## LAMBDA

```
MODULE LAMBDA
   SYNTAX Exp ::= Int
                     Bool
                    (Exp) [bracket]
Exp Exp
Exp * Exp
                     Exp / Exp
                     Exp + Exp
                    Exp \le Exp
lambda Id . Exp
if Exp then Exp else Exp
                     let Id = Exp in Exp
                     letrec Id Id = Exp in Exp
                     \operatorname{mu} \operatorname{Id} \operatorname{.} \operatorname{Exp}
   SYNTAX Type ::= int
                      bool
                    | Type -> Type
| (Type) [bracket]
   SYNTAX Exp ::= Type
   SYNTAX Variable ::= Id
   SYNTAX KResult ::= Type
  CONFIGURATION:
           tasks
                 task*
                     PGM:Exp
  RULE I:Int
          int
  RULE B:Bool
           bool
                          tenv
  RULE
                         X \mapsto T
                X:Id
  RULE
                                                                  \bullet Bag
                E1 * E2
                                                  task
                  int
                                                       E1 = int
                                                   task
                                                       E2 = int
  RULE
                E1 / E2
                                                  task
                                                       E1 = int
                                                   task
                                                                         tenv
                                                       E2 = int
  RULE
                E1 + E2
                                                  task
                  int
                                                      E1 = int
                                                   task
                                                       E2 = int
  RULE
                                                                   \bullet Bag
                E1 <= E2
                  bool
                                                        E1 = int
                                                        E2 = int
  RULE
                   lambda X . {\cal E}
                                            TEnv
                                                              task
                Tx: Type -> Te: Type
                                                                                 TEnv[X \leftarrow Tx]
  RULE
                                                                   \bullet Bag
                E1 E2
                                                  task
                                                     E1 = T2 -> T
                                                  task
                                                      E2 = T2:Type
  RULE
                \quad \text{if $E$ then $E1$ else $E2$}
                                                                   task
                        T: Type
                                                                       E = bool
                                                                        E1 = T
                                                                    task
                                                                         E2 = T
  RULE let X = E in E'
          \overline{(\operatorname{lambda} X \cdot E') \ E}
                 \mathsf{letrec}\; F \;\; X = E \; \mathsf{in}\; E'
  RULE
          let F = mu F . lambda X . E in E'
  RULE
                                TEnv
                muX . E
                                                    task
                 T: Type
                                                       E = T
                                                                      TEnv[X \leftarrow T]
   SYNTAX KItem ::= Exp = Exp [strict]
  RULE
                T:Type = T:Type
  RULE
END MODULE
```

[macro]

[macro]