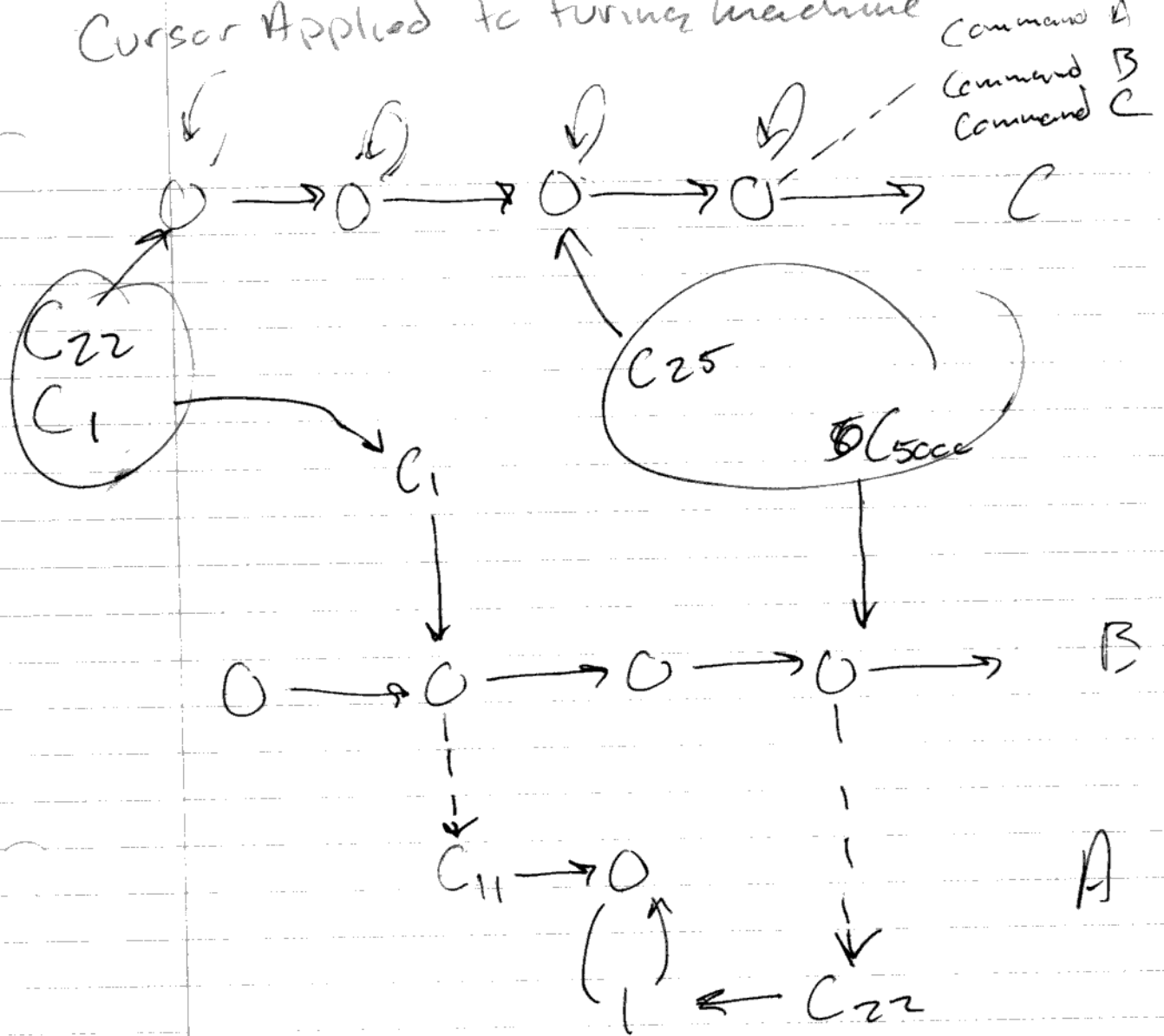


Cursor Applied to Turing Machine

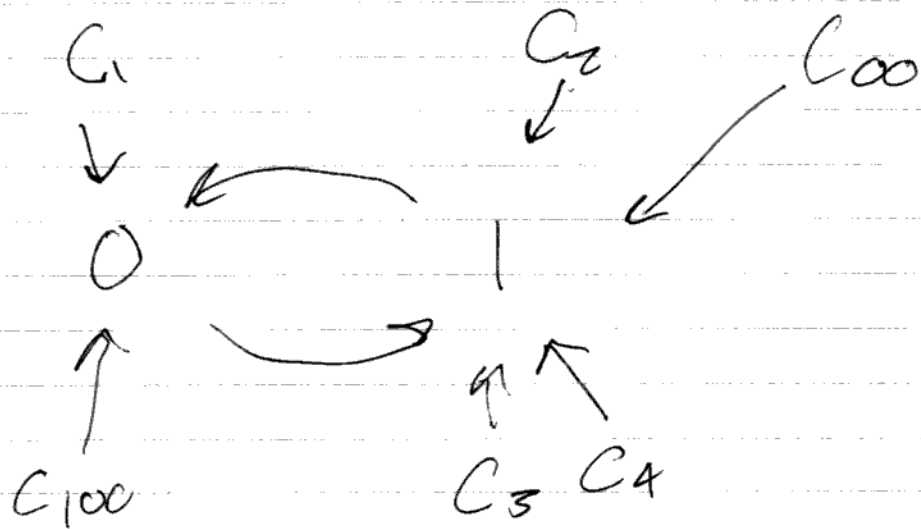


C22 - Cursor into state graph / instructions
 C1 - Cursor into tape / memory location
 Are linked as a single compute unit

They are not linked to state graph node or tape node

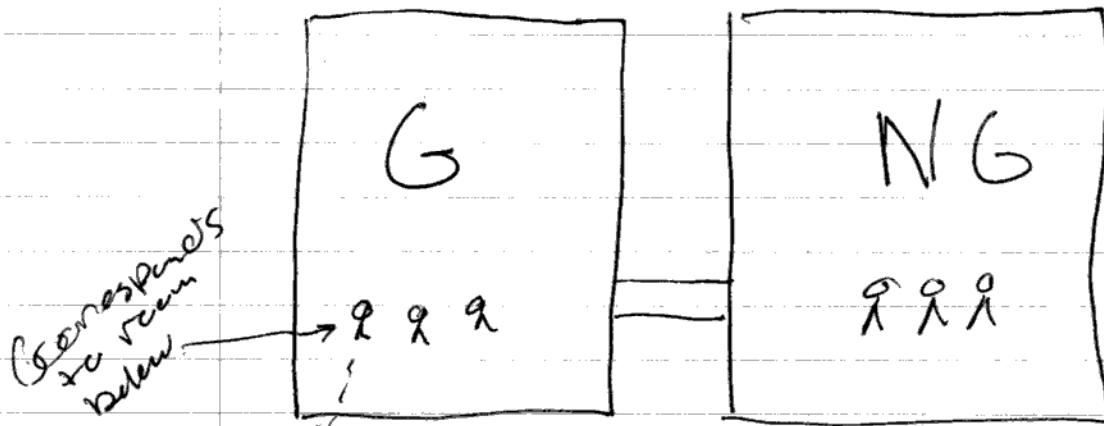
C11 - Cursor to char values
 Tape Node / Location
 Are linked

multiple cursors (re) using a
single o/i structure

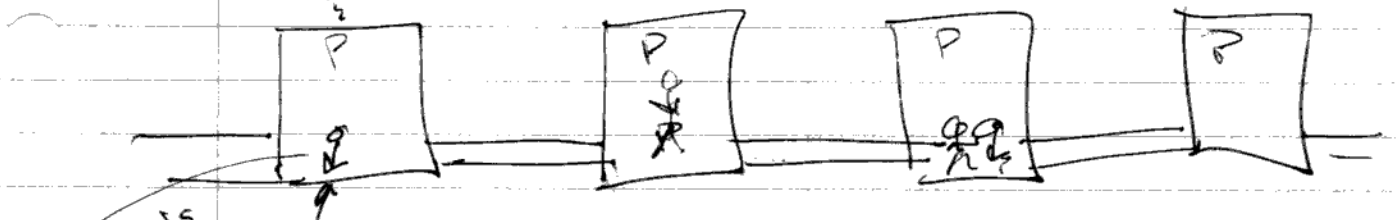


think of cursors as observers

Cursor/observer model applied to Turing machine



Prayer observers watching the same G or NG symbols
observers can be instructed to change rooms.

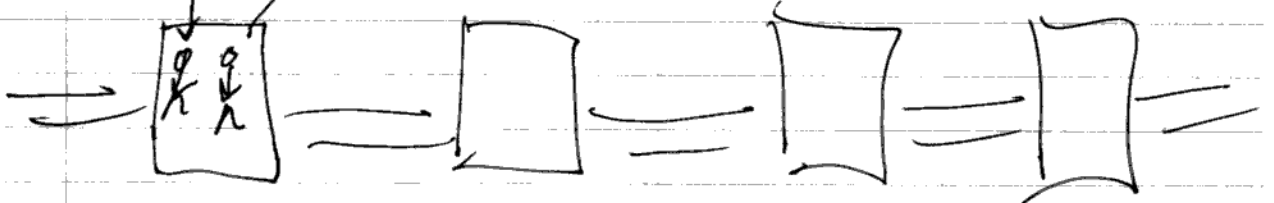


Prayer observers that can communicate with G/NG observer for this room

Compute Entity

Compute Entity

same can be done with money



Prayer observers that can communicate between their compute entities

Concepts around observer / Cursor model

