

<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><impl-const></i>	
<i>intval</i>	memory integer value
<i>memval</i>	
<i>member</i>	C struct/union member name
τ	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	$::=$ unit <i>bool</i> integer real loc $[bTy]$ (bTy_1, \dots, bTy_n) struct <i>tag</i> $\{bTy\}$ opt (bTy) $bTy_1, \dots, bTy_n \rightarrow bTy$	Core base types unit boolean integer rational numbers? location list tuple set option parameter types
$binop$	$::=$ + - * / rem_t rem_f ^ = > < >= <= /\ \	binary operators
$polarity$	$::=$ Pos Neg	memory action polarities sequenced by let weak and let strong only sequenced by let strong
$ident$	$::=$ <i>ident</i>	Core identifier
$name$	$::=$ <i>ident</i> <i><impl-const></i>	Core identifier implementation-defined constant
$ptrval$	$::=$ nullptr funcptr <i>ident</i> concptr <i>natval</i>	pointers
$object_value$	$::=$ <i>intval</i>	C object values integer value

		<i>ptrval</i>	pointer value
		array (<i>loaded_value</i> ₁ , .., <i>loaded_value</i> _{<i>n</i>})	C array value
		(struct tag) { $\overline{.member_i : \tau_i = memval_i^i}$ }	C struct value
		(union tag) { <i>.member</i> = <i>memval</i> }	C union value
<i>loaded_value</i>	::=		potentially unspecified C object
		specified (<i>object_value</i>)	non-unspecified loaded value
τ	::=		base type
		<i>bTy</i>	
<i>value</i>	::=		Core values
		<i>object_value</i>	C object value
		<i>loaded_value</i>	loaded C object value
		Unit	
		True	
		False	
		[<i>value</i> ₁ , .., <i>value</i> _{<i>i</i>}]	
		(<i>value</i> ₁ , .., <i>value</i> _{<i>i</i>})	tuple
<i>ctor</i>	::=		data constructors
		Nil τ	empty list
		Cons	list cons
		Tuple	tuple
		Array	C array
		Ivmax	max integer value
		Ivmin	min integer value
		Ivsizeof	sizeof value
		Ivalignof	alignof value
		IvCOMPL	bitwise complement
		IvAND	bitwise AND
		IvOR	bitwise OR
		IvXOR	bitwise XOR
		Specified	non-unspecified loaded value
		Unspecified	unspecified loaded value
		Fvfromint	cast integer to floating value
		Ivfromfloat	cast floating to integer value
<i>maybesym_base_type</i>	::=		
		<i>_</i> : <i>bTy</i>	
		<i>ident</i> : <i>bTy</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> impl_const <i>value</i> constrained ($\overline{Mem_mem_iv_constraint_i, code_asym_i}^i$) undef (<i>ub-name</i>) error (<i>string</i> , <i>code_asym</i>) ctor ($\overline{code_asym_i}^i$) array_shift (<i>code_asym</i> ₁ , τ , <i>code_asym</i> ₂) member_shift (<i>code_asym</i> , <i>ident</i> , <i>member</i>) not (<i>code_asym</i>) <i>code_asym</i> ₁ <i>binop</i> <i>code_asym</i> ₂ (struct <i>ident</i>) { $\overline{member_i = code_asym_i}^i$ } (union <i>ident</i>) { <i>member = code_asym</i> } memberof (<i>ident</i> , <i>member</i> , <i>code_asym</i>) <i>name</i> (<i>code_asym</i> ₁ , .., <i>code_asym</i> _{<i>n</i>}) assert_undef (<i>code_asym</i> , , <i>ub-name</i>) bool_to_integer (<i>code_asym</i>) conv_int (τ , <i>code_asym</i>) wrapI (τ , <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>	::=	code_annots <i>tyvar_TY mu_pexpr_aux</i> ₁ , .., <i>mu_pexpr_aux</i> _{<i>n</i>}	
<i>mu_tpexpr_aux</i>	::=	case <i>code_asym</i> of $\overline{mu_pattern_i => mu_tpexpr_i}^i$ end let <i>mu_sym_or_pattern</i> = <i>mu_tpexpr</i> ₁ in <i>mu_tpexpr</i> ₂ if <i>code_asym</i> then <i>mu_tpexpr</i> ₁ else <i>mu_tpexpr</i> ₂ done <i>code_asym</i>	Core top-level pure expressions pattern matching pure let pure if pure done
<i>mu_action_aux</i>	::=	create (<i>e</i> ₁ , <i>e</i> ₂) create_readonly (<i>e</i> ₁ , <i>e</i> ₂ , <i>e</i> ₃) alloc (<i>e</i> ₁ , <i>e</i> ₂) kill (<i>bool</i> , <i>e</i>) store (<i>bool</i> , <i>e</i> ₁ , <i>e</i> ₂ , <i>e</i> ₃ , <i>memory-order</i>) load (<i>e</i> ₁ , <i>e</i> ₂ , <i>memory-order</i>) rmw (<i>e</i> ₁ , <i>e</i> ₂ , <i>e</i> ₃ , <i>e</i> ₄ , <i>memory-order</i> ₁ , <i>memory-order</i> ₂)	memory actions the boolean indicates the boolean indicates

		<code>fence (memory-order)</code>
		<code>compare_exchange_strong (e₁, e₂, e₃, e₄, memory-order₁, memory-order₂)</code>
		<code>compare_exchange_weak (e₁, e₂, e₃, e₄, memory-order₁, memory-order₂)</code>
		<code>linux_fence (linux-memory-order)</code>
		<code>linux_load (e₁, e₂, linux-memory-order)</code>
		<code>linux_store (e₁, e₂, e₃, linux-memory-order)</code>
		<code>linux_rmw (e₁, e₂, e₃, 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, e₁, .., e_n)</code>
		<i>mu_paction</i>
		<code>case e with $\overline{mu_pattern_i \Rightarrow E_i}^i$ end</code>
		<code>let mu_pattern = e ∈ E</code>
		<code>if e then E₁ else E₂</code>
		<code>skip</code>

		<code>ccall</code> ($e_1, e_2, \overline{e_i}^i$)	C function
		<code>pcall</code> ($name, \overline{e_i}^i$)	Core primitive
		<code>unseq</code> (E_1, \dots, E_n)	unsequenced
		<code>let weak</code> $mu_pattern = E_1 \in E_2$	weak sequencing
		<code>let strong</code> $mu_pattern = E_1 \in E_2$	strong sequencing
		<code>let atomic</code> $code_sym_base_type_pair = mu_action_1 \in mu_paction_2$	atomic sequencing
		<code>indet</code> [n](E)	indeterministic
		<code>bound</code> [n](E)	...and bounded
		<code>nd</code> (E_1, \dots, E_n)	nondeterministic
		<code>save</code> $code_sym_base_type_pair(\overline{code_sym_i : base_type_pexpr_pair_i}^i) \in E$	save labels
		<code>run</code> $code_sym(\overline{e_i}^i)$	run from labels
		<code>par</code> (E_1, \dots, E_n)	cppmemory
		<code>wait</code> ($thread_id$)	wait for thread

E	$::=$		$annots\ E$
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$terminals$	$::=$		λ
			\longrightarrow
			\rightarrow
			\vdash
			\in
			Π
			\forall
			\multimap
			\supset
			Σ
			\exists
			\star
			\wedge
			\bigwedge
			\neg
			$=$

bt	$::=$			OCaml type
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$bool$	$::=$		<code>true</code>	
			<code>false</code>	

z	$::=$		<code>of_intval</code> $intval$	M	OCaml arithmetic
			<code>of_nat</code> $natval$	M	

lit	$::=$			
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		<i>ident</i>		
		()		
		<i>bool</i>		
		int <i>z</i>		
		ptr <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>	::=	nullop		
<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>	::=	$\prod ident : bTy.arg$		argument types
		$\forall ident : \mathbf{logSort}.arg$		
		resource $\multimap arg$		
		$index_term \supset arg$		
		I		
<i>ret</i>	::=	$\Sigma ident : bTy.ret$		return types
		$\exists ident : \mathbf{logSort}.ret$		

		resource \star <i>ret</i>	
		<i>index_term</i> \wedge <i>ret</i>	
		I	
Γ	::=		computational var env
		empty	
		$\Gamma, x : bTy$	
Λ	::=		logical var env
		empty	
		Λ, x	
Ξ	::=		constraints env
		empty	
		Ξ, phi	
<i>formula</i>	::=		
		<i>judgement</i>	
		not (<i>formula</i>)	
		<i>ident</i> : <i>bTy</i> $\in \Gamma$	
		<i>formula</i> ₁ .. <i>formula</i> _n	
<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><impl-const></i>	
		<i>intval</i>	
		<i>memval</i>	
		<i>member</i>	
		τ	
		<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
 $binop$
 $polarity$
 $ident$
 $name$
 $ptrval$
 $object_value$
 $loaded_value$
 τ
 $value$
 $ctor$
 $maybesym_base_type$
 $mu_pattern_aux$
 $mu_pattern$
 $mu_sym_or_pattern$
 $code_asym$
 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 Γ
 \mid Λ
 \mid Ξ
 \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