23-1/	$(\lambda x. x+5)$ ISWIM	(5 7)
	(1x: Nom. x+5) Typed-ISWIN	
	Type Inference: ISWIM -> Poly- - add type annotations to untyped - if they exists - most polymorphic type (1x,x) => A. AxiA.x	
	⇒ \x:nom. x	
	LICX JULY TEXT	inferring rule T[X->T]+M:T1
	P+ (Ax:T, m): T>T/	T - (Ixim): T >T'
	$I + I : O O; O$ $P + M : T C; X \leftarrow variable$	
	Constraint generation	constraint solving.
	type inference	
	C = a set of T = T'' equations $X = a set of A type variables$	

```
n, XIA + M! T' | C; X A is fresh
                                                                                                                                                                                                                                               T=A | VA,T
                     TH (JX, M) : (A > T') | C; X U (A)
                                                                                                                                                                                                                                           T = Ty -> Ta
                PHM: TI / CI; X, PHN: TZ G; XZ
                                                                                                                                                                                                                         A= TXU TZ
                TH (MN): A | CIUCZUETI=TZ > A3; XIUXZUEA3
              T + nom : Num | E3; E3 T+ X : T(X) 10; &
                            0 + (5 7): A | 0 0 0 0 E Num = Num = A3; 00 0 0 {A3
   Ø + 5: Nom | 0; Ø Ø + 7: Num | 0; Ø
                                                               A \leq N_{\text{Um}} = N_{\text{Um}} = A \leq 
 P9 143
  M+MIT, (1)X, N+N: Tz (2)X2
6+ (1x,x): A2 -7 Az | Ø; [Az3 Ø+5: Num | Ø; Ø
                                                                                                                                                                                                                                                                     N=N
                                                                                                                                                                                                                                                                   N = & M
 0, X: Az - X : Az /0; 0
                                                                                                                                                                                                                                                                   m = N . X'
                                        C = \begin{bmatrix} A_2 \Rightarrow A_2 = Nom \Rightarrow A_1 \end{bmatrix}

X = \begin{bmatrix} A_1 & A_2 \end{bmatrix}
                                                                                                                                                                                                     X+4=16
                                                                                                                                                                                                                                                                X, 4
                                                                                                                                                                                                X + 3y = 8
                                                                                                                                                                                                                                                                    Gaussian
                                   Type of Program = [A,
                                                                                                                                                                                                  x = 16 - y
                                                                                                                                                                                                                                                                      Elimination
                                                                                                                                                                                          x + 3y = 8
                                                                                                                                                                                                                                                                              A3
                                                                                                                                                                                                  X = 16-4
                                                                                                                                                                               (16-y)+3y=8
 [" = Az=Num, Num:A.
                                                                                                                                                                                                     X=16-4
                                                                                                                                                                                                   y = \frac{8-16}{2} = -y
                                                                                                                                                                                                      x= 70 y=-4
```

```
U nification
23-3/
            u: C -> {A=T3
            U(\xi A=T) \cup C) = U(C[A\leftarrow T]), A=T A & FV(T)
         u(\xi\tau=A3\circ C) = u(\xi A=T3\circ C)
             U({T, >T2 = T3 -> Ty3 oc)
              = U (Cu ETI=T330ETz=T43)
        = u(ET=T30C) = u(C)
            4(0) = E
            Or (1xix): A > TA ! 2; EA3
                                               X+4 = 10
             Ø, XIA + X IA O ) Ø
              C= D X=BAZ Type= A-7 A
                     AA...
            1 = (lxixx) (lxixx) w- (lxixx)
            Ø + (Ax, xx): (A, -> Az) {A1= A1-7A23; {A1, A23
            Ø, X: A, + x x : Az | EA, = A, = Az3; EAz3
             Ø, xiA, HA, ld; & Ø, xiA, HA, lø; &
                 C= {A,=A, ->Az} X= {A, Az} T=A, ->Az
                 C' { A3 = A, => Ay}
                 C1 [A, - A, -7 Az]
                  = {Az = (A, ->Az) -> Ay
```

1 let id = lx:x in

(it (id true)

(it S)

(id S)

(id