Compiling from F_i^+ to JavaScript

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October 25, 2022

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

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

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

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

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

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

 $x: A \bullet arg \leadsto J \mid z$

(Distributive application)

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

(Coercive subtyping)

```
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
                                              x_2:A_2 <: y_2:B_2 \leadsto J_2
                                \frac{1}{x: A_1 \to A_2 <: y: B_1 \to B_2} \rightsquigarrow S_{11}
       S-Rcd
                                        T_1 = \{\ell : |A|\}
       T_{2} = \{\ell : |B|\}
T_{2} = \{\ell : |B|\}
S-ANDL
T_{3} = \{\ell : |B|\}
T_{4} = \{\ell : |B|\}
T_{5} = \{\ell : |B|\}
T_{7} = \{\ell : |B
                                                                                                                              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 \leadsto S_{14}
/* S10 */
                                                                                                                                              return y1;
                                                                                                                                                                                                                                                                  /* S13 */
y[T] = x[T];
                                                                                                                                                                                                                                                                  y[T2] = () => {
                                                                                                                                         });
                                                                                                                                         var y2 = {}; J2;
                                                                                                                                                                                                                                                                          var x0 = x[T1]();
/* S10' */
                                                                                                                                         return y2;
                                                                                                                                                                                                                                                                          var y0 = {}; J;
for (var T of X) {
                                                                                                                                                                                                                                                                          return y0;
       y[T] = x[T];
                                                                                                                                 /* S12 */
                                                                                                                                 y[T2] = X => {
                                                                                                                                                                                                                                                                  /* S14 */
/* S11 */
                                                                                                                                 var x0 = x[T1](X);
                                                                                                                                                                                                                                                                 var y1 = {}; J1;
y[T2] = p => {
                                                                                                                                                                                                                                                                  var y2 = {}; J2;
                                                                                                                                       var y0 = {}; J;
       var x2 = x[T1](() => {
                                                                                                                                       return y2;
                                                                                                                                                                                                                                                                  J3;
                var x1 = p();
                var y1 = {}; J1;
```

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

};

(Coercive merging)

```
M-Arrow
         M-ARROW

\begin{array}{c}
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 \\
\hline
x: A \rhd z: A \& B \vartriangleleft y: B \leadsto S_{15}
\end{array}

\begin{array}{c}
T = |\overrightarrow{B}| \\
x_1 : A \to B_1 \rhd z: A \to B \vartriangleleft x_2 : A \to B_2 \leadsto S_{16}
\end{array}

                                           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 */
Object.assign(z, x, y);
                                                                  /* S17 */
                                                                                                                                    /* S18 */
/* S16 */
                                                                  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 = {}; J;
                                                                                                                                      var y = \{\}; J;
   var y = {}; J;
                                                                                                                                        return y;
                                                                     return y;
    return y;
                                                                  };
                                                                                                                                    };
```