

Formal Specification of the Plutus Core Language

I. PLUTUS CORE

Plutus Core is an untyped λ calculus design to run as a transaction validation scripting language on blockchain systems. It's designed to be simple and easy to reason about using mechanized proof assistants and automated theorem provers. The grammar of the language is given in Figure 1, using an s-expression format. As is standard in λ calculi, we have variables, λ abstractions, and application. In addition to this, there are also local let bindings, data constructors which have arguments, case terms which match on term, declared names, computational primitives (success, failure, and binding), primitive values, and built-in functions. Terms live within a top-level program which consists of some declarations.

As a few examples, consider the program in Figure 2, which defines the factorial and map functions. This program is not the most readable, which is to be expected from a representation intended for machine interpretation rather than human interpretation, but it does make explicit precisely what the roles are of the various parts.

II. SCOPE CORRECTNESS

We define for Plutus Core a scope correctness judgment, which explains when a program's use of scoped objects (variables and names) is valid. This judgment is defined inductively as shown in Figure 4, with auxiliary judgments in Figure 6.

Plutus Core's module system defines two kinds of declared names. Names declared using the `exp` and `expcon` keywords are exported declaration of terms and constructors, respectively, and are usable by any other module. Names declared using the `loc` and `loccon` keywords are local, and usable only in their declaring modules. This distinction between exported and local names permits a simple form of abstraction at the module level.

III. EXECUTION AND REDUCTION

The execution of a program in Plutus Core does not in itself result in any reduction. Instead, the declarations are bound to their appropriate names in a declaration environment δ , which we will represent by a list of items of the form $n \mapsto M$. Then, designated names can be chosen to be reduced in this declaration environment generated. For instance, we might designate the name `main` to be the name who's definition we reduce, as is done in Haskell. The generation judgment for generating this is given by the relation $P \gg \delta$, defined in Figure 7.

To give the computation rules for Plutus Core, we must define what the values are of the language, as given in Figure 8. Rather than using values directly, we wrap them in a return

Name	n		name
Mod	l		module name
Con	c		constructor name
Int	i		int
Float	f		float
ByStr	b		bytestring
QualN	$qn ::= (\text{qual } l\ n)$		qualified name
QualC	$qc ::= (\text{qualcon } l\ c)$		qualified constructor
Tm	$M ::= x$		variable
	$(\text{decname } qn)$		declared name
	$(\text{let } M\ x\ M)$		local declaration
	$(\text{lam } x\ M)$		λ abstraction
	$(\text{app } M\ M)$		function application
	$(\text{con } qc\ M^*)$		constructed data
	$(\text{case } M\ C^*)$		case
	$(\text{success } M)$		success
	failure		failure
	txhash		transaction hash
	blocknum		block number
	blocktime		block time
	$(\text{bind } M\ x\ M)$		computation bind
	$(\text{primInt } i)$		primitive int
	$(\text{primFloat } f)$		primitive float
	$(\text{primByteString } b)$		primitive bytestring
	$(\text{builtin } n\ M^*)$		built-in function
	$(\text{isFun } M)$		function test
	$(\text{isCon } M)$		data test
	$(\text{isConName } qc\ M)$		named data test
	$(\text{isInt } M)$		int test
	$(\text{isFloat } M)$		float test
	$(\text{isByteString } M)$		bytestring test
Cl	$C ::= (\text{cl } qc\ (x^*)\ M)$		case clause
Prg	$G ::= (\text{program } L^*)$		program
Mod	$L ::= (\text{module } n\ D^*)$		module
Dec	$D ::= (\text{exp } n\ M)$		exported name decl.
	$(\text{loc } n\ M)$		local name decl.
	$(\text{expcon } c)$		exported constructor
	$(\text{loccon } c)$		local constructor

Fig. 1. Grammar of Plutus Core

value form, because reduction steps can fail. These then let us define a parameterized binary relation $M \rightarrow_{\delta}^* R$ which means M reduces to R using declarations δ , in Figure 11. This uses a standard contextual dynamics to separate the local reductions, reduction contexts, and repeated reductions into separate judgments. We also define a step-indexed dynamics $M \rightarrow_{\delta}^n R$, which means that M reduces to R using δ in at most n steps. Step-indexed reduction is useful in settings where we want to limit the number of computational steps that

```

(program
  (module Ex
    (exp fibonacci
      (lam n
        (case (builtin equalsInt n (prim 0))
          (cl (qualcon Ex True) ()
            (prim 1))
          (cl (qualcon Ex False) ()
            (builtin multiplyInt
              n
              (app
                (decname (qual Ex fibonacci))
                (builtin subtractInt n (prim 1))))))))))
    (exp map
      (lam f
        (lam xs
          (case xs
            (cl (qualcon Ex Nil) ()
              (con (qualcon Ex Nil)))
            (cl (qualcon Ex Cons) (x xs')
              (con (qualcon Ex Cons)
                (app f x)
                (app (app (decname (qual Ex map))
                  f)
                  xs'))))))))))

```

Fig. 2. Example with Fibonacci and Map

NomCtx	$\Delta ::= \epsilon$	empty nominal context
	Δ, ν	non-empty nominal context
Nom	$\nu ::= l \text{ loc } n$	local name
	$l \text{ exp } n$	exported name
	$l \text{ loccon } c$	local constructor
	$l \text{ expcon } c$	exported constructor
VarCtx	$\Gamma ::= \epsilon$	empty variable context
	Γ, x	non-empty variable context
ModCtx	$\Lambda ::= \epsilon$	empty module context
	Λ, l	non-empty module context

Fig. 3. Contexts

can occur.

One such setting for step-indexing is that of blockchain transactions, for which Plutus Core has been explicitly designed. In order to prevent transaction validation from looping indefinitely, or from simply taking an inordinate amount of time, which would be a serious security flaw in the blockchain system, we can use step indexing to put an upper bound on the number of computational steps that a program can have. In this setting, we would pick some upper bound max and then perform reductions of terms M by computing which R is such that $M \rightarrow_{h, bn, t, \delta}^{max} R$.

$\Delta ; \Gamma \vdash M \text{ term } l$

Term M in module l is well-formed with names in nominal context Δ and variables in variable context Γ

$$\begin{array}{c}
\frac{\Gamma \ni x}{\Delta ; \Gamma \vdash x \text{ term } l} \\
\frac{\Delta \text{ permits } qn \text{ in } l}{\Delta ; \Gamma \vdash (\text{decname } qn) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M_0 \text{ term } l \quad \Delta ; \Gamma, x \vdash M_1 \text{ term } l}{\Delta ; \Gamma \vdash (\text{let } M_0 \text{ } x \text{ } M_1) \text{ term } l} \\
\frac{\Delta ; \Gamma, x \vdash M \text{ term } l}{\Delta ; \Gamma \vdash (\text{lam } x \text{ } M) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M_0 \text{ term } l \quad \Delta ; \Gamma \vdash M_1 \text{ term } l}{\Delta ; \Gamma \vdash (\text{app } M_0 \text{ } M_1) \text{ term } l} \\
\frac{\Delta \text{ permits constructor } qc \text{ in } l \quad \Delta ; \Gamma \vdash M_i \text{ term } l}{\Delta ; \Gamma \vdash (\text{con } qc \text{ } \vec{M}) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M \text{ term } l \quad \Delta ; \Gamma \vdash C_i \text{ clause } l}{\Delta ; \Gamma \vdash (\text{case } M \text{ } \vec{C}) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M \text{ term } l}{\Delta ; \Gamma \vdash (\text{success } M) \text{ term } l} \\
\frac{}{\Delta ; \Gamma \vdash \text{failure term } l} \\
\frac{\Delta ; \Gamma \vdash M_0 \text{ term } l \quad \Delta ; \Gamma, x \vdash M_1 \text{ term } l}{\Delta ; \Gamma \vdash (\text{bind } M_0 \text{ } x \text{ } M_1) \text{ term } l} \\
\frac{}{\Delta ; \Gamma \vdash \text{txhash term } l} \\
\frac{}{\Delta ; \Gamma \vdash \text{blocknum term } l} \\
\frac{}{\Delta ; \Gamma \vdash \text{blocktime term } l}
\end{array}$$

Fig. 4. Scope Correctness

Note that while case clauses can in principle be redundant, with the same constructor used in multiple clauses of the case expression, the definition of matching renders that redundancy irrelevant. The first clause with a matching constructor is the only one that is ever used.

In the setting of a blockchain oriented system, some blockchain-based properties are useful when writing scripts. The three that are supported by Plutus Core, in the form of the computational primitives `txhash`, `blocknum`, and `blocktime`, are the hash of the transaction that hosts the script being run, the block number of the block that hosts the transaction, and the block time of that block. We therefore require that when a program G is run in a transaction tx , in block bk , that the reduction parameters are $h = \text{hash}(tx)$, $bn = \text{blockNumber}(bk)$, and $t = \text{blockTime}(bk)$.

Because built-in reduction is implemented directly in terms of meta-language functionality, the specifications for them are subtly different than for other parts of this spec. In particular, we must explain what these meta-language implementations

$$\begin{array}{c}
\frac{}{\Delta ; \Gamma \vdash (\text{primInt } i) \text{ term } l} \\
\frac{}{\Delta ; \Gamma \vdash (\text{primFloat } f) \text{ term } l} \\
\frac{}{\Delta ; \Gamma \vdash (\text{primByteString } b) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M_i \text{ term } l}{\Delta ; \Gamma \vdash (\text{builtin } n \vec{M}) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M \text{ term } l}{\Delta ; \Gamma \vdash (\text{isFun } M) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M \text{ term } l}{\Delta ; \Gamma \vdash (\text{isCon } M) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M \text{ term } l}{\Delta ; \Gamma \vdash (\text{isConName } n M) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M \text{ term } l}{\Delta ; \Gamma \vdash (\text{isInt } M) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M \text{ term } l}{\Delta ; \Gamma \vdash (\text{isFloat } M) \text{ term } l} \\
\frac{\Delta ; \Gamma \vdash M \text{ term } l}{\Delta ; \Gamma \vdash (\text{isByteString } M) \text{ term } l}
\end{array}$$

Fig. 5. Scope Correctness (cont.)

are that constitute the implicit spec. Primitive numeric ints are implemented as Haskell *Ints*, primitive floats as *Float*, and primitive bytestrings as *ByteString*. For numeric built-ins, the operations are interpreted as the corresponding Haskell operations. So for example, *addInt* is interpreted as $(+) :: \text{Int} \rightarrow \text{Int} \rightarrow \text{Int}$. The function names designated in the relevant equations are the same as the Haskell implementations where applicable. Some minor differences exist in some places, however. *drop*(x, y) in the spec corresponds to the Haskell code *drop*(*fromIntegral* x) y , and similarly for *take*, simply because of how these functions are implemented for *ByteString*. The cryptographic functions *sha2_256* and *sha3_256* are also different, this time more so. They are implemented in terms of hashing into the *SHA256* and *SHA3256* digest types using the *Crypto.Hash* and *Crypto.Sign.Ed25519* modules. More indirectly, the specification for these are the cryptographic standards for SHA2 256 and SHA3 256.

A final note on built-in reduction is that some built-ins return constructed data using qualified names in the *Prelude* module. This specification assumes that an implementation will have such a module defined, that it declares exported constructors names *True* and *False*, and that it will always incorporate it as part of any use of Plutus Core usage so that the results of these built-ins can be used by programs in case expressions.

Note that the success and failure terms are not effectful. That is to say, *failure* does not throw an exception of any sort. They are merely primitive values that represent computational success and failure. They are analogous to Haskell *Maybe* values, except that they cannot be inspected,

and all computational control is done via the *bind* construct.

IV. BASIC VALIDATION PROGRAM STRUCTURE

The basic way that validation is done in Plutus Core is slightly different than in Bitcoin Script. Whereas in Bitcoin Script, a validation is successful if the validating script successfully executes and leads *true* on the top of the stack, in Plutus Core, we have special data constructs for validation. In particular, the (*success* V) and *failure*. Any program which validates a transaction must declare a function (*decname* (*qual* *Validator* *validator*)), while the corresponding program supplied by the redeemer must declare (*decname* (*qual* *Redeemer* *redeemer*)). The declarations of both are combined into a single set of declarations, and these two declared terms are then composed with a *bind*. The overall validation, therefore, involves reducing the term

```

(bind
  (decname (qual Redeemer redeemer))
  x
  (app (decname (qual Validator validator)) x))

```

If this reduces to (*ok* (*success* V)) for some V , then the transaction is valid, analogous to Bitcoin Script successfully executing and leaving *true* on the top of stack. On the other hand, if it reduces to (*ok* *failure*) or to *err*, then the transaction is invalid, analogous to Bitcoin Script either leaving *false* on the top of stack, or failing to execute. The value returned in the success case is irrelevant to validation but may be used for other purposes.

$\Delta \text{ permits } qn \text{ in } l$

Nominal context Δ permits the use of qualified name qn in module l

$$\frac{\Delta \ni l' \text{ exp } n}{\Delta \text{ permits } (\text{qual } l' n) \text{ in } l}$$

$$\frac{\Delta \ni l' \text{ loc } n \quad l = l'}{\Delta \text{ permits } (\text{qual } l' n) \text{ in } l}$$

$\Delta \text{ permits constructor } qc \text{ in } l$

Nominal context Δ permits the use of qualified constructor name qc in module l

$$\frac{\Delta \ni l' \text{ expcon } c}{\Delta \text{ permits constructor } (\text{qualcon } l' c) \text{ in } l}$$

$$\frac{\Delta \ni l' \text{ loccon } c \quad l = l'}{\Delta \text{ permits constructor } (\text{qualcon } l' c) \text{ in } l}$$

$\Delta ; \Gamma \vdash C \text{ clause } l$

Clause C in module l is well-formed with names in nominal context Δ and variables in variable context Γ

$$\frac{\Delta \text{ permits constructor } qc \text{ in } l \quad \Delta ; \Gamma, \vec{x} \vdash M \text{ term } l}{\Delta ; \Gamma \vdash (\text{cl } qc (\vec{x}) M) \text{ clause } l}$$

$\Delta \vdash D \text{ decl } l \dashv \Delta'$

Declaration D in module l is well-formed with names in nominal context Δ , producing new nominal context Δ'

$$\frac{\Delta \not\vdash l \text{ exp } n \quad \Delta \not\vdash l \text{ loc } n \quad \Delta ; \epsilon \vdash M \text{ term } l}{\Delta \vdash (\text{loc } n M) \text{ decl } l \dashv \Delta, l \text{ loc } n}$$

$$\frac{\Delta \not\vdash l \text{ exp } n \quad \Delta \not\vdash l \text{ loc } n \quad \Delta ; \epsilon \vdash M \text{ term } l}{\Delta \vdash (\text{exp } n M) \text{ decl } l \dashv \Delta, l \text{ exp } n}$$

$$\frac{\Delta \not\vdash l \text{ expcon } c \quad \Delta \not\vdash l \text{ loccon } c}{\Delta \vdash (\text{loccon } n) \text{ decl } l \dashv \Delta, l \text{ loccon } c}$$

$$\frac{\Delta \not\vdash l \text{ expcon } c \quad \Delta \not\vdash l \text{ loccon } c}{\Delta \vdash (\text{expcon } n) \text{ decl } l \dashv \Delta, l \text{ expcon } c}$$

$\Lambda ; \Delta \vdash L \text{ module } \dashv \Lambda' ; \Delta'$

Module L is well-formed in module context Λ with names in nominal context Δ , producing new module context Λ' and new nominal context Δ'

$$\frac{\Lambda \not\vdash l \quad \Delta_i \vdash D_i \text{ decl } l \dashv \Delta_{i+1}}{\Lambda ; \Delta_0 \vdash (\text{module } l \vec{D}) \text{ module } \dashv \Lambda, l ; \Delta_n}$$

$\Delta \vdash G \text{ program } \dashv \Delta'$

Program G is well-formed in nominal context Δ , producing new nominal context Δ'

$$\frac{\Lambda_i ; \Delta_i \vdash L_i \text{ module } \dashv \Lambda_{i+1} ; \Delta_{i+1}}{\Delta_0 \vdash (\text{program } \vec{L}) \text{ program } \dashv \Delta_n}$$

Fig. 6. Auxiliary Scope Correctness Judgments

$P \gg \delta$

Program P generates environment δ

$$\frac{M_i \gg \delta_i}{(\text{program } \vec{M}) \gg \vec{\delta}}$$

$M \gg \delta$

Module M generates environment δ

$$\frac{}{(\text{module } l (\text{exp } n M)) \gg n_i \mapsto M_i}$$

Fig. 7. Declaration Environment Generation

Val	$V ::=$	$(\text{lam } x M)$	λ abstraction
		$(\text{con } n V^*)$	constructed data
		$(\text{success } V)$	success
		failure	failure
		txhash	transaction hash
		blocknum	block number
		blocktime	block time
		$(\text{primInt } i)$	int value
		$(\text{primFloat } f)$	float value
		$(\text{primByteString } b)$	bytestring value
Ret	$R ::=$	$(\text{ok } M)$	returned value
		err	error

Fig. 8. Values of Plutus Core

Ctx	$K ::=$	\circ	hole
		$(\text{let } K x M)$	let context
		$(\text{app } K M)$	left app context
		$(\text{app } V K)$	right app context
		$(\text{con } qc V^* K M^*)$	condata context
		$(\text{case } K C^*)$	case context
		$(\text{success } K)$	success context
		$(\text{bind } K x M)$	bind context
		$(\text{builtin } n V^* K M^*)$	builtin context
		$(\text{isFun } K)$	function test context
		$(\text{isCon } K)$	data test context
		$(\text{isConName } qn K)$	named data test context
		$(\text{isInt } K)$	int test context
		$(\text{isFloat } K)$	float test context
		$(\text{isByteString } K)$	bytestring test context

Fig. 9. Grammar of Reduction Contexts

$$\begin{aligned}
& \circ\{N\} = N \\
& (\text{let } K \ x \ M)\{N\} = (\text{let } K\{N\} \ x \ M) \\
& (\text{app } K \ M)\{N\} = (\text{app } K\{N\} \ M) \\
& (\text{app } M \ K)\{N\} = (\text{app } M \ K\{N\}) \\
& (\text{con } qc \ \vec{V} \ K \ \vec{M})\{N\} = (\text{con } qc \ \vec{V} \ K\{N\} \ \vec{M}) \\
& (\text{case } K \ \vec{C})\{N\} = (\text{case } K\{N\} \ \vec{C}) \\
& (\text{success } K)\{N\} = (\text{success } K\{N\}) \\
& (\text{bind } K \ x \ M)\{N\} = (\text{bind } K\{N\} \ x \ M) \\
& (\text{isFun } K)\{N\} = (\text{isFun } K\{N\}) \\
& (\text{isCon } K)\{N\} = (\text{isCon } K\{N\}) \\
& (\text{isConName } qc \ K)\{N\} = (\text{isConName } qc \ K\{N\}) \\
& (\text{isInt } K)\{N\} = (\text{isInt } K\{N\}) \\
& (\text{isFloat } K)\{N\} = (\text{isFloat } K\{N\}) \\
& (\text{isByteString } K)\{N\} = (\text{isByteString } K\{N\})
\end{aligned}$$

Fig. 10. Context Insertion

$$\boxed{M \rightarrow_{h,bn,t,\delta}^* R}$$

Term M reduces in some number of steps to return value R in declaration environment δ , using transaction hash h , block number bn , and block time t

$$\begin{array}{c}
\overline{V \rightarrow_{h,bn,t,\delta}^* (\text{ok } V)} \\
\frac{M \rightarrow_{h,bn,t,\delta} (\text{ok } M') \quad M' \rightarrow_{h,bn,t,\delta}^* R}{M \rightarrow_{h,bn,t,\delta}^* R} \\
\frac{M \rightarrow_{h,bn,t,\delta} \text{err}}{M \rightarrow_{h,bn,t,\delta}^* \text{err}}
\end{array}$$

$$\boxed{M \rightarrow_{h,bn,t,\delta}^n R}$$

Term M reduces in at most n steps to return value R in declaration environment δ , using transaction hash h , block number bn , and block time t

$$\begin{array}{c}
\overline{V \rightarrow_{h,bn,t,\delta}^n (\text{ok } V)} \\
\frac{M \rightarrow_{h,bn,t,\delta} (\text{ok } M')}{M \rightarrow_{h,bn,t,\delta}^0 \text{err}} \\
\frac{M \rightarrow_{h,bn,t,\delta} (\text{ok } M') \quad M' \rightarrow_{h,bn,t,\delta}^n R}{M \rightarrow_{h,bn,t,\delta}^{n+1} R} \\
\frac{M \rightarrow_{h,bn,t,\delta} \text{err}}{M \rightarrow_{h,bn,t,\delta}^n \text{err}}
\end{array}$$

$$\boxed{M \rightarrow_{h,bn,t,\delta} R}$$

Term M reduces in one step to return value R in declaration environment δ , using transaction hash h , block number bn , and block time t

$$\begin{array}{c}
\frac{M \Rightarrow_{h,bn,t,\delta} (\text{ok } M')}{K\{M\} \rightarrow_{h,bn,t,\delta} (\text{ok } K\{M'\})} \\
\frac{M \Rightarrow_{h,bn,t,\delta} \text{err}}{K\{M\} \rightarrow_{h,bn,t,\delta} \text{err}}
\end{array}$$

Fig. 11. Reduction via Contextual Dynamics

$$\boxed{M \Rightarrow_{h,bn,t,\delta} R}$$

Term M locally reduces to return value R in declaration context δ , using transaction hash h , block number bn , and block time t

$$\begin{array}{c}
\frac{}{(\text{decname } qn) \Rightarrow_{h,bn,t,\delta, \text{qn} \mapsto M} (\text{ok } M)} \\
\frac{V = (\text{lam } x \ M')}{(\text{app } V \ V') \Rightarrow_{h,bn,t,\delta} (\text{ok } [V'/x]M')} \\
\frac{V \neq (\text{lam } x \ M')}{(\text{app } V \ V') \Rightarrow_{h,bn,t,\delta} \text{err}} \\
\frac{V = (\text{con } qc \ \vec{V}') \quad qc, \ \vec{V}' \sim \vec{C} \triangleright R}{(\text{case } V \ \vec{C}) \Rightarrow_{h,bn,t,\delta} R} \\
\frac{V \neq (\text{con } qc \ \vec{V}')}{(\text{case } V \ \vec{C}) \Rightarrow_{h,bn,t,\delta} \text{err}} \\
\frac{V = \text{failure}}{(\text{bind } V \ x \ M) \Rightarrow_{h,bn,t,\delta} (\text{ok failure})} \\
\frac{V = \text{txhash}}{(\text{bind } V \ x \ M) \Rightarrow_{h,bn,t,\delta} (\text{ok } [(\text{primByteString } h)/x]M)} \\
\frac{V = \text{blocknum}}{(\text{bind } V \ x \ M) \Rightarrow_{h,bn,t,\delta} (\text{ok } [(\text{primInt } bn)/x]M)} \\
\frac{V = \text{blocktime}}{(\text{bind } V \ x \ M) \Rightarrow_{h,bn,t,\delta} (\text{ok } [(\text{primByteString } t)/x]M)} \\
\frac{V = (\text{success } V')}{(\text{bind } V \ x \ M) \Rightarrow_{h,bn,t,\delta} (\text{ok } [V'/x]M)} \\
\frac{V \neq \text{failure} \quad V \neq (\text{success } V')}{(\text{bind } V \ x \ M) \Rightarrow_{h,bn,t,\delta} \text{err}} \\
\frac{n \text{ on } \vec{V} \text{ reduces to } R}{(\text{builtin } n \ \vec{V}) \Rightarrow_{h,bn,t,\delta} R}
\end{array}$$

Fig. 12. Local Reduction

$$\begin{array}{c}
\frac{V = (\text{lam } x \ M)}{(\text{isFun } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{V \neq (\text{lam } x \ M)}{(\text{isFun } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude False})))} \\
\frac{V = (\text{con } qc \ \vec{V}')}{(\text{isCon } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{V \neq (\text{con } qc \ \vec{V}')}{(\text{isCon } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude False})))} \\
\frac{V = (\text{con } qc \ \vec{V}')}{(\text{isConName } qc \ V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{V \neq (\text{con } qc \ \vec{V}')}{(\text{isConName } qc \ V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude False})))} \\
\frac{V = (\text{primInt } i)}{(\text{isInt } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{V \neq (\text{primInt } i)}{(\text{isInt } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude False})))} \\
\frac{V = (\text{primFloat } f)}{(\text{isFloat } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{V \neq (\text{primFloat } f)}{(\text{isFloat } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude False})))} \\
\frac{V = (\text{primByteString } b)}{(\text{isByteString } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{V \neq (\text{primByteString } b)}{(\text{isByteString } V) \Rightarrow_{h,bn,t,\delta} (\text{ok } (\text{con } (\text{qualcon Prelude False})))}
\end{array}$$

Fig. 13. Local Reduction (cont.)

$$\boxed{qc, \ \vec{V} \sim \vec{C} \triangleright R}$$

Constructor qc with arguments \vec{V} matches clauses \vec{C} to produce result R

$$\begin{array}{c}
\frac{}{qc, \ \vec{V} \sim \epsilon \triangleright \text{err}} \\
\frac{qc = qc' \quad |\vec{V}| = |\vec{x}|}{qc, \ \vec{V} \sim (\text{cl } qc' \ (\vec{x}) \ M), \vec{C} \triangleright (\text{ok } [\vec{V}'/\vec{x}]M)} \\
\frac{qc = qc' \quad |\vec{V}| \neq |\vec{x}|}{qc, \ \vec{V} \sim (\text{cl } qc' \ (\vec{x}) \ M), \vec{C} \triangleright \text{err}} \\
\frac{qc \neq qc' \quad qc, \ \vec{V} \sim \vec{C} \triangleright R}{qc, \ \vec{V} \sim (\text{cl } qc' \ (\vec{x}) \ M), \vec{C} \triangleright R}
\end{array}$$

Fig. 14. Case Matching

n on \vec{V} reduces to R

Builtin n reduces on values \vec{V} to return value R

$$\begin{array}{c}
\frac{\vec{V} = (\text{primInt } x) (\text{primInt } y) \quad x + y = z}{\text{addInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } z))} \\
\frac{\vec{V} \neq (\text{primInt } x) (\text{primInt } y)}{\text{addInt on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primInt } x) (\text{primInt } y) \quad x - y = z}{\text{subtractInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } z))} \\
\frac{\vec{V} \neq (\text{primInt } x) (\text{primInt } y)}{\text{subtractInt on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primInt } x) (\text{primInt } y) \quad x * y = z}{\text{multiplyInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } z))} \\
\frac{\vec{V} \neq (\text{primInt } x) (\text{primInt } y)}{\text{multiplyInt on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primInt } x) (\text{primInt } y) \quad \text{div}(x, y) = z}{\text{divideInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } z))} \\
\frac{\vec{V} \neq (\text{primInt } x) (\text{primInt } y)}{\text{divideInt on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primInt } x) (\text{primInt } y) \quad \text{mod}(x, y) = z}{\text{remainderInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } z))} \\
\frac{\vec{V} \neq (\text{primInt } x) (\text{primInt } y)}{\text{remainderInt on } \vec{V} \text{ reduces to err}}
\end{array}$$

Fig. 15. Builtin Reductions for ints (math operations)

$$\begin{array}{c}
\frac{\vec{V} = (\text{primInt } x) (\text{primInt } y) \quad x < y}{\text{lessThanInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{\vec{V} = (\text{primInt } x) (\text{primInt } y) \quad x \not< y}{\text{lessThanInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude False})))} \\
\frac{\vec{V} \neq (\text{primInt } x) (\text{primInt } y)}{\text{lessThanInt on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primInt } x) (\text{primInt } y) \quad x = y}{\text{equalsInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{\vec{V} = (\text{primInt } x) (\text{primInt } y) \quad x \neq y}{\text{equalsInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude False})))} \\
\frac{\vec{V} \neq (\text{primInt } x) (\text{primInt } y)}{\text{equalsInt on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primInt } x) \quad \text{intToString}(x) = y}{\text{intToFloat on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } y))} \\
\frac{\vec{V} \neq (\text{primInt } x)}{\text{intToFloat on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primInt } x) \quad \text{intToByteString}(x) = y}{\text{intToByteString on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } y))} \\
\frac{\vec{V} \neq (\text{primInt } x)}{\text{intToByteString on } \vec{V} \text{ reduces to err}}
\end{array}$$

Fig. 16. Builtin Reductions for ints (tests and conversions)

$$\begin{array}{c}
\frac{\vec{V} = (\text{primFloat } x) (\text{primFloat } y) \quad x + y = z}{\text{addFloat on } \vec{V} \text{ reduces to } (\text{ok } (\text{primFloat } z))} \\
\frac{\vec{V} \neq (\text{primFloat } x) (\text{primFloat } y)}{\text{addFloat on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primFloat } x) (\text{primFloat } y) \quad x - y = z}{\text{subtractFloat on } \vec{V} \text{ reduces to } (\text{ok } (\text{primFloat } z))} \\
\frac{\vec{V} \neq (\text{primFloat } x) (\text{primFloat } y)}{\text{subtractFloat on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primFloat } x) (\text{primFloat } y) \quad x * y = z}{\text{multiplyFloat on } \vec{V} \text{ reduces to } (\text{ok } (\text{primFloat } z))} \\
\frac{\vec{V} \neq (\text{primFloat } x) (\text{primFloat } y)}{\text{multiplyFloat on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primFloat } x) (\text{primFloat } y) \quad x / y = z}{\text{divideFloat on } \vec{V} \text{ reduces to } (\text{ok } (\text{primFloat } z))} \\
\frac{\vec{V} \neq (\text{primFloat } x) (\text{primFloat } y)}{\text{divideFloat on } \vec{V} \text{ reduces to err}}
\end{array}$$

Fig. 17. Builtin Reductions for floats (math operations)

$$\begin{array}{c}
\frac{\vec{V} = (\text{primFloat } x) (\text{primFloat } y) \quad x < y}{\text{lessThanFloat on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{\vec{V} = (\text{primFloat } x) (\text{primFloat } y) \quad x \not< y}{\text{lessThanFloat on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude False})))} \\
\frac{\vec{V} \neq (\text{primFloat } x) (\text{primFloat } y)}{\text{lessThanFloat on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primFloat } x) (\text{primFloat } y) \quad x = y}{\text{equalsInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude True})))} \\
\frac{\vec{V} = (\text{primFloat } x) (\text{primFloat } y) \quad x \neq y}{\text{equalsInt on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude False})))} \\
\frac{\vec{V} \neq (\text{primFloat } x) (\text{primFloat } y)}{\text{equalsInt on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primFloat } x) \quad \text{ceiling}(x) = y}{\text{ceiling on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } y))} \\
\frac{\vec{V} \neq (\text{primFloat } x)}{\text{ceiling on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primFloat } x) \quad \text{floor}(x) = y}{\text{floor on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } y))} \\
\frac{\vec{V} \neq (\text{primFloat } x)}{\text{floor on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primFloat } x) \quad \text{round}(x) = y}{\text{round on } \vec{V} \text{ reduces to } (\text{ok } (\text{primInt } y))} \\
\frac{\vec{V} \neq (\text{primFloat } x)}{\text{round on } \vec{V} \text{ reduces to err}} \\
\frac{\vec{V} = (\text{primFloat } x) \quad \text{intToByteString}(x) = y}{\text{intToByteString on } \vec{V} \text{ reduces to } (\text{ok } (\text{primFloat } y))} \\
\frac{\vec{V} \neq (\text{primFloat } x)}{\text{intToByteString on } \vec{V} \text{ reduces to err}}
\end{array}$$

Fig. 18. Builtin Reductions for floats (tests and conversions)

$$\begin{array}{c}
\vec{V} = (\text{prim ByteString } x) (\text{prim ByteString } y) \\
\hline
\text{concat}([x, y]) = z \\
\hline
\text{concatenate on } \vec{V} \text{ reduces to } (\text{ok } z) \\
\\
\vec{V} \neq (\text{prim ByteString } x) (\text{prim ByteString } y) \\
\hline
\text{concatenate on } \vec{V} \text{ reduces to err} \\
\\
\vec{V} = (\text{prim ByteString } x) (\text{prim Int } y) \quad \text{take}(x, y) = z \\
\hline
\text{take on } \vec{V} \text{ reduces to } (\text{ok } z) \\
\\
\vec{V} \neq (\text{prim ByteString } x) (\text{prim Int } y) \\
\hline
\text{take on } \vec{V} \text{ reduces to err} \\
\\
\vec{V} = (\text{prim ByteString } x) (\text{prim Int } y) \quad \text{drop}(x, y) = z \\
\hline
\text{drop on } \vec{V} \text{ reduces to } (\text{ok } z) \\
\\
\vec{V} \neq (\text{prim ByteString } x) (\text{prim Int } y) \\
\hline
\text{drop on } \vec{V} \text{ reduces to err} \\
\\
\vec{V} = (\text{prim ByteString } x) \quad \text{sha2_256}(x) = y \\
\hline
\text{sha2_256 on } \vec{V} \text{ reduces to } (\text{ok } y) \\
\\
\vec{V} \neq (\text{prim ByteString } x) \\
\hline
\text{sha2_256 on } \vec{V} \text{ reduces to err} \\
\\
\vec{V} = (\text{prim ByteString } x) \quad \text{sha3_256}(x) = y \\
\hline
\text{sha3_256 on } \vec{V} \text{ reduces to } (\text{ok } y) \\
\\
\vec{V} \neq (\text{prim ByteString } x) \\
\hline
\text{sha3_256 on } \vec{V} \text{ reduces to err} \\
\\
\vec{V} = (\text{prim ByteString } x) (\text{prim ByteString } y) \quad x = y \\
\hline
\text{equalsByteString on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude True}))) \\
\\
\vec{V} = (\text{prim ByteString } x) (\text{prim ByteString } y) \quad x \neq y \\
\hline
\text{equalsByteString on } \vec{V} \text{ reduces to } (\text{ok } (\text{con } (\text{qualcon Prelude False}))) \\
\\
\vec{V} \neq (\text{prim ByteString } x) (\text{prim ByteString } y) \\
\hline
\text{equalsByteString on } \vec{V} \text{ reduces to err}
\end{array}$$

Fig. 19. Builtin Reductions for bytestrings