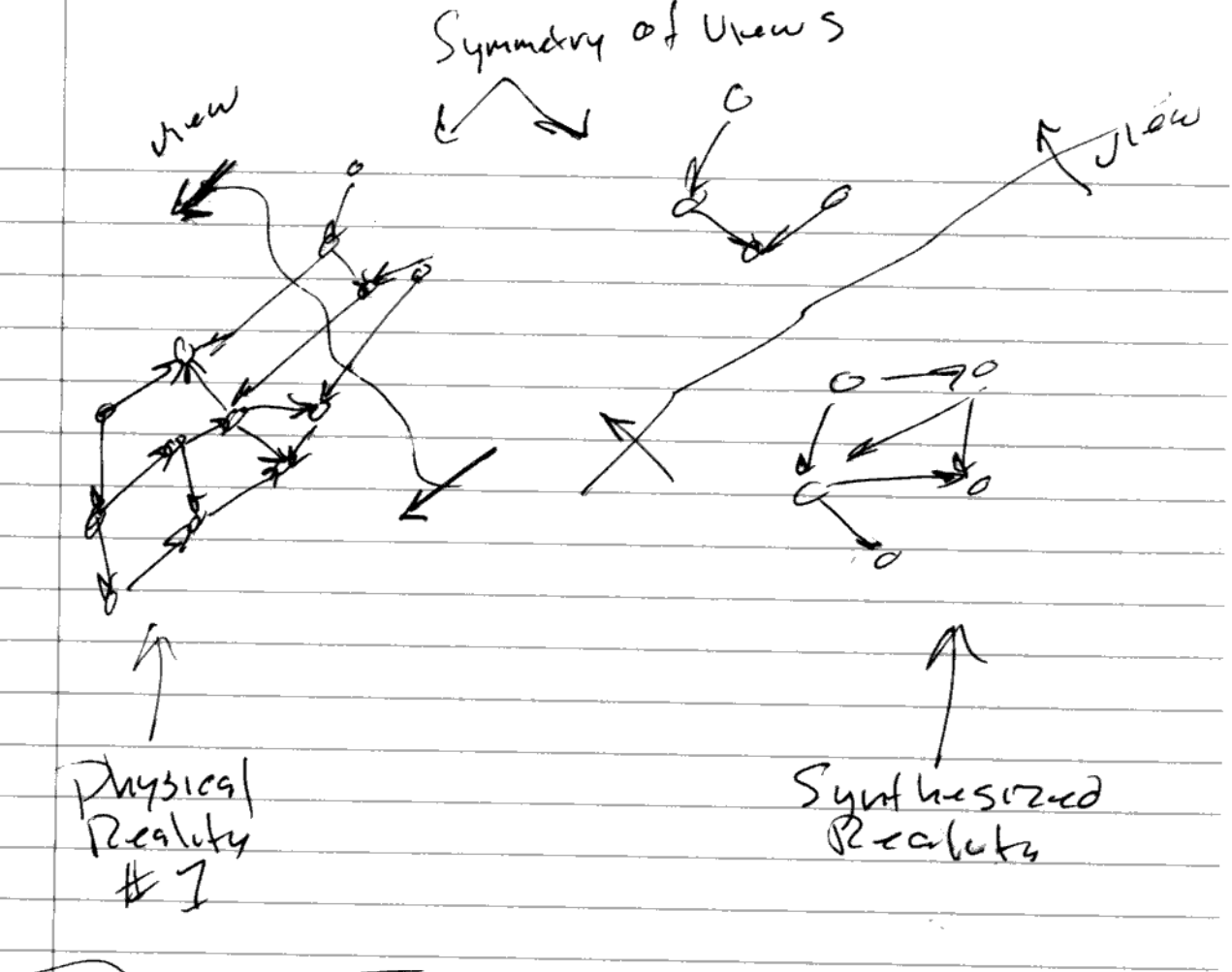
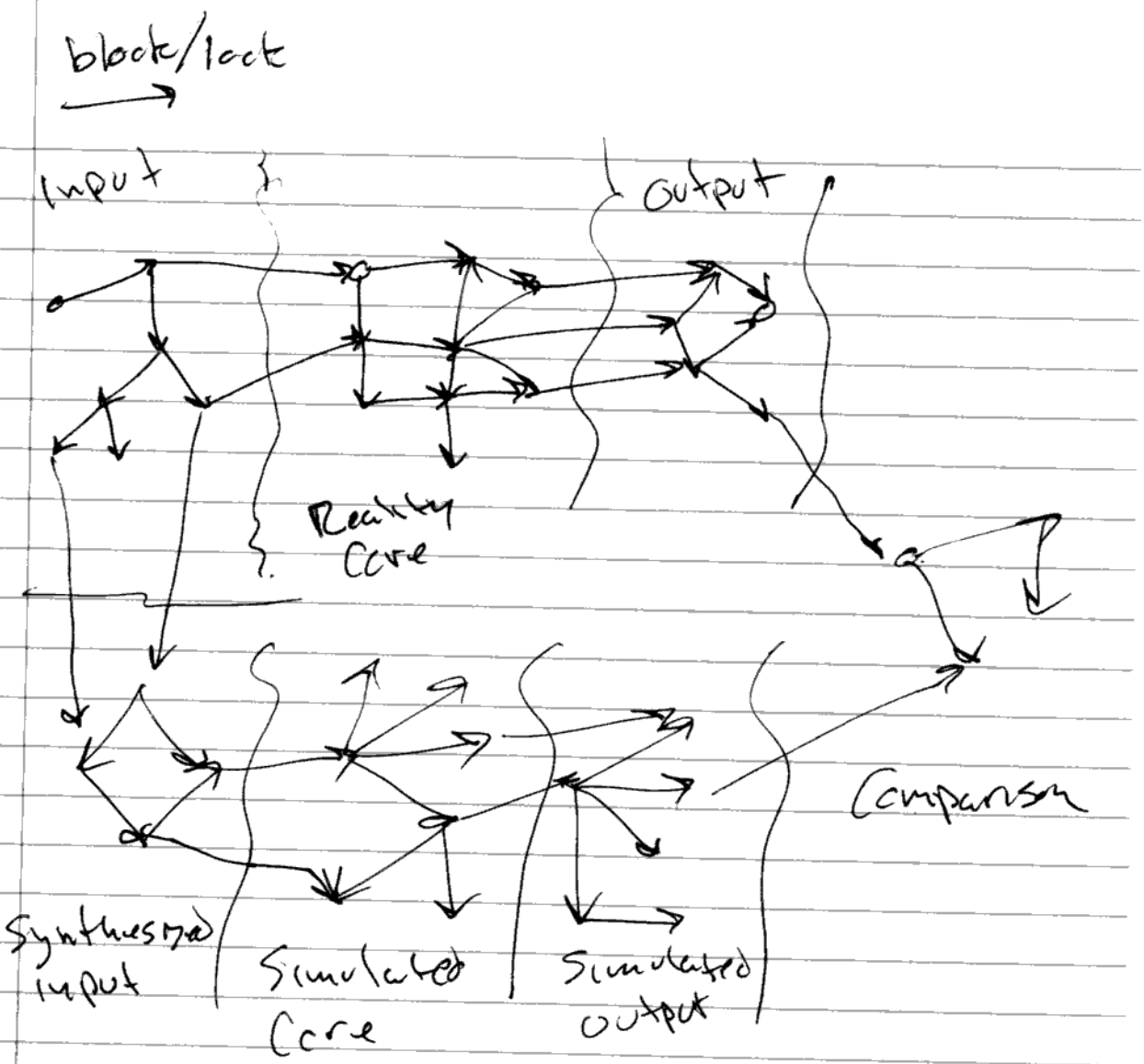


Points

- The view is a slice of physical reality w/ some interaction between view and physical reality
- if reality is just an ordered resolution of dependencies or blocks or locks then the inputs/outputs are more integral to the procession than otherwise expected


block/lock
input
output
Reality
Core
Comparison
Synthesized
input
Simulated
Core
Simulated
output

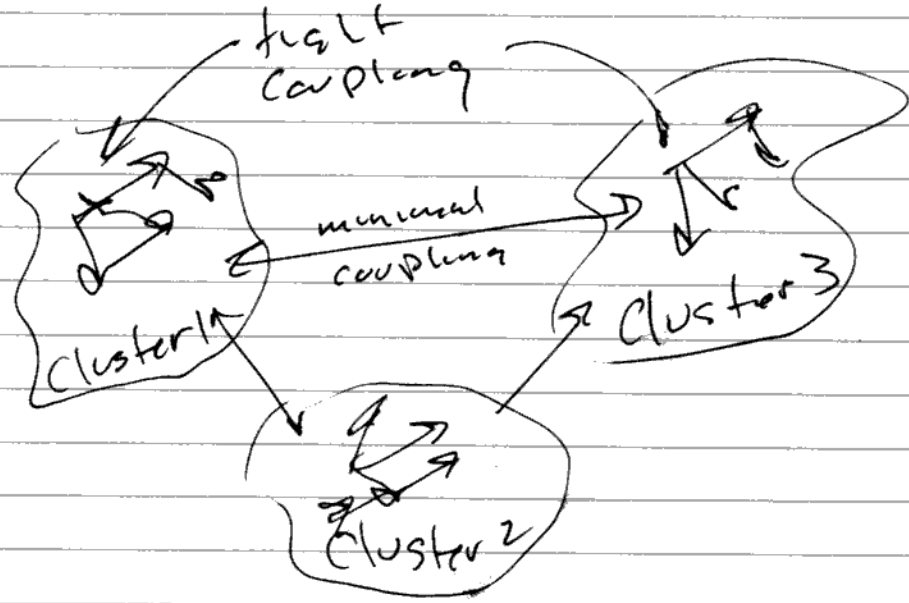
IF

A reality is a tangle of blocked/locked functions proceeding through "detangling"

Then the tangle can be grouped into clusters based on amount of coupling

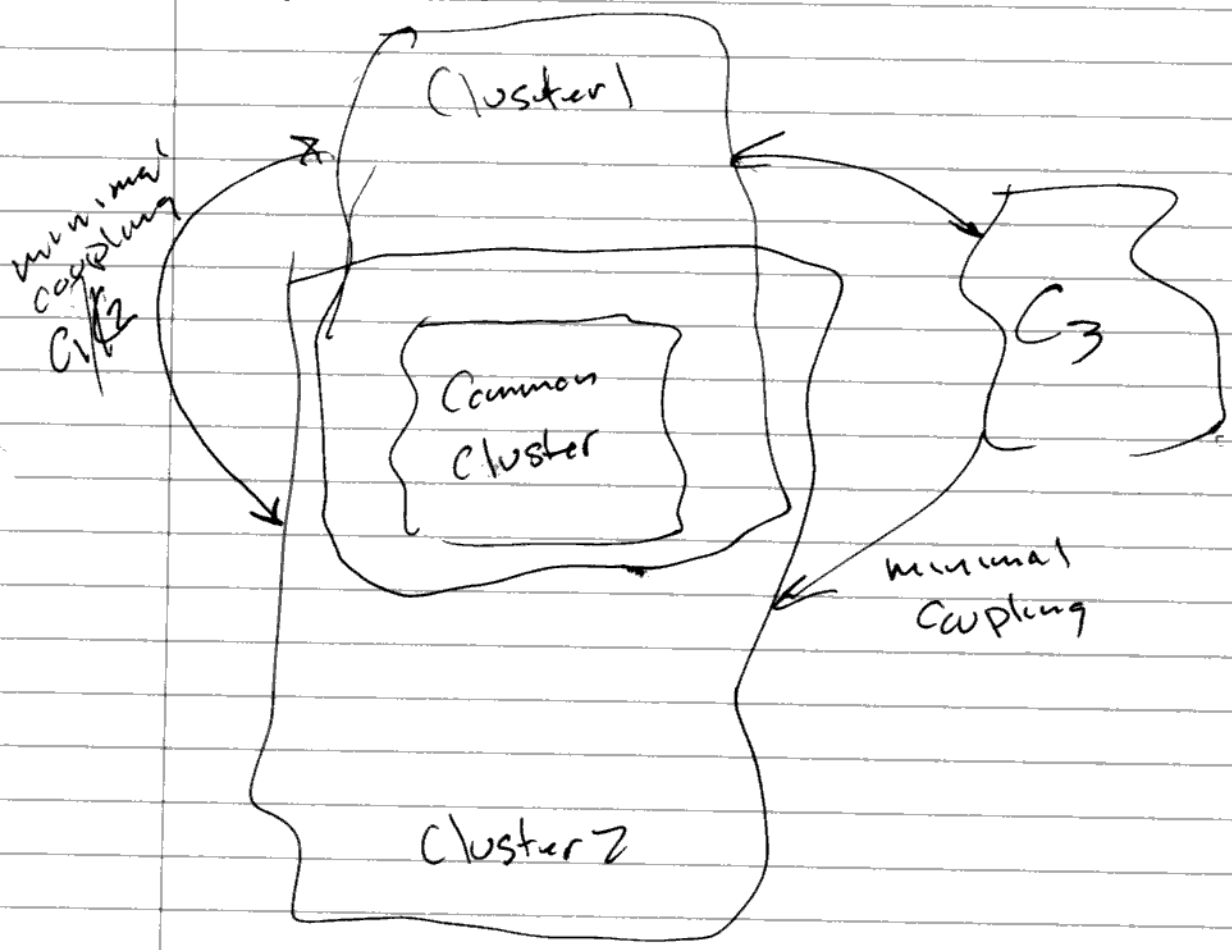
Such that there are some clusters with minimal or regular coupling with other clusters.

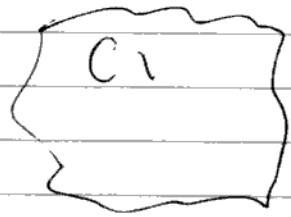
There must always be some coupling or the cluster becomes irrelevant.



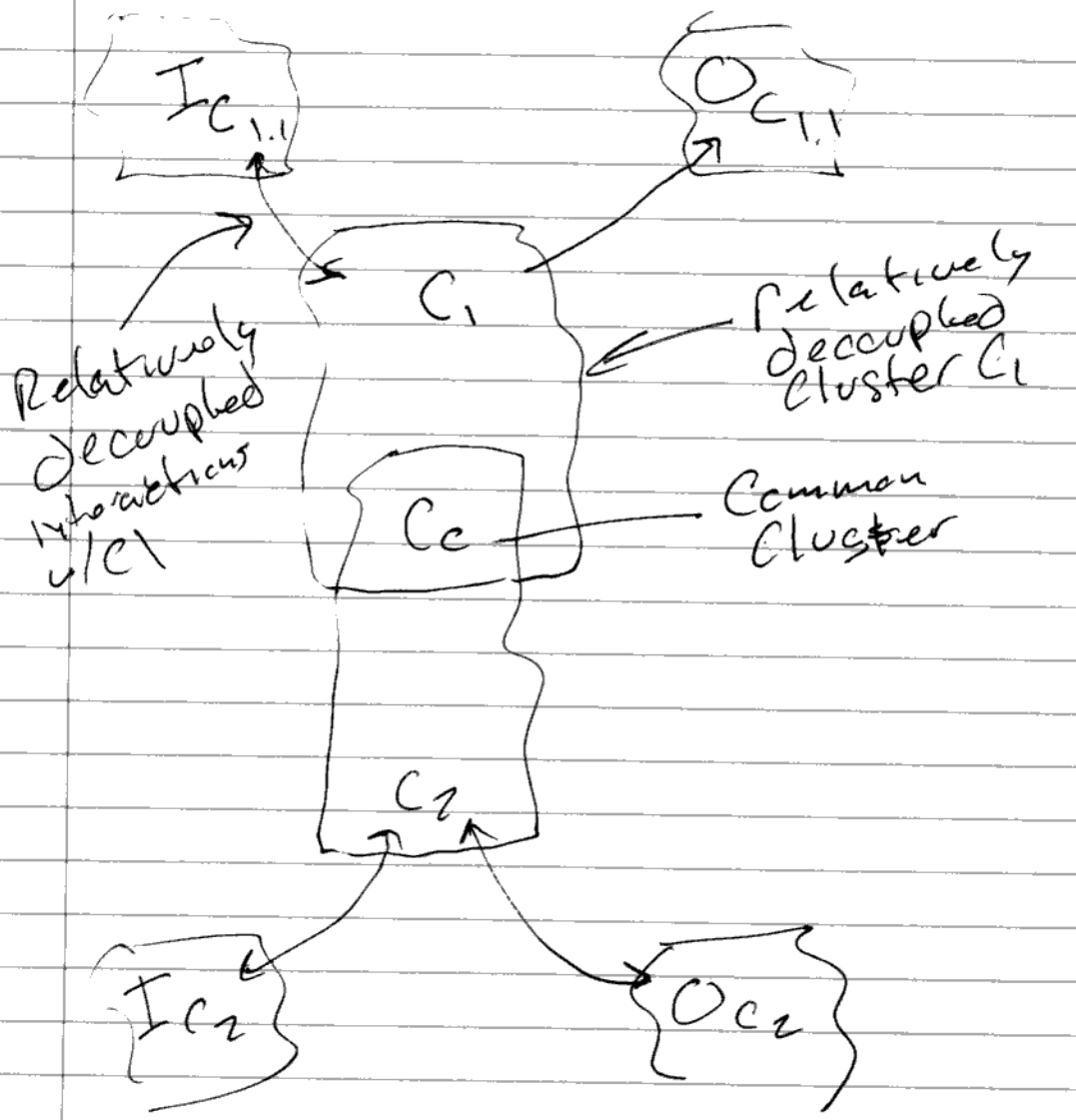
Not sure how to draw this but...

There must/can be common clusters that are used or dependencies of specialized clusters





Common Cluster



A model attempts to create a virtual C_1, C_2 and C_c based on observations of I_{C_1}, O_{C_1}, I_{C_2} and O_{C_2}

Important....

The establishment of common core Cluster C_c is critical to rapid Synthesises of a model of C_1, C_2 etc as its impossible to rapidly re-sythesize this core for every isolated C_1, C_2, etc

The establishment of common core Cluster seems to be paramount in both

1) The establishment of a rich and interesting base reality

2) The establishment of a robust model of that reality

The robust common core cluster is similar to a compression engine that avoids expression of duplication in a scene or reality

The common core cluster can be thought of in terms of representing symbols for more complex expressions of objects

A high level model can be thought of as

A mechanism for hijacking a subset of core/common clusters

The model allows the core common cluster to be predicted and manipulated as a single decoupled unit for goal seeking at a higher level

The decoupling level is important. If the core common sub component can't be effectively (but not completely) decoupled then reuse, modeling, and manipulation is not possible or easy

Likewise, reuse level of the common component / sub component is important to the usefullness of the model and the ability to manipulate at a higher level.