

<i>ident</i>	Core identifier
<i>tag</i>	struct/union tag
<i>n, i</i>	
<i><impl-const></i>	
<i>x, y, ident</i>	
<i>intval</i>	integer value
<i>floatval</i>	floating value
<i>memval</i>	
<i>member</i>	C struct/union member name
τ	
<i>bty</i>	
<i>annots</i>	
<i>Mem_mem_iv_constraint</i>	
<i>ub-name</i>	
<i>string</i>	
<i>n</i>	
<i>bool</i>	
<i>Loc_t</i>	
<i>memory-order</i>	
<i>linux-memory-order</i>	
<i>thread-id</i>	

oTy	$::=$ <code>integer</code> <code>floating</code> <code>pointer</code> <code>array</code> (oTy) <code>struct</code> tag <code>union</code> tag	types for C objects
bTy	$::=$ <code>unit</code> <code>bool</code> <code>ctype</code> $[bTy]$ (\overline{bTy}_i^i) oTy <code>loaded</code> oTy <code>storable</code>	Core base types unit boolean Core type of C type exprs list tuple C object value oTy or unspecified top type for integer/float/pointer/structs (maybe union?). This is only
$coreTy$	$::=$ bTy <code>eff</code> bTy	Core types pure base type effectful base type
$binop$	$::=$ <code>+</code> <code>-</code> <code>*</code> <code>/</code> <code>rem_t</code> <code>rem_f</code> <code>^</code> <code>=</code> <code>></code> <code><</code> <code>>=</code> <code><=</code> <code>/\</code> <code>\/</code>	binary operators
$polarity$	$::=$ <code>Pos</code> <code>Neg</code>	memory action polarities sequenced by <code>let weak</code> and <code>let strong</code> only sequenced by <code>let strong</code>
$name$	$::=$ $ident$ $<impl-const>$	Core identifier implementation-defined constant
$ptrval$	$::=$	

		<code>nullptr(τ)</code>	
<i>object_value</i>	::=	<code>intval</code> <code>floatval</code> <code>ptrval</code> <code>array($\overline{\text{loaded_value}_i}^i$)</code> <code>(struct tag){$\overline{\text{member}_i : \tau_i = \text{memval}_i}^i$}</code> <code>(union tag){$\text{member} = \text{memval}$}</code>	C object values integer value floating-point pointer value C array value C struct value C union value
<i>loaded_value</i>	::=	<code>Specified(<i>object_value</i>)</code> <code>Unspecified(τ)</code>	potentially unspecified non-unspecified unspecified loaded
<i>value</i>	::=	<code>object_value</code> <code>loaded_value</code> <code>Unit</code> <code>True</code> <code>False</code> <code>'τ'</code> <code>[<i>value</i>₁, .., <i>value</i>_{<i>i</i>}]</code> <code>(<i>value</i>₁, .., <i>value</i>_{<i>i</i>})</code>	Core values C object value loaded C object C type as value tuple
<i>ctor</i>	::=	<code>Nil <i>bty</i></code> <code>Cons</code> <code>Tuple</code> <code>Array</code> <code>Ivmax</code> <code>Ivmin</code> <code>Ivsizeof</code> <code>Ivalignof</code> <code>IvCOMPL</code> <code>IvAND</code> <code>IvOR</code> <code>IvXOR</code> <code>Specified</code> <code>Unspecified</code> <code>Fvfromint</code> <code>Ivfromfloat</code>	data constructor empty list list cons tuple C array max integer value min integer value sizeof value alignof value bitwise complement bitwise AND bitwise OR bitwise XOR non-unspecified unspecified loaded cast integer to cast floating to
<i>maybesym_base_type</i>	::=	<code>_ : <i>bTy</i></code> <code>ident : <i>bTy</i></code>	binders = {} 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_pexpr_aux</i>	::=		<i>ident</i>
			<i><impl-const></i>
			<i>value</i>
			<i>constrained</i> ($\overline{Mem_mem_iv_constraint_i, ident_i}^i$)
			<i>undef Loc_t</i> (<i>ub-name</i>)
			<i>error</i> (<i>string</i> , <i>ident</i>)
			<i>ctor</i> ($\overline{ident_i}^i$)
			<i>array_shift</i> (<i>ident</i> ₁ , τ , <i>ident</i> ₂)
			<i>member_shift</i> (<i>ident</i> ₁ , <i>ident</i> ₂ , <i>member</i>)
			<i>not</i> (<i>ident</i>)
			<i>ident</i> ₁ <i>binop</i> <i>ident</i> ₂
			(<i>struct ident</i>){ <i>.member</i> _{<i>i</i>} = <i>ident</i> _{<i>i</i>} }
			(<i>union ident</i> ₁){ <i>.member</i> = <i>ident</i> ₂ }
			<i>memberof</i> (<i>ident</i> ₁ , <i>member</i> , <i>ident</i> ₂)
			<i>name</i> (<i>ident</i> ₁ , .., <i>ident</i> _{<i>n</i>})
			<i>assert_undef</i> (<i>ident</i> , <i>ub-name</i>)
			<i>bool_to_integer</i> (<i>ident</i>)
			<i>conv_int</i> (τ , <i>ident</i>)
			<i>wrapI</i> (τ , <i>ident</i>)
<i>e</i>	::=		<i>annots bty mu_pexpr_aux</i>
<i>mu_texpr</i>	::=		<i>case ident of</i> $\overline{mu_pattern_i => mu_texpr_i}^i$ <i>end</i>
			<i>let mu_pattern = mu_texpr</i> ₁ <i>∈ mu_texpr</i> ₂
			<i>if ident then mu_texpr</i> ₁ <i>else mu_texpr</i> ₂
			<i>done ident</i>
<i>mu_action_aux</i>	::=		<i>create</i> (<i>e</i> ₁ , <i>e</i> ₂)
			<i>create_readonly</i> (<i>e</i> ₁ , <i>e</i> ₂ , <i>e</i> ₃)
			<i>alloc</i> (<i>e</i> ₁ , <i>e</i> ₂)
			<i>kill</i> (<i>bool</i> , <i>e</i>)
			<i>store</i> (<i>bool</i> , <i>e</i> ₁ , <i>e</i> ₂ , <i>e</i> ₃ , <i>memory-order</i>)
			<i>load</i> (<i>e</i> ₁ , <i>e</i> ₂ , <i>memory-order</i>)
			<i>rmw</i> (<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)
			<i>fence</i> (<i>memory-order</i>)
			<i>compare_exchange_strong</i> (<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)
			<i>compare_exchange_weak</i> (<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)

		<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>Loc_t mu_action_aux</i>	
<i>mu_paction</i>	::=	<i>polarity mu_action</i>	memory actions with po
		<i>mu_action</i>	M positive, sequenced by
		$\neg (mu_action)$	M negative, only sequen
<i>memop</i>	::=	<i>pointer-equality-operator</i>	operations involving the
		<i>pointer-relational-operator</i>	pointer equality comp
		<code>ptrdiff</code>	pointer relational com
		<code>intFromPtr</code>	pointer subtraction
		<code>ptrFromInt</code>	cast of pointer value
		<code>ptrValidForDeref</code>	cast of integer value t
		<code>ptrWellAligned</code>	dereferencing validity
		<code>ptrArrayShift</code>	
		<code>memcpy</code>	
		<code>memcmp</code>	
		<code>realloc</code>	TODO: not sure about
		<code>va_start</code>	
		<code>va_copy</code>	
		<code>va_arg</code>	
		<code>va_end</code>	
<i>tyvarsym_base_type_pair</i>	::=	<i>ident : bTy</i>	
<i>base_type_pexpr_pair</i>	::=	<i>bTy := e</i>	
<i>E</i>	::=		(effectful) expression
		<code>pure (e)</code>	
		<code>memop (memop, e₁, .., e_n)</code>	pointer op involving m
		<i>mu_paction</i>	memory action
		<code>case e with $\overline{mu_pattern_i} => E_i$ end</code>	pattern matching
		<code>let mu_pattern = e ∈ E</code>	
		<code>if e then E₁ else E₂</code>	
		<code>skip</code>	
		<code>ccall (e₁, e₂, $\overline{e_i^i}$)</code>	C function call
		<code>pcall (name, $\overline{e_i^i}$)</code>	Core procedure call
		<code>unseq (E₁, .., E_n)</code>	unsequenced expressi

	$ \begin{array}{ l} \text{let weak } mu_pattern = E_1 \in E_2 \\ \text{let strong } mu_pattern = E_1 \in E_2 \\ \text{let atomic } tyvarsym_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 } tyvarsym_base_type_pair(\overline{ident_i : base_type_pexpr_pair_i}^i) \in E \\ \text{run } ident(\overline{e_i}^i) \\ \text{par } (E_1, \dots, E_n) \\ \text{wait } (thread_id) \end{array} $	<p>weak sequenci</p> <p>strong sequenc</p> <p>atomic sequen</p> <p>indeterminate</p> <p>...and bounda</p> <p>nondeterminis</p> <p>save label</p> <p>run from label</p> <p>cppmem-like t</p> <p>wait for threa</p>
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 \\ \neg \\ = \end{array} $	
bt	$ \begin{array}{ l} ::= \\ \end{array} $	OCaml type vari
$ocaml_bool$	$ \begin{array}{ l} ::= \\ \text{ true} \\ \text{ false} \end{array} $	
$ocaml_int$	$ \begin{array}{ l} ::= \\ k^{\text{th}} \end{array} $	
lit	$ \begin{array}{ l} ::= \\ ident \\ \text{ Unit} \\ ocaml_bool \end{array} $	
$bool_op$	$::= $	

	$ \begin{array}{ l} \neg index_term \\ index_term_1 = index_term_2 \\ \wedge(index_term_1, .., index_term_n) \end{array} $	
<i>list_op</i>	$ \begin{array}{ l} [index_term_1, .., index_term_n] \\ ocaml_int\ index_term \end{array} $	
<i>index_term_aux</i>	$ \begin{array}{ l} bool_op \\ list_op \end{array} $	
<i>index_term</i>	$ \begin{array}{ l} lit \\ index_term_aux\ bt \\ (index_term) \\ index_term[index_term_1/ident_1, .., index_term_n/ident_n] \end{array} $	S parentheses M
<i>arg</i>	$ \begin{array}{ l} \P ident : bTy.arg \\ \forall ident : \mathbf{logSort}.arg \\ \mathbf{resource} \multimap arg \\ index_term \supset arg \\ \mathbf{I} \end{array} $	argument types
<i>ret</i>	$ \begin{array}{ l} \S ident : bTy.ret \\ \exists ident : \mathbf{logSort}.ret \\ \mathbf{resource} \star ret \\ index_term \wedge ret \\ \mathbf{I} \end{array} $	return types
Γ	$ \begin{array}{ l} \mathbf{empty} \\ \Gamma, x : bTy \end{array} $	computational var env
Λ	$ \begin{array}{ l} \mathbf{empty} \\ \Lambda, x \end{array} $	logical var env
Ξ	$ \begin{array}{ l} \mathbf{empty} \\ \Xi, \mathbf{phi} \end{array} $	constraints env
<i>formula</i>	$ \begin{array}{ l} judgement \\ \mathbf{not}\ (formula) \end{array} $	

		$ident : bTy \in \Gamma$
		$formula_1 \dots formula_n$
$Jtype$	$::=$	
		$\Gamma; \Lambda; \Xi \vdash mu_pexpr_aux : ret$
$judgement$	$::=$	
		$Jtype$
$user_syntax$	$::=$	
		$ident$
		tag
		n
		$\langle impl_const \rangle$
		x
		$intval$
		$floatval$
		$memval$
		$member$
		τ
		bty
		$annots$
		$Mem_mem_iv_constraint$
		ub_name
		$string$
		n
		$bool$
		Loc_t
		$memory_order$
		$linux_memory_order$
		$thread_id$
		oTy
		bTy
		$coreTy$
		$binop$
		$polarity$
		$name$
		$ptrval$
		$object_value$
		$loaded_value$
		$value$
		$ctor$
		$maybesym_base_type$
		$mu_pattern_aux$
		$mu_pattern$

μ_pexpr_aux
 e
 μ_tpexpr
 μ_action_aux
 μ_action
 $\mu_paction$
 $memop$
 $tyvarsym_base_type_pair$
 $base_type_pexpr_pair$
 E
 E
 $terminals$
 bt
 $ocaml_bool$
 $ocaml_int$
 lit
 $bool_op$
 $list_op$
 $index_term_aux$
 $index_term$
 arg
 ret
 Γ
 Λ
 Ξ
 $formula$

$\Gamma; \Lambda; \Xi \vdash \mu_pexpr_aux : ret$

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

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

$$\frac{}{\Gamma; \Lambda; \Xi \vdash \text{Unit} : \Sigma y : \text{unit}. y = \text{Unit} \wedge \mathbf{I}} \quad \text{GTT_VALUE_UNIT}$$

$$\frac{}{\Gamma; \Lambda; \Xi \vdash \text{True} : \Sigma y : bool. y = \text{true} \wedge \mathbf{I}} \quad \text{GTT_VALUE_TRUE}$$

$$\frac{}{\Gamma; \Lambda; \Xi \vdash \text{False} : \Sigma y : bool. y = \text{false} \wedge \mathbf{I}} \quad \text{GTT_VALUE_FALSE}$$

$$\frac{\Gamma; \Lambda; \Xi \vdash value_1 : \Sigma y_1 : bTy. ret_1 \quad \dots \quad \Gamma; \Lambda; \Xi \vdash value_n : \Sigma y_n : bTy. ret_n}{\Gamma; \Lambda; \Xi \vdash [value_1, \dots, value_i] : \Sigma y : [bTy]. \wedge (y_1, \dots, y_n) [] \wedge \mathbf{I}} \quad \text{GTT_VALUE_LIST}$$

Definition rules: 6 good 0 bad

Definition rule clauses: 9 good 0 bad