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

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# Syntax of $F_i^+$

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

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

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

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

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

$$|A| = \tau$$
 (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  $B^{\circ}$  O-All  $B^{\circ}$   $A^{\circ}$ 

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

```
(Type-directed compilation)
```

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

 $\Gamma \vdash e \Leftarrow A \iff z \text{ in } J$ 

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

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

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

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

(Distributive application)

$$\begin{array}{c}
A\text{-Top} \\
\hline
|A| \\
\hline
A > x \bullet arg \hookrightarrow z \text{ with } \varnothing
\end{array}$$

$$\begin{array}{c}
A\text{-ARROW} \\
\hline
|T| = |B| \lor \quad \tau_2 = |C| \\
\hline
|V| & \forall X*A. B \rhd x \bullet C \hookrightarrow z \text{ with } S_{13}
\end{array}$$

$$\begin{array}{c}
A\text{-RCD} \\
\hline
|T| = |B| \lor \quad \tau_2 = |C| \\
\hline
|V| & \forall X*A. B \rhd x \bullet C \hookrightarrow z \text{ with } S_{13}
\end{array}$$

$$\begin{array}{c}
A\text{-RCD} \\
|T| = \{\ell : |A|\} \\
\hline
|\ell : A\} \rhd x \bullet \ell \hookrightarrow z \text{ with } S_{14}
\end{array}$$

$$\begin{array}{c}
A\text{-AND} \\
A \rhd x \bullet arg \hookrightarrow z \text{ with } J_1 \\
B \rhd x \bullet arg \hookrightarrow z \text{ with } J_2 \\
\hline
|A| & B \rhd x \bullet arg \hookrightarrow z \text{ with } S_{15}
\end{array}$$

$$\begin{array}{c}
/* \text{S12 */} \\
x[t] \text{(y, z);}
\end{array}$$

$$\begin{array}{c}
/* \text{S13 */} \\
\text{Object.assign(z, x[t1](t2)); /* \text{S15 */} \\
J1; \\
J2; \\
\text{Object.assign(z, x[t]());}
\end{array}$$

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

(Coercive subtyping)

$$\frac{S\text{-Top}}{B^{\circ} \qquad \exists B \lceil}$$

$$A <: B \bowtie x \mapsto y \text{ with } \varnothing$$

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

S-Arrow

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

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

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

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

S-RCD 
$$\tau_1 = \{\ell : |A|\}$$
 
$$\tau_2 = \{\ell : |B|\} \quad B^{\circ}$$
 
$$A <: B \quad \rightsquigarrow x_0 \mapsto y_0 \text{ with } J$$

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

S-AndR

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

$$\tau = |\mathbb{B}|$$

$$\mathbb{B} <: \mathbb{B} \implies x \mapsto y \text{ with } S_{16}$$

S-All  $\begin{array}{ccc} \tau_1 = |A_2|^\forall & \tau_2 = |B_2|^\forall \\ B_2{}^\circ & B_1 <: A_1 \\ A_2 <: B_2 & \leadsto x_2 \mapsto y_2 \text{ with } J_2 \end{array}$ 

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

S-AndL 
$$\begin{array}{c|c} C^{\circ} \\ \hline A <: C & \leadsto x \mapsto y \text{ with } J \\ \hline A \& B <: C & \leadsto x \mapsto y \text{ with } J \end{array}$$

S-Split

$$\begin{array}{c} B_1 \vartriangleleft B \rhd B_2 \\ A \vartriangleleft: B_1 &\leadsto x \mapsto y_1 \text{ with } J_1 \\ A \vartriangleleft: B_2 &\leadsto x \mapsto y_2 \text{ with } J_2 \\ \hline y_1 : B_1 \rhd z : B \vartriangleleft y_2 : B_2 \text{ with } J_3 \\ \hline A \vartriangleleft: B &\leadsto x \mapsto z \text{ with } S_{20} \\ \hline \end{array}$$

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

```
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
                  \tau_1 = |A| \qquad \tau_2 = |B|
                                                                                     y_1: B_1 \triangleright y: B \triangleleft y_2: B_2 \text{ with } J
       \overline{x:A \vartriangleright z:A \& B \vartriangleleft y:B \text{ with } S_{21}}
                                                                        \overline{x_1:A \to B_1 \ \rhd \ z:A \to B \ \lhd \ x_2:A \to B_2 \text{ with } S_{22}}
                                  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 {
                                                                                                          z[t] = () \Rightarrow {
z[t] = p \Rightarrow {
                                                       var y1 = x1[t1](X);
                                                                                                             var y1 = x1[t1]();
  var y1 = x1[t1](p);
                                                     var y2 = x2[t2](X);
                                                                                                           var y2 = x2[t2]();
   var y2 = x2[t2](p);
                                                      var y = {};
                                                                                                             var y = {};
   var y = {};
                                                        J;
                                                                                                             J;
   J;
                                                       return y;
                                                                                                             return y;
   return y;
                                                     };
                                                                                                          };
```