Compiling from F_i^+ to JavaScript

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

$$|A| = T$$
 (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° A°

```
/* 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 \longrightarrow J
S-TOP \\ B^{\circ} \upharpoonright B \upharpoonright \\ x: A <: y: B \longrightarrow \varnothing
S-BASE \\ T = |\mathbb{B}|
x: B <: y: \mathbb{B} \longrightarrow S_{10}
S-ARROW \\ T_1 = |A_2| \qquad T_2 = |B_2| \\ B_2^{\circ} \qquad B_1 <: A_1 \\ x_2: A_2 <: y_2: B_2 \longrightarrow J_2
x: A_1 \rightarrow A_2 <: y: B_1 \rightarrow B_2 \longrightarrow S_{11}
S-ANDL \\ T_1 = \{\ell: |A|\} \\ T_2 = \{\ell: |B|\}
S-ANDL \\ S-ANDL \\ S-ANDR \\ S-ANDR
```

 $x: A <: y_1: B_1 \rightsquigarrow J_1$ $x: A <: y_2: B_2 \rightsquigarrow J_2$ $y_1: B_1 \vartriangleright z: B \vartriangleleft y_2: B_2 \rightsquigarrow J_3$ $x: A <: z: B \rightsquigarrow S_{14}$

/* S10 */ $var y2 = {}; J2;$ /* S13 */ y[T] = x[T];return y2; $y[T2] = () => {$ var x0 = x[T1]();/* S10' */ $var y0 = {}; J;$ for (var T of X) { /* S12 */ return y0; y[T] = x[T]; $y[T2] = X => {$ var x2 = x[T1](X); $var y2 = {}; J2;$ /* S14 */ $var y1 = {}; J1;$ /* S11 */ return y2; $y[T2] = p => {$ $var y2 = {}; J2;$ }; var x2 = x[T1](p);J3;

```
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;
                                                                  };
                                                                                                                                    };
```