- a) <u>False.</u> We don't have enough information to conclude that **T1=Number**, meaning we can't conclude that the expression (g a) is even valid and hence can't conclude the entire expression's return-value type.
- **b)** False. Don't have enough information to conclude that T1=T2, and hence can't conclude that the listed return types of f match.
- c) False. (lambda () (f x)) is of type [empty -> typeof((f x))], which is equal to type [empty -> T2], which according to the definitions so far in the course can't be equal to T2 (recursion is disallowed in type equalities.)
- **d)** False. Type of **x** is unknown.

2)

a) Renaming of bound variables:

((lambda (f x1) (f 1 x1)) + #t) turns to ((lambda (f x) (f 1
$$x$$
)) + #t)

Assignment of type variables:

((lambda (f x) (f 1 x)) + #t)	TO
(lambda (f x) (f 1 x))	Т1
+	T+
#t	T#t
(f 1 x)	Т2
f	Tf
1	Tnum1
X	Tx

Construction of type equations:

(subexpressions)

((lambda (f x) (f 1 x)) + #t)	T1 = [T+ * T#t -> T0]
(lambda (f x) (f 1 x))	T1 = [Tf*Tx -> T2]
(f 1 x)	Tf = [Tnum1*Tx ->
	Т2]

(primitives)

+	T+ =
	[Number*Number ->
	Number]
#t	T#t = Boolean
1	Tnum1 = Number

Solving of equations:

1	T1 = [T+ * T#t -> T0]	{ }
2	T1 = [Tf*Tx -> T2]	
3	Tf = [Tnum1*Tx -> T2]	
4	T+ = [Number*Number -> Number]	
5	T#t = Boolean	
6	Tnum1 = Number	

1		{ T1 := [T+ * T#t -> T0] }
2	T1 = [Tf*Tx -> T2]	
3	Tf = [Tnum1*Tx -> T2]	
4	T+ = [Number*Number -> Number]	
5	T#t = Boolean	
6	Tnum1 = Number	

2		<pre>{ T1 = [T+ * T#t -> T0], T1 = [Tf*Tx -> T2] }</pre>
3	Tf = [Tnum1*Tx -> T2]	
4	T+ = [Number*Number -> Number]	
5	T#t = Boolean	
6	Tnum1 = Number	
7	T+ = Tf	
8	T#t = Tx	
9	T0 = T2	

3	{ T1 = [T+ * T#t →
	T0],
	T1 = [[Tnum1*Tx ->
	T2]*Tx -> T2],

		Tf = [Tnum1*Tx -> T2] }
4	T+ = [Number*Number -> Number]	
5	T#t = Boolean	
6	Tnum1 = Number	
7	T+ = Tf	
8	T#t = Tx	
9	T0 = T2	

```
{
    T1 = [[Number*Number -> Number]*
    Boolean -> T0],
    T1 = [[Number*Tx -> T2]*Tx -> T2],
    Tf = [Number*Tx -> T2],
    Tf = [Number*Tx -> Number],
    T#t = Boolean,
```

		Tnum1 = Number
		}
7	T+ = Tf	
8	T#t = Tx	
9	T0 = T2	

```
T1 = [[Number*Number -> Number]*
Boolean -> T0],
T1 = [[Number*Tx -> T2]*Tx -> T2],
Tf = [Number*Tx -> T2],
Tf = [Number*Tx -> T2],
T+ = [Number*Number -> Number],
T#t = Boolean,
Tnum1 = Number
}

8   T#t = Tx
9   T0 = T2
10   Tx=Number
11  T2=Number
```

```
{
    T1 = [[Number*Number -> Number]*
    Boolean -> T0],
    T1 = [[Number* Boolean -> T2]*
    Boolean -> T2],
    Tf = [Number* Boolean -> T2],
    Tf = [Number*Number -> Number],
    Tt = Boolean,
    Tnum1 = Number,
    Tt = Tf,
    Boolean = Tx
}

9    T0 = T2
10    Tx=Number
11    T2=Number
```

```
{
    T1 = [[Number*Number -> Number]*
    Boolean -> T0],
    T1 = [[Number* Boolean -> T2]*
    Boolean -> T0],
```

```
Tf = [Number* Boolean -> T2],
T+ = [Number*Number -> Number],
T#t = Boolean,
Tnum1 = Number,
T+ = Tf,
Boolean = Tx,
T0 = T2
}
10 Tx=Number
11 T2=Number
```

```
T1 = [[Number*Number -> Number]*
Boolean -> T2],
T1 = [[Number* Boolean -> T2]*
Boolean -> T2],
Tf = [Number* Boolean -> T2],
Tf = [Number* Boolean -> T2],
Th = [Number*Number -> Number],
Th = Boolean,
Thum1 = Number,
Th = Tf,
Boolean = Tx,
T0 = T2
}
T1 T2=Number
```

b) Renaming of bound variables:

```
((lambda (f x) (f1 x1 1)) + *) turns into ((lambda (f x) (f x 1)) + *)
```

Assignment of type variables:

1	((lambda (f x) (f x 1)) + *)	TO
2	(lambda (f x) (f x 1))	T1
3	+	T+

4	*	Tm
5	(f x 1)	T2
6	f	Tf
7	X	Tx
8	1	Tnum1

Construction of type equations:

(primitives)

+	T+ = [Number*Number ->
	Number]
*	Tm = [Number*Number ->
	Number]
1	Tnum1 = Number

(subexpressions)

((lambda (f x) (f x 1)) + *)	T1 = [T+ * Tm -> T0]
(lambda (f x) (f x 1))	T1 = [Tf * Tx -> T2]
(f x 1)	Tf = [Tx * Tnum1 -> T2]

Solving of equations:

1	Tf = [Tx * Tnum1 -> T2]	{ }
	=>	
	Tf = [Tx * Tnum1 -> T2]	
2	T1 = [Tf * Tx -> T2]	
3	T1 = [T+ * Tm -> T0]	
4	Tnum1 = Number	
5	Tm = [Number*Number -> Number]	
6	T+ = [Number*Number -> Number]	

```
6 T+ = [Number*Number -> Number]
```

```
8
   Tx = Tm
   =>
                                        Tf = [Tx * Number -> T2],
   Tx = [Number*Number -> Number]
                                        T1 = [[Tx * Number -
                                        >T2]*Tx -> T2],
                                        Tnum1 = Number,
                                        Tm = [Number*Number ->
                                        Number],
                                        T+ = [Number*Number ->
                                        Number
                                        }
   T2 = T0
10 \mid \mathbf{Tx} = \mathbf{Number}
   T2 = Number
```

```
T2 = T0
   =>
                                      Tf = [Tx * Number -> T2],
   T2 = T0
                                      T1 = [[Tx * Number -
                                      >T2]*Tx -> T2],
                                      Tnum1 = Number,
                                      Tm = [Number*Number ->
                                      Number],
                                      T+ = [Number*Number ->
                                      Number],
                                      Tx = [Number*Number ->
                                      Number]
                                      }
10 \mid Tx = Number
11 \mid T2 = Number
```

```
10 \mid Tx = Number
   =>
                                     Tf = [Tx * Number -> T0],
   [Number*Number -> Number] =
                                     T1 = [Tx * Number -
   Number
                                     >T2]*Tx -> T0],
                                     Tnum1 = Number,
   [[ERROR]]
                                     Tm = [Number*Number ->
                                     Number],
                                     T+ = [Number*Number ->
                                     Number],
                                     Tx = [Number*Number ->
                                     Number]
                                     }
11 \mid T2 = Number
```