

$$g \in [V_\theta \rightarrow V_*]$$

$$g_{\theta*} \in [V_* \rightarrow V_*]$$

$$g_{\theta*}(a) = \begin{cases} g(b) & \text{if } a = \langle 0, b \rangle \\ \langle 1, \text{typeerror} \rangle & \text{if } a = \langle 0, b \rangle \text{ and } \neg (\exists i, b' \text{ s.t. } b = \phi(\langle i, b' \rangle) \text{ and } b' \in V_\theta) \\ a & \text{otherwise.} \end{cases}$$

Intuitively,  $g_{\theta*}$  is applied to an element in  $V$ , i.e. when  $\langle 0, b \rangle$ , it first does runtime typechecking and finds out whether  $b$  is a value of type  $\theta$ . If not,  $g_{\theta*}$  returns a typeerror  $\langle 1, \text{typeerror} \rangle$ . If yes, on the other hand, it casts  $b$  to a value  $b'$  of type  $\theta$ , and runs  $g$  on  $b'$ .

Thus,  $g_{\theta*}$  does type-testing and type-casting.

④ Here is the definition of  $\mathbb{I}\cdot\mathbb{I}$ . We present only some cases. Look at the textbook for the complete definition.

$$\mathbb{I}\cdot\mathbb{I} \in [\langle \text{exp} \rangle \rightarrow V^{\langle \text{var} \rangle} \rightarrow V_*]$$

often written as  $E$

to emphasize that it is the set of environments.

$$\mathbb{I}v\mathbb{I}\eta = \langle 0, \eta(v) \rangle$$

$$\mathbb{I}e_0 e_1 \mathbb{I}\eta = \begin{cases} \mathbb{I}e_0 \mathbb{I}\eta & \text{if } \mathbb{I}e_1 \mathbb{I}\eta \notin \mathbb{I}, \langle 1, \text{error} \rangle, \langle 1, \text{typeerror} \rangle \\ \langle 1, \text{typeerror} \rangle & \text{if } \mathbb{I}e_0 \mathbb{I}\eta = \langle 0, b \rangle \text{ but } \neg (\exists i, b' \text{ s.t. } b = \phi(\langle i, b' \rangle) \text{ and } b' \in V_{\text{fun}}) \\ \mathbb{I}e_1 \mathbb{I}\eta & \text{else if } \mathbb{I}e_1 \mathbb{I}\eta \in \mathbb{I}, \langle 1, \text{error} \rangle, \langle 1, \text{typeerror} \rangle \\ b'(a) & \text{else if } \mathbb{I}e_0 \mathbb{I}\eta = \langle 0, b \rangle \text{ and } \exists b' \in V_{\text{fun}} \text{ s.t. } b = \phi(\langle 2, b' \rangle) \end{cases}$$

$$\text{and } \mathbb{I}e_1 \mathbb{I}\eta = \langle 0, a \rangle$$

More succinctly, we can write:

$$\mathbb{I}e_0 e_1 \mathbb{I}\eta = (\lambda f. (\lambda z. f(z)))_* (\mathbb{I}e_0 \mathbb{I}\eta) \text{ fun* } (\mathbb{I}e_1 \mathbb{I}\eta)$$

function definition in math.      function application in math.      typechecking and typecasting.

$$\mathbb{I}\lambda v. e \mathbb{I}\eta = \langle 0, \phi(\langle 2, \lambda z. \mathbb{I}e \mathbb{I}\eta | v, z \rangle) \rangle$$

$$\mathbb{I}\langle e_0, \dots, e_{n-1} \rangle \mathbb{I}\eta = (\lambda z_0. \dots (\lambda z_{n-1}. \phi(\langle 3, \langle z_0, \dots, z_{n-1} \rangle \rangle)))_* (\mathbb{I}e_{n-1} \mathbb{I}\eta)$$

$$\mathbb{I}e.k \mathbb{I}\eta = (\lambda t. \text{if } k \in \text{dom}(t) \text{ then } \langle 0, t_k \rangle \text{ else } \langle 1, \text{typeerror} \rangle)_* (\mathbb{I}e \mathbb{I}\eta)$$

$t$  consists of at least  $k+1$  components.

$$\mathbb{I}@ k e \mathbb{I}\eta = (\lambda z. \langle 0, \phi(\langle 4, \langle k, z \rangle \rangle) \rangle)_* (\mathbb{I}e \mathbb{I}\eta)$$

$$\mathbb{I}\text{sum case } e \text{ of } (e_0, \dots, e_{n-1}) \mathbb{I}\eta = (\lambda \langle k, z \rangle. \text{if } k < n \text{ then } (\lambda f. f(z))_{\text{fun*}} (\mathbb{I}e_k \mathbb{I}\eta) \text{ else } \langle 1, \text{typeerror} \rangle)_{\text{alt*}} (\mathbb{I}e \mathbb{I}\eta)$$

$$\mathbb{I}k \mathbb{I}\eta = \langle 0, \phi(\langle 0, k \rangle) \rangle$$

$$\mathbb{I}e_0 + e_1 \mathbb{I}\eta = (\lambda i. (\lambda i'. \langle 0, \phi(\langle 0, i+i' \rangle) \rangle)_{\text{int*}} (\mathbb{I}e_1 \mathbb{I}\eta))_{\text{int*}} (\mathbb{I}e_0 \mathbb{I}\eta)$$

$$\mathbb{I}\text{typeerror} \mathbb{I}\eta = \langle 1, \text{typeerror} \rangle \quad \mathbb{I}\text{true} \mathbb{I}\eta = \langle 0, \phi(\langle 1, \text{tt} \rangle) \rangle$$