

$termvar, x, f$	term variable
$typevar, \alpha, \beta$	type variable
$capvar, \delta$	capability variable
$integer, i$	integer
$s$	string
$b$	boolean
$j, k$	index

<i>const, K</i>	<i>::=</i>	constants
	<b>noop</b>	no-op
	<b>wait</b>	wait
	<b>selfdestruct</b>	self destruct
	<b>move</b>	move
	<b>turn</b>	turn
	<b>grab</b>	grab
	<b>place</b>	place
	<b>give</b>	give
	<b>install</b>	install
	<b>make</b>	make
	<b>has</b>	inventory test
	<b>count</b>	inventory count
	<b>drill</b>	drill
	<b>build</b>	build
	<b>salvage</b>	salvage
	<b>reprogram</b>	reprogram
	<b>say</b>	say
	<b>log</b>	log
	<b>view</b>	view
	<b>appear</b>	appear
	<b>create</b>	create
	<b>whereami</b>	location query
	<b>blocked</b>	front query
	<b>scan</b>	scan
	<b>upload</b>	upload
	<b>ishere</b>	cell query
	<b>whoami</b>	self name query
	<b>random</b>	random
	<b>run</b>	run
	<b>if</b>	if
	<b>inl</b>	left injection
	<b>inr</b>	right injection
	<b>case</b>	case analysis
	<b>pair</b>	pair formation
	<b>fst</b>	first projection
	<b>snd</b>	second projection
	<b>force</b>	force
	<b>return</b>	return
	<b>try</b>	try
	<b>raise</b>	raise exception
	<b>not</b>	not
	<b>neg</b>	negate
	<b>eq</b>	equal to
	<b>neq</b>	not equal to
	<b>lt</b>	less than
	<b>gt</b>	greater than
	<b>leq</b>	less-or-equal
	<b>geq</b>	greater-or-equal
	<b>add</b>	addition

		<b>sub</b>	subtraction
		<b>mul</b>	multiplication
		<b>div</b>	division
		<b>exp</b>	exponentiation
$d$	$::=$	<b>left</b>	direction
		<b>right</b>	
		<b>back</b>	
		<b>forward</b>	
		<b>north</b>	
		<b>south</b>	
		<b>east</b>	
		<b>west</b>	
		<b>down</b>	
$term, t$	$::=$	$()$	unit value
		$K$	constant
		$d$	direction literal
		$i$	integer literal
		$s$	string literal
		$b$	boolean literal
		$x$	variable
		$\lambda x.t$	bind $x$ in $t$ function abstraction
		$t_1 t_2$	function application
		<b>let</b> $x = t_1$ <b>in</b> $t_2$	let
		<b>def</b> $x = t$ <b>end</b>	definition
		$x \leftarrow t_1 \S t_2$	bind $x$ in $t_2$ bind
		$\{t\}$	delay
		$(t)$	S
$basety, B$	$::=$	$()$	base type
		<b>int</b>	unit
		<b>string</b>	integers
		<b>dir</b>	strings
		<b>bool</b>	directions
			booleans
$type, \tau$	$::=$	$\alpha$	monotype
		$B$	variable
		$\mathbf{cmd}^\Delta \tau$	base type
		$\{\tau\}^\Delta$	command type
		$\tau_1 + \tau_2$	delay type
		$\tau_1 \times \tau_2$	sum type
		$\tau_1 \xrightarrow{\Delta} \tau_2$	product type
		$\tau_1 \rightarrow \tau_2$	function type
		$(\tau)$	function type with empty capability set
			S

$polytype, \sigma$	$::=$	polytype
	$\tau$	monotype
	$\forall \alpha_1 .. \alpha_j \delta_1 .. \delta_k. \tau$	quantified type

$capability, \kappa$	$::=$	capability
	GOD	
	SELFDESTRUCT	
	MOVE	
	TURN	
	GRAB	
	PLACE	
	GIVE	
	INSTALL	
	MAKE	
	COUNT	
	BUILD	
	SALVAGE	
	DRILL	
	SENSELOC	
	SENSEFRONT	
	SENSEHERE	
	SCAN	
	RANDOM	
	APPEAR	
	CREATE	
	LOG	
	FLOAT	
	COND	
	COMPARE	
	ARITH	
	ENV	
	LAMBDA	
	RECURSION	
	REPROGRAM	
	WHOAMI	

$\Delta$	$::=$	capability set
	$\bullet$	empty
	$\delta$	variable
	$\kappa$	singleton
	$\Delta, \kappa$	snoc
	$(\Delta)$	S

$\Gamma$	$::=$	type context
	$\bullet$	empty context
	$\Gamma, x : \tau$	snoc

$\boxed{\vdash_c K : \sigma}$  Constant  $K$  has type  $\sigma$

$\overline{\vdash_c \mathbf{noop} : \mathbf{cmd}^\bullet ()}$  CTYPE\_NOOP

$\overline{\vdash_c \text{wait} : \text{int} \rightarrow \text{cmd}^\bullet ()}$	CTYPE_WAIT
$\overline{\vdash_c \text{selfdestruct} : \text{cmd}^{\text{SELFDESTRUCT}} ()}$	CTYPE_SELFDESTRUCT
$\overline{\vdash_c \text{move} : \text{cmd}^{\text{MOVE}} ()}$	CTYPE_MOVE
$\overline{\vdash_c \text{turn} : \text{dir} \rightarrow \text{cmd}^{\text{TURN}} ()}$	CTYPE_TURN
$\overline{\vdash_c \text{grab} : \text{cmd}^{\text{GRAB}} \text{string}}$	CTYPE_GRAB
$\overline{\vdash_c \text{place} : \text{string} \rightarrow \text{cmd}^{\text{PLACE}} ()}$	CTYPE_PLACE
$\overline{\vdash_c \text{give} : \text{string} \rightarrow \text{string} \rightarrow \text{cmd}^{\text{GIVE}} ()}$	CTYPE_GIVE
$\overline{\vdash_c \text{install} : \text{string} \rightarrow \text{string} \rightarrow \text{cmd}^{\text{INSTALL}} ()}$	CTYPE_INSTALL
$\overline{\vdash_c \text{make} : \text{string} \rightarrow \text{cmd}^{\text{MAKE}} ()}$	CTYPE_MAKE
$\overline{\vdash_c \text{has} : \text{string} \rightarrow \text{cmd}^\bullet \text{bool}}$	CTYPE_HAS
$\overline{\vdash_c \text{count} : \text{string} \rightarrow \text{cmd}^{\text{COUNT}} \text{int}}$	CTYPE_COUNT
$\overline{\vdash_c \text{drill} : \text{dir} \rightarrow \text{cmd}^{\text{DRILL}} ()}$	CTYPE_DRILL
$\overline{\vdash_c \text{build} : \forall \alpha \delta_1 \delta_2. \text{string} \rightarrow \{\text{cmd}^{\delta_1} \alpha\}^{\delta_2} \rightarrow \text{cmd}^{\text{BUILD}} \text{string}}$	CTYPE_BUILD
$\overline{\vdash_c \text{salvage} : \text{cmd}^{\text{SALVAGE}} ()}$	CTYPE_SALVAGE
$\overline{\vdash_c \text{reprogram} : \forall \alpha \delta_1 \delta_2. \text{string} \rightarrow \{\text{cmd}^{\delta_1} \alpha\}^{\delta_2} \rightarrow \text{cmd}^{\text{BUILD}} ()}$	CTYPE_REPROGRAM
$\overline{\vdash_c \text{say} : \text{string} \rightarrow \text{cmd}^\bullet ()}$	CTYPE_SAY
$\overline{\vdash_c \text{log} : \text{string} \rightarrow \text{cmd}^{\text{LOG}} ()}$	CTYPE_LOG
$\overline{\vdash_c \text{view} : \text{string} \rightarrow \text{cmd}^\bullet ()}$	CTYPE_VIEW
$\overline{\vdash_c \text{appear} : \text{string} \rightarrow \text{cmd}^{\text{APPEAR}} ()}$	CTYPE_APPEAR
$\overline{\vdash_c \text{create} : \text{string} \rightarrow \text{cmd}^{\text{GOD}} ()}$	CTYPE_CREATE
$\overline{\vdash_c \text{blocked} : \text{cmd}^{\text{SENSEFRONT}} \text{bool}}$	CTYPE_BLOCKED
$\overline{\vdash_c \text{scan} : \text{dir} \rightarrow \text{cmd}^{\text{SCAN}} (() + \text{string})}$	CTYPE_SCAN
$\overline{\vdash_c \text{upload} : \text{string} \rightarrow \text{cmd}^{\text{SCAN}} ()}$	CTYPE_UPLOAD
$\overline{\vdash_c \text{ishere} : \text{string} \rightarrow \text{cmd}^{\text{SENSEHERE}} \text{bool}}$	CTYPE_ISHERE
$\overline{\vdash_c \text{whereami} : \text{cmd}^{\text{SENSELOC}} (\text{int} \times \text{int})}$	CTYPE_WHEREAMI

$$\begin{array}{c}
\frac{}{\vdash_c \mathbf{whoami} : \mathbf{cmd}^{\mathbf{WHOAMI}} \mathbf{string}} \text{CTYPE\_WHOAMI} \\
\\
\frac{}{\vdash_c \mathbf{random} : \mathbf{int} \rightarrow \mathbf{cmd}^{\mathbf{RANDOM}} \mathbf{int}} \text{CTYPE\_RANDOM} \\
\\
\frac{}{\vdash_c \mathbf{run} : \mathbf{string} \rightarrow \mathbf{cmd}^\bullet ()} \text{CTYPE\_RUN} \\
\\
\frac{}{\vdash_c \mathbf{if} : \forall \alpha \delta. \mathbf{bool} \rightarrow \{\alpha\}^\delta \rightarrow \{\alpha\}^\delta \xrightarrow{\delta} \alpha} \text{CTYPE\_IF} \\
\\
\frac{}{\vdash_c \mathbf{inl} : \forall \alpha \beta. \alpha \rightarrow \alpha + \beta} \text{CTYPE\_INL} \\
\\
\frac{}{\vdash_c \mathbf{inr} : \forall \alpha \beta. \beta \rightarrow \alpha + \beta} \text{CTYPE\_INR} \\
\\
\frac{}{\vdash_c \mathbf{case} : \forall \alpha_1 \alpha_2 \beta \delta. (\alpha_1 \xrightarrow{\delta} \beta) \rightarrow (\alpha_2 \xrightarrow{\delta} \beta) \rightarrow ((\alpha_1 + \alpha_2) \xrightarrow{\delta} \beta)} \text{CTYPE\_CASE} \\
\\
\frac{}{\vdash_c \mathbf{pair} : \forall \alpha_1 \alpha_2. \alpha_1 \rightarrow \alpha_2 \rightarrow \alpha_1 \times \alpha_2} \text{CTYPE\_PAIR} \\
\\
\frac{}{\vdash_c \mathbf{fst} : \forall \alpha_1 \alpha_2. \alpha_1 \times \alpha_2 \rightarrow \alpha_1} \text{CTYPE\_FST} \\
\\
\frac{}{\vdash_c \mathbf{snd} : \forall \alpha_1 \alpha_2. \alpha_1 \times \alpha_2 \rightarrow \alpha_2} \text{CTYPE\_SND} \\
\\
\frac{}{\vdash_c \mathbf{return} : \forall \alpha. \alpha \rightarrow \mathbf{cmd}^\bullet \alpha} \text{CTYPE\_RETURN} \\
\\
\frac{}{\vdash_c \mathbf{try} : \forall \alpha \delta_1 \delta_2 \delta_3 \delta_4. \{\mathbf{cmd}^{\delta_1} \alpha\}^{\delta_2} \rightarrow \{\mathbf{cmd}^{\delta_3} \alpha\}^{\delta_4} \rightarrow \mathbf{cmd}^{(\delta_1 \cup \delta_2 \cup \delta_3 \cup \delta_4)} \alpha} \text{CTYPE\_TRY} \\
\\
\frac{}{\vdash_c \mathbf{raise} : \forall \alpha. \mathbf{string} \rightarrow \mathbf{cmd}^\bullet \alpha} \text{CTYPE\_RAISE} \\
\\
\frac{}{\vdash_c \mathbf{not} : \mathbf{bool} \rightarrow \mathbf{bool}} \text{CTYPE\_NOT} \\
\\
\frac{}{\vdash_c \mathbf{eq} : \forall \alpha. \alpha \rightarrow \alpha \xrightarrow{\text{COMPARE}} \mathbf{bool}} \text{CTYPE\_EQ} \\
\\
\frac{}{\vdash_c \mathbf{neq} : \forall \alpha. \alpha \rightarrow \alpha \xrightarrow{\text{COMPARE}} \mathbf{bool}} \text{CTYPE\_NEQ} \\
\\
\frac{}{\vdash_c \mathbf{lt} : \forall \alpha. \alpha \rightarrow \alpha \xrightarrow{\text{COMPARE}} \mathbf{bool}} \text{CTYPE\_LT} \\
\\
\frac{}{\vdash_c \mathbf{gt} : \forall \alpha. \alpha \rightarrow \alpha \xrightarrow{\text{COMPARE}} \mathbf{bool}} \text{CTYPE\_GT} \\
\\
\frac{}{\vdash_c \mathbf{leq} : \forall \alpha. \alpha \rightarrow \alpha \xrightarrow{\text{COMPARE}} \mathbf{bool}} \text{CTYPE\_LEQ} \\
\\
\frac{}{\vdash_c \mathbf{geq} : \forall \alpha. \alpha \rightarrow \alpha \xrightarrow{\text{COMPARE}} \mathbf{bool}} \text{CTYPE\_GEQ} \\
\\
\frac{}{\vdash_c \mathbf{neg} : \mathbf{int} \xrightarrow{\text{ARITH}} \mathbf{int}} \text{CTYPE\_NEG} \\
\\
\frac{}{\vdash_c \mathbf{add} : \mathbf{int} \rightarrow \mathbf{int} \xrightarrow{\text{ARITH}} \mathbf{int}} \text{CTYPE\_ADD} \\
\\
\frac{}{\vdash_c \mathbf{sub} : \mathbf{int} \rightarrow \mathbf{int} \xrightarrow{\text{ARITH}} \mathbf{int}} \text{CTYPE\_SUB} \\
\\
\frac{}{\vdash_c \mathbf{mul} : \mathbf{int} \rightarrow \mathbf{int} \xrightarrow{\text{ARITH}} \mathbf{int}} \text{CTYPE\_MUL}
\end{array}$$

$$\frac{}{\vdash_c \mathbf{div} : \mathbf{int} \rightarrow \mathbf{int} \xrightarrow{\text{ARITH}} \mathbf{int}} \text{CTYPE\_DIV}$$

$$\frac{}{\vdash_c \mathbf{exp} : \mathbf{int} \rightarrow \mathbf{int} \xrightarrow{\text{ARITH}} \mathbf{int}} \text{CTYPE\_EXP}$$

$\boxed{\Gamma \vdash t : \sigma; \Delta}$  In context  $\Gamma$ ,  $t$  has type  $\sigma$ , and its evaluation requires capabilities  $\Delta$

$$\frac{}{\Gamma \vdash () : (); \bullet} \text{TYPE\_UNIT}$$

$$\frac{}{\Gamma \vdash d : \mathbf{dir}; \bullet} \text{TYPE\_DIR}$$

$$\frac{}{\Gamma \vdash i : \mathbf{int}; \bullet} \text{TYPE\_INT}$$

$$\frac{}{\Gamma \vdash s : \mathbf{string}; \bullet} \text{TYPE\_STRING}$$

$$\frac{}{\Gamma \vdash b : \mathbf{bool}; \bullet} \text{TYPE\_BOOL}$$

$$\frac{\vdash_c K : \tau}{\Gamma \vdash K : \tau; \bullet} \text{TYPE\_CONST}$$

$$\frac{x : \tau \in \Gamma}{\Gamma \vdash x : \tau; \bullet} \text{TYPE\_VAR}$$

$$\frac{\Gamma, x : \tau_1 \vdash t : \tau_2; \Delta}{\Gamma \vdash \lambda x. t : \tau_1 \xrightarrow{\Delta} \tau_2; \bullet} \text{TYPE\_LAM}$$

$$\frac{\Gamma \vdash t_1 : \tau_1 \xrightarrow{\Delta_1} \tau_2; \Delta_2 \quad \Gamma \vdash t_2 : \tau_1; \Delta_3}{\Gamma \vdash t_1 t_2 : \tau_2; \Delta_1 \cup \Delta_2 \cup \Delta_3} \text{TYPE\_APP}$$

$$\frac{\Gamma \vdash t_1 : \tau_1; \Delta_1 \quad \Gamma, x : \tau_1 \vdash t_2 : \tau_2; \Delta_2}{\Gamma \vdash \mathbf{let} x = t_1 \mathbf{in} t_2 : \tau_2; \Delta_1 \cup \Delta_2} \text{TYPE\_LET}$$

$$\frac{\Gamma \vdash t : \tau; \Delta}{\Gamma \vdash \{t\} : \{\tau\} \Delta; \bullet} \text{TYPE\_DELAY}$$

$$\frac{\Gamma \vdash t : \{\tau\}^{\Delta_1}; \Delta_2}{\Gamma \vdash \mathbf{force} t : \tau; \Delta_1 \cup \Delta_2} \text{TYPE\_FORCE}$$

$$\frac{\Gamma \vdash t_1 : \mathbf{cmd}^{\Delta_{11}} \tau_1; \Delta_{12} \quad \Gamma, x : \tau_1 \vdash t_2 : \mathbf{cmd}^{\Delta_{21}} \tau_2; \Delta_{22}}{\Gamma \vdash x \leftarrow t_1 ; t_2 : \mathbf{cmd}^{(\Delta_{11} \cup \Delta_{12} \cup \Delta_{21} \cup \Delta_{22})} \tau_2; \bullet} \text{TYPE\_BIND}$$

Definition rules: 65 good 0 bad

Definition rule clauses: 73 good 0 bad