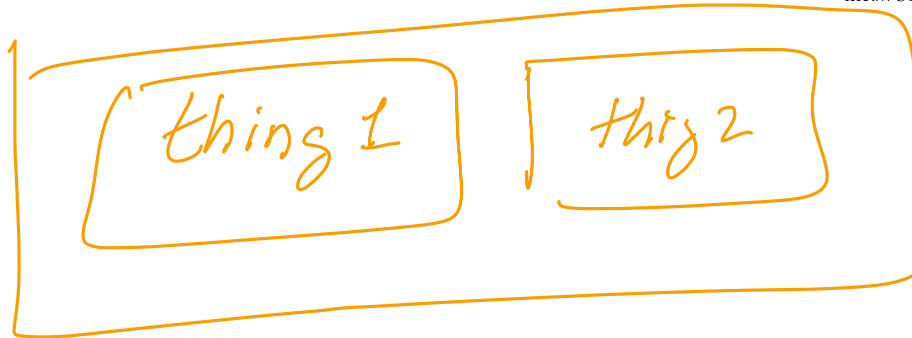

(PUT t1 t2)

GET1 (PUT x y) ~> x

GET2 (PUT x y) ~> y

λ-calculus: Records

Let’s start with records with *two* fields (aka **pairs**)

What do we *do* with a pair?

1. **Pack two** items into a pair, then
2. **Get first** item, or
3. **Get second** item.

Pairs : API

We need to define three functions

```
let PAIR = \x y -> ???    -- Make a pair with elements x and y
                          -- { fst : x, snd : y }
let FST  = \p -> ???      -- Return first element
                          -- p.fst
let SND  = \p -> ???      -- Return second element
                          -- p.snd
```

such that

```
eval ex_fst:
  FST (PAIR apple banana) =*> apple

eval ex_snd:
  SND (PAIR apple banana) =*> banana
```

Pairs: Implementation

A pair of `x` and `y` is just something that lets you pick between `x` and `y`! (i.e. a function that takes a boolean and returns either `x` or `y`)

```
let PAIR = \x y -> (\b -> ITE b x y)
let FST  = \p -> p TRUE   -- call w/ TRUE, get first value
let SND  = \p -> p FALSE  -- call w/ FALSE, get second value
```

EXERCISE: Triples

How can we implement a record that contains **three** values?

ELSA: https://goto.ucsd.edu/elsa/index.html

Click here to try this exercise (https://goto.ucsd.edu/elsa/index.html#?demo=permalink%2F1585434814_24436.lc)

```
let TRIPLE = \x y z -> ???
let FST3   = \t -> ???
let SND3   = \t -> ???
let THD3   = \t -> ???

eval ex1:
  FST3 (TRIPLE apple banana orange)
  =*> apple

eval ex2:
  SND3 (TRIPLE apple banana orange)
  =*> banana

eval ex3:
  THD3 (TRIPLE apple banana orange)
  =*> orange
```

Programming in λ-calculus

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NUMBER

"count"

"iterate"

ONE

TWO

THREE

"n" ≡ \f x -> (f .. (f x)) (n times)

λ-calculus: Numbers

Let's start with **natural numbers** (0, 1, 2, …)

What do we *do* with natural numbers?

- Count: `0` , `inc`
- Arithmetic: `dec` , `+` , `-` , `*`
- Comparisons: `==` , `<=` , etc

```
ONE = \f x -> f x
TWO = \f x -> f (f x)
THREE = \f x -> f (f (f x))
```

Natural Numbers: API

We need to define:

- A family of **numerals**: `ZERO`, `ONE`, `TWO`, `THREE`, ...
- Arithmetic functions: `INC`, `DEC`, `ADD`, `SUB`, `MULT`
- Comparisons: `IS_ZERO`, `EQ`

Such that they respect all regular laws of arithmetic, e.g.

```
IS_ZERO ZERO       =~> TRUE
IS_ZERO (INC ZERO) =~> FALSE
INC ONE            =~> TWO
...
```

Natural Numbers: Implementation

Church numerals: *a number N is* encoded as a combinator that *calls a function on an argument N times*

let ZERO = \f x -> x

```
let ONE   = \f x -> f x
let TWO   = \f x -> f (f x)
let THREE = \f x -> f (f (f x))
let FOUR  = \f x -> f (f (f (f x)))
let FIVE  = \f x -> f (f (f (f (f x))))
let SIX   = \f x -> f (f (f (f (f (f x)))))
...
```

6

ITE = \b x y -> b x y

ITE b a1 a_2 ~> b a1 a_2

QUIZ: Church Numerals

Which of these is a valid encoding of `ZERO` ?

- **A**: `let ZERO = \f x -> x` = FALSE = K&C
- **B**: `let ZERO = \f x -> f`
- **C**: `let ZERO = \f x -> f x`
- **D**: `let ZERO = \x -> x`
- **E**: None of the above

Does this function look familiar?

λ-calculus: Increment

```
-- Call `f` on `x` one more time than `n` does
let INC   = \n -> (\f x -> ???)
```

Example: