Compiling from F_i^+ to JavaScript

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Syntax of F_i^+

Types $A, B, C ::= \top \mid \bot \mid \mathbb{Z} \mid X \mid A \to B \mid \forall X * A. B \mid \{\ell : A\} \mid A \& B$ Type indices $T ::= \mathbb{Z} \mid \overrightarrow{T} \mid T^{\forall} \mid \{\ell : T\} \mid T_1 \& T_2$ Expressions $e ::= \{\} \mid n \mid x \mid \mathbf{fix} \ x : A. \ e \mid \lambda x : A. \ e : B \mid e_1 \ e_2 \mid \Lambda X * A. \ e : B \mid e A \mid \{\ell = e\} \mid e.\ell \mid e_1,, \ e_2 \mid e : A$ Values $v ::= \{\} \mid n \mid \lambda x : A. \ e : B \mid \Lambda X * A. \ e : B \mid \{\ell = v\} \mid v_1,, \ v_2$

$$\begin{array}{c} \text{J-APP} \\ \Gamma \vdash e_1 \Rightarrow A & \leadsto J_1 \mid x^+ \\ \Gamma \vdash e_2 \Rightarrow B & \leadsto J_2 \mid y^+ \\ \hline \Gamma \vdash x : A \bullet y_0 : B & \leadsto J_3 \mid z : C \\ \hline \Gamma \vdash e_1 e_2 \Rightarrow C & \leadsto \text{code} \mid z^- \\ \hline \end{array}$$

$$\begin{array}{c} \text{J-TABS} \\ T = |B|^{\forall} \\ \hline \Gamma, X * A \vdash e \Leftarrow B & \leadsto J \mid y^- \\ \hline \Gamma \vdash \Lambda X * A. \ e : B \Rightarrow \forall X * A. \ B & \leadsto \text{code} \mid z^- \\ \hline \end{array}$$

```
J-TAPP
                                                                                                             J-Proj
    \Gamma \vdash e \Rightarrow B \rightsquigarrow J_1 \mid y^+
                                                                                                            \Gamma \vdash e \Rightarrow A \rightsquigarrow J_1 \mid y^+
y : A \bullet \{\ell\} \rightsquigarrow J_2 \mid z : B
\Gamma \vdash e.\ell \Rightarrow B \rightsquigarrow J_1; J_2 \mid z^-
\Gamma \vdash e \Rightarrow B \rightsquigarrow J_1 \mid y^+ 
\Gamma \vdash y : B \bullet A \rightsquigarrow J_2 \mid z : C
\Gamma \vdash e A \Rightarrow C \rightsquigarrow J_1; J_2 \mid z^-
T = \{\ell : |A|\}
\Gamma \vdash e \Rightarrow A \rightsquigarrow J \mid y^+
\Gamma \vdash \{\ell = e\} \Rightarrow \{\ell : A\} \rightsquigarrow \mathsf{code} \mid z^-
   J-Merge
            \Gamma \vdash e_1 \Rightarrow A \rightsquigarrow J_1 \mid z^-
   J-Def
      J-Sub
     \Gamma \vdash e_1 \Rightarrow A \rightsquigarrow J_1 \mid y^+
                                                                                        \frac{\Gamma, x : A \vdash e_2 \Rightarrow B \iff J_2 \mid z^-}{\Gamma \vdash x = e1; e_2 \Rightarrow B \iff \mathsf{code} \mid z^-}
/* J-Gen */
                                                   /* J-App */
                                                                                                      /* J-Rcd */
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;
/* J-Var */
                                                         return this.get = y;
                                                     }
Object.assign(z, x.get);
                                                                                                      };
                                                   }; J3;
                                                                                                      /* J-Def */
/* J-VarGen */
var z = x.get;
                                                   /* J-Abs */
                                                                                                      export var x = {
                                                   z[T] = (x, y) => \{ 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;

$$\Gamma \vdash x : A \bullet p \hspace{0.2cm} \rightsquigarrow \hspace{0.2cm} J \hspace{0.2cm} | \hspace{0.2cm} z : B \hspace{0.2cm} |$$

(Distributive application)

$$\frac{\text{A-Top}}{\Gamma \vdash x : A \bullet p} \xrightarrow{\curvearrowright} \emptyset \mid z : \top$$

A-Arrow
$$T = |\overrightarrow{B}|$$

$$T \vdash x : A \bullet p \rightsquigarrow \varnothing \mid z : \top$$

$$T \vdash x : A \rightarrow B \bullet y : C \rightsquigarrow \mathsf{code} \mid z : B$$

A-All
$$\Gamma \vdash A * C$$

$$T = |B|^{\forall} Ts = \mathbf{itoa} |C|$$

A-All
$$\Gamma \vdash A * C$$

$$T = |B|^{\forall} \quad Ts = \mathbf{itoa} |C|$$

$$\Gamma \vdash x : \forall X * A. B \bullet C \quad \leadsto \quad \mathbf{code} \mid z : B[X \mapsto C]$$

$$\Gamma \vdash x : A \bullet p \quad \leadsto \quad J_1 \mid z : A'$$

$$\Gamma \vdash x : B \bullet p \quad \leadsto \quad J_2 \mid z : B'$$

$$\Gamma \vdash x : A \& B \bullet p \quad \leadsto \quad J_1; J_2 \mid z : A' \& B'$$

(Distributive projection)

$$\frac{P\text{-RcdNeq}}{\ell_1 \neq \ell_2} \qquad T = \{\ell : |A|\}$$
$$x : \{\ell_1 : A\} \bullet \{\ell_2\} \implies \varnothing \mid z : \top$$

P-And $x: A \bullet \{\ell\} \rightsquigarrow J_1 \mid z: A'$ $x: B \bullet \{\ell\} \rightsquigarrow J_2 \mid z: B'$

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

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

```
x:A<:^{\pm}y:B \ \leadsto J
                                                                                                                             (Coercive subtyping)
                                                        S-Bot
                                                        \frac{S\text{-BOT}}{T = |A|} \qquad A^{\circ}
x: \bot <:^{\pm} y: A \longrightarrow \text{code}
                                                                                                         S-Eq
                                                                                                   x:A<:^+y:A \leadsto \mathsf{code}
                                                                                              S-Arrow
                                                                                                             T_1 = |\overrightarrow{A_2}|
T_2 = |\overrightarrow{B_2}| B_2^{\circ}
                                                                                                        x_1: B_1 <: ^+ y_1: A_1 \leadsto J_1
  S-Int
             T = |\mathbb{Z}|
                                                                                                       x_2: A_2 <:^+ y_2: B_2 \leadsto J_2
                                        x:X<:^{\pm}y:X \rightsquigarrow \mathsf{code}
                                                                                             x: A_1 \to A_2 <: ^{\pm} y: B_1 \to B_2 \longrightarrow \mathsf{code}
  x: \mathbb{Z} <:^{\pm} y: \mathbb{Z} \leadsto \mathsf{code}
                                                                                          S-Rcd
               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} \xrightarrow{\searrow} J
                                                                                                         T_1 = \{\ell : |A|\}\
T_2 = \{\ell : |B|\}
                                                                                          \frac{B^{\circ} \quad x_0 : A <:^{+} y_0 : B \longrightarrow J}{x : \{\ell : A\} <:^{\pm} y : \{\ell : B\} \longrightarrow \mathsf{code}}
            \frac{z}{x: \forall X*A_1. \ A_2 <:^{\pm} y: \forall X*B_1. \ B_2 \ \leadsto \mathbf{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
                                                                                                              x:A<:^{\pm}y_1:B_1 \leadsto \overline{J_1}
S-AndL
                                                   S-AndR
                                                                                                       x:A<:^{\pm}y_2:B_2\longrightarrow J_2
S-ANDL
C^{\circ} \quad x:A <:^{-}y:C \rightsquigarrow J
x:A \& B <:^{\pm}y:C \rightsquigarrow J
x:A \& B <:^{\pm}y:C \rightsquigarrow J
x:A \& B <:^{\pm}y:C \rightsquigarrow J
                                                                                                             x:A<:^{\pm}z:B \leadsto \mathsf{code}
/* S-Bot */
                                                        x[T1]({
                                                                                                         /* S-Rcd */
y[T] = null;
                                                           get get() {
                                                              var x1 = p.get;
                                                                                                         y[T2] = \{
/* S-Eq */
                                                              var y1 = {}; J1;
                                                                                                          get get() {
                                                            delete this.get;
                                                                                                               var x0 = x[T1].get;
Object.assign(y, x);
                                                            return this.get = y1;
                                                                                                             var y0 = {}; J;
/* S-Int */
                                                          }
                                                                                                             delete this.get;
y[T] = x[T];
                                                        }, x2);
                                                                                                                return this.get = y0;
                                                        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 x0 = {};
                                                                                                         var y2 = {}; // if y2 != z
/* 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)

```
M-Arrow
                                                                          M-ARROW T = |\overrightarrow{B}|
T_1 = |\overrightarrow{B}|
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-All
                                                       T = |B|^{\forall}
T_1 = |B_1|^{\forall} \quad T_2 = |B_2|^{\forall}
y_1 : B_1 \rhd y : B \vartriangleleft y_2 : B_2 \leadsto J
                                    \overline{x_1: \forall X*A. B_1 \vartriangleright 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-Arrow */
                                                        /* M-All */
                                                                                                                 /* 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
                                                                                                                        var y2 = {}; // if y2 != y
   x2[T2](p, y2);
                                                           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;
                                                                                                                    }
```

};