1 Formalization

1.1 Syntax

```
Q, \mathcal{R}, \mathcal{S} \quad \coloneqq \quad ! \mid \text{any} \mid \text{nonempty} \mid \text{empty} \mid \text{every}
M \quad \coloneqq \quad \text{fungible} \mid \text{unique} \mid \text{immutable} \mid \text{consumable} \mid \text{asset} \quad \text{(type declaration modifiers)}
T \quad \coloneqq \quad \text{bool} \mid \text{nat} \mid \text{type } t \text{ is } \overline{M} \ T \mid \text{1ist } \tau \mid \{\overline{x} : \overline{\tau}\}
\tau, \sigma, \pi \quad \coloneqq \quad Q \ T
S \quad \coloneqq \quad x \mid x.y \mid \text{true} \mid \text{false} \mid [x] \mid \{\overline{x} : \overline{\tau} \mapsto x\} \mid \text{new}(t, \overline{M}, T)
\mathcal{D} \quad \coloneqq \quad x \mid x.y \mid \text{var } x : T \mid \text{consume}
\text{Decl} \quad \coloneqq \quad \text{transformer} \ f(\overline{x} : \overline{\tau}) \to x : \tau \mid \{\overline{\text{Stmt}}\}
\text{Stmt} \quad \coloneqq \quad \text{pass}
\mid \quad S \to \mathcal{D} \mid S \xrightarrow{\mathcal{Q} \text{ s.t. } f(\overline{x})} \mathcal{D} \mid S \to f(\overline{x}) \to \mathcal{D}
\mid \quad \text{try} \mid \{\overline{\text{Stmt}}\} \text{ catch} \mid \{\overline{\text{Stmt}}\}
\text{Include flow-by-variable?}
```

 $t \in \text{TypeNames}$

 $f \in \text{TransformerNames}$

1.2 Statics

$$\Gamma \vdash S : \tau \vdash \Delta$$
 $\Gamma \vdash D : \tau \vdash \Delta$ Storage Typing A *storage* is either a source or a destination.

$$\frac{b \in \{\mathsf{true}, \mathsf{false}\}}{\Gamma \vdash b : ! \, \mathsf{bool} \dashv \Gamma} \, \, \mathsf{Bool} \qquad \frac{\Gamma \vdash n : ! \, \mathsf{nat} \dashv \Gamma}{\Gamma \vdash n : ! \, \mathsf{nat} \dashv \Gamma} \, \, \mathsf{Nat} \qquad \frac{\neg (\tau \, \mathsf{immutable})}{\Gamma, x : \tau \vdash x : \tau \dashv \Gamma, x : \tau} \, \, \mathsf{Var}$$

$$\frac{\Gamma \vdash x : \tau \dashv \Delta \qquad \neg (\tau \, \mathsf{immutable}) \qquad \mathsf{fields}(\tau) = \overline{z} : \overline{\sigma} \qquad y : \mathcal{R} \, T \in \overline{z} : \overline{\sigma}}{\Gamma \vdash x . y : \mathcal{R} \, T \dashv \Gamma} \, \, \mathsf{Field}$$

$$\frac{\Gamma \vdash x . y : \mathcal{R} \, T \dashv \Gamma}{\Gamma, x : \mathcal{Q} \, T \vdash \{x\} : ! \, \mathsf{list} \, \mathcal{Q} \, T \dashv \Gamma, x : \mathsf{empty} \, T} \, \, \mathsf{Single}$$

$$\frac{\Gamma, \overline{y} : \mathcal{Q} \, T \vdash \{\overline{x} : \mathcal{Q} \, T \mapsto \overline{y}\} : ! \, \{\overline{x} : \mathcal{Q} \, T\} \dashv \Gamma, \overline{y} : \mathsf{empty} \, T}{\Gamma \vdash \mathsf{new}(t, \overline{M}, T) : \mathsf{every} \, \mathsf{list} \, ! \, (\mathsf{type} \, t \, \mathsf{is} \, \overline{M} \, T) \dashv \Gamma} \, \, \mathsf{New}}$$

$$\frac{\tau \, \mathsf{consumable}}{\Gamma \vdash \mathsf{consume} : \tau \dashv \Gamma} \, \, \mathsf{Consume}$$

$\Gamma \vdash S$ ok $\dashv \Delta$ Statement Well-formedness

$$\frac{\Gamma \vdash \mathcal{S} : \mathcal{Q} \ T \dashv \Delta \quad \mathsf{update}(\Delta, \mathcal{S}, \Delta(\mathcal{S}) \oplus \mathcal{Q}) \vdash \mathcal{D} : \mathcal{R} \ T \dashv \Xi}{\Gamma \vdash (\mathcal{S} \to \mathcal{D}) \ \mathsf{ok} \dashv \mathsf{update}(\Xi, \mathcal{D}, \Xi(\mathcal{D}) \oplus \mathcal{Q})} \ \mathsf{Ok}\text{-Flow-Every}$$

$$\Gamma \vdash \mathcal{S} : \mathcal{Q} \ T \dashv \Delta$$

$$\frac{ \forall i. \text{demote}(\Gamma(a_i)) = \sigma_i \quad \text{update}(\Delta, \mathcal{S}, \Delta(\mathcal{S}) \ominus \mathcal{Q}) \vdash \mathcal{D} : \mathcal{S} \text{ } T \dashv \Xi}{\Gamma \vdash (\mathcal{S} \xrightarrow{\mathcal{R} \text{ s.t. } f(\overline{a})} \mathcal{D}) \text{ ok } \dashv \text{update}(\Xi, \mathcal{D}, \Xi(\mathcal{D}) \oplus \min(\mathcal{Q}, \mathcal{R}))} \quad \text{Ok-Flow-Filter}$$

$$\Gamma \vdash \mathcal{S} : \mathcal{Q} \ T_1 \dashv \Delta$$

$$\frac{\Gamma \vdash \overline{S_1} \text{ ok} \dashv \Delta \qquad \Gamma \vdash \overline{S_2} \text{ ok} \dashv \Xi}{\Gamma \vdash (\text{try } \{\overline{S_1}\} \text{ catch } \{\overline{S_2}\}) \text{ ok} \dashv \Delta \sqcup \Xi} \text{ Ok-Try}$$

+ Dec1 ok | Declaration Well-formedness

$$\frac{\overline{x:\tau} \vdash \overline{\mathsf{Stmt}} \ \mathbf{ok} \dashv \Gamma, y: \sigma \qquad \forall \pi \in \operatorname{img}(\Gamma). \neg (\pi \ \mathsf{asset})}{\vdash (\operatorname{transformer} \ f(\overline{x:\tau}) \to y: \sigma\{\overline{\mathsf{Stmt}}\}) \ \mathbf{ok}} \ \mathrm{Ok\text{-}Transformer}$$

Prog ok Program Well-formedness

$$\frac{\vdash \overline{\mathtt{Dec1}} \ \mathbf{ok} \qquad \emptyset \vdash \overline{\mathtt{Stmt}} \ \mathbf{ok} \dashv \Gamma \qquad \forall \, \tau \in \mathtt{img}(\Gamma). \neg (\tau \ \mathtt{asset})}{(\overline{\mathtt{Dec1}}; \overline{\mathtt{Stmt}}) \ \mathbf{ok}} \, \, \mathsf{Ok}\text{-Prog}$$

1.3 Dynamics

$$V$$
 ::= true | false | $n \mid \{x : \tau \mapsto V\}$
 V ::= \overline{V}
Stmt ::= ... | put(V , D) | revert | try(Σ , \overline{S} , \overline{S})

Definition 1. An environment Σ is a tuple (μ, ρ) where μ : IDENTIFIERNAMES $\rightarrow \mathbb{N}$ is the variable lookup environment, and $\rho: \mathbb{N} \rightarrow \mathcal{V}$ is the storage environment.

$$\langle \Sigma, \overline{\mathsf{Stmt}} \rangle \rightarrow \langle \Sigma, \overline{\mathsf{Stmt}} \rangle$$

Note that we abbreviate $\langle \Sigma, \cdot \rangle$ as Σ , which signals the end of evaluation.

The new constructs of $resolve(\Sigma, S)$ and put(V, D) are used to simplify the process of locating sources and updating destinations, respectively.

$$\frac{\langle \Sigma, S_1 \rangle \to \left\langle \Sigma', \overline{S_3} \right\rangle}{\left\langle \Sigma, S_1 \overline{S_2} \right\rangle \to \left\langle \Sigma', \overline{S_3} \ \overline{S_2} \right\rangle} \, \text{SeQ} \qquad \overline{\left\langle \Sigma, (\text{revert}) \ \overline{S} \right\rangle \to \left\langle \Sigma, \text{revert} \right\rangle} \, \, \text{Revert} \qquad \overline{\left\langle \Sigma, \text{pass} \right\rangle \to \Sigma} \, \, \text{Pass}$$

Here we give the rules for the new put(V,D) statement. [TODO: Need to finalize how V + W works; in particular, need to make sure that you can't overwrite things that shouldn't be overwritten (e.g., a nonfungible nat). Probably need to tag types with modifiers or something.]

We introduce a new statement, $try(\Sigma, \overline{S_1}, \overline{S_2})$, to implement the try-catch statement, which keeps track of the environment that we begin execution in so that we can revert to the original environment in the case of a revert.

$$\begin{split} \overline{\left\langle \Sigma, \operatorname{try}\left\{\overline{S_1}\right\} \operatorname{catch}\left\{\overline{S_2}\right\} \right\rangle} &\to \left\langle \Sigma, \operatorname{try}(\Sigma, \overline{S_1}, \overline{S_2}) \right\rangle \overset{\operatorname{Try-Start}}{=} \\ &\frac{\left\langle \Sigma, \overline{S_1} \right\rangle \to \left\langle \Sigma'', \overline{S_1'} \right\rangle}{\left\langle \Sigma, \operatorname{try}(\Sigma', \overline{S_1}, \overline{S_2}) \right\rangle \to \left\langle \Sigma'', \operatorname{try}(\Sigma', \overline{S_1'}, \overline{S_2}) \right\rangle} \overset{\operatorname{Try-Step}}{=} \\ &\frac{\left\langle \Sigma, \operatorname{try}(\Sigma', \operatorname{revert}, \overline{S_2}) \right\rangle \to \left\langle \Sigma', \overline{S_2} \right\rangle}{\left\langle \Sigma, \operatorname{try}(\Sigma', \overline{S_2}) \right\rangle \to \left\langle \Sigma', \overline{S_2} \right\rangle} \overset{\operatorname{Try-Done}}{=} \\ &\frac{\left\langle \Sigma, \operatorname{try}(\Sigma', \operatorname{revert}, \overline{S_2}) \right\rangle \to \left\langle \Sigma', \overline{S_2} \right\rangle}{\left\langle \Sigma, \operatorname{try}(\Sigma', \overline{S_2}) \right\rangle \to \Sigma} \overset{\operatorname{Try-Done}}{=} \end{split}$$

[Need to handle fungible specially (or maybe only after adding nats, I'm not sure it really has any meaning without them)]

$$resolve(\Sigma, S) = (\Sigma', \ell)$$
 Storage Resolution

We use $resolve(\Sigma, S)$ to get the location storing the values of S, which returns an environment because it may need to allocate new memory (e.g., in the case of creating a new record value).

$$\frac{\mu(\mathcal{S}) = \ell}{\operatorname{resolve}(\Sigma, \mathcal{S}) = (\Sigma, \ell)} \operatorname{Resolve-Var} \qquad \frac{\rho(\mu(x)) = \{\overline{z} : \tau \mapsto \ell\}}{\operatorname{resolve}(\Sigma, x.y) = (\Sigma, k)} \operatorname{Resolve-Field} \\ \frac{\ell \not\in \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, [x]) = (\Sigma[\rho \mapsto \rho[\ell \mapsto \rho(\mu(x)), \mu(x) \mapsto []]], \ell)} \operatorname{Resolve-Single} \\ \frac{\ell \not\in \operatorname{dom}(\rho)}{\ell \not\in \operatorname{dom}(\rho)} \\ \frac{k \not\in \operatorname{dom}(\rho) \cup \overline{\ell}}{\operatorname{resolve}(\Sigma, [x]) = (\Sigma[\rho \mapsto \rho[\mu(y) \mapsto [], \overline{\ell} \mapsto \rho(\mu(y)), k \mapsto \{\overline{x} : \tau \mapsto \ell\}]]} \\ \operatorname{resolve}(\Sigma, [\overline{x} : \overline{\tau} \mapsto \overline{y}]) = (\Sigma', k) \\ \frac{b \in \{\operatorname{true}, \operatorname{false}\} \quad \ell \not\in \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, b) = (\Sigma[\rho \mapsto \rho[\ell \mapsto b]], \ell)} \operatorname{Resolve-Bool} \\ \frac{\mu(t) = \ell}{\operatorname{resolve}(\Sigma, \operatorname{new}(t, \overline{M}, T)) = (\Sigma, \ell)} \\ \frac{t \not\in \operatorname{dom}(\mu) \quad \ell \not\in \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, \operatorname{new}(t, \overline{M}, T)) = (\Sigma'[\rho \mapsto \rho[\ell \mapsto \operatorname{values}(T)], \mu \mapsto \mu[t \mapsto \ell]], \ell)} \operatorname{Resolve-New-Source}$$

[TODO: Need to be sure to handle uniqueness correctly; could do this in Resolve-New-Source, or in the various flow rules.]

1.4 Auxiliaries

Definition 2. Define $Quant = \{empty, any, !, nonempty, every\}$, and call any $Q \in Quant$ a type quantity. Define empty < any < ! < nonempty < every.

Tasset Asset Types
$$(\mathcal{Q}\ T)\ \text{asset} \Leftrightarrow \mathcal{Q} \neq \text{empty and (asset} \in \text{modifiers}(T)\ \text{or} \\ (T = \mathcal{C}\ \tau\ \text{and}\ \tau\ \text{asset})\ \text{or} \\ (T = \{\overline{y}: \overline{\sigma}\}\ \text{and}\ \exists x: \tau \in \overline{y}: \overline{\sigma}.(\tau\ \text{asset})))$$

$$\overline{\tau}\ \text{consumable}\ \text{Consumable}\ \text{Types}$$

$$(\mathcal{Q}\ T)\ \text{consumable} \Leftrightarrow \text{consumable} \in \text{modifiers}(T)\ \text{or} \\ \neg((\mathcal{Q}\ T)\ \text{asset})\ \text{or} \\ (T = \mathcal{C}\ \tau\ \text{and}\ \tau\ \text{consumable})\ \text{or} \\ (T = \{\overline{y}: \overline{\sigma}\}\ \text{and}\ \forall x: \tau \in \overline{y}: \overline{\sigma}.(\sigma\ \text{consumable}))$$

 $\mathcal{Q} \oplus \mathcal{R}$ represents the quantity present when flowing \mathcal{R} of something to a storage already containing \mathcal{Q} . $\mathcal{Q} \ominus \mathcal{R}$ represents the quantity left over after flowing \mathcal{R} from a storage containing \mathcal{Q} .

Definition 3. Let $Q, R \in Quant$. Define the commutative operator \oplus , called combine, as the unique function $Quant^2 \rightarrow Quant$ such that

$$\mathcal{Q} \oplus \mathsf{empty} = \mathcal{Q}$$
 $\mathcal{Q} \oplus \mathsf{every} = \mathsf{every}$
 $\mathsf{nonempty} \oplus \mathcal{R} = \mathsf{nonempty} \quad \mathit{if} \; \mathsf{empty} < \mathcal{R} < \mathsf{every}$
 $! \oplus \mathcal{R} = \mathsf{nonempty} \quad \mathit{if} \; \mathsf{empty} < \mathcal{R} < \mathsf{every}$
 $\mathsf{any} \oplus \mathsf{any} = \mathsf{any}$

Define the operator \ominus , called split, as the unique function **Quant**² \rightarrow **Quant** such that

$$\begin{array}{rcl} \mathcal{Q}\ominus\operatorname{empty} &=& \mathcal{Q}\\ \operatorname{empty}\ominus\mathcal{R} &=& \operatorname{empty}\\ \mathcal{Q}\ominus\operatorname{every} &=& \operatorname{empty}\\ \operatorname{every}\ominus\mathcal{R} &=& \operatorname{every} & if\,\mathcal{R}<\operatorname{every}\\ \operatorname{nonempty}-\mathcal{R} &=& \operatorname{any} & if\,\operatorname{empty}<\mathcal{R}<\operatorname{every}\\ \operatorname{!-}\mathcal{R} &=& \operatorname{empty} & if\, !\leq \mathcal{R}\\ \operatorname{!-}\operatorname{any} &=& \operatorname{any} & if\,\operatorname{empty}<\mathcal{R}<\operatorname{every}\\ \operatorname{any}-\mathcal{R} &=& \operatorname{any} & if\,\operatorname{empty}<\mathcal{R}<\operatorname{every} \end{array}$$

Note that we write $(Q T) \oplus \mathcal{R}$ to mean $(Q \oplus \mathcal{R})$ T and similarly $(Q T) \ominus \mathcal{R}$ to mean $(Q \ominus \mathcal{R})$ T.

Definition 4. We can consider a type environment Γ as a function IDENTIFIERS \rightarrow Types \cup { \bot } as follows:

$$\Gamma(x) = \begin{cases} \tau & \text{if } x : \tau \in \Gamma \\ \bot & \text{otherwise} \end{cases}$$

We write $dom(\Gamma)$ to mean $\{x \in Identifiers \mid \Gamma(x) \neq \bot\}$, and $\Gamma|_X$ to mean the environment $\{x : \tau \in \Gamma \mid x \in X\}$ (restricting the domain of Γ).

Definition 5. Let Q and R be type quantities, T_Q and T_R base types, and Γ and Δ type environments. Define the following orderings, which make types and type environments into join-semilattices. For type quantities, define the partial order Γ as the reflexive closure of the strict partial order Γ given by

$$Q \sqsubset \mathcal{R} \Leftrightarrow (Q \neq \text{any and } \mathcal{R} = \text{any}) \text{ or } (Q \in \{!, \text{every}\} \text{ and } \mathcal{R} = \text{nonempty})$$

For types, define the partial order \leq by

$$Q T_Q \leq \mathcal{R} T_{\mathcal{R}} \Leftrightarrow T_Q = T_{\mathcal{R}} \text{ and } Q \sqsubseteq \mathcal{R}$$

For type environments, define the partial order $\leq by$

$$\Gamma \le \Delta \Leftrightarrow \forall x. \Gamma(x) \le \Delta(x)$$

Denote the join of Γ *and* Δ *by* $\Gamma \sqcup \Delta$.

$$elemtype(T) = \tau$$

$$\mathbf{elemtype}(T) = \begin{cases} \mathbf{elemtype}(T') & \text{ if } T = \mathbf{type} \ t \ \mathbf{is} \ \overline{M} \ T' \\ \tau & \text{ if } T = \mathcal{C} \ \tau \\ ! \ T & \text{ otherwise} \end{cases}$$

$$\boxed{ \texttt{modifiers}(T) = \overline{M} } \ \ \, \textbf{Type Modifiers}$$

$$\mathsf{modifiers}(T) = \begin{cases} \overline{M} & \text{if } T = \mathsf{type} \ t \text{ is } \overline{M} \ T \\ \emptyset & \text{otherwise} \end{cases}$$

 $\boxed{\text{demote}(\tau) = \sigma \ \boxed{\text{demote}_*(T_1) = T_2} \ \textbf{Type Demotion} \ \text{demote} \ \text{and} \ \text{demote}_* \ \text{take a type and "strip"}} \\ \text{all the asset modifiers from it, as well as unfolding named type definitions. This process is useful,} \\ \text{because it allows selecting asset types without actually having a value of the desired asset type.} \\ \text{Note that demoting a transformer type changes nothing. This is because a transformer is$ **never** $an asset, regardless of the types that it operators on, because it has no storage.}$

$$\begin{split} \operatorname{demote}(\mathcal{Q}\ T) &= \mathcal{Q}\ \operatorname{demote}_*(T) \\ \operatorname{demote}_*(\operatorname{bool}) &= \operatorname{bool} \\ \operatorname{demote}_*(\operatorname{nat}) &= \operatorname{nat} \\ \operatorname{demote}_*(\{\overline{x:\tau}\}) &= \left\{\overline{x:\operatorname{demote}(\tau)}\right\} \\ \operatorname{demote}_*(\operatorname{type}\ t\ \operatorname{is}\ \overline{M}\ T) &= \operatorname{demote}_*(T) \end{split}$$

 $fields(T) = \overline{x : \tau} | Fields$

$$\mathtt{fields}(T) = \begin{cases} \overline{x : \tau} & \text{if } T = \{\overline{x : \tau}\} \\ \mathtt{fields}(T) & \text{if } T = \mathtt{type} \ t \ \mathtt{is} \ \overline{M} \ T \\ \emptyset & \text{otherwise} \end{cases}$$

update (Γ, x, τ) Type environment modification

$$\mathsf{update}(\Gamma, x, \tau) = \begin{cases} \Delta, x : \tau & \text{if } \Gamma = \Delta, x : \sigma \\ \Gamma & \text{otherwise} \end{cases}$$

compat(n, m, Q) The relation compat(n, m, Q) holds when the number of values sent, n, is compatible with the original number of values m, and the type quantity used, Q.

$$\begin{aligned} \operatorname{compat}(n,m,\mathcal{Q}) &\Leftrightarrow & (\mathcal{Q} = \operatorname{nonempty} \text{ and } n \geq 1) \text{ or } \\ & (\mathcal{Q} = ! \text{ and } n = 1) \text{ or } \\ & (\mathcal{Q} = \operatorname{empty} \text{ and } n = 0) \text{ or } \\ & (\mathcal{Q} = \operatorname{every} \text{ and } n = m) \text{ or } \\ & \mathcal{Q} = \operatorname{any} \end{aligned}$$

values(T) = V The function values gives a list of all of the values of a given base type.

$$\label{eq:values} \begin{split} \text{values(bool)} &= [\text{true,false}] \\ \text{values(nat)} &= [0,1,2,\ldots] \\ \text{values(list } T) &= [L|L \subseteq \text{values}(T),|L| < \infty] \\ \text{values(type } t \text{ is } \overline{M} \ T) &= \text{values}(T) \\ \text{values}(\{\overline{x:\mathcal{Q}\ T}\}) &= [\{\overline{x:\tau \mapsto v}\}|\overline{v \in \text{values}(T)}] \end{split}$$