## Languages details - draft

June 28, 2012

## 1 Labeled language

## 1.1 Statics

Note 1 This is just current, not final implementation of labeled language. Planned changes include using locally nameless instead of de Bruijn indices for variables and replacing current implementation of  $\Omega$  (using fsets from Metatheory library) with one using lists and their permutations. Both changes are due to compatibility in translation with label-free language.

```
w \in \Omega \quad \Gamma[n] = (A, w)
              \overline{\Omega; \Gamma \vdash \mathrm{hyp_L} n : A@w}
               \Omega; (A, w) :: \Gamma \vdash M : A'@w
             \Omega; \Gamma \vdash \lambda_L A, M : A \to A'@w
               \Omega; \Gamma \vdash M : A \rightarrow A'@w \quad \Omega; \Gamma \vdash N : A@w
                                 \Omega; \Gamma \vdash \text{appl}_{\mathbf{L}}MN : A'@w
             w \in \Omega \quad \forall_w w \notin \mathcal{L} \to w' \cup \Omega; \Gamma \vdash M^{w'} : A@w'
                        \frac{\Omega; \Gamma \vdash \text{box}_{L} M : \Box A@w}{\Omega; \Gamma \vdash M : \Box A@w}
{\color{red}{\text{unbox}_{\text{L}}}} \overline{\phantom{+} \Omega; \Gamma \vdash \text{unbox}_{\text{L}} \underline{M} : A@w}
                      \Omega; \Gamma \vdash M : \overline{A}@w
              \Omega; \Gamma \vdash \text{here}_{L}M : \Diamond A@w
              w \in \Omega \quad \Omega; \Gamma \vdash M : \Diamond A@w \quad \forall_{w'}w' \notin \mathcal{L} \to w' \cup \Omega; (A, w') :: \Gamma \vdash N^{w'} : B@w
                                                                     \Omega; \Gamma \vdash \text{letdia}_{L}M \text{in} N : B@w
                w \in \Omega \quad \Omega; \Gamma \vdash M : \Box A@w'
                \Omega: \Gamma \vdash \text{fetch}_{\Gamma} w'M : \Box A@w'
           w \in \Omega \quad \Omega; \Gamma \vdash M : \Diamond A@w'
             \overline{\Omega; \Gamma \vdash \operatorname{get}_{\operatorname{L}} w'M : \Diamond A@w'}
```

- 1.2 Dynamics
- 2 Label-free language
- 2.1 Statics
- 2.2 Dynamics
- 3 Translation