

Structure - cool

Compute \Rightarrow Transform \Rightarrow Lock

"Seed" Data Structure

Demand /
Structure
hierarchy,
inheritance
Seeding

more basic transforms

more basic data structures

Seed data structure

↑ acting on

more basic transforms

↓ acting on

more basic data structures



more complex
data structure

+ traversal

More
Complex
Structures

More
Complex
Structure

More
Complex
Structures

more
Complex
Data
Structures

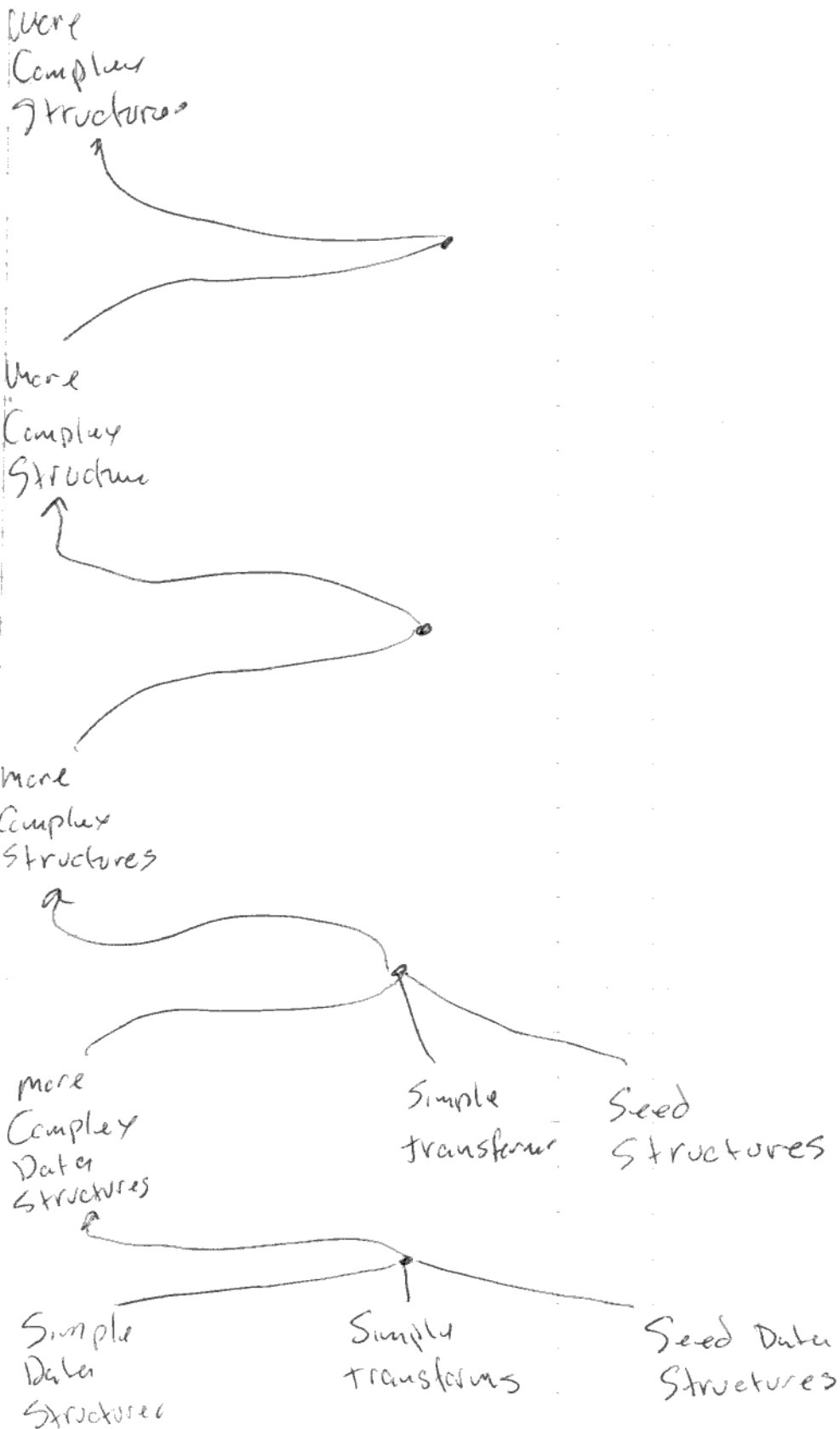
Simple
Data
Structures

Simple
transformer

Seed
Structures

Simple
transformers

Seed Data
Structures



Important Points

- Domain / Data structure does not contain classifiers or knowledge of external actors.
- External computer elements maintain state in Domains and cause transitions in other domains.

Cross between Domains
Why any cross at all?

Template vs Instance

Required elements

Lock

Join Port

One way Port

trigger port