structure-examples-cc1

Reality / Computational World

mostly observe
observe
Product
model
Observe

Interaction Patterns

exposes

A →
↓
B
↓
C → role

token

Hush1

Q
A →
↓
B
↓
C

A →
↓
B
↓
C

Depends on

B
Q → R → → S
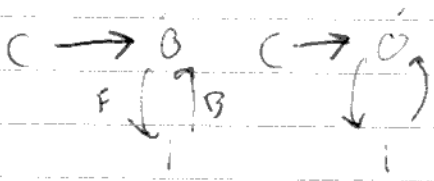
Hush 5

C
O
x v A Q
O ·· L
O ·· F
O

C
O
F   B
O
O
O
O
O

E
L
(x)   (y)   N
R
O → O
O → O
O → O
O → O

← O → O → O → O
Q   R   S   T

C

C

L
R

L
R

C → B
F (B
i

C → O
i
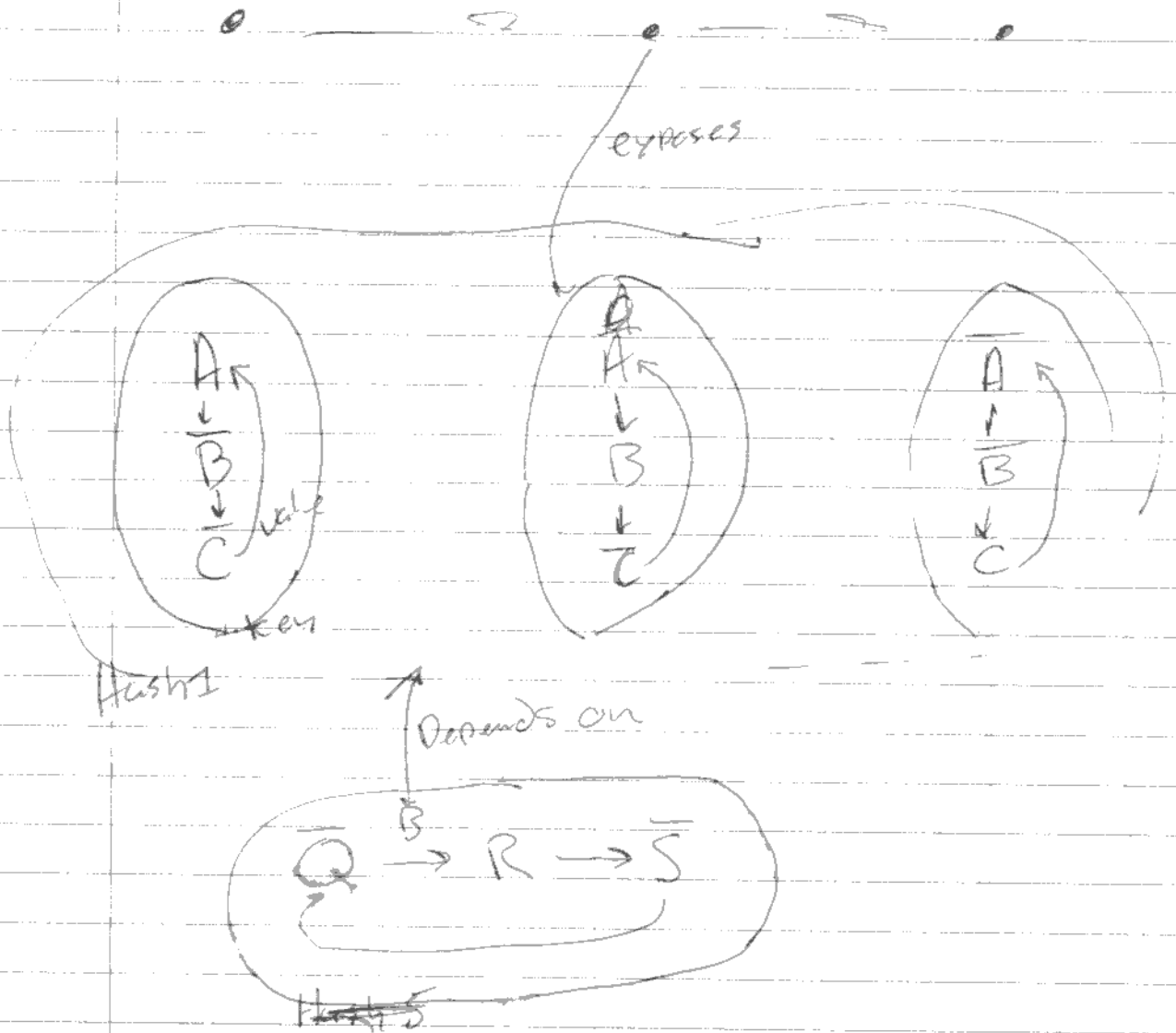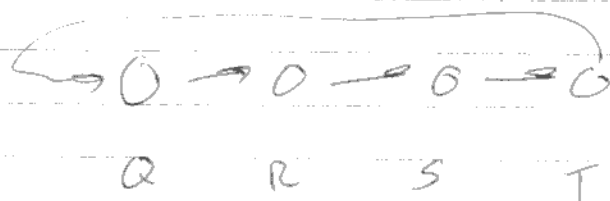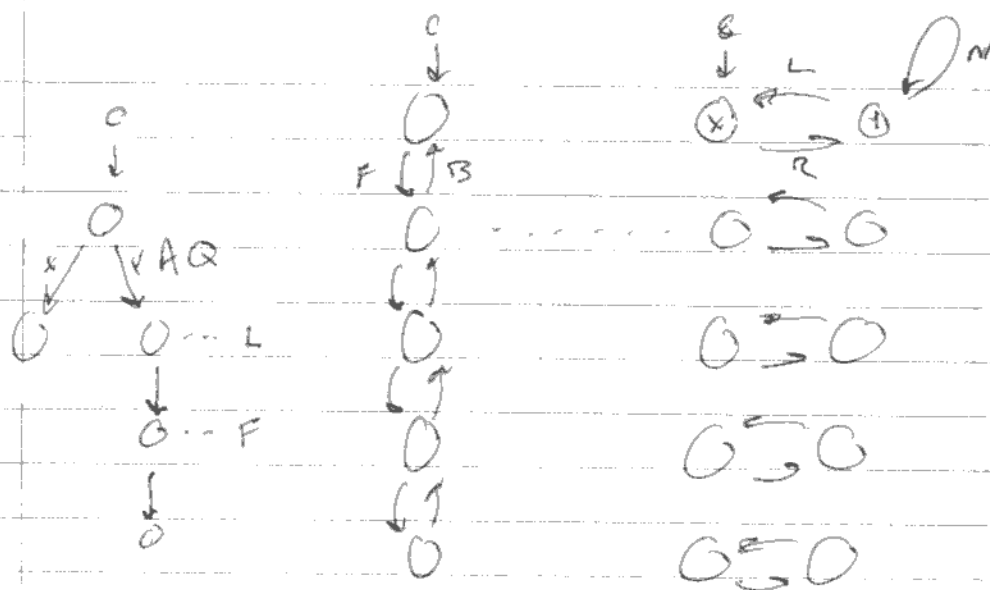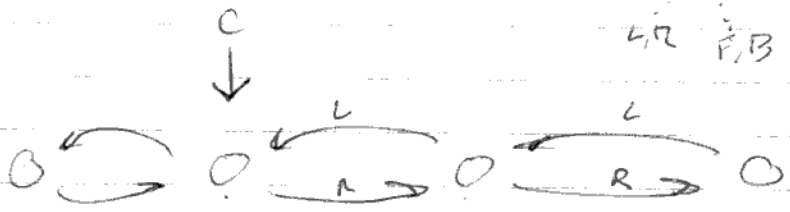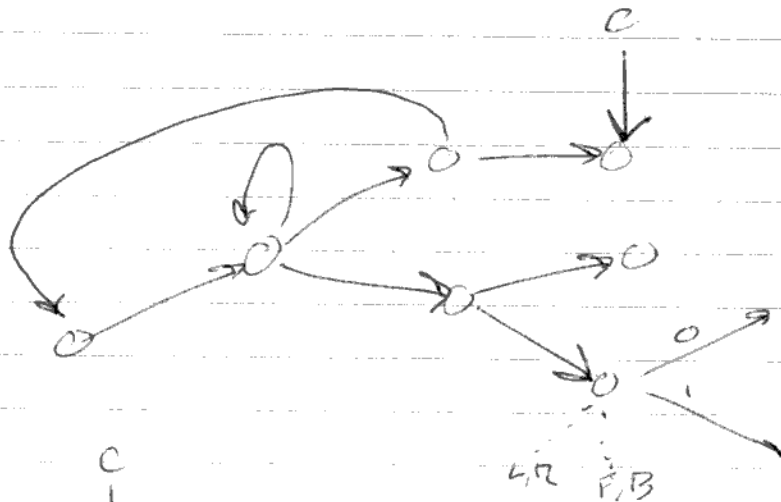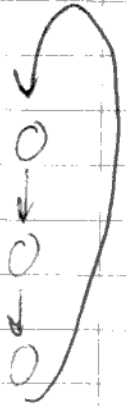
$$\text{if } D_1 == B \land D_{13} == 0 \land D_{cc} == 1 \text{ then } \Phi$$
$$D_{cc} \rightarrow \text{Next}$$

$$D_1 == B \land D_{13} == 1 \land D_{cc} == 0 \text{ then}$$
$$D_{cc} \rightarrow \text{Merge}$$

$$A \underset{\xleftarrow{}}{\rightarrow} B \underset{\xleftarrow{}}{\rightarrow} C \underset{\xleftarrow{}}{\rightarrow} D$$

D_1

D_{13}

D_{1a}
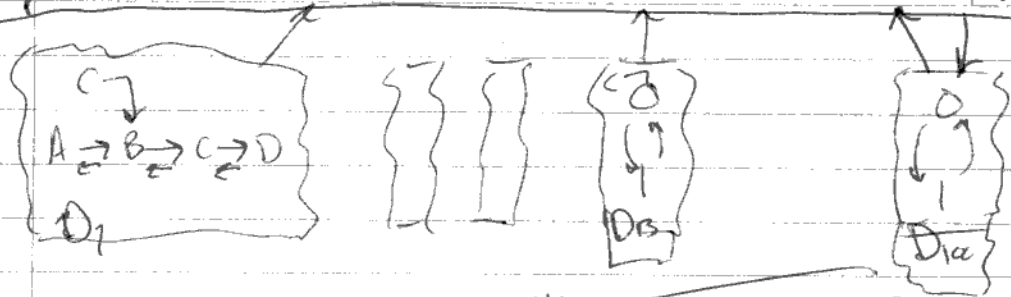
Some Decision

Some Decision

Represents
@ State of
Current Head
all the time

Random

Create linear structure 1
Select 1
Sequentially set Local Context
                    Join Context
move
evaluate

move to linear from Structure 1
    to structure A or B

Select Context A

Q) reuse Structure 1

evaluate

Select Next on Context A / Join Context

Remove from A

Evaluate

Join Sequential Context B

Disconnect context

        Q) reuse A ?

Open set

Interior

tubular
neighborhood

struct __X__ {
    Struct _ fwd;
    Struct _ Obj;

}

linear
addressing
→

Binary
hierarchical
addressing