LAMBDA

END MODULE

```
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
                        if Exp then Exp else Exp [strict]
                         let Id = Exp in Exp [strict(2)]
                         letrec Id Id = Exp in Exp
                        mu Id . Exp
 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
                                tenv
                              X \mapsto T:Type
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
 SYNTAX TypeSchema ::= ( forall Set)Type [binder]
                                                                              tenv
                  let X = T: Type in E 
RULE
                                                        \theta:Mgu
                                                                               \overline{\mathit{TEnv}[(\text{ forall }\mathit{FV}(\theta(\mathit{T})) - \mathit{Set}\ \check{\mathit{FV}}(\theta(\text{ values }\mathit{TEnv})))\theta(\mathit{T}) \mathrel{/}\mathit{X}]}
                    E \curvearrowright \mathsf{tenv}(\mathit{TEnv})
                                                           X \mapsto (\text{ forall } \mathit{Tvs})\mathit{T}
                                X:Id
RULE
                   freshVariables\ (\mathit{Tvs},\ T)
                    letrec F \ X = E \text{ in } E'
RULE
           \mathsf{let}\,F = \mathsf{mu}\,F \;.\;\; \mathsf{lambda}\,X \;.\; E \;\mathsf{in}\; E'
                          \mathbf{mu}\ X{:}Id . E{:}Exp
                                                                                                   requires fresh (T:Type)
RULE
                                                                         TEnv
                 (T \rightarrow T) E \curvearrowright \text{tenv} (TEnv)
                                                                    TEnv[T / X]
 SYNTAX K ::= Type = Type
 RULE
                                                \theta:Mgu
                                       \mathsf{updateMgu}\;(\theta,T,T')
RULE
                  T: Type
                                             \theta:Mgu
 SYNTAX K := tenv(Map)
                  T:Type \curvearrowright tenv(TEnv)
RULE
```

[macro]