

Towards a Formal Theory of Assembly Traces

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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.