The space of states is defined inductively as follows:

$$\sigma ::= \sigma \otimes \sigma \mid x \to \nu$$

That is, a state is either a product of two states, or is a mapping from variables to values. An assertion (P, Q, etc) is a mapping from states to propositions, as in traditional Hoare Logic:

$$P:\sigma \to \mathsf{Prop}$$

$$\begin{array}{c} c_0 \text{ part } c_1 \cdot c_2 & \Gamma \vdash \{P\} \ c_1 \ \{R\} \\ \Gamma \vdash \{\text{pairwise } P \ R\} \ c_1 \times c_2 \ \{\text{pairwise } R \ Q\} \\ \hline \Gamma \vdash \{P\} \ c_0 \ \{Q\} \\ \\ & \Gamma \vdash \{P_0\} \ c_0 \ \{Q_0\} \\ & \Gamma \vdash \{P_1\} \ c_1 \ \{Q_1\} \\ \hline & \Gamma \vdash \{P_1\} \ c_1 \ \{Q_1\} \\ \hline & \Gamma \vdash \{P\} \ c_0 \times c_1 \ Q \ \text{ } \\ \hline & \Gamma \vdash \{P\} \ c_0 \times c_1 \ \{Q\} \\ \hline \\ & \Gamma \vdash \{P\} \ c_0 \times c_1 \ \{Q\} \\ \hline \\ & \Gamma \vdash \{P\} \ c_0 \times c_1 \ \{Q\} \\ \hline & \Gamma \vdash \{P\} \ c_0 \times c_1 \ \{Q\} \\ \hline & \Gamma \vdash \{P\} \ c_0 \times c_1 \ \{Q\} \\ \hline & \Gamma \vdash \{P\} \ c_0 \times c_1 \ \{Q\} \\ \hline & \Gamma \vdash \{P\} \ c_0 \times c_1 \times c_2 \ \{Q\} \\ \hline & \Gamma \vdash \{P\} \ \text{ } \\ & \Gamma \vdash$$

 $\frac{\Gamma \cup \{P\} \text{ while } e \text{ do } c_0 \text{ done} \times c_1 \ \{Q \wedge \neg e\} \vdash \{P\} \text{ if } e \text{ then } c_0 \text{ else skip fi} \ ; \text{ while } e \text{ do } c_0 \text{ done} \times c_1 \ \{Q\} \text{ }}{\Gamma \vdash \{P\} \text{ while } e \text{ do } c_0 \text{ done} \times c_1 \ \{Q \wedge \neg e\}}$

$$\begin{array}{c} \text{pairwise} \ P \ Q \ (\sigma_0 \otimes \sigma_1) := P \ \sigma_0 \wedge Q \ \sigma_1 \\ \text{commute} \ P \ (\sigma_0 \otimes \sigma_1) := P \ (\sigma_1 \otimes \sigma_0) \\ \text{associate} \ P \ ((\sigma_0 \otimes \sigma_1) \otimes \sigma_2)) := P \ (\sigma_0 \otimes (\sigma_1 \otimes \sigma_2)) \\ \end{array}$$

$$\text{E-Prod} \frac{(c_0, st_0) \downarrow (st'_0) \quad (c_1, st_1) \downarrow (st'_1)}{(c_0 \times c_1, st_0 \otimes st_1) \downarrow (st'_0 \otimes st'_1)}$$

A more typical sequencing rule can be derived from Part and Split: