

□ Why Y?

Can we "solve for" fact in this equation?

$\text{fact} = \lambda n. \text{if } n = 0$

then 1

else $n \times (\text{fact } (n-1))$

Let $\text{fact}' = \lambda f. \lambda n. \text{if } n = 0$

then 1

else $n \times (f(n-1))$

[2] we want a FIX such that

$$\text{FIX fact}' = \text{fact}'(\text{FIX fact}')$$

so that

$$\text{fact} \stackrel{\Delta}{=} \text{FIX}(\text{fact}')$$

why?

$$\text{fact } n = \text{FIX}(\text{fact}') n$$

$$= \text{fact}'(\text{FIX fact}') n$$

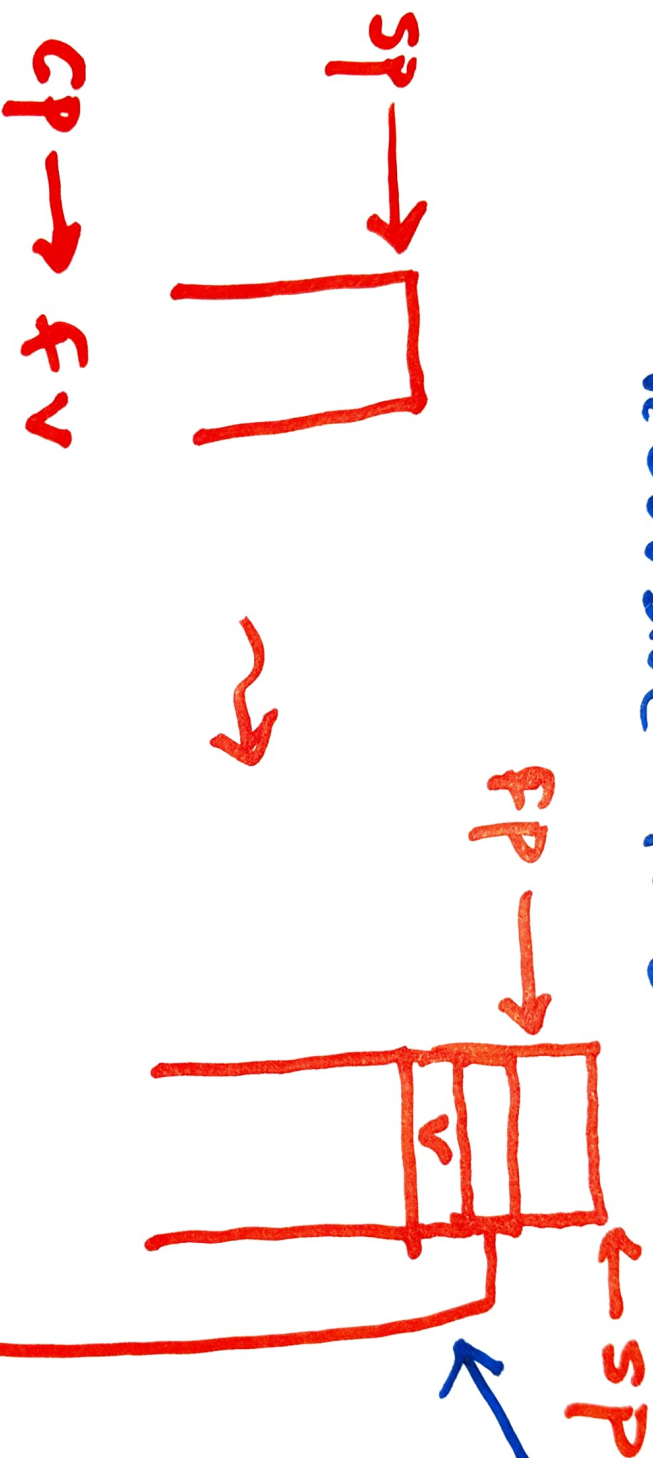
$$= \text{if } n = 0$$

then 1

$$\text{else } n \times (\underbrace{(\text{FIX fact}')}_{\text{fact}}(n-1))$$

[3]

Think about Compilation of a Recursive Function:



we can find the code for f at a fixed offset from the frame Pointer.

This looks like Passing the address of f to itself!

[4] The "hat trick"

$\hat{\text{fact}} = \lambda f. \lambda n. \text{ if } n=0 \text{ then } 1 \text{ else } n \times (f f (n-1))$
≡

Let $\hat{\text{fact}} = \text{fact } \hat{\text{fact}}$

So $\text{fact } 3 = \hat{\text{fact}} \text{ fact } 3$

$= \text{if } 3=0 \text{ then } 1$

$\text{else } 3 \times (\hat{\text{fact}} \text{ fact } 2)$

$= 3 \times (\text{fact } 2)$

$= \dots$

[5] Can we

$\text{fact}' \xrightarrow{\text{automate?}} \text{fact}$

We want a G such that

$$G(\text{fact}') = \text{fact}$$

$$\text{let } G = \lambda f. \lambda g. F(gg)$$

$$\text{then } G \text{ fact}' = \lambda g. \lambda n. \text{if } n = 0$$

$$\text{then } 1 \text{ else } n \times (g g (n-1))$$

$$= \text{fact}$$

[6] All together now!

f_{act}

$$= \widehat{f_{act} f_{act}}$$

$$= (g_{f_{act}'}) (g_{f_{act}'})$$

$$= (\lambda f. (g f)) (g f) \cdot f_{act}'$$

$$= (\lambda f. (\lambda g. f(g g)) (\lambda g. f(g g))) \cdot f_{act}'$$

$$= Y(f_{act}')$$