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
                            env
                                         store
                            X \mapsto N
  RULE
                                         N \mapsto I
                                                                                                                                                                                                                                                                                      [lookup]
                  ++ X
  RULE
                              X \mapsto N
                                                                                                                                                                                                                                                                                   [increment]
                                                   I+_{Int} \mathbf{1}
                                                                                                                                                                                                                                                                                        [read]
  RULE
                 read ()
                                   I:Int
  RULE I1:Int / I2:Int
                               requires I2 = /=_{Int} 0
            I1 \div_{Int} I2
  RULE I1:Int + I2:Int
            I1 +_{Int} I2
  RULE Str1:String + Str2:String
              Str1 +_{String} Str2
  Rule I1:Int \leq I2:Int
             I1 \leq_{Int} I2
  RULE ! T:Bool
           \neg_{Bool} T
  {\tt RULE} \quad {\tt true \&\&} \ B
               \check{B}
  RULE false && —
              false
                      \{Ss\}
  RULE
                                                                                                                                                                                                                                                                                   [structural]
                Ss \curvearrowright \mathsf{env} (\rho)
  SYNTAX K ::= env(Map)
                                                                                                                                                                                                                                                                                   [structural]
  RULE
  RULE —:Int;
                 X = I:Int
                                                                                                                                                                                                                                                                                  [assignment]
  {\tt RULE} \quad {\tt if} \; ({\tt true}) S \; {\tt else} \, -\!\!\!\!\!-
  {\tt RULE} \quad {\tt if (false)} {\longleftarrow} \ {\tt else} \ S
                         \quad \text{while } (B)S
  RULE
                                                                                                                                                                                                                                                                                   [structural]
          \operatorname{int} X : \operatorname{Id} , \operatorname{Xs} ;
                                                                                requires fresh (N:Nat)
                                            \overline{\rho[N \mid X]}
                          Χs
  RULE int \bullet_{Ids} ;
                                                                                                                                                                                                                                                                                   [structural]
              \bullet K
  SYNTAX Printable ::= Int
                         String
  SYNTAX AExp ::= Printable
                 print(P:Printable, AEs);
  RULE
                                                                                                                                                                                                                                                                                        [print]
                                 \overline{AEs}
  RULE print(ullet_{AExps});
                                                                                                                                                                                                                                                                                   [structural]
                 halt ;\curvearrowright —
  RULE
                                                                                                     requires fresh (T:Int)
                                                                                                                                                                                                                                                                                   [structural]
END MODULE
```