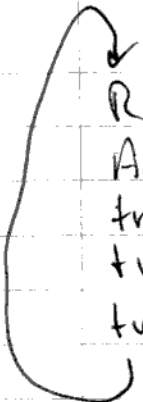



Compute
Principle
multiple actors
turing



Read bit from tape
Access instructions from program
transition char on tape
transition tape
transition program



This is the core compute template
... simpler and reproducible ...

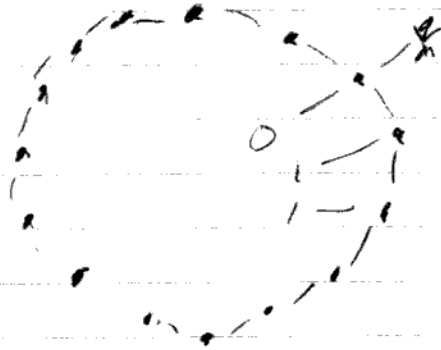
The Program is the second level
compute

There is a hierarchy of compute

Evolutionary search is for ways
to combine the simple machines,

Memory is in a sense the
bit
simplest instance of a compute

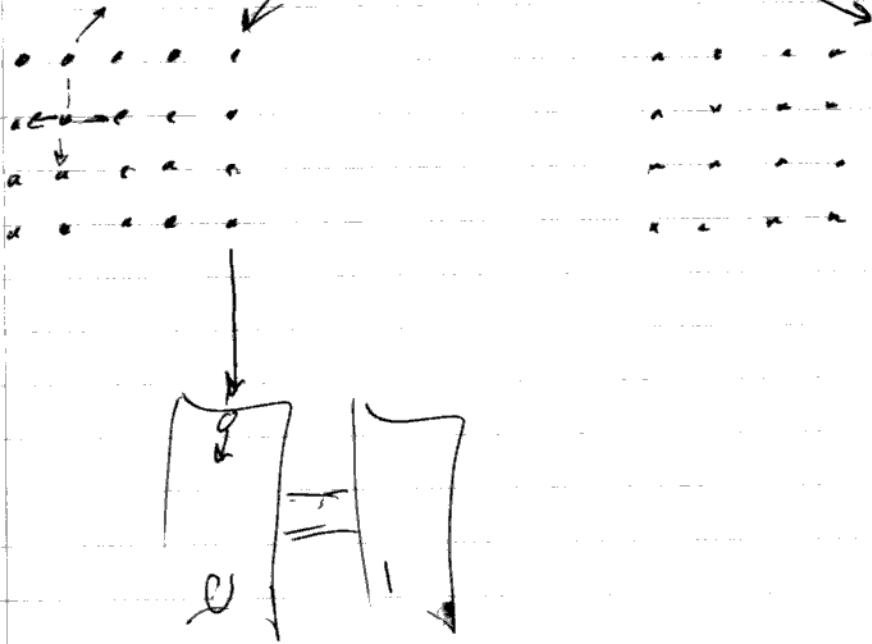
Being able to have an observer
and make that observer is
really significant.



many simple combination
of computers) to make
a continuously rotating
pattern w/ no end state

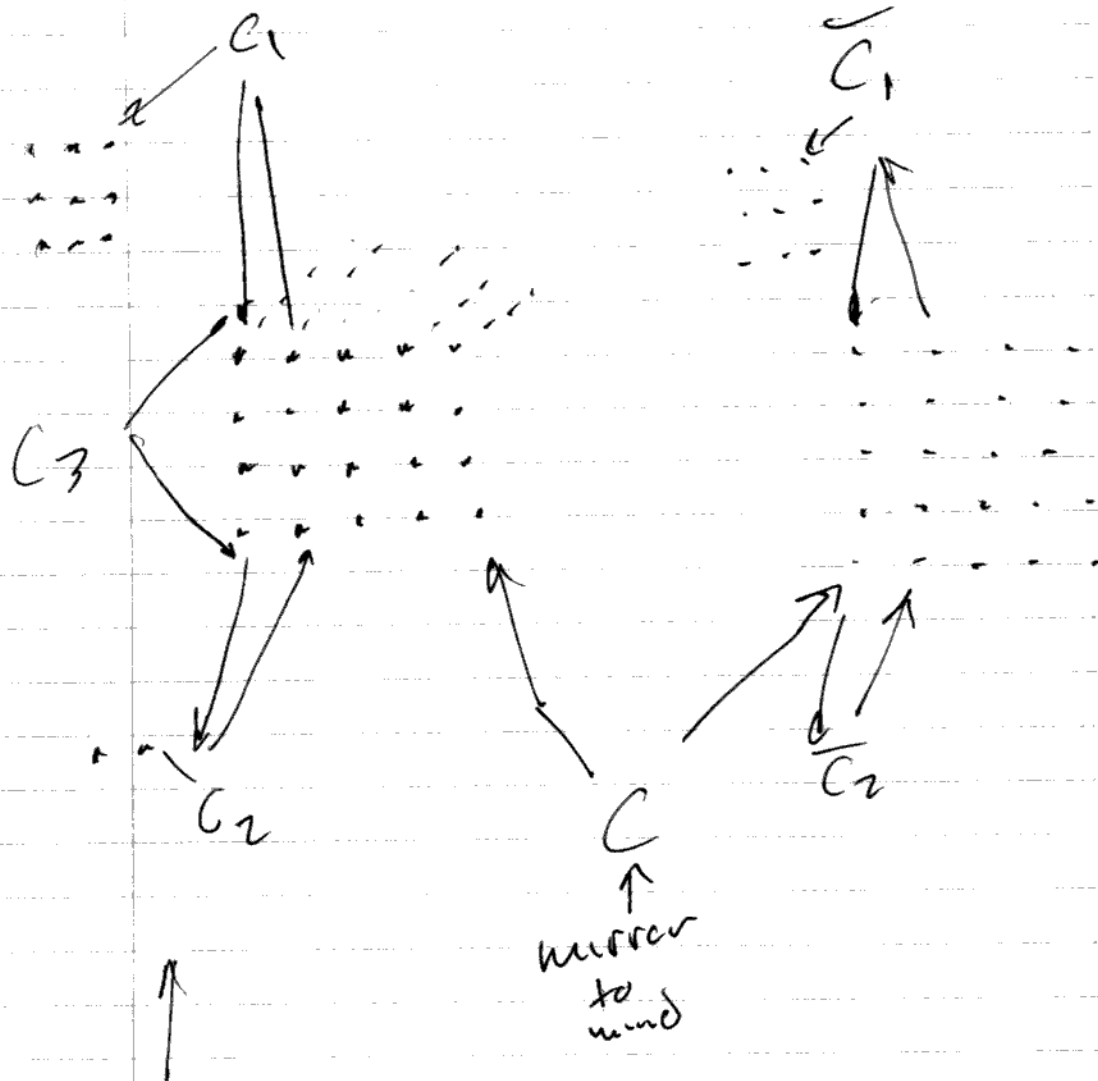
Compute

3D
meshes



Compute can mirror the meshes

the mind synthesizes
these to be able
to reproduce
reality



many actors at different
hierarchies coordinating
on a 3 space

were trying to isolate the
core constructs

then we combine the constructs

must be ok w/ hierarchical
structuring

must be ok w/ producing
derivatives of machine
that generates machines.

Spaces

Observers

Observer movements

boolean statements ~~are~~ relating observables
to movements

Compute entity is like a
task instance

Can be parallel or serial