

```
let OMEGA = (\x -> x x) (\x -> x x)
```

```
(\x -> (\y -> y)) OMEGA
```

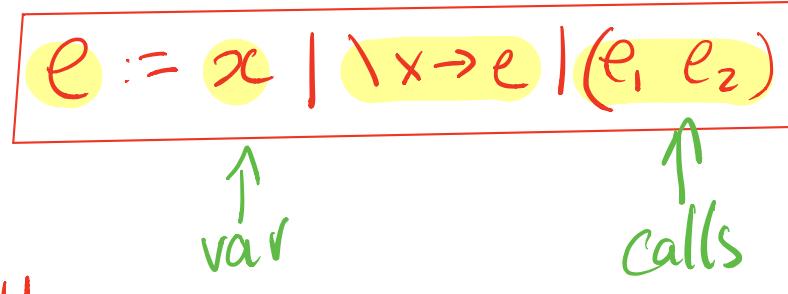
Does this reduce to a normal form? Try it at home!

Programming in λ -calculus

Real languages have lots of features

func

- Booleans
- Records (structs, tuples)
- Numbers
- ✓ • Functions [we got those]
- Recursion *cool NOT REQ for assignment!*



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

λ -calculus: Booleans

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

Well, what do we do with a Boolean b ?

① branching "decisions"

② AND, OR, NOT

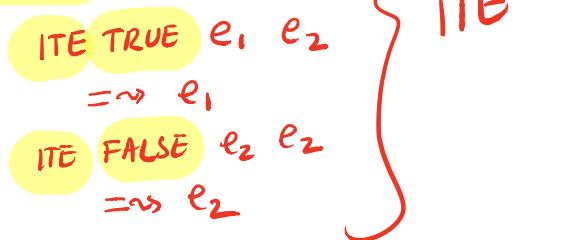
ITE

$\lambda x \rightarrow (\lambda y \rightarrow x)$ "return 1st input"
 $\lambda x \rightarrow (\lambda y \rightarrow y)$ "return 2nd input"

Make a *binary choice*

- **if b then e₁ else e₂**

ITE b e_1 e_2
 \downarrow
 "If-then-else"



$(\lambda x_1 x_2 \rightarrow x_1)$
 $\text{TRUE } x \times y$
 $\Rightarrow^* x$
 $\text{FALSE } x \times y$
 $\Rightarrow^* y$
 $(\lambda x_1 x_2 \rightarrow x_2)$

Booleans: API

We need to define three functions

let TRUE = ???

let FALSE = ???

let ITE = $\lambda b x y \rightarrow ???$ -- 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)

[Note to self: PASTE link in CHAT!]

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

```
let NOT = \b      -> ???     $\text{ITE } b \text{ FALSE TRUE}$ 
let OR  = \b1 b2 -> ???     $\text{ITE } b_1 \text{ TRUE } b_2$ 
let AND = \b1 b2 -> ???     $\text{ITE } b_1 \text{ } b_2 \text{ FALSE}$ 
```

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

eval ex_not_t:

NOT TRUE \Rightarrow FALSE

eval ex_not_f:

NOT FALSE \Rightarrow TRUE

eval ex_or_ff:

OR FALSE FALSE \Rightarrow FALSE

eval ex_or_ft:

OR FALSE TRUE \Rightarrow TRUE

eval ex_or_ft:

OR TRUE FALSE \Rightarrow TRUE

eval ex_or_tt:

OR TRUE TRUE \Rightarrow 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

Programming in λ -calculus

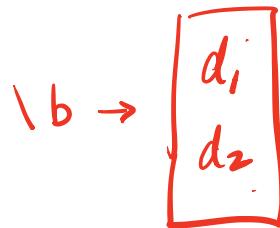
- Booleans [done] ✓
- Records (structs, tuples)
- Numbers
- Functions [we got those]
- Recursion

pack | add
—
get | retrieve
—

(STORE lamp glass)

GET 1 (STORE lamp glass)
=⇒ lamp

GET 2 (STORE lamp glass)
=⇒ glass



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
```