

# In search of a bijection between $\beta$ -normal 3-indecomposable planar lambda terms and $\beta(0, 1)$ -trees

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Computational Logic and Applications 2020

# Last year in Versailles (CLA 2019)

*Some topological properties of planar lambda terms*  
by Noam Zeilberger and Jason Reed

## results & questions

3-indecomposable planar terms are counted by A000260, which also counts  $\beta$ -normal 2-indecomposable (= unitless) planar terms. Indeed, 3-indecomposable planar terms admit a direct inductive characterization...

$$\begin{aligned}t &::= x \mid C\{t\} \\ C &::= \lambda x.C \mid \bullet u\end{aligned}$$

isomorphic to a similar characterization of  $\beta$ -normal unitless planar terms.

Conjecture:  $\beta$ -normal 3-indecomposable planar terms are counted by A000257!

What about non-planar 3-indecomposable terms?

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### results & questions

3-indecomposable planar terms are counted by A000260, which also counts  $\beta$ -normal 3-indecomposable terms counted by A000260, while 3-indecomposable non-planar terms are counted by A000260, while 3-indecomposable non-normal terms are counted by A000260. In fact, 3-indecomposable planar terms admit a direct inductive characterization...

$$C = \{ \lambda x. C \} \cup \{ \lambda x. C \cdot u \}$$

isomorphic to a similar characterization of  $\beta$ -normal unitless planar terms.

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**$\beta$ -normal 3-indecomposable planar lambda terms  $\rightsquigarrow$  A000257**

What about planar 3-indecomposable terms?

0 1 3 6 2 7  
 : 13  
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 23 :  
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A000257    Number of rooted bicubic maps:  $a(n) = (8n-4)*a(n-1)/(n+2)$ . 21  
 (Formerly M2927 N1175)

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OFFSET            0,3

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Search

Hints

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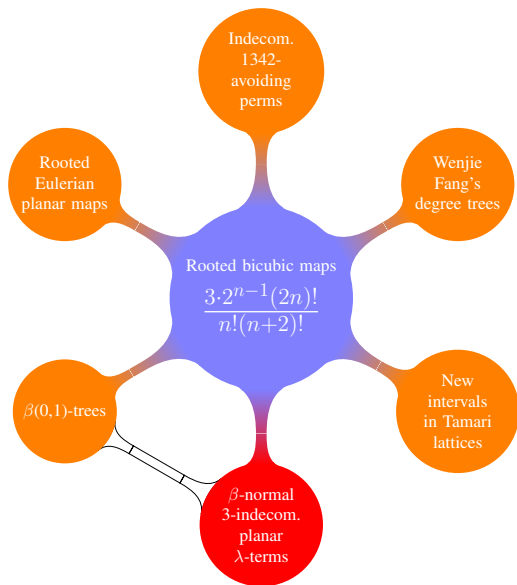
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## Lambda terms

Let  $\mathcal{V}$  be a countable set of variables. **Lambda terms** are defined by the following grammar:

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**Example.**

$\lambda a . (\lambda b . a(\lambda c . (c(\lambda d . b)b))) (a(\lambda e . (\lambda f . \lambda g . e) (\lambda h . ((\lambda i . eh)e) (\lambda j . \lambda k . kj))))$

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The above term is closed. It means that every variable is bound by some lambda.

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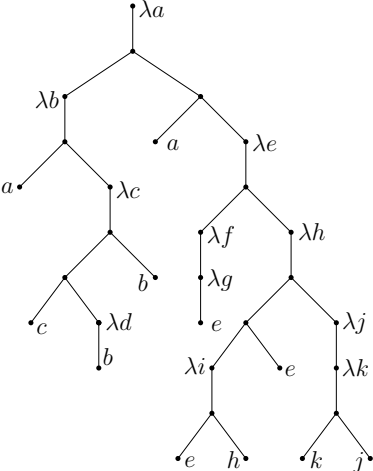
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We will be interested in closed terms only.

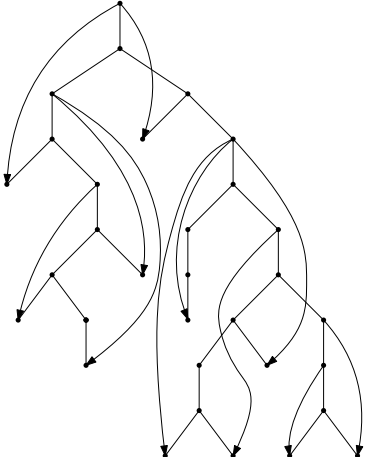
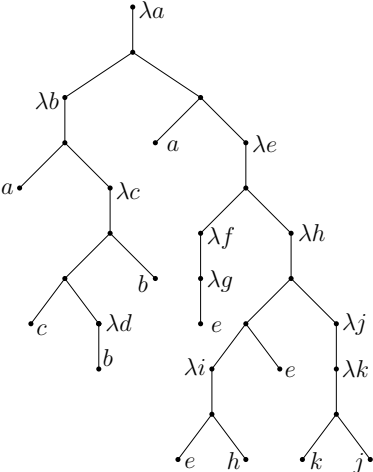
# Lambda terms as trees

$$\lambda a. (\lambda b. a(\lambda c. (c(\lambda d. b)b))) (a(\lambda e. (\lambda f. \lambda g. e) (\lambda h. ((\lambda i. eh)e) (\lambda j. \lambda k. kj))))))$$



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## Planar lambda terms

A lambda term is **linear** iff each variable has exactly one occurrence (*i.e.*, there is a one-to-one correspondence between unary nodes and leaves). The **size** of a linear term is defined as the number of applications (binary nodes).

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Let us consider unary-binary trees with the same number of leaves and unary nodes.

Now, in the right-to-left order on leaves, we add a pointer to each leaf linking it with the closest unary node above that has not been chosen yet. The resulting structure has a planar representation on the plane.



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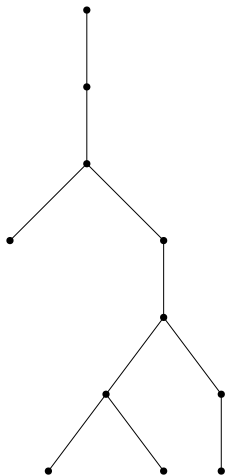
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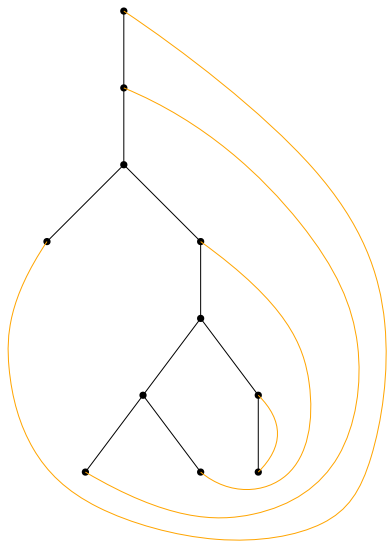
Linear terms that are obtained this way are called **planar**.

Due to planarity, we no longer need to bother about the pointers, as every unary-binary tree corresponds to at most one planar term.

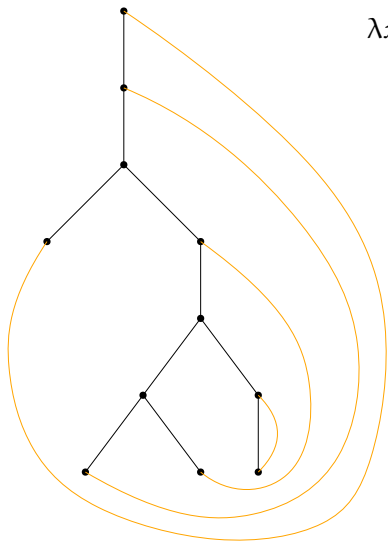
## Example of a planar lambda term



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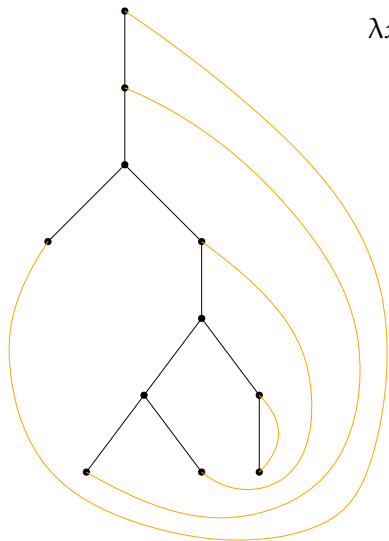


## Example of a planar lambda term



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size = 3

## $\beta$ -normal 3-indecomposable planar lambda terms

A lambda term is  **$\beta$ -normal** iff it does not contain any subterm of the form  $\lambda x.M$ . Equivalently, the corresponding tree does not have a left child that is unary.

## $\beta$ -normal 3-indecomposable planar lambda terms

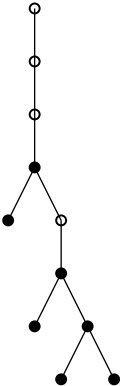
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In the obtained structure, let us remove every vertex that corresponds to some leaf by contracting its two incident edges.

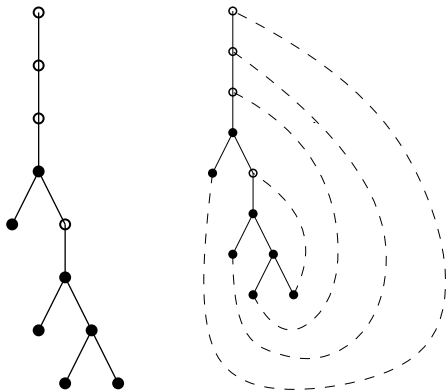
If the resulting map is internally 3-connected, *i.e.*, removing any two edges but the two incident to the root does not make the map disconnected, then we say that the original planar term is **3-indecomposable**.



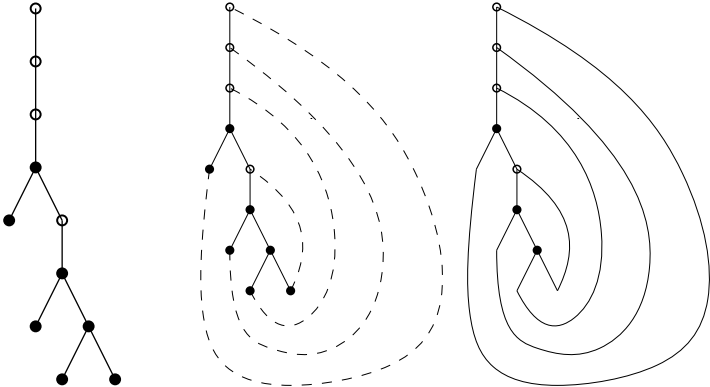
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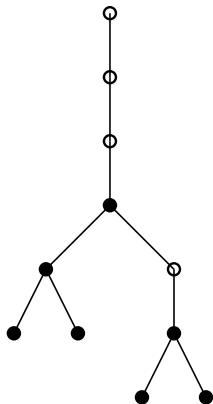
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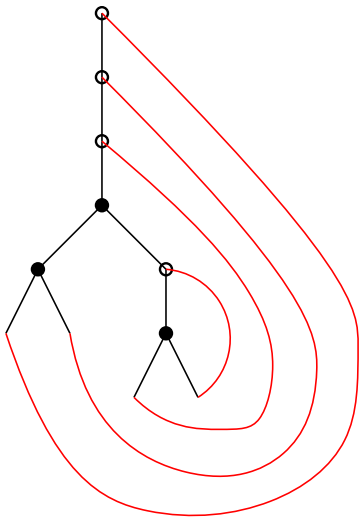
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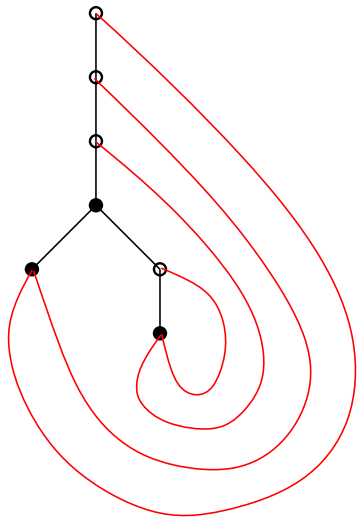
# Term violating 3-indecomposability



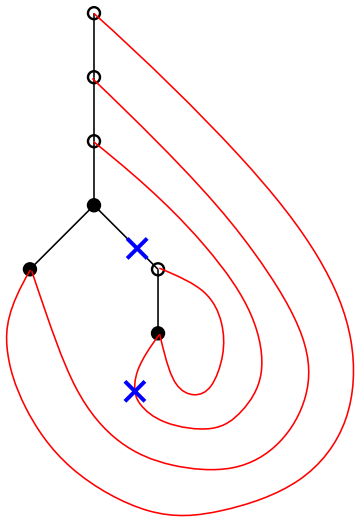
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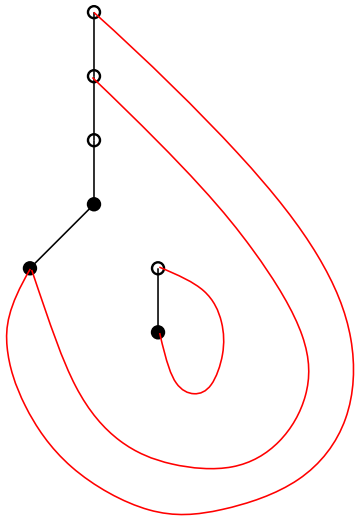
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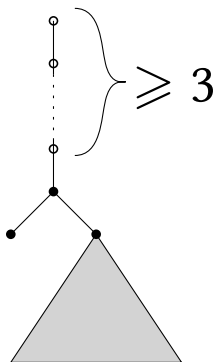
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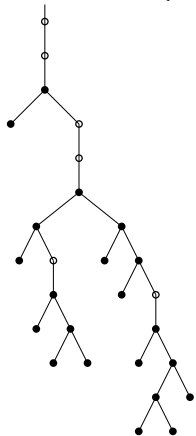
# Properties

- Every term of size at least 3 has at least three head lambdas.
- The leftmost maximal binary subtree is just a single leaf.



# Properties

- In every non-trivial maximal unary-binary subtree starting with a unary node the right subtree rooted at the highest binary node has more leaves than the number of its unary nodes increased by the number of head unary nodes.



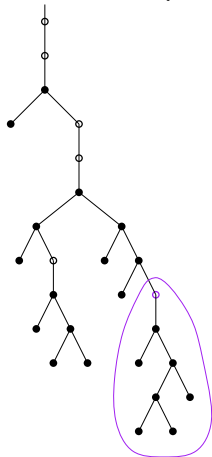
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|             |           |
|-------------|-----------|
| # 'right'   | # 'right' |
| unary nodes | leaves    |

---

# Properties

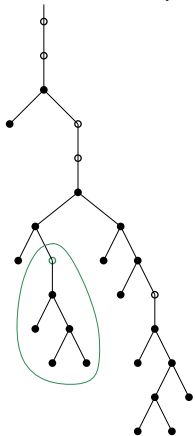
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| # 'right'<br>unary nodes | # 'right'<br>leaves |
|--------------------------|---------------------|
| 1                        | 3                   |

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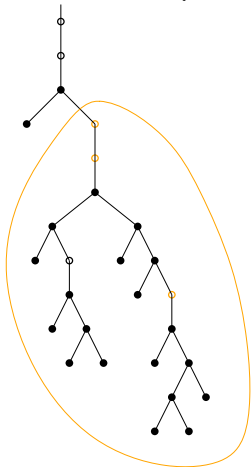
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| # 'right' unary nodes | # 'right' leaves |
|-----------------------|------------------|
| 1                     | 2                |

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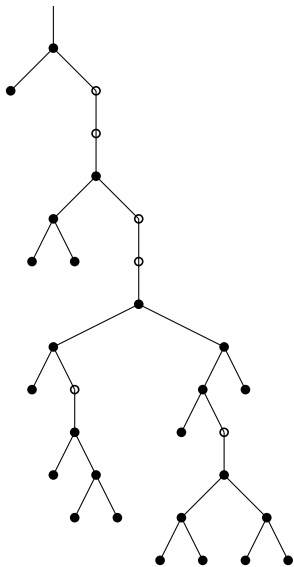


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| 3                        | 6                   |

# Sending gifts and skipping top unary nodes

Without any loss of information, we perform two operations on the unary-binary trees of our interest.

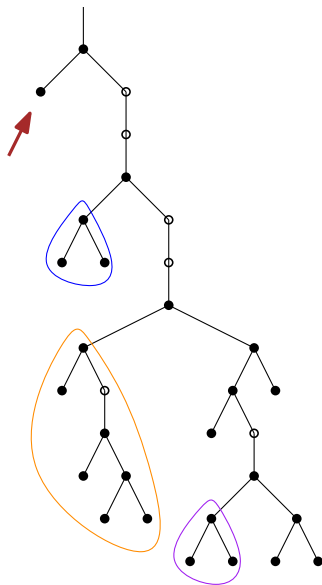
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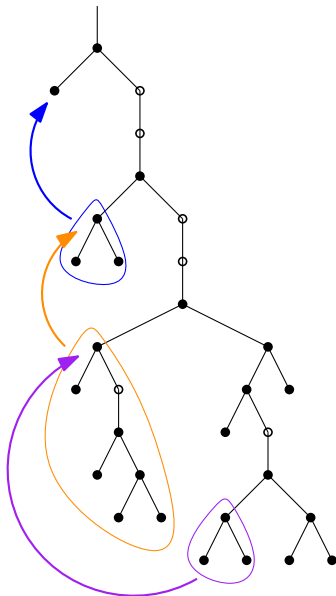
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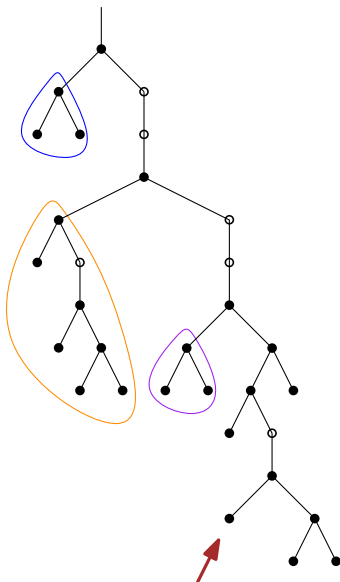




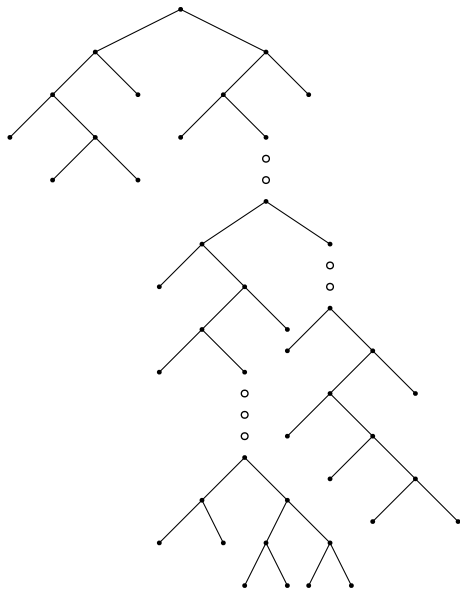
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# Decomposition of trees after pre-processing



## Bicubic maps and $\beta(0, 1)$ -trees

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A  **$\beta(0, 1)$ -tree** is a rooted plane tree whose nodes are labeled with non-negative integers in the following way:

- leaves have label 0;
- the label of the root is one more than the sum of its children's labels;
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**Theorem (Claesson, Kitaev, and de Mier)**

Bicubic maps are in bijection with  $\beta(0, 1)$ -trees.

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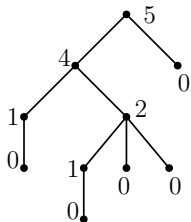
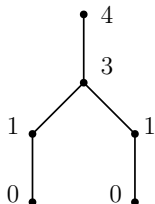
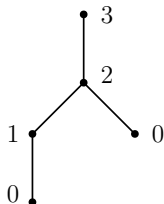
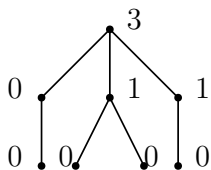
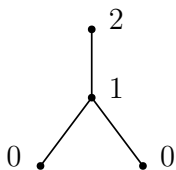
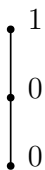
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**Theorem (Claesson, Kitaev, and de Mier)**

Bicubic maps are in bijection with  $\beta(0, 1)$ -trees.

**So let's play with  $\beta(0, 1)$ -trees!**

## Examples of $\beta(0, 1)$ -trees



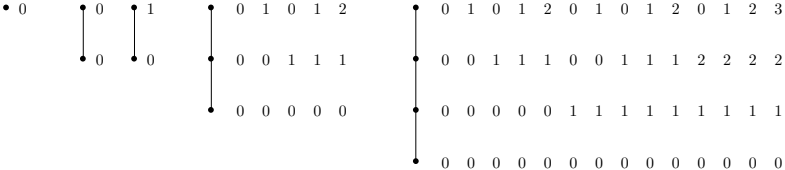
## $\beta(0,1)$ -bricks

By a  **$\beta(0,1)$ -brick** (or **brick** for brevity) we mean a  $\beta(0,1)$ -tree with no binary nodes and with its root removed.



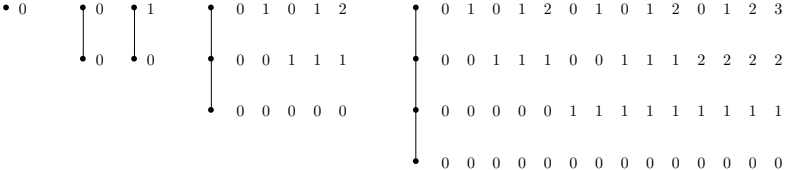
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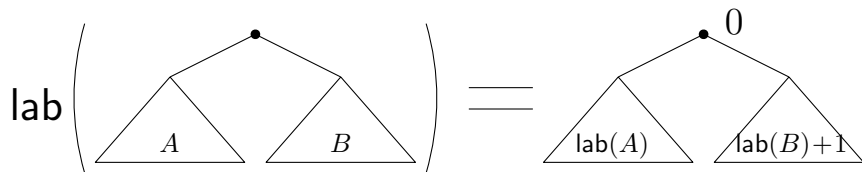
Bricks are enumerated by Catalan numbers.

## Labelling binary trees

We label internal nodes in a binary tree by assigning to each of them the number of right-leaning edges on the path from the the root to the node being labelled.

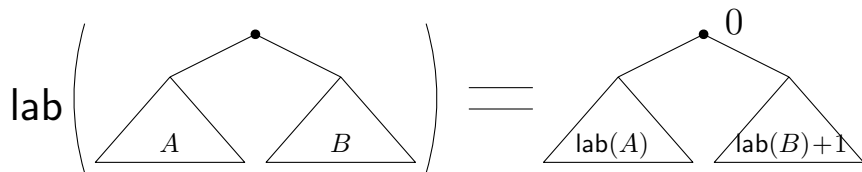
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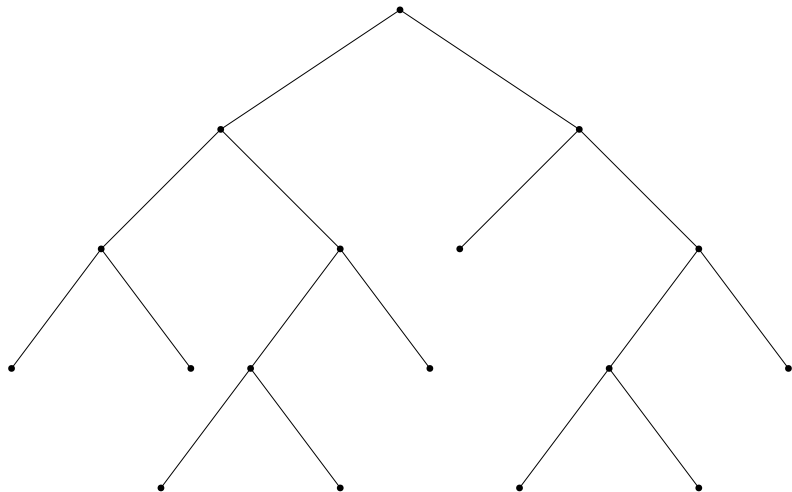
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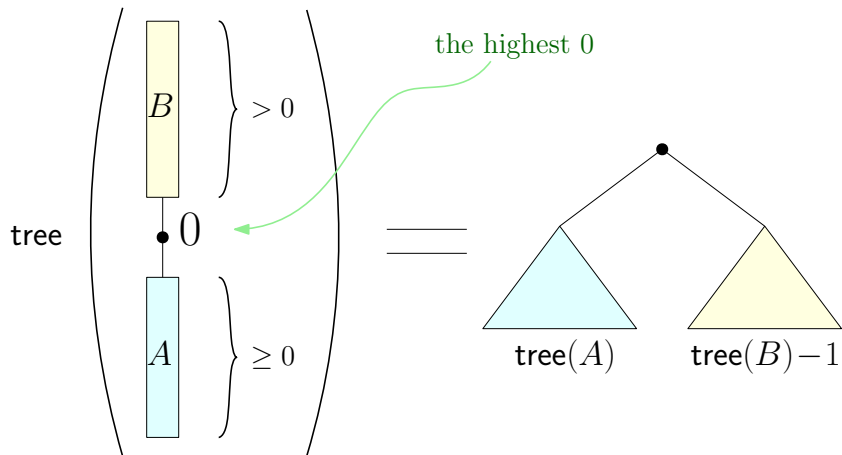


We use the notions 'binary tree' and 'labelled binary tree' interchangeably.

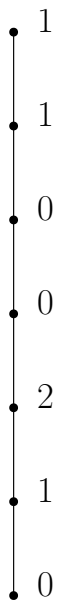
# Labelling binary trees



# Bricks to trees

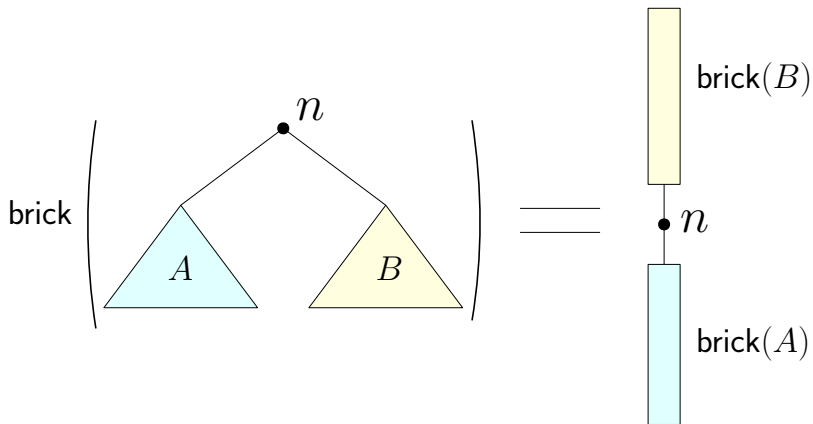


## Bricks to trees

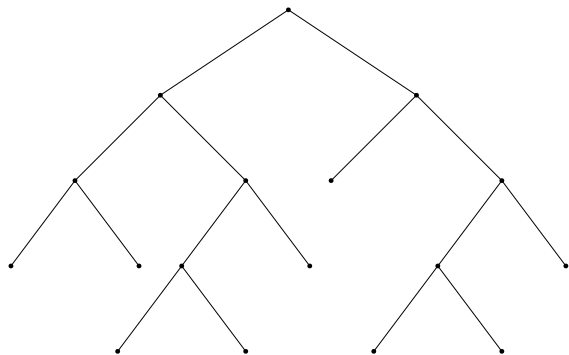




# Trees to bricks



# Trees to bricks



# The ultimate goal

- $\beta(0, 1)$ -trees  $\longrightarrow$  (several adjectives) lambda terms

How to decompose  $\beta(0, 1)$ -trees into bricks and how to combine the corresponding binary trees together in order to obtain lambda terms?

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How to encode bricks corresponding to the binary trees from the decomposition of lambda terms and how to glue them together in order to obtain  $\beta(0, 1)$ -trees?

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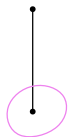
How to encode bricks corresponding to the binary trees from the decomposition of lambda terms and how to glue them together in order to obtain  $\beta(0, 1)$ -trees?

## In the case of our candidate for a bijection...

...the number of maximal binary trees in the decomposition of lambda trees corresponds to the number of leaves in  $\beta(0, 1)$ -trees.

## Translation: trivial cases

$\lambda x.x$



empty  $\beta(0, 1)$ -tree

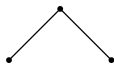
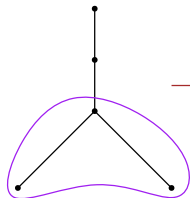
## Translation: trivial cases

$\lambda x.x$



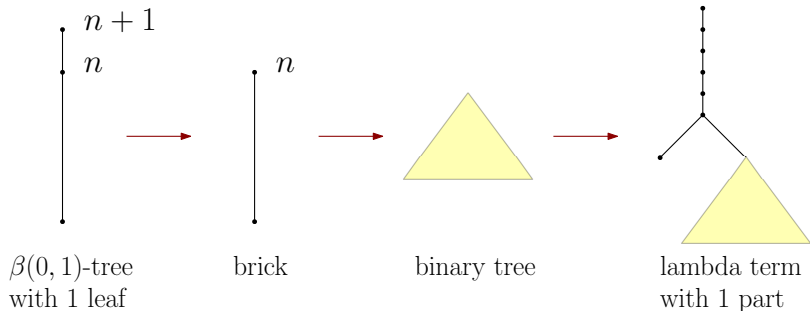
empty  $\beta(0, 1)$ -tree

$\lambda xy.xy$



$\bullet^0$

## Translation: $\beta(0, 1)$ -trees with one leaf

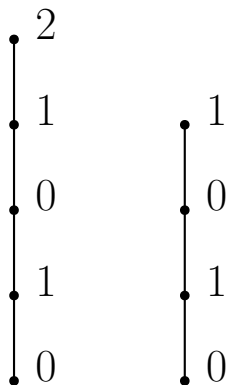




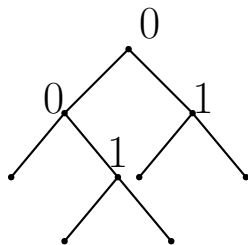
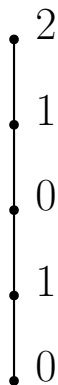
## Example: $\beta(0, 1)$ -trees with one leaf



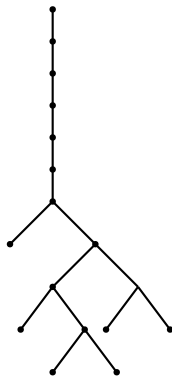
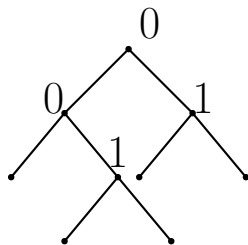
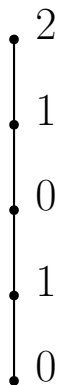
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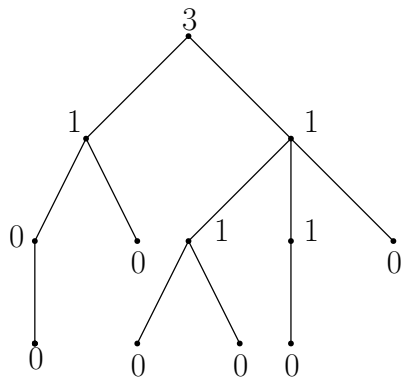
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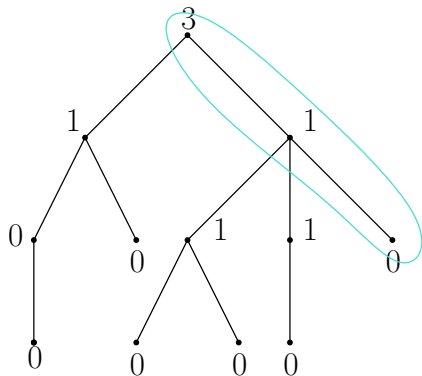
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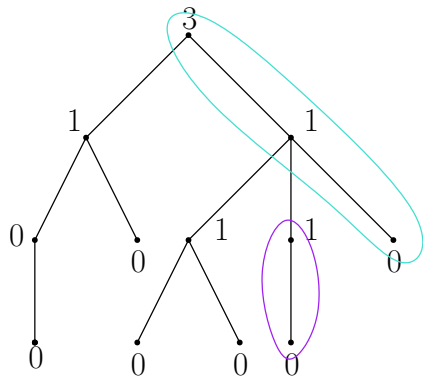
## Translation: $\beta(0, 1)$ -trees with no jumps



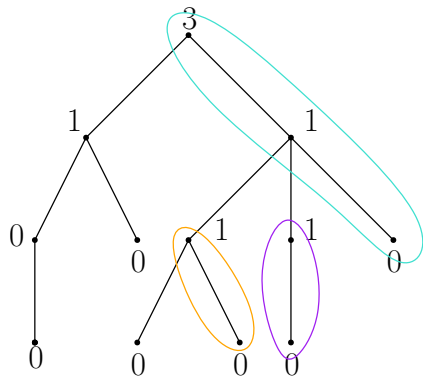
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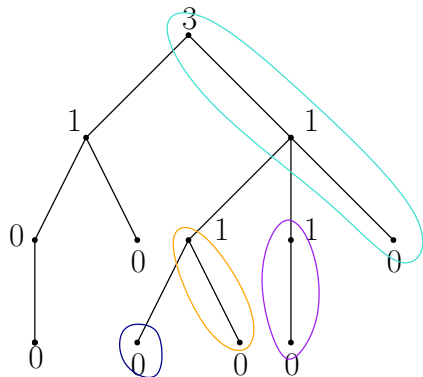


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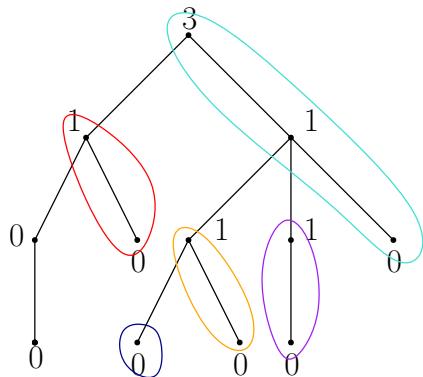




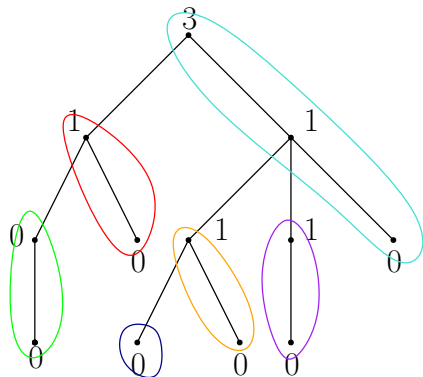
## Translation: $\beta(0, 1)$ -trees with no jumps



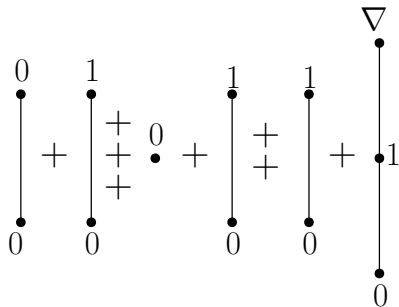
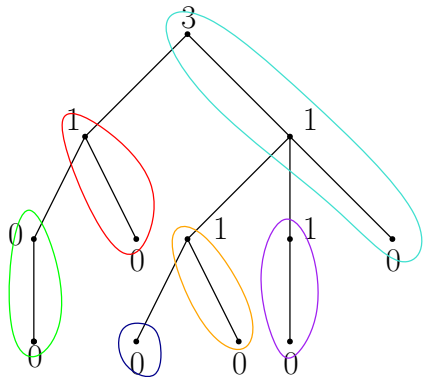
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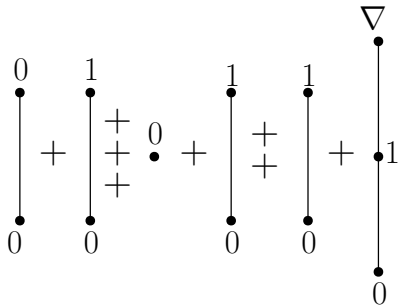
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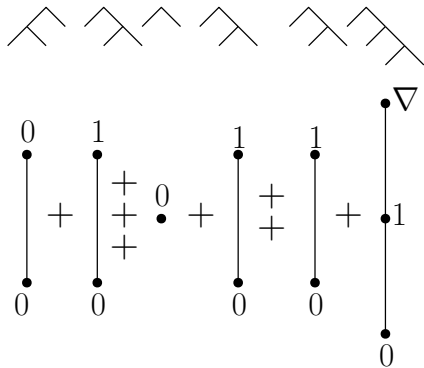
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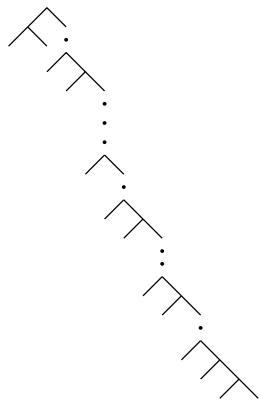
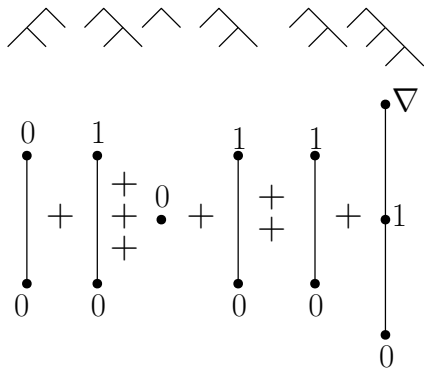
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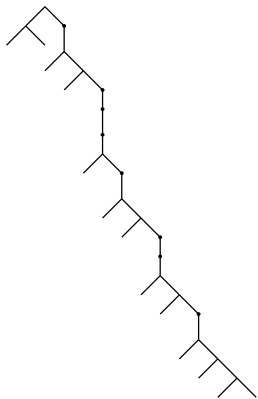
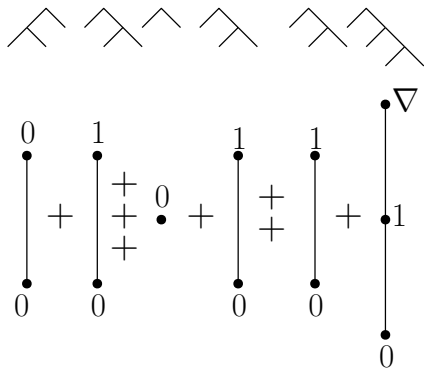
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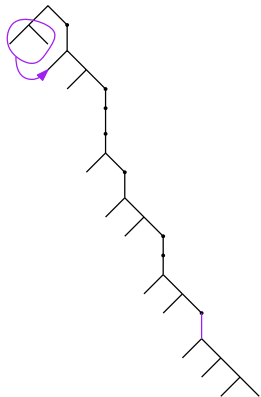
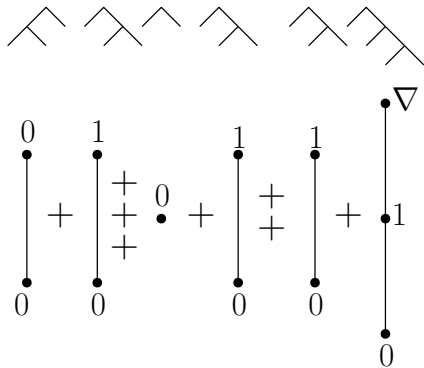


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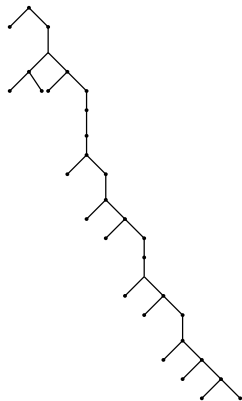
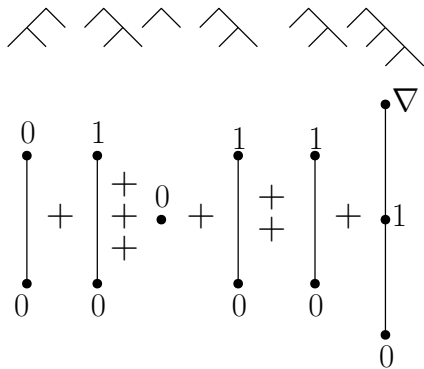




# Translation: $\beta(0, 1)$ -trees with no jumps



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# Jumps

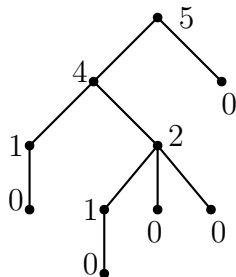
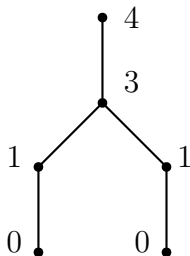
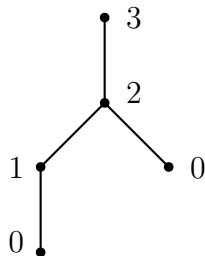
An internal node in a  $\beta(0, 1)$ -tree is a **jump** iff

- it is not the root and
- its label is by at least 2 greater than the label of its rightmost child.

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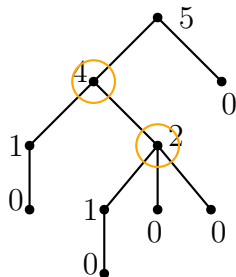
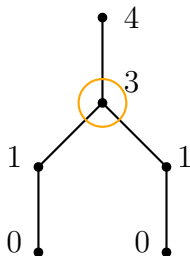
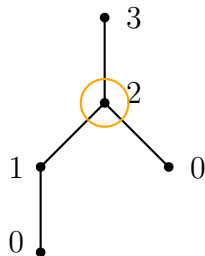
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# Jumps

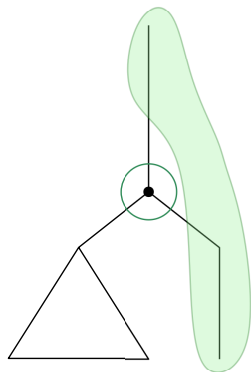
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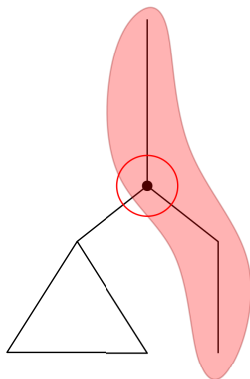


# RGB jumps

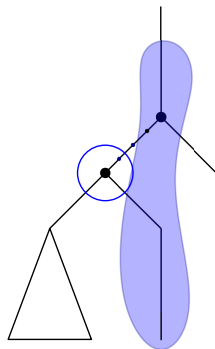
We distinguish three kinds of jumps related to the character of decomposition of  $\beta(0, 1)$ -trees.



green

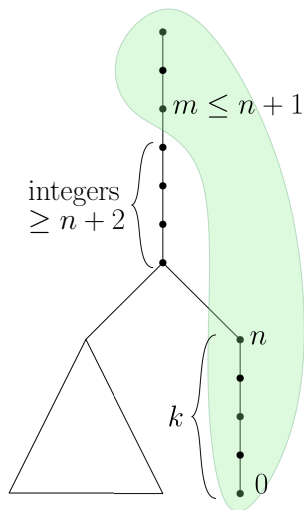


red

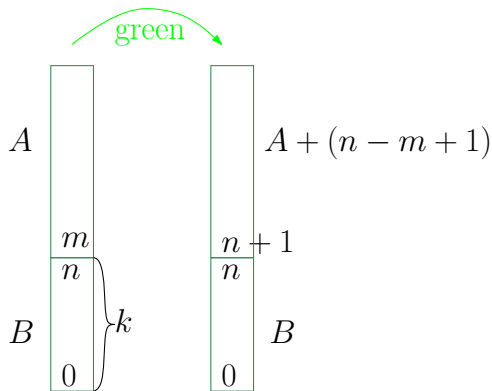
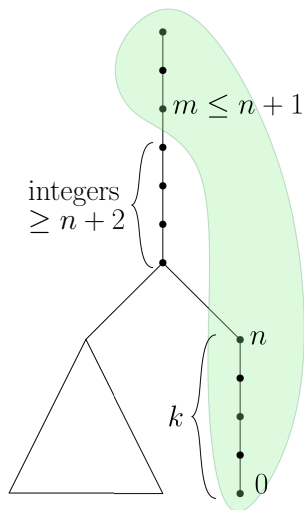


blue

# Green jump and green transformation

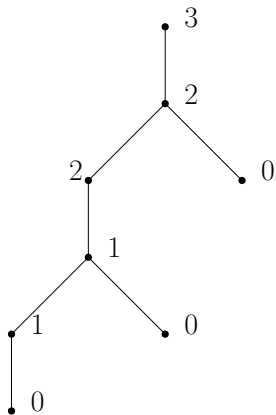


# Green jump and green transformation

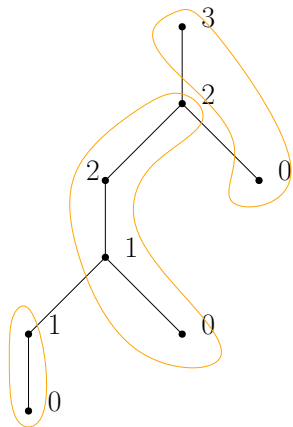




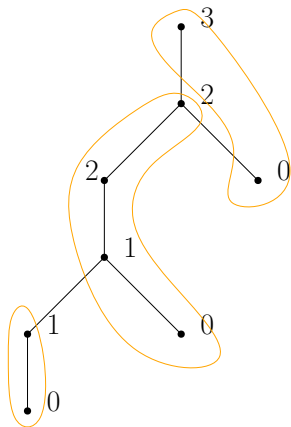
## Green example 1



# Green example 1

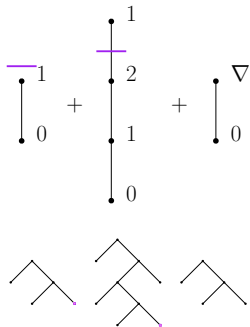
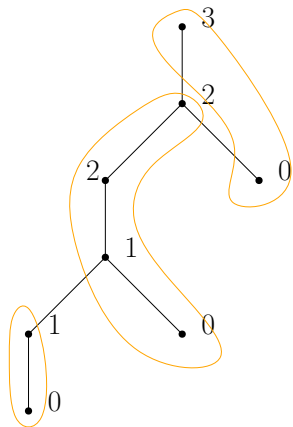


## Green example 1

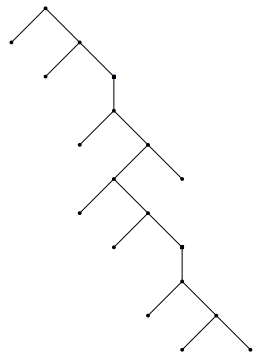
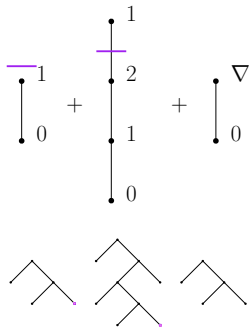
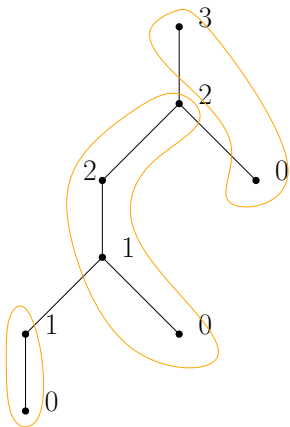


$$\begin{array}{c} \text{---} 1 \\ | \\ \bullet 0 \end{array} + \begin{array}{c} \text{---} 1 \\ | \\ \bullet 2 \\ | \\ \bullet 1 \\ | \\ \bullet 0 \end{array} + \begin{array}{c} \nabla \\ | \\ \bullet 0 \end{array}$$

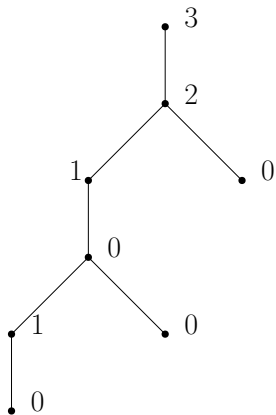
# Green example 1



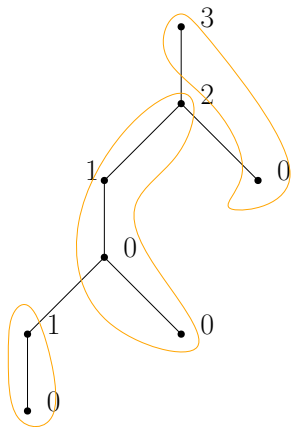
# Green example 1



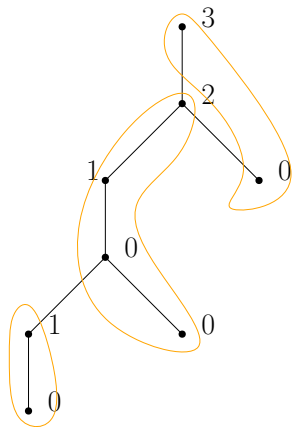
## Green example 2



## Green example 2



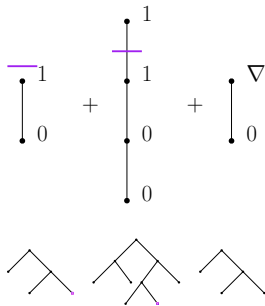
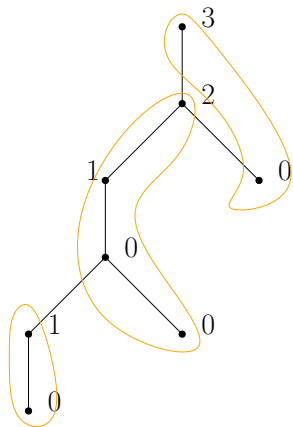
## Green example 2



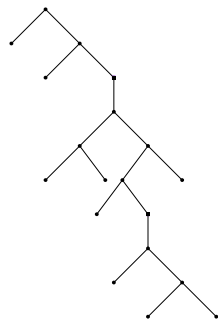
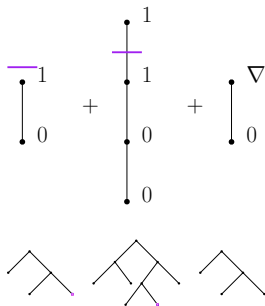
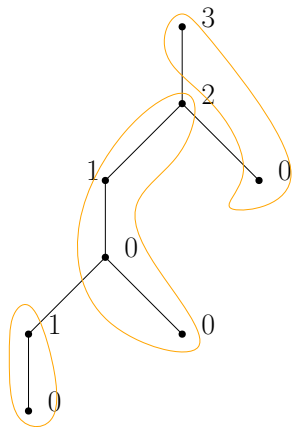
$$\begin{array}{c} \text{---} 1 \\ | \\ \bullet \\ | \\ \bullet \\ | \\ 0 \end{array} + \begin{array}{c} \text{---} 1 \\ | \\ \bullet \\ | \\ \bullet \\ | \\ \bullet \\ | \\ 0 \end{array} + \begin{array}{c} \nabla \\ | \\ \bullet \\ | \\ \bullet \\ | \\ 0 \end{array}$$



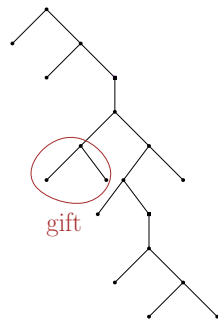
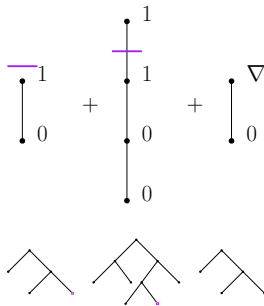
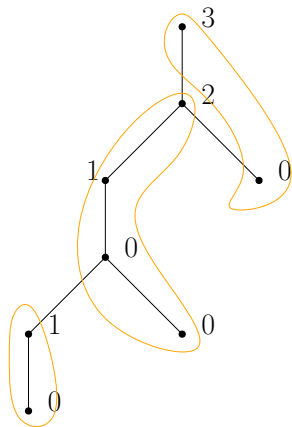
## Green example 2



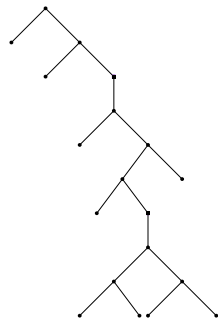
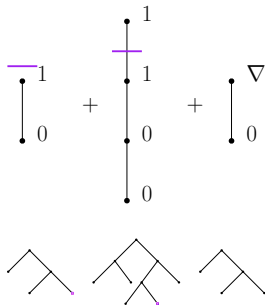
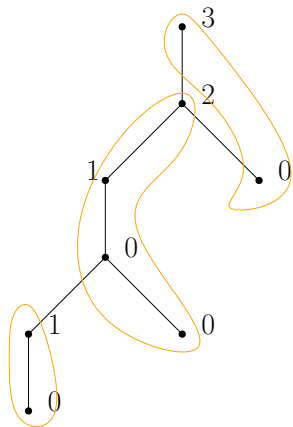
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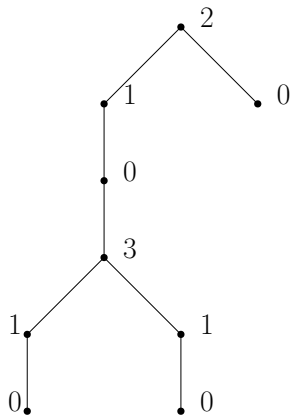
## Green example 2



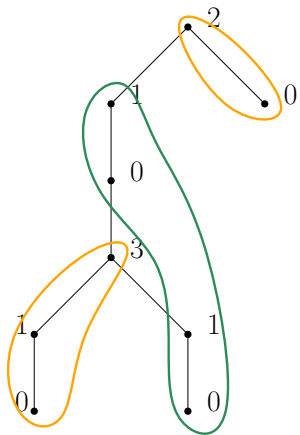
## Green example 2



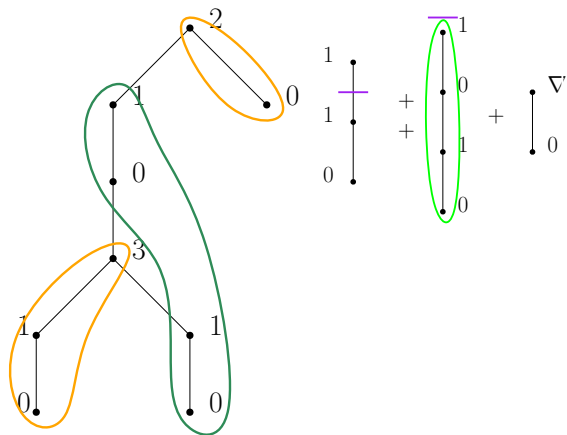
## Green example 3



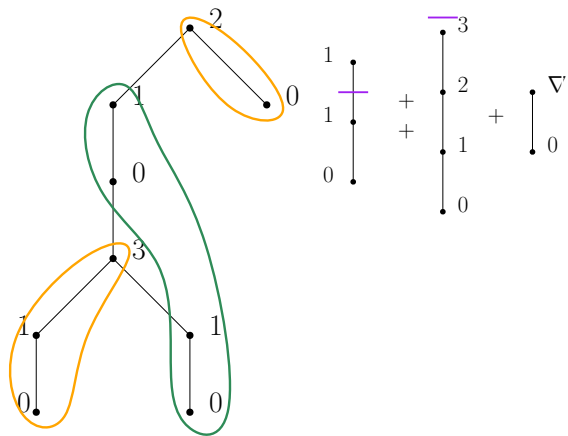
## Green example 3



## Green example 3

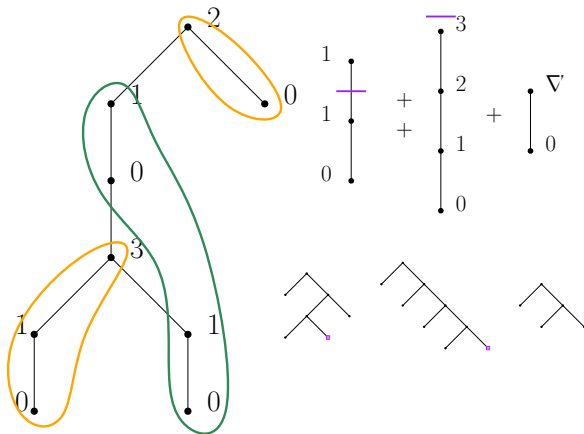


## Green example 3





# Green example 3



# Green example 3

