

$var, x, y$	term variable		
$t$	::=		term
		$x$	variable
		$\lambda x.t$	bind $x$ in $t$ lambda
		$t t'$	app
		<b>if</b> $t$ <b>then</b> $t'$ <b>else</b> $t''$	conditional
		<b>true</b>	true
		<b>false</b>	false
		$(t)$	S
		$[t/x]t'$	M
$v$	::=		value
		$\lambda x.t$	lambda
$typ, T$	::=		types
		<b>Bool</b>	bool type
		$T_1 \rightarrow T_2$	function types
$ctx, \Gamma$	::=		typing context
		$\bullet$	empty context
		$\Gamma, x : T$	assumption
$terminals$	::=		
		$\lambda$	
		$\longrightarrow$	
		$\rightarrow$	
		$\in$	
		$\neq$	
		$\equiv_\alpha$	
		$\equiv_\beta$	
		<b>FV</b>	
		$\notin$	
		$dom$	
		$\vdash$	
		<b>true</b>	
		<b>false</b>	
$formula$	::=		
		<i>judgement</i>	
		$x \neq x'$	M
		$x \notin \text{FV}(t)$	M
		$x : T \in \Gamma$	M
		$x \notin \text{dom}(\Gamma)$	M
$red$	::=		
		$t_1 \longrightarrow t_2$	$t_1$ reduces to $t_2$
$fv$	::=		
		$x \in \text{FV}(t)$	free variable

<i>aeq</i>	::=	$t \equiv_{\alpha} t'$	alpha equivalence
<i>beq</i>	::=	$t \equiv_{\beta} t'$	beta equivalence
<i>typing</i>	::=	$\Gamma \vdash t : T$	Typing rules
<i>judgement</i>	::=	<i>red</i>	
		<i>fv</i>	
		<i>aeq</i>	
		<i>beq</i>	
		<i>typing</i>	
<i>user_syntax</i>	::=	<i>var</i>	
		<i>t</i>	
		<i>v</i>	
		<i>typ</i>	
		<i>ctx</i>	
		<i>terminals</i>	
		<i>formula</i>	

$t_1 \longrightarrow t_2$   $t_1$  reduces to  $t_2$

$\frac{}{(\lambda x. t_{12}) v_2 \longrightarrow [v_2/x] t_{12}}$	RED_AX_APP
$\frac{t_1 \longrightarrow t'_1}{t_1 t \longrightarrow t'_1 t}$	RED_CTX_APP_FUN
$\frac{t_1 \longrightarrow t'_1}{v t_1 \longrightarrow v t'_1}$	RED_CTX_APP_ARG
$\frac{}{\mathbf{if\ true\ then\ } t_1 \mathbf{\ else\ } t_2 \longrightarrow t_1}$	RED_IF_TRUE
$\frac{}{\mathbf{if\ false\ then\ } t_1 \mathbf{\ else\ } t_2 \longrightarrow t_2}$	RED_IF_FALSE
$\frac{t_1 \longrightarrow t'_1}{\mathbf{if\ } t_1 \mathbf{\ then\ } t_2 \mathbf{\ else\ } t_3 \longrightarrow \mathbf{if\ } t'_1 \mathbf{\ then\ } t_2 \mathbf{\ else\ } t_3}$	RED_IF

$x \in \text{FV}(t)$  free variable

$\frac{}{x \in \text{FV}(x)}$	FV_VAR
$\frac{x \in \text{FV}(t_1)}{x \in \text{FV}(t_1 t_2)}$	FV_APP_L
$\frac{x \in \text{FV}(t_2)}{x \in \text{FV}(t_1 t_2)}$	FV_APP_R

$$\frac{x \in \text{FV}(t) \quad x \neq y}{x \in \text{FV}(\lambda y.t)} \quad \text{FV\_LAM}$$

$t \equiv_\alpha t'$  alpha equivalence

$$\frac{}{t \equiv_\alpha t} \quad \text{AEQ\_ID}$$

$$\frac{t \equiv_\alpha t'}{t' \equiv_\alpha t} \quad \text{AEQ\_SYM}$$

$$\frac{t \equiv_\alpha t' \quad t' \equiv_\alpha t''}{t \equiv_\alpha t''} \quad \text{AEQ\_TRANS}$$

$$\frac{t_1 \equiv_\alpha t'_1 \quad t_2 \equiv_\alpha t'_2}{t_1 t_2 \equiv_\alpha t'_1 t'_2} \quad \text{AEQ\_APP}$$

$$\frac{t \equiv_\alpha t'}{\lambda x.t \equiv_\alpha \lambda x.t'} \quad \text{AEQ\_LAM}$$

$$\frac{x' \notin \text{FV}(t)}{\lambda x.t \equiv_\alpha \lambda x'.[x'/x]t} \quad \text{AEQ\_SUBST}$$

$t \equiv_\beta t'$  beta equivalence

$$\frac{}{t \equiv_\beta t} \quad \text{BEQ\_ID}$$

$$\frac{t \equiv_\beta t'}{t' \equiv_\beta t} \quad \text{BEQ\_SYM}$$

$$\frac{t \equiv_\beta t' \quad t' \equiv_\beta t''}{t \equiv_\beta t''} \quad \text{BEQ\_TRANS}$$

$$\frac{t_1 \equiv_\beta t'_1 \quad t_2 \equiv_\beta t'_2}{t_1 t_2 \equiv_\beta t'_1 t'_2} \quad \text{BEQ\_APP}$$

$$\frac{t \equiv_\beta t'}{\lambda x.t \equiv_\beta \lambda x.t'} \quad \text{BEQ\_LAM}$$

$$\frac{}{(\lambda x.t) t' \equiv_\beta [t'/x]t} \quad \text{BEQ\_SUBST}$$

$\Gamma \vdash t : T$  Typing rules

$$\frac{x : T \in \Gamma}{\Gamma \vdash x : T} \quad \text{TYPING\_VAR}$$

$$\frac{\Gamma, x : T_1 \vdash t : T_2}{\Gamma \vdash \lambda x.t : T_1 \rightarrow T_2} \quad \text{TYPING\_ABS}$$

$$\frac{\Gamma \vdash t_1 : T_1 \rightarrow T_2 \quad \Gamma \vdash t_2 : T_1}{\Gamma \vdash t_1 t_2 : T_2} \quad \text{TYPING\_APP}$$

$$\frac{}{\Gamma \vdash \text{true} : \text{Bool}} \quad \text{TYPING\_TRUE}$$

$$\frac{}{\Gamma \vdash \text{false} : \text{Bool}} \quad \text{TYPING\_FALSE}$$

$$\frac{\Gamma \vdash t_1 : \text{Bool} \quad \Gamma \vdash t_2 : T_1 \quad \Gamma \vdash t_3 : T_1}{\Gamma \vdash \text{if } t_1 \text{ then } t_2 \text{ else } t_3 : T_1} \quad \text{TYPING\_IF}$$

Definition rules:            28 good      0 bad  
 Definition rule clauses: 55 good      0 bad