Particle Model
- Lockup
  - keys
- Interactions
- aggregations
- flow, time type components
- lattice structure / locality
- cascade / catalyst events
- Question of more powerfull interaction
  trumping less powerfull lock

- Stable states
- Hierarchical
- Q) How is static state exhibited?
- Q) How is static structure exhibited?

Important theory

- A particle is a key that unlocks access to a decoupled domain

- In the same sense a particle is the indirection allowing adressing into a decoupled domain

- need to add in concept of a cursor

- given the above we can build
    - data structures - linear, tree, etc
    - compute as extension of turing machines

- What remains are questions of efficiency of model environment
    - ratio of P_1 to P_2 (Particle to Particle)
    - ratio of P_1 to D_1 (Particle to domain)
    - ratio of D_1 to D_2 (Domain to domain)

- the concept of cursor seems to be important in terms of compression at many layers of re-use of data structures and generic compute elements.