# LinML

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# 1 Typing

The types in LinML have the following syntax:

$\tau, \sigma ::= 0 \mid 1 \mid \top$	(type constants)
$\mid a \mid$	(type variables)
$\tau \multimap \sigma$	(linear abstraction)
$\tau  o \sigma$	(unchecked abstraction)
$  \tau + \sigma$	(additive disjunction)
$\tau * \sigma$	(multiplicative conjunction)
$\tau \& \sigma$	(multiplicative disjunction)
$  \cdot  _{\mathcal{T}}$	(of course)

Figure 1: LinML types

## 1.1 Typing rules

We define the inductive predicate exp over types as follows:

$$\exp(\tau) = \begin{cases} \text{true} & \text{if } \tau = * \text{ or } \tau = !\sigma \\ \text{false} & \text{elsewise} \end{cases}$$

In all the following, typing contexts  $\Gamma \| \Delta$  are to be seen as a pair with:

- $\Gamma$ , called a *linear context*, is a multiset of pairs  $(x : \tau)$ , with x a variable and  $\tau$  a type such that  $\exp(\tau) = \text{false}$
- $\Delta$ , called an *exponential context*, is a set of pairs  $(x : \tau)$ , with x a variable and  $\tau$  a type such that  $\exp(\tau) = \text{true}$

Since  $\exp(\tau)$  implies the existence of context weakening and contraction rules for  $\tau$ , we treat the context  $\Delta$  as the kind of contexts we manipulate in intuitionistic sequent calculus, that is : they can be duplicated, erased, and one binding is allowed to erase another. This is not the case of the context  $\Gamma$  containing linear bindings.

#### 1.1.1 Terms

Let t, u be terms,  $\beta, \beta'$  booleans,  $\tau, \sigma$  types, and  $(\Gamma \parallel \Delta), (\Gamma' \parallel \Delta')$  typing contexts. The typing judgements for terms have the following shape :

$$\Gamma \parallel \Delta \vdash t : \tau \Rightarrow \Gamma' \rtimes \beta$$

 $\Gamma'$  is the linear context where all the necessary bindings to type  $t : \tau$  have been consumed.  $\beta \in \{\top, \bot\}$  is the called the "modality of the judgement".

A program p is well typed of type  $\tau$  iff :

$$\varnothing \parallel \varnothing \vdash p : \tau \Rightarrow \varnothing \rtimes \beta$$

The typing rules are the following:

Figure 2: LinML terms typing rules

#### 1.1.2 Patterns

Let p, p' be patterns,  $\tau, \sigma$  types,  $\Gamma, \Gamma'$  linear typing contexts, and  $\gamma, \gamma'$  a multiset of bindings. The typing judgements for patterns have the following shape :

$$\Gamma \vdash p : \tau \uparrow \gamma$$

 $\gamma$  contains the bindings that evaluating p added to the environment.

The typing rules are the following:

$$\frac{\Gamma \vdash p : \tau \Uparrow \gamma}{\Gamma \vdash * : 1 \Uparrow \varnothing} (\mathscr{P}\text{-1}) \quad \frac{\neg \exp(\tau) \implies x \notin \Gamma}{\Gamma \vdash x : \tau \Uparrow \{x : \tau\}} \quad \frac{\Gamma \vdash p : \tau \Uparrow \gamma}{\Gamma \vdash (p : \tau) : \tau \Uparrow \gamma} (\mathscr{P}\text{-ty})$$

$$\frac{\Gamma \vdash p : \sigma \Uparrow \gamma}{\Gamma \vdash (p, -) : \sigma \& \tau \Uparrow \gamma} (\mathscr{P}\text{-\&left}) \quad \frac{\Gamma \vdash p : \tau \Uparrow \gamma}{\Gamma \vdash (-, p) : \sigma \& \tau \Uparrow \gamma} (\mathscr{P}\text{-\&right})$$

$$\frac{\Gamma \vdash p : \sigma \Uparrow \gamma}{\Gamma \vdash (p < : \_ + \tau) : \sigma \oplus \tau \Uparrow \gamma} (\mathscr{P}\text{-$\oplus left}) \quad \frac{\Gamma \vdash p : \tau \Uparrow \gamma}{\Gamma \vdash (p < : \sigma + \_) : \sigma \oplus \tau \Uparrow \gamma} (\mathscr{P}\text{-$\oplus right})$$

$$\frac{\Gamma \vdash p : \sigma \Uparrow \gamma}{\Gamma \vdash (p, p') : \sigma * \tau \Uparrow \gamma \cup \gamma'} (\mathscr{P}\text{-$\oplus right})$$

$$\frac{\Gamma \vdash p : \tau \Uparrow \gamma}{\Gamma \vdash !p : !\tau \Uparrow \gamma} (\mathscr{P}\text{-}!) \quad \frac{\Gamma \vdash p : \tau \Uparrow \gamma}{\Gamma \vdash p : !\tau \Uparrow \varnothing} (\mathscr{P}\text{-$lweaken})$$

$$\frac{\Gamma \vdash p : \tau \Uparrow \gamma}{\Gamma \vdash p : !\tau \Uparrow \gamma} (\mathscr{P}\text{-}!) \quad \frac{\Gamma \vdash p' : \tau \Uparrow \gamma'}{\Gamma \vdash p : !\tau \Uparrow \gamma} (\mathscr{P}\text{-$disj})$$

Figure 3: LinML pattern typing rules

# 2 LL translation

### 2.1 Prerequisites

### 2.2 Defining the translation

In all the following, we will only consider the conservative fragment of LinML.

The typing jugement  $\Gamma$ ;  $\Delta \vdash t : \tau \Rightarrow \Gamma'$  has a direct translation in linear logic. The following theorem holds:

 $\forall \text{ typing jugement } \Gamma; \Delta \vdash t : \tau \Rightarrow \Gamma' \quad \exists \text{ a linear sequent of interface } \Gamma \vdash \otimes (\Gamma' \cup \tau)$