1 Formalization

1.1 Syntax

$$f \in \mathsf{TransformerNames} \qquad \qquad t \in \mathsf{TypeNames}$$

$$a, x, y, z \in \mathsf{Identifiers}$$

```
Q, \mathcal{R}, \mathcal{S} ::= ! | any | nonempty | empty | every
                                                                                                                                           (type quantities)
                 := fungible | unique | immutable | consumable | asset
                                                                                                                                           (type declaration modifiers)
                 := bool | nat | type t is \overline{M} T | list \tau | {\overline{x}:\tau}
                                                                                                                                           (base types)
\tau, \sigma, \pi ::= QT
                                                                                                                                           (types)
                 := x \mid x.y \mid \text{true} \mid \text{false} \mid n \mid \text{demote}(x) \mid [x] \mid \{\overline{x: \tau \mapsto x}\} \mid \text{new}(t, \overline{M}, T)
                                                                                                                                          (sources)
                 := x \mid x.y \mid \text{var } x:T \mid \text{consume}
                                                                                                                                           (destinations)
                := transformer f(\overline{x}:\tau) \to x:\tau \{\overline{\mathsf{Stmt}}\}
Dec1
                                                                                                                                           (transformers)
Stmt
                   | \mathcal{S} \to \mathcal{D} | \mathcal{S} \xrightarrow{x} \mathcal{D} | \mathcal{S} \xrightarrow{\mathcal{Q} \text{ s.t. } f(\overline{x})} \mathcal{D} | \mathcal{S} \to f(\overline{x}) \to \mathcal{D}
                         try {Stmt} catch {Stmt}
                 := \overline{Decl}:\overline{Stmt}
Proa
```

[Remove bool type? Can implement the "filter" selectors another way, e.g., by using a transformer returning a pair.]

1.2 Statics

$$\Gamma \vdash S : \tau \dashv \Delta$$
 $\Gamma \vdash D : \tau \dashv \Delta$ Storage Typing

A storage is either a source or a destination.

$$\frac{b \in \{\mathsf{true}, \mathsf{false}\}}{\Gamma \vdash b : ! \, \mathsf{bool} + \Gamma} \, \mathsf{Bool} \qquad \frac{\overline{\Gamma \vdash n : ! \, \mathsf{nat} + \Gamma}}{\Gamma \vdash n : ! \, \mathsf{nat} + \Gamma} \, \mathsf{Nat}}$$

$$\frac{\mathsf{immutable} \not\in \mathsf{modifiers}(\tau)}{\Gamma, x : \tau \vdash \mathsf{demote}(x) : \mathsf{demote}(\tau) + \Gamma, x : \tau} \, \mathsf{Demote} \qquad \frac{\mathsf{immutable} \not\in \mathsf{modifiers}(\tau)}{\Gamma, x : \tau \vdash x : \tau + \Gamma, x : \tau} \, \mathsf{Var}}$$

$$\frac{\Gamma \vdash x : ! \, T + \Delta \quad \mathsf{immutable} \not\in \mathsf{modifiers}(\tau) \quad \mathsf{fields}(T) = \overline{z : \sigma} \quad y : \tau \in \overline{z : \sigma}}{\Gamma \vdash x : y : \tau + \Gamma} \, \mathsf{Field}}$$

$$\frac{\Gamma \vdash x : y : \tau + \Gamma}{\Gamma, x : Q \, T \vdash [x] : ! \, \mathsf{list} \, Q \, T + \Gamma, x : \mathsf{empty} \, T} \, \mathsf{Single}}{\Gamma, \overline{y} : Q \, T \vdash \{\overline{x} : Q \, T \mapsto \overline{y}\} : ! \, \{\overline{x} : Q \, T\} + \Gamma, \overline{y} : \mathsf{empty} \, T} \, \mathsf{Record}}$$

$$\frac{\Gamma \vdash \mathsf{new}(t, \overline{M}, T) : \mathsf{every} \, \mathsf{list} \, ! \, (\mathsf{type} \, t \, \mathsf{is} \, \overline{M} \, T) + \Gamma}{\Gamma \vdash \mathsf{consumable}} \, \mathsf{New}}$$

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

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

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

$$\frac{\Gamma \vdash \mathcal{S} : \mathcal{Q} \ T \dashv \Delta \qquad \Delta \vdash x : \operatorname{demote}(\mathcal{R} \ T) \dashv \Delta \qquad \operatorname{update}(\Delta, \mathcal{S}, \Delta(\mathcal{S}) \ominus \mathcal{Q}) \vdash \mathcal{D} : \mathcal{S} \ T \dashv \Xi}{\Gamma \vdash (\mathcal{S} \xrightarrow{x} \mathcal{D}) \ \operatorname{ok} \dashv \operatorname{update}(\Xi, \mathcal{D}, \Xi(\mathcal{D}) \oplus \mathcal{R})} \ \operatorname{Ok-Flow-Var}$$

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

$$\begin{split} & \operatorname{transformer} f(\overline{x:\sigma},y:\operatorname{demote}(\operatorname{elemtype}(T))) \to z: ! \text{ bool } \{ \, \overline{\operatorname{Stmt}} \, \} \\ & \underbrace{\forall i.\operatorname{demote}(\Gamma(a_i)) = \sigma_i \quad \operatorname{update}(\Delta,\mathcal{S},\Delta(\mathcal{S}) \oplus \mathcal{Q}) \vdash \mathcal{D}: \mathcal{S} \, \, T \dashv \Xi}_{\text{CK-Flow-Filter}} \\ & \Gamma \vdash (\mathcal{S} \xrightarrow{\mathcal{R} \text{ s.t. } f(\overline{a})} \mathcal{D}) \text{ ok } \dashv \operatorname{update}(\Xi,\mathcal{D},\Xi(\mathcal{D}) \oplus \min(\mathcal{Q},\mathcal{R})) \end{split}$$

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

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

⊢ Decl ok | Declaration Well-formedness

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

Prog ok Program Well-formedness

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

1.3 Dynamics

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

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

$$\left\langle \Sigma, \overline{\operatorname{Stmt}} \right\rangle \! \to \! \left\langle \Sigma, \overline{\operatorname{Stmt}} \right\rangle$$

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.

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

Here we give the rules for the new put(V, D) statement. Here V + W refers to the combine operation for relevant values. [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.]

[NOTE: It is important that we flow an empty list in the Flow-Transformer-Done rule, otherwise we may fail to allocate a variable as expected.]

$$\frac{\ell \not\in \operatorname{dom}(\rho) \qquad \operatorname{transformer} f(\overline{y}:\overline{\tau}) \to z : \sigma \; \{\; \overline{S}\; \} \qquad \mu' = \overline{y \mapsto \mu(x)}, z \mapsto \ell \\ \left\langle \Sigma, f(\overline{x}) \right\rangle \to \left\langle (\mu', \rho[\ell \mapsto []]), \overline{S}\; \ell \right\rangle$$

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.

$$\begin{split} \overline{\left\langle \Sigma, \operatorname{try}\left\{\overline{S_{1}}\right\} \operatorname{catch}\left\{\overline{S_{2}}\right\} \right\rangle} &\to \left\langle \Sigma, \operatorname{try}(\Sigma, \overline{S_{1}}, \overline{S_{2}}) \right\rangle } \overset{\operatorname{Try-Start}}{} \\ &\frac{\left\langle \Sigma, \overline{S_{1}} \right\rangle \to \left\langle \Sigma'', \overline{S_{1}'} \right\rangle}{\left\langle \Sigma, \operatorname{try}(\Sigma', \overline{S_{1}}, \overline{S_{2}}) \right\rangle \to \left\langle \Sigma'', \operatorname{try}(\Sigma', \overline{S_{1}'}, \overline{S_{2}}) \right\rangle } \overset{\operatorname{Try-Step}}{} \\ &\overline{\left\langle \Sigma, \operatorname{try}(\Sigma', \operatorname{revert}, \overline{S_{2}}) \right\rangle \to \left\langle \Sigma', \overline{S_{2}} \right\rangle } \overset{\operatorname{Try-Revert}}{} &\overline{\left\langle \Sigma, \operatorname{try}(\Sigma', \cdot, \overline{S_{2}}) \right\rangle \to \Sigma} \overset{\operatorname{Try-Done}}{} \end{split}$$

 $resolve(\Sigma, S) = (\Sigma', \ell)$ 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).

$$\frac{\mu(\mathcal{S}) = \ell}{\operatorname{resolve}(\Sigma, \mathcal{S}) = (\Sigma, \ell)} \operatorname{Resolve-Var} \qquad \frac{\rho(\mu(x)) = \{\overline{z} : \tau \mapsto \ell\} \quad (y : \sigma \mapsto k) \in \overline{z} : \tau \mapsto \ell}{\operatorname{resolve}(\Sigma, x.y) = (\Sigma, k)} \operatorname{Resolve-Field}$$

$$\frac{\ell \notin \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, [x]) = (\Sigma[\rho \mapsto \rho[\ell \mapsto \rho(\mu(x)), \mu(x) \mapsto []]], \ell)} \operatorname{Resolve-Single}$$

$$\frac{\ell \notin \operatorname{dom}(\rho)}{\ell}$$

$$\frac{k \notin \operatorname{dom}(\rho) \cup \overline{\ell}}{\operatorname{resolve}(\Sigma, [x] : \tau \mapsto \rho[\mu(y) \mapsto [], \ell \mapsto \rho(\mu(y)), k \mapsto \{\overline{x} : \tau \mapsto \ell\}]]}{\operatorname{resolve}(\Sigma, \{\overline{x} : \tau \mapsto y\}) = (\Sigma', k)} \operatorname{Resolve-Record}$$

$$\frac{b \in \{\operatorname{true}, \operatorname{false}\} \quad \ell \notin \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, b) = (\Sigma[\rho \mapsto \rho[\ell \mapsto b]], \ell)} \operatorname{Resolve-Bool}$$

$$\frac{\ell \notin \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, n) = (\Sigma[\rho \mapsto \rho[\ell \mapsto n]], \ell)} \operatorname{Resolve-Nat}$$

$$\frac{\mu(t) = \ell}{\operatorname{resolve}(\Sigma, \operatorname{new}(t, \overline{M}, T)) = (\Sigma, \ell)} \operatorname{Resolve-Source}$$

$$\frac{t \notin \operatorname{dom}(\mu) \quad \ell \notin \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, \operatorname{new}(t, \overline{M}, T)) = (\Sigma, \ell)} \operatorname{Resolve-Source}$$

[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.

τ asset Asset Types

$$(\mathcal{Q}\ T)$$
 asset $\Leftrightarrow \mathcal{Q} \neq \mathsf{empty}$ and $(\mathsf{asset} \in \mathsf{modifiers}(T)\ \mathsf{or}$
$$(T = \mathcal{C}\ \tau\ \mathsf{and}\ \tau\ \mathsf{asset})\ \mathsf{or}$$

$$(T = \{\overline{y}: \overline{\sigma}\}\ \mathsf{and}\ \exists x: \tau \in \overline{y}: \overline{\sigma}.(\tau\ \mathsf{asset})))$$

 τ consumable Consumable Types

$$(\mathcal{Q}\ T)$$
 consumable \Leftrightarrow consumable \in modifiers (T) or $\neg ((\mathcal{Q}\ T)\ \text{asset})$ or $(T=\mathcal{C}\ \tau\ \text{and}\ \tau\ \text{consumable})$ 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

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

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

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

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

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

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

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

$$elemtype(T) = \tau$$

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

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

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

demote $(\tau) = \sigma$ demote $_*(T_1) = T_2$ **Type Demotion** demote and demote $_*$ take a type and "strip" all the asset modifiers from it, as well as unfolding named type definitions. This process is useful, because it allows selecting asset types without actually having a value of the desired asset type. 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.

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

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

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