

Name:

## CS 421 — Type Semantics Rules (Monotype Version)

### The Rules

#### The Language

$L ::=$	$\lambda x.L$	abstractions
	$L L$	applications
	<b>let</b> $x = L$ <b>in</b> $L$	Let expressions
	<b>if</b> $L$ <b>then</b> $L$ <b>else</b> $L$	If expressions
	$E$	expressions
$E ::=$	$x$	variables
	$n$	integers
	$b$	booleans
	$E \oplus E$	integer operations
	$E \sim E$	integer comparisons
	$E \&& E$	boolean and
	$E    E$	boolean or

#### The Type Rules

##### Constants

$$\frac{}{\Gamma \vdash n : \text{int}} \text{CONST, when } n \text{ is an integer.}$$

Similarly for True and False.

##### Variables

$$\frac{}{\Gamma \vdash x : \alpha} \text{VAR, when } x : \alpha \in \Gamma$$

##### Binary Arithmetic

$$\frac{\Gamma \vdash e_1 : \text{int} \quad \Gamma \vdash e_2 : \text{int}}{\Gamma \vdash e_1 \oplus e_2 : \text{int}} \text{BINOP}$$

##### Integer Relations

$$\frac{\Gamma \vdash e_1 : \text{int} \quad \Gamma \vdash e_2 : \text{int}}{\Gamma \vdash e_1 \sim e_2 : \text{bool}} \text{RELOP}$$

##### If

$$\frac{\Gamma \vdash e_1 : \text{bool} \quad \Gamma \vdash e_2 : \alpha \quad \Gamma \vdash e_3 : \alpha}{\Gamma \vdash \text{if } e_1 \text{ then } e_2 \text{ else } e_3 : \alpha} \text{IF}$$

## Application

$$\frac{\Gamma \vdash e_1 : \alpha_2 \rightarrow \alpha \quad \Gamma \vdash e_2 : \alpha_2}{\Gamma \vdash e_1 e_2 : \alpha} \text{APP}$$

## Abstraction

$$\frac{\Gamma \cup \{x : \alpha_1\} \vdash e : \alpha_2}{\Gamma \vdash \lambda x. e : \alpha_1 \rightarrow \alpha_2} \text{ABS}$$

Let

$$\frac{\Gamma \vdash e_1 : \tau_1 \quad \Gamma \cup [x : \tau_1] \vdash e_2 : \tau_2}{\Gamma \vdash \text{let } x = e_1 \text{ in } e_2 : \tau_2} \text{LET}$$

Let Rec

$$\frac{\Gamma \cup [x : \tau_1] \vdash e_1 : \tau_1 \quad \Gamma \cup [x : \tau_1] \vdash e_2 : \tau_2}{\Gamma \vdash \text{let } x = e_1 \text{ in } e_2 : \tau_2} \text{LETREC}$$