Simulating Primitive Recursion

Now we can show that definition by primitive recursion can be “simulated” by regular minimization using the beta function. Suppose we have \( f(\vec{x}) \) and \( g(\vec{x}, y, z) \). Then the function \( h(x, \vec{z}) \) defined from \( f \) and \( g \) by primitive recursion is

\[
\begin{align*}
h(\vec{x}, 0) &= f(\vec{x}) \\
h(\vec{x}, y + 1) &= g(\vec{x}, y, h(\vec{x}, y)).
\end{align*}
\]

We need to show that \( h \) can be defined from \( f \) and \( g \) using just composition and regular minimization, using the basic functions and functions defined from them using composition and regular minimization (such as \( \beta \)).

**Lemma req.1.** If \( h \) can be defined from \( f \) and \( g \) using primitive recursion, it can be defined from \( f, g, \) the functions zero, succ, \( P_i^n \), add, mult, \( \chi_\ldots \), using composition and regular minimization.

**Proof.** First, define an auxiliary function \( \hat{h}(\vec{x}, y) \) which returns the least number \( d \) such that \( d \) codes a sequence which satisfies

1. \((d)_0 = f(\vec{x}), \) and
2. for each \( i < y \), \((d)_{i+1} = g(\vec{x}, i, (d)_i),\)

where now \((d)_i\) is short for \( \beta(d, i) \). In other words, \( \hat{h} \) returns the sequence \( \langle h(\vec{x}, 0), h(\vec{x}, 1), \ldots, h(\vec{x}, y) \rangle \). We can write \( \hat{h} \) as

\[
\hat{h}(\vec{x}, y) = \mu d \left( \beta(d, 0) = f(\vec{x}) \land (\forall i < y) \beta(d, i + 1) = g(\vec{x}, i, \beta(d, i)) \right).
\]

Note: no primitive recursion is needed here, just minimization. The function we minimize is regular because of the beta function lemma ??.

But now we have

\[
h(\vec{x}, y) = \beta(\hat{h}(\vec{x}, y), y),
\]

so \( h \) can be defined from the basic functions using just composition and regular minimization. \(\square\)

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Bibliography