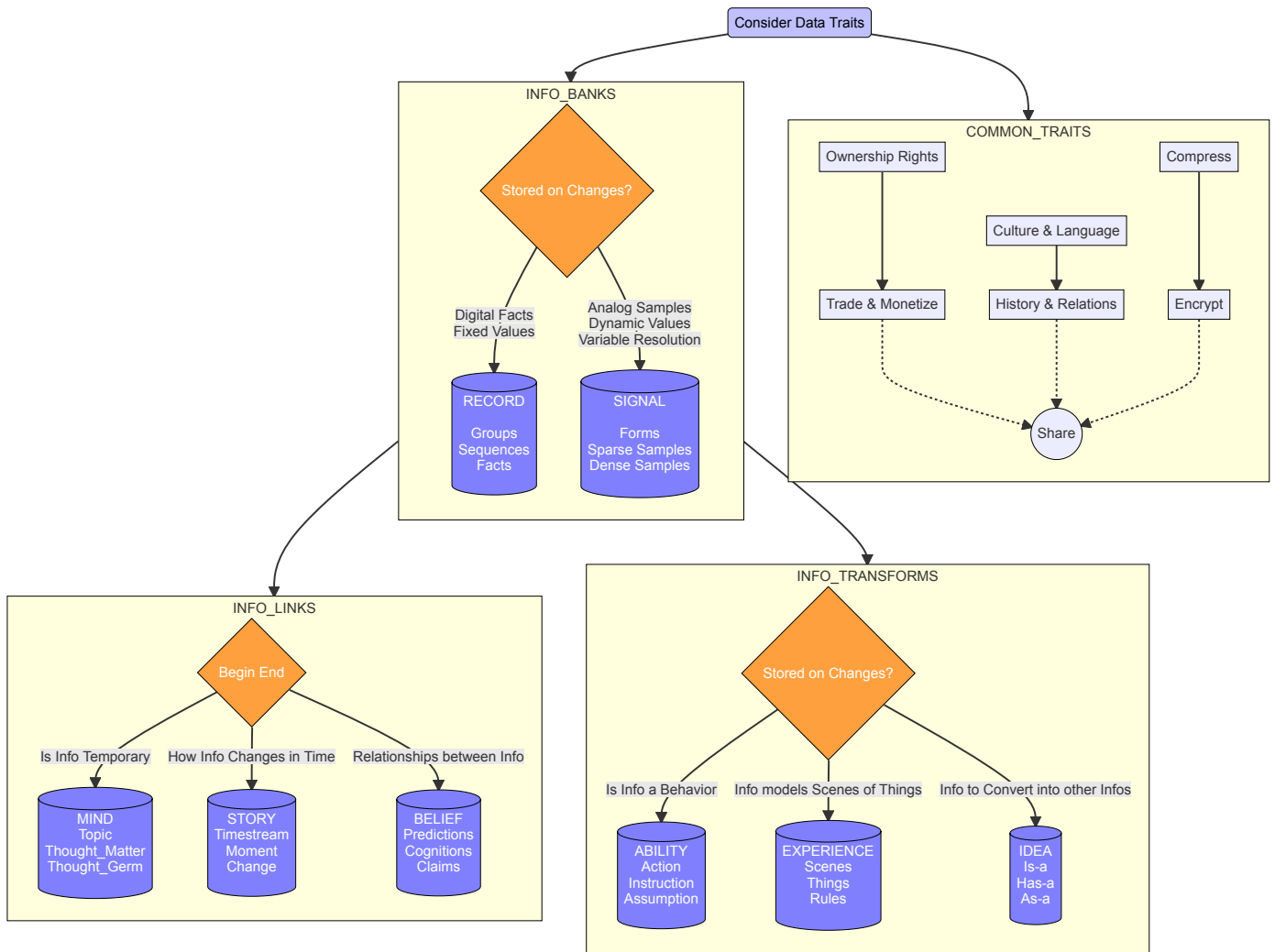





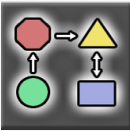






# B01: WHAT describes what can be represented whether as data or behavior

What kinds of knowledge or behaviors can be stored as computer bits



Box	Description	Examples
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Box	Description	Examples
 Mind Box	<p>Minds emulate thinking.</p> <p><b>Topic:</b> Topics operate in parallel as a graph of thought heaps for a given context.</p> <p><b>Thought_Matter:</b> Thought Matter reference other thoughts, such as a pronoun or descriptor such as all large red dogs.</p> <p><b>Thought_Germ:</b> Germs are temporary values small enough to be stored inside of an infosign to be rapidly processed by a brain.</p>	<p><i>List of Suspects and Deeds in a Mystery. Tasks, Priorities, and Concerns considered to choose next action.</i></p>
 Record Box	<p>Records are databases for discrete info with specific and unique answers, unlike in Beliefs where simultaneous answers may exist.</p> <p><b>Groups:</b> An ordered table of sequence rows.</p> <p><b>Sequence:</b> A variable-length sequence of facts.</p> <p><b>Fact:</b> Discrete information stored in time objectively.</p>	<p><i>Name and Address for Contacts, Todo List, Objects detected by a Camera with datetime and accuracy.</i></p>
 Signal Box	<p>Forms of continuous ideas sampled in multiple dimensions.</p> <p><b>Form:</b> A grouping of sample values in a continuous signal that act as one value.</p> <p><b>Sparse Samples:</b> The lowest resolution values of a region in a continuous signal.</p> <p><b>Dense Samples:</b> The highest resolution values of a region in a continuous signal.</p>	<p><i>Coyote Shape, Skeleton, Fur Material Colors</i></p>
 Ability Box	<p>Collections of behaviors using context specific information that changes spacetime.</p> <p><b>Action:</b> A single action is a set of instructions and assumptions to transform data.</p> <p><b>Instruction:</b> A single instruction of an Action.</p> <p><b>Assumptions:</b> Action Arguments; Actual Parameters; Data Constants; These inputs and outputs describe predefined pieces of information for use by instructions.</p>	<p><i>How Coyotes Run, Howl, Hide, and Sleep</i></p>
 Story Box	<p>Variable histories of possible changes that recreate an experience in spacetime.</p> <p><b>Timestream:</b> collection of moments and their contained changes for a particular version of time and space.</p> <p><b>Moment:</b> A collection, often over time, of changes.</p> <p><b>Change:</b> Actual change in values stored for timestream, undo, and redo purposes.</p>	<p><i>Timeline playback for a range of slightly different events if the coyote went left, right, or straight on the path</i></p>

Box	Description	Examples
 <p>Experience Box</p>	<p>Collections of scenes containing things that change with time.</p> <p><b>Scene:</b> A collection of things and rules that create a scene in spacetime.</p> <p><b>Thing:</b> A specific example of an idea that exists in time and space.</p> <p><b>Rule:</b> A triggered condition that prompts additional changes.</p>	<p><i>Coyotes in a forest with growing plants, a night &amp; day cycle and weather.</i></p>
 <p>Belief Box</p>	<p>Unstructured network of observations, opinions and predictions made by the various rules which generate a thing's beliefs.</p> <p><b>Prediction:</b> Expectations based on relations for a thing. Answers to queries.</p> <p><b>Cognition:</b> Relations between units which a thing either observed or concluded by a set of rules.</p> <p><b>Claim:</b> A unit of information used in any cognition above, might be a fact or might be unknown, mysterious or with broken relations. Forms contemplative queries.</p>	<p><i>Opinions on Coyotes, what they eat, where to find them, and their likability.</i></p>
 <p>Idea Box</p>	<p>Collections of other ideas that form a unique concept.</p> <p><b>Has-a:</b> An idea contained by an encompassing parent Idea</p> <p><b>Is-a:</b> An idea contained by a parent Idea</p> <p><b>As-a:</b> An idea converted into another Idea.</p>	<p><i>Cartoon Coyote vs Science-Model of Coyote Behavior vs Coyote Mascot Customizer</i></p>

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