

Church Numerals

Encoding natural numbers as lambda-terms

zero = $\lambda f.\lambda x.x$

one = $\lambda f.\lambda x.f x$

two = $\lambda f.\lambda x.f(f x)$

succ = $\lambda n.\lambda f.\lambda x.f(n f x)$

plus = $\lambda n.\lambda m.n \text{ succ } m$

times = $\lambda n.\lambda m.n \text{ (plus } m) \text{ zero}$

Idea: “apply f to x , n times”

Church Numerals to machine integers

```
; uscheme or possibly uhaskell
-> (val add1 ((curry +) 1))
-> (define to-int (n)
      ((n add1) 0))
-> (to-int three)
3
-> (to-int ((times three) four))
12
```

Church Numerals in λ

```
<0> = \f.\x.x;
```

```
succ = \n.\f.\x.f (n f x);
```

```
plus = \n.\m.n succ m;
```

```
times = \n.\m.n (plus m) <0>;
```

```
...
```

```
-> <4>;
```

```
\f.\x.f (f (f (f x)))
```

```
-> <3>;
```

```
\f.\x.f (f (f x))
```

```
-> times <4> <3>;
```

```
\f.\x.f (f (f (f (f (f (f (f (f (f (f (f (f x)))))))))))))
```

Reduction rules

Central rules: **substitution and optimization:**

$$\frac{}{(\lambda x.M)N \xrightarrow{\beta} M[x \mapsto N]} \text{ (BETA)} \qquad \frac{x \text{ not free in } M}{(\lambda x.Mx) \xrightarrow{\eta} M} \text{ (ETA)}$$

Structural rules: Reduce anywhere, any time

$$\frac{M \rightarrow M'}{MN \rightarrow M'N} \text{ (Nu)} \qquad \frac{N \rightarrow N'}{MN \rightarrow MN'} \text{ (Mu)} \qquad \frac{M \rightarrow M'}{\lambda x.M \rightarrow \lambda x.M'} \text{ (Xi)}$$

(Good for both β and η .)

Idea: normal form

A term **is** a normal form if

It cannot be reduced

What do you suppose it means to say

- A term **has no normal form?**
- A term **has a normal form?**

Idea: normal form

A term **is** a normal form if

It cannot be reduced

A term **has** a normal form if

There **exists** a sequence of reductions that terminates (in a normal form)

A term **has no normal form** if

It always reduces forever
(This term **diverges**)

Normal forms code for values

Corollary of Church-Rosser:

if $A \rightarrow^* B$, B in normal form, and
 $A \rightarrow^* C$, C in normal form

then B and C are **identical**
(up to renaming of bound variables)