

On to real programming  
languages...

## Base types

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Up to now, we've formulated “base types” (e.g. `Nat`) by adding them to the syntax of types, extending the syntax of terms with associated constants (`zero`) and operators (`succ`, etc.) and adding appropriate typing and evaluation rules. We can do this for as many base types as we like.

For more theoretical discussions (as opposed to programming) we can often ignore the term-level inhabitants of base types, and just treat these types as uninterpreted constants.

E.g., suppose `B` and `C` are some base types. Then we can ask (without knowing anything more about `B` or `C`) whether there are any types `S` and `T` such that the term

$$(\lambda f:S. \lambda g:T. f\ g) (\lambda x:B. x)$$

is well typed.

## The Unit type

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$t ::= \dots$   
 $\text{unit}$

*terms*  
*constant*  $\text{unit}$

$v ::= \dots$   
 $\text{unit}$

*values*  
*constant*  $\text{unit}$

$T ::= \dots$   
 $\text{Unit}$

*types*  
*unit type*

*New typing rules*

$\boxed{\Gamma \vdash t : T}$

$\Gamma \vdash \text{unit} : \text{Unit}$

(T-UNIT)

# Sequencing

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$t ::= \dots$   
 $t_1; t_2$

*terms*

# Sequencing

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$t ::= \dots$   
 $t_1; t_2$

*terms*

$$\frac{t_1 \longrightarrow t'_1}{t_1; t_2 \longrightarrow t'_1; t_2} \quad (\text{E-SEQ})$$

$$\text{unit}; t_2 \longrightarrow t_2 \quad (\text{E-SEQNEXT})$$

$$\frac{\Gamma \vdash t_1 : \text{Unit} \quad \Gamma \vdash t_2 : T_2}{\Gamma \vdash t_1; t_2 : T_2} \quad (\text{T-SEQ})$$

## Derived forms

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- ▶ Syntactic sugar
- ▶ Internal language vs. external (surface) language

## Sequencing as a derived form

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$$t_1; t_2 \stackrel{\text{def}}{=} (\lambda x: \text{Unit}. t_2) t_1$$

where  $x \notin FV(t_2)$

## Equivalence of the two definitions

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[board]