**Recursion stops when the register contents can no longer generate a permutation**

=> CheckPermutation() checks if the content of different rows are equal. In that case, no future operation can differentiate the two rows. We abort this branch.

**When two instruction sequences are identified as being equivalent, we remove one of them from the search.**

=>?

**No instruction other than mov may make a register contain a copy of the value in another register.**

=> **public** **boolean** CheckCopy(FullInstruction f) checks if the register that has been written to is now a copy of another registers, in which case it returns false. If everything is Ok, it returns true.

**Unread registers may not be written to by the mov instruction.**

=> Already Checked with CheckPermutation(). If an unread register is being written to, then we can't get the information about one of the byte line, therefore some columns will have the same value.

**Negated registers (those last modified by a not instruction) are marked as such, and may not again be negated until they have been read.**

=> UpdateNegateAndCheck(FullInstruction f) returns true if Ok and false if a Negated register was affected by the instruction Not. It updates the Negated tab.

**The search is narrowed by requiring an increasing number of result values**

**in the registers as the search goes deeper**

**=>**UpdateNumberOfMatch() checks the number of match of the workspace and compare it with the previous number, returning true if this number has increased.