

-NoValue-

rec.1 Primitive Recursion

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A characteristic of the natural numbers is that every natural number can be reached from 0 by applying the successor operation $+1$ finitely many times—any natural number is either 0 or the successor of $\dots$ the successor of 0. One way to specify a function $h: \mathbb{N} \rightarrow \mathbb{N}$ that makes use of this fact is this: (a) specify what the value of h is for argument 0, and (b) also specify how to, given the value of $h(x)$, compute the value of $h(x+1)$. For (a) tells us directly what $h(0)$ is, so h is defined for 0. Now, using the instruction given by (b) for $x = 0$, we can compute $h(1) = h(0+1)$ from $h(0)$. Using the same instructions for $x = 1$, we compute $h(2) = h(1+1)$ from $h(1)$, and so on. For every natural number x , we'll eventually reach the step where we define $h(x)$ from $h(x+1)$, and so $h(x)$ is defined for all $x \in \mathbb{N}$.

For instance, suppose we specify $h: \mathbb{N} \rightarrow \mathbb{N}$ by the following two equations:

$$\begin{aligned}h(0) &= 1 \\h(x+1) &= 2 \cdot h(x)\end{aligned}$$

If we already know how to multiply, then these equations give us the information required for (a) and (b) above. By successively applying the second equation, we get that

$$\begin{aligned}h(1) &= 2 \cdot h(0) = 2, \\h(2) &= 2 \cdot h(1) = 2 \cdot 2, \\h(3) &= 2 \cdot h(2) = 2 \cdot 2 \cdot 2, \\&\vdots\end{aligned}$$

We see that the function h we have specified is $h(x) = 2^x$.

The characteristic feature of the natural numbers guarantees that there is only one function h that meets these two criteria. A pair of equations like these is called a *definition by primitive recursion* of the function h . It is so-called because we define h “recursively,” O.s., the definition, specifically the second equation, involves h itself on the right-hand-side. It is “primitive” because in defining $h(x+1)$ we only use the value $h(x)$, O.s., the immediately preceding value. This is the simplest way of defining a function on $\mathbb{N}$ recursively.

We can define even more fundamental functions like addition and multiplication by primitive recursion. In these cases, however, the functions in question are 2-place. We fix one of the argument places, and use the other for the recursion. E.g. to define $\text{add}(x, y)$ we can fix x and define the value first for $y = 0$ and then for $y + 1$ in terms of y . Since x is fixed, it will appear on the left and on the right side of the defining equations.

$$\begin{aligned}\text{add}(x, 0) &= x \\ \text{add}(x, y+1) &= \text{add}(x, y) + 1\end{aligned}$$

These equations specify the value of add for all x and y . To find $\text{add}(2, 3)$, for instance, we apply the defining equations for $x = 2$, using the first to find $\text{add}(2, 0) = 2$, then using the second to successively find $\text{add}(2, 1) = 2 + 1 = 3$, $\text{add}(2, 2) = 3 + 1 = 4$, $\text{add}(2, 3) = 4 + 1 = 5$.

In the definition of add we used $+$ on the right-hand-side of the second equation, but only to add 1. In other words, we used the successor function $\text{succ}(z) = z + 1$ and applied it to the previous value $\text{add}(x, y)$ to define $\text{add}(x, y + 1)$. So we can think of the recursive definition as given in terms of a single function which we apply to the previous value. However, it doesn't hurt—and sometimes is necessary—to allow the function to depend not just on the previous value but also on x and y . Consider:

$$\begin{aligned}\text{mult}(x, 0) &= 0 \\ \text{mult}(x, y + 1) &= \text{add}(\text{mult}(x, y), x)\end{aligned}$$

This is a primitive recursive definition of a function mult by applying the function add to both the preceding value $\text{mult}(x, y)$ and the first argument x . It also defines the function $\text{mult}(x, y)$ for all arguments x and y . For instance, $\text{mult}(2, 3)$ is determined by successively computing $\text{mult}(2, 0)$, $\text{mult}(2, 1)$, $\text{mult}(2, 2)$, and $\text{mult}(2, 3)$:

$$\begin{aligned}\text{mult}(2, 0) &= 0 \\ \text{mult}(2, 1) &= \text{mult}(2, 0 + 1) = \text{add}(\text{mult}(2, 0), 2) = \text{add}(0, 2) = 2 \\ \text{mult}(2, 2) &= \text{mult}(2, 1 + 1) = \text{add}(\text{mult}(2, 1), 2) = \text{add}(2, 2) = 4 \\ \text{mult}(2, 3) &= \text{mult}(2, 2 + 1) = \text{add}(\text{mult}(2, 2), 2) = \text{add}(4, 2) = 6\end{aligned}$$

The general pattern then is this: to give a primitive recursive definition of a function $h(x_0, \dots, x_{k-1}, y)$, we provide two equations. The first defines the value of $h(x_0, \dots, x_{k-1}, 0)$ without reference to h . The second defines the value of $h(x_0, \dots, x_{k-1}, y + 1)$ in terms of $h(x_0, \dots, x_{k-1}, y)$, the other arguments $x_0, \dots, x_{k-1}$, and y . Only the immediately preceding value of h may be used in that second equation. If we think of the operations given by the right-hand-sides of these two equations as themselves being functions f and g , then the general pattern to define a new function h by primitive recursion is this:

$$\begin{aligned}h(x_0, \dots, x_{k-1}, 0) &= f(x_0, \dots, x_{k-1}) \\ h(x_0, \dots, x_{k-1}, y + 1) &= g(x_0, \dots, x_{k-1}, y, h(x_0, \dots, x_{k-1}, y))\end{aligned}$$

In the case of add , we have $k = 1$ and $f(x_0) = x_0$ (the identity function), and $g(x_0, y, z) = z + 1$ (the 3-place function that returns the successor of its third argument):

$$\begin{aligned}\text{add}(x_0, 0) &= f(x_0) = x_0 \\ \text{add}(x_0, y + 1) &= g(x_0, y, \text{add}(x_0, y)) = \text{succ}(\text{add}(x_0, y))\end{aligned}$$

In the case of mult , we have $f(x_0) = 0$ (the constant function always returning 0) and $g(x_0, y, z) = \text{add}(z, x_0)$ (the 3-place function that returns the sum

of its last and first argument):

$$\begin{aligned}\text{mult}(x_0, 0) &= f(x_0) = 0 \\ \text{mult}(x_0, y + 1) &= g(x_0, y, \text{mult}(x_0, y)) = \text{add}(\text{mult}(x_0, y), x_0)\end{aligned}$$

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Referências Bibliográficas