```
[Val] (the set of storable values)
Ptr: \mathbb{P} \ Val (the set of pointers is a subset of Val)
nil: Ptr
ADT Store \widehat{=} Ptr \setminus \{nil\} \implies Val
initially (s: Store) = s = \emptyset
procedure add(\mathbf{ref}\ s: Store, \mathbf{value}\ v: Val, \mathbf{ref}\ p: Ptr)
   \widehat{=} s, p : \left[ \text{true}, \frac{p \not\in \text{dom } s_0}{s = s_0 \cup \{p \mapsto v\}} \right]
procedure update(\mathbf{ref}\ s: Store, \mathbf{value}\ p: Ptr, \mathbf{value}\ v: VAL)
   \widehat{=} s : [p \in \text{dom } s, s = s_0 \oplus \{p \mapsto v\}]
procedure deref (value s: Store, value p: Ptr, ref v: Val)
   \widehat{=} v : [p \in \text{dom } s, v = s(p)]
procedure transfer(\mathbf{ref}\ s,t:Store,\mathbf{value}\ ptrs:\mathbb{F}\ Ptr)
   \widehat{=} s, t : \begin{bmatrix} s = ptrs \triangleleft s_0 \\ ptrs \subseteq \text{dom } s, t = t_0 \cup (ptrs \triangleleft s_0) \\ ptrs \cap \text{dom } t_0 = \varnothing \end{bmatrix}
```