

# BC-CTRL — UTF-8 Instruction Set ( $\mathbb{Z}$ -Coefficients)

A paper-first control language for integer linear combinations and affine state operators.

Version: v0.1 Date: 26 Jan 2026

## 0. Domains and primitives

- Scalars:  $z \in \mathbb{Z}$
- Vectors:  $s \in \mathbb{Z}^m$
- Matrices:  $A \in \mathbb{Z}^{m \times m}$
- Basis tuples:  $B = (b_1, \dots, b_k) \in \mathbb{Z}^k$
- Coefficient tuples:  $c = (c_1, \dots, c_k) \in \mathbb{Z}^k$

UTF-8 symbols are permitted (e.g. ( ),  $\mathbb{Z}$ ,  $\circ$ ,  $\rightarrow$ ,  $\in$ ,  $\Sigma$ ). Use ASCII hyphens (-).

## 1. Linear-combination instruction (BC kernel)

BC(EVAL) evaluates an integer linear combination over a chosen basis.

$$\text{BC}(B;c) := \langle B:c \rangle = \sum_{i=1}^k c_i b_i \in \mathbb{Z}$$

BC(SPAN) describes exactly which integers the basis can generate.

$$\text{Let } d := \gcd(b_1, \dots, b_k). \text{ Span}(B) := \{\langle B:c \rangle : c \in \mathbb{Z}^k\} = d\mathbb{Z}. \text{ So SpansAll}(B) \Leftrightarrow \gcd(B) = 1.$$

## 2. State update instruction (system action)

Operators act on integer state vectors and represent system actions.

$$\text{OP } O \equiv \langle A | u \rangle : \mathbb{Z}^m \rightarrow \mathbb{Z}^m, O(s) = As + u, \text{ with } A \in \mathbb{Z}^{m \times m}, u \in \mathbb{Z}^m.$$

Optional anti-chaos bounding uses a modulus to keep values within a chosen residue system.

$$\text{OPM } O \equiv \langle A | u | M \rangle, O(s) = (As + u) \bmod M, \text{ where } M \in \mathbb{Z}_{>0} \text{ (scalar)} \text{ or } M \in \mathbb{Z}_{>0}^m \text{ (componentwise).}$$

## 3. Composition instruction (action calculus)

Composition compresses action chains into a single operator.

$$\text{If } O_1 = \langle A_1 | u_1 \rangle \text{ and } O_2 = \langle A_2 | u_2 \rangle, \text{ then COMP } O_2 \circ O_1 = \langle A_2 A_1 | A_2 u_1 + u_2 \rangle.$$

Bounded case (same modulus M):  $\langle A_2 | u_2 | M \rangle \circ \langle A_1 | u_1 | M \rangle = \langle A_2 A_1 | A_2 u_1 + u_2 | M \rangle$ .

## 4. Iteration instruction (time evolution)

A system trace is defined by repeated application of operators.

STEP  $s_{t+1} = O_t(s_t)$ .  
 ITER  $s_{t+n} = (O_{t+n-1} \circ \dots \circ O_t)(s_t)$ . If  $O_t \equiv O$  (autonomous):  $s_{t+n} = O^n(s_t)$ .

## 5. Polynomial-as-basis instruction (optional)

Polynomials fit the same basis-coefficient pattern by taking monomials as the basis.

Let  $M_n := (x^n, x^{n-1}, \dots, x, 1)$  and  $a := (a_n, \dots, a_0) \in \mathbb{Z}^{n+1}$ .

$\text{POLY}(M_n; a) := \sum_{j=0}^n a_{n-j} x^{n-j}$ .

Example (cubic):  $g(x) := \langle (x^3, x^2, x, 1) : (a, b, c, d) \rangle = ax^3 + bx^2 + cx + d$ .

## 6. Minimal paper protocol (one line per fact)

A canonical log line records time, state transition, and the acting operator.

t:  $s_{t+1} = \langle A_t \mid u_t \mid M_t \rangle(s_t)$   
 t:  $z_t = BC(B_t; c_t)$  (optional scalar control/measurement)