Technische Universität München Institut für Informatik

Lambda Calculus Winter Term 2017/18

Prof. Tobias Nipkow, Ph.D.

Simon Wimmer

Exercise Sheet 10

Exercise 1 (Recursive let)

Recursive let expressions are one way (besides Y-combinators) to add recursion to λ^{\rightarrow} .

$$t ::= x \mid (t_1 \ t_2) \mid (\lambda x. \ t) \mid \text{letrec } x = t_1 \ \text{in } t_2$$

- a) Modify the standard typing rule for let to create a suitable rule for letrec.
- b) Considering *type inference*, what is the problematic property of this rule compared to the rule for let?
- c) Give a derivation tree for the following statement, and so determine the type τ :

$$[] \vdash$$
letrec $x = \lambda y$. $x (x y)$ in $x x : \tau$

Exercise 2 (Type Inference in Haskell (2))

In this exercise, we will extend the implementation of the type inference algorithm from last exercise for the let and letrec constructs.

- a) Have a look at the template on the website, which adds let and letrec to the term language.
- b) Extend the type inference algorithm for let and letrec.

Homework 3 (Fixed-point combinator)

Let

 $\$ = \lambda abcdefghijklmnopqstuvwxyzr.r(thisisafixedpointcombinator)$

and

Show that \in is a fixed-point combinator.

Homework 4 (let-Polymorphism)

Give a derivation tree for the following statement, and so determine the type τ :

$$[z:\tau_0] \vdash$$
let $x = \lambda yz. \ z \ y \ y \ \text{in} \ x \ (x \ z) : \tau$

Homework 5 (Type Inference with Type Constructors)

We generalize \to to type constructors. With type constructors, types are either elementary, a type variable or, constructed as $\Pi \tau_1 \dots \tau_n$ where Π is a type constructor. Now \to is just a type constructor that takes two arguments. Your task is to extend the Haskell inference algorithm towards type constructors.

- a) Extend the type language with type constructors. Type constructors should take *lists* of type arguments.
- b) Extend the type inference algorithm for type constructors. To specify the set of valid type constructors, we will just start with a non-empty environment that will pre-specify the type of some free variables that then act as data constructors.