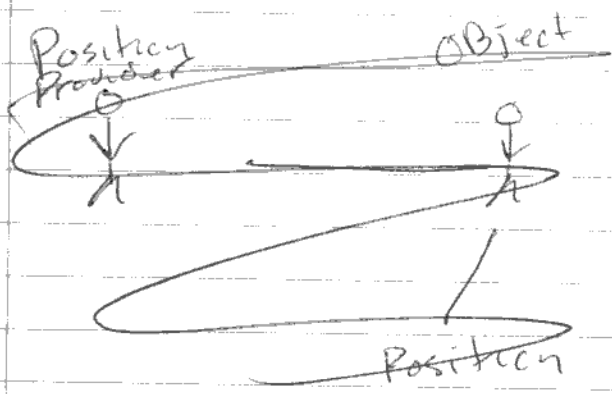
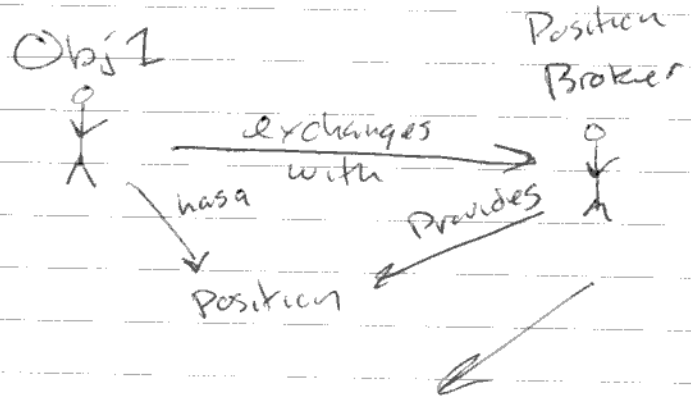
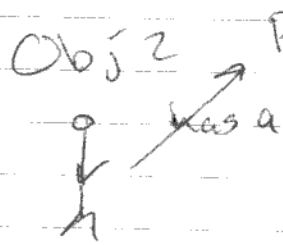
Q) How do we model a lock in code?

~~Position Array = pos~~



This is how location / movement could work w/ Lock mechanism





Position Broker
1) only exchanges position for Position before or after
2) will not give same position to two objects
3) specific Positions may be connected to other resources

- A lock occurs when the probability of escaping a fixed set of states is high enough that there event is unlikely to happen randomly.
- this is like a logical relation

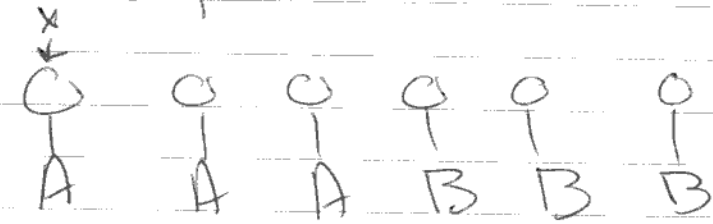
  if A ∧ B ∧ C then D

  where the probability of A∧B∧C is so low that a deliberate mechanism must act to unlock the state
- this is similar to blade of grass in terms of a self sustaining condition that is otherwise improbable
- Importantly a lock is generally or more generically viewed as something that limits allowed states to a subset.

  The subset may be as small as a single state but more generally is a larger subset or subspace.
- a lock is much like quantum mechanics in the sense of limiting subsets

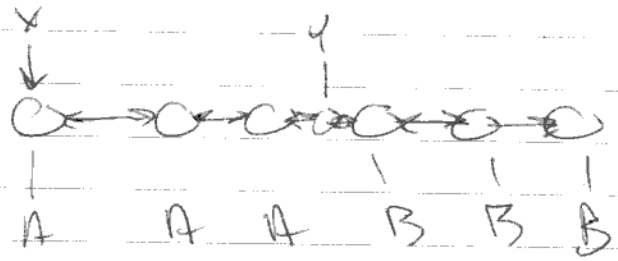
- A lock is predicated on the idea of an unmet requirement(s) for existing in a ~~state~~ state subspace.

- The lock can preclude a whole subspace by precluding ~~each~~ state in the subspace



X@O if A@O

- The lock can preclude a whole subspace ~~by~~ by baring an ~~other~~ operation needed to enter the subspace



X cant move to O that references Y