## CS 4110

# **Programming Languages & Logics**

## Lecture 15 Encodings

## Encodings

The pure  $\lambda$ -calculus contains only functions as values. It is not exactly easy to write large or interesting programs in the pure  $\lambda$ -calculus. We can however encode objects, such as booleans, and integers. We need to define functions TRUE, FALSE, AND, NOT, IF, and other operators that behave as follows:

AND TRUE FALSE = FALSE NOT FALSE = TRUE IF TRUE  $e_1 e_2 = e_1$ IF FALSE  $e_1 e_2 = e_2$  We need to define functions TRUE, FALSE, AND, NOT, IF, and other operators that behave as follows:

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Let's start by defining TRUE and FALSE:

 $\mathsf{TRUE} \triangleq \lambda x. \, \lambda y. \, x$  $\mathsf{FALSE} \triangleq \lambda x. \, \lambda y. \, y$ 

 $\lambda b. \lambda t. \lambda f.$  if b is our term TRUE then t, otherwise f

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We can rely on the way we defined TRUE and FALSE:

 $\mathsf{IF} \triangleq \lambda b. \, \lambda t. \, \lambda f. \, b \, t \, f$ 

 $\lambda b. \lambda t. \lambda f.$  if b is our term TRUE then t, otherwise f

We can rely on the way we defined TRUE and FALSE:

 $\mathsf{IF} \triangleq \lambda b. \, \lambda t. \, \lambda f. \, b \, t \, f$ 

We can also write the standard Boolean operators.

 $\lambda b. \lambda t. \lambda f.$  if b is our term TRUE then t, otherwise f

We can rely on the way we defined TRUE and FALSE:

 $\mathsf{IF} \triangleq \lambda b. \, \lambda t. \, \lambda f. \, b \, t \, f$ 

We can also write the standard Boolean operators.

NOT  $\triangleq \lambda b. b$  FALSE TRUE AND  $\triangleq \lambda b_1. \lambda b_2. b_1 b_2$  FALSE OR  $\triangleq \lambda b_1. \lambda b_2. b_1$  TRUE  $b_2$ 

Let's encode the natural numbers!

We'll write  $\overline{n}$  for the encoding of the number n. The central function we'll need is a *successor* operation:

SUCC  $\overline{n} = \overline{n+1}$ 

Church numerals encode a number *n* as a function that takes *f* and *x*, and applies *f* to *x n* times.

$$\overline{\mathbf{0}} \triangleq \lambda f. \, \lambda x. \, x \overline{\mathbf{1}} \triangleq \lambda f. \, \lambda x. \, f \, x \overline{\mathbf{2}} \triangleq \lambda f. \, \lambda x. \, f \, (f \, x)$$

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We can write a successor function that "inserts" another application of *f*:

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

## Addition

Given the definition of SUCC, we can define addition. Intuitively, the natural number  $n_1 + n_2$  is the result of applying the successor function  $n_1$  times to  $n_2$ .

 $\mathsf{PLUS} \triangleq$ 

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Given the definition of SUCC, we can define addition. Intuitively, the natural number  $n_1 + n_2$  is the result of applying the successor function  $n_1$  times to  $n_2$ .

$$\mathsf{PLUS} riangleq \lambda n_1$$
.  $\lambda n_2$ .  $n_1$  SUCC  $n_2$ 

We can define more functions on integers:

SUCC 
$$\triangleq \lambda n. \lambda f. \lambda x. f(n f x)$$
  
PLUS  $\triangleq \lambda n_1. \lambda n_2. n_1$  SUCC  $n_2$ 

We can define more functions on integers:

SUCC 
$$\triangleq \lambda n. \lambda f. \lambda x. f(n f x)$$
  
PLUS  $\triangleq \lambda n_1. \lambda n_2. n_1$  SUCC  $n_2$   
TIMES  $\triangleq \lambda n_1. \lambda n_2. n_1$  (PLUS  $n_2$ )  $\overline{0}$ 

We can define more functions on integers:

$$\begin{array}{rcl} \mathsf{SUCC} & \triangleq & \lambda n. \, \lambda f. \, \lambda x. \, f \, (n \, f \, x) \\ \mathsf{PLUS} & \triangleq & \lambda n_1. \, \lambda n_2. \, n_1 \, \mathsf{SUCC} \, n_2 \\ \mathsf{TIMES} & \triangleq & \lambda n_1. \, \lambda n_2. \, n_1 \, (\mathsf{PLUS} \, \mathsf{n}_2) \, \overline{\mathsf{0}} \\ \mathsf{ISZERO} & \triangleq & \lambda n. \, n \, (\lambda z. \, \mathsf{FALSE}) \, \mathsf{TRUE} \end{array}$$