

# Script Grammar

## 1 Introduction

Script is a constrained stack-based language inspired by Forth.

Script programs (scripts) exist within Bitcoin transactions, which eventually are finalized or irrevocably committed to the global state of the Bitcoin network by their inclusion in a block which exists in the block-chain with the most proof of work expended.

Transactions consist of inputs and outputs, both of which include scripts. A transaction input script *unlocks* bitcoins; a transaction output script *locks* bitcoins. An input references the output of a previous transaction and provides a script which yields  $\sigma_0$  when run. In order for the input to successfully unlock the bitcoins locked up in the referenced output, said output's script must yield  $\sigma_1 = \sigma[V = \textit{valid}]$  when run with its state initialized to the state  $\sigma_0$ —yielded by the unlocking/input/spending script.

Script program syntax is defined in terms of byte-commands. Each command is one byte long. Not all bytes are defined as valid commands and many bytes which are defined have syntactic restrictions on the following program bytes which must hold in order for the program to be well-formed. Script defines 173 such commands, each corresponding to a particular byte, also called *words* or *opcodes*. For example, the command that adds 1 to the value on top of the stack, is written `0x8b`. These opcodes have human-readable aliases to make description of the language easier. For example, the opcode `0x8b` is referred to as `OP_1ADD` in the reference implementation's source code and documentation.

Script is intentionally constrained: There language does not allow for the expression of loops or recursion. This is desirable, guaranteeing that the runtime of a Script program is linear with the size of the program.

Script is defined by the specification provided by the reference implementation. Script is as sequences of bytecodes. In describing its semantics, we will generally not refer to the format of the values, but some commands in the language only have meaning if we take into account the fact that any part of a Script program is a byte vector. For this reason, we define byte vectors as the following, and will reserve `b` and `B` to express a byte and a byte vector, respectively.

Section 2 presents a consistent and exhaustive BNF describing Script's syntax.

Section 3 and Section 4 describe the big and small step operational semantics of these syntactic constructs.

## 2 Syntax

### 2.1 Fundamental data types

```
b ::= 0x00 | 0x01 | ... | 0xFF
B ::= b | b B
bi ::= b
Bn ::= b1 b2 ... bn
varint ::= B1 | B3 | B5 | B9
```

### 2.2 Transactions

```
tx ::= tx_version tx_numin tx_inputs tx_numout tx_outputs tx_locktime
tx_version ::= B4
```

```

tx_numin ::= varint
tx_inputs ::= txin | txin tx_inputs
tx_numout ::= varint
tx_outputs ::= txout | txout tx_outputs
tx_locktime ::= B4

```

### 2.2.1 Transaction Inputs

```

txin ::= txin_prevhash txin_index txin_scriptlen txin_script txin_seqno
txin_prevhash ::= B256
txin_index ::= B4
txin_scriptlen ::= varint
txin_script ::= script
txin_seqno ::= B4

```

### 2.2.2 Transaction Outputs

```

txout ::= txout_value txout_scriptlen txout_script
txout_value ::= B8
txout_scriptlen ::= varint
txout_script ::= script

```

## 2.3 Script

```

script ::= com | com script
com ::= scom | mcom

```

### 2.3.1 Single-Word Commands

```

scom ::= scom_push | scom_control | scom_stack | scom_splice | scom_bitlogic | scom_numeric |
        scom_crypto | scom_expansion | scom_template

scom_push ::= OP_0 | OP_FALSE | OP_1NEGATE | OP_RESERVED | OP_1 | OP_TRUE | OP_2 | OP_3 | OP_4
            | OP_5 | OP_6 | OP_7 | OP_8 | OP_9 | OP_10 | OP_11 | OP_12 | OP_13 | OP_14 | OP_15 | OP_16

scom_control ::= OP_NOP | OP_VER | OP_VERIF | OP_VERNOTIF | OP_VERIFY | OP_RETURN

scom_stack ::= OP_TOALTSTACK | OP_FROMALTSTACK | OP_2DROP | OP_2DUP | OP_3DUP | OP_2OVER | OP_2ROT
            | OP_2SWAP | OP_IFDUP | OP_DEPTH | OP_DROP | OP_DUP | OP_NIP | OP_OVER | OP_PICK | OP_ROLL
            | OP_ROT | OP_SWAP | OP_TUCK

scom_splice ::= OP_CAT | OP_SUBSTR | OP_LEFT | OP_RIGHT | OP_SIZE

scom_bitlogic ::= OP_INVERT | OP_AND | OP_OR | OP_XOR | OP_EQUAL | OP_EQUALVERIFY | OP_RESERVED1
            | OP_RESERVED2

scom_numeric ::= OP_1ADD | OP_1SUB | OP_2MUL | OP_2DIV | OP_NEGATE | OP_ABS | OP_NOT | OP_ONOTEQUAL
            | OP_ADD | OP_SUB | OP_MUL | OP_DIV | OP_MOD | OP_LSHIFT | OP_RSHIFT | OP_BOOLAND | OP_BOOLOR
            | OP_NUMEQUAL | OP_NUMEQUALVERIFY | OP_NUMNOTEQUAL | OP_LESSTHAN | OP_GREATERTHAN | OP_LESSTHANOREQUAL
            | OP_GREATERTHANOREQUAL | OP_MIN | OP_MAX | OP_WITHIN

```

scom\_crypto ::= OP\_RIPEMD160 | OP\_SHA1 | OP\_SHA256 | OP\_HASH160 | OP\_HASH256 | OP\_CODESEPARATOR  
 | OP\_CHECKSIG | OP\_CHECKSIGVERIFY | OP\_CHECKMULTISIG | OP\_CHECKMULTISIGVERIFY

scom\_expansion ::= OP\_NOP1 | OP\_CHECKLOCKTIMEVERIFY | OP\_NOP2 | OP\_CHECKSEQUENCEVERIFY | OP\_NOP3  
 | OP\_NOP4 | OP\_NOP5 | OP\_NOP6 | OP\_NOP7 | OP\_NOP8 | OP\_NOP9 | OP\_NOP10

scom\_template ::= OP\_SMALLINTEGER | OP\_PUBKEYS | OP\_PUBKEYHASH | OP\_PUBKEY | OP\_INVALIDOPCODE

### 2.3.2 Multiple-Word Commands

mcom ::= mcom\_if | mcom\_notif | mcom\_push

mcom\_if ::= OP\_IF script OP\_ENDIF | OP\_IF script mcom\_else OP\_ENDIF  
 mcom\_notif ::= OP\_NOTIF script OP\_ENDIF | OP\_NOTIF script mcom\_else OP\_ENDIF  
 mcom\_else ::= OP\_ELSE script | OP\_ELSE script mcom\_else

mcom\_push ::= OP\_PUSHBYTES<sub>N</sub> B<sup>N</sup> | OP\_PUSHDATA1 B<sup>1</sup> B | OP\_PUSHDATA2 B<sup>2</sup> B | OP\_PUSHDATA4 B<sup>4</sup> B

### 2.3.3 Disabled Commands

dcom ::= dcom\_push | dcom\_control | dcom\_stack | dcom\_splice | dcom\_bitlogic | dcom\_numeric |  
 dcom\_crypto | dcom\_expansion | dcom\_template

dcom\_push ::= OP\_RESERVED

scom\_control ::= OP\_VER | OP\_VERIF | OP\_VERNOTIF

dcom\_stack ::=

dcom\_splice ::= OP\_CAT | OP\_SUBSTR | OP\_LEFT | OP\_RIGHT

dcom\_bitlogic ::= OP\_INVERT | OP\_AND | OP\_OR | OP\_XOR | OP\_RESERVED1 | OP\_RESERVED2

dcom\_numeric ::= OP\_2MUL | OP\_2DIV | OP\_MUL | OP\_DIV | OP\_MOD | OP\_LSHIFT | OP\_RSHIFT

dcom\_crypto ::=

dcom\_expansion ::= OP\_NOP1 | OP\_NOP4 | OP\_NOP5 | OP\_NOP6 | OP\_NOP7 | OP\_NOP8 | OP\_NOP9 | OP\_NOP10

dcom\_template ::= OP\_SMALLINTEGER | OP\_PUBKEYS | OP\_PUBKEYHASH | OP\_PUBKEY | OP\_INVALIDOPCODE

### 2.3.4 OP Codes

<b>push value</b>		
OP_0 ::= 0x00	OP_2SWAP ::= 0x72	OP_BOOLOR ::= 0x9b
OP_FALSE ::= OP_0	OP_IFDUP ::= 0x73	OP_NUMEQUAL ::= 0x9c
OP_PUSHBYTES <sup>N</sup> ::= 0x01-0x4b	OP_DEPTH ::= 0x74	OP_NUMEQUALVERIFY ::= 0x9d
OP_PUSHDATA1 ::= 0x4c	OP_DROP ::= 0x75	OP_NUMNOTEQUAL ::= 0x9e
OP_PUSHDATA2 ::= 0x4d	OP_DUP ::= 0x76	OP_LESSTHAN ::= 0x9f
OP_PUSHDATA4 ::= 0x4e	OP_NIP ::= 0x77	OP_GREATERTHAN ::= 0xa0
OP_1NEGATE ::= 0x4f	OP_OVER ::= 0x78	OP_LESSTHANOREQUAL ::= 0xa1
OP_RESERVED ::= 0x50	OP_PICK ::= 0x79	OP_GREATERTHANOREQUAL ::= 0xa2
OP_1 ::= 0x51	OP_ROLL ::= 0x7a	OP_MIN ::= 0xa3
OP_TRUE::=OP_1	OP_ROT ::= 0x7b	OP_MAX ::= 0xa4
OP_2 ::= 0x52	OP_SWAP ::= 0x7c	OP_WITHIN ::= 0xa5
OP_3 ::= 0x53	OP_TUCK ::= 0x7d	
OP_4 ::= 0x54		<b>crypto</b>
OP_5 ::= 0x55	<b>splice ops</b>	OP_RIPEMD160 ::= 0xa6
OP_6 ::= 0x56	OP_CAT ::= 0x7e	OP_SHA1 ::= 0xa7
OP_7 ::= 0x57	OP_SUBSTR ::= 0x7f	OP_SHA256 ::= 0xa8
OP_8 ::= 0x58	OP_LEFT ::= 0x80	OP_HASH160 ::= 0xa9
OP_9 ::= 0x59	OP_RIGHT ::= 0x81	OP_HASH256 ::= 0xaa
OP_10 ::= 0x5a	OP_SIZE ::= 0x82	OP_CODESEPARATOR ::= 0xab
OP_11 ::= 0x5b		OP_CHECKSIG ::= 0xac
OP_12 ::= 0x5c	<b>bit logic</b>	OP_CHECKSIGVERIFY ::= 0xad
OP_13 ::= 0x5d	OP_INVERT ::= 0x83	OP_CHECKMULTISIG ::= 0xae
OP_14 ::= 0x5e	OP_AND ::= 0x84	OP_CHECKMULTISIGVERIFY ::= 0xaf
OP_15 ::= 0x5f	OP_OR ::= 0x85	
OP_16 ::= 0x60	OP_XOR ::= 0x86	
	OP_EQUAL ::= 0x87	
	OP_EQUALVERIFY ::= 0x88	<b>expansion</b>
<b>control</b>	OP_RESERVED1 ::= 0x89	OP_NOP1 ::= 0xb0
OP_NOP ::= 0x61	OP_RESERVED2 ::= 0x8a	OP_CHECKLOCKTIMEVERIFY ::= 0xb1
OP_VER ::= 0x62		OP_NOP2 ::= 0xb1
OP_IF ::= 0x63	<b>numeric</b>	OP_CHECKSEQUENCEVERIFY ::= 0xb2
OP_NOTIF ::= 0x64	OP_1ADD ::= 0x8b	OP_NOP3 ::= 0xb2
OP_VERIF ::= 0x65	OP_1SUB ::= 0x8c	OP_NOP4 ::= 0xb3
OP_VERNOTIF ::= 0x66	OP_2MUL ::= 0x8d	OP_NOP5 ::= 0xb4
OP_ELSE ::= 0x67	OP_2DIV ::= 0x8e	OP_NOP6 ::= 0xb5
OP_ENDIF ::= 0x68	OP_NEGATE ::= 0x8f	OP_NOP7 ::= 0xb6
OP_VERIFY ::= 0x69	OP_ABS ::= 0x90	OP_NOP8 ::= 0xb7
OP_RETURN ::= 0x6a	OP_NOT ::= 0x91	OP_NOP9 ::= 0xb8
	OP_ONOTEQUAL ::= 0x92	OP_NOP10 ::= 0xb9
<b>stack ops</b>	OP_ADD ::= 0x93	
OP_TOALTSTACK ::= 0x6b	OP_SUB ::= 0x94	<b>template matching params</b>
OP_FROMALTSTACK ::= 0x6c	OP_MUL ::= 0x95	OP_SMALLINTEGER ::= 0xfa
OP_2DROP ::= 0x6d	OP_DIV ::= 0x96	OP_PUBKEYS ::= 0xfb
OP_2DUP ::= 0x6e	OP_MOD ::= 0x97	OP_PUBKEYHASH ::= 0xfd
OP_3DUP ::= 0x6f	OP_LSHIFT ::= 0x98	OP_PUBKEY ::= 0xfe
OP_2OVER ::= 0x70	OP_RSHIFT ::= 0x99	OP_INVALIDOPCODE ::= 0xff
OP_2ROT ::= 0x71	OP_BOOLAND ::= 0x9a	

### 3 Operational Semantics – Big Step Semantics

At any given point of a program's execution, the state is entirely described by the following elements:

- The stack  $S$ , whose elements  $S_i$  for  $1 \leq i \leq |S|$  are indexed starting from the bottom;
- The alt-stack  $AS$ , an auxiliary stack indexed in the same way;
- The validity variable  $V$ , equal to **true** by default.

Any state in which  $V = \mathbf{false}$  causes the program to immediately terminate with a special exception, handled by the environment in which the program was being run.

#### 3.1 Generic rules

In order to more succinctly define the operational semantics of Script, we define generic rules not tied to any command in the language that express operations common in a stack-based language.

##### 3.1.1 PUSH

$$\frac{\sigma_0(|S|) = L}{\langle \text{PUSH } B, \sigma_0 \rangle \Downarrow \sigma[|S| = L + 1, S_{L+1} = B]}$$

##### 3.1.2 DROP

$$\frac{\sigma_0(|S|) = L \quad L \geq n}{\langle \text{DROP } n, \sigma_0 \rangle \Downarrow \sigma[S_i = \sigma_0(S_{i+1}) \quad \forall i. n \leq i < L]}$$

##### 3.1.3 PUSH\_ALT

$$\frac{\sigma_0(|AS|) = L}{\langle \text{PUSH\_ALT } B, \sigma_0 \rangle \Downarrow \sigma[|AS| = L + 1, AS_{L+1} = B]}$$

##### 3.1.4 DROP\_ALT

$$\frac{\sigma_0(|AS|) = L \quad L \geq n}{\langle \text{DROP\_ALT } n, \sigma_0 \rangle \Downarrow \sigma[AS_i = \sigma_0(AS_{i+1}) \quad \forall i. n \leq i < L]}$$

##### 3.1.5 PUSH\_EX

$$\frac{\sigma_0(|ES|) = L}{\langle \text{PUSH\_EX } b, \sigma_0 \rangle \Downarrow \sigma[|ES| = L + 1, ES_{L+1} = b]}$$

##### 3.1.6 DROP\_EX

$$\frac{\sigma_0(|ES|) = L \quad L \geq n}{\langle \text{DROP\_EX } n, \sigma_0 \rangle \Downarrow \sigma[ES_i = \sigma_0(ES_{i+1}) \quad \forall i. n \leq i < L]}$$

##### 3.1.7 TEST

$$\frac{\sigma_0(|S|) \geq x \quad \sigma_0(S_x) \Downarrow t \quad t = 0}{\langle \text{TEST } x, \sigma_0 \rangle \Downarrow \text{FALSE}}$$

$$\frac{\sigma(|S|) \geq x \quad \sigma(S_x) \Downarrow t \quad t \neq 0}{\langle \text{TEST } x, \sigma \rangle \Downarrow \text{TRUE}}$$

## 3.2 Constants

### 3.2.1 OP\_0, OP\_FALSE

Push the byte-vector representing 0 onto the stack.

$$\frac{\sigma(|S|) = L \quad B \Downarrow 0}{< \text{OP\_0}, \sigma > \Downarrow \sigma[|S| = L + 1, S_{L+1} = B]}$$

### 3.2.2 OP\_N, OP\_PUSHNBYTES

Push the next  $N$  bytes onto the stack.

$$\frac{\sigma(|S|) = L}{< \text{OP\_N } b_1 \dots b_N, \sigma > \Downarrow \sigma[|S| = L + 1, S_{L+1} = < b_1 \dots b_N >]}$$

### 3.2.3 OP\_PUSHDATA1

The next byte specifies how many bytes to push onto the stack as a byte-vector.

$$\frac{B_1 \Downarrow k \quad \sigma(|S|) = L}{< \text{OP\_PUSHDATA1 } B_1^1 \ B_2^k, \sigma > \Downarrow \sigma[|S| = L + 1, S_{L+1} = B_2]}$$

### 3.2.4 OP\_PUSHDATA2

The next two bytes specify how many bytes to push onto the stack as a byte-vector.

$$\frac{B_1 \Downarrow k \quad \sigma(|S|) = L}{< \text{OP\_PUSHDATA2 } B_1^2 \ B_2^k, \sigma > \Downarrow \sigma[|S| = L + 1, S_{L+1} = B_2]}$$

### 3.2.5 OP\_PUSHDATA4

The next four bytes specify how many bytes to push onto the stack as a byte-vector.

$$\frac{B_1 \Downarrow k \quad \sigma(|S|) = L}{< \text{OP\_PUSHDATA4 } B_1^4 \ B_2^k, \sigma > \Downarrow \sigma[|S| = L + 1, S_{L+1} = B_2]}$$

### 3.2.6 OP\_1NEGATE

Push the byte-vector representing -1 onto the stack.

$$\frac{\sigma(|S|) = L \quad B \Downarrow -1}{< \text{OP\_0}, \sigma > \Downarrow \sigma[|S| = l + 1, S_{l+1} = B]}$$

### 3.2.7 OP\_1, OP\_TRUE

Push the byte-vector representing 1 onto the stack.

$$\frac{\sigma(|S|) = L \quad B \Downarrow 1}{< \text{OP\_0}, \sigma > \Downarrow \sigma[|S| = L + 1, S_{L+1} = B]}$$

### 3.2.8 OP\_2-OP\_16, OP\_PUSHN

Push the byte-vector representing the number specified in the word name onto the stack.

$$\frac{\sigma(|S|) = L \quad B \Downarrow N}{\langle \text{OP\_PUSHN}, \sigma \rangle \Downarrow \sigma[|S| = L + 1, S_{L+1} = B]}$$

## 3.3 Flow Control

### 3.3.1 OP\_NOP

Do nothing.

$$\overline{\langle \text{OP\_NOP}, \sigma \rangle \Downarrow \sigma}$$

### 3.3.2 OP\_IF, OP\_ELSE, OP\_ENDIF

Run  $C_1$  if top of stack is present and evaluates to true. Otherwise run  $C_2$  if stack is present and evaluates to false.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{TRUE} \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma_1 \quad \langle C_1, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_IF } C_1 \text{ OP\_ENDIF} \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{FALSE} \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma'}{\langle \text{OP\_IF } C_1 \text{ OP\_ENDIF} \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{TRUE} \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma_1 \quad \langle C_1, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_IF } C_1 \text{ OP\_ELSE } C_2 \text{ OP\_ENDIF} \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{FALSE} \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma_1 \quad \langle C_2, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_IF } C_1 \text{ OP\_ELSE } C_2 \text{ OP\_ENDIF} \rangle \Downarrow \sigma'}$$

### 3.3.3 OP\_NOTIF, OP\_ELSE, OP\_ENDIF

Run  $C_1$  if top of stack is present and evaluates to false. Otherwise run  $C_2$  if stack is present and evaluates to true.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{FALSE} \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma_1 \quad \langle C_1, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_NOTIF } C_1 \text{ OP\_ENDIF} \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{TRUE} \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma'}{\langle \text{OP\_NOTIF } C_1 \text{ OP\_ENDIF} \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{FALSE} \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma_1 \quad \langle C_1, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_NOTIF } C_1 \text{ OP\_ELSE } C_2 \text{ OP\_ENDIF} \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{TRUE} \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma_1 \quad \langle C_2, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_NOTIF } C_1 \text{ OP\_ELSE } C_2 \text{ OP\_ENDIF} \rangle \Downarrow \sigma'}$$

### 3.3.4 OP\_VERIFY := 0x69

If top of stack is present and evaluates to true then remove top of stock and mark transaction as valid; otherwise mark transaction as invalid.

$$\frac{\sigma(|S|) = L \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{FALSE} \quad \sigma'(V) = \text{invalid}}{\langle \text{OP\_VERIFY}, \sigma \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad \langle \text{TEST } L, \sigma \rangle \Downarrow \text{TRUE} \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma' \quad \sigma'(V) = \text{valid}}{\langle \text{OP\_VERIFY}, \sigma \rangle \Downarrow \sigma'}$$

### 3.3.5 OP\_RETURN := 0x6a

Unconditionally mark transaction as invalid.

$$\overline{\langle \text{OP\_RETURN}, \sigma \rangle \Downarrow \sigma[V = \text{invalid}]}$$

## 3.4 Stack

### 3.4.1 OP\_TOALTSTACK

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \sigma(S_L) = x \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSHALT } x, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_TOALTSTACK}, \sigma \rangle \Downarrow \sigma}$$

### 3.4.2 OP\_FROMALTSTACK

$$\frac{\sigma(|AS|) = L \quad L > 0 \quad \sigma(AS_L) = x \quad \langle \text{DROPALT } L, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSH } x, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_FROMALTSTACK}, \sigma \rangle \Downarrow \sigma}$$

### 3.4.3 OP\_IFDUP

If top of stack is non-zero, duplicate the top of the stack.

$$\frac{\sigma(S_{|S|}) \neq 0 \quad \langle \text{PUSH } S_{|S|} \rangle \Downarrow \sigma'}{\langle \text{OP\_IFDUP}, \sigma \rangle \Downarrow \sigma'}$$

### 3.4.4 OP\_DEPTH

Push the byte-vector representing the depth of the stack onto the stack.

$$\frac{\sigma(|S|) = L \quad \langle \text{PUSH } L, \sigma \rangle \Downarrow \sigma'}{\langle \text{OP\_DEPTH}, \sigma \rangle \Downarrow \sigma'}$$

### 3.4.5 OP\_DROP

Remove the top of the stack.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \langle \text{DROP } L, \sigma \rangle \Downarrow \sigma'}{\langle \text{OP\_DROP}, \sigma \rangle \Downarrow \sigma'}$$



### 3.4.6 OP\_DUP

Duplicate the top of the stack.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad < \text{PUSH } S_L, \sigma > \Downarrow \sigma'}{< \text{OP\_DUP}, \sigma > \Downarrow \sigma'}$$

### 3.4.7 OP\_NIP

Remove the byte-vector second from the top of the stack.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad < \text{DROP } L - 1, \sigma > \Downarrow \sigma'}{< \text{OP\_NIP}, \sigma > \Downarrow \sigma'}$$

### 3.4.8 OP\_OVER

Copy the byte-vector second from the top onto the top of the stack.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad < \text{PUSH } S_{L-1}, \sigma > \Downarrow \sigma'}{< \text{OP\_OVER}, \sigma > \Downarrow \sigma'}$$

### 3.4.9 OP\_PICK

Copy the byte-vector  $n$  from the top onto the top of the stack, not counting the top element  $n$ .

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \sigma(S_L) = n \quad L > n \quad < \text{DROP } L, \sigma > \Downarrow \sigma_1 \quad < \text{PUSH } S_{L-n-1}, \sigma_1 > \Downarrow \sigma'}{< \text{OP\_PICK}, \sigma > \Downarrow \sigma'}$$

### 3.4.10 OP\_ROLL

Move the byte-vector  $n$  from the top onto the top of the stack, not counting the top element  $n$ .

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \sigma(S_L) = n \quad L > n \quad < \text{DROP } L, \sigma > \Downarrow \sigma_1 \quad < \text{PUSH } S_{L-n-1}, \sigma_1 > \Downarrow \sigma_2 < \text{DROP } L - n - 1, \sigma_2 > \Downarrow \sigma'}{< \text{OP\_ROLL}, \sigma > \Downarrow \sigma'}$$

### 3.4.11 OP\_ROT

The top three items on the stack are rotated. Equivalently, move the byte-vector third from the top to the top of the stack.

$$\frac{\sigma(|S|) = L \quad L > 2 \quad < \text{PUSH } S_{L-2}, \sigma_1 > \Downarrow \sigma_2 < \text{DROP } L - 2, \sigma_2 > \Downarrow \sigma'}{< \text{OP\_ROT}, \sigma > \Downarrow \sigma'}$$

### 3.4.12 OP\_SWAP

The top two items on the stack are swapped.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad < \text{PUSH } S_{L-1}, \sigma_1 > \Downarrow \sigma_2 < \text{DROP } L - 1, \sigma_2 > \Downarrow \sigma'}{< \text{OP\_SWAP}, \sigma > \Downarrow \sigma'}$$

### 3.4.13 OP\_TUCK

The item at the top of the stack is copied and inserted before the second-to-top item.

$$\frac{\sigma(|S|) > 1 \quad \sigma(S_{|S|}) = x \quad \sigma(S_{|S|-1}) = y \quad < \text{DROP } |S|, \sigma > \Downarrow \sigma_1 \quad < \text{DROP } |S|, \sigma_1 > \Downarrow \sigma_2 \\ < \text{PUSH } x, \sigma_2 > \Downarrow \sigma_3 \quad < \text{PUSH } y, \sigma_3 > \Downarrow \sigma_4 \quad < \text{PUSH } x, \sigma_4 > \Downarrow \sigma'}{< \text{OP\_TUCK}, \sigma > \Downarrow \sigma'}$$

### 3.4.14 OP\_2DROP

Removes the top two stack items.

$$\frac{\sigma(|S|) > 1 \quad < \text{DROP } |S|, \sigma > \Downarrow \sigma_1 \quad < \text{DROP } |S|, \sigma_1 > \Downarrow \sigma'}{< \text{OP\_2DROP}, \sigma > \Downarrow \sigma'}$$

### 3.4.15 OP\_2DUP

Duplicates the top two stack items.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad < \text{PUSH } S_{L-1}, \sigma > \Downarrow \sigma_1 \quad < \text{PUSH } S_L, \sigma_1 > \Downarrow \sigma'}{< \text{OP\_2DUP}, \sigma > \Downarrow \sigma'}$$

### 3.4.16 OP\_3DUP

Duplicates the top three stack items.

$$\frac{\sigma(|S|) = L \quad L > 2 \quad < \text{PUSH } S_{L-2}, \sigma > \Downarrow \sigma_1 \quad < \text{PUSH } S_{L-1}, \sigma_1 > \Downarrow \sigma_2 \quad < \text{PUSH } S_L, \sigma_2 > \Downarrow \sigma'}{< \text{OP\_3DUP}, \sigma > \Downarrow \sigma'}$$

### 3.4.17 OP\_2OVER

Copies the pair of items two spaces back in the stack to the front.

$$\frac{\sigma(|S|) = L \quad L > 3 \quad < \text{PUSH } S_{L-3}, \sigma > \Downarrow \sigma_1 \quad < \text{PUSH } S_{L-2}, \sigma_1 > \Downarrow \sigma'}{< \text{OP\_2OVER}, \sigma > \Downarrow \sigma'}$$

### 3.4.18 OP\_2ROT

The fifth and sixth items back are moved to the top of the stack.

$$\frac{\sigma(|S|) = L \quad L > 5 \quad < \text{PUSH } S_{L-5}, \sigma_2 > \Downarrow \sigma_3 \quad < \text{PUSH } S_{L-4}, \sigma_3 > \Downarrow \sigma' \quad < \text{DROP } L-5, \sigma > \Downarrow \sigma_1 \quad < \text{DROP } L-4, \sigma_1 > \Downarrow \sigma_2}{< \text{OP\_2ROT}, \sigma > \Downarrow \sigma'}$$

### 3.4.19 OP\_2SWAP

The first and second items are swapped. The third and fourth items are swapped.

$$\frac{\sigma(|S|) = L \quad L > 3 \quad \sigma(S_L) = x \quad \sigma(S_{L-1}) = y \quad < \text{DROP } L, \sigma > \Downarrow \sigma_1 \quad < \text{DROP } L-1, \sigma_1 > \Downarrow \sigma_2 \\ < \text{PUSH } S_{L-3}, \sigma_2 > \Downarrow \sigma_3 \quad < \text{DROP } L-3, \sigma_3 > \Downarrow \sigma_4 \quad < \text{PUSH } y, \sigma_4 > \Downarrow \sigma_5 \quad < \text{PUSH } x, \sigma_5 > \Downarrow \sigma'}{< \text{OP\_2SWAP}, \sigma > \Downarrow \sigma'}$$

### 3.5 Splice

#### 3.5.1 OP\_CAT

*Disabled*

Concatenates two byte strings.

$$\frac{\sigma(|S|) = L \quad < \text{PUSH } S_L S_{L-1}, \sigma > \Downarrow \sigma_1 \quad < \text{DROP } L, \sigma_1 > \Downarrow \sigma_2 \quad < \text{DROP } L-1, \sigma_2 > \Downarrow \sigma'}{< \text{OP\_CAT}, \sigma > \Downarrow \sigma'}$$

#### 3.5.2 OP\_SUBSTR

*Disabled*

Returns a subtring of the top element, starting from index given by second element, of size given by third element.

$$\frac{\sigma(|S|) = L \quad \sigma(S_L) = b_1 \dots b_k \quad \sigma(S_{L-1}) = start \quad \sigma(S_{L-2}) = size \quad start < k \quad start + size < k \\ < \text{PUSH } b_{start} \dots b_{start+size}, \sigma > \Downarrow \sigma_1 \quad < \text{DROP } L, \sigma_1 > \Downarrow \sigma_2 \quad < \text{DROP } L-1, \sigma_2 > \Downarrow \sigma_3 \quad < \text{DROP } L-2, \sigma_3 > \Downarrow \sigma'}{< \text{OP\_SUBSTR}, \sigma > \Downarrow \sigma'}$$

#### 3.5.3 OP\_LEFT

*Disabled*

Returns only character left of a specified point in top element, index given by second element.

$$\frac{\sigma(|S|) = L \quad \sigma(S_L) = b_1 \dots b_k \quad \sigma(S_{L-1}) = idx \quad idx \leq k \\ < \text{PUSH } b_1 b_{idx-1}, \sigma > \Downarrow \sigma_1 \quad < \text{DROP } L, \sigma_1 > \Downarrow \sigma_2 \quad < \text{DROP } L-1, \sigma_2 > \Downarrow \sigma'}{< \text{OP\_LEFT}, \sigma > \Downarrow \sigma'}$$

#### 3.5.4 OP\_RIGHT

*Disabled*

Returns only character right of a specified point in top element, index given by second element.

$$\frac{\sigma(|S|) = L \quad \sigma(S_L) = b_1 \dots b_k \quad \sigma(S_{L-1}) = idx \quad idx \leq k \\ < \text{PUSH } b_{idx} \dots b_k, \sigma > \Downarrow \sigma_1 \quad < \text{DROP } L, \sigma_1 > \Downarrow \sigma_2 \quad < \text{DROP } L-1, \sigma_2 > \Downarrow \sigma'}{< \text{OP\_RIGHT}, \sigma > \Downarrow \sigma'}$$

#### 3.5.5 OP\_SIZE

Pushes the number of bytes of the top element of the stack.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \sigma(S_L) = B \quad < \text{PUSH } |B|, \sigma > \Downarrow \sigma'}{< \text{OP\_SIZE}, \sigma > \Downarrow \sigma'}$$

## 3.6 Bitwise Logic

### 3.6.1 OP\_INVERT

*Disabled*

Flips all bits of the top stack element.

$$\frac{\sigma(|S|) = L \quad \sigma(S_L) = b_1 \dots b_k \quad \langle \text{PUSH } \neg b_1 \neg b_2 \dots \neg b_k, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{DROP } L, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_EQUAL}, \sigma \rangle \Downarrow \sigma'}$$

### 3.6.2 OP\_AND

*Disabled*

Boolean *and* between bits of first and second stack elements.

$$\frac{\sigma(|S|) = L \quad \sigma(S_L) = B_1 \quad \sigma(S_{L-1}) = B_2 \quad \langle \text{PUSH } B_1 \& B_2, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{DROP } L, \sigma_1 \rangle \Downarrow \sigma_2 \quad \langle \text{DROP } L-1, \sigma_2 \rangle \Downarrow \sigma'}{\langle \text{OP\_AND}, \sigma \rangle \Downarrow \sigma'}$$

### 3.6.3 OP\_OR

*Disabled*

Boolean *and* between bits of first and second stack elements.

$$\frac{\sigma(|S|) = L \quad \sigma(S_L) = B_1 \quad \sigma(S_{L-1}) = B_2 \quad \langle \text{PUSH } B_1 | B_2, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{DROP } L, \sigma_1 \rangle \Downarrow \sigma_2 \quad \langle \text{DROP } L-1, \sigma_2 \rangle \Downarrow \sigma'}{\langle \text{OP\_OR}, \sigma \rangle \Downarrow \sigma'}$$

### 3.6.4 OP\_XOR

*Disabled*

Boolean *and* between bits of first and second stack elements.

$$\frac{\sigma(|S|) = L \quad \sigma(S_L) = B_1 \quad \sigma(S_{L-1}) = B_2 \quad \langle \text{PUSH } B_1 \wedge B_2, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{DROP } L, \sigma_1 \rangle \Downarrow \sigma_2 \quad \langle \text{DROP } L-1, \sigma_2 \rangle \Downarrow \sigma'}{\langle \text{OP\_XOR}, \sigma \rangle \Downarrow \sigma'}$$

### 3.6.5 OP\_EQUAL

Returns 1 if the two top elements are equal, 0 otherwise.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_L) = B_1 \quad \sigma(S_{L-1}) = B_2 \quad B_1 = B_2 \quad \langle \text{PUSH } 1, \sigma \rangle \Downarrow \sigma'}{\langle \text{OP\_EQUAL}, \sigma \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_L) = B_1 \quad \sigma(S_{L-1}) = B_2 \quad B_1 \neq B_2 \quad \langle \text{PUSH } 0, \sigma \rangle \Downarrow \sigma'}{\langle \text{OP\_EQUAL}, \sigma \rangle \Downarrow \sigma'}$$

### 3.6.6 OP\_EQUALVERIFY

Description.

$$\frac{\langle \text{OP\_EQUAL} \ , \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_VERIFY} \ , \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_EQUALVERIFY} \ , \sigma \rangle \Downarrow \sigma'}$$

## 3.7 Arithmetic

### 3.7.1 OP\_1ADD

Add 1 to the top of the stack.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \sigma(S_L) \Downarrow x \quad B \Downarrow x + 1 \quad \langle \text{DROP} \ L, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSH} \ B, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_2SWAP} \ , \sigma \rangle \Downarrow \sigma'}$$

### 3.7.2 OP\_1SUB

Subtract 1 from the top of the stack.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \sigma(S_L) \Downarrow x \quad B \Downarrow x - 1 \quad \langle \text{DROP} \ L, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSH} \ B, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_1SUB} \ , \sigma \rangle \Downarrow \sigma'}$$

### 3.7.3 OP\_ABS

The top of the stack is replaced with the byte-vector representing it's absolute value.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \sigma(S_L) \Downarrow x \quad B \Downarrow |x| \quad \langle \text{DROP} \ L, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSH} \ B, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_1SUB} \ , \sigma \rangle \Downarrow \sigma'}$$

### 3.7.4 OP\_NEGATE

The top of the stack is negated.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad \sigma(S_L) \Downarrow x \quad B \Downarrow -x \quad \langle \text{DROP} \ L, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSH} \ B, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_1SUB} \ , \sigma \rangle \Downarrow \sigma'}$$

### 3.7.5 OP\_NOT

If the top of the stack is 0, replace it with the byte vector representing 1. Otherwise, replace it with the byte-vector representing 0.

$$\frac{\langle \text{OP\_IF} \ \text{PUSH} \ \text{OP\_0} \ \text{OP\_ELSE} \ \text{PUSH} \ \text{OP\_1} \ \text{OP\_ENDIF} \ , \sigma \rangle \Downarrow \sigma'}{\langle \text{OP\_NOT} \ , \sigma \rangle \Downarrow \sigma'}$$

### 3.7.6 OP\_0NOTEQUAL

Push the byte-vector representing 0 onto the stack if the top of stack is 0. Otherwise replace the top of stack with the byte-vector representing 1.

$$\frac{\langle \text{OP\_IF\_PUSH\_OP\_1\_OP\_ELSE\_PUSH\_OP\_0\_OP\_ENDIF}, \sigma \rangle \Downarrow \sigma'}{\langle \text{OP\_0NOTEQUAL}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.7 OP\_ADD

Let the inputs be the top two items of the stack,  $a$  and  $b$ . Push the byte-vector representing  $a + b$  onto the stack.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_L) \Downarrow x \quad \sigma(S_{L-1}) \Downarrow y \quad B \Downarrow x + y \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSH } B, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_ADD}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.8 OP\_SUB

Let the inputs be the top two items of the stack,  $a$  and  $b$ . Push the byte-vector representing  $a - b$  onto the stack.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_L) \Downarrow x \quad \sigma(S_{L-1}) \Downarrow y \quad B \Downarrow y - x \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSH } B, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_SUB}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.9 OP\_BOOLAND

Let the inputs be the top two items of the stack,  $a$  and  $b$ . If both  $a$  and  $b$  are not 0, then push 1 onto the stack.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_L) \Downarrow a \quad \sigma(S_{L-1}) \Downarrow b \quad a \neq 0 \wedge b \neq 0 \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSH } \text{OP\_1}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_BOOLAND}, \sigma \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_L) \Downarrow a \quad \sigma(S_{L-1}) \Downarrow b \quad a = 0 \vee b = 0 \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{PUSH } \text{OP\_0}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_BOOLAND}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.10 OP\_BOOLOR

Let the inputs be the top two items of the stack,  $a$  and  $b$ . If either  $a$  or  $b$  are not 0, then push 1 onto the stack.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_L) \Downarrow a \quad \sigma(S_{L-1}) \Downarrow b \quad a \neq 0 \vee b \neq 0 \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_1}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_BOOLOR}, \sigma \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_L) \Downarrow a \quad \sigma(S_{L-1}) \Downarrow b \quad a \neq 0 \wedge b \neq 0 \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_0}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_BOOLOR}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.11 OP\_NUMEQUAL

Let the inputs be the top two items of the stack,  $a$  and  $b$ . Push 1 onto the stack if  $a = b$ ; push 0 onto the stack otherwise.

$$\frac{\langle \text{OP\_SUB}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_IF PUSH OP\_0 OP\_ELSE PUSH OP\_1}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_NUMEQUAL}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.12 OP\_NUMEQUALVERIFY

Let the inputs be the top two items of the stack,  $a$  and  $b$ . Push 1 onto the stack if  $a = b$ ; push 0 onto the stack otherwise. If 0 is pushed onto the stack, mark the transaction as invalid.

$$\frac{\langle \text{OP\_NUMEQUAL}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_VERIFY}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_NUMEQUALVERIFY}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.13 OP\_NUMNOTEQUAL

Let the inputs be the top two items of the stack,  $a$  and  $b$ . Push 1 if the numbers are equal, 0 otherwise.

$$\frac{\langle \text{OP\_SUB}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_IF PUSH OP\_1 OP\_ELSE PUSH OP\_0}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_NUMNOTEQUAL}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.14 OP\_LESSTHAN

Let the inputs be the element on the top of the stack(b) and the element second to the top (a). Push 1 onto the stack if a is less than b, otherwise push 0.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a \geq b \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_0}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_LESSTHAN}, \sigma \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a < b \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_1}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_LESSTHAN}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.15 OP\_GREATERTHAN

Let the inputs be the element on the top of the stack(b) and the element second to the top (a). Push 1 onto the stack if a is greater than b, otherwise push 0.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a \leq b \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_0}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_GREATERTHAN}, \sigma \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a > b \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_1}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_GREATERTHAN}, \sigma \rangle \Downarrow \sigma'}$$

### 3.7.16 OP\_LESSTHANOREQUAL

Let the inputs be the element on the top of the stack(b) and the element second to the top (a). Push 1 onto the stack if a is less than or equal to b, otherwise push 0.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a > b \quad \langle \text{OP\_2DROP}, \sigma \rangle \Downarrow \sigma_1 \quad \langle \text{OP\_0}, \sigma_1 \rangle \Downarrow \sigma'}{\langle \text{OP\_LESSTHANOREQUAL}, \sigma \rangle \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a \leq b \quad < \text{OP\_2DROP}, \sigma > \Downarrow \sigma_1 \quad < \text{OP\_1}, \sigma_1 > \Downarrow \sigma'}{< \text{OP\_LESSTHANOREQUAL}, \sigma > \Downarrow \sigma'}$$

### 3.7.17 OP\_GREATERTHANOREQUAL

Let the inputs be the element on the top of the stack(b) and the element second to the top (a). Push 1 onto the stack if a is greater than or equal to b, otherwise push 0.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a < b \quad < \text{OP\_2DROP}, \sigma > \Downarrow \sigma_1 \quad < \text{OP\_0}, \sigma_1 > \Downarrow \sigma'}{< \text{OP\_GREATERTHANOREQUAL}, \sigma > \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a \geq b \quad < \text{OP\_2DROP}, \sigma > \Downarrow \sigma_1 \quad < \text{OP\_1}, \sigma_1 > \Downarrow \sigma'}{< \text{OP\_GREATERTHANOREQUAL}, \sigma > \Downarrow \sigma'}$$

### 3.7.18 OP\_MIN

the larger of the two elements at the top of the stack is removed.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a \leq b \quad < \text{DROP } L, \sigma > \Downarrow \sigma'}{< \text{OP\_MIN}, \sigma > \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad b < a \quad < \text{DROP } L - 1, \sigma > \Downarrow \sigma'}{< \text{OP\_MIN}, \sigma > \Downarrow \sigma'}$$

### 3.7.19 OP\_MAX

the smaller of the two elements on the top of the stack is removed.

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad a \geq b \quad < \text{DROP } L, \sigma > \Downarrow \sigma'}{< \text{OP\_MAX}, \sigma > \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 1 \quad \sigma(S_{L-1}) \Downarrow a \quad \sigma(S_L) \Downarrow b \quad b > a \quad < \text{DROP } L - 1, \sigma > \Downarrow \sigma'}{< \text{OP\_MAX}, \sigma > \Downarrow \sigma'}$$

### 3.7.20 OP\_WITHIN

the input is the 3 elements at the top of the stack x, min, max where max is the top of the stack. push 1 if x is greater than or equal to min and less than max, otherwise push 0.

$$\frac{\sigma(|S|) = L \quad L > 2 \quad \sigma(S_L) \Downarrow max \quad \sigma(S_{L-1}) \Downarrow min \quad \sigma(S_{L-2}) \Downarrow x \quad min \leq x < max \quad < \text{OP\_1}, \sigma > \Downarrow \sigma'}{< \text{OP\_WITHIN}, \sigma > \Downarrow \sigma'}$$

$$\frac{\sigma(|S|) = L \quad L > 2 \quad \sigma(S_L) \Downarrow max \quad \sigma(S_{L-1}) \Downarrow min \quad \sigma(S_{L-2}) \Downarrow x \quad \neg(min \leq x < max) \quad < \text{OP\_1}, \sigma > \Downarrow \sigma'}{< \text{OP\_WITHIN}, \sigma > \Downarrow \sigma'}$$



## 3.8 Crypto

### 3.8.1 OP\_RIPEMD160

The element at the top of the stack is hashed with RIPEMD-160.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad B = \text{RIPEMD-160}(\sigma(S_L)) \quad < \text{DROP } L, \sigma > \Downarrow \text{sigma}_1 \quad < \text{PUSH } B, \sigma_1 > \Downarrow \text{sigma}'}{< \text{OP\_RIPEMD-160}, \sigma > \Downarrow \text{sigma}'}$$

### 3.8.2 OP\_SHA1

The element at the top of the stack is hashed with SHA-1.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad B = \text{SHA-1}(\sigma(S_L)) \quad < \text{DROP } L, \sigma > \Downarrow \text{sigma}_1 \quad < \text{PUSH } B, \sigma_1 > \Downarrow \text{sigma}'}{< \text{OP\_SHA1}, \sigma > \Downarrow \text{sigma}'}$$

### 3.8.3 OP\_SHA256

The element at the top of the stack is hashed with SHA-256.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad B = \text{SHA-256}(\sigma(S_L)) \quad < \text{DROP } L, \sigma > \Downarrow \text{sigma}_1 \quad < \text{PUSH } B, \sigma_1 > \Downarrow \text{sigma}'}{< \text{OP\_SHA-256}, \sigma > \Downarrow \text{sigma}'}$$

### 3.8.4 OP\_HASH160

The element at the top of the stack is hashed with SHA-256 and then with RIPEMD-160.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad B = \text{RIPEMD-160}(\text{SHA-256}(\sigma(S_L))) \quad < \text{DROP } L, \sigma > \Downarrow \text{sigma}_1 \quad < \text{PUSH } B, \sigma_1 > \Downarrow \text{sigma}'}{< \text{OP\_HASH160}, \sigma > \Downarrow \text{sigma}'}$$

### 3.8.5 OP\_HASH256

The element at the top of the stack is hashed twice with SHA-256.

$$\frac{\sigma(|S|) = L \quad L > 0 \quad B = \text{SHA-256}(\text{SHA-256}(\sigma(S_L))) \quad < \text{DROP } L, \sigma > \Downarrow \text{sigma}_1 \quad < \text{PUSH } B, \sigma_1 > \Downarrow \text{sigma}'}{< \text{OP\_HASH256}, \sigma > \Downarrow \text{sigma}'}$$

### 3.8.6 OP\_CODESEPARATOR

### 3.8.7 OP\_CHECKSIG

### 3.8.8 OP\_CHECKSIGVERIFY

### 3.8.9 OP\_CHECKMULTISIG

### 3.8.10 OP\_CHECKMULTISIGVERIFY

## 3.9 Locktime

### 3.9.1 OP\_CHECKLOCKTIMEVERIFY (previously OP\_NOP2)

### 3.9.2 OP\_CHECKSEQUENCEVERIFY (previously OP\_NOP3)

## 3.10 Disabled / Reserved / Invalid

All disabled, reserved or otherwise invalid opcodes transition to an invalid state.

$$\overline{\langle \text{dcom}, \sigma \rangle \Downarrow \sigma[V = \text{invalid}]}$$

## 4 Operational Semantics – Small Step Semantics

### 4.1 Local reduction rules

[No need to add PUSHDATA commands: these can be described as atomic commands, if we remember that the PUSHDATA opcode is only part of the push commands defined in the syntax - Hugo]

$$\begin{aligned} \langle \text{OP\_NOP } \text{com}, \sigma \rangle &\longrightarrow \langle \text{com}, \sigma \rangle \\ \langle \text{scom}, \sigma[S = s, V = v] \rangle &\longrightarrow \langle \text{OP\_NOP}, \sigma[S = s', V = v'] \rangle^1 \\ \langle \text{OP\_RETURN } \text{com}, \sigma \rangle &\longrightarrow \langle \text{OP\_NOP}, \sigma[V = \text{false}] \rangle \\ \langle \text{OP\_IF } \text{com } \text{OP\_ENDIF}, \sigma[S_{|S|} \neq 0] \rangle &\longrightarrow \langle \text{com}, \sigma \rangle \\ \langle \text{OP\_IF } \text{com } \text{OP\_ENDIF}, \sigma[S_{|S|} = 0] \rangle &\longrightarrow \langle \text{OP\_NOP}, \sigma \rangle \\ \langle \text{OP\_NOTIF } \text{com } \text{OP\_ENDIF}, \sigma[S_{|S|} \neq 0] \rangle &\longrightarrow \langle \text{OP\_NOP}, \sigma \rangle \\ \langle \text{OP\_NOTIF } \text{com } \text{OP\_ENDIF}, \sigma[S_{|S|} = 0] \rangle &\longrightarrow \langle \text{com}, \sigma \rangle \\ \langle \text{OP\_IF } \text{com}_1 \text{ OP\_ELSE } \text{com}_2 \text{ OP\_ENDIF}, \sigma[S_{|S|} \neq 0] \rangle &\longrightarrow \langle \text{com}_1, \sigma \rangle \\ \langle \text{OP\_IF } \text{com}_1 \text{ OP\_ELSE } \text{com}_2 \text{ OP\_ENDIF}, \sigma[S_{|S|} = 0] \rangle &\longrightarrow \langle \text{com}_2, \sigma \rangle \\ \langle \text{OP\_NOTIF } \text{com}_1 \text{ OP\_ELSE } \text{com}_2 \text{ OP\_ENDIF}, \sigma[S_{|S|} \neq 0] \rangle &\longrightarrow \langle \text{com}_2, \sigma \rangle \\ \langle \text{OP\_NOTIF } \text{com}_1 \text{ OP\_ELSE } \text{com}_2 \text{ OP\_ENDIF}, \sigma[S_{|S|} = 0] \rangle &\longrightarrow \langle \text{com}_1, \sigma \rangle \end{aligned}$$

### 4.2 Global reduction rules

Since programs in Script are evaluated strictly from left to right, there is really only global reduction rule aside from •.

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<sup>1</sup>In reality there is one local reduction rule per single-word command. For each of them the state is changed in the way described in the big-step operational semantics. The important information here is that every single-word command reduces to OP\_NOP in a single step.

$$H ::= \bullet \mid H \text{ com}$$