

The semantics for statements:

c: constant

str: string

car: char array

v : vector

mat: matrix

x, y: variables

H: heap for storage

$$H(x) = \begin{cases} c & \text{if } H = H', x \rightarrow c \\ \text{str} & \text{if } H = H', x \rightarrow \text{str} \\ \text{car} & \text{if } H = H', x \rightarrow \text{car} \\ \text{vec} & \text{if } H = H', x \rightarrow \text{vec} \\ \text{mat} & \text{if } H = H', x \rightarrow \text{mat} \\ H'(x) & \text{if } H = H', y \rightarrow c' \text{ and } y \neq x \\ H'(x) & \text{if } H = H', y \rightarrow \text{str}' \text{ and } y \neq x \\ H'(x) & \text{if } H = H', y \rightarrow \text{car}' \text{ and } y \neq x \\ H'(x) & \text{if } H = H', y \rightarrow \text{vec}' \text{ and } y \neq x \\ H'(x) & \text{if } H = H', y \rightarrow \text{mat}' \text{ and } y \neq x \\ 0 & \text{if } H = . \end{cases}$$

H; e ↘ c

const var1

H; c ↘ c H; x ↘ H(x)

L; H1; s1 -> L; H2; s2

seq1

L; H; ssep s -> L; H; s

seq2

L; H; s1 -> L; H'; s1'
L; H; s1 ssep s2 -> L; H'; s1' ssep s2

assign1

L; H; e ↘ c
L; H; x=e -> L; H; x->c; ssep

if1

L; H; e ↘ b b==1
L; H; if e ssep s1 end -> L; H; s1

if2

L; H; e ↘ b b==0
L; H; if e ssep s1 end -> L; H; ssep

if3

L; H; e ↘ b b==1
L; H; if e ssep s1 else s2 end -> L; H; s1

if4

L; H; e ↘ b b==0
L; H; if e ssep s1 else s2 end -> L; H; s2

if5

L; H; e1 ↘ b1 b1==0 L; H; e2 ↘ b2 b2==1
L; H; if e1 ssep s1 elseif e2 ssep s2 end -> L; H; s2