IMP

```
MODULE IMP-SYNTAX
   SYNTAX AExp ::= Int
                        String
                        Id
                         ++ Id
                         read ()
                        AExp / AExp [strict, division]
                        AExp + AExp [strict]
                         spawn Block
                        Id = AExp [strict(2)]
                        (AExp) [bracket]
   SYNTAX BExp ::= Bool
                        AExp \le AExp [seqstrict]
                         ! BExp [strict]
                        BExp && BExp [strict(1)]
                        (BExp) [bracket]
   SYNTAX Block ::= \{Stmts\}
   SYNTAX Stmt ::= Block
                       AExp ; [strict]
                        if (BExp)Block else Block [strict(1)]
                        while (BExp)Block
                        int Ids ;
                        print (AExps) ; [strict]
                        halt ;
                        join AExp ; [strict]
   SYNTAX Ids ::= List\{Id, ", "\} [strict]
   SYNTAX AExps ::= List\{AExp, ", "\} [strict]
   SYNTAX Stmts ::= List\{Stmt, ""\}
END MODULE
MODULE IMP
  SYNTAX KResult ::= Int
                           Bool
                          String
  CONFIGURATION:
                           threads
                                   thread*
                                                               env
                                        PGM:Stmts
                                                                                    0
                             env
                                                   store
                             X \mapsto L:KItem
                                                   L \mapsto I{:}KItem
  RULE
                                                                                                                                                                                                                                                                                            [lookup, transition]
                                                       store
                                 X \mapsto L:KItem
  RULE
                    ++ X
                                                                                                                                                                                                                                                                                                   [increment]
                                                            I+_{Int} \mathbf{1}
  RULE
                  read()
                                     I:Int
                                                                                                                                                                                                                                                                                                          [read]
  RULE I1 / I2
                            requires I2 = /=_{Int} 0
           \overline{I1 \div_{Int} I2}
  RULE \frac{I1 + I2}{I1 +_{Int} I2}
  RULE Str1 + Str2
           \overline{Str1 +_{String} Str2}
 RULE I1 \le I2
I1 \le Int I2
  RULE ! T
  {\tt RULE} \quad {\tt true \&\&} \ B
               \check{B}
  RULE false && —
              false
   SYNTAX KItem ::= env(Map)
                       \{Ss\}
                                          \rho:Map
  RULE
                                                                                                                                                                                                                                                                                                    [structural]
                  Ss \curvearrowright \mathsf{env} (\rho)
                  \mathsf{env}\;(\rho{:}Map)
                                                                                                                                                                                                                                                                                                    [structural]
  RULE
  RULE —:Int;
                                                           L\mapsto _:KItem
                                     X \mapsto L:KItem
                  X{:}Id = I{:}Int
  RULE
                                                                                                                                                                                                                                                                                       [assignment, transition]
  RULE if (\mathsf{true})S else —
  {\tt RULE} \quad {\tt if (false)} {\longleftarrow} \ {\tt else} \ S
                          \quad \text{while } (B)S
  RULE
                                                                                                                                                                                                                                                                                                    [structural]
           if (B)\{S \text{ while } (B)S\} \text{ else } \{\bullet_{Stmts}\}
                                                                   store
                                               \rho:Map
                  int X:Id , Xs ;
                                                                                     requires fresh (L:Int)
                                                                    \overbrace{L\mapsto \mathbf{0}}^{\bullet_{Map}}
                                                                                                                                                                                                                                                                                                    [structural]
                                              \overline{
ho[L \not \mid X]}
                           Χs
  RULE int \bullet_{Ids} ;
                                                                                                                                                                                                                                                                                                    [structural]
   SYNTAX AExp ::= Printable
   SYNTAX Printable ::= Int
                          String
                  print(P:Printable, AEs);
  RULE
                                                                                                                                                                                                                                                                                                         [print]
                                   \overline{AEs}
  RULE print (\bullet_{AExps});
                                                                                                                                                                                                                                                                                                    [structural]
                  halt ;\curvearrowright —
  RULE
                                    \rho:Map
                                                                                                           requires fresh (T:Int)
                  \mathsf{spawn}\; S
                                                                         {}^{ullet}Bag
                                                    thread
                   join(T:Int);
  RULE
  \textbf{RULE} \quad {}^\bullet\!\textit{Stmts}
                                                                                                                                                                                                                                                                                                    [structural]
  RULE S:Stmt\ Ss:Stmts
                                                                                                                                                                                                                                                                                                    [structural]
                S \curvearrowright Ss
END MODULE
```