

SKI Calculus

Minimal Formal Computation in AlexForth on 6502



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#FORTH2020
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M. Schönfinkel.

Da y willkürlich ist, können wir dafür ein beliebiges Ding oder eine beliebige Funktion einsetzen, also z. B. Cx . Dies gibt:

$$\hookrightarrow Ix = (Cx)(Cx).$$

Nach der Erklärung von S bedeutet dies aber:

$$SCCx,$$

so daß wir erhalten:

$$I = SCC. ^3)$$

Übrigens kommt es in dem Ausdruck SCC auf das letzte Zeichen C gar nicht einmal an. Setzen wir nämlich oben für y nicht Cx , sondern die willkürliche Funktion φx , so ergibt sich entsprechend:

$$I = SC\varphi,$$

wo also für φ jede beliebige Funktion eingesetzt werden kann⁴⁾.

2. Nach der Erklärung von Z ist

CURRY: *An Analysis of Logical Substitution.*

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III. POSTULATES.

None.

IV. RULES.

0. If x and y are entities, then (xy) shall be an entity.

1. $(=)$ shall have the properties of identity. These properties may be specified by a few simple rules; but in this treatment we shall not go into that detail. We shall treat $(=)$ as if it were precisely the intuitive relation of equality.

2. If x and y are any entities, then

$$Kxy = x$$

3. If x, y, z are entities, then

$$Sxyz = xz(yz)$$

4. If X and Y are combinations of S and K , and if there exists an integer n such that by application of the preceding rules we can formally reduce the expressions $Xx_1 x_2 \cdots x_n$ and $Yx_1 x_2 \cdots x_n$ to combinations of $x_1 x_2 \cdots x_n$ which have the same structure, then $X = Y$.

If the above primitive frame were a part of a general theory of logic, the term entity would include not only the various combinations of S and K , but all the notions of logic as well. In the sequel we shall accordingly speak of the application of combinations S and K to various logical notions, and of the resulting notions to each other, just as if these notions had been adjoined to the above frame.

The *raison d'être* of the theory based on this frame is the following fact:

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How it started?



A screenshot of a Twitter thread. The first tweet is from Alexandre Dumont (@adumont) dated July 21, 2021, asking for recommendations after implementing FORTH. The second tweet is from Tony "Abolish ICE" Arcieri (@bascule) dated July 22, 2021, mentioning SKI calculus, with 2 replies, 2 likes, and a retweet icon. The third tweet is from Alexandre Dumont (@adumont) dated July 22, 2021, asking "What is this? I have never heard of it!", with 1 reply, 1 like, and a retweet icon. The fourth tweet is from Tony "Abolish ICE" Arcieri (@bascule) without a date.

Alexandre Dumont @adumont · 21 jul. 2021 ...
Now that I have implemented FORTH, I'm looking for a new challenge. Any recommendation?

Tony "Abolish ICE" Arcieri 🦀 🌹 @bascule · 22 jul. 2021 ...
SKI calculus
2 2

Alexandre Dumont @adumont · 22 jul. 2021 ...
What is this? I have never heard of it!
1 1

Tony "Abolish ICE" Arcieri 🦀 🌹 @bascule ...

It's one of the most minimal forms of the untyped lambda calculus, composed of three functions, but actually two because one can be composed from the other two

SKI combinator calculus



What is SKI combinator calculus ?

- It was introduced by Moses Schönfinkel (in 1920) and further developed later by Haskell Curry (in 1927)
- It is a combinatory logic system and a formal computational system
- The first, and a **minimal** formalism for **universal computation**
- Relevant in the mathematical theory of algorithms because it is an **extremely simple Turing-complete language**
- It can be seen as a *reduced version* of **lambda calculus** (Alonso Church, 1936)



Combinators

- Combinators are **higher-order functions** with **no free variables**, that
 - **take one function as an argument** and
 - **return a function**

- In mathematics and computer science, a higher-order function (HOF) is a function that does at least one of the following:
 - takes one or more functions as arguments
 - returns a function as its result

Application

- Combinators are ...**functions**. They take a **function** as argument, and they return a **function**!

*So far everything is a **function***

- Applying a combinator F to an argument x is called **Application** and is written Fx
- Application is **left associative**: $Fxy = (Fx)y$ ($\neq F(x(y))$ or $F(xy)$)



***S*, *K* and *I* combinators definitions**

<i>Identity</i> Identitätsfunktion	<i>Constant</i> Konstanzfunktion	<i>Substitution</i> Verschmelzungfunktion
$Ix = x$	$Kxy = x$	$Sfgx = fx(gx)$

I can also be defined in terms of *S* and *K*: $I = SKK$

So *S* and *K* are the only building blocks needed to have a **turing complete language!**

Challenge in **FORTH**

First approach: using *normal* Forth words

The *Application* of a combinator consumes 1 argument.

Seems easy: we have **words**, and a **stack**... Let's try postfix notation:

$Ix = x:$ $x I \rightarrow x$ ok... *I* looks like **NOP**

$Kxy = x:$ $y x K \rightarrow x$ *K* looks like **NIP**...

...Except it's not! 🙄



What is wrong?

$$Ix = x$$

$$Kxy = x$$

Let's have a look at KI : $KIxy = (KI)xy = (KIx)y = Iy = y$

Now with *normal* Forth words:

$$yxI \rightarrow yx$$

$$yxK \rightarrow x \quad \text{which would be wrong!}$$

Several issues arise if we define combinators as *normal Forth words*:

- Combinators take only 1 argument! K can only see x (it can't drop the y)
- Left-associativity when we're in Forth (post-fixed): we need a way to **delay execution!**

How to address *delayed application*?

(1) We introduce a Forth word ")" that means "apply": `)(xt --) EXEC ;`

Example: $Kxy=x \quad y \ x \ K) \rightarrow y \ KX) \rightarrow x$

(2) We need K to be a word that leaves an XT on the stack: K_{XT}

We'll then apply K (it executes the XT) with `)`:

$y \ x \ K_{XT}) \rightarrow y \ KX_{XT}) \rightarrow x$

Application behaviour of K :

In this case the *application behaviour* of K is to leave on the stack the XT of a new word, whose application behavior will drop y and push x back to the stack

Implementation in **AlexForth 6502**



ENTER, and :FUNC

```
\ ENTER, starts a new word in dictionary without header
\ $4C is 6502's JMP
: ENTER, ( -- ) $4C C,    COMPILER COLON ;

\ Create a Function (or combinator)
\ Combinators are Higher Order Functions, meaning
\ they take a function as an argument and return a function
\ which we will eventually apply later using ")"
: :FUNC ( "name" -- ) CREATE ENTER, ] ;
```



Application operator)

```
\ Application operator
: ) ( xt -- xt ) EXEC ; \ Apply <=> "Application"

\ Syntactic sugar definitions
: )) ( xt -- xt ) ) ) ;
: ))) ( xt -- xt ) ) ) ) ;
```

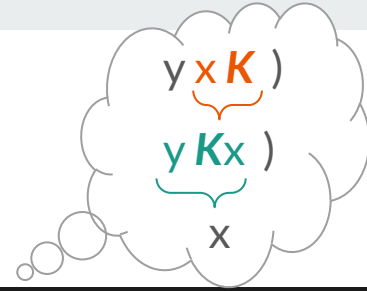


/ Combinator

```
: ENTER, ( -- ) 4C C, COMPILE COLON ;  
: :FUNC ( "name" -- ) CREATE ENTER, ] ;  
  
\ Identity Combinator  
\ Ix=x     $\lambda x.x$   
:FUNC I ( do nothing ) ;
```

When *applied*, the word *I* will do nothing

K Combinator



```
:FUNC K \ Constant Combinator Kxy=x  $\lambda xy.x$ 
HERE \ leaves the XT of the Kx word on the stack
ENTER, \ now we compile the Kx word
COMPILE DROP \ Drop Y
COMPILE LIT \ Push x onto the stack
SWAP \ put X back on TOS
, \ store x into the definition of Kx
COMPILE EXIT
;
```

Application
Behaviour
of K

The anonymous **Kx** word is a **closure**, enclosing the value of **x** present on the stack when applying **K** to **x**

S Combinator

$Sxyz = xz(yz)$

The **S** word is a "function".

- when *applied*, S will create a new word SX enclosing x
- when *applied*, SX will create a new word SXY enclosing y (and x),
- when *applied*, SXY will execute the expected S behaviour on x, y and z

```
:FUNC S \ Sxyz = xz(yz)  λxyz.xz(yz)
```

```
HERE
```

```
ENTER,
```

```
COMPILE HERE
```

```
COMPILE ENTER,
```

```
COMPILE SWAP
```

```
COMPILE COMPILE COMPILE DUP
```

```
COMPILE COMPILE COMPILE LIT \ y
```

```
COMPILE , \ y
```

```
COMPILE COMPILE COMPILE )
```

```
COMPILE COMPILE COMPILE SWAP
```

```
COMPILE COMPILE COMPILE LIT
```

```
COMPILE LIT \ x
```

```
SWAP
```

```
, \ store x
```

```
COMPILE ,
```

```
COMPILE COMPILE COMPILE ))
```

```
COMPILE COMPILE COMPILE EXIT
```

```
COMPILE EXIT
```

```
;
```



Defining new combinators

As a example, here we define the *KI* combinator, in terms of *K* and *I*:

```
\ Kite Combinator
\ KIxy=y    λxy.y

I K )    CONSTANT KI
```

Booleans in SKI calculus



Boolean helper *functions*: **.T** **.F** and **BOOL**

```
\ We define those two functions so we
\ can check results of boolean operations
:FUNC .T .( TRUE ) ;      \ ." " is .( ) in AlexFORTH
:FUNC .F .( FALSE ) ;

ok .T ) → TRUE
ok .F ) → FALSE

: BOOL .F .T ;
```



Booleans: **True** & **False**

```
\ BOOLEANS
K  CONSTANT T    \ TRUE  λxy.x
KI CONSTANT F    \ FALSE λxy.y

ok .F .T  T  ))) → TRUE
ok BOOL  F  ))) → FALSE
```



NOT combinator: $\lambda fxy.fyx$

```
\ NOT =  $\lambda fxy.fyx$   
\ S(S(KS)(S(KK)(S(KS)I)))(KK)  
K K ) I S K ) S )) K K ) S )) S K ) S )) S ))  
CONSTANT NOT
```

```
ok  BOOL  T  NOT  )  )))  → FALSE
```

```
ok  BOOL  F  NOT  )  )))  → TRUE
```



AND combinator: $\lambda pq.pqp$

```
\ AND = λpq.pqp
\ S(S(KS)I)K
K I S K ) S )) S ))
CONSTANT AND
```

```
ok  BOOL  T T AND )) ))) → TRUE
```

```
ok  BOOL  F T AND )) ))) → FALSE
```

```
ok  BOOL  T F AND )) ))) → FALSE
```

```
ok  BOOL  F F AND )) ))) → FALSE
```


OR combinator: $\lambda p q. p p q$

```
\ OR =  $\lambda p q. p K q$ 
\ S(S(KS)(S(KK)(SII)))(KI)
I K ) I I S )) K K ) S )) S K ) S )) S ))
CONSTANT OR
```

```
ok  BOOL  T T OR )) )))  $\rightarrow$  TRUE
```

```
ok  BOOL  F T OR )) )))  $\rightarrow$  TRUE
```

```
ok  BOOL  T F OR )) )))  $\rightarrow$  TRUE
```

```
ok  BOOL  F F OR )) )))  $\rightarrow$  FALSE
```

NAND combinator: $\lambda p q . p (q (K I)) (K) K$

```
\ NAND =  $\lambda p q . p (q (K I)) (K) K$ 
```

```
\ S (S (KS) (S (S (KS) K) (K (S (SI (K (KI))) (KK)))))) (K (KK))
```

```
K K ) K ) K K ) I K ) K ) I S )) S )) K ) K S K ) S )) S )) S K ) S )) S ))
```

CONSTANT **NAND**

```
ok  BOOL  T T NAND )) ))) → FALSE
```

```
ok  BOOL  F T NAND )) ))) → TRUE
```

```
ok  BOOL  T F NAND )) ))) → TRUE
```

```
ok  BOOL  F F NAND )) ))) → TRUE
```

XOR or Equality combinator: $\lambda p q. p(q(T)(F))(q(F)(T))$

```
\ XOR = λpq.p(q(K)(KI))(q(KI)(K))
\ S(S(KS)(S(S(KS)K)(K(S(SI(KK))(K(KI)))))))(K(S(SI(K(KI)))(KK)))
K K ) I K ) K ) I S )) S )) K ) I K ) K ) K K ) I S )) S )) K ) K S K )
S )) S )) S K ) S )) S ))
CONSTANT XOR
```

ok BOOL T T XOR)))) → TRUE

ok BOOL F T XOR)))) → FALSE

ok BOOL T F XOR)))) → FALSE

ok BOOL F F XOR)))) → TRUE

Demo





References

- Implementation approach inspired in “S/K/ID: Combinators in Forth.” by Johan G. F. Belinfante, in Journal of FORTH Application and Research archive 4 (1987)
 - Download: <https://vfxforth.com/flag/jfar/vol4/no4/article6.pdf>
- Lambda Calculus:
 - [Fundamentals of Lambda Calculus & Functional Programming in JavaScript, by Gabriel Lebec](#)
 - [A Flock of Functions: Combinators, Lambda Calculus, & Church Encodings in JS - Part II, by Gabriel Lebec](#)
- Combinators:
 - Stanford, CS242: Programming Languages(<https://web.stanford.edu/class/cs242/materials.html>)
[Combinator Calculus](#)
 - https://en.wikipedia.org/wiki/SKI_combinator_calculus
 - [Combinators: A Centennial View—Stephen Wolfram Writings](#)
 - [Where Did Combinators Come From? Hunting the Story of Moses Schönfinkel, by Stephen Wolfram](#)

Links

AlexForth repository: <https://github.com/adumont/hb6502/tree/main/forth>

Emu6502 repository: <https://github.com/adumont/emu6502>

My web page with links to all my projects (and these slides): <https://adumont.github.io/>

Interact with me on Twitter: @adumont <https://twitter.com/adumont>

Forth2020 meetings archive, recordings and how to join us:

<https://github.com/forth2020/zoom-presentations>



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Thank you!

