

The Felix Language

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Chapter 1

Introduction

The Felix programming language is based on algebra, in particular [category theory](#).

The construction begins with a category \mathcal{M} which is a cartesian closed category of monomorphic types, including a set of primitive types p_i , and the usual type combinators for products, coproducts, function types, and recursion.

Our objective is to construct a category \mathcal{P} of polymorphic types.

