Compiling from F_i^+ to JavaScript

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

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

Syntax of F_i^+

Types Expressions

$$|\{\ell = e\}| \ e.\ell \ | \ e_1, e_2 \ | \ e: A$$

$$Type \ indices \qquad T ::= \mathbb{Z} \ | \ \overrightarrow{T} \ | \ T^{\forall} \ | \ \{\ell : T\} \ | \ T_1 \& T_2$$

$$J ::= \varnothing \ | \ J_1; J_2 \ | \ code$$

$$|T \vdash e \Leftrightarrow A \leadsto J \ | \ z^{\perp}$$

$$\Gamma \vdash e \Leftrightarrow A \leadsto J \ | \ z^{\perp}$$

$$T \vdash e \Leftrightarrow A \leadsto Gode \ | \ z^{\perp}$$

$$J \cdot TOP TABS$$

$$|B| \qquad T \vdash e \Rightarrow A \implies |B| \qquad T \vdash e \Rightarrow A \implies |A| \qquad T \vdash e \Rightarrow |A| \implies |A| \qquad T \vdash e \Rightarrow A \implies |A| \qquad T \vdash e \Rightarrow |A| \implies |A| \implies |A| \qquad T \vdash e \Rightarrow |A| \implies |A$$

```
J-Merge
                                 \Gamma \vdash e_1 \Rightarrow A \rightsquigarrow J_1 \mid z^-
                         \begin{array}{c} \Gamma \vdash e_2 \, \Rightarrow \, B \, \rightsquigarrow \, J_2 \mid z \,^- \\ \Gamma \vdash A * B \\ \hline \Gamma \vdash e_1 \, , \, e_2 \, \Rightarrow \, A \, \& \, B \, \rightsquigarrow \, J_1 ; \, J_2 \mid z \,^- \end{array} \qquad \begin{array}{c} \text{J-Anno} \\ \Gamma \vdash e \, \Leftarrow \, A \, \rightsquigarrow \, J \mid z \,^\pm \\ \hline \Gamma \vdash e : A \, \Rightarrow \, A \, \rightsquigarrow \, J \mid z \,^\pm \end{array} 
                                \Gamma \vdash e_2 \Rightarrow B \rightsquigarrow J_2 \mid z^-
     /* J-Rcd */
/* J-Gen */
                                                       /* J-Fix */
var z = {};
                                                        var x = z;
                                                                                                                z.__defineGetter__(T, () => {
                                                                                                                   delete this[T];
/* J-Int */
                                                      /* J-Abs */
                                                                                                                 return this[T] = y;
                                                       z[T] = (x, y) \Rightarrow \{J\};
z[T] = n;
                                                                                                                });
/* J-Var */
                                                      /* J-TAbs */
                                                                                                               /* J-Def */
                                                        z[T] = (X, y) \Rightarrow \{J\};
                                                                                                                export var x = \{\};
copy(z, x);
                                                                                                                J1;
                                                                                                                J2;
```

Copying properties n.b. there seems to be some alternatives:

- Object.assign(z, x) does not properly copy getters;
- Object.defineProperties(z, Object.getOwnPropertyDescriptors(x)) is proper but slow;
- Object.setPrototypeOf(z, x) does the prototype trick but is even slower.

```
function copy(z, x) {
  for (const prop in x) {
    var getter = x.__lookupGetter__(prop);
    if (getter) z.__defineGetter__(prop, getter);
    else z[prop] = x[prop];
  }
}
```

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

(Distributive application)

$$A\text{-ARROW} \\ y: C <:^+ y_0: A \leadsto J \\ \overrightarrow{T = |B|} \\ \overrightarrow{\Gamma \vdash x: A \to B} \bullet y: C \leadsto \mathsf{code} \mid z: B$$

A-ArrowEquiv

$$A = C \qquad T = |\overrightarrow{B}|$$

$$\Gamma \vdash x : A \to B \bullet y : C \leadsto \mathsf{code} \mid z : B$$

A-ArrowEquiv
$$\begin{array}{c|c} \Gamma \vdash A * C \\ \hline A \coloneqq C & T = |\overrightarrow{B}| \\ \hline \Gamma \vdash x : A \to B \bullet y : C \leadsto \mathsf{code} \mid z : B \end{array} \qquad \begin{array}{c|c} \Gamma \vdash A * C \\ \hline T = |B|^\forall & Ts = \mathbf{itoa} \mid C \mid \\ \hline \Gamma \vdash x : \forall X * A. \ B \bullet C \leadsto \mathsf{code} \mid z : B[X \mapsto C] \end{array}$$

$$\begin{array}{c} \text{A-And} \\ \Gamma \vdash x : A \bullet p \leadsto J_1 \mid z : A' \\ \Gamma \vdash x : B \bullet p \leadsto J_2 \mid z : B' \\ \hline \Gamma \vdash x : A \& B \bullet p \leadsto J_1; J_2 \mid z : A' \& B' \end{array}$$

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

(Distributive projection)

$$\frac{\text{P-Top}}{x:A\, \bullet \, \{\ell\} \,\leadsto \, \varnothing \mid z:\top}$$

$$\begin{array}{ll} \text{P-Top} & \text{P-RcdEq} \\ \hline 1A \lceil & T = \{\ell : |A|\} \\ \hline x : A \bullet \{\ell\} \leadsto \varnothing \mid z : \top & x : \{\ell : A\} \bullet \{\ell\} \leadsto \mathsf{code} \mid z : A \end{array} \qquad \begin{array}{ll} \text{P-RcdNeq} \\ \hline \ell_1 \neq \ell_2 & T = \{\ell : |A|\} \\ \hline x : \{\ell_1 : A\} \bullet \{\ell_2\} \leadsto \varnothing \mid z : \top \end{array}$$

P-RCDNEQ
$$\frac{\ell_1 \neq \ell_2}{x : \{\ell_1 : A\} \bullet \{\ell_2\}} \longrightarrow \varnothing \mid z : \exists$$

P-And
$$x: A \bullet \{\ell\} \leadsto J_1 \mid z: A'$$

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

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

```
x:A<: \overline{^{\pm}\ y:B}\leadsto J
                                                                                                                                                                     (Coercive subtyping)
              S-Equiv
                                                                                                                                          T = |A|
                                                                                                                                            x: \bot <:^{\pm} y: A \leadsto \mathsf{code}
               x:A<:^+y:B \leadsto \mathsf{code}
       S-Split
                          B_1 \triangleleft B \rhd B_2
       y_1:B_1 \vartriangleright z:B \vartriangleleft y_2:B_2 \leadsto J_3
        \begin{array}{c} x:A<:^{\pm}y_1:B_1\rightsquigarrow J_1\\ x:A<:^{\pm}y_2:B_2\rightsquigarrow J_2\\ \hline x:A<:^{\pm}z:B\rightsquigarrow \mathtt{code} \end{array}
                                                                          \frac{\text{S-Int}}{x: \mathbb{Z} <:^{\pm} \ y: \mathbb{Z} \ \leadsto \ \mathsf{code}} \qquad \frac{\text{S-Var}}{x: X <:^{\pm} \ y: X \ \leadsto \ \mathsf{code}}
             S-Arrow
                           T_1 = \overrightarrow{|A_2|} T_2 = \overrightarrow{|B_2|}
                                                                                S-All
            T_{1} = |A_{2}| \qquad T_{2} = |B_{2}| \qquad S-ALL
T_{3} = \mathbf{itoa} |A_{1}| \qquad T_{1} = |A_{2}|^{\forall}
x_{1} : B_{1} <:^{+} y_{1} : A_{1} \leadsto J_{1} \qquad T_{2} = |B_{2}|^{\forall} \quad B_{1} <: A_{1}
x_{2} : A_{2} <:^{+} y_{2} : B_{2} \leadsto J_{2} \qquad x_{0} : A_{2} <:^{+} y_{0} : B_{2} \leadsto J
x : A_{1} \to A_{2} <:^{\pm} y : B_{1} \to B_{2} \leadsto \mathbf{code}
T_{2} = |B_{2}|^{\forall} \quad B_{1} <: A_{1}
x_{0} : A_{2} <:^{+} y_{0} : B_{2} \leadsto J
x : \forall X * A_{1} . A_{2} <:^{\pm} y : \forall X * B_{1} . B_{2} \leadsto \mathbf{code}
    S-RCD
                         T_1 = \{\ell : |A|\}
    T_{2} = \{\ell : |B|\}  S-ANDL S-ANDR x_{0} : A <:^{+} y_{0} : B \leadsto J  x : \{\ell : A\} <:^{\pm} y : \{\ell : B\} \leadsto \mathsf{code}  S-ANDR x : A <:^{-} y : C \leadsto J  x : A \& B <:^{\pm} y : C \leadsto J  x : A \& B <:^{\pm} y : C \leadsto J 
/* S-Equiv */
                                                                                                                                          y[T2] = (X, y0) => {
                                                                    /* S-Var */
copy(y, x);
                                                                                                                                            var x0 = \{\};
                                                                     copy(y, x);
                                                                                                                                               x[T1](X, x0);
/* S-Bot */
                                                                     /* S-Arrow */
y[T] = null;
                                                                                                                                          };
                                                                     y[T2] = (x1, y2) => {
                                                                     var y1 = {}; J1;
/* S-Split */
                                                                                                                                          /* S-Rcd */
                                                                   var x2 = {};
x[T1](y1, x2);
var y1 = {}; // if y1 != z
                                                                                                                                          y.__defineGetter__(T2, () => {
var y2 = {}; // if y2 != z
                                                                                                                                             var x0 = x[T1];
J1; J2; J3;
                                                                                                                                               var y0 = {}; J;
```

delete this[T];

});

return this[T] = y0;

J2;

/* S-All */

/* S-Int */

y[T] = x[T];

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

};

(Coercive merging)

```
M-Arrow
                                                                           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\ \lhd\ 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 \vartriangleright y:A \vartriangleleft y_2:A_2 \leadsto J}{x_1:\{\ell:A_1\} \vartriangleright z:\{\ell:A\} \vartriangleleft x_2:\{\ell:A_2\} \leadsto \mathsf{code}}
                                                        /* M-All */
                                                                                                                 /* M-Rcd */
/* M-Arrow */
z[T] = (p, y) \Rightarrow \{
                                                        z[T] = (X, y) => {
                                                                                                                 z.__defineGetter__(T, () => {
   var y1 = {}; // if y1 != y
                                                       var y1 = {}; // if y1 != y
                                                                                                                 var y = {};
                                                      var y2 = {}; // if y2 != y
   var y2 = {}; // if y2 != y
                                                                                                                    var y1 = {}; // if y1 != y
   x1[T1](p, y1);
                                                         x1[T1](X, y1);
                                                                                                                    var y2 = {}; // if y2 != y
   x2[T2](p, y2);
                                                           x2[T2](X, y2);
                                                                                                                    copy(y1, x1[T1]);
                                                                                                                     copy(y2, x2[T2]);
   J;
                                                            J;
                                                        };
                                                                                                                     J;
                                                                                                                     delete this[T];
                                                                                                                    return this[T] = y;
```

});