## Assignment 4: Program Verification and Implementation

## YOUR NAME

- 1 Axiomatic Semantics: IMP
- 1.1.
- 2 Abstract Machines and Control Flow
- 2.1.
- 3 Final Project Preparation: Start Paper Drafting
- 3.1.

## A Syntax of IMP

```
Тур
       	au ::= num
                                 num
                                                          numbers
                                 bool
                                                          booleans
                 bool
                                                          addresses (or "assignables")
Exp
        e ::=
                 addr[a]
                                 a
                 num[n]
                                                          numeral
                                 n
                 bool[b]
                                                          boolean
                                 b
                 plus(e_1;e_2)
                                                          addition
                                 e_1 + e_2
                                                          multiplication
                 times(e_1;e_2)
                                 e_1 * e_2
                 eq(e_1;e_2)
                                 e_1 == e_2
                                                          equal
                 le(e_1;e_2)
                                                          less-than-or-equal
                                 e_1 <= e_2
                 not(e_1)
                                                          negation
                                 !e_1
                 and(e_1;e_2)
                                                          conjunction
                                 e_1 \&\& e_2
                 or(e_1;e_2)
                                                          disjunction
                                 e_1 || e_2
\mathsf{Cmd} \quad c ::=
                 set[a](e)
                                                          assignment
                                 a := e
                 skip
                                 skip
                                                          skip
                 seq(c_1;c_2)
                                                          sequencing
                                 c_1; c_2
                 if(e;c_1;c_2)
                                 if e then c_1 else c_2
                                                          conditional
                                                          looping
                 while(e; c_1)
                                 while e 	ext{ do } c_1
Addr a
```