

$F = \text{lam } \langle \vec{a}, b, c \rangle (x :: a, \dots) \text{ body end}$

$f \langle \text{Num}, \text{String}, \text{Boolean} \rangle$

Map :: $(\underline{a} \rightarrow b)$, List <a> \rightarrow List

$t\text{-arrow}(t\text{-var}("a"), t\text{-var}("b"))$

map <Num, Str>

data Expr:

| e-lam (tyvars :: List <String>,
params :: List <Param> ,

param(name, type)

body :: Expr,
ret :: Type)

| e-inst (e :: Expr, types :: List <Type>)

data Type:

| t-var(name :: String)

| t-fun(args :: List <String>,
body :: Type)

fun type-check (exprs :: Expr, env :: TyEnv, types :: Set <String>):

$\lambda e\text{-lam}(\text{tyvars}, \text{params}, \text{body}, \text{ret}) \Rightarrow$
 $\text{new-tyvars} = \text{extend-vars}(\text{types}, \text{tyvars})$
 $\text{new-env} = \text{extend-env}(\text{env}, \text{params})$

$\text{tb} = \text{tc}(\text{body}, \text{new-env}, \text{new-tyvars})$
 when not($\text{tb} == \text{ret}$): error end

$\text{t-fun}(\text{types}, \text{t-arrow}(\text{params.map}(\text{get-type}), \text{ret}))$

$\lambda e\text{-app}(f, \text{arg})$
 $\text{ft} = \text{tc}(f, \text{env}, \text{types})$
 $\text{at} = \text{tc}(\text{arg}, \text{env}, \text{types})$

$\lambda e\text{-inst}(e, \text{tp-args}) \Rightarrow$
 $\text{et} = \text{tc}(e, \text{env}, \text{types})$
 cases (Type) et:

$\lambda \text{t-fun}(\text{ty-params}, \text{tbody}) \Rightarrow \text{subst}(\text{tbody}, \text{tp-args}, \text{ty-param})$

$\text{fun id} \langle a \rangle (x :: a) \rightarrow a:$
 x
 end

$y :: a = 10$
 $\text{t-fun}(\text{[inst} :: "a"],$
 $\text{t-arrow}(\text{t-var}("a"),$
 $\text{t-var}("a"))$)

id(5)

id < Num > (5)

$| e\text{-plus}(e_1, e_2) \Rightarrow$

$te_1 = tc(e_1, \dots)$

what if tc_1 is $t\text{-var}("z")$?

```
fun add <a> (x :: a) → Num
```

```
→ x + 1
```

```
end
```

```
add <Num> (2)
```

```
add <Bool> (true)
```

Parametrically Polymorphic

How abstract is practical?

```
fun map <a, b> (f :: (a → b), l :: List <a>) →  
List <b>:
```

```
fun f <a> (x :: a) → Void;  
  print(x)
```

```
end
```

Design
Decision

```
fun f <a, b> (x :: a, y :: b) → Bool;  
  x == y
```

```
end
```

```
let id = lam(x): x end
```

```
id(1)  
id("a")
```

ignored
constraints
(for now)

```
let id = lam <a>(x::a) → a:  
x  
end
```

```
id<Num>(1)  
id<Str>("a")
```

$a \rightarrow a$

```
let id = lam <a>(x::a) → a: x end
```

```
if id<b>(1) == 1  
id<c>("a")  
id<d>(2)
```

Let-polymorphism

