```
-| fun power_gen m =
                                                                               let fun f n x = if n = 0 then \langle 1 \rangle else \langle x \rangle \langle x \rangle
                                                                                  in <let fun power x = (f m < x) in power end> end;
val power_gen = fn : int -> <int -> int>
 -| val power_code = power_gen 3;
-| fun power_gen m =
                                                                               let fun f n x = if n = 0 then \langle 1 \rangle else \langle x \rangle \langle x
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