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
```

[Add rules for flow-by-variable.] [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.

$$\frac{b \in \{\mathsf{true}, \mathsf{false}\}}{\Gamma \vdash b : ! \, \mathsf{bool} \dashv \Gamma} \, \mathsf{Bool} \qquad \frac{}{\Gamma \vdash n : ! \, \mathsf{nat} \dashv \Gamma} \, \mathsf{Nat}}{} \\ \frac{\neg(\tau \, \mathsf{immutable})}{\Gamma, x : \tau \vdash \mathsf{demote}(x) : \mathsf{demote}(\tau) \dashv \Gamma, x : \tau} \, \mathsf{Demote} \qquad \frac{\neg(\tau \, \mathsf{immutable})}{\Gamma, x : \tau \vdash x : \tau \dashv \Gamma, x : \tau} \, \mathsf{Var}}{} \\ \frac{\Gamma \vdash x : \tau \dashv \Delta \quad \neg(\tau \, \mathsf{immutable}) \quad \mathsf{fields}(\tau) = \overline{z : \sigma} \quad y : \mathcal{R} \, T \in \overline{z : \sigma}}{\Gamma \vdash x . y : \mathcal{R} \, T \dashv \Gamma} \, \mathsf{Field}}{} \\ \frac{\Gamma \vdash x . y : \mathcal{R} \, T \dashv \Gamma}{} \\ \frac{\overline{\Gamma}, x : \mathcal{Q} \, T \vdash [x] : ! \, \mathsf{list} \, \mathcal{Q} \, T \dashv \Gamma, x : \mathsf{empty} \, T} \, \mathsf{Single}}{} \\ \frac{\overline{\Gamma}, \overline{y} : \mathcal{Q} \, T \vdash \{\overline{x} : \mathcal{Q} \, T \mapsto \overline{y}\} : ! \, \{\overline{x} : \mathcal{Q} \, T\} \dashv \Gamma, \overline{y} : \mathsf{empty} \, T}}{} \, \mathsf{Record}}{} \\ \frac{\overline{\Gamma} \vdash \mathsf{new}(t, \overline{M}, T) : \mathsf{every} \, \mathsf{list} \, ! \, (\mathsf{type} \, t \, \mathsf{is} \, \overline{M} \, T) \dashv \Gamma}}{} \, \mathsf{New}} \\ \frac{\tau \, \mathsf{consumable}}{}{} \\ \frac{\tau \, \mathsf{consumable}}{} \\ \frac{\tau \, \mathsf{consumable}}{} \\ \frac{\Gamma \vdash \mathsf{consume} : \tau \dashv \Gamma}{} \, \mathsf{Consume} : \tau \dashv \Gamma} \, \mathsf{Consume}}{} \\ \frac{\mathsf{Consume}}{} \\ \frac{\tau \, \mathsf{consumable}}{} \\ \frac{\tau \, \mathsf{consume} : \tau \dashv \Gamma}{} \, \mathsf{Consume} : \tau \dashv \Gamma} \, \mathsf{Consume}}{} \\ \frac{\mathsf{Consume}}{} \\ \frac{\mathsf{Consume}}{}$$

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

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

$$\frac{\Gamma \vdash \mathcal{S} : \mathcal{Q} \ T \dashv \Delta \qquad \Delta \vdash x : \mathrm{demote}(\mathcal{R} \ T) \dashv \Delta \qquad \mathsf{update}(\Delta, \mathcal{S}, \Delta(\mathcal{S}) \ominus \mathcal{Q}) \vdash \mathcal{D} : \mathcal{S} \ T \dashv \Xi}{\Gamma \vdash (\mathcal{S} \xrightarrow{x} \mathcal{D}) \ \mathsf{ok} \dashv \mathsf{update}(\Xi, \mathcal{D}, \Xi(\mathcal{D}) \ominus \mathcal{R})} \ \mathrm{O\kappa\text{-}Flow\text{-}Var}$$

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

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

$$\begin{split} & \operatorname{transformer} f(\overline{x:\sigma},y:\operatorname{demote}(\operatorname{elemtype}(T_1))) \to z:\mathcal{R}\ T_2 \ \{\ \overline{\operatorname{Stmt}}\ \} \\ & \frac{\forall i.\operatorname{demote}(\Gamma(x_i)) = \sigma_i \qquad \operatorname{update}(\Delta,\mathcal{S},\Delta(\mathcal{S}) \ominus \mathcal{Q}) \vdash \mathcal{D}:\mathcal{S}\ T_2 \dashv \Xi}{\Gamma \vdash (\mathcal{S} \to f(\overline{x}) \to \mathcal{D})\ \operatorname{ok} \dashv \operatorname{update}(\Xi,\mathcal{D},\Xi(\mathcal{D}) \oplus \mathcal{Q})} \end{split}$$
 OK-Flow-Transformer

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

⊢ Decl ok Declaration Well-formedness

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

Prog ok Program Well-formedness

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

1.3 Dynamics

$$V ::= true \mid false \mid n \mid \{x : \tau \mapsto V\}$$
 $V ::= \overline{V}$
[We don't strictly need the type in the records
Stmt ::= ... | put(V, D) | revert | try($\Sigma, \overline{S}, \overline{S}$)
right now, but it doesn't really hurt either, I think.]

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.

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

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.

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

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.

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

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

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).

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

$$\frac{\ell \not\in \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, [x]) = (\Sigma[\rho \mapsto \rho[\ell \mapsto \rho(\mu(x)), \mu(x) \mapsto []]], \ell)} \operatorname{Resolve-Single}$$

$$\frac{\ell \not\in \operatorname{dom}(\rho)}{\ell} \qquad \frac{\ell \not\in \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, [x]) = (\Sigma[\rho \mapsto \rho[\ell \mapsto \rho(\mu(y)), \mu(x) \mapsto []]], \ell)} \operatorname{Resolve-Single}$$

$$\frac{\ell \not\in \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, \{\overline{x} : \tau \mapsto \overline{y}\}) = (\Sigma', k)} \operatorname{Resolve-Record}$$

$$\frac{\ell \not\in \operatorname{dom}(\rho)}{\operatorname{resolve}(\Sigma, b) = (\Sigma[\rho \mapsto \rho[\ell \mapsto b]], \ell)} \operatorname{Resolve-Bool}$$

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

$$\frac{\ell \not\in \operatorname{dom}(\mu)}{\operatorname{resolve}(\Sigma, \operatorname{new}(t, \overline{M}, T)) = (\Sigma'[\rho \mapsto \rho[\ell \mapsto \operatorname{values}(T)], \mu \mapsto \mu[t \mapsto \ell]], \ell)} \operatorname{Resolve-New-Source}$$

[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.

```
(\mathcal{Q}\ T) asset \Leftrightarrow \mathcal{Q} \neq \text{empty} and (\text{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})))
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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}
```

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} \\ \mathord{!} - \mathcal{R} &=& \mathsf{empty} & \mathit{if} \, \mathord{!} \leq \mathcal{R} \\ \mathord{!} - \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:

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

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 $\leq by$

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

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

 $elemtype(T) = \tau$

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

 $modifiers(T) = \overline{M}$ Type Modifiers

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

 $\boxed{\text{demote}(\tau) = \sigma \hspace{0.2cm} \boxed{\text{demote}_*(T_1) = T_2} \hspace{0.2cm} \textbf{Type Demotion} \hspace{0.2cm} \text{demote}_* \hspace{0.2cm} \text{take a type and "strip"}} \\ \text{all the asset modifiers from it, as well as unfolding named type definitions. This process is useful,} \\ \text{because it allows selecting asset types without actually having a value of the desired asset type.} \\ \text{Note that demoting a transformer type changes nothing. This is because a transformer is$ **never** $an asset, regardless of the types that it operators on, because it has no storage.} \\$

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

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

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

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.

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

 $\overline{\text{values}(T) = V}$ The function values gives a list of all of the values of a given base type.

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