~Min shoot ~

Static us. Dynamics

We are going to split the life of a computer program into two phases

· static = anything that happens before ronning the program (compile time)

> e.g. patsing, static analys, hype checking, lexing macros, ophmoadon, compilation

> > staging

· dynamic = everything that happens when a program is tunning (runhine)

exceptions)

hurs planet.

Mems

Typing Judgements Context (environment): Set of variables with type assignments eg. (= {x:T, y:5}) - e: 5 "entails" expression/program
being typed tems = well-typed pretern = unproven to be well typed Terms = well-typed preterms

| Binders |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| Binder = a language construct that closes over or binds variables |
| e-g. $\forall x$. let $10tx = -in$ |
| |
| sometimes patter mateluva |
| lim n-900 |
| |
| Bound variables = variables bound by |
| ree vaniables = variables not bound by |
| |
| $\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{\mathcal{N}_{N}}}}}}}}}}$ |
| binde V free bound |
| Closed expr=one with no free vars Open expr=one with free vars |
| ΔΩΩΙΩ · · · · · · · · · · · · · · · · · · |
| open: xxxy |
| DC. 2 |
| closed: >t-t |
| Jy.yy |
| or-equivalence/convertibility states that the name of a bound variable obesnit made |
| i.e. $\lambda x \cdot x = \alpha \lambda y \cdot y$ |
| $\lambda a.ab = \lambda x.xb$ |

 $\lambda \alpha y \cdot y = \alpha \lambda y \alpha \cdot \alpha$

A little language of numbers + Strings - Syntax Backus-Naurform (BNF) 7:= Num concrete syntactic bars allowed! category the syntax of the form as it should appear in the aloshact syntax free (AST) Abstractsyntax user-friendly abbrevailer of the abstract syntax Concrete syntax recusive "calls e := xnum [n] SK [S] plus (e,; ez) Q, + L 2 lames (ei, ez) e, tez Q, H- R2 coot (e1; en) len (e) let ock=e, inez let $(e_i; X.e_2)$ abstract concrete syntex here eg. & = {q, b, c ... 3 "hello" E & times (num [1]; len (oh [hello])) Ames

nmes

nun

len

shr

hello

A little language of numbers + 5 mngs - Typing!

linear:

VAR (, 26:5 + 26:5

NUM - NEN - Num

SK SEZ*

O Ham[s]:SM

PLUS (+e,: Num (+e2: Num
(+plus(e,;e2): Num

THES PHI:Num (tez:Num

Thimes(e, jez):Num

CAT P+Cat(ei,e2):SK

LEN - (+ e. SK

(Ten(e): Num