## LAMBDA

```
MODULE LAMBDA
  SYNTAX Exp ::= Int
                    Bool
                   (Exp) [bracket]
Exp Exp
Exp * Exp
                    Exp / Exp
                    Exp + Exp
                   Exp \leftarrow Exp

Exp \leftarrow Exp

lambda Id \cdot Exp

if Exp then Exp else Exp
                    let Id = Exp in Exp
                    letrec Id Id = Exp in Exp
                    mu Id . Exp
  SYNTAX Type ::= int
                     bool
                   | Type -> Type
| (Type) [bracket]
  SYNTAX Exp ::= Type
  SYNTAX KResult ::= Type
  CONFIGURATION:
           tasks
                  task*
                                                                         .Mgu
                     PGM:Exp
  RULE I:Int
          int
  RULE B:Bool
           bool
                         tenv
                        X \mapsto T
  RULE
               E1 * E2
  RULE
                  int
                                                   task
                                                       E1 = int
                                                    task
                                                       E2 = int
               E1 / E2
  RULE
                                                   task
                                                       E1 = int
                                                    task
                                                       E2 = int
               E1 + E2
  RULE
                  int
                                                   task
                                                       E1 = int
                                                    task
                                                       E2 = int
               E1 <= E2
  RULE
                  bool
                                                    task
                                                        E1 = int
                                                     task
                                                         E2 = int
                \mathsf{lambda}\; X\; .\; E
                                      TEnv
  RULE
                                                                                                      requires fresh (Tx:Type) \land_{Bool} fresh (Te:Type)
                  Tx \rightarrow Te
                                                       task
                                                          E = Te
                                                                          TEnv[Tx / X]
               E1 E2
                                                                                                     requires fresh (T2:Type) \land_{Bool} fresh (T:Type)
  RULE
                                                  task
                                                      E1 = T2 \rightarrow T
                                                     task
                                                         E2 = T2
               \quad \text{if $E$ then $E1$ else $E2$}
                                                                                                                 requires fresh (T:Type)
  RULE
                                                                  task
                                                                      E = bool
                                                                    task
                                                                        E1 = T
                                                                    task
                                                                         E2 = T
         let X = E in E'
  RULE
                                                                                                                                                                                                                                                                [macro]
         \overline{(\operatorname{lambda} X \cdot E') \ E}
                 \mathsf{letrec}\; F \;\; X = E \; \mathsf{in}\; E'
  RULE
                                                                                                                                                                                                                                                                [macro]
         requires fresh (T:Type)
               \mathsf{mu}\; X . E
                                 TEnv
  RULE
                                                  task
                                                                   tenv
                                                      E = T
                                                                    TEnv[T / X]
  SYNTAX K := Exp = Exp [strict]
                                         mgu
               T:Type = T':Type
                                                 \theta:Mgu
  RULE
                                           \mathsf{updateMgu}\;(\theta,T,T')
                    tasks
                             task
                                   T: Type
  RULE
                                                                     \theta:Mgu
                                    \theta(T)
END MODULE
```