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:

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

Since $\exp(\tau)$ implies the existence of context weakening and contraction rules for τ , we treat the context Δ 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 Γ containing linear bindings.

1.1.1 Terms

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

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

 Γ' 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 τ iff :

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

The typing rules are the following:

$$\begin{array}{c} \Gamma \parallel \Delta \vdash * : 1 \Rightarrow \Gamma \times \bot \stackrel{(1)}{\longrightarrow} \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow \Gamma & (\forall \text{in}) \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow \Gamma & (\forall \text{in}) \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow \Gamma & (\forall \text{in}) \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow \Gamma & (\forall \text{in}) \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow \Gamma & (\forall \text{in}) \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow \Gamma & (\forall \text{in}) \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow \Gamma & (\forall \text{in}) \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow \Gamma & (\forall \text{in}) \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow \Gamma & (\forall \text{in}) \\ \hline \Gamma \parallel \Delta \vdash L : \tau \Rightarrow 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Figure 2: LinML terms typing rules

1.1.2 Patterns

Let p, p' be patterns, τ, σ types, Γ, Γ' linear typing contexts, and γ, γ' a multiset of bindings. The typing judgements for patterns have the following shape :

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

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

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