1 Grammar

We denote the set of methods in a program by M and the set of resources by R. A resource has the authority to directly perform I/O operations. Elements of those sets are denoted m and r respectively. An effect is a member of the set of pairs $M \times R$. Intuitively we may read the effect (m, r) as meaning 'the effect on resource r when method m is called'. A set of effects is denoted by ε .

$$\begin{array}{lll} e & ::= & x & expressions \\ & | & \operatorname{new} x \Rightarrow \overline{\sigma = e} \\ & | & e.m(e) \\ & | & r \end{array}$$

$$\tau & ::= & \{\overline{\sigma}\} \mid \{\overline{r}\} & types \\ d & ::= & \operatorname{def} m(x:\tau):\tau & declarations \\ \sigma & ::= & d \operatorname{with} \varepsilon & annotated decls. \\ \gamma & ::= & \{\bar{d} \operatorname{captures} \varepsilon\} & annotated decls. \\ \kappa & ::= & d = e \operatorname{OK} & well formed decls. \\ & | & \sigma = e \operatorname{OK} & well formed decls. \end{array}$$

2 Effect Rules (Green)

Notes:

- The ε judgements are to be applied to portions of the program where the methods are explicitly annotated with their effects.
- The rules ε -VAR, ε -RESOURCE, and ε -NEWOBJ have in their antecedents an expression typed with no effect. Merely having an object or resource is not an effect; you must do something with it, like a call a method on it, in order for your program to have effects.
- ε -Validimpl says that the return type and effects of the body of a method must agree with what its signature says.
- According to ε -METHCALLRESOURCE, we can call any method on a resource. Doing so returns that same resource.

3 Capture Rules (Orange)

$$\frac{\varepsilon = effects(\Gamma') \quad \Gamma' \subseteq \Gamma \quad \Gamma', x : \{\bar{d} \text{ captures } \varepsilon\} \vdash \overline{d = e} \text{ OK}}{\Gamma \vdash \text{ new } x \Rightarrow \overline{d = e} : \{\bar{d} \text{ captures } \varepsilon\}} \quad \text{(C-NewObj)}$$

$$\frac{\Gamma \vdash e_1 : \{\bar{d} \text{ captures } \varepsilon\} \text{ with } \varepsilon_1 \quad \Gamma \vdash e_2 : \tau_2 \text{ with } \varepsilon_2 \quad d_i := \text{ def } m_i(y : \tau_2) : \tau}{\Gamma \vdash e_1.m_i(e_2) : \tau \text{ with } \varepsilon_1 \cup \varepsilon_2 \cup effects(\tau_2)} \quad \text{(C-METHCALL)}$$

- The capture judgements are to be applied when the program is not explicitly annotated with their effects. These rules perform a conservative effect analysis.
- The rule C-NewObj takes unnannotated methods and labels them using the captures keyword. Whereas d with ε means that execution of the method defined by d has the effects ε , d captures ε means that d has the authority to perform the effects ε , though it may not actually do so. We can think of captures as an upper bound on the effects of a program, and with as a tight upper bound.
- C-MethCall performs a conservative effect analysis by concluding the effects of an expression to be those effects which it captures.

3.1 Definition of effects function

The effects function returns the set of effects of an expression as determined by our calculus thus far in a certain typing context. It recurses on sub-expressions, looking for effect annotations. If a declaration does not have an effect annotation then the function returns the set of effects captured is returned.

- $effects(\cdot) = \emptyset$
- $\bullet \ effects(\{\bar{r}\}) = \{(r,m) \mid r \in \bar{r}, m \in M\}$
- $effects(\{\bar{d} \text{ captures } \varepsilon\}) = \varepsilon$
- $effects(\{\bar{\sigma}\}) = \bigcup_{\sigma \in \bar{\sigma}} effects(\sigma)$
- $effects(d \text{ with } \varepsilon) = \varepsilon$