$$\begin{array}{c|c} \square \vdash a : \ell A \end{array}) \hspace{1cm} (Typing) \\ \hline \square \vdash A : \ell A \\ \hline \square \vdash A : \ell S_1 \\ \hline \square \vdash A : \ell S_2 \end{array}) \hspace{1cm} \begin{array}{c} \Gamma \vdash CONV \\ \square \vdash a : \ell A \\ | \top \downarrow \Omega | \vdash A \equiv_{\ell_0} B \\ \hline \neg \downarrow \Omega \vdash B : \ell \circ S \\ \hline \square \vdash A : \ell S_1 \\ \hline \square \vdash A : \ell S_2 \end{array}) \hspace{1cm} \begin{array}{c} \Gamma \vdash ABS \\ \neg \downarrow \Omega \vdash A : \ell B \\ \hline \square \vdash A : \ell S_1 \\ \hline \square \vdash A : \ell S_2 \\ \hline \square \vdash A : \ell S_3 \\ \hline \square \vdash A : \ell S_4 \\ \hline \square$$

$$\begin{split} \ell \downarrow \varnothing &= \varnothing \\ \ell \downarrow \Omega, x :^{\ell_0} A = \ell \downarrow \Omega, x :^{\ell_0} A \text{ if } \neg (\ell_0 \leq \ell) \\ \ell \downarrow \Omega, x :^{\ell_0} A = \ell \downarrow \Omega, x :^{\perp} A \text{ if } \ell_0 \leq \ell \end{split}$$

Figure 1: Typing

Some high-level ideas on why the system is cool:

- It unifies the two relevance tracking mechanisms in DDC into a single one. There is no special case for when ℓ is top. In fact, the system does not even require a top element for the labels.
- The system is expressive enough to encode strong existentials. I believe all the interesting examples that DDC supports are also supported in this reformulated system.
- During compile-time reasoning, this system can ignore more terms than

DDC. (todo: write down those examples) The expressiveness stems from the fact that the system squashes the observer label more often than DDC. (will explain what squash means in this system later)

• ...

Some notable changes compared to DDC:

- The labels ℓ must form a linear order. This is necessary for consistency to hold. It is okay for the linear order to be top-less.
- The typing judgment can take any label ℓ . The base cases such as rule T-TYPE, rule T-VAR no longer exclude the top element (in this reformulated version, l may not even have a top element).
- Well-formedness for types are no longer checked at the top level. Instead, we consider a type to be well-formed as long as there exists some label ℓ_1 where we can check the type. This design can be seen in both rule T-ABS and rule T-Conv (the notation $\ell \downarrow \Omega$ will be explained in the next bullet point).
- The system introduces the squash operation $\ell \downarrow \Omega$ (bottom of Figure 1), which serves a similar function to resurrection but works slightly differently. Given a label ℓ , $\ell \downarrow \Omega$ returns a context with the labels visible at ℓ squashed to bottom and everything else left unchanged. One use case of the squash operation can be found in rule T-APP. When applying a function b to a term a boxed at level ℓ_0 , we squash Ω with the current label ℓ before checking a at level ℓ_0 . This subsumes the two application rules from DDC. The squashing on the context is necessary so we can allow a relevant function to be applied to an irrelevant argument that appears in an irrelevant position. DDC implements this idea by joining ℓ and ℓ_0 before checking a. DDC's implementation loses some opportunities for compile-time irrelevance from raising the label. (need a few examples to explain this better)
- Rule T-Conv shows how compile-time irrelevance is implemented in the system. The equality between A and B is graded at some level ℓ_0 rather than a specific top or run-time irrelevant level. The intuition is as follows: If A is well-graded at ℓ_0 , then we are licensed to use any equalities that are at level ℓ_0 or above. This is definitely consistent. I can explain why that's the case in person. It relies on a specific property about parallel reduction that I've already proven in Coq (it's formulated in DE, but should be portable to DDC).
- The equality rules are omitted, though they do need to be revised accordingly based on the the typing judgment presented here. I want to refactor the equality rules so they are typed. I find the well-graded judgment and graded equality much harder to work with than a self-contained typed equality.