

IMP

This is the symbolic semantics of IMP. It contains the normal semantics if IMP and the rules for symbolic execution, as described in the technical report available here: <https://fmse.info.uaic.ro/publications/156/> .

MODULE IMP-SYNTAX

```
SYNTAX  AExp ::= Int
          | Id
          | AExp / AExp [strict]
          | AExp + AExp [strict]
          | (AExp) [bracket]

SYNTAX  BExp ::= Bool
          | AExp ≤ AExp [seqstrict]
          | ! BExp [strict]
          | BExp && BExp [strict(1)]
          | (BExp) [bracket]

SYNTAX  Block ::= {}
          | {Smt}

SYNTAX  Smt ::= Block
          | Id = AExp ; [strict(2)]
          | if (BExp)Block else Block [strict(1)]
          | while (BExp)Block
          | Smt Smt

SYNTAX  Pgm ::= int Ids ; Smt

SYNTAX  Ids ::= List{Id, ", "}
```

Programs are \mathbb{K} configurations.

```
SYNTAX  Smt ::= #ps (Bag)
```

Assertions syntax

```
SYNTAX  Smt ::= assert (BExp) ; [strict]
```

\mathbb{K} compiler issues

```
SYNTAX  Dummy ::= symInt [dummySymInt]
```

```
SYNTAX  Int ::= #symInt (Id) [onlyLabel, klabel(#symInt)]
```

```
SYNTAX  Id ::= Token{"a"}
          | Token{"b"}
          | Token{"c"}
          | Token{"sum"}
          | Token{"i"}
          | Token{"n"}
          | Token{"x"}
          | Token{"min"}
```

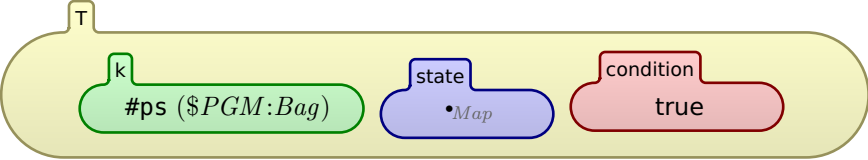
END MODULE

MODULE IMP

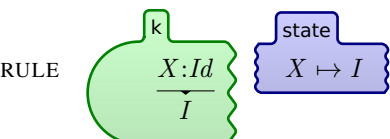
```
SYNTAX  KResult ::= Int
          | Bool
```

IMP configuration is enriched with cell condition.

CONFIGURATION:



The concrete semantics of IMP which remains unchanged for symbolic execution



RULE

$$\frac{I1:Int + I2:Int}{I1 +_{Int} I2}$$

RULE

$$\frac{I1:Int \leq I2:Int}{I1 \leq_{Int} I2}$$

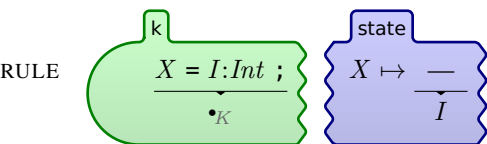
RULE

$$\frac{! T:Bool}{\neg_{Bool} T}$$

RULE

$$\frac{\{\}}{\bullet_K}$$

RULE

$$\frac{\{S\}}{S}$$


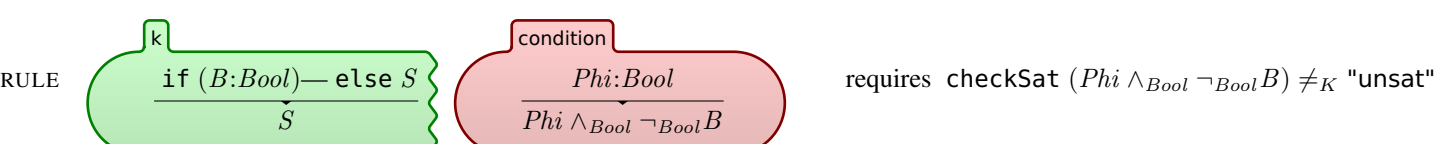
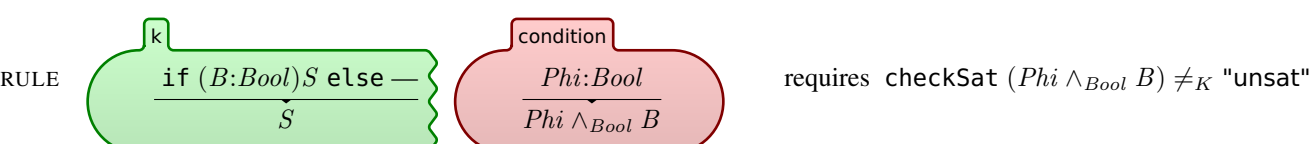
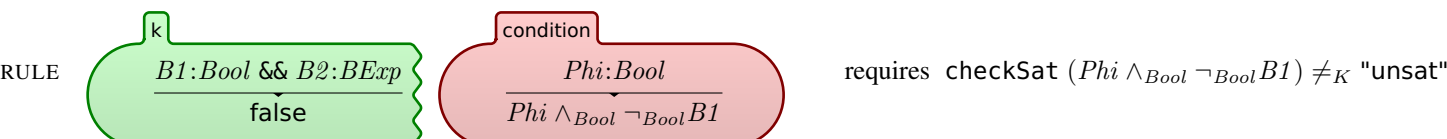
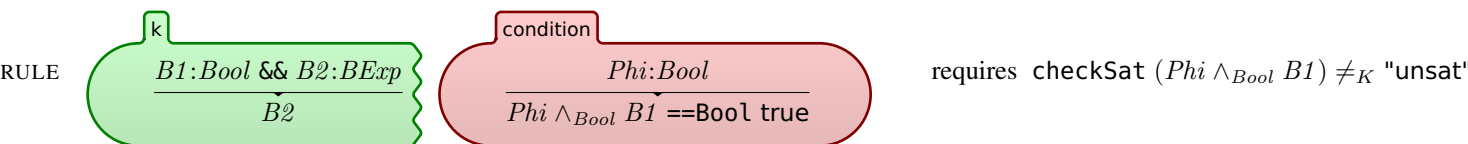
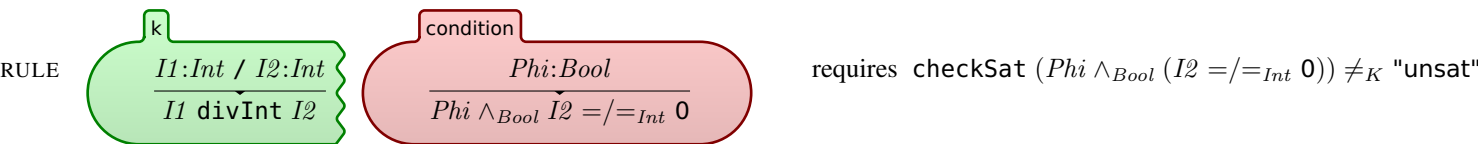
RULE

$$\frac{S1 \ S2}{S1 \frown S2}$$

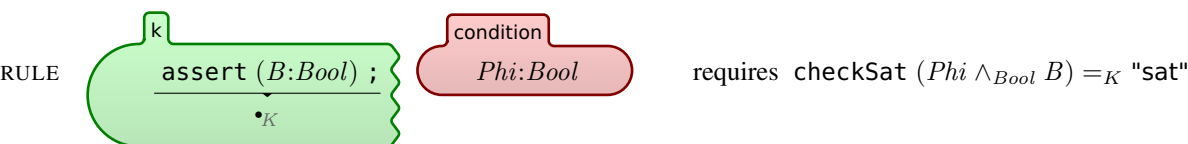
RULE

$$\frac{\text{while } (B)S}{\text{if } (B)\{S \ \text{while } (B)S\} \text{ else } \{\}}$$

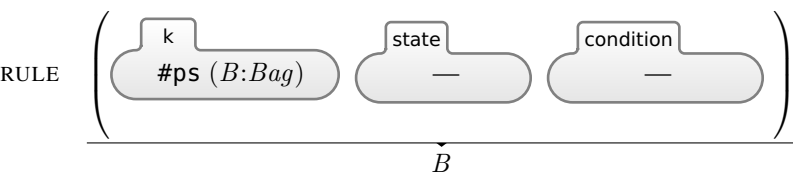
IMP symbolic semantics



Assert semantics: remain stuck when the assertion doesn' hold.



Load PGM.



END MODULE