Q) what is the Goal?

A) To develop an assistant

The assistant should:
Provide or supliment my resources including
    Time
    Memory
    Inputs
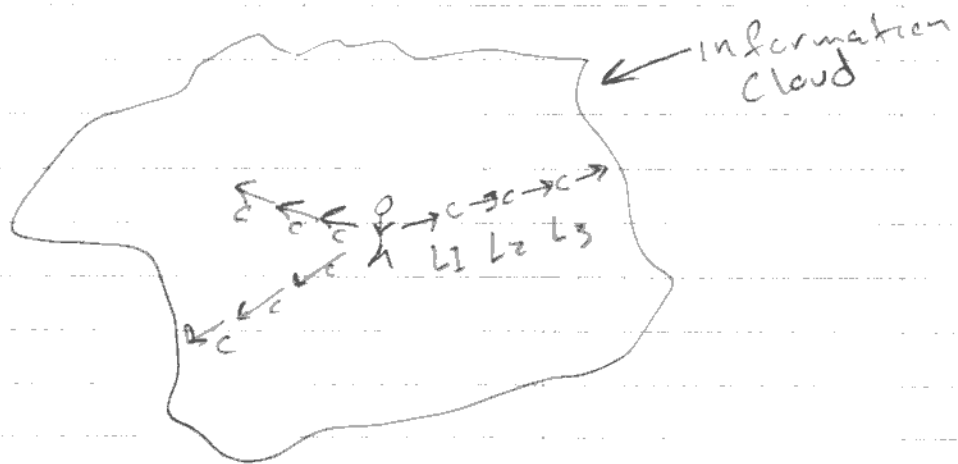   Outputs
    Computational Building Blocks

Time Folding adds significant value
  - often I would like more or better
    inputs or to produce more or
    better outputs but lack the
    time to obtain or produce the
    inputs and or outputs.

  an assistant could use many actors,
    and faster operation in general,
    to produce the added inputs or
    outputs.

    - Q) what is the range of value for
      the time shifting?

Q) What is the range of value
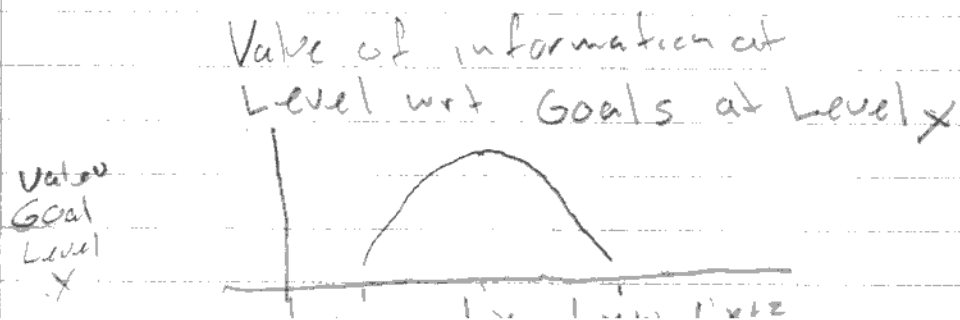for the time shifting?

information cloud

The actor interacts w/ the information
cloud through compute.
The more compute expended, the deeper
the interaction w/ the information cloud

With time shifting / Parrallel execution,
and better execution/computational blocks,
the actor interacts more deeply with
the information cloud.
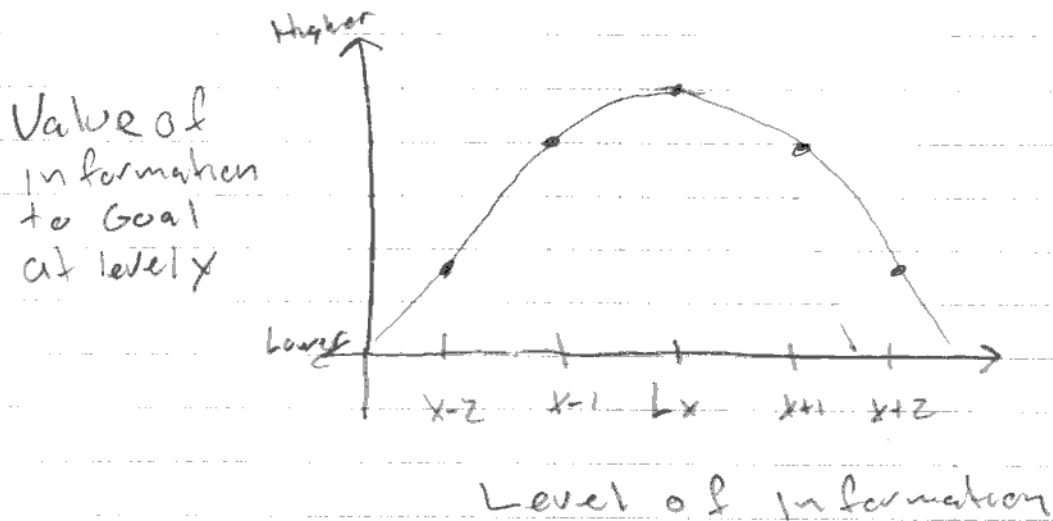
But what is the value curve for
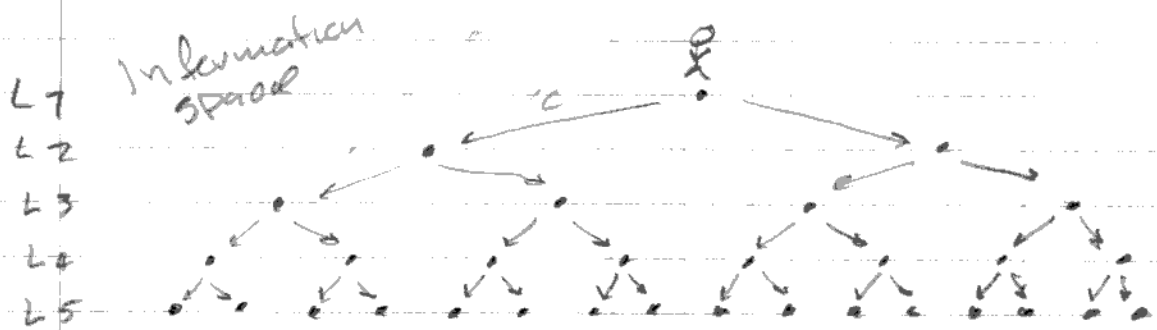more information?

A) Here is a guess...

Value of information at
Level wrt Goals at Level x

Value
Goal
Level
x

Guess Continued

4)

Level $\overline{\text{in}}$ Compute time required to
obtain or influence information
in information cloud

Value of
information
to Goal
at level X

Higher

Lower

X-2   X-1   Lx   X+1   X+2

Level of information

What are the implications if
this is the correct relationship?

L1 Information space

L2

L3

L4

L5

Each edge requires some unit of compute

$$\text{\r{x}'s}\ \frac{\text{compute}}{\text{sec}} \approx \text{\r{x}'s}\ \frac{\text{information}}{\text{sec}}$$
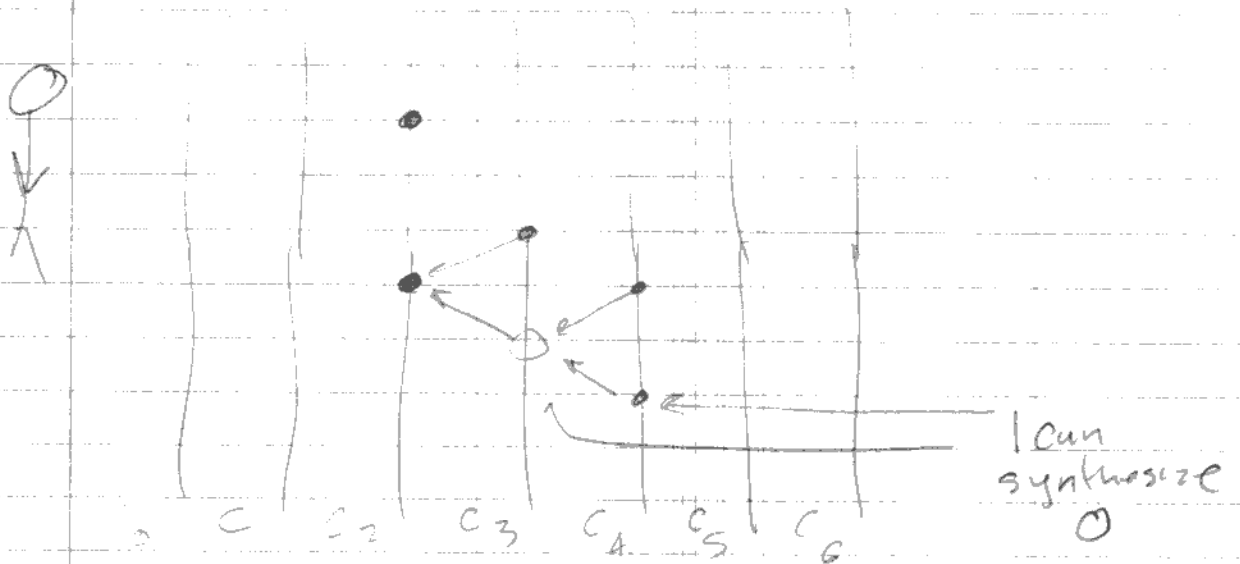
Compute can be expended in...
    breadth first manner
         or
    depth first manner

Example of breadth first...
    Combing hair and brush teeth in parallel
    trying multiple versions of printf format
    string in parallel

Example of depth first
    Extract meaning by reading

A

$C_1 \quad C_2 \quad C_3 \quad C_4 \quad C_5 \quad C_6$

I can
synthesize
O

• — Info I can interact with

O — Info I can't interact with

← Influence of info on other info