Compiling from F_i^+ to JavaScript

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Syntax of F_i^+

Types
$$A,B,C ::= \top \mid \bot \mid \mathbb{B} \mid X \mid A \to B \mid \forall X*A.\ B \mid \{\ell:A\} \mid A \& B$$

Type indices
$$\tau ::= \mathbb{B} \mid \overrightarrow{\tau} \mid \tau^{\forall} \mid \{\ell : \tau\} \mid \tau_1 \& \tau_2$$

Expressions
$$e := \{\} \mid b \mid x \mid \mathbf{fix} \ x : A. \ e \mid \lambda x : A. \ e : B \mid e_1 \ e_2 \mid \Lambda X * A. \ e : B \mid e \ A \mid \{\ell = e\} \mid e.\ell\}$$

$$| e_1,, e_2 | e : A$$

$$|A| = \tau$$
 (Type translation)

$$|\mathbb{B}| = \mathbb{B} \qquad |X| = X \qquad |\forall X*A. \ B| = |B|^\forall \qquad |A \to B| = \overrightarrow{|B|} \qquad |\{\ell:A\}| = \{\ell:|A|\} \qquad |A \& B| = |A| \& |B|$$

$$A^{\circ}$$
 (Ordinary types)

O-Top O-Bot O-Base O-Var
$$B^{\circ}$$
 O-Arrow B° O-All B° A°

$$\overline{\bot^{\circ}}$$
 \overline{B}° \overline{X}° $\overline{(A \to B)^{\circ}}$ $\overline{(\forall X*A.B)^{\circ}}$ $\overline{\{\ell:A\}^{\circ}}$

```
\Gamma \vdash e \Leftrightarrow A \leadsto z \text{ in } J
I\text{-TopABS}
```

$$\frac{|B|}{\Gamma \vdash \Lambda X * A. \ e : B \Rightarrow \forall X * A. \ B \implies z \text{ in } \varnothing} \qquad \frac{\Gamma \vdash \ell \Rightarrow A \quad |A|}{\Gamma \vdash \{\ell = e\} \Rightarrow \{\ell : A\} \implies z \text{ in } \varnothing}$$

$$J-BASE \qquad J-VAR \qquad J-FIX$$

$$\frac{\tau = |\mathbb{B}|}{\Gamma \vdash b \Rightarrow \mathbb{B} \implies z \text{ in } S_1} \qquad \frac{x : A \in \Gamma}{\Gamma \vdash x \Rightarrow A \implies z \text{ in } S_2} \qquad \frac{\Gamma, x : A \vdash e \Leftarrow A \implies x \text{ in } J}{\Gamma \vdash \text{fix } x : A. \ e \Rightarrow A \implies z \text{ in } S_3}$$

$$\text{J-App}$$

J-TABS
$$\tau = |B|^{\forall}$$

$$F \vdash e \Rightarrow B \rightsquigarrow y \text{ in } J_1$$

$$B \rhd \forall X * C_1. C_2$$

$$\Gamma \vdash A * C_1$$

$$F \vdash A \times A \vdash e \Leftarrow B \rightsquigarrow y \text{ in } J$$

$$B \rhd y \bullet A \hookrightarrow z \text{ with } J_2$$

$$\hline \Gamma \vdash AX * A. e : B \Rightarrow \forall X * A. B \rightsquigarrow z \text{ in } S_6$$

$$\hline \Gamma \vdash e A \Rightarrow C_2[X \mapsto A] \rightsquigarrow z \text{ in } S_7$$

J-TApp

J-ANNO
$$\Gamma \vdash e \Leftarrow A \rightsquigarrow z \text{ in } J$$

$$\Gamma \vdash e \Leftrightarrow A \rightsquigarrow z \text{ in } J$$

$$\Gamma \vdash e \Leftrightarrow A \rightsquigarrow z \text{ in } J$$

$$\Gamma \vdash e \Leftrightarrow A \rightsquigarrow z \text{ in } J$$

$$\Gamma \vdash e \Leftrightarrow A \rightsquigarrow z \text{ in } J$$

$$\Gamma \vdash e \Leftrightarrow B \rightsquigarrow y \text{ in } S_{11}$$

```
/* S1 */
                                   /* S3 */
                                                                      /* S4 */
                                                                      z[t] = x \Rightarrow {
z[t] = b;
                                   var f = x \Rightarrow \{ J \};
                                   Object.assign(z,
                                                                        var y = {};
/* S2 */
                                     new function() {
                                                                         J;
Object.assign(z, x);
                                       f(this)
                                                                         return y;
                                     }
                                                                      };
                                   );
```

```
/* S5 */
                                                                  J1;
                                 /* S7 */
var x = {};
                                                                  J2;
                                 var y = {};
var y = {};
                                 J1;
                                                                 /* S10 */
J2;
                                 J2;
                                                                  J1;
J3;
                                                                 J2;
                                 /* S8 */
/* S6 */
                                 var y = {};
                                                                 /* S11 */
z[t] = X \Rightarrow {
                                 J;
                                                                 var x = {};
 var y = {};
                                 z[t] = y;
                                                                 J1;
  J;
                                                                 J2;
                                 /* S9 */
  return y;
                                 var y = {};
};
```

$A \vartriangleright x \bullet arg \hookrightarrow z \text{ with } J$

(Distributive application)

```
A <: B \rightsquigarrow x \mapsto y \text{ with } J
```

(Coercive subtyping)

$$\frac{S\text{-Top}}{B^{\circ} \qquad \boxed{B} \boxed{}}{A <: B \qquad \leadsto x \mapsto y \text{ with } \varnothing}$$

S-Base $\tau = |\mathbb{B}|$ $\mathbb{B} <: \mathbb{B} \rightsquigarrow x \mapsto y \text{ with } S_{16}$

S-Arrow

$$\tau_{1} = \overrightarrow{|A_{2}|}$$

$$\tau_{2} = \overrightarrow{|B_{2}|} \qquad B_{2} \circ \qquad B_{1} <: A_{1}$$

$$A_{2} <: B_{2} \qquad \Rightarrow x_{2} \mapsto y_{2} \text{ with } J_{2}$$

$$A_1 \rightarrow A_2 <: B_1 \rightarrow B_2 \rightsquigarrow x \mapsto y \text{ with } S_{17}$$

S-Rcd

$$\tau_{1} = \{\ell : |A|\}$$

$$\tau_{2} = \{\ell : |B|\} \quad B^{\circ}$$

$$A <: B \quad \rightsquigarrow x_{0} \mapsto y_{0} \text{ with } J$$

$$\{\ell : A\} <: \{\ell : B\} \quad \rightsquigarrow x \mapsto y \text{ with } S_{19}$$

S-AndL $A <: C \rightsquigarrow x \mapsto y \text{ with } J$ $A \& B <: C \rightsquigarrow x \mapsto y \text{ with } J$

 $\tau_1 = |A_2|^{\forall} \qquad \tau_2 = |B_2|^{\forall}$ $B_2^{\circ} \qquad B_1 <: A_1$ $A_2 <: B_2 \qquad \leadsto x_2 \mapsto y_2 \text{ with } J_2$

 $\forall X * A_1. \ A_2 <: \forall X * B_1. \ B_2 \rightsquigarrow x \mapsto y \text{ with } S_{18}$

S-AndR

$$\frac{C^{\circ}}{A \& B <: C \implies x \mapsto y \text{ with } J}$$

S-Split

S-All

$$B_1 \lhd B \rhd B_2$$

$$A <: B_1 \leadsto x \mapsto y_1 \text{ with } J_1$$

$$A <: B_2 \leadsto x \mapsto y_2 \text{ with } J_2$$

$$y_1 : B_1 \rhd z : B \vartriangleleft y_2 : B_2 \text{ with } J_3$$

$$A <: B \leadsto x \mapsto z \text{ with } S_{20}$$

```
/* S16 */
                                /* S18 */
                                                                 y[t2] = y0;
                                y[t2] = X => {
y[t] = x[t];
                                  var x2 = x[t1](X);
/* S17 */
                                                                 /* S20 */
                                  var y2 = {};
y[t2] = p \Rightarrow {
                                                                 var y1 = {};
                                   J2;
  var x2 = x[t1](p);
                                  return y2;
                                                                 J1;
  var y2 = {};
                                                                 var y2 = {};
                                };
  J2;
                                                                 J2;
                                /* S19 */
  return y2;
                                                                 J3;
};
                                var x0 = x[t1];
                                var y0 = {};
```

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

};

(Coercive merging)

```
M-Arrow
                                                                                                \tau_1 = |\overrightarrow{B}| \qquad \tau_2 = |\overrightarrow{B}| \qquad \tau_2 = |\overrightarrow{B}|
       M-And
                                                                                        y_1: B_1 \triangleright y: B \triangleleft y_2: B_2 \text{ with } J
                  \tau_1 = |A| \qquad \tau_2 = |B|
                                                                          \frac{g_1 \cdot B_1 \lor g \cdot B}{x_1 : A \to B_1 \rhd z : A \to B} \vartriangleleft x_2 : A \to B_2 \text{ with } S_{22}
       \overline{x:A \vartriangleright z:A \& B \vartriangleleft y:B \text{ with } S_{21}}
                                   M-All
                                                             \tau = |B|^{\forall}
\tau_1 = |B_1|^{\forall} \quad \tau_2 = |B_2|^{\forall}
                                                      y_1: B_1 > y: B \vartriangleleft y_2: B_2 with J
                                    \overline{x_1: \forall X*A. B_1 > z: \forall X*A. B} \triangleleft x_2: \forall X*A. B_2  with S_{23}
                                         M-RCD
                                                                      \tau = \{\ell : |A|\}
                                                                     \tau_1 = \{\ell : |A_1|\}
                                                                     \tau_2 = \{\ell : |A_2|\}
                                                      y_1:A_1 \vartriangleright y:A \vartriangleleft y_2:A_2 with J
                                         \overline{x_1 : \{\ell : A_1\} \, \rhd \, z : \{\ell : A\} \, \lhd \, x_2 : \{\ell : A_2\} \text{ with } S_{24}}
/* S21 */
Object.assign(z, x, y);
                                                       /* S23 */
                                                                                                              /* S24 */
/* S22 */
                                                       z[t] = X \Rightarrow {
                                                                                                              var y1 = x1[t1];
z[t] = p \Rightarrow {
                                                         var y1 = x1[t1](X);
                                                                                                              var y2 = x2[t2];
  var y1 = x1[t1](p);
                                                       var y2 = x2[t2](X);
                                                                                                              var y = {};
   var y2 = x2[t2](p);
                                                        var y = {};
                                                                                                              J;
                                                                                                              z[t] = y;
   var y = {};
                                                          J;
   J;
                                                         return y;
   return y;
                                                       };
```