

On the Instructions of SCM¹

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The articles [15], [8], [9], [10], [14], [11], [18], [2], [4], [6], [7], [5], [16], [1], [3], [19], [20], [12], [17], and [13] provide the notation and terminology for this paper.

For simplicity, we adopt the following rules: a, b are data-locations, i_1, i_2, i_3 are instruction-locations of **SCM**, s_1, s_2 are states of **SCM**, T is an instruction type of **SCM**, and k is a natural number.

We now state a number of propositions:

- (1) $a \notin$ the instruction locations of **SCM**.
- (2) $\text{Data-Loc}_{\text{SCM}} \neq$ the instruction locations of **SCM**.
- (3) For every object o of **SCM** holds $o = \mathbf{IC}_{\text{SCM}}$ or $o \in$ the instruction locations of **SCM** or o is a data-location.
- (4) If $i_2 \neq i_3$, then $\text{Next}(i_2) \neq \text{Next}(i_3)$.
- (5) If s_1 and s_2 are equal outside the instruction locations of **SCM**, then $s_1(a) = s_2(a)$.
- (6) Let N be a set with non empty elements, S be a realistic IC-Ins-separated definite non empty non void AMI over N , t, u be states of S , i_1 be an instruction-location of S , e be an element of $\text{ObjectKind}(\mathbf{IC}_S)$, and I be an element of $\text{ObjectKind}(i_1)$. If $e = i_1$ and $u = t + \cdot [\mathbf{IC}_S \mapsto e, i_1 \mapsto I]$, then $u(i_1) = I$ and $\mathbf{IC}_u = i_1$ and $\mathbf{IC}_{\text{Following}(u)} = (\text{Exec}(u(\mathbf{IC}_u), u))(\mathbf{IC}_S)$.
- (7) $\text{AddressPart}(\mathbf{halt}_{\text{SCM}}) = \emptyset$.
- (8) $\text{AddressPart}(a:=b) = \langle a, b \rangle$.
- (9) $\text{AddressPart}(\text{AddTo}(a, b)) = \langle a, b \rangle$.
- (10) $\text{AddressPart}(\text{SubFrom}(a, b)) = \langle a, b \rangle$.
- (11) $\text{AddressPart}(\text{MultBy}(a, b)) = \langle a, b \rangle$.

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- (12) $\text{AddressPart}(\text{Divide}(a, b)) = \langle a, b \rangle$.
- (13) $\text{AddressPart}(\text{goto } i_2) = \langle i_2 \rangle$.
- (14) $\text{AddressPart}(\text{if } a = 0 \text{ goto } i_2) = \langle i_2, a \rangle$.
- (15) $\text{AddressPart}(\text{if } a > 0 \text{ goto } i_2) = \langle i_2, a \rangle$.
- (16) If $T = 0$, then $\text{AddressParts } T = \{0\}$.

Let us consider T . One can check that $\text{AddressParts } T$ is non empty.

The following propositions are true:

- (17) If $T = 1$, then $\text{dom } \prod_{\text{AddressParts } T} = \{1, 2\}$.
- (18) If $T = 2$, then $\text{dom } \prod_{\text{AddressParts } T} = \{1, 2\}$.
- (19) If $T = 3$, then $\text{dom } \prod_{\text{AddressParts } T} = \{1, 2\}$.
- (20) If $T = 4$, then $\text{dom } \prod_{\text{AddressParts } T} = \{1, 2\}$.
- (21) If $T = 5$, then $\text{dom } \prod_{\text{AddressParts } T} = \{1, 2\}$.
- (22) If $T = 6$, then $\text{dom } \prod_{\text{AddressParts } T} = \{1\}$.
- (23) If $T = 7$, then $\text{dom } \prod_{\text{AddressParts } T} = \{1, 2\}$.
- (24) If $T = 8$, then $\text{dom } \prod_{\text{AddressParts } T} = \{1, 2\}$.
- (25) $\prod_{\text{AddressParts } \text{InsCode}(a:=b)}(1) = \text{Data-Loc}_{\text{SCM}}$.
- (26) $\prod_{\text{AddressParts } \text{InsCode}(a:=b)}(2) = \text{Data-Loc}_{\text{SCM}}$.
- (27) $\prod_{\text{AddressParts } \text{InsCode}(\text{AddTo}(a,b))}(1) = \text{Data-Loc}_{\text{SCM}}$.
- (28) $\prod_{\text{AddressParts } \text{InsCode}(\text{AddTo}(a,b))}(2) = \text{Data-Loc}_{\text{SCM}}$.
- (29) $\prod_{\text{AddressParts } \text{InsCode}(\text{SubFrom}(a,b))}(1) = \text{Data-Loc}_{\text{SCM}}$.
- (30) $\prod_{\text{AddressParts } \text{InsCode}(\text{SubFrom}(a,b))}(2) = \text{Data-Loc}_{\text{SCM}}$.
- (31) $\prod_{\text{AddressParts } \text{InsCode}(\text{MultBy}(a,b))}(1) = \text{Data-Loc}_{\text{SCM}}$.
- (32) $\prod_{\text{AddressParts } \text{InsCode}(\text{MultBy}(a,b))}(2) = \text{Data-Loc}_{\text{SCM}}$.
- (33) $\prod_{\text{AddressParts } \text{InsCode}(\text{Divide}(a,b))}(1) = \text{Data-Loc}_{\text{SCM}}$.
- (34) $\prod_{\text{AddressParts } \text{InsCode}(\text{Divide}(a,b))}(2) = \text{Data-Loc}_{\text{SCM}}$.
- (35) $\prod_{\text{AddressParts } \text{InsCode}(\text{goto } i_2)}(1) = \text{the instruction locations of } \mathbf{SCM}$.
- (36) $\prod_{\text{AddressParts } \text{InsCode}(\text{if } a=0 \text{ goto } i_2)}(1) = \text{the instruction locations of } \mathbf{SCM}$.
- (37) $\prod_{\text{AddressParts } \text{InsCode}(\text{if } a=0 \text{ goto } i_2)}(2) = \text{Data-Loc}_{\text{SCM}}$.
- (38) $\prod_{\text{AddressParts } \text{InsCode}(\text{if } a>0 \text{ goto } i_2)}(1) = \text{the instruction locations of } \mathbf{SCM}$.
- (39) $\prod_{\text{AddressParts } \text{InsCode}(\text{if } a>0 \text{ goto } i_2)}(2) = \text{Data-Loc}_{\text{SCM}}$.
- (40) $\text{NIC}(\mathbf{halt}_{\text{SCM}}, i_1) = \{i_1\}$.

Let us note that $\text{JUMP}(\mathbf{halt}_{\text{SCM}})$ is empty.

One can prove the following proposition

- (41) $\text{NIC}(a:=b, i_1) = \{\text{Next}(i_1)\}$.

Let us consider a, b . One can verify that $\text{JUMP}(a:=b)$ is empty.

Next we state the proposition

$$(42) \quad \text{NIC}(\text{AddTo}(a, b), i_1) = \{\text{Next}(i_1)\}.$$

Let us consider a, b . Note that $\text{JUMP}(\text{AddTo}(a, b))$ is empty.

The following proposition is true

$$(43) \quad \text{NIC}(\text{SubFrom}(a, b), i_1) = \{\text{Next}(i_1)\}.$$

Let us consider a, b . One can check that $\text{JUMP}(\text{SubFrom}(a, b))$ is empty.

Next we state the proposition

$$(44) \quad \text{NIC}(\text{MultBy}(a, b), i_1) = \{\text{Next}(i_1)\}.$$

Let us consider a, b . Observe that $\text{JUMP}(\text{MultBy}(a, b))$ is empty.

The following proposition is true

$$(45) \quad \text{NIC}(\text{Divide}(a, b), i_1) = \{\text{Next}(i_1)\}.$$

Let us consider a, b . Note that $\text{JUMP}(\text{Divide}(a, b))$ is empty.

We now state two propositions:

$$(46) \quad \text{NIC}(\text{goto } i_2, i_1) = \{i_2\}.$$

$$(47) \quad \text{JUMP}(\text{goto } i_2) = \{i_2\}.$$

Let us consider i_2 . One can check that $\text{JUMP}(\text{goto } i_2)$ is non empty and trivial.

The following two propositions are true:

$$(48) \quad i_2 \in \text{NIC}(\mathbf{if } a = 0 \mathbf{ goto } i_2, i_1) \text{ and } \text{NIC}(\mathbf{if } a = 0 \mathbf{ goto } i_2, i_1) \subseteq \{i_2, \text{Next}(i_1)\}.$$

$$(49) \quad \text{JUMP}(\mathbf{if } a = 0 \mathbf{ goto } i_2) = \{i_2\}.$$

Let us consider a, i_2 . Note that $\text{JUMP}(\mathbf{if } a = 0 \mathbf{ goto } i_2)$ is non empty and trivial.

One can prove the following propositions:

$$(50) \quad i_2 \in \text{NIC}(\mathbf{if } a > 0 \mathbf{ goto } i_2, i_1) \text{ and } \text{NIC}(\mathbf{if } a > 0 \mathbf{ goto } i_2, i_1) \subseteq \{i_2, \text{Next}(i_1)\}.$$

$$(51) \quad \text{JUMP}(\mathbf{if } a > 0 \mathbf{ goto } i_2) = \{i_2\}.$$

Let us consider a, i_2 . One can check that $\text{JUMP}(\mathbf{if } a > 0 \mathbf{ goto } i_2)$ is non empty and trivial.

Next we state two propositions:

$$(52) \quad \text{SUCC}(i_1) = \{i_1, \text{Next}(i_1)\}.$$

(53) Let f be a function from \mathbb{N} into the instruction locations of **SCM**. Suppose that for every natural number k holds $f(k) = \mathbf{i}_k$. Then

(i) f is bijective, and

(ii) for every natural number k holds $f(k+1) \in \text{SUCC}(f(k))$ and for every natural number j such that $f(j) \in \text{SUCC}(f(k))$ holds $k \leq j$.

Let us note that **SCM** is standard.

One can prove the following three propositions:

- (54) $\text{il}_{\text{SCM}}(k) = \mathbf{i}_k$.
 (55) $\text{Next}(\text{il}_{\text{SCM}}(k)) = \text{il}_{\text{SCM}}(k + 1)$.
 (56) $\text{Next}(i_1) = \text{NextLoc } i_1$.

Let us observe that $\text{InsCode}(\mathbf{halt}_{\text{SCM}})$ is jump-only.

Let us observe that $\mathbf{halt}_{\text{SCM}}$ is jump-only.

Let us consider i_2 . Observe that $\text{InsCode}(\text{goto } i_2)$ is jump-only.

Let us consider i_2 . Note that $\text{goto } i_2$ is jump-only non sequential and non instruction location free.

Let us consider a, i_2 . One can verify that $\text{InsCode}(\mathbf{if } a = 0 \mathbf{ goto } i_2)$ is jump-only and $\text{InsCode}(\mathbf{if } a > 0 \mathbf{ goto } i_2)$ is jump-only.

Let us consider a, i_2 . One can verify that $\mathbf{if } a = 0 \mathbf{ goto } i_2$ is jump-only non sequential and non instruction location free and $\mathbf{if } a > 0 \mathbf{ goto } i_2$ is jump-only non sequential and non instruction location free.

Let us consider a, b . One can verify the following observations:

- * $\text{InsCode}(a:=b)$ is non jump-only,
- * $\text{InsCode}(\text{AddTo}(a, b))$ is non jump-only,
- * $\text{InsCode}(\text{SubFrom}(a, b))$ is non jump-only,
- * $\text{InsCode}(\text{MultBy}(a, b))$ is non jump-only, and
- * $\text{InsCode}(\text{Divide}(a, b))$ is non jump-only.

Let us consider a, b . One can check the following observations:

- * $a:=b$ is non jump-only and sequential,
- * $\text{AddTo}(a, b)$ is non jump-only and sequential,
- * $\text{SubFrom}(a, b)$ is non jump-only and sequential,
- * $\text{MultBy}(a, b)$ is non jump-only and sequential, and
- * $\text{Divide}(a, b)$ is non jump-only and sequential.

Let us note that **SCM** is homogeneous and has explicit jumps and no implicit jumps.

Let us observe that **SCM** is regular.

We now state three propositions:

- (57) $\text{IncAddr}(\text{goto } i_2, k) = \text{goto } \text{il}_{\text{SCM}}(\text{locnum}(i_2) + k)$.
 (58) $\text{IncAddr}(\mathbf{if } a = 0 \mathbf{ goto } i_2, k) = \mathbf{if } a = 0 \mathbf{ goto } \text{il}_{\text{SCM}}(\text{locnum}(i_2) + k)$.
 (59) $\text{IncAddr}(\mathbf{if } a > 0 \mathbf{ goto } i_2, k) = \mathbf{if } a > 0 \mathbf{ goto } \text{il}_{\text{SCM}}(\text{locnum}(i_2) + k)$.

Let us note that **SCM** is IC-good and Exec-preserving.

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