## Compiling from $\mathsf{F}_i^+$ to JavaScript

## Yaozhu Sun

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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 
$$T ::= \mathbb{B} \mid \overrightarrow{T} \mid T^{\forall} \mid \{\ell : T\} \mid T_1 \& T_2$$

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

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

Values 
$$v := \{\} \mid b \mid \lambda x : A.\ e : B \mid \Lambda X * A.\ e : B \mid \{\ell = v\} \mid v_1,, v_2\}$$

$$|A| = T$$
 (Type translation)

$$|\mathbb{B}| = \mathbb{B} \qquad |X| = \mathbf{atoi}(X) \qquad |\forall X*A. \ B| = |B|^\forall \qquad |A \to B| = |\overrightarrow{B}| \qquad |\{\ell:A\}| = \{\ell:|A|\}$$

$$\frac{A_{k_1} < A_{k_2} < \dots < A_{k_m} \quad \neg \rceil A_k \lceil}{|A_1 \& A_2 \& \dots \& A_n| = |A_{k_1} \& |A_{k_2}| \& \dots \& |A_{k_m}|}$$

$$\frac{\text{TL-Top}}{\boxed{|\mathsf{T}|}} \qquad \frac{\boxed{\text{TL-And}}}{\boxed{|A|}} \qquad \frac{\text{TL-Arrow}}{\boxed{|B|}} \qquad \frac{\text{TL-All}}{\boxed{|B|}} \qquad \frac{\text{TL-Rod}}{\boxed{|A|}} \\ \frac{\boxed{|B|}}{\boxed{|A|}} \qquad \frac{\boxed{|B|}}{\boxed{|VX*A.B|}} \qquad \frac{\boxed{|A|}}{\boxed{|\{\ell:A\}|}}$$

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

```
/* SO */
                               /* S5 */
var z = {}; J;
                               z[T] = x \Rightarrow {
                                                             /* S7 */
                                                             z[T] = X \Rightarrow {
                               J; return y;
/* S1 */
                                                              J; return y;
z[T] = b;
                               /* S6 */
/* S2 */
                                                             /* S8 */
                               J1;
Object.assign(z, x.get);
                               var y0 = {
                                                             z[T] = {
                                get get() {
                                                               get get() {
/* S3 */
                                  J2;
                                                                 J;
var z = x.get;
                                  Object.defineProperty(
                                                                 Object.defineProperty(
                                   this, "get",
                                                                  this, "get",
/* S4 */
                                    {value: y}
                                                                  {value: y}
var x = { get: z };
                                  ); return y;
                                                                 ); return y;
J;
                               }; J3;
                                                             };
```

 $x: A \bullet arg \leadsto \overline{J \mid z}$ 

(Distributive application)

(Coercive subtyping)

```
x:A<:y:B \leadsto J
```

```
S-Arrow
                       T_1 = |\overrightarrow{A_2}|
T_2 = |\overrightarrow{B_2}| \quad B_2^{\circ}
                                                           S-All
T_{1} = |A_{2}|^{\forall} \qquad T_{2} = |B_{2}|^{\forall}
B_{2}^{\circ} \qquad B_{1} <: A_{1}
x_{0} : A_{2} <: y_{0} : B_{2} \qquad \longrightarrow J
x : \forall X * A_{1}. \ A_{2} <: y : \forall X * B_{1}. \ B_{2} \qquad \longrightarrow S_{12}
           x_1:B_1 <: y_1:A_1 \leadsto J_1
  S-Rcd
              T_1 = \{\ell : |A|\}
  T_{2} = \{\ell : |B|\}
T_{2} = \{\ell : |B|\}
S-ANDL
C^{\circ} \quad x : A <: y : C \rightarrow J
x : \{\ell : A\} <: y : \{\ell : B\} \rightarrow S_{13}
S-ANDR
C^{\circ} \quad x : A <: y : C \rightarrow J
x : A \& B <: y : C \rightarrow J
x : A \& B <: y : C \rightarrow J
                                             S-Split
                                                          B_1 \triangleleft B \rhd B_2
                                                     x:A <: y_1:B_1 \leadsto J_1
                                                    x:A <: y_2:B_2 \longrightarrow J_2
                                             y_1: B_1 \vartriangleright z: B \vartriangleleft y_2: B_2 \leadsto J_3
                                                   x:A <: z:B \rightsquigarrow S_{14}
/* S10 */
                                              /* S11 */
                                                                                            /* S13 */
y[T] = x[T];
                                              y[T2] = p => {
                                                                                            y[T2] = \{
                                                 var x2 = x[T1]({
                                                                                               get get() {
/* S10' */
                                                    get get() {
                                                                                                 var x0 = x[T1].get;
for (var T of X) {
                                                       var x1 = p.get;
                                                                                                  var y0 = {}; J;
  y[T] = x[T];
                                                       var y1 = {}; J1;
                                                                                                  Object.defineProperty(
                                                       Object.defineProperty(
                                                                                                  this, "get",
                                                         this, "get",
                                                                                                    {value: y0}
                                                         {value: y1}
                                                                                                  ); return y0;
/* S12 */
                                                      ); return y1;
                                                                                               }
y[T2] = X => {
  var x0 = x[T1](X);
                                                 });
  var y0 = {}; J;
                                                 var y2 = {}; J2;
                                                                                            /* S14 */
                                                                                            var y1 = {}; J1;
  return y2;
                                                 return y2;
                                                                                            var y2 = {}; J2;
};
                                              };
                                                                                            J3;
```

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

**}**;

(Coercive merging)

```
M-Arrow
                                                                           M-ARROW
T = |\overrightarrow{B}|
T_1 = |\overrightarrow{B_1}| \qquad 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 S_{16}
        M-And
        x: A \vartriangleright z: A \& B \vartriangleleft y: B \leadsto S_{15}
                                      M-All
                                                               T = |B|^{\forall}
T_1 = |B_1|^{\forall} \qquad T_2 = |B_2|^{\forall}
                                                         y_1:B_1 \vartriangleright y:B \vartriangleleft y_2: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\ S_{17}}
                                            M-Rcd
                                                                          T = \{\ell : |A|\}
                                                                        T_1 = \{\ell : |A_1|\}\

T_2 = \{\ell : |A_2|\}
                                           \frac{y_1:A_1 \; \rhd \; y:A \; \lhd \; y_2:A_2 \; \leadsto \; J}{x_1:\{\ell:A_1\} \; \rhd \; z:\{\ell:A\} \; \lhd \; x_2:\{\ell:A_2\} \; \leadsto \; S_{18}}
/* S15 */
                                                                                                                   /* S18 */
                                                          /* S17 */
                                                          z[T] = X \Rightarrow \{
Object.assign(z, x, y);
                                                                                                                   z[T] = {
                                                             var y1 = x1[T1](X);
                                                                                                                       get get() {
/* S16 */
                                                             var y2 = x2[T2](X);
                                                                                                                           var y1 = x1[T1].get;
z[T] = p \Rightarrow {
                                                             var y = {}; J;
                                                                                                                           var y2 = x2[T2].get;
   var y1 = x1[T1](p);
                                                                                                                           var y = {}; J;
                                                            return y;
   var y2 = x2[T2](p);
                                                          };
                                                                                                                           Object.defineProperty(
   var y = {}; J;
                                                                                                                              this, "get",
   return y;
                                                                                                                              {value: y}
                                                                                                                           ); return y;
                                                                                                                   };
```