IMP

```
MODULE IMP-SYNTAX
   SYNTAX AExp ::= Int
                        String
                        Id
                         ++ Id
                         read ()
                        AExp / AExp [division( division()), strict( strict())]
                        AExp + AExp [strict( strict())]
                        (AExp) [bracket( bracket())]
    SYNTAX BExp ::= Bool
                        AExp \le AExp [seqstrict( seqstrict())]
                         ! BExp [strict( strict())]
                        BExp && BExp [strict( strict(1))]
                        (BExp) [bracket( bracket())]
    SYNTAX Block ::= \{\}
                       | \{Stmt\}
    \mathtt{SYNTAX} \quad \textit{Stmt} ::= Block
                       Id = AExp; [strict(strict(2))]
                        if (BExp)Block else Block [strict( strict(1))]
                        while (BExp)Block
                        int Ids ;
                        print (AExps) ; [strict( strict())]
                        halt ;
                        spawn Stmt
                       Stmt Stmt
   SYNTAX Ids ::= List\{Id, ", "\} [strict(strict())]
   SYNTAX AExps ::= List\{AExp, ", "\} [strict(strict())]
END MODULE
MODULE IMP
   SYNTAX KResult ::= Int
                           Bool
                          String
  CONFIGURATION:
                          threads
                                  thread*
                                                                                               store
                                      PGM:Stmt
                                                               .Map
                                                                                                                   .List
                                                                                                                                    .List
                                           store
                             X \mapsto N
                                                                                                                                                                                                                                                                                        [lookup( lookup())]
                                           N \mapsto I
                                               store
                   ++ X
                                                                                                                                                                                                                                                                                  [increment( increment())]
  RULE
                 \overline{I +_{Int} 1}
                                                     I+_{Int} \mathbf{1}
                                     \texttt{ListItem}\;(I:Int)
                                                                                                                                                                                                                                                                                              [read( read())]
                  read ()
  RULE
                                            .List
  RULE I1 / I2
                             requires I2 = /=_{Int} 0
  RULE I1 + I2
          \overline{I1 +_{Int} I2}
           Str1 + Str2
  RULE
          \overline{Str1 +_{String} Str2}
 RULE I1 \le I2
I1 \le Int I2
           ! T
  {\tt RULE} \quad {\tt true \&\&} \ B
               \check{B}
  RULE false && —
              false
                                                                                                                                                                                                                                                                                   [structural( structural())]
                                                                                                                                                                                                                                                                                   [structural( structural())]
  RULE
                                                                                                                                                                                                                                                                                   [structural()structural())]
  RULE
                  X = I:Int;
                                    X \mapsto N
                                                                                                                                                                                                                                                                               [assignment( assignment())]
  RULE
  RULE S1:Stmt S2:Stmt
                                                                                                                                                                                                                                                                                   [structural( structural())]
                S1 \curvearrowright S2
  {\tt RULE} \quad {\tt if} \; ({\tt true}) S \; {\tt else} \, -\!\!\!\!\!\!-
  RULE if (false)— else S
                                                                                                                                                                                                                                                                                   [structural( structural())]
                       while (B)S
  RULE
           if (B)\{S \text{ while } (B)S\} \text{ else } \{\}
                  \operatorname{int} X , Xs ;
                                                                       .Map
                                          \rho[X \leftarrow N:Int]
  RULE int \bullet_{Ids} ;
                                                                                                                                                                                                                                                                                   [structural()structural())]
    {\tt SYNTAX} \quad \textit{Printable} ::= \textit{Int}
                          String
   SYNTAX AExp ::= Printable
                  print (P:Printable, AEs);
  RULE
                                                              .List
                                                                                                                                                                                                                                                                                             [print( print())]
                                                         \overline{\text{ListItem}(P)}
                                  AEs
                                                                                                                                                                                                                                                                                   [structural( structural())]
  RULE print (\bullet_{AExps});
                                  env
  RULE
                  \mathsf{spawn}\; S
                                                                                                                                                                                                                                                                                   [structural( structural())]
END MODULE
```