

24-1

 $T_1 = T_1 \rightarrow T_2$ (shows up mainly in Ω).

doesn't exist

 \Rightarrow can't have Ω , if, pair

C

 $\text{Type}^{**} T_1 = \text{NULL};$
 $\text{Type}^* \text{res} = \text{new Arrow}(T_1, T_2)$
 $*T_1 = \text{res};$

(of numbers)
List is either + and x

- an empty

- or, node of a number and list

 $\text{List} = \text{Bool} + (\text{Num} \times \text{List})$

recursive types

 $T = \text{Num} \mid \text{Bool}$
 $\text{List} =$
 $\mid (T + T) \mid (T \times T)$
 $\mu L. (\text{Bool} + (\text{Num} \times L))$
 $\mid (T \rightarrow T)$
 $\mid A \mid \forall A. T$

Binary Tree =

 $\mid \mu A. T$
 $\mu B. (\text{Num} + (B \times B))$

DescenderTree =

 $\mu DT. (\text{Bool} + (\text{Num} \times (\mu DL. (\text{Bool} + (DT \times DL))))$
 $\Gamma \vdash f : A_1 \rightarrow R$
 $\Gamma \vdash a : A_2$
 $A_1 = A_2$
 $\Gamma \vdash (f \ a) : R$
 $\forall a. (a \rightarrow \text{Bool}) \stackrel{?}{=} \forall b. (b \rightarrow \text{Bool})$
 $\mu a. (a \rightarrow \text{Bool}) \stackrel{?}{=} \mu b. (b \rightarrow \text{Bool})$
 $\lambda x. x$
 $=$
 $\lambda y. y$
 $(\mu a. (a \rightarrow \text{num})) = ((\mu a. (a \rightarrow \text{num})) \rightarrow \text{num})$

4-2 / $\boxed{T = T'}$

$\vdash T \leftrightarrow T'$

$\vdash T[A \leftarrow A''] \leftrightarrow T'[A' \leftarrow A'']$ where $A'' \& FVs(T) \cup FVs(T')$

$\vdash (\mu A. T) \leftrightarrow (\mu A'. T')$ (deal with Romeo)

$\vdash Num \leftrightarrow Num$

$\vdash D_1 \leftrightarrow D_2 \quad \vdash R_1 \leftrightarrow R_2$

$\vdash (D_1 \rightarrow R_1) \leftrightarrow (D_2 \rightarrow R_2)$

$\vdash T[A \leftarrow (\mu A. T)] \leftrightarrow T'$

$\vdash (\mu A. T) \leftrightarrow T'$

$\vdash T \leftrightarrow T'[A \leftarrow (\mu A. T)']$

$\vdash T \leftrightarrow (\mu A. T')$

A type & its unfold are equal
= equi-recursive

contrast to iso-recursive

$(\lambda x: (\mu a. (a \rightarrow num)). ((unfold\ x)\ x)) = \omega$

$x:r \vdash (unfold\ x) : (r \rightarrow num)$

$x:r \vdash x:r \quad \vdash r \leftrightarrow r$

$x:r \vdash x:r$

where $r = (\mu a. (a \rightarrow num))$

$M = \dots \mid (fold\ M) \mid (unfold\ M)$

$V = \dots \mid (fold\ V)$

$E = \dots \mid (fold\ E) \mid (unfold\ E)$

$E[(unfold\ (fold\ V))] \mapsto E[V]$

$\Gamma \vdash M : T[A \leftarrow (\mu A. T)]$

$\Gamma \vdash (fold\ M) : (\mu a. T)$

$\Gamma \vdash M : \mu A. T$

$\Gamma \vdash (unfold\ M) : T[A \leftarrow (\mu A. T)]$

```
char x = ...
int y = (int) x;
// al(x)
r10(y)
mov %eax, %r10
mov %eax, %r10
```

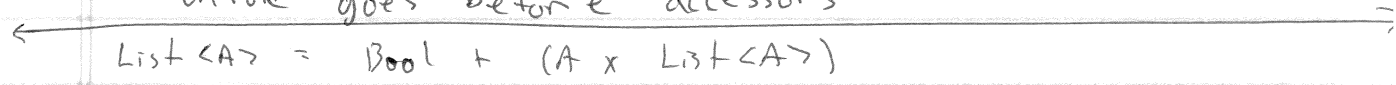
```
char *xp = ...
int *yp = (int *) xp;
xp = 0x8080
yp = 0x8080
```

$$List_{\alpha} = Bool + (\alpha \times List)$$

$null := \lambda a. (fold (inL false))_r$
 $cons := \lambda a. (\lambda v: a. \lambda l: List_{\alpha}. (fold (inR (pair v l))))$
 $car = first :=$
 $\lambda a. (\lambda l: List_{\alpha}.$
 $Match (unfold l)$
 $(\lambda n: bool. \lambda \alpha)$
 $(\lambda p: (a \times List_{\alpha}). fst p))$

fold goes after constructors

unfold goes before accessors



$$List\langle A \rangle = Bool + (A \times List\langle A \rangle)$$

Unit Type : $T = 1$ $V = ++$ or $()$

Bottom Type : $T = 0$ $V = \underline{\hspace{2cm}}$

$$\begin{aligned}
 List\langle A \rangle &= 1 + (A \times List\langle A \rangle) & \delta_{xy} &= (\delta_x)y + \\
 \delta_A List\langle A \rangle &= \delta_A (1 + (A \times List\langle A \rangle)) & & x(\delta_y) \\
 &= \delta_A 1 + \delta_A (A \times List\langle A \rangle) \\
 &= 0 + ((\delta_A A) \times List\langle A \rangle) + (A \times \delta_A List\langle A \rangle) \\
 &= 0 + (1 \times List\langle A \rangle) + (A \times \delta_A List\langle A \rangle)
 \end{aligned}$$

$$Zipper\langle List\langle A \rangle \rangle \approx List\langle A \rangle + (A \times \delta_A List\langle A \rangle)$$

The quick brown fox | jumped over
the lazy student.

