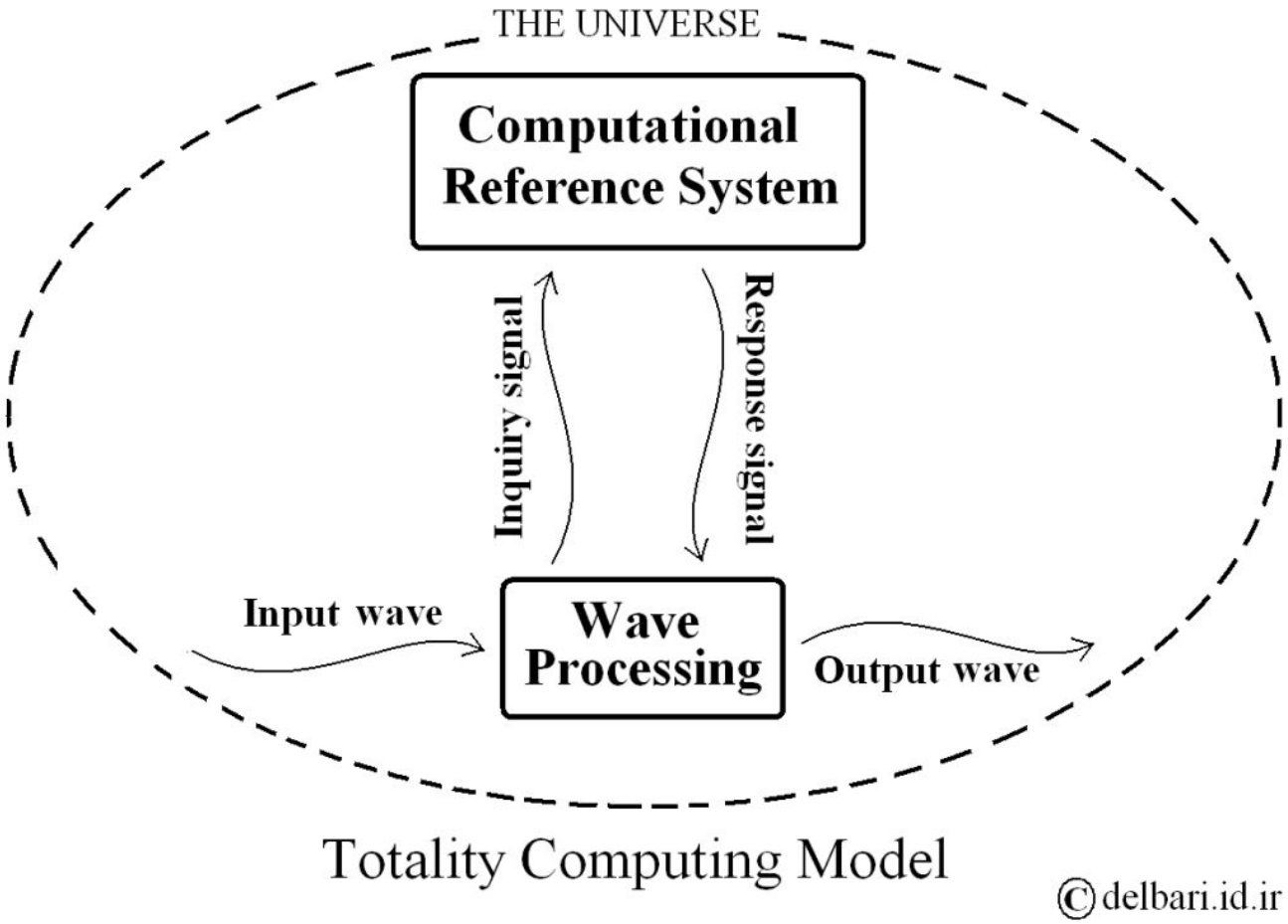
Totality Computing Model

If we assume that all processing capacity (wave change capability) and total memory capacity (durability of the wave) in a specified region of the universe as the capacities of a computational reference system, then the processing of waves, anywhere in the universe, requires the inquiry of that reference and no cached output in that reference.



In this model, we assume that there is limited processing capacity and unlimited memory in the universe. This is a

good assumption because the universe is expanding from the Big Bang. Capacities include biological and non-biological types such as cloud, human intelligence, collective intelligence, and so on. The purpose of this model is to save the use of processing capacities in the way of preventing the duplicate processing of the same wave. So, an inquiry should be done from the computational reference system. If we ignore the delay of the inquiry, there is a possibility for real-time processing.

We can compare this model to the catche server. In the catche server, the HTTP request is processed if the requested page is not available in the catche. The purpose of the catche server is to save bandwidth (channel capacity), in addition, data transfer processing is also saved. However, in the totality computing model, the channel is a kind of memory and is assumed to be unlimited.

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«Archive history for this page: April 7, 2019»

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