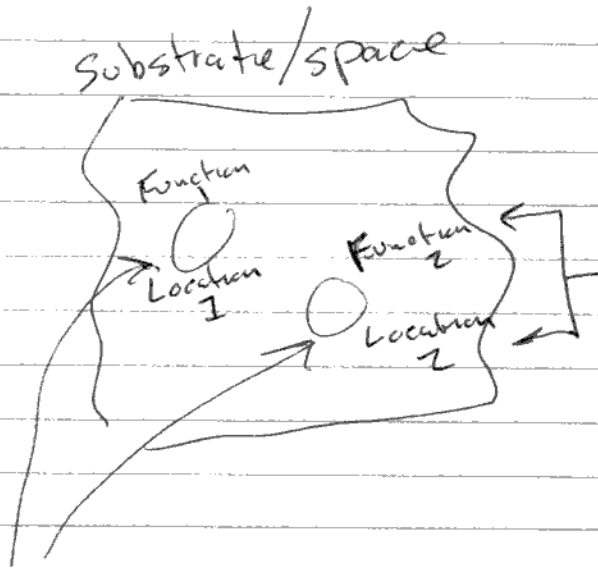
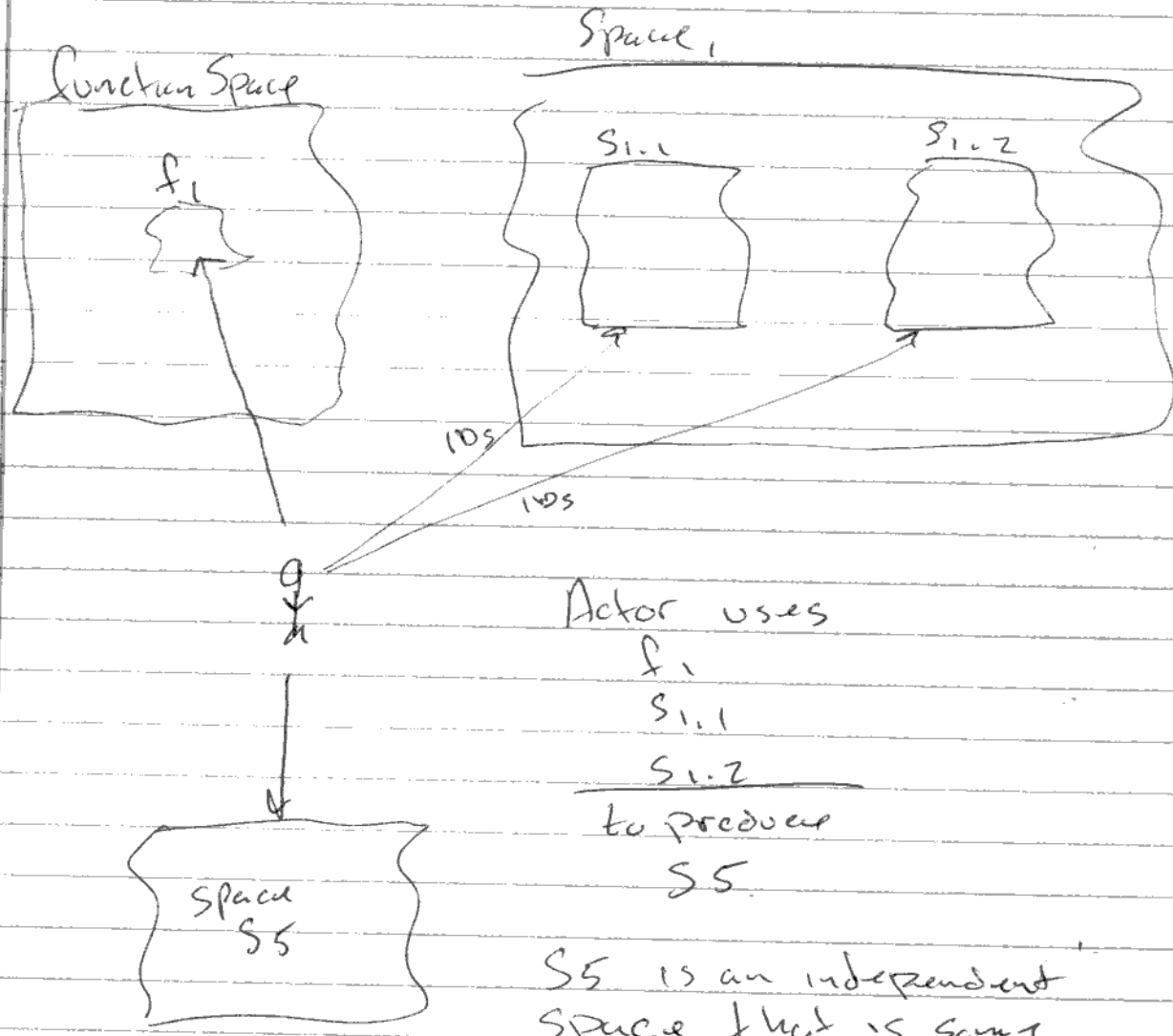
Multiple Connected Concepts



Both function (names) and location ID's are similar in that they identify an instance of a subspace accessable from within the parent substrate/space

These subspaces
can be pre existing (more likely when identified by fixed location)
or synthesized on access (more likely as output of function)

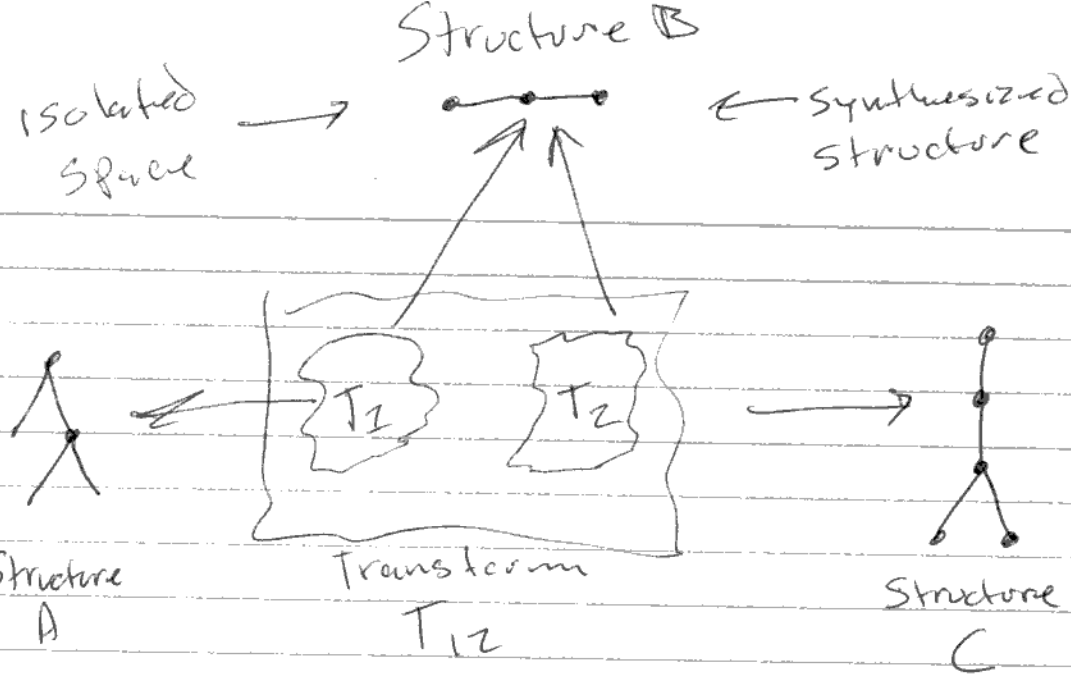


S_5 is an independent space that is some computed view into projections from $S_{1.1}$, $S_{1.2}$

Integration Problem

One object
w/ integrety
w/ seeking behavior
represents symbol
can be tracked
can be valuable

many objects
w/ interactions
w/ error components
integration errors



The ability to create structure B in its own isolated space as part of the transform from A → C is significant

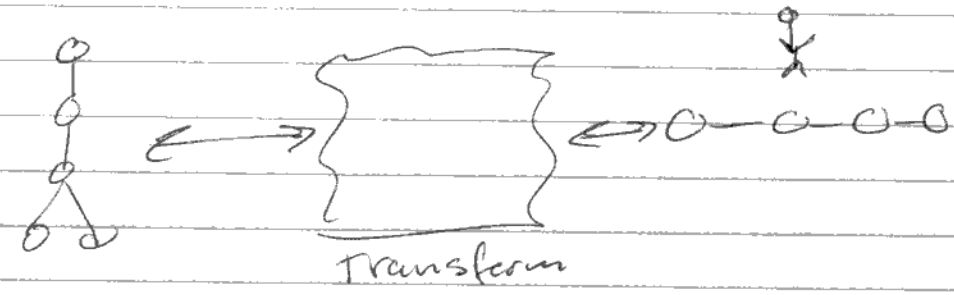
Why is significant?

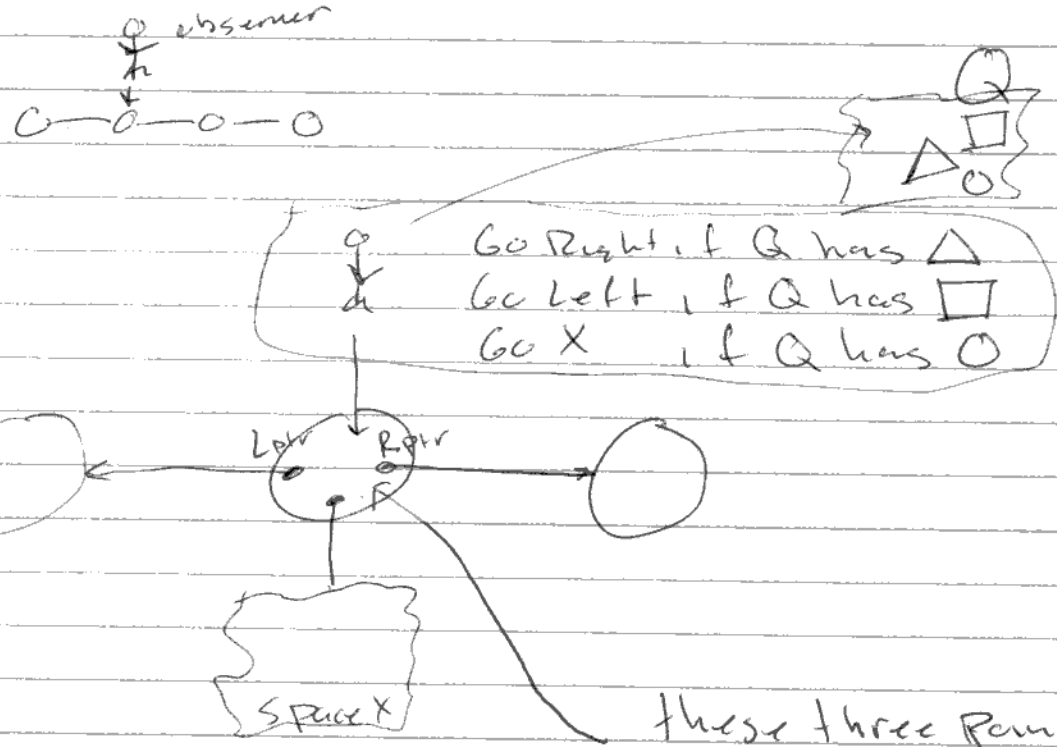
① Structure B = information = mass + energy

The transform requires energy

② ~~The~~ Structure B is isolated and decoupled. Decoupling is hard.

Q) what if we push from the structure concepts to a representation of locked functions?

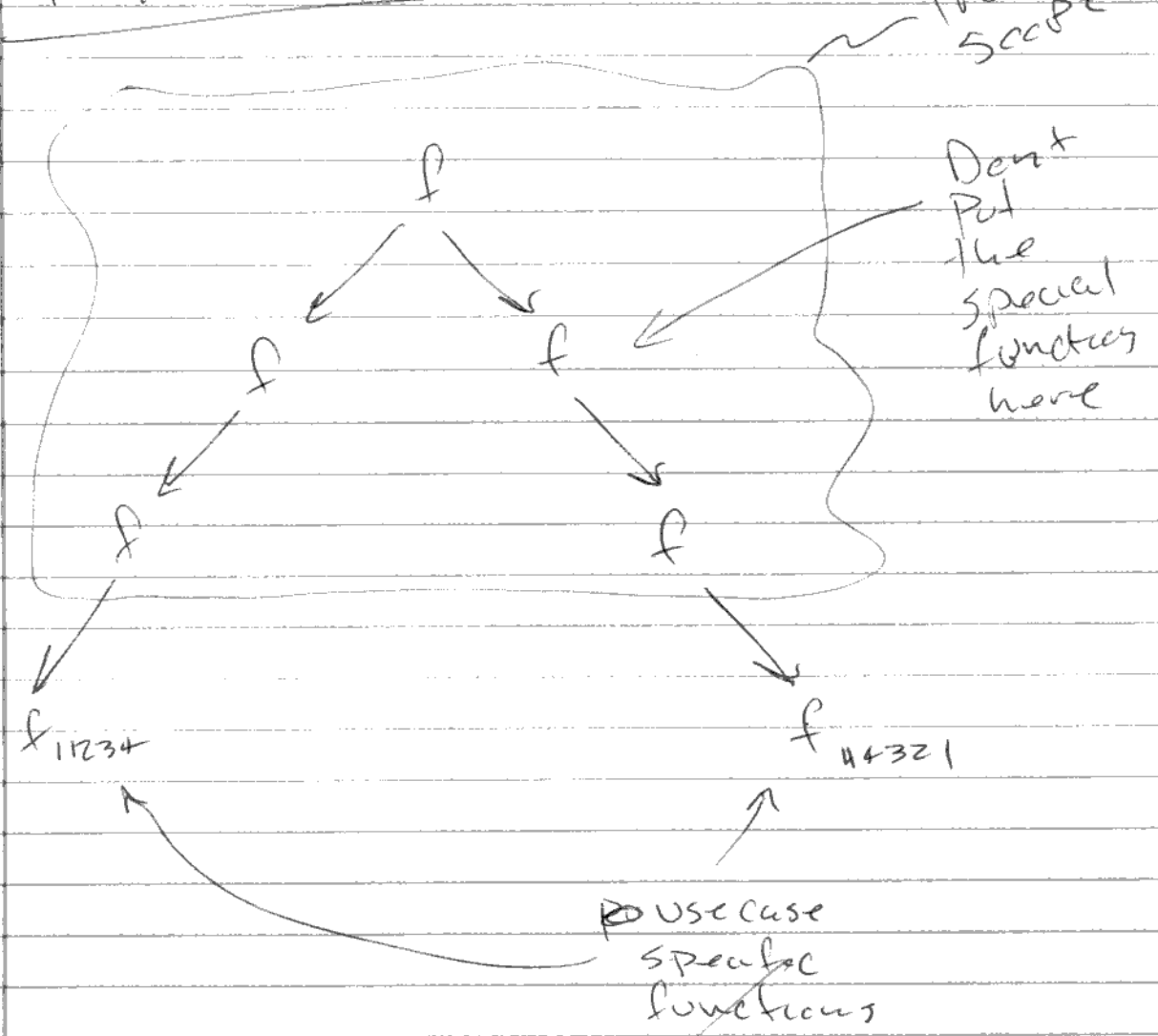




these three pointers are still locked information within a node space

In this example we have made the actor based on blocked functions but there is another sublayer of locked functions manifesting as pointers resembeling, in practice sense, fixed data structure

Core value add of functional Programming



Any transform ultimately invokes functions that are narrow in scope and specific to a unique space or limited space

Core idea of functional Programming is to push the specialized functions as far to the edges as possible

A structure is a hierarchy of functions or transforms

ultimately the structure hierarchy must rely on function locks that are more static in nature.

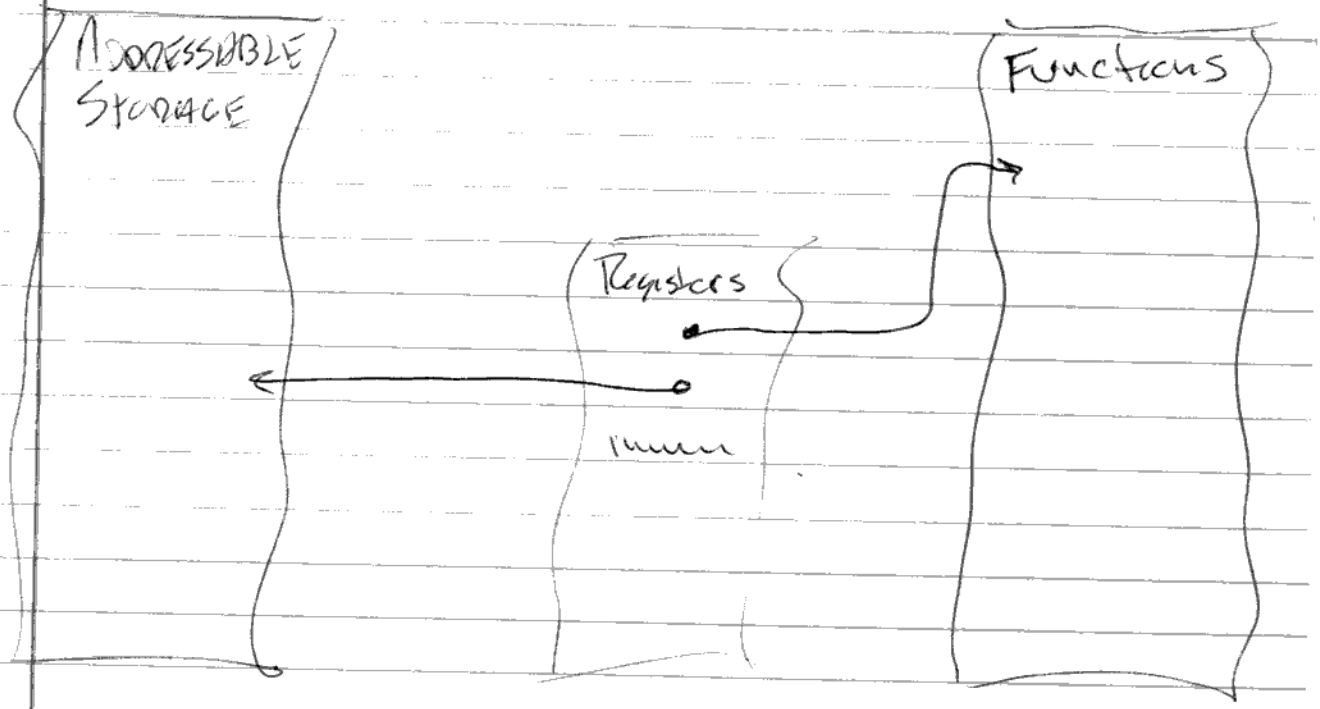
Static in the sense that the locking mechanisms are decoupled from the structure and under the influence and control of outside actors.

For example, think of pointers to next elements in a structure

the pointers are stored in memory ~~that is not modified by the functions acting on the struc~~

the pointers are stable and not modified randomly

There are strong constraints on what functions can change the pointers that define the function



Fuctions are a tree of manipulations to perform on bit spaces in registers
+ operation to read/write from register to mem
+ operations to jump to nodes in function tree

Any Structure ⟺ Any Structure + Fundamental Traversal Algorithms

Fundamental Equivalence of Structures

ANY STRUCTURE ⟺ Translation Function . ANY structure

nodes and limited edge types

nodes and untyped edge types

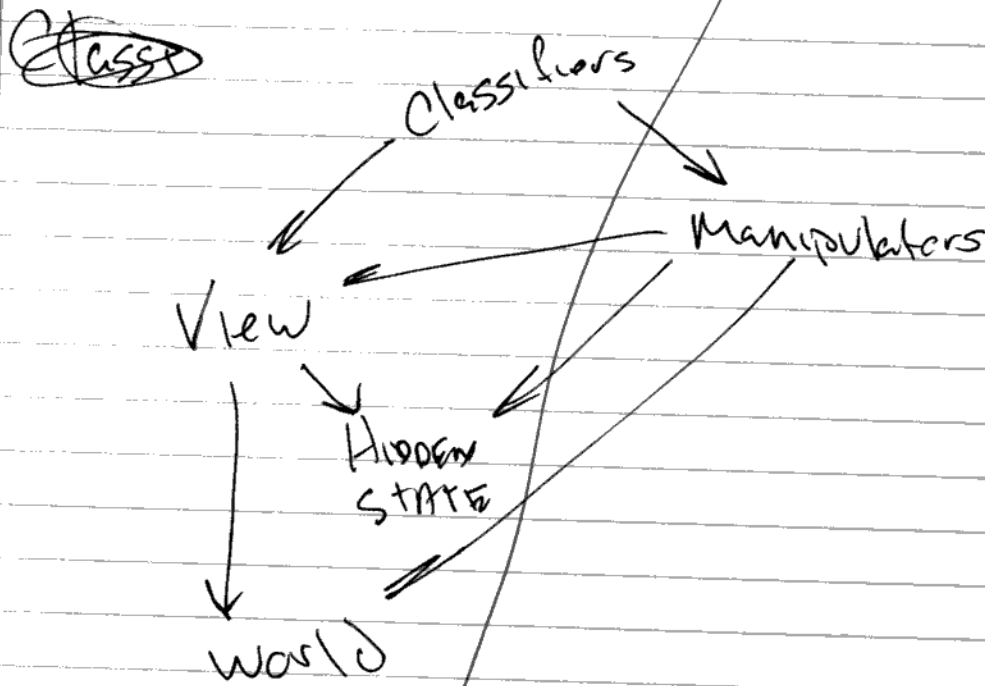
Turing

Everything decomposable to a binary path changes in a function tree

Parallel Actors
Simultaneous evaluation
Simultaneous action
How granular?

Classifiers Manipulators

make 3D
speak
change Purspotup



Classifiers consolidate information into symbols / signals

Manipulators are triggerd the change something in world or hidden state

Q) How well can classifiers and hidden states be constructed, if there is no direct manipulation of Physical space

T) Theory AI actors can render audio/visual scene via monitor and this can be done by multiple AI actors in parallel, and human user can give effective feedback

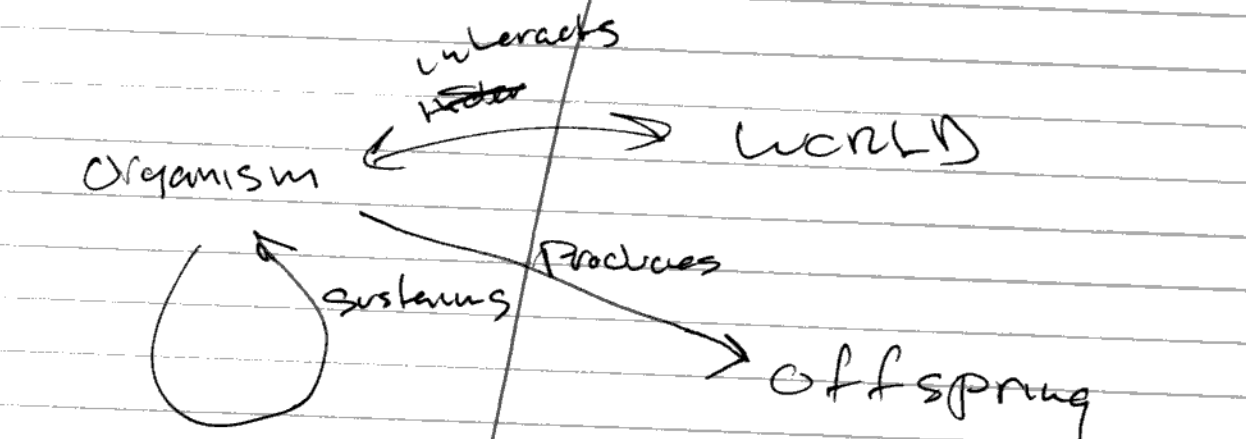
+ Large monitor is a much richer view into an intelligence than normal animal/animal interactions

- The establishment of mechanisms or actors may be too close to noise floor to be detected and amplified

mechanism

CO incident coupling

* key *

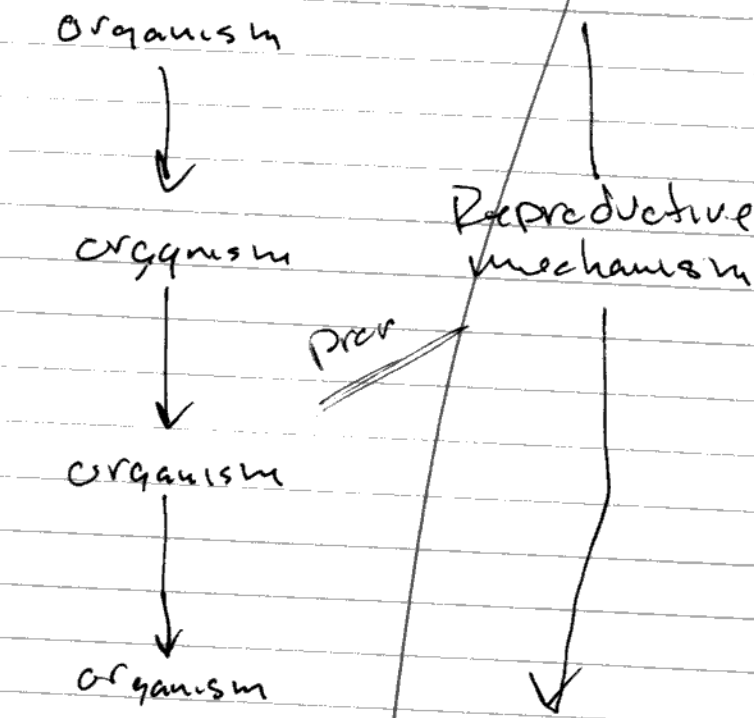


Organism

Self Sustaining Part / mechanism

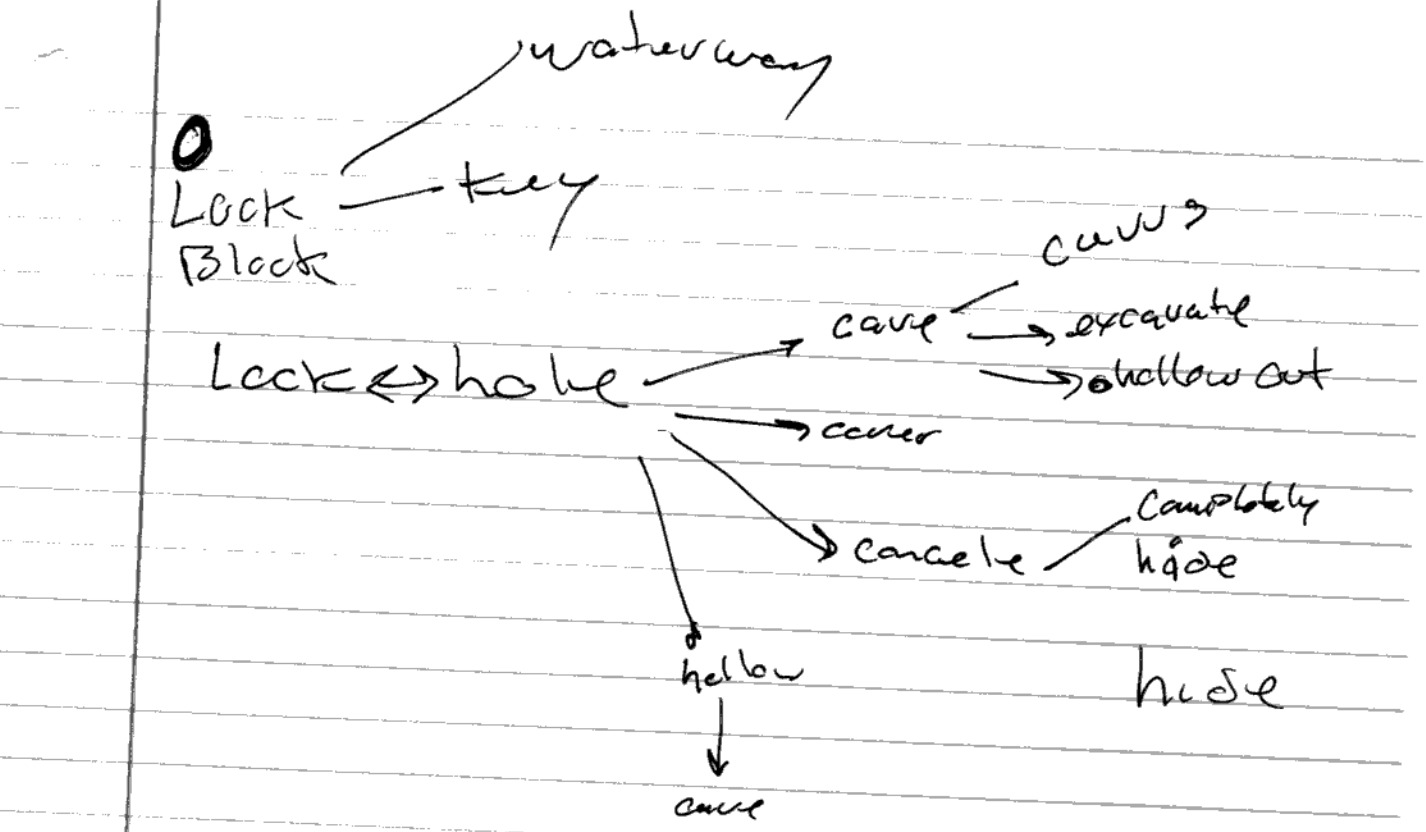
Reproducing Part / mechanism

Success @ self sustaining is input into success @ reproducing



Different mechanisms
Different timeframes

Codependence


waterway
Lock
Block
key
curve
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Lock ↔ hole
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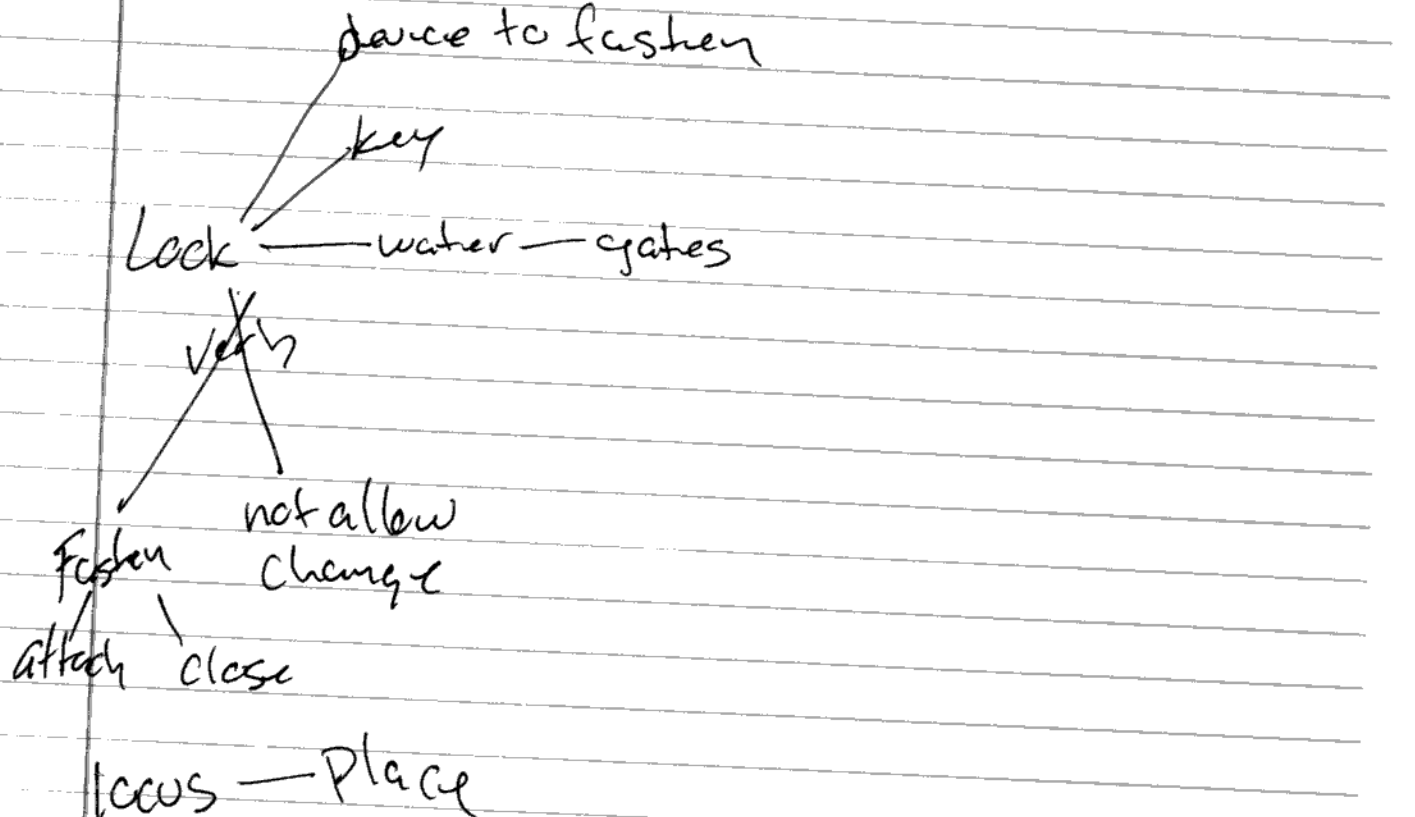
dance to fasten
key
Lock
water
gates
verb
not allow
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Fasten
attach
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