

### SOME OF THE HARDER PROBLEMS

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3. Workers need to be *isolated*. If they are not isolated, then they can impact one another. The worker needs to be reset to "factory conditions" every single build. 4. Scale is not consistent. Some times of the day are busier than others (e.g. right after lunch), so you need thousands more workers. However keeping those workers up all the time is expensive (millions of dollars a month).

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