$$
\begin{aligned}
e ::=\ & \text{(unreachable)} \mid \text{(nop)} \mid \text{(drop)} \mid \text{(select)} \\
& \mid \text{(block } \mathit{tf}\ (e\ ...)) \mid \text{(loop } \mathit{tf}\ (e\ ...)) \\
& \mid \text{(if } \mathit{tf}\ (e\ ...) \text{ else } (e\ ...)) \mid \text{(br } j) \mid \text{(br-if } j) \\
& \mid \text{(br-table } (j\ ...)) \mid \text{(return)} \mid \text{(call } j) \\
& \mid \text{(call-indirect } \mathit{tf}) \mid \text{(get-local } j) \mid \text{(set-local } j) \\
& \mid \text{(tee-local i)} \mid \text{(get-global i)} \mid \text{(set-global i)} \\
& \mid (t \text{ load } c\ c) \mid (t \text{ load } (\mathit{tp}\ \mathit{sx})\ c\ c) \mid (t \text{ store } c\ c) \\
& \mid (t \text{ store } \mathit{tp}\ c\ c) \mid \text{(current-memory)} \mid \text{(grow-memory)} \\
& \mid (t \text{ unop}) \mid (t\ \mathit{binop}) \mid (t\ \mathit{testop}) \\
& \mid (t\ \mathit{relop}) \mid (t\ \mathit{cvtop}\ t) \mid (t \text{ const } c) \\
t ::=\ & \text{i32} \mid \text{i64} \\
\mathit{tp} ::=\ & \text{i8} \mid \text{i16} \mid \text{i32} \\
\mathit{tf} ::=\ & ((t\ ...) \text{ -> } (t\ ...)) \\
\mathit{tg} ::=\ & (\text{mut } t) \mid t \\
\mathit{sx} ::=\ & \text{signed} \mid \text{unsigned} \\
\mathit{binop} ::=\ & \text{add} \mid \text{sub} \mid \text{mul} \mid \text{div} \mid \text{rem} \\
& \mid \text{and} \mid \text{or} \mid \text{xor} \\
\mathit{testop} ::=\ & \text{eqz} \\
\mathit{relop} ::=\ & \text{eq} \mid \text{ne} \mid \text{lt} \mid \text{gt} \mid \text{le} \mid \text{ge} \\
\mathit{cvtop} ::=\ & \text{convert} \mid \text{reinterpret} \\
j ::=\ & \mathit{natural} \\
c ::=\ & \mathit{natural} \\
f ::=\ & (\text{func } \mathit{tf}\ (\text{local } (t\ ...)\ (e\ ...)))
\end{aligned}
$$