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
                        if Exp then Exp else Exp [strict]
                        let Id = Exp in Exp
                        letrec Id Id = Exp in Exp
                        \mathsf{mu}\ \mathit{Id}\ .\ \mathit{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
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]
                      {\tt lambda}\ X{:}Id\ .\ E
                                                                  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
           \mathsf{let}\; X = E \; \mathsf{in}\; E'
RULE
          ( lambda X . E') E
                    \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