## IMP

END MODULE

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