

$e ::= (\text{unreachable}) \mid (\text{nop}) \mid (\text{drop}) \mid (\text{select})$   
 $\mid (\text{block } tf(e \dots)) \mid (\text{loop } tf(e \dots))$   
 $\mid (\text{if } tf(e \dots) \text{ else } (e \dots)) \mid (\text{br } j) \mid (\text{br-if } j)$   
 $\mid (\text{br-table } (j \dots)) \mid (\text{return}) \mid (\text{call } j)$   
 $\mid (\text{call-indirect } tf) \mid (\text{get-local } j) \mid (\text{set-local } j)$   
 $\mid (\text{tee-local } i) \mid (\text{get-global } i) \mid (\text{set-global } i)$   
 $\mid (t \text{ load } c \ c) \mid (t \text{ load } (tp \ sx) \ c \ c) \mid (t \text{ store } c \ c)$   
 $\mid (t \text{ store } tp \ c \ c) \mid (\text{current-memory}) \mid (\text{grow-memory})$   
 $\mid (t \text{ unop}) \mid (t \text{ binop}) \mid (t \text{ testop})$   
 $\mid (t \text{ relop}) \mid (t \text{ cvtop } t) \mid (t \text{ const } c)$   
 $t ::= i32 \mid i64 \mid f32 \mid f64$   
 $tp ::= i8 \mid i16 \mid i32$   
 $tf ::= ((t \dots) \rightarrow (t \dots))$   
 $tg ::= (\text{mut } t) \mid t$   
 $sx ::= \text{signed} \mid \text{unsigned}$   
 $\text{binop} ::= \text{add} \mid \text{sub} \mid \text{mul} \mid \text{div} \mid \text{rem}$   
 $\mid \text{and} \mid \text{or} \mid \text{xor}$   
 $\text{testop} ::= \text{eqz}$   
 $\text{relop} ::= \text{eq} \mid \text{ne} \mid \text{lt} \mid \text{gt} \mid \text{le} \mid \text{ge}$   
 $\text{cvtop} ::= \text{convert} \mid \text{reinterpret}$   
 $i ::= \text{variable-not-otherwise-mentioned}$   
 $j ::= \text{natural}$   
 $c ::= \text{natural}$   
 $f ::= (\text{func } tf(\text{local } (t \dots) (e \dots)))$