## **LAMBDA**

```
MODULE LAMBDA
 SYNTAX Exp ::= Int
                       Bool
                       (Exp) [bracket]
                       Exp Exp [strict]
                       Exp * Exp [strict]
                       Exp / Exp [strict]
                       Exp + Exp [strict]
                       Exp <= Exp [strict]</pre>
                       lambda Id . Exp [binder]
                       if Exp then Exp else Exp [strict]
                       let Id = Exp in Exp
                       letrec Id Id = Exp in Exp
                       mu Id . Exp [binder]
 SYNTAX Type ::= int
                        bool
                        Type \rightarrow Type
                       (Type) [bracket]
 SYNTAX Exp ::= Type
 SYNTAX KResult ::= Type
CONFIGURATION:
    PGM:Exp
                                                   .Mgu
RULE I:Int
           int
RULE B:Bool
           bool
RULE
                 T1:Type*T2:Type
RULE
          T1 = \text{int} \curvearrowright T2 = \text{int} \curvearrowright \text{int}
                 T1:Type \ / \ T2:Type
RULE
          T1 = \text{int} \curvearrowright T2 = \text{int} \curvearrowright \text{int}
RULE
                 T1:Type + T2:Type
          T1 = \text{int} \curvearrowright T2 = \text{int} \curvearrowright \text{int}
RULE
                 T1:Type \iff T2:Type
          T1 = \text{int} \curvearrowright T2 = \text{int} \curvearrowright \text{bool}
 SYNTAX Exp := Exp \rightarrow Exp [strict]
                   \verb|lambda| X{:}Id . E{:}Exp
                                                                TEnv
                                                                                         requires fresh (T:Type)
RULE
                 T \rightarrow E \curvearrowright \mathsf{tenv}(TEnv)
                                                           TEnv[T / X]
          T1:Type \quad T2:Type
                                           requires fresh (T:Type)
RULE
          T1 = (T2 \rightarrow T) \curvearrowright T
RULE if T:Type then T1:Type else T2:Type
                 T = bool \curvearrowright T1 = T2 \curvearrowright T1
RULE let X = E in E'
              E'[E' \mid X]
                   \mathsf{letrec}\; F \;\; X = E \; \mathsf{in}\; E'
RULE
          \mathsf{let}\,F = \,\mathsf{mu}\,F \,\,.\,\,\, \mathsf{lambda}\,X \,\,.\,\, E \,\,\mathsf{in}\,E'
RULE
                         \mathbf{mu} \ X{:}Id \ . \ E{:}Exp
                                                                      TEnv
                                                                                               requires fresh (T:Type)
                (T \rightarrow T) \to (TEnv)
                                                                 \overline{TEnv[T / X]}
 SYNTAX K ::= Type = Type
RULE
                                              \theta:Mgu
                                     \overrightarrow{\text{updateMgu}\left(\theta,T,T'\right)}
                                         mgu
                                           \theta:Mgu
RULE
                 T: Type
                  \theta(T)
 SYNTAX \quad K ::= tenv(Map)
                 T: Type 	o tenv(TEnv)
RULE
                                                            \overline{\mathit{TEnv}}
```

[macro]

[macro]

END MODULE