

What are the key elements of the "locked compute" idea?

Data - a stable structure representing state(s)
Compute - a procedure for translating or connecting distinct Data Spaces

Some external resources, such as time, energy, storage may be required or be preconditions for the compute.

General Purpose Compute - reusable sub computes used by a seed program to implement a larger compute.

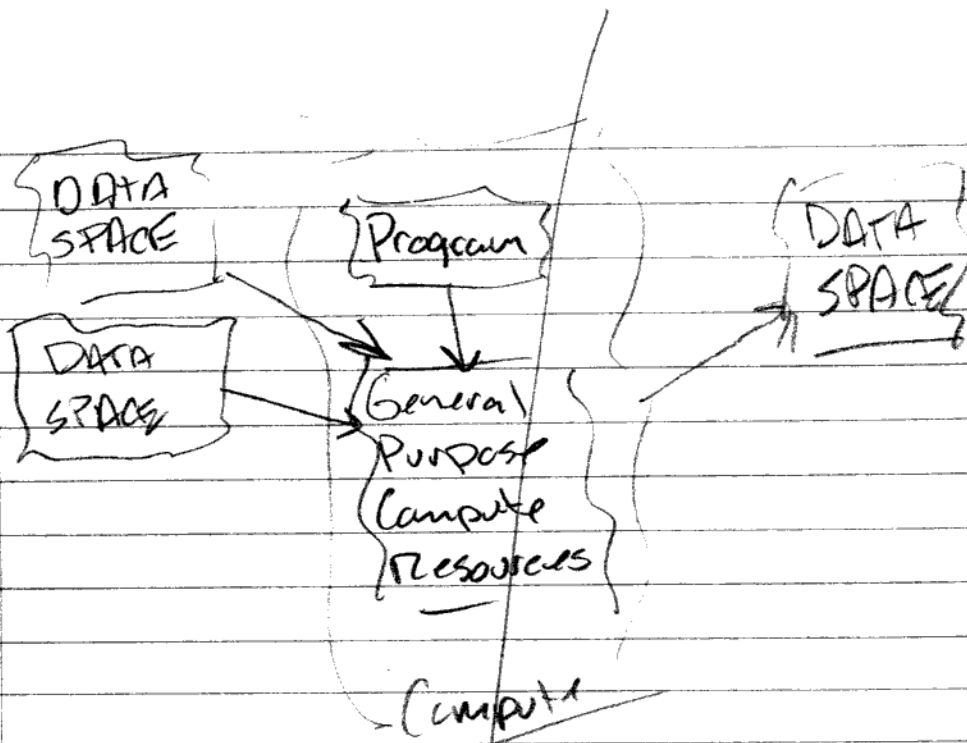
Program - set of unique instructions that can be combined w/ General purpose compute to form a complete compute

Data is a stable representation of state, structure, or procedure (aka program)

Data typically exists in a valuable storage medium w/ change or reconfiguration is possible but not random or unintentional.

In fact the data/Data structure remains static because some pre-requisite resources required to enable a compute to change a data space are not readily available.

Resource - a pre-requisite for a compute to act on a data space



Graphical representation of translation between or connection/coordination between data spaces by actors/compute.

Key idea - there is no data, data is in fact just locked computers??

Locking

Locked Computer