

Blog on Assembly Theory

Sam Epstein

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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.