

Algebraic subtyping for algebraic effects and handlers

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Abstract

Algebraic effects and handlers are a very active area of research. An important aspect is the development of an optimising compiler. Eff is an ML-style language with support for effects and forms the testbed for the optimising compiler. However, the type-&-effect system of Eff is unsatisfactory. This is due to the lack of some elegant properties. It is also awkward to implement and use in practice.

Keywords algebraic effect handler, algebraic subtyping, effects, optimised compilation

1 Introduction

The specification for a type-&-effect system with algebraic subtyping for algebraic effects and handlers is given in this document. The formal properties of this system are studied in order to find which properties are satisfied compared to other type-&-effect systems. The proposed type-&-effect system builds on two very recent developments in the area of programming language theory.

Algebraic subtyping In his December 2016 PhD thesis, Stephen Dolan (University of Cambridge, UK), has presented a novel type system that combines subtyping and parametric polymorphism in a particularly attractive and elegant fashion. A cornerstone of his design are the algebraic properties that the subtyping relation should respect.

Algebraic effects and handlers These are a new formalism for formally modelling side-effects (e.g. mutable state or non-determinism) in programming languages, developed by Matija Pretnar (University of Ljubljana) and Gordon Plotkin (University of Edinburgh). This approach is gaining a lot of traction, not only as a formalism but also as a practical feature in actual programming languages (e.g. the Koka language developed by Microsoft Research). We are collaborating with Matija Pretnar on the efficient implementation of one such language, called Eff. Axel Faes has contributed to this collaboration during a project he did for the Honourprogramme of the Faculty of Engineering Science.

1.1 Motivation

Algebraic effects and handlers benefit from a custom type-&-effect system, a type system that also tracks which effects can happen in a program. Several such type-&-effect systems

have been proposed in the literature, but all are unsatisfactory. We attribute this to the lack of the elegant properties of Dolan's type system. Indeed the existing type-&-effect systems are not only theoretically unsatisfactory, but they are also awkward to implement and use in practice.

Research questions

- How can Dolan's elegant type system be extended with effect information?
- Which properties are preserved and which aren't preserved?
- What advantages are there to a type-&-effect system based on Dolan's elegant type system?

1.2 Goals

The goal of this thesis is to derive a type-&-effect system that extends Dolan's elegant type system with effect information. This type-&-effect system should inherit Dolan's harmonious combination of subtyping (in our case induced by a lattice structure on the effect information) with parametric polymorphism and preserve all of its desirable properties (both low-level algebraic properties and high-level meta-theoretical properties like type soundness and the existence of principal types). Afterwards this type-&-effect system The following approach is taken:

1. Study of the relevant literature and theoretical background.
2. Design of a type-&-effect system derived from Dolan's, that integrates effects.
3. Proving the desirable properties of the proposed type-&-effect system: type soundness, principal typing, ...
4. Time permitting: Design of a type inference algorithm that derives the principal types of programs without type annotations and proving its correctness.
5. Time permitting: Implementation of the algorithm and comparing it to other algorithms (such as row polymorphism based type-&-effect systems).

2 Background (Eff)

The type-&-effect system that is used in Eff is based on subtyping and dirty types [1].

2.1 Types and terms

Terms Figure 1 shows the two types of terms in EFF. There are values v and computations c . Computations are terms that can contain effects. Effects are denoted as operations Op which can be called.

Types Figure 2 shows the types of EFF. There are two main sorts of types. There are (pure) types A, B and dirty types $\underline{C}, \underline{D}$. A dirty type is a pure type A tagged with a finite set of operations Δ , which we call dirt, that can be called. This finite set Δ is an over-approximation of the operations that are actually called. The type $\underline{C} \Rightarrow \underline{D}$ is used for handlers because a handler takes an input computation \underline{C} , handles the effects in this computation and outputs computation \underline{D} as the result.

value $v ::=$	x	variable
	k	constant
	$\text{fun } x \mapsto c$	function
	$\{$	handler
	$\text{return } x \mapsto c_r,$	return case
	$[Op\ y\ k \mapsto c_{Op}]_{Op \in O}$	operation cases
	$\}$	
comp $c ::=$	$v_1\ v_2$	application
	$\text{let rec } f\ x = c_1 \text{ in } c_2$	rec definition
	$\text{return } v$	returned val
	$Op\ v$	operation call
	$\text{do } x \leftarrow c_1 ; c_2$	sequencing
	$\text{handle } c \text{ with } v$	handling

Figure 1. Terms of EFF

(pure) type $A, B ::=$	$\text{bool} \mid \text{int}$	basic types
	$A \rightarrow \underline{C}$	function type
	$\underline{C} \Rightarrow \underline{D}$	handler type
dirty type $\underline{C}, \underline{D} ::=$	$A ! \Delta$	
dirt $\Delta ::=$	$\{Op_1, \dots, Op_n\}$	

Figure 2. Types of EFF

2.2 Type System

2.2.1 Subtyping

The dirty type $A ! \Delta$ is assigned to a computation returning values of type A and potentially calling operations from the set Δ . This set Δ is always an over-approximation of the actually called operations, and may safely be increased, inducing a natural subtyping judgement $A ! \Delta \leq A ! \Delta'$ on dirty types. As dirty types can occur inside pure types, we also get a derived subtyping judgement on pure types.

Both judgements are defined in Figure 3. Observe that, as usual, subtyping is contravariant in the argument types of functions and handlers, and covariant in their return types.

Subtyping		
SUB-bool	SUB-int	SUB- \rightarrow
$\frac{}{\text{bool} \leq \text{bool}}$	$\frac{}{\text{int} \leq \text{int}}$	$\frac{A' \leq A \quad \underline{C} \leq \underline{C}'}{A \rightarrow \underline{C} \leq A' \rightarrow \underline{C}'}$
SUB- \Rightarrow	SUB-!	
$\frac{\underline{C}' \leq \underline{C} \quad \underline{D} \leq \underline{D}'}{\underline{C} \Rightarrow \underline{D} \leq \underline{C}' \Rightarrow \underline{D}'}$	$\frac{A \leq A' \quad \Delta \subseteq \Delta'}{A ! \Delta \leq A' ! \Delta'}$	

Figure 3. Subtyping for pure and dirty types of EFF

2.2.2 Typing rules

Figure 4 defines the typing judgements for values and computations with respect to a standard typing context Γ .

Values The rules for subtyping, variables, and functions are entirely standard. For constants we assume a signature Σ that assigns a type A to each constant k , which we write as $(k : A) \in \Sigma$.

A handler expression has type $A ! \Delta \cup O \Rightarrow B ! \Delta$ iff all branches (both the operation cases and the return case) have dirty type $B ! \Delta$ and the operation cases cover the set of operations O . Note that the intersection $\Delta \cap O$ is not necessarily empty. The handler deals with the operations O , but in the process may re-issue some of them (i.e., $\Delta \cap O$).

When typing operation cases, the given signature for the operation $(Op : A_{Op} \rightarrow B_{Op}) \in \Sigma$ determines the type A_{Op} of the parameter x and the domain B_{Op} of the continuation k . As our handlers are deep, the codomain of k should be the same as the type $B ! \Delta$ of the cases.

Computations With the following exceptions, the typing judgement $\Gamma \vdash c : \underline{C}$ has a straightforward definition. The return construct renders a value v as a pure computation, i.e., with empty dirt. An operation invocation $Op\ v$ is typed according to the operation's signature, with the operation itself as its only operation. Finally, rule WITH shows that a handler with type $\underline{C} \Rightarrow \underline{D}$ transforms a computation with type \underline{C} into a computation with type \underline{D} .

3 Core language (EFFCORE)

EFFCORE is a language with row-based effects, intersection and union types and effects and is subtyping based.

3.1 Types and terms

Terms Figure 5 shows the two types of terms in EFFCORE. There are values v and computations c . Computations are terms that can contain effects. Effects are denoted as operations Op which can be called. The function term is explicitly

typing contexts $\Gamma ::= \epsilon \mid \Gamma, x : A$	
Expressions	
SUBVAL $\frac{\Gamma \vdash v : A \quad A \leq A'}{\Gamma \vdash v : A'}$	VAR $\frac{(x : A) \in \Gamma}{\Gamma \vdash x : A}$
	CONST $\frac{(k : A) \in \Sigma}{\Gamma \vdash k : A}$
FUN $\frac{\Gamma, x : A \vdash c : \underline{C}}{\Gamma \vdash \text{fun } x \mapsto c : A \rightarrow \underline{C}}$	
HAND $\frac{\Gamma, x : A \vdash c_r : B ! \Delta \quad \left[(Op : A_{Op} \rightarrow B_{Op}) \in \Sigma \right]_{Op \in O} \quad \Gamma, x : A_{Op}, k : B_{Op} \rightarrow B ! \Delta \vdash c_{Op} : B ! \Delta}{\Gamma \vdash \{ \text{return } x \mapsto c_r, [Op \ y \ k \mapsto c_{Op}]_{Op \in O} \} : A ! \Delta \cup O \Rightarrow B ! \Delta}$	
Computations	
SUBCOMP $\frac{\Gamma \vdash c : \underline{C} \quad \underline{C} \leq \underline{C}'}{\Gamma \vdash c : \underline{C}'}$	APP $\frac{\Gamma \vdash v_1 : A \rightarrow \underline{C} \quad \Gamma \vdash v_2 : A}{\Gamma \vdash v_1 v_2 : \underline{C}}$
LETREC $\frac{\Gamma, f : A \rightarrow \underline{C}, x : A \vdash c_1 : \underline{C} \quad \Gamma, f : A \rightarrow \underline{C} \vdash c_2 : \underline{D}}{\Gamma \vdash \text{let rec } f x = c_1 \text{ in } c_2 : \underline{D}}$	
RET $\frac{\Gamma \vdash v : A}{\Gamma \vdash \text{return } v : A ! \emptyset}$	OP $\frac{(Op : A \rightarrow B) \in \Sigma \quad \Gamma \vdash v : A}{\Gamma \vdash Op \ v : B ! \{Op\}}$
DO $\frac{\Gamma \vdash c_1 : A ! \Delta \quad \Gamma, x : A \vdash c_2 : B ! \Delta}{\Gamma \vdash \text{do } x \leftarrow c_1 ; c_2 : B ! \Delta}$	
WITH $\frac{\Gamma \vdash v : \underline{C} \Rightarrow \underline{D} \quad \Gamma \vdash c : \underline{C}}{\Gamma \vdash \text{handle } c \text{ with } v : \underline{D}}$	

Figure 4. Typing of EFF

annotated with a type and type abstraction and type application has been added to the language. These terms only work on pure types.

Types Figure 6 shows the types of EFFCORE. There are two main sorts of types. There are (pure) types A, B and dirty types $\underline{C}, \underline{D}$. A dirty type is a pure type A tagged with a finite set of operations Δ , which we call dirt, that can be called. It can also be an union or intersection of dirty types. In further sections, the relations between dirty intersections or unions and pure intersections or unions are explained. The finite set Δ is an over-approximation of the operations

that are actually called. Row variables are introduced as well as intersection and unions. The (DOT) is used to close rows that do not end with a row variable. The type $\underline{C} \Rightarrow \underline{D}$ is used for handlers because a handler takes an input computation \underline{C} , handles the effects in this computation and outputs computation \underline{D} as the result.

value $v ::=$	variable
x	constant
k	function
$\text{fun } x : A \mapsto c$	type abstraction
$\Lambda \alpha. v$	type application
$v A$	handler
$\{$	return case
$\text{return } x \mapsto c_r,$	operation cases
$[Op \ y \ k \mapsto c_{Op}]_{Op \in O}$	
$\}$	
comp $c ::=$	application
$v_1 v_2$	conditional
$\text{if } e \text{ then } c_1 \text{ else } c_2$	rec definition
$\text{let rec } f x = c_1 \text{ in } c_2$	returned val
$\text{return } v$	operation call
$Op \ v$	sequencing
$\text{do } x \leftarrow c_1 ; c_2$	handling
$\text{handle } c \text{ with } v$	

Figure 5. Terms of EFFCORE

(pure) type $A, B ::=$	bool	int	basic types
	$A \rightarrow \underline{C}$		function type
	$\underline{C} \Rightarrow \underline{D}$		handler type
	α		type variable
	$\forall \alpha. A$		polytype
	\top		top
	\perp		bottom
	$A \sqcap B$		intersection
	$A \sqcup B$		union
dirty type $\underline{C}, \underline{D} ::=$	$A ! \Delta$		
	$\underline{C} \sqcap \underline{D}$		intersection
	$\underline{C} \sqcup \underline{D}$		union
dirt $\Delta ::=$	$\{R\}$		
$R ::=$	$Op ; R$		row
	δ		row variable
	$.$		closed row
	$\delta_1 \sqcap \delta_2$		row var intersection
	$\delta_1 \sqcup \delta_2$		row var union
	$R_1 \sqcap R_2$		intersection
	$R_1 \sqcup R_2$		union

Figure 6. Types of EFFCORE

3.2 Type system

3.2.1 Subtyping

The subtyping rules are given in Figure 7, Figure 8 and Figure 9. Figure 7 contains all subtyping rules related to types. Figure 8 contains the distributive subtyping rules. Finally Figure 9 contains the subtyping rules that govern the dirt.

The dirty type $A ! \Delta$ is assigned to a computation returning values of type A and potentially calling operations from the set Δ . This set Δ is always an over-approximation of the actually called operations, and may safely be increased, inducing a natural subtyping judgement $A ! \Delta \leq A ! \Delta'$ on dirty types. As dirty types can occur inside pure types, we also get a derived subtyping judgement on pure types. Observe that, as usual, subtyping is contravariant in the argument types of functions and handlers, and covariant in their return types.

Dirt intersection and union There are several possible methods to compute the dirt intersection and union. If row variables were to be disregarded, dirt union and intersection could be defined as set union and intersection. This methods allows unions and intersections to be eliminated. This has an advantage, eliminating unions and intersections simplifies the effect system. However, we cannot disregard row variables.

Thus, set union and intersection cannot simply be used. It would be possible to define two extra types, namely $\delta_1 \sqcup \delta_2$ and $\delta_1 \sqcap \delta_2$. Using these types, it is possible to use a form of set union and intersection. The following union $\{Op_1, \dots, Op_n, \delta_1\} \sqcup \{Op_{n+1}, \dots, Op_{n+m}, \delta_2\}$ could be defined as $\{Op_1, \dots, Op_n, Op_{n+1}, \dots, Op_{n+m}, (\delta_1 \sqcup \delta_2)\}$. A similar construction can be used for intersection. This simplifies the subtyping rules since the more complicated aspects are enclosed within the row variables.

3.2.2 Typing rules

Figure 11 defines the typing judgements for values and computations with respect to a standard typing context Γ .

Values The rules for subtyping, variables, type abstraction, type application and functions are entirely standard. For constants we assume a signature Σ that assigns a type A to each constant k , which we write as $(k : A) \in \Sigma$.

A handler expression has type $A ! \Delta \cup O \Rightarrow B ! \Delta$ iff all branches (both the operation cases and the return case) have dirty type $B ! \Delta$ and the operation cases cover the set of operations O . Note that the intersection $\Delta \cap O$ is not necessarily empty (with \cap being the intersection of the operations, not to be confused with the \sqcap type). The handler deals with the operations O , but in the process may re-issue some of them (i.e., $\Delta \cap O$).

When typing operation cases, the given signature for the operation $(Op : A_{Op} \rightarrow B_{Op}) \in \Sigma$ determines the type A_{Op} of the parameter x and the domain B_{Op} of the continuation k .

Subtyping of pure and dirty types

SUB-TOP $\frac{}{A \leq \top}$		SUB-BOTTOM $\frac{}{\perp \leq A}$	
SUB-bool $\frac{}{\text{bool} \leq \text{bool}}$		SUB-int $\frac{}{\text{int} \leq \text{int}}$	
SUB-REFL $\frac{}{A \leq A}$		SUB-TRANS $\frac{A_1 \leq A_2 \quad A_2 \leq A_3}{A_1 \leq A_3}$	
SUB-! $\frac{A_1 \leq A'_2 \quad \Delta_1 \leq \Delta'_2}{A_1 ! \Delta_1 \leq A'_2 ! \Delta'_2}$		SUB-ALL $\frac{A \leq B}{\forall \alpha. A \leq \forall \alpha. B}$	
SUB- \rightarrow $\frac{A_2 \leq A_1 \quad \underline{C}_1 \leq \underline{C}_2}{A_1 \rightarrow \underline{C}_1 \leq A_2 \rightarrow \underline{C}_2}$		SUB- \Rightarrow $\frac{\underline{C}_2 \leq \underline{C}_1 \quad \underline{D}_1 \leq \underline{D}_2}{\underline{C}_1 \Rightarrow \underline{D}_1 \leq \underline{C}_2 \Rightarrow \underline{D}_2}$	
SUB-INTER $\frac{A_1 \leq A_2 \quad B_1 \leq B_2}{A_1 \sqcap B_1 \leq A_2 \sqcap B_2}$		SUB-UNION $\frac{A_1 \leq A_2 \quad B_1 \leq B_2}{A_1 \sqcup B_1 \leq A_2 \sqcup B_2}$	
SUB-INTER-G $\frac{A \leq B_1 \quad A \leq B_2}{A \leq B_1 \sqcap B_2}$		SUB-INTER-LB $\frac{i \in \{1; 2\}}{A_1 \sqcap A_2 \leq A_i}$	
SUB-UNION-L $\frac{B_1 \leq A \quad B_2 \leq A}{B_1 \sqcup B_2 \leq A}$		SUB-INTER-UB $\frac{i \in \{1; 2\}}{A_i \leq A_1 \sqcup A_2}$	

Figure 7. Subtyping for pure and dirty types of EffCore

As our handlers are deep, the codomain of k should be the same as the type $B ! \Delta$ of the cases.

Computations With the following exceptions, the typing judgement $\Gamma \vdash c : \underline{C}$ has a straightforward definition. The return construct renders a value v as a pure computation, i.e., with empty dirt. In this case, this is defined as a set with the .DOT as the only element. An operation invocation $Op v$ is typed according to the operation's signature, with the operation itself as its only operation. Finally, rule WITH shows that a handler with type $\underline{C} \Rightarrow \underline{D}$ transforms a computation with type \underline{C} into a computation with type \underline{D} .

4 Semantics

5 Elaboration

The elaboration show how the source language can be transformed into the core language. Most rules are straightforward except for the *Do* rule.

Distributivity Subtyping of pure and dirty types

SUB-DIST-FUNC-INTER
$\frac{}{(A \rightarrow \underline{C}) \sqcap (A \rightarrow \underline{D}) \leq A \rightarrow (\underline{C} \sqcap \underline{D})}$
SUB-DIST-FUNC-UNION
$\frac{}{(A \rightarrow \underline{C}) \sqcap (B \rightarrow \underline{C}) \leq (A \sqcup B) \rightarrow \underline{C}}$
SUB-DIST-HAND-INTER
$\frac{}{(A \Rightarrow \underline{C}) \sqcap (A \Rightarrow \underline{D}) \leq A \Rightarrow (\underline{C} \sqcap \underline{D})}$
SUB-DIST-HAND-UNION
$\frac{}{(A \Rightarrow \underline{C}) \sqcap (B \Rightarrow \underline{C}) \leq (A \sqcup B) \Rightarrow \underline{C}}$
SUB-DIST-ALL
$\frac{}{\forall \alpha. A \sqcap \forall \alpha. B \leq \forall \alpha. A \sqcap B}$
SUB-INTER-UNION
$\frac{}{(A_1 \sqcap A_3) \sqcup (A_2 \sqcap A_4) \leq (A_1 \sqcup A_2) \sqcap (A_3 \sqcup A_4)}$
SUB-UNION-INTER
$\frac{}{(A_1 \sqcup A_3) \sqcap (A_2 \sqcup A_4) \leq (A_1 \sqcap A_2) \sqcup (A_3 \sqcap A_4)}$

Figure 8. Distributivity Subtyping for pure and dirty types of EffCORE

6 Proofs

7 Conclusion

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Subtyping of dirts

SUB-!-EMPTY	SUB-!-TOP
$\frac{}{\{.\} \leq \Delta}$	$\frac{}{\{Op_1, \dots, Op_n, .\} \leq \{Op_1, \dots, Op_n, \delta\}}$
SUB-!-REFL	SUB-!-TRANS
$\frac{}{\Delta \leq \Delta}$	$\frac{\Delta_1 \leq \Delta_2 \quad \Delta_2 \leq \Delta_3}{\Delta_1 \leq \Delta_3}$
SUB-!-Row-Row	
$\frac{n \geq 0 \quad m \geq 0 \quad p \geq 0 \quad \{Op_1, \dots, Op_n, Op_{n+m+1}, \dots, Op_{n+m+p}, \delta_1\} \leq \{Op_1, \dots, Op_n, Op_{n+1}, \dots, Op_{n+m}, \delta_2\}}{\{\delta_1\} \leq \{Op_{n+1}, \dots, Op_{n+m}, \delta_2\} \quad Op_{n+m}, \dots, Op_{n+m+p} \subseteq \delta_2}$	
SUB-!-Dot-Row	
$\frac{n \geq 0 \quad m \geq 0 \quad p \geq 0 \quad \{Op_1, \dots, Op_n, Op_{n+m+1}, \dots, Op_{n+m+p}, .\} \leq \{Op_1, \dots, Op_n, Op_{n+1}, \dots, Op_{n+m}, \delta_2\}}{\{.\} \leq \{Op_{n+1}, \dots, Op_{n+m}, \delta_2\} \quad Op_{n+m}, \dots, Op_{n+m+p} \subseteq \delta_2}$	
SUB-!-Row-Dot	
$\frac{n \geq 0 \quad m \geq 0 \quad \{Op_1, \dots, Op_n, \delta_1\} \leq \{Op_1, \dots, Op_n, Op_{n+1}, Op_{n+m}, .\}}{\{\delta_1\} \leq \{Op_{n+1}, Op_{n+m}, .\}}$	
SUB-!-Dot-Dot	
$\frac{n \geq 0 \quad m \geq 0 \quad \{Op_1, \dots, Op_n, .\} \leq \{Op_1, \dots, Op_n, Op_{n+1}, \dots, Op_{n+m}, .\}}{\{.\} \leq \{Op_{n+1}, Op_{n+m}, .\}}$	
SUB-INTER-!	SUB-UNION-!
$\frac{\Delta_1 \leq \Delta_2 \quad \Delta_3 \leq \Delta_4}{\Delta_1 \sqcap \Delta_3 \leq \Delta_2 \sqcap \Delta_4}$	$\frac{\Delta_1 \leq \Delta_2 \quad \Delta_3 \leq \Delta_4}{\Delta_1 \sqcup \Delta_3 \leq \Delta_2 \sqcup \Delta_4}$
SUB-INTER-G-!	SUB-INTER-LB-!
$\frac{\Delta_1 \leq \Delta_2 \quad \Delta_1 \leq \Delta_3}{\Delta_1 \leq (\Delta_2 \sqcap \Delta_3)}$	$\frac{i \in \{1; 2\}}{(\Delta_1 \sqcap \Delta_2) \leq \Delta_i}$
SUB-UNION-L-!	SUB-UNION-UB-!
$\frac{\Delta_2 \leq \Delta_1 \quad \Delta_3 \leq \Delta_1}{(\Delta_2 \sqcup \Delta_3) \leq \Delta_1}$	$\frac{i \in \{1; 2\}}{\Delta_i \leq (\Delta_1 \sqcup \Delta_2)}$
SUB-INTER-UNION-!	
$\frac{}{(\Delta_1 \sqcap \Delta_3) \sqcup (\Delta_2 \sqcap \Delta_4) \leq (\Delta_1 \sqcup \Delta_2) \sqcap (\Delta_3 \sqcup \Delta_4)}$	
SUB-UNION-INTER-!	
$\frac{}{(\Delta_1 \sqcup \Delta_3) \sqcap (\Delta_2 \sqcup \Delta_4) \leq (\Delta_1 \sqcap \Delta_2) \sqcup (\Delta_3 \sqcap \Delta_4)}$	

Figure 9. Subtyping for dirts of EffCORE

Subtyping of dirts

SUB-!-EMPTY $\frac{}{. \leq \delta}$	SUB-!-REFL $\frac{}{\delta \leq \delta}$	SUB-!-TRANS $\frac{\delta_1 \leq \delta_2 \quad \delta_2 \leq \delta_3}{\delta_1 \leq \delta_3}$
SUB-INTER-! $\frac{\delta_1 \leq \delta_2 \quad \delta_3 \leq \delta_4}{\delta_1 \sqcap \delta_3 \leq \delta_2 \sqcap \delta_4}$	SUB-UNION-! $\frac{\delta_1 \leq \delta_2 \quad \delta_3 \leq \delta_4}{\delta_1 \sqcup \delta_3 \leq \delta_2 \sqcup \delta_4}$	
SUB-INTER-G-! $\frac{\delta_1 \leq \delta_2 \quad \delta_1 \leq \delta_3}{\delta_1 \leq (\delta_2 \sqcap \delta_3)}$	SUB-INTER-LB-! $\frac{i \in \{1; 2\}}{(\delta_1 \sqcap \delta_2) \leq \delta_i}$	
SUB-UNION-L-! $\frac{\delta_2 \leq \delta_1 \quad \delta_3 \leq \delta_1}{(\delta_2 \sqcup \delta_3) \leq \delta_1}$	SUB-UNION-UB-! $\frac{i \in \{1; 2\}}{\delta_i \leq (\delta_1 \sqcup \delta_2)}$	
SUB-INTER-UNION-! $\frac{}{(\delta_1 \sqcap \delta_3) \sqcup (\delta_2 \sqcap \delta_4) \leq (\delta_1 \sqcup \delta_2) \sqcap (\delta_3 \sqcup \delta_4)}$		
SUB-UNION-INTER-! $\frac{}{(\delta_1 \sqcup \delta_3) \sqcap (\delta_2 \sqcup \delta_4) \leq (\delta_1 \sqcap \delta_2) \sqcup (\delta_3 \sqcap \delta_4)}$		
DIRT-VAR-UNION-! $\frac{}{\{Op_1, \dots, Op_n, Op_{n+1}, \dots, Op_{n+m}, (\delta_1 \sqcup \delta_2)\} \leq \{Op_1, \dots, Op_n, \delta_1\} \sqcup \{Op_{n+1}, \dots, Op_{n+m}, \delta_2\}}$		
DIRT-VAR-INTERSECTION-! $\frac{}{\{Op_i Op_i \in \{Op_1, \dots, Op_n\} \wedge Op_i \in \{Op_{n+1}, \dots, Op_{n+m}, (\delta_1 \sqcap \delta_2)\}\} \leq \{Op_1, \dots, Op_n, \delta_1\} \sqcap \{Op_{n+1}, \dots, Op_{n+m}, \delta_2\}}$		

Figure 10. Subtyping for dirts of EffCore using row variable unions and intersections

typing contexts $\Gamma ::= \epsilon \mid \Gamma, x : A$

Expressions

VAL $\frac{\Gamma \vdash v : A \quad A \leq B}{\Gamma \vdash v : B}$	VAR $\frac{(x : A) \in \Gamma}{\Gamma \vdash x : A}$	CONST $\frac{(k : A) \in \Sigma}{\Gamma \vdash k : A}$
TYPE ABS $\frac{}{\Gamma \vdash \lambda \alpha. v : \forall \alpha. A}$	TYPE APP $\frac{}{\Gamma \vdash v : \forall \alpha. B}$	
FUN $\frac{}{\Gamma \vdash \text{fun } x : A \mapsto c : A \rightarrow \underline{C}}$		
HAND $\frac{\Gamma, x : A \vdash c_r : B ! \Delta \quad \left[(Op : A_{Op} \rightarrow B_{Op}) \in \Sigma \right]_{Op \in O}}{\Gamma \vdash \{\text{return } x \mapsto c_r, [Op \ y \ k \mapsto c_{Op}]_{Op \in O}\} : A ! \Delta \cup O \Rightarrow B ! \Delta}$		

Computations

COMP $\frac{\Gamma \vdash c : \underline{C} \quad \underline{C} \leq \underline{D}}{\Gamma \vdash c : \underline{D}}$	APP $\frac{\Gamma \vdash v_1 : A \rightarrow \underline{C} \quad \Gamma \vdash v_2 : A}{\Gamma \vdash v_1 v_2 : \underline{C}}$
COND $\frac{\Gamma \vdash v : A \quad \Gamma \vdash c_1 : \underline{C} \quad \Gamma \vdash c_2 : \underline{D}}{\Gamma \vdash \text{if } v \text{ then } c_1 \text{ else } c_2 : (\underline{C} \sqcup \underline{D})}$	
LETREC $\frac{\Gamma, f : A \rightarrow \underline{C}, x : A \vdash c_1 : \underline{C} \quad \Gamma, f : A \rightarrow \underline{C} \vdash c_2 : \underline{D}}{\Gamma \vdash \text{let rec } f x = c_1 \text{ in } c_2 : \underline{D}}$	
RET $\frac{}{\Gamma \vdash \text{return } v : A ! \{.\}}$	
OP $\frac{(Op : A \rightarrow B) \in \Sigma \quad \Gamma \vdash v : A \quad \underline{C} : B ! \{Op ; R\}}{\Gamma \vdash Op \ v : \underline{C}}$	
DO $\frac{\Gamma \vdash c_1 : A ! \Delta \quad \Gamma, x : A \vdash c_2 : B ! \Delta}{\Gamma \vdash \text{do } x \leftarrow c_1 ; c_2 : B ! \Delta}$	
WITH $\frac{\Gamma \vdash v : \underline{C} \Rightarrow \underline{D} \quad \Gamma \vdash c : \underline{C}}{\Gamma \vdash \text{handle } c \text{ with } v : \underline{D}}$	

Figure 11. Typing of EffCore

typing contexts $\Gamma ::= \epsilon \mid \Gamma, x : A$	
Expressions	
VAL	VAR
$\frac{}{\Gamma \vdash v : A \rightsquigarrow v'}$	$\frac{(x : S) \in \Gamma \quad S = \forall \bar{\alpha}. A}{\Gamma \vdash x : A[\bar{S}/\bar{\alpha}] \rightsquigarrow x \bar{S}'}$
CONST	
$\frac{(k : A) \in \Sigma}{\Gamma \vdash k : A \rightsquigarrow k'}$	
FUN	
$\frac{\Gamma, x : A \vdash c : \underline{C} \rightsquigarrow c'}{\Gamma \vdash \text{fun } x \mapsto c : A \rightarrow \underline{C} \rightsquigarrow \lambda(x : A).c' : A \rightarrow \underline{C}}$	
HAND	
$\begin{array}{l} \underline{C} = A ! \{Op_i ; R\} \\ \underline{D} = B ! \{Op_i ; R\} \quad (Op_i : A_{Op} \rightarrow B_{Op}) \in \Sigma \\ h = \{\text{return } x \mapsto c_r, [Op \ y \ k \mapsto c_{Op}]_{Op \in O}\} \\ \rightsquigarrow h' = \{\text{return } x \mapsto c'_r, [Op \ y \ k \mapsto c'_{Op}]_{Op \in O}\} \\ \Gamma, x : A_{Op} \vdash c_r : \underline{D} \rightsquigarrow c'_r : \underline{D} \\ \Gamma, y : A_{Op}, k : B_{Op} \rightarrow \underline{D} \vdash c_{Op} : \underline{D} \rightsquigarrow c'_{Op} : \underline{D} \end{array}$	
$\Gamma \vdash h : \underline{C} \Rightarrow \underline{D} \rightsquigarrow h' : \underline{C} \Rightarrow \underline{D}$	

Figure 12. Elaboration of source to core language: expressions

typing contexts $\Gamma ::= \epsilon \mid \Gamma, x : A$	
Computations	
COMP	
$\frac{}{\Gamma \vdash c : \underline{C}' \rightsquigarrow c'}$	
APP	
$\frac{\Gamma \vdash v_1 : A \rightarrow \underline{C} \rightsquigarrow v'_1 \quad \Gamma \vdash v_2 : A \rightsquigarrow v'_2}{\Gamma \vdash v_1 v_2 : \underline{C} \rightsquigarrow v'_1 v'_2 : \underline{C}}$	
LETREC	
$\frac{\begin{array}{l} \Gamma, f : A \rightarrow \underline{C}, x : A \vdash c_1 : \underline{C} \rightsquigarrow c'_1 s \\ \Gamma, f : A \rightarrow \underline{C} \vdash c_2 : \underline{D} \rightsquigarrow c'_2 \end{array}}{\Gamma \vdash \text{let rec } f x = c_1 \text{ in } c_2 : \underline{D} \rightsquigarrow \text{let rec } f x = c'_1 \text{ in } c'_2 : \underline{D}}$	
RET	
$\frac{\Gamma \vdash v : A \rightsquigarrow v'}{\Gamma \vdash \text{return } v : A ! \emptyset \rightsquigarrow \text{return } v' : A ! \emptyset}$	
OP	
$\frac{(Op : A \rightarrow B) \in \Sigma \quad \underline{C} = B ! \{Op ; R\} \quad \Gamma \vdash v : A \rightsquigarrow v'}{\Gamma \vdash Op \ v : \underline{C} \rightsquigarrow Op \ v' : \underline{C}}$	
DO	
$\frac{\begin{array}{l} \Gamma \vdash c_1 : \underline{C} \rightsquigarrow c'_1 \quad S = \forall \bar{\alpha}. A \\ \bar{\alpha} = FTV(A) - TV(\Gamma) \quad \Gamma, x : S \vdash \underline{D} \rightsquigarrow c'_2 \end{array}}{\Gamma \vdash \text{do } x \leftarrow c_1 ; c_2 : \underline{D} \rightsquigarrow (\lambda(x : A).c'_2)(\Lambda \bar{\alpha}.c'_1)}$	
WITH	
$\frac{\Gamma \vdash v : \underline{C} \Rightarrow \underline{D} \rightsquigarrow v' \quad \Gamma \vdash c : \underline{C} \rightsquigarrow c'}{\Gamma \vdash \text{handle } c \text{ with } v : \underline{D} \rightsquigarrow \text{handle } c' \text{ with } v' : \underline{D}}$	

Figure 13. Elaboration of source to core language: computations