

Usage

Run alg program for REPL.

Features

[Product Types](#) (from Class Webpage):

```
t ::= ...
    {t, t, ...}
    t.i      (i ≥ 1)

v ::= ...
    {v, v, ...}

T ::= ...
    {T, T, ...}

E ::= ...
    E.i
    {v, v, ..., E, t, t, ...}
```

Evaluation Rules

E-ProjTuple
T-Tuple
T-Proj

Sum Types (from TAPL):

```
t ::= ...
    inl t as T
    inr as T
    case t of inl x => t | inr x => t

v ::= ...
    inl v as T
    inr v as T

t ::=
    T+T
```

Evaluation Rules

From Chapter 11.9 Page 132
E-CASE

From Chapter 11.9 Page 135
E-CASEINL
E-CASEINR
E-INL
E-INR
T-INL
T-INR

Recursive Types (from TAPL):

From Chapter 20.2 Page 276

```
t ::= ...  
    fold t  
    unfold t
```

```
v ::= ...  
    fold v  
    unfold v
```

```
T ::= ...  
    X  
     $\mu X.T$ 
```

Evaluation Rules

E-FLD

E-UNFLD

T-FLD

T-UNFLD

I assumed that there will only be one recursive type in each context, so I used `fold t` instead of `fold [T] t` and likewise for `unfold`.

Example Outputs

cdr

Input	Output
$(\backslash l:\mu X.\text{Bool}+\text{Nat}^*X. \text{case } (\text{unfold } l) \text{ of } \text{inl } y \Rightarrow y \mid \text{inr } z \Rightarrow z.2) \{0, \text{false}\}$	$\text{case unfold } \{0, \text{false}\} \text{ of } \text{inl } y \Rightarrow y \mid \text{inr } z \Rightarrow z.2 : \mu X.\text{Bool}+\text{Nat}^*X$
$(\backslash l:\mu X.\text{Bool}+\text{Nat}^*X. \text{case } (\text{unfold } l) \text{ of } \text{inl } y \Rightarrow y \mid \text{inr } z \Rightarrow z.2) \text{false}$	$\text{case unfold false of inl } y \Rightarrow y \mid \text{inr } z \Rightarrow z.2 : \mu X.\text{Bool}+\text{Nat}^*X$
$(\backslash l:\mu X.\text{Bool}+\text{Nat}^*X. \text{case } (\text{unfold } l) \text{ of } \text{inl } y \Rightarrow y \mid \text{inr } z \Rightarrow z.2) 0$	error: types do not match
$(\backslash l:\mu X.\text{Nat}+\text{Bool}^*X. \text{case } (\text{unfold } l) \text{ of } \text{inl } y \Rightarrow y \mid \text{inr } z \Rightarrow z.2) \{\text{iszero } 0, \{\text{iszero } (\text{succ } 0)\}\}\}$	$\text{case unfold } \{\text{true}, \{\text{false}, \{\text{true}, \{\text{false}, \{\text{false}, \text{succ } 0\}\}\}\}\} \text{ of } \text{inl } y \Rightarrow y \mid \text{inr } z \Rightarrow z.2 : \mu X.\text{Nat}+\text{Bool}^*X$

car

Input	Output
$(\backslash l:\mu X.\text{Bool}+\text{Nat}^*X. \text{case } (\text{unfold } l) \text{ of } \text{inl } y \Rightarrow 0 \mid \text{inr } z \Rightarrow z.1) \{0, \{0, \text{false}\}\}$	$\text{case unfold } \{0, \{0, \text{false}\}\} \text{ of } \text{inl } y \Rightarrow 0 \mid \text{inr } z \Rightarrow z.1 : \text{Nat}$
$(\backslash l:\mu X.\text{Bool}+\text{Nat}^*X. \text{case } (\text{unfold } l) \text{ of } \text{inl } y \Rightarrow 0 \mid \text{inr } z \Rightarrow z.1)$	$\lambda l. \text{case unfold } l \text{ of } \text{inl } y \Rightarrow 0 \mid \text{inr } z \Rightarrow z.1 : (\mu X.\text{Bool}+\text{Nat}^*X) \rightarrow \text{Nat}$
$(\backslash l:\mu X.\text{Bool}+\text{Nat}^*X. \text{case } (\text{unfold } l) \text{ of } \text{inl } y \Rightarrow 0 \mid \text{inr } z \Rightarrow z.1) 0$	error: types do not match

cons

$(\backslash x:\text{Nat}.\backslash y:\mu X.\text{Bool}+\text{Nat}^*X. \text{fold } \{x, y\}) 0 \{0, \{0, \text{false}\}\}$	$\text{fold } \{0, \{0, \{0, \text{false}\}\}\} : \mu X.\text{Bool}+\text{Nat}^*X$
$(\backslash x:\text{Bool}.\backslash y:\mu X.\text{Bool}+\text{Nat}^*X. \text{fold } \{x, y\}) \text{false } \{0, \{0, \text{false}\}\}$	error: $\{x, y\}$ is not of specified recursive type

Sum

$\text{case inr true as Nat+Bool of inl } y \Rightarrow \text{if iszero } y \text{ then true else false} \mid \text{inr } z \Rightarrow \text{if } z \text{ then false else true}$	$\text{false} : \text{Bool}$
$\text{case inl (if true then 0 else succ 0) as Nat+Bool of inl } y \Rightarrow \text{iszero } y \mid \text{inr } z \Rightarrow z$	$\text{true} : \text{Bool}$
$(\backslash x:\text{Nat}. \text{inr } x \text{ as Bool+Nat}) (\text{succ } 0)$	$\text{inr } (\text{succ } 0) : \text{Bool}+\text{Nat}$

Product

<code>{true, false}</code>	<code>{true, false} : Bool*Bool</code>
<code>{true, false}.1</code>	<code>true : Bool</code>
<code>let x = {true, false} in if x.1 then x.2 else x.1</code>	<code>false : Bool</code>