Compiling from F_i^+ to JavaScript

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Syntax of F_i^+

```
J-Merge
                       \Gamma \vdash e_1 \Rightarrow A \rightsquigarrow J_1 \mid z^-
                       \Gamma \vdash e_2 \, \Rightarrow \, B \, \rightsquigarrow \, J_2 \mid z^{\,-}
                                                                     J-Anno
                                                                     \frac{\Gamma \vdash e \Leftarrow A \rightsquigarrow J \mid z^{\pm}}{\Gamma \vdash e : A \Rightarrow A \rightsquigarrow J \mid z^{\pm}}
                 \frac{\Gamma \vdash A * B}{\Gamma \vdash e_1, e_2 \Rightarrow A \& B \rightsquigarrow J_1; J_2 \mid z}
                                                                                     J-SubEquiv
    /* J-Gen */
                                                                              /* J-Rcd */
                                       /* J-App */
var z = {}; J;
                                       J1;
                                                                              z[T] = \{
                                       var y0 = {
                                                                                 get get() {
/* J-Int */
                                        get get() {
                                                                                  J;
z[T] = n;
                                           J2;
                                                                                  delete this.get;
                                           delete this.get;
                                                                                  return this.get = y;
                                           return this.get = y;
/* J-Var */
Object.assign(z, x.get);
                                         }
                                                                              };
                                       }; J3;
/* J-VarGen */
                                                                              /* J-Def */
                                       /* J-Abs */
                                                                              export var x = {
var z = x.get;
                                       z[T] = (x, y) \Rightarrow \{J\};
                                                                                 get get() {
/* J-Fix */
                                                                                   J1;
var x = { get: z };
                                       /* J-TAbs */
                                                                                   delete this.get;
                                       z[T] = (X, y) => \{J\};
J;
                                                                                  return this.get = y;
                                                                              }; J2;
```

```
\Gamma \vdash x : A \bullet p \leadsto J \mid z : B
```

(Distributive application)

A-All

A-Arrow A-Top $T = |\overrightarrow{B}|$ $T = |\overrightarrow{B}|$ $T \vdash x : A \bullet p \leadsto \varnothing \mid z : \top$ $T \vdash x : A \to B \bullet y : C \leadsto \mathsf{code} \mid z : B$

 $\begin{array}{c|c} \Gamma \vdash A * C \\ T = |B|^\forall & Ts = \mathbf{itoa} \mid C \mid \\ \hline \Gamma \vdash x : \forall X * A. \ B \bullet C \leadsto \mathsf{code} \mid z : B[X \mapsto C] \end{array} \qquad \begin{array}{c} \Gamma \vdash x : A \bullet p \leadsto J_1 \mid z : A' \\ \hline \Gamma \vdash x : B \bullet p \leadsto J_2 \mid z : B' \\ \hline \Gamma \vdash x : A \& B \bullet p \leadsto J_1; J_2 \mid z : A' \& B' \end{array}$

```
/* A-Arrow */
T] ({
  get get() {
   var y1 = y.get;
    var y2 = {}; J;
    delete this.get;
    return this.get = y2;
  }
}, z);
```

/* A-All */ x[T](Ts, z);

 $x:A \bullet \{\ell\} \leadsto J \mid z:B$

(Distributive projection)

 $\begin{array}{lll} \text{P-TOP} & & \text{P-RCDEQ} \\ \hline & & & & \\ \hline X:A \bullet \{\ell\} \leadsto \varnothing \mid z:\top & & & \\ \hline & & & \\ \hline \end{array}$

$$x: A \bullet \{\ell\} \rightsquigarrow J_1 \mid z: A'$$

$$x: B \bullet \{\ell\} \rightsquigarrow J_2 \mid z: B'$$

$$x: A \& B \bullet \{\ell\} \rightsquigarrow J_1; J_2 \mid z: A' \& B'$$

/* P-Rcd */ Object.assign(z, x[T].get);

```
x:A<:^{\pm}y:B\leadsto J
                                                                                                                  (Coercive subtyping)
                                                                                                S-Equiv
                                                                                               A = B
                                                              T = |A|
                                                   x: \bot <:^{\pm} y: A \leadsto \mathsf{code}
                                                                                                \overline{x:A<:^+y:B} \leadsto \mathsf{code}
                                                                                     S-Arrow
                                                                                              T_1 = |\overrightarrow{A_2}| \qquad T_2 = |\overrightarrow{B_2}|
x_1 : B_1 <: + y_1 : A_1 \leadsto J_1
  S-Int
                                         S-Var
              T = |\mathbb{Z}|
                                                                                              x_2: A_2 <:^+ y_2: B_2 \leadsto J_2
                                                                                     \overline{x:A_1 \to A_2 <: \overset{\pm}{} y:B_1 \to B_2} \leadsto \mathsf{code}
  \overline{x: \mathbb{Z} <:^{\pm} y: \mathbb{Z}} \leadsto \mathsf{code} \overline{x: X <:^{\pm} y: X} \leadsto \mathsf{code}
           S-All
                                                                                  S-Rcd
                               T_1 = |A_2|^{\forall}
                                                                                                T_1 = \{\ell : |A|\}
                       T_1 = |A_2|^{\forall} B_1 <: A_1

x_0 : A_2 <: y_0 : B_2 \leadsto J
                                                                                 T_2 = \{\ell : |A|\}
T_2 = \{\ell : |B|\}
x_0 : A <: y_0 : B \rightsquigarrow J
                                                                       \overline{x:\{\ell:A\}<:^{\pm}\ y:\{\ell:B\}}\ \leadsto\ \mathsf{code}
           \overline{x: \forall X*A_1. A_2 <:^{\pm} y: \forall X*B_1. B_2} \rightsquigarrow \mathsf{code}
                                                                                           S-Split
                                                                                                        B_1 \triangleleft B \triangleright B_2
                                                                                            y_1:B_1 \ \rhd \ z:B \ \vartriangleleft \ y_2:B_2 \leadsto J_3
                                                                                           x: A < \stackrel{\pm}{:} y_1: B_1 \rightsquigarrow J_1
x: A < \stackrel{\pm}{:} y_2: B_2 \rightsquigarrow J_2
    S-AndL
       x:A<:^-y:C\leadsto J
                                               \frac{x:B<:^-y:C\leadsto J}{x:A\&B<:^\pm y:C\leadsto J}
                                                                                                 x:A<:^{\pm}z:B \leadsto \mathsf{code}
    \overline{x:A\&B<:^{\pm}y:C\leadsto J}
/* S-Bot */
                                                  x[T1]({
                                                                                               /* S-Rcd */
y[T] = null;
                                                      get get() {
                                                                                               y[T2] = \{
                                                        var x1 = p.get;
/* S-Eq */
                                                        var y1 = {}; J1;
                                                                                                get get() {
                                                                                                   var x0 = x[T1].get;
Object.assign(y, x);
                                                       delete this.get;
                                                      return this.get = y1;
                                                                                                  var y0 = {}; J;
/* S-Int */
                                                                                                   delete this.get;
                                                   }, x2);
                                                                                                    return this.get = y0;
y[T] = x[T];
                                                   J2:
                                                                                                  }
/* S-Var */
                                                                                               }
for (var T of X) {
  y[T] = x[T];
                                               /* S-All */
                                                                                               /* S-Split */
                                               y[T2] = (X, y0) => {
                                                                                               var y1 = {}; // if y1 != z
                                                                                               var y2 = {}; // if y2 != z
                                                var x0 = \{\};
/* S-Arrow */
                                                x[T1](X, x0);
                                                                                               J1; J2; J3;
y[T2] = (p, y2) => {
                                                  J;
```

};

 $var x2 = {};$

```
x:A \vartriangleright z:C \vartriangleleft y:B \leadsto J
```

};

(Coercive merging)

```
T = |\overrightarrow{B}|
T_1 = |\overrightarrow{B_1}| \quad T_2 = |\overrightarrow{B_2}|
y_1 : B_1 \rhd y : B \vartriangleleft y_2 : B_2 \leadsto J
x_1 : A \to B_1 \rhd z : A \to B \vartriangleleft x_2 : A \to B_2 \leadsto \mathsf{code}
         M-And
          z:A \vartriangleright z:A \& B \vartriangleleft z:B \leadsto \varnothing
                                    M\text{-}ALL
                                                             T = |B|^{\forall}
T_1 = |B_1|^{\forall} \quad T_2 = |B_2|^{\forall}
                                                        y_1: \overline{B_1} \vartriangleright \overline{y}: B \vartriangleleft y_2: \overline{B_2} \leadsto J
                                    \overline{x_1: \forall X*A.\ B_1\ \rhd\ z: \forall X*A.\ B\ \vartriangleleft\ x_2: \forall X*A.\ B_2\ \leadsto\ \mathsf{code}}
                                          M-Rcd
                                                                        T = \{\ell: |A|\}
                                                                      T_1 = \{\ell : |A_1|\}\

T_2 = \{\ell : |A_2|\}
                                          \frac{y_1:A_1 \,\rhd\, y:A\,\vartriangleleft\, y_2:A_2\,\leadsto\, J}{x_1:\{\ell:A_1\}\,\rhd\, z:\{\ell:A\}\,\vartriangleleft\, x_2:\{\ell:A_2\}\,\leadsto\, \mathsf{code}}
                                                        /* M-All */
/* M-Arrow */
                                                                                                                /* M-Rcd */
z[T] = (p, y) => {
                                                        z[T] = (X, y) => {
                                                                                                                z[T] = {
   var y1 = {}; // if y1 != y
                                                       var y1 = {}; // if y1 != y
                                                                                                                    get get() {
   var y2 = {}; // if y2 != y
                                                      var y2 = {}; // if y2 != y
                                                                                                                       var y = {};
   x1[T1](p, y1);
                                                        x1[T1](X, y1);
                                                                                                                        var y1 = {}; // if y1 != y
   x2[T2](p, y2);
                                                                                                                        var y2 = {}; // if y2 != y
                                                           x2[T2](X, y2);
                                                                                                                        Object.assign(y1, x1[T1].get);
   J;
                                                           J;
                                                        };
                                                                                                                        Object.assign(y2, x2[T2].get);
                                                                                                                        J;
                                                                                                                        delete this.get
                                                                                                                        return this.get = y;
```

};

M-Arrow