

Introduction to Beamer

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This is the title

Beamer is a \LaTeX class for preparing presentations.

- 1 Slides are called frames in Beamer.
- 2 This is the usual ordered list in \LaTeX .
- 3 Following slides will contain random content which will show you various ways of using it. You need to replicate it.
- 4 Of course! we will give you boilerplate code!

Type Rules

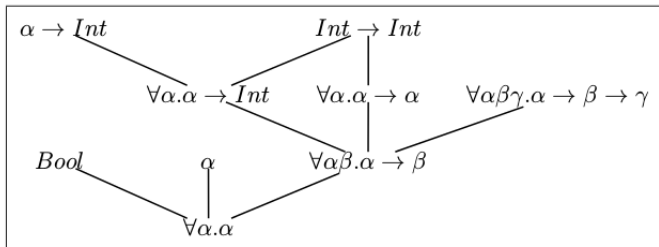


Figure: This is the caption

Type Rules

- A substitution is a list of pairs denoted as $S = \{\alpha_1/\tau_1 \dots \alpha_n/\tau_n\}$.
- A substitution S applied on a type expression σ , denoted by $S(\sigma)$ involves simultaneous substitution of the variables $\alpha_1 \dots \alpha_n$, if they occur free in σ , by the corresponding type expressions $\tau_1 \dots \tau_n$.

Definition

Let $\sigma = \forall \alpha_1 \dots \alpha_m. \tau$ and $\sigma_0 = \forall \beta_1 \dots \beta_n. \tau_0$. Then σ_0 is a *generic instance* of σ , iff there is a substitution S acting only on $\{\alpha_1 \dots \alpha_m\}$ such that $\tau' = S(\tau)$ and no β_i is free in σ .

- Clearly, the restriction that no β_i is free in σ is needed, else we would have absurdities like $\alpha \rightarrow Int \leq \forall \alpha. \alpha \rightarrow Int$.

Recapitulation Type rules for λ_2

$$\Gamma \cup \{x :: \sigma\} \vdash x :: \sigma \quad (\text{VAR})$$

$$\Gamma \cup \{x :: \sigma\} \vdash c :: \sigma \quad (\text{CON})$$

$$\frac{\Gamma \vdash M :: \sigma \quad \sigma' \geq \sigma}{\Gamma \vdash M :: \sigma'} \quad (\text{INST})$$

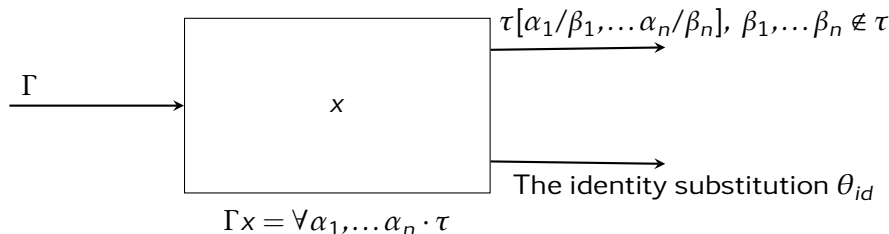
$$\frac{\Gamma \vdash M :: \sigma \quad \alpha \notin FV(\Gamma)}{\Gamma \vdash M :: \forall \alpha. \sigma} \quad (\text{GEN})$$

$$\frac{\Gamma \vdash M :: \tau_1 \rightarrow \tau_2 \quad \Gamma \vdash N :: \tau}{\Gamma \vdash M \ N :: \tau_2} \quad (\text{M-APP})$$

$$\frac{\Gamma, x :: \tau_1 \vdash M :: \tau_2}{\Gamma \vdash \lambda x. M :: \tau_1 \rightarrow \tau_2} \quad (\text{M-ABS})$$

Hindley-Milner - Type checking applications

1: t is a variable x



- β_1, \dots, β_n are fresh variables.
- Reason for monomorphising the type of x : We try to find the type of a variable only in the context of an application, and our application is monomorphic.

Hindley-Milner - Type checking applications

- 1 Typecheck e_1 with the initial environment Γ . Result is τ_1 and θ_1 .
- 2 Typecheck e_2 with the environment $\theta_1\Gamma$. Result is τ_2 and θ_2 .
- 3 Unify $\theta_2\tau_1$ and $\tau_2 \rightarrow \alpha$. Assume that unifier is θ . And the unified term $(\theta \alpha)$ is τ_3 .
- 4 Type of the application is τ_3 and the final substitution is $\theta \circ \theta_2 \circ \theta_1$.