Syntax of λ_i^+

Type indices
$$T := T \mid \mathbb{B} \mid A \to B \mid \{\ell : A\} \mid A \& B$$
Type indices
$$\tau := \mathbb{B} \mid \overrightarrow{\tau} \mid \{\ell : \tau\} \mid \tau_1 \& \tau_2$$
Expressions
$$e := \{\} \mid b \mid x \mid \text{fix } x : A. \ e \mid \lambda x : A. \ e : B \mid e_1 \ e_2 \mid \{\ell = e\} \mid e.\ell \mid e_1 \ ,, \ e_2 \mid e : A$$
Values
$$v := \{\} \mid b \mid \lambda x : A. \ e : B \mid \{\ell = v\} \mid v_1 \ ,, \ v_2$$

$$|A| = \tau$$

$$|B| = \mathbb{B} \qquad |A \to B| = |\overrightarrow{B}| \qquad |\{\ell : A\}| = \{\ell : |A|\} \qquad |A \& B| = |A| \& |B|$$

Compiling from λ_i^+ to JavaScript

```
\Gamma \vdash e \Leftrightarrow A \leadsto z \text{ in } J
                                                                                                                                                                             (Type-directed compilation)
      Ј-Тор
                                                                                                                                                                             \frac{\tau = |\mathbb{B}|}{\Gamma \vdash b \Rightarrow \mathbb{B} \implies z \text{ in } S_2}
                                                                         \Gamma \vdash \{\} \Rightarrow \top \rightsquigarrow z \text{ in } S_1
                                                                                                                                               J-ABS
J-Var
                                                            \frac{\Gamma, x: A \vdash e \Leftarrow A \rightsquigarrow y \text{ in } J}{\Gamma \vdash \text{fix } x: A. \ e \Rightarrow A \rightsquigarrow x \text{ in } S_3}
                                                                                                                                                        \Gamma, x : A \vdash e \Leftarrow B \rightsquigarrow y \text{ in } J
             x:A\in\Gamma
                                                                                                                                    \Gamma \vdash \lambda x : A. \ e : B \Rightarrow A \to B \bowtie z \ \mathbf{in} \ S_4
 \Gamma \vdash x \Rightarrow A \rightsquigarrow x \text{ in } \varnothing
    J-App
        \Gamma \vdash e_1 \Rightarrow A \leadsto x \text{ in } \overline{J_1}
                    A \rhd B \to C
                                                                                                                                                                           \Gamma \vdash e \Rightarrow A \rightsquigarrow x \text{ in } J_1
                                                                             \operatorname{J-Rcd}
     \Gamma \vdash e_2 \Leftarrow B \bowtie y \text{ in } J_2
A \rhd x \bullet y \hookrightarrow z \text{ with } J_3
                                                                                                  \tau = \{\ell : |A|\}
                                                                                                                                                                                    A \rhd \{\overline{\ell : B}\}
                                                                             \frac{\Gamma \vdash e \Rightarrow A \rightsquigarrow x \text{ in } J}{\Gamma \vdash \{\ell = e\} \Rightarrow \{\ell : A\} \rightsquigarrow z \text{ in } S_6}
                                                                                                                                                                       A \vartriangleright x \bullet \ell \hookrightarrow z \text{ with } J_2
     \Gamma \vdash e_1 \ e_2 \Rightarrow C \quad \leadsto z \ \mathbf{in} \ S_5
                                                                                                                                                                       \Gamma \vdash e.\ell \Rightarrow B \rightsquigarrow z \text{ in } S_7
       J-Merge
                \Gamma \vdash e_1 \Rightarrow A \rightsquigarrow x \text{ in } J_1
                                                                                                                                                                   J-Sub
                \Gamma \vdash e_2 \Rightarrow B \middle| \leadsto y \text{ in } J_2 \middle|
A * B
                                                                                                                                                                        \Gamma \vdash e \Rightarrow A \rightsquigarrow x \text{ in } J_1
                                                                                            J-Anno
                                                                                                                                                                   A <: B \rightsquigarrow x \mapsto y \text{ with } J_2
                                                                                              \Gamma \vdash e \Leftarrow A \leadsto x \text{ in } J
      \Gamma \vdash e_1, e_2 \Rightarrow A \& B \rightsquigarrow z \text{ in } S_8
                                                                                            \Gamma \vdash e : A \Rightarrow A \rightsquigarrow x \text{ in } J
                                                                                                                                                                       \Gamma \vdash e \Leftarrow B \rightsquigarrow y \text{ in } S_9
                                                                                                                                                             /* S5 */
/* S1 */
                                                                                   return y;
var z = {};
                                                                              })();
                                                                                                                                                             J1;
                                                                                                                                                             J2;
/* S2 */
                                                                              /* S4 */
                                                                                                                                                             J3;
var z = {};
                                                                              var z = {};
z.\langle t \rangle = b;
                                                                              z.<t> = x => {
                                                                                                                                                             /* S6 */
                                                                                   J;
/* S3 */
                                                                                                                                                             var z = {};
                                                                                   return y;
var x = (() => {
                                                                                                                                                             z.\langle t \rangle = x;
    J;
```

```
/* S7 */
                                                              /* S8 */
                                                                                                                             /* S9 */
J1;
                                                              J1;
                                                                                                                             J1;
                                                                                                                             var y = {};
J2;
                                                              J2;
                                                              var z = {...x, ...y};
                                                                                                                             J2;
 A \vartriangleright x \bullet arg \hookrightarrow z \text{ with } J
                                                                                                                                             (Distributive application)
                                                            A-Arrow
A-Top
                                                                                                                               A-RCD
                                                              A-And
                                                                  A \vartriangleright x \bullet arg \hookrightarrow z_1 \text{ with } J_1
                                                                  B > x \bullet arg \hookrightarrow z_2 \text{ with } J_2
                                                              A \& B > x \bullet arg \hookrightarrow z \text{ with } S_{13}
/* S10 */
                                                                                                                             /* S13 */
                                                              /* S12 */
var z = {};
                                                                                                                             J1;
                                                              var z = x. < t>;
                                                                                                                             var z = {...z1, ...z2};
/* S11 */
var z = x.<t>(y);
 A <: B \rightsquigarrow x \mapsto y \text{ with } J
                                                                                                                                                     (Coercive subtyping)
                                                                                                       S-Base
                                                         \exists B \lceil
                                                                                                                        \tau = |\mathbb{B}|
                                A <: B \rightsquigarrow x \mapsto y \text{ with } \varnothing
                                                                                                       \mathbb{B} <: \mathbb{B} \rightsquigarrow x \mapsto y \text{ with } S_{14}
             S-Arrow
                                                                                                      S-Rcd
                       \tau_1 = |\overrightarrow{A_2}| \qquad \tau_2 = |\overrightarrow{B_2}| \qquad B_2^{\circ}
                                                                                                              \tau_1 = \{\ell : |A|\}
\tau_2 = \{\ell : |B|\} \quad B^{\circ}
A <: B \quad \leadsto x_0 \mapsto y_0 \text{ with } J
                       B_1 <: A_1 \rightsquigarrow x_1 \mapsto y_1 \text{ with } J_1
                      A_2 <: B_2 \rightsquigarrow x_2 \mapsto y_2 \text{ with } J_2
             \overline{A_1 \to A_2 <: B_1 \to B_2} \leadsto x \mapsto y \text{ with } S_{15}
                                                                                                     \{\ell:A\} <: \{\ell:B\} \rightsquigarrow x \mapsto y \text{ with } S_{16}
                          S-AndL
                                                                                                      S-AndR
                                                   C^{\circ}
                            A <: C \rightsquigarrow x \mapsto y \text{ with } J
                                                                                                       B <: C \rightsquigarrow x \mapsto y \text{ with } J
                                                                                                      A \& B <: C \leadsto x \mapsto y \text{ with } J
                          A \& B <: C \leadsto x \mapsto y \text{ with } J
                                                           S-Split
                                                                                B_1 \triangleleft B \rhd B_2
                                                                  A <: B_1 \rightsquigarrow x \mapsto y_1 \text{ with } J_1
                                                                  A <: B_2 \rightsquigarrow x \mapsto y_2 \text{ with } J_2
                                                            y_1:B_1 \vartriangleright z:B \vartriangleleft y_2:B_2 with J_3
                                                                   A <: B \rightsquigarrow x \mapsto z \text{ with } S_{17}
```

```
/* S14 */
                                                 return y2;
y.<t> = x.<t>;
                                                                                               /* S17 */
                                               };
                                                                                               var y1 = {};
/* S15 */
                                               /* S16 */
                                                                                               J1;
y.<t2> = p => {
                                               var x0 = x.<t1>;
                                                                                               var y2 = {};
  var x2 = x.<t1>(p);
                                               var y0 = {};
                                                                                               J2;
  var y2 = {};
                                               J;
                                                                                               J3;
                                               y.<t2> = y0;
   J2;
x:A \vartriangleright z:C \vartriangleleft y:B with J
                                                                                                                   (Coercive merging)
                                                                M-Arrow
                                                                                   \tau = |\overrightarrow{B}|
\tau_1 = |\overrightarrow{B}|
\tau_2 = |\overrightarrow{B}|
      M-And
       \tau_1 = |A| \qquad \tau_2 = |B|
                                                                            y_1: B_1 \vartriangleright y: B \vartriangleleft y_2: B_2  with J
                                                       \frac{y_1 \cdot D_1 \lor y \cdot D_2 \lor z_2}{x_1 : A \to B_1 \rhd z : A \to B \vartriangleleft x_2 : A \to B_2 \text{ with } S_{18}}
      x:A \vartriangleright z:A \& B \vartriangleleft y:B  with S_{17}
                                   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\} > z : \{\ell : A\}} \mathrel{\triangleleft} x_2 : \{\ell : A_2\} \text{ with } S_{19}
/* S17 */
                                               /* S18 */
z = {...x, ...y};
                                               z.<t> = p => {
                                                                                               /* S19 */
                                                 var y1 = x1.<t1>(p);
                                                                                               var y1 = x1.\langle t1 \rangle;
                                                                                               var y2 = x2.<t2>;
                                                  var y2 = x2.<t2>(p);
                                                  var y = {};
                                                                                               var y = {};
                                                  J;
                                                                                               J;
                                                                                               z.<t> = y;
                                                 return y;
                                               };
```