

Blog on Assembly Theory

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January 18, 2025

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An interesting question is how to handle floats. The first thing to note is that a float always produces a *Const* line. However the corresponding SECONDITIONS will need work because the num values will be floats. It's unrealistic to think that two traces will have exactly the same float value. Thus it is an open question on how to modify the num values in SECONDITIONS to handle floats. One method is to specify an average error value threshold between the num values. Another method is to have special programmer code that compiles into the SECONDITIONS. Another idea is as follows. For example, say you produce the SECODE for the top 1000 float traces. When a new trace comes in, the SECHANGES of the trace with the closest float values to that of the new trace is used to compute the side-effects.

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I'm going to go ahead and write a followup paper entitled "Greedy Combination of Conditions and Changes in Assembly Theory". It will detail the greedy algorithm to merge the SECONDITIONS and SECHANGES constructs. This will codify what I'm talking about in post 1. The idea is simple but unfortunately the exposition will be quite technical.

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It appears that there's no reason why SECONDITIONS and SECHANGES can't be combined together. This means given the best thousand traces, they'll be turned into a two part code of conditions and changes and then the constructs will be compressed together by their likeness, all in $O(n \log n)$ time. Each time a trace that comes in with memory-isomorphic match to one of the thousand, then its side-effects will be computed with a single table. I usually don't do this but the whole thing is absolutely fucking insane.