

N	State component	Type	Comment
1	<i>thread</i>	<i>Thread</i>	the current (active) thread
2	<i>meth</i>	<i>Class/MSig</i>	the current executing method (in the current thread)
3	<i>restbody</i>	<i>Pos</i> \rightarrow <i>Phrase</i>	body of current method
4	<i>pos</i>	<i>Pos</i>	index to current subexpression of interest within body
5	<i>locals</i>	<i>Loc</i> \rightarrow <i>Val</i>	environment holding values for local variables
6	<i>globals</i>	<i>Class/Field</i> \rightarrow <i>Val</i>	environment holding values for static fields
7	<i>frames</i>	<i>Frame</i> *	Stack of frames <i>Frame</i> = (<i>Class/MSig</i> , <i>Phrase</i> , <i>Pos</i> , <i>Locals</i>)
8	<i>heap</i>	<i>Ref</i> \rightarrow <i>Val</i>	Heap
9	<i>classState</i>	<i>Class</i> \rightarrow <i>ClassState</i>	State of each loaded class: <i>Linked</i> , <i>InProgress</i> , <i>Initialized</i> , or <i>Unusable</i>
10	<i>cont</i>	<i>Thread</i> \rightarrow (<i>Frame</i> *, <i>Frame</i>)	continuation (stack) of each non-active thread
11	<i>sync</i>	<i>Thread</i> \rightarrow <i>Ref</i> *	for each thread, the stack of objects whose locks were grabbed by the thread
12	<i>locks</i>	<i>Ref</i> \rightarrow <i>Nat</i>	for each object, the number of times the lock has been grabbed (by some thread)
13	<i>waitSet</i>	<i>Ref</i> \rightarrow <i>Powerset(Thread)</i>	for each object, the set of threads waiting to access this object
14	<i>exec</i>	<i>Thread</i> \rightarrow <i>ThreadState</i>	for each thread, its state: <i>NotStarted</i> , <i>Active</i> , <i>Synchronizing</i> , <i>Waiting</i> , <i>Notified</i> , or <i>Dead</i>
15	<i>syncObj</i>	<i>Thread</i> \rightarrow <i>Ref</i>	for each (synchronizing) thread, the object whose lock the thread is waiting to acquire
16	<i>waitObj</i>	<i>Thread</i> \rightarrow <i>Ref</i>	for each (waiting) thread, the object on which it is waiting
17	<i>interruptedFlag</i>	<i>Thread</i> \rightarrow <i>Bool</i>	has this thread been interrupted?
18	<i>initWait</i>	<i>Class</i> \rightarrow <i>Powerset(Thread)</i>	for each class, the set of threads waiting for the initialization of the class to complete
19	<i>initThread</i>	<i>Class</i> \rightarrow <i>Thread</i>	for each class, the thread that is initializing it