SaDS HW 3

## Problem 3.1

See src folder

## Problem 3.2

```
in C++:
int dec(x){
         if(x == 0) return x;
         return \ dec(x-1);
}
                                                                                                                                                                                  ✓ (rule for fct appli.) ✓
                                                                                                                                           \overline{x:int \in \Gamma} \, \overline{\Gamma \vdash x:int} \, \overline{\Gamma \vdash x:int} \, \overline{dec:int \to int \in \Gamma}
                                                                                                                                        \overline{\Gamma \vdash x : int}
                                                                                                                                                                   \overline{x-1:int} \overline{\Gamma} \vdash dec:int \rightarrow int
         \checkmark (rule for base types )\checkmark
                                                                                                   \overline{\Gamma \vdash 0 : int} \ \overline{\Gamma \vdash 1 : int} \ \overline{\Gamma \vdash x == 0 : bool} \ \overline{\Gamma \vdash dec(x-1)}
\overline{\vdash int: type} \; \overline{\vdash int: type}
                                                \overline{dec: int \to int \Rightarrow int: type} \ \overline{\Gamma} \ \vdash if(x=0)\{0\}else\{dec(x-1)\}\
\vdash (dec: int \rightarrow int = (x:int)) \mapsto if(x=0)\{0\} \ else \ \{dec(x-1)\}\]
in C++
intdec(x){
         while(x > 0){
                 x = x - 1;
         return 0;
                                                                                                      \overline{x:int} \in \Gamma \ \overline{0:int} \in \Gamma \ \overline{x:int} \in \Gamma \ \overline{1:int} \in \Gamma
                                                                                                      \overline{\Gamma \vdash x : int} \overline{\Gamma \vdash 0 : int} \overline{\Gamma \vdash x : int} \overline{\Gamma \vdash 1 : int}
 \frac{\checkmark}{\vdash int: type} \frac{\checkmark}{\vdash int: type} \quad \frac{(\text{rule for base types })\checkmark}{\vdash dec: int \rightarrow int \Rightarrow int: type} \quad \frac{\overline{\Gamma \vdash x > 0: bool}}{\Gamma \vdash while(x > 0)\{x = x - 1\}: int} 
                                                                                                 \overline{\Gamma \vdash x > 0 : bool} \overline{\Gamma \vdash x = x - 1} : int
\overline{\vdash int \rightarrow int : type} \qquad \overline{dec : int \rightarrow int = (x : int)while(x > 0)\{x = x - 1\} : int \rightarrow int}
\overline{((\vdash valdec : int \to int) = \Gamma) = (x : int) \mapsto while(x > 0)\{x = x - 1\}}
```

## Problem 3.3

$$\begin{aligned} \mathbf{C} &:= \mathbf{A} + \mathbf{B} \\ &\frac{\Gamma \vdash A : type \quad \Gamma \vdash B : type \quad \Gamma \vdash A + B : type}{\Gamma \vdash A + B : C} \\ &\frac{\Gamma \vdash f(A) \leadsto inj1(A) \quad \Gamma \vdash g(B) \leadsto inj2(B) \quad \Gamma \vdash (u, f(A), f(B)) \leadsto C}{\Gamma \vdash A + B \leadsto (u, f(A), f(B))} \end{aligned}$$