

# IMP

MODULE IMP-SYNTAX

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

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

```
SYNTAX  Block ::= {}
          | {Stmt}
```

```
SYNTAX  Stmt ::= Block
          | Id = AExp ; [strict(2)]
          | if (BExp)Block else Block [strict(1)]
          | while (BExp)Block
          | int Ids ;
          | print (AExps) ; [strict]
          | halt ;
          | spawn Stmt
          | Stmt Stmt
```

```
SYNTAX  Ids ::= List{Id, ","} [strict]
```

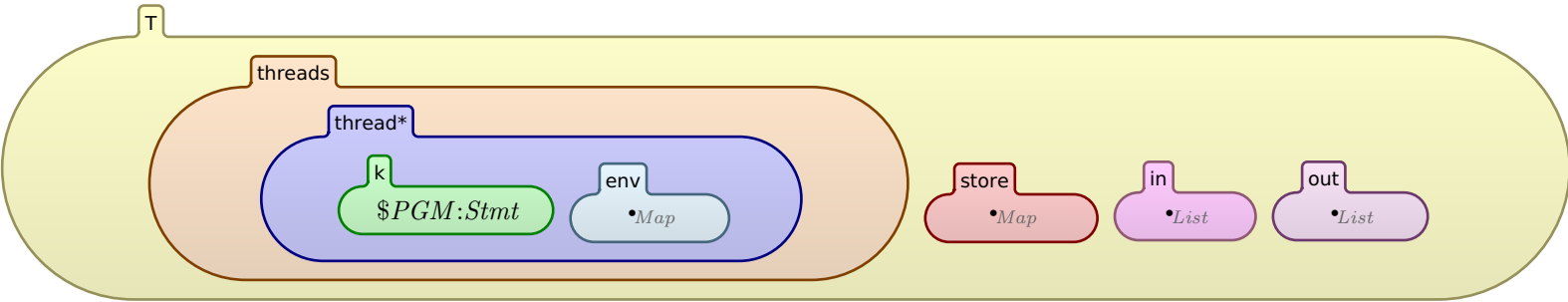
```
SYNTAX  AExps ::= List{AExp, ","} [strict]
```

END MODULE

MODULE IMP

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

CONFIGURATION:



RULE  [lookup]

RULE  [increment]

RULE  [read]

RULE  $\frac{I1:Int \ / \ I2:Int}{I1 \div_{Int} I2}$  requires  $I2 \neq_{Int} 0$

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

RULE  $\frac{Str1:String + Str2:String}{Str1 +_{String} Str2}$

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

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

RULE  $\frac{true \ \&\& \ B}{B}$

RULE  $\frac{false \ \&\& \ \text{---}}{false}$

RULE  $\frac{\{\}}{\bullet_K}$  [structural]

RULE  [structural]

SYNTAX  $K ::= env \ (Map)$

RULE  [structural]

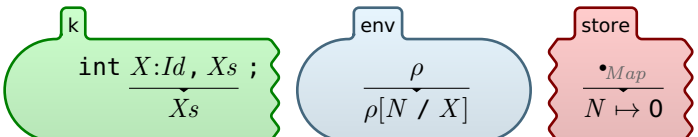
RULE  [assignment]

RULE  $\frac{S1 \ S2}{S1 \leadsto S2}$  [structural]

RULE  $\frac{if \ (true)S \ else \ \text{---}}{S}$

RULE  $\frac{if \ (false)\text{---} \ else \ S}{S}$

RULE  $\frac{while \ (B)S}{if \ (B)\{S \ while \ (B)S\} \ else \ \{\}}$  [structural]

RULE  requires fresh  $(N:Nat)$

RULE  $\frac{int \ \bullet_{Ids} ;}{\bullet_K}$  [structural]

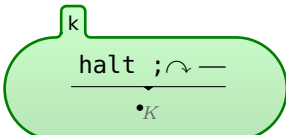
SYNTAX  $Printable ::= Int$

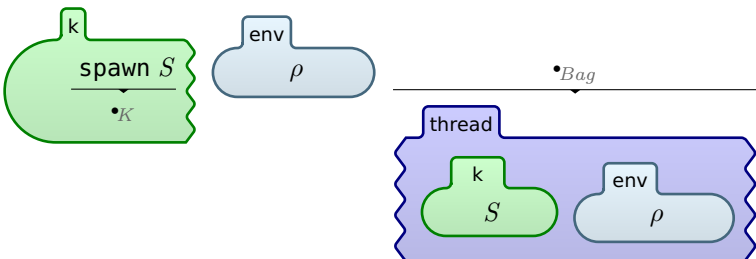
| String

SYNTAX  $AExp ::= Printable$

RULE  [print]

RULE  $\frac{print \ (\bullet_{AExps}) ;}{\bullet_K}$  [structural]

RULE 

RULE 

RULE  [structural]

END MODULE