

1 Terms, Types and Kinds

For programming language, three levels: *terms*, *types*, and *kinds*, have proved sufficient .

1.1 Terms

Sometimes, the word *term* and *expression* are used interchangeably.

Recap term-level *abstraction* and *application* in the λ -calculus:

$$\begin{array}{lcl} t & ::= & x \quad \textit{Variable} \\ & | & \lambda x. t \quad \textit{Abstraction} \\ & | & t, t \quad \textit{Application} \end{array}$$

The symbol t in the left-hand side of the rules is called a *metavariable*. It is a place-holder for some particular term.

1.2 Types

1.3 Kinds

To treat type-level functions, collectively called *type operators* more formally, it is required to:

1. Add a collection of rules of *kinding* which specify how type expressions can be combined to yield new type expressions.
2. Whenever a type T appears in a term $(\lambda x : T. t)$, check whether T is well formed.
3. Add a collection of rules for the definitional equivalence relations between types.

$\Gamma \vdash T :: K$ is read as “type T has kind K in context Γ ”.

kinding is a well-formedness relation.

