

1 Semantics

1.1 Grammar and definitions

Value expressions

$$\begin{aligned} V \rightarrow C^\gamma & \text{ Typed constants} \\ | () & \text{ Unit constructor} \\ | \lambda x : \tau. M & \text{ term lambda expressions} \\ | x & \text{ Variables} \\ | \Lambda \phi. V & \text{ Effect lambda expressions} \\ | V \epsilon & \text{ Effect specialisation} \end{aligned} \tag{1}$$

Computation expressions todo: is the if rule necessary?

$$\begin{aligned} M \rightarrow V & \text{ Application} \\ | do\ x \leftarrow M\ in\ M & \text{ Sequencing} \\ | return\ V & \text{ Unit computation} \\ | if\ V\ then\ C\ else\ C & \text{ Conditional} \\ | Cons^{T_1 \rightarrow T_\xi T_2}(V) & \text{ Computation Constructors} \\ | Op^{T_\xi T_1 \rightarrow T_\xi T_2}(M) & \text{ Computation Combinators} \end{aligned} \tag{2}$$

Value types

$$\begin{aligned} \tau \rightarrow \gamma & \text{ Ground Types} \\ | \tau \rightarrow \Theta & \text{ Functions are kleisli arrows} \\ | \forall \phi. \tau & \text{ Effect quantification} \end{aligned} \tag{3}$$

Computation (Monad) types

$$\Theta \rightarrow T_\epsilon \tau \text{ Monad type constructor} \tag{4}$$

Effects

$$\epsilon \rightarrow \phi \mid \xi.. \text{ Effect variables or ground effects}$$

1.2 typing

Value typing rules

$$\begin{aligned}
& (\text{Const}) \frac{\Gamma \text{ OK}}{\Gamma \vdash C^{\gamma:\gamma}} \\
& (\text{Unit}) \frac{\Gamma \text{ OK}}{\Gamma \vdash (): \text{unit}} \\
& (\text{Weaken}) \frac{\Gamma \vdash x: A}{\Gamma, x': A' \vdash x: A} (x \neq x') \\
& (\text{Var}) \frac{\Gamma \text{ OK}}{\Gamma, x: A \vdash x: A} \\
& (\text{Eff-Gen}) \frac{\Gamma \vdash V: A}{\Gamma \vdash \Lambda\phi.V: \forall\phi.A} \phi \notin \text{fv}(\Gamma) \\
& (\text{Eff-Spec}) \frac{\Gamma \vdash V: \forall\phi.A}{\Gamma \vdash V\epsilon: A[\epsilon\phi]} \\
& (\text{Lambda}) \frac{\Gamma, x: A \vdash M: \Theta}{\Gamma \vdash \lambda x: A.M: A \rightarrow \Theta} x \notin \text{fv}(\Gamma) \\
& (\text{SubType}) \frac{\Gamma \vdash V: A}{\Gamma \vdash V: B} A \leq B
\end{aligned}$$

Computation Typing Rules

$$\begin{aligned}
& (\text{Application}) \frac{\Gamma \vdash V_1: A \rightarrow \Theta \quad \Gamma \vdash V_2: A}{\Gamma \vdash V_1 V_2: \Theta} \\
& (\text{Sequencing}) \frac{\Gamma \vdash M_1: T_{\epsilon_1} A \quad \Gamma, x: A \vdash M_2: T_{\epsilon_2} B}{\Gamma \vdash \text{do } x \leftarrow M_1 \text{ in } M_2: T_{\epsilon_1 \circ \epsilon_2} B} \\
& (\text{Unit Computation}) \frac{\Gamma \vdash V: A}{\Gamma \vdash \text{return}(V): T_1 A} \\
& (\text{Constructor}) \frac{\Gamma \vdash V: \tau_1}{\Gamma \vdash \text{Cons}^{\tau_1 \rightarrow T_\xi \tau_2}(V): T_\xi \tau_2} \\
& (\text{Combinator}) \frac{\Gamma \vdash M: T_{\xi_1} \tau_1}{\Gamma \vdash \text{Op}^{T_{\xi_1} \tau_1 \rightarrow T_{\xi_2} \tau_2}(M): T_{\xi_2} \tau_2} \\
& (\text{if}) \frac{\Gamma \vdash V: \text{Bool} \quad \Gamma \vdash C_1: \Theta \quad \Gamma \vdash C_2: \Theta}{\Gamma \vdash \text{if } V \text{ then } C_1 \text{ else } C_2: \Theta} \\
& (\text{SubTypeC}) \frac{\Gamma \vdash M: \Theta_1}{\Gamma \vdash M: \Theta_2} \Theta_2 \leq \Theta_1
\end{aligned}$$

Subtyping Rules A ranges over value types

$$\text{(Reflexive)} \frac{}{A \leq A}$$

$$\text{(Transitive)} \frac{A \leq B \quad B \leq C}{A \leq C}$$

$$\text{(Function)} \frac{A' \leq A \quad \Theta \leq \Theta'}{A \rightarrow \Theta \leq A' \rightarrow \Theta'}$$

$$\text{(Quantification)} \frac{\tau_1 \leq \tau_2}{\Lambda \phi. \tau_1 \leq \Lambda \phi. \tau_2}$$

$$\text{(Computation)} \frac{\epsilon_1 \sqsubseteq \epsilon_2 \quad A \leq B}{T_{\epsilon_1} A \leq T_{\epsilon_2} B}$$