

Church's Type Theory

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1. THE LAMBDA CALCULUS

1.1. Abstract Syntax

```

type name = string;
infix ! ∈ --;

datatype term =  V of name          |    (* variable      *)
                 op ! of term*term |    (* application   *)
                 λ of name*term;    (* abstraction    *)

```

1.2. Substitution

```

fun  x ∈ []
    =  false
    x ∈ (y::z)
    =  x = y orelse x ∈ z;

```

```

fun [] -- a
  = []
  (h::t) -- a
  = if h=a then t--a else h::(t--a);

fun freevars (V n)
  = [n]
  freevars (a ! b)
  = (freevars a) @ (freevars b)
  freevars (λ (n,t))
  = (freevars t) -- n;

fun primed v var1 =
  if v ∈ var1
  then primed (v^" ") var1
  else v;

fun subst t1 n (V n2)
  = if n=n2 then t1 else (V n2)
  subst t1 n (t2!t3)
  = (subst t1 n t2)!(subst t1 n t3)
  subst t1 n (λ(n2,t2))
  = if n=n2
    then λ(n2,t2)
    else let val nv = primed n2 (freevars t1 @
                                   (freevars t2 -- n2))
           val nf = subst t1 n (subst (V nv) n2 t2)
           in λ(nv,nf)
           end;

```