

<i>x, y, ident</i>	OCaml type variable for symbols
<i>tyvar_TY</i>	OCaml type variable for types
<i>ty_act</i>	annotated C type
<i>tag</i>	struct/union tag
<i>k</i>	OCaml fixed-width integer
<i>natval</i>	OCaml arbitrary-width natural number
	OCaml C source location type
<i>n, i</i>	
<i>&lt;impl-const&gt;</i>	
<i>intval</i>	memory integer value
<i>memval</i>	
<i>member</i>	C struct/union member name
$\tau$	C type
<i>annots</i>	
<i>Mem_mem_iv_constraint</i>	
<i>ub-name</i>	
<i>string</i>	
<i>n</i>	
<i>bool</i>	
<i>memory-order</i>	
<i>linux-memory-order</i>	
<i>thread-id</i>	

$bTy$	$::=$   <b>unit</b>   <i>bool</i>   <b>integer</b>   <b>real</b>   <b>loc</b>   [ <i>bTy</i> ]   ( <i>bTy</i> <sub>1</sub> , .., <i>bTy</i> <sub><i>n</i></sub> )   <b>struct</b> <i>tag</i>   { <i>bTy</i> }   <b>opt</b> ( <i>bTy</i> )   <i>bTy</i> <sub>1</sub> , .., <i>bTy</i> <sub><i>n</i></sub> $\rightarrow$ <i>bTy</i>	Core base types unit boolean integer rational numbers? location list tuple  set option parameter types
$binop$	$::=$   +   -   *   /   <b>rem_t</b>   <b>rem_f</b>   ^   =   >   <   >=   <=   /\br/>   \/ 	binary operators
$polarity$	$::=$   <b>Pos</b>   <b>Neg</b>	memory action polarities sequenced by <b>let weak</b> and <b>let strong</b> only sequenced by <b>let strong</b>
$ident$	$::=$   <i>ident</i>	Core identifier
$name$	$::=$   <i>ident</i>   < <i>impl-const</i> >	Core identifier implementation-defined constant
$ptrval$	$::=$   <b>nullptr</b>   <b>funcptr</b> <i>ident</i>   <b>concptr</b> <i>natval</i>	pointers
$object\_value$	$::=$   <i>intval</i>	C object values integer value

		<i>ptrval</i>	pointer value
		<b>array</b> ( <i>loaded_value</i> <sub>1</sub> , .., <i>loaded_value</i> <sub><i>n</i></sub> )	C array value
		( <b>struct tag</b> ) { $\overline{member_i : \tau_i = memval_i}^i$ }	C struct value
		( <b>union tag</b> ) { <i>member</i> = <i>memval</i> }	C union value
<i>loaded_value</i>	::=	<b>specified</b> ( <i>object_value</i> )	potentially unspecified non-unspecified
$\tau$	::=	<i>bTy</i>	base type
<i>value</i>	::=	<i>object_value</i>	Core values
		<i>loaded_value</i>	C object value
		<b>Unit</b>	loaded C object
		<b>True</b>	
		<b>False</b>	
		[ <i>value</i> <sub>1</sub> , .., <i>value</i> <sub><i>i</i></sub> ]	
		( <i>value</i> <sub>1</sub> , .., <i>value</i> <sub><i>i</i></sub> )	tuple
<i>ctor</i>	::=	<b>Nil</b> $\tau$	data constructor
		<b>Cons</b>	empty list
		<b>Tuple</b>	list cons
		<b>Array</b>	tuple
		<b>Ivmax</b>	C array
		<b>Ivmin</b>	max integer value
		<b>Ivsizeof</b>	min integer value
		<b>Ivalignof</b>	sizeof value
		<b>IvCOMPL</b>	alignof value
		<b>IvAND</b>	bitwise complement
		<b>IvOR</b>	bitwise AND
		<b>IvXOR</b>	bitwise OR
		<b>Specified</b>	bitwise XOR
		<b>Unspecified</b>	non-unspecified
		<b>Fvfromint</b>	unspecified location
		<b>Ivfromfloat</b>	cast integer to float
			cast floating to integer
<i>maybesym_base_type</i>	::=	$\_ : bTy$	binders = {}
		<i>ident</i> : <i>bTy</i>	binders = <i>ident</i>
<i>mu_pattern_aux</i>	::=	<i>maybesym_base_type</i>	
		<i>ctor</i> ( $\overline{mu\_pattern_i}^i$ )	
<i>mu_pattern</i>	::=		

		<i>annots mu_pattern_aux</i>	
<i>mu_sym_or_pattern</i>	::=	<i>ident</i>   <i>mu_pattern</i>	
<i>code_asym</i>	::=	<i>ident</i>	annotated symbol
<i>mu_pexpr_aux</i>	::=	<i>ident</i>   <b>impl_const</b>   <i>value</i>   <b>constrained</b> ( $\overline{Mem\_mem\_iv\_constraint_i, code\_asym_i}^i$ )   <b>undef</b> ( <i>ub-name</i> )   <b>error</b> ( <i>string</i> , <i>code_asym</i> )   <b>ctor</b> ( $\overline{code\_asym_i}^i$ )   <b>array_shift</b> ( <i>code_asym</i> <sub>1</sub> , $\tau$ , <i>code_asym</i> <sub>2</sub> )   <b>member_shift</b> ( <i>code_asym</i> , <i>ident</i> , <i>member</i> )   <b>not</b> ( <i>code_asym</i> )   <i>code_asym</i> <sub>1</sub> <i>binop</i> <i>code_asym</i> <sub>2</sub>   ( <b>struct</b> <i>ident</i> ) { $\overline{member_i = code\_asym_i}^i$ }   ( <b>union</b> <i>ident</i> ) { <i>member = code_asym</i> }   <b>memberof</b> ( <i>ident</i> , <i>member</i> , <i>code_asym</i> )   <i>name</i> ( <i>code_asym</i> <sub>1</sub> , .., <i>code_asym</i> <sub><i>n</i></sub> )   <b>assert_undef</b> ( <i>code_asym</i> , , <i>ub-name</i> )   <b>bool_to_integer</b> ( <i>code_asym</i> )   <b>conv_int</b> ( $\tau$ , <i>code_asym</i> )   <b>wrapI</b> ( $\tau$ , <i>code_asym</i> )	Core pure expressions  implementation  constrained value undefined behavior impl-defined state data constructor pointer array shift pointer struct/union boolean not  C struct expression C union expression C struct/union pure function call
<i>e</i>	::=	<b>code_annots</b> <i>tyvar_TY mu_pexpr_aux</i> <sub>1</sub> , .., <i>mu_pexpr_aux</i> <sub><i>n</i></sub>	
<i>mu_tpexpr_aux</i>	::=	<b>case</b> <i>code_asym</i> <b>of</b> $\overline{mu\_pattern_i => mu\_tpexpr_i}^i$ <b>end</b>   <b>let</b> <i>mu_sym_or_pattern</i> = <i>mu_tpexpr</i> <sub>1</sub> <b>in</b> <i>mu_tpexpr</i> <sub>2</sub>   <b>if</b> <i>code_asym</i> <b>then</b> <i>mu_tpexpr</i> <sub>1</sub> <b>else</b> <i>mu_tpexpr</i> <sub>2</sub>   <b>done</b> <i>code_asym</i>	Core top-level pure expressions  pattern matching pure let pure if pure done
<i>mu_action_aux</i>	::=	<b>create</b> ( <i>e</i> <sub>1</sub> , <i>e</i> <sub>2</sub> )   <b>create_readonly</b> ( <i>e</i> <sub>1</sub> , <i>e</i> <sub>2</sub> , <i>e</i> <sub>3</sub> )   <b>alloc</b> ( <i>e</i> <sub>1</sub> , <i>e</i> <sub>2</sub> )   <b>kill</b> ( <i>bool</i> , <i>e</i> )   <b>store</b> ( <i>bool</i> , <i>e</i> <sub>1</sub> , <i>e</i> <sub>2</sub> , <i>e</i> <sub>3</sub> , <i>memory-order</i> )   <b>load</b> ( <i>e</i> <sub>1</sub> , <i>e</i> <sub>2</sub> , <i>memory-order</i> )   <b>rmw</b> ( <i>e</i> <sub>1</sub> , <i>e</i> <sub>2</sub> , <i>e</i> <sub>3</sub> , <i>e</i> <sub>4</sub> , <i>memory-order</i> <sub>1</sub> , <i>memory-order</i> <sub>2</sub> )	memory actions    the boolean indicates the boolean indicates

		<code>fence (memory-order)</code>
		<code>compare_exchange_strong (e<sub>1</sub>, e<sub>2</sub>, e<sub>3</sub>, e<sub>4</sub>, memory-order<sub>1</sub>, memory-order<sub>2</sub>)</code>
		<code>compare_exchange_weak (e<sub>1</sub>, e<sub>2</sub>, e<sub>3</sub>, e<sub>4</sub>, memory-order<sub>1</sub>, memory-order<sub>2</sub>)</code>
		<code>linux_fence (linux-memory-order)</code>
		<code>linux_load (e<sub>1</sub>, e<sub>2</sub>, linux-memory-order)</code>
		<code>linux_store (e<sub>1</sub>, e<sub>2</sub>, e<sub>3</sub>, linux-memory-order)</code>
		<code>linux_rmw (e<sub>1</sub>, e<sub>2</sub>, e<sub>3</sub>, linux-memory-order)</code>
<i>mu_action</i>	::=	
		<i>mu_action_aux</i>
<i>mu_paction</i>	::=	
		<i>polarity mu_action</i>
		<i>mu_action</i>
		$\neg (mu\_action)$
<i>memop</i>	::=	
		<i>pointer-equality-operator</i>
		<i>pointer-relational-operator</i>
		<code>ptrdiff</code>
		<code>intFromPtr</code>
		<code>ptrFromInt</code>
		<code>ptrValidForDeref</code>
		<code>ptrWellAligned</code>
		<code>ptrArrayShift</code>
		<code>memcpy</code>
		<code>memcmp</code>
		<code>realloc</code>
		<code>va_start</code>
		<code>va_copy</code>
		<code>va_arg</code>
		<code>va_end</code>
<i>code_sym_base_type_pair</i>	::=	
		<code>code_sym : bTy</code>
<i>base_type_pexpr_pair</i>	::=	
		<i>bTy</i> := <i>e</i>
<i>E</i>	::=	
		<code>pure (e)</code>
		<code>memop (memop, e<sub>1</sub>, .., e<sub>n</sub>)</code>
		<i>mu_paction</i>
		<code>case e with <math>\overline{mu\_pattern_i \Rightarrow E_i}^i</math> end</code>
		<code>let mu_pattern = e ∈ E</code>
		<code>if e then E<sub>1</sub> else E<sub>2</sub></code>
		<code>skip</code>

	$ \begin{array}{ l} \text{ccall}(e_1, e_2, \overline{e_i}^i) \\ \text{pcall}(name, \overline{e_i}^i) \\ \text{unseq}(E_1, \dots, E_n) \\ \text{let weak } mu\_pattern = E_1 \in E_2 \\ \text{let strong } mu\_pattern = E_1 \in E_2 \\ \text{let atomic } code\_sym\_base\_type\_pair = mu\_action_1 \in mu\_paction_2 \\ \text{indet}[n](E) \\ \text{bound}[n](E) \\ \text{nd}(E_1, \dots, E_n) \\ \text{save } code\_sym\_base\_type\_pair(\overline{code\_sym_i : base\_type\_pexpr\_pair_i}^i) \in E \\ \text{run } code\_sym(\overline{e_i}^i) \\ \text{par}(E_1, \dots, E_n) \\ \text{wait}(thread\_id) \end{array} $	C function Core pro unsequen weak seq strong se atomic s indeterm ...and b nondeter save lab run from cppmem wait for
$E$	$ \begin{array}{ l} ::= \\   \text{ annots } E \end{array} $	
$terminals$	$ \begin{array}{ l} ::= \\   \lambda \\   \longrightarrow \\   \rightarrow \\   \vdash \\   \in \\   \Pi \\   \forall \\   \multimap \\   \supset \\   \Sigma \\   \exists \\   \star \\   \wedge \\   \bigwedge \\   \neg \\   = \end{array} $	
$bt$	$ \begin{array}{ l} ::= \\   \end{array} $	OCaml typ
$bool$	$ \begin{array}{ l} ::= \\   \text{ true} \\   \text{ false} \end{array} $	
$z$	$ \begin{array}{ l} ::= \\   \text{ of\_intval } intval \\   \text{ of\_nat } natval \end{array} $	OCaml arb M M
$lit$	$ \begin{array}{ l} ::= \end{array} $	

		<i>ident</i>		
		()		
		<i>bool</i>		
		<b>int</b> <i>z</i>		
		<b>ptr</b> <i>z</i>		
<i>bool_op</i>	::=	$\neg index\_term$		
		$index\_term_1 = index\_term_2$		
		$\bigwedge(index\_term_1, \dots, index\_term_n)$		
<i>list_op</i>	::=	$[index\_term_1, \dots, index\_term_n]$		
		$index\_term^{(k)}$		
<i>tuple_op</i>	::=	$(index\_term_1, \dots, index\_term_n)$		
		$index\_term^{(k)}$		
<i>pointer_op</i>	::=	<b>nullop</b>		
<i>param_op</i>	::=	$index\_term(index\_term_1, \dots, index\_term_n)$		
<i>index_term_aux</i>	::=	<i>bool_op</i>		
		<i>list_op</i>		
		<i>pointer_op</i>		
		<i>param_op</i>		
<i>index_term</i>	::=	<i>lit</i>		
		<i>index_term_aux</i> <i>bt</i>		
		$(index\_term)$	S	parentheses
		$index\_term[index\_term_1/ident_1, \dots, index\_term_n/ident_n]$	M	
<i>arg</i>	::=	$\Pi ident : bTy.arg$		argument types
		$\forall ident : \mathbf{logSort}.arg$		
		<b>resource</b> $\multimap arg$		
		$index\_term \supset arg$		
		<b>I</b>		
<i>ret</i>	::=	$\Sigma ident : bTy.ret$		return types
		$\exists ident : \mathbf{logSort}.ret$		

		<b>resource</b> $\star$ <i>ret</i>	
		<i>index_term</i> $\wedge$ <i>ret</i>	
		<b>I</b>	
$\Gamma$	::=		computational var env
		<b>empty</b>	
		$\Gamma, x : bTy$	
$\Lambda$	::=		logical var env
		<b>empty</b>	
		$\Lambda, x$	
$\Xi$	::=		constraints env
		<b>empty</b>	
		$\Xi, \text{phi}$	
<i>formula</i>	::=		
		<i>judgement</i>	
		<b>not</b> ( <i>formula</i> )	
		<i>ident</i> : <i>bTy</i> $\in \Gamma$	
		<i>formula</i> <sub>1</sub> .. <i>formula</i> <sub>n</sub>	
<i>Jtype</i>	::=		
		$\Gamma; \Lambda; \Xi \vdash \text{value} : \text{ident}, bTy, \text{index\_term}$	
		$\Gamma; \Lambda; \Xi \vdash \text{mu\_pexpr\_aux} : \text{ret}$	
<i>judgement</i>	::=		
		<i>Jtype</i>	
<i>user_syntax</i>	::=		
		<i>x</i>	
		<i>tyvar_TY</i>	
		<i>ty_act</i>	
		<i>tag</i>	
		<i>k</i>	
		<i>natval</i>	
		<i>n</i>	
		<i>&lt;impl-const&gt;</i>	
		<i>intval</i>	
		<i>memval</i>	
		<i>member</i>	
		$\tau$	
		<i>annots</i>	
		<i>Mem_mem_iv_constraint</i>	
		<i>ub-name</i>	
		<i>string</i>	



$n$   
 $bool$   
  
 $memory\_order$   
 $linux\_memory\_order$   
 $thread\_id$   
 $bTy$   
 $binop$   
 $polarity$   
 $ident$   
 $name$   
 $ptrval$   
 $object\_value$   
 $loaded\_value$   
 $\tau$   
 $value$   
 $ctor$   
 $maybesym\_base\_type$   
 $mu\_pattern\_aux$   
 $mu\_pattern$   
 $mu\_sym\_or\_pattern$   
 $code\_asym$   
 $mu\_pexpr\_aux$   
 $e$   
 $mu\_texpr\_aux$   
 $mu\_action\_aux$   
 $mu\_action$   
 $mu\_paction$   
 $memop$   
 $code\_sym\_base\_type\_pair$   
 $base\_type\_pexpr\_pair$   
 $E$   
 $E$   
 $terminals$   
 $bt$   
 $bool$   
 $z$   
 $lit$   
 $bool\_op$   
 $list\_op$   
 $tuple\_op$   
 $pointer\_op$   
 $param\_op$   
 $index\_term\_aux$   
 $index\_term$

$\mid$  *arg*  
 $\mid$  *ret*  
 $\mid$   $\Gamma$   
 $\mid$   $\Lambda$   
 $\mid$   $\Xi$   
 $\mid$  *formula*

$\boxed{\Gamma; \Lambda; \Xi \vdash \text{value} : \text{ident}, bTy, \text{index\_term}}$

$\frac{}{\Gamma; \Lambda; \Xi \vdash \text{intval} : y, \text{integer}, y = \text{int of\_intval } \text{intval}} \text{VAL\_OBJ\_INT}$   
 $\frac{}{\Gamma; \Lambda; \Xi \vdash \text{nullptr} : y, \text{loc}, y = \text{nullopt}} \text{VAL\_OBJ\_PTR\_NULL}$   
 $\frac{}{\Gamma; \Lambda; \Xi \vdash \text{funcptr } \text{ident} : y, \text{loc}, y = \text{ident}} \text{VAL\_OBJ\_PTR\_FUNC}$   
 $\frac{}{\Gamma; \Lambda; \Xi \vdash \text{concptr } \text{natval} : y, \text{loc}, y = \text{ptr of\_nat } \text{natval}} \text{VAL\_OBJ\_PTR\_CONC}$   
 $\frac{\Gamma; \Lambda; \Xi \vdash \text{loaded\_value}_1 : y_1, bTy, \text{index\_term}_1 \quad \dots \quad \Gamma; \Lambda; \Xi \vdash \text{loaded\_value}_n : y_n, bTy, \text{index\_term}_n}{\Gamma; \Lambda; \Xi \vdash \text{array}(\text{loaded\_value}_1, \dots, \text{loaded\_value}_n) : y, \text{integer} \rightarrow bTy, \bigwedge(\text{index\_term}_1, \dots, \text{index\_term}_n) [y(\text{int } z)]} \text{VAL\_OBJ\_PTR\_CONC}$   
 $\frac{}{\Gamma; \Lambda; \Xi \vdash \text{Unit} : y, \text{unit}, y = ()} \text{VAL\_UNIT}$   
 $\frac{}{\Gamma; \Lambda; \Xi \vdash \text{True} : y, \text{bool}, y = \text{true}} \text{VAL\_TRUE}$   
 $\frac{}{\Gamma; \Lambda; \Xi \vdash \text{False} : y, \text{bool}, y = \text{false}} \text{VAL\_FALSE}$   
 $\frac{\Gamma; \Lambda; \Xi \vdash \text{value}_1 : y_1, bTy, \text{index\_term}_1 \quad \dots \quad \Gamma; \Lambda; \Xi \vdash \text{value}_n : y_n, bTy, \text{index\_term}_n}{\Gamma; \Lambda; \Xi \vdash [\text{value}_1, \dots, \text{value}_n] : y, [bTy], (\bigwedge(\text{index\_term}_1, \dots, \text{index\_term}_n)) [y^{(k)} / y_1, \dots, y^{(k)} / y_n]} \text{VAL\_LIST}$   
 $\frac{\Gamma; \Lambda; \Xi \vdash \text{value}_1 : y_1, bTy_1, \text{index\_term}_1 \quad \dots \quad \Gamma; \Lambda; \Xi \vdash \text{value}_n : y_n, bTy_n, \text{index\_term}_n}{\Gamma; \Lambda; \Xi \vdash (\text{value}_1, \dots, \text{value}_n) : y, (bTy_1, \dots, bTy_n), \bigwedge(\text{index\_term}_1, \dots, \text{index\_term}_n) [y^{(k)} / y_1, \dots, y^{(k)} / y_n]} \text{VAL\_T}$   
 $\boxed{\Gamma; \Lambda; \Xi \vdash \text{mu\_pexpr\_aux} : \text{ret}}$

$\frac{x : bTy \in \Gamma}{\Gamma; \Lambda; \Xi \vdash x : \Sigma y : bTy. \mathbf{I}} \text{PEXPR\_VAR}$

$\frac{\Gamma; \Lambda; \Xi \vdash \text{value} : y, bTy, \text{index\_term}}{\Gamma; \Lambda; \Xi \vdash \text{value} : \Sigma y : bTy. \text{index\_term} \wedge \mathbf{I}} \text{PEXPR\_VAL}$

$\frac{x : \text{bool} \in \Gamma}{\Gamma; \Lambda; \Xi \vdash \text{not}(x) : \Sigma y : \text{bool}. y = (\neg x) \wedge \mathbf{I}} \text{PEXPR\_NOT}$

Definition rules: 13 good 0 bad  
 Definition rule clauses: 19 good 0 bad