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A Tree of Execution of a Macroinstruction[1]

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Summary. A tree of execution of a macroinstruction has been defined. It is a tree decorated by the instruction locations of a computer. Successors of each vertex are determined by the set of all possible values of the instruction counter after execution of the instruction placed in the location indicated by given vertex.

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The articles [21], [12], [25], [15], [1], [22], [3], [4], [16], [26], [9], [11], [10], [5], [6], [20], [13], [8], [14], [2], [7], [18], [23], [19], [24], and [17] provide the notation and terminology for this paper.

For simplicity, we adopt the following convention: x, y, X denote sets, m, n denote natural numbers, O denotes an ordinal number, and R, S denote binary relations.

Let D be a set, let f be a partial function from D to $\mathbb{N}$, and let n be a set. Observe that $f(n)$ is natural.

Let R be an empty binary relation and let X be a set. One can check that $R{\restriction}X$ is empty.

We now state two propositions:

(1) If $\mathrm{dom}\,R = \{x\}$ and $\mathrm{rng}\,R = \{y\}$, then $R = x \dot{\longmapsto} y$.

(2) $\mathrm{field}\{\langle x, x\rangle\} = \{x\}$.

Let X be an infinite set and let a be a set. Note that $X \longmapsto a$ is infinite.

One can verify that there exists a function which is infinite.

Let R be a finite binary relation. One can check that $\mathrm{field}\,R$ is finite.

The following proposition is true

(3) If $\mathrm{field}\,R$ is finite, then R is finite.

Let R be an infinite binary relation. One can verify that $\mathrm{field}\,R$ is infinite.

We now state the proposition

(4) If $\mathrm{dom}\,R$ is finite and $\mathrm{rng}\,R$ is finite, then R is finite.

Let us observe that $\subseteq_{\emptyset}$ is empty.

Let X be a non empty set. Note that $\subseteq_X$ is non empty.

We now state two propositions:

(5) $\subseteq_{\{x\}} = \{\langle x, x\rangle\}$.

(6) $\subseteq_X \subseteq [:X, X:]$.

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Let X be a finite set. One can check that $\subseteq_X$ is finite.
Next we state the proposition

(7) If $\subseteq_X$ is finite, then X is finite.

Let X be an infinite set. Observe that $\subseteq_X$ is infinite.
We now state four propositions:

(8) If R and S are isomorphic and R is well-ordering, then S is well-ordering.

(9) If R and S are isomorphic and R is finite, then S is finite.

(10) $x \stackrel{.}{\longmapsto} y$ is an isomorphism between $\{\langle x, x\rangle\}$ and $\{\langle y, y\rangle\}$.

(11) $\{\langle x, x\rangle\}$ and $\{\langle y, y\rangle\}$ are isomorphic.

Let us note that $\overline{\emptyset}$ is empty.
We now state four propositions:

(12) $\overline{\subseteq_O} = O$.

(13) For every finite set X such that $X \subseteq O$ holds $\overline{\subseteq_X} = \operatorname{card} X$.

(14) If $\{x\} \subseteq O$, then $\overline{\subseteq_{\{x\}}} = 1$.

(15) If $\{x\} \subseteq O$, then the canonical isomorphism between $\subseteq_{\overline{\subseteq_{\{x\}}}}$ and $\subseteq_{\{x\}} = 0 \stackrel{.}{\longmapsto} x$.

Let O be an ordinal number, let X be a subset of O, and let n be a set. Note that (the canonical isomorphism between $\subseteq_{\overline{\subseteq_X}}$ and $\subseteq_X)(n)$ is ordinal.

Let X be a natural-membered set and let n be a set. Note that (the canonical isomorphism between $\subseteq_{\overline{\subseteq_X}}$ and $\subseteq_X)(n)$ is natural.

We now state three propositions:

(16) If $n \mapsto x = m \mapsto x$, then $n = m$.

(17) For every tree T and for every element t of T holds $t \restriction \operatorname{Seg} n \in T$.

(18) For all trees T_1, T_2 such that for every natural number n holds T_1-level$(n) = T_2$-level(n) holds $T_1 = T_2$.

The functor TrivialInfiniteTree is defined as follows:

(Def. 1) TrivialInfiniteTree $= \{k \mapsto 0 : k$ ranges over natural numbers$\}$.

One can check that TrivialInfiniteTree is non empty and tree-like.
Next we state the proposition

(19) $\mathbb{N} \approx$ TrivialInfiniteTree.

One can verify that TrivialInfiniteTree is infinite.
Next we state the proposition

(20) For every natural number n holds TrivialInfiniteTree-level$(n) = \{n \mapsto 0\}$.

For simplicity, we adopt the following convention: N is a set with non empty elements, S is a standard IC-Ins-separated definite non empty non void AMI over N, L, l_1 are instruction-locations of S, J is an instruction of S, and F is a subset of the instruction locations of S.

Let N be a set with non empty elements, let S be a standard IC-Ins-separated definite non empty non void AMI over N, and let F be a finite partial state of S. Let us assume that F is non empty and F is programmed. The functor FirstLoc(F) yielding an instruction-location of S is defined by the condition (Def. 2).

(Def. 2) There exists a non empty subset M of $\mathbb{N}$ such that $M = \{\mathrm{locnum}(l); l$ ranges over elements of the instruction locations of S: $l \in \mathrm{dom}\, F\}$ and $\mathrm{FirstLoc}(F) = \mathrm{il}_S(\min M)$.

One can prove the following propositions:

(21) For every non empty programmed finite partial state F of S holds $\mathrm{FirstLoc}(F) \in \mathrm{dom}\, F$.

(22) For all non empty programmed finite partial states F, G of S such that $F \subseteq G$ holds $\mathrm{FirstLoc}(G) \leq \mathrm{FirstLoc}(F)$.

(23) For every non empty programmed finite partial state F of S such that $l_1 \in \mathrm{dom}\, F$ holds $\mathrm{FirstLoc}(F) \leq l_1$.

(24) For every lower non empty programmed finite partial state F of S holds $\mathrm{FirstLoc}(F) = \mathrm{il}_S(0)$.

Let N be a set with non empty elements, let S be a standard IC-Ins-separated definite non empty non void AMI over N, and let F be a subset of the instruction locations of S. The functor $\mathrm{LocNums}(F)$ yields a subset of $\mathbb{N}$ and is defined as follows:

(Def. 3) $\mathrm{LocNums}(F) = \{\mathrm{locnum}(l); l$ ranges over instruction-locations of S: $l \in F\}$.

The following proposition is true

(25) $\mathrm{locnum}(l_1) \in \mathrm{LocNums}(F)$ iff $l_1 \in F$.

Let N be a set with non empty elements, let S be a standard IC-Ins-separated definite non empty non void AMI over N, and let F be an empty subset of the instruction locations of S. One can check that $\mathrm{LocNums}(F)$ is empty.

Let N be a set with non empty elements, let S be a standard IC-Ins-separated definite non empty non void AMI over N, and let F be a non empty subset of the instruction locations of S. One can verify that $\mathrm{LocNums}(F)$ is non empty.

We now state several propositions:

(26) If $F = \{\mathrm{il}_S(n)\}$, then $\mathrm{LocNums}(F) = \{n\}$.

(27) $F \approx \mathrm{LocNums}(F)$.

(28) $\overline{\overline{F}} \subseteq \overline{\subseteq_{\mathrm{LocNums}(F)}}$.

(29) If S is realistic and J is halting, then $\mathrm{LocNums}(\mathrm{NIC}(J,L)) = \{\mathrm{locnum}(L)\}$.

(30) If S is realistic and J is sequential, then $\mathrm{LocNums}(\mathrm{NIC}(J,L)) = \{\mathrm{locnum}(\mathrm{NextLoc}\, L)\}$.

Let N be a set with non empty elements, let S be a standard IC-Ins-separated definite non empty non void AMI over N, and let M be a subset of the instruction locations of S. The functor $\mathrm{LocSeq}(M)$ yields a transfinite sequence of elements of the instruction locations of S and is defined by:

(Def. 4) $\mathrm{dom}\,\mathrm{LocSeq}(M) = \overline{\overline{M}}$ and for every set m such that $m \in \overline{\overline{M}}$ holds $(\mathrm{LocSeq}(M))(m) = \mathrm{il}_S(($the canonical isomorphism between $\subseteq_{\overline{\subseteq_{\mathrm{LocNums}(M)}}}$ and $\subseteq_{\mathrm{LocNums}(M)})(m))$.

The following proposition is true

(31) If $F = \{\mathrm{il}_S(n)\}$, then $\mathrm{LocSeq}(F) = 0 \dot{\longmapsto} \mathrm{il}_S(n)$.

Let N be a set with non empty elements, let S be a standard IC-Ins-separated definite non empty non void AMI over N, and let M be a subset of the instruction locations of S. One can verify that $\mathrm{LocSeq}(M)$ is one-to-one.

Let N be a set with non empty elements, let S be a standard IC-Ins-separated definite non empty non void AMI over N, and let M be a finite partial state of S. The functor $\mathrm{ExecTree}(M)$ yields a tree decorated with elements of the instruction locations of S and is defined by the conditions (Def. 5).

(Def. 5)(i) $(\mathrm{ExecTree}(M))(\emptyset) = \mathrm{FirstLoc}(M)$, and

(ii) for every element t of $\mathrm{dom}\,\mathrm{ExecTree}(M)$ holds $\mathrm{succ}\,t = \{t \frown \langle k \rangle; k$ ranges over natural numbers: $k \in \overline{\overline{\mathrm{NIC}(\pi_{(\mathrm{ExecTree}(M))(t)} M, (\mathrm{ExecTree}(M))(t))}}\}$ and for every natural number m such that $m \in \overline{\overline{\mathrm{NIC}(\pi_{(\mathrm{ExecTree}(M))(t)} M, (\mathrm{ExecTree}(M))(t))}}$ holds $(\mathrm{ExecTree}(M))(t \frown \langle m \rangle) = (\mathrm{LocSeq}(\mathrm{NIC}(\pi_{(\mathrm{ExecTree}(M))(t)} M, (\mathrm{ExecTree}(M))(t))))(m)$.

Next we state the proposition

(32) For every standard halting realistic IC-Ins-separated definite non empty non void AMI S over N holds $\mathrm{ExecTree}(\mathrm{Stop}\,S) = \mathrm{TrivialInfiniteTree} \longmapsto \mathrm{il}_S(0)$.

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