$$ex2 \ = \left[\begin{array}{ccc} x & : & Ind \\ c_{boy} & : & boy(x) \\ y & : & Ind \\ c_{dog} & : & dog(y) \\ e & : & hug(x,y) \end{array} \right]$$

$$ex3 = \begin{bmatrix} x & = & a \\ c_{boy} & = & s_1 \\ y & = & b \\ c_{dog} & = & s_2 \\ e & = & s_3 \end{bmatrix}$$

$$ex4 = \begin{bmatrix} f & = & f & = & ff & = & a \\ g & = & h & = & ff & = & a \\ g & = & g & = & a \\ h & = & d \end{bmatrix} \end{bmatrix}$$

$$ex6 \ = \left[\begin{array}{cccc} x & : & Ind \\ c_{boy} & : & \langle \lambda v : Ind \ .boy(v), \langle x \rangle \rangle \\ y & : & Ind \\ c_{dog} & : & \langle \lambda v : Ind \ .boy(v), \langle y \rangle \rangle \\ e & : & \langle \lambda v_1 : Ind \ \lambda v_2 : Ind \ .hug(v_1, v_2), \langle x, y \rangle \rangle \end{array} \right]$$

$$ex9 = \lambda v_0 : RecType . [c_0 : v_0]$$

$$ex23 = \bigvee_{X \sqsubseteq T_1} (T_1 \to T_2)$$

$$ex31 = \lambda r : \begin{bmatrix} x & : & Ind \\ c_{human} & : & human(x) \\ y & : & Ind \\ c_{dog} & : & dog(y) \\ z & : & Ind \\ c_{stick} & : & stick(z) \\ e & : & pick-up(x,z) \frown attract-attention(x,7) \end{bmatrix} . \begin{bmatrix} e & : & play-fetch(r.x,r.y) \end{bmatrix}$$