	n.a.	*global* < local **Locality** future SAFETY: local will not outlive its region REQUIREMENT: don't make local escape it's region local parameter isn't requirement, it's behavior guarantee global function can't capture local values Applies to non immediate values

	Applies to mutable data	Applies to functions
Ownership	**Uniqueness** unique < *aliased* past LINEAGE: unique has not been aliased ENTITLEMENT: unique may be overwritten	*many* < once **Affinity** future SAFETY: once function will not create an alias REQUIREMENT: once zero or one call allowed *many* function can't capture unique values Function capturing unique is once
Shared Memory	**Contention** uncontended < shared < *contended* past LINEAGE: Non *contended* value retains access lock ENTITLEMENT: • uncontended: may be read or written • share: may only be read	*portable* < nonportable **Portability** future SAFETY: nonportable function will not break captured non *contended* lineage REQUIREMENT: nonportable ... *portable* function can't capture non *contended* value Function capturing non *contended* is nonportable
Effects	n.a.	*unyielding* < yielding **Yielding** future SAFETY: yielding function will not perform effect handled in parent stack REQUIREMENT: yielding ...
I/O	**Visibility** read_write < read < *immutable* past LINEAGE: Non *immutable* value ... ENTITLEMENT: • read_write: may be read or written • read: may only be read	*stateless* < observing < stateful **Statefulness** future SAFETY: • observing: will not W on captured read_write data • stateful: will not read or write over captured non *immutable* data REQUIREMENT: • observing: no write • stateful: value