

$$\begin{array}{ll}
\Pi & ::= \overline{\text{defmodtype } X \text{ do } \overline{P} \overline{D} \text{ end defmodule } Main \text{ do } \overline{B} \text{ end}} \\
I & ::= x \\
& \quad | X \\
S & ::= \$\text{behaviour } X \\
& \quad | \$\text{param } x = t \\
P & ::= \$\text{param } x \\
B & ::= \text{defmodule } X \text{ do } \overline{P} \overline{S} \overline{B} \text{ end} \\
& \quad | x = v \\
& \quad | \$\text{type } x = t \\
& \quad | \$\text{opaque } x = t \\
E & ::= v \\
& \quad | x \\
& \quad | E(\overline{E}, E) \\
& \quad | \% \{ \overline{\ell} = \overline{E} \} \\
& \quad | E.\ell \\
& \quad | (E \in t)?E : E \\
& \quad | \overline{X[x = t]}.x \\
& \quad | \overline{X[x = t]}.X[x = t] \\
v & ::= c \\
& \quad | \% \{ \overline{\ell} = v \} \\
& \quad | \$ \wedge \overline{t \rightarrow t} \text{ fn } \overline{x} \rightarrow E \\
& \quad | \$ \cap (\overline{I : T}) \rightarrow T \text{ fn } \overline{I} \rightarrow E \\
T & ::= t \\
& \quad | (\overline{I : T}) \rightarrow T \\
& \quad | \star \\
& \quad | \{ \overline{S}; \overline{D} \} \\
t & ::= \text{int} \\
& \quad | t \rightarrow t \\
& \quad | \% \{ \overline{f} \} \\
& \quad | t \vee t \\
& \quad | t \wedge t \\
& \quad | \neg t \\
& \quad | \alpha \\
& \quad | \mathbb{O} \\
& \quad | \overline{X[x = t]}.x \\
D & ::= \$\text{module } X : T \\
& \quad | \$\text{callback } x : \bigcap \overline{T} \\
& \quad | \$\text{opaque } x \\
& \quad | \$\text{type } x = t
\end{array}$$

Figure 1: Syntax of the surface language

$$\begin{array}{lcl}
\tau & ::= & t \\
& | & \star \\
& | & (\overline{I : \tau}) \rightarrow \tau \\
& | & \text{like } \left( \overline{X[x=t]} . X[x=t] \right) \\
& | & \cap \overline{\tau} \\
& | & X[x=t]
\end{array}$$

Figure 2: Syntax of surface module types

$$\begin{array}{llll}
\text{\$module } X : T & \cap & \text{\$module } X : T' & = & \text{\$module } X : T \cap T' \\
\text{\$callback } X : \cap \overline{T} & \cap & \text{\$callback } X : \cap \overline{T'} & = & \text{\$callback } X : \cap \overline{T} \cap \overline{T'} \\
\text{\$type } x = t & \cap & \text{\$type } x = t' & = & \text{\$type } x = t \wedge t' \\
\text{\$opaque } x & \cap & \text{\$opaque } x & = & \text{\$opaque } x \\
\text{\$opaque } x & \cap & \text{\$type } x = t & = & \text{\$type } x = t \\
\text{\$type } x = t & \cap & \text{\$opaque } x & = & \text{\$type } x = t \\
D & \cap & D' & = & \epsilon
\end{array}$$

Figure 3: Component-wise intersection

$ \begin{array}{c} \text{ElEnv-EMPTY} \\ \hline \Sigma, \Gamma \vdash \epsilon \end{array} $	$ \begin{array}{c} \text{ElEnv-EXPR} \\ \Sigma, \Gamma \vdash t : \star \\ \hline \Sigma, \Gamma \vdash x : t, \Gamma \end{array} $	$ \begin{array}{c} \text{ElEnv-TYPE} \\ \Sigma, \Gamma \vdash t : \star \\ \hline \Sigma, \Gamma \vdash x = t, \Gamma \end{array} $
$ \begin{array}{c} \text{ModEnv-MODULETYPE} \\ \Sigma, \Gamma \vdash \{\text{\$type } x = \alpha; \overline{D}\} \\ \hline \Sigma, \Gamma \vdash X = \overline{x} \mapsto \overline{D}, \Sigma \end{array} $	$ \begin{array}{c} \text{ModEnv-EMPTY} \\ \hline \Sigma, \Gamma \vdash \epsilon \end{array} $	$ \begin{array}{c} \text{ModEnv-MODULE} \\ \Sigma, \Gamma \vdash \{\text{\$type } x = \alpha; \overline{B}\} \\ \hline \Sigma, \Gamma \vdash X = \overline{x} \mapsto \overline{B}, \Sigma \end{array} $

Figure 4: Formation rules for environments

$ \begin{array}{c} \text{EqPath-EMPTY} \\ \hline \Sigma, \Gamma \vdash \epsilon \cong \epsilon \end{array} $	$ \begin{array}{c} \text{EqPath-ADD} \\ \Sigma, \Gamma \vdash P_1 \cong P_2 \quad \forall i. \Sigma, \Gamma \vdash t_i \cong t'_i \\ \hline \Sigma, \Gamma \vdash P_1.X[x_i = t_i] \cong P_2.X[x_i = t'_i] \end{array} $
$ \begin{array}{c} \text{Sub-Opaque} \\ \Sigma, \Gamma \vdash P_1 \cong P_2 \quad \text{struct}(P_1) = \{\text{\$opaque } t; \dots\} \\ \hline \Sigma, \Gamma \vdash P_1.t \preccurlyeq P_2.t \end{array} $	

Figure 5: Subtyping rules with path

Figure 6: Typing rules for declarations

$$\begin{array}{c}
\text{BIND-DEFMODULE} \\
\frac{\Sigma; \Gamma \vdash \overline{B} : \overline{D} \quad \Sigma; \Gamma, X : (\overline{P} : \star) \rightarrow \{\overline{S}; \overline{D}\} \vdash \overline{B}_0 : \overline{D}_0}{\Sigma; \Gamma \vdash \text{defmodule } X \text{ do } \overline{P} \overline{S} \overline{B} \text{ end } \overline{B}_0 : X : (\overline{P} : \star) \rightarrow \{\overline{S}; \overline{D}\} D_0} \\
\\
\text{BIND-TYPE} \\
\frac{\Sigma; \Gamma \vdash t : \star \quad \Sigma; \Gamma \vdash, x : [= t] \vdash \overline{B} : \overline{D}}{\Sigma; \Gamma \vdash \$\text{type } x = t, \overline{B} : (x : [= t], \overline{D})} \\
\\
\text{BIND-OPAQUE} \\
\frac{\Sigma; \Gamma \vdash t : \star \quad \Sigma; \Gamma \vdash, x : [= t] \vdash \overline{B} : \overline{D}}{\Sigma; \Gamma \vdash \$\text{opaque } x = t, \overline{B} : (x : \star, \overline{D})} \\
\\
\text{BIND-EMPTY} \quad \text{BIND-VALUE} \\
\frac{}{\Sigma; \Gamma \vdash \epsilon : \epsilon} \quad \frac{\Sigma; \Gamma \vdash v : t \quad \Sigma; \Gamma, x : t \vdash \overline{B} : \overline{D}}{\Sigma; \Gamma \vdash x = v, \overline{B} : (x : t, \overline{D})}
\end{array}$$

Figure 7: Typing rules for bindings

Figure 8: Typing rules for the surface language

$$\begin{array}{rclcl}
\$module\ X : T & \cup & \$module\ X : T' & = & \$module\ X : T \cup T' \\
\$callback\ X : \bigcap \overline{T} & \cup & \$callback\ X : \bigcap \overline{T}' & = & ? \\
\$type\ x = t & \cup & \$type\ x = t' & = & \$type\ x = t \cup t' \\
\$opaque\ x & \cup & \$opaque\ x & = & \$opaque\ x \\
\$opaque\ x & \cup & \$type\ x = t & = & \$opaque\ x \\
\$type\ x = t & \cup & \$opaque\ x & = & \$opaque\ x \\
D & \cup & D' & = & \epsilon
\end{array}$$

Figure 9: Component-wise union