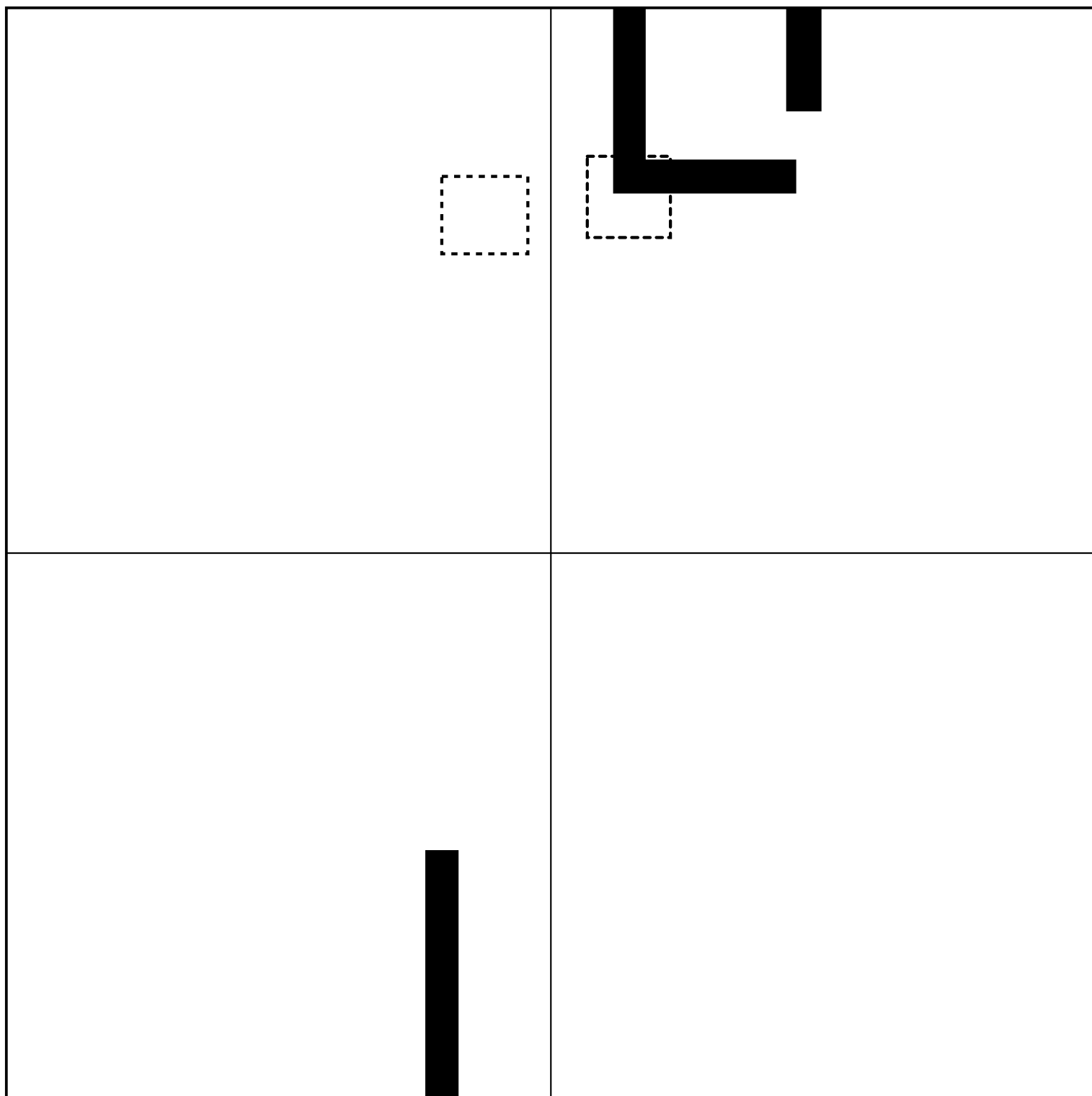Not only are no two pixels alike, but the material expression of any algorithm varies from screen to screen, from moment to moment, from viewer to viewer. Embodied materiality is always distinct from the code it expresses. (Drucker, Speclab, 139)

In brief, forensic materiality rests upon the principle of individualization (basic to modern forensic science and criminalistics,) the idea that no two things in the physical world are ever exactly alike... (Kirschenbaum, Mechanisms, 10)

The existence of the image depends on the display, the coming into matter in the form of pixels on a screen. If, in one instance, the graphic display is manipulated by an algorithm, then, in other instances, the display becomes the site for manipulation of the algorithm. After all, the image on the screen is not even identical to itself. (Drucker, Speclab, 139)
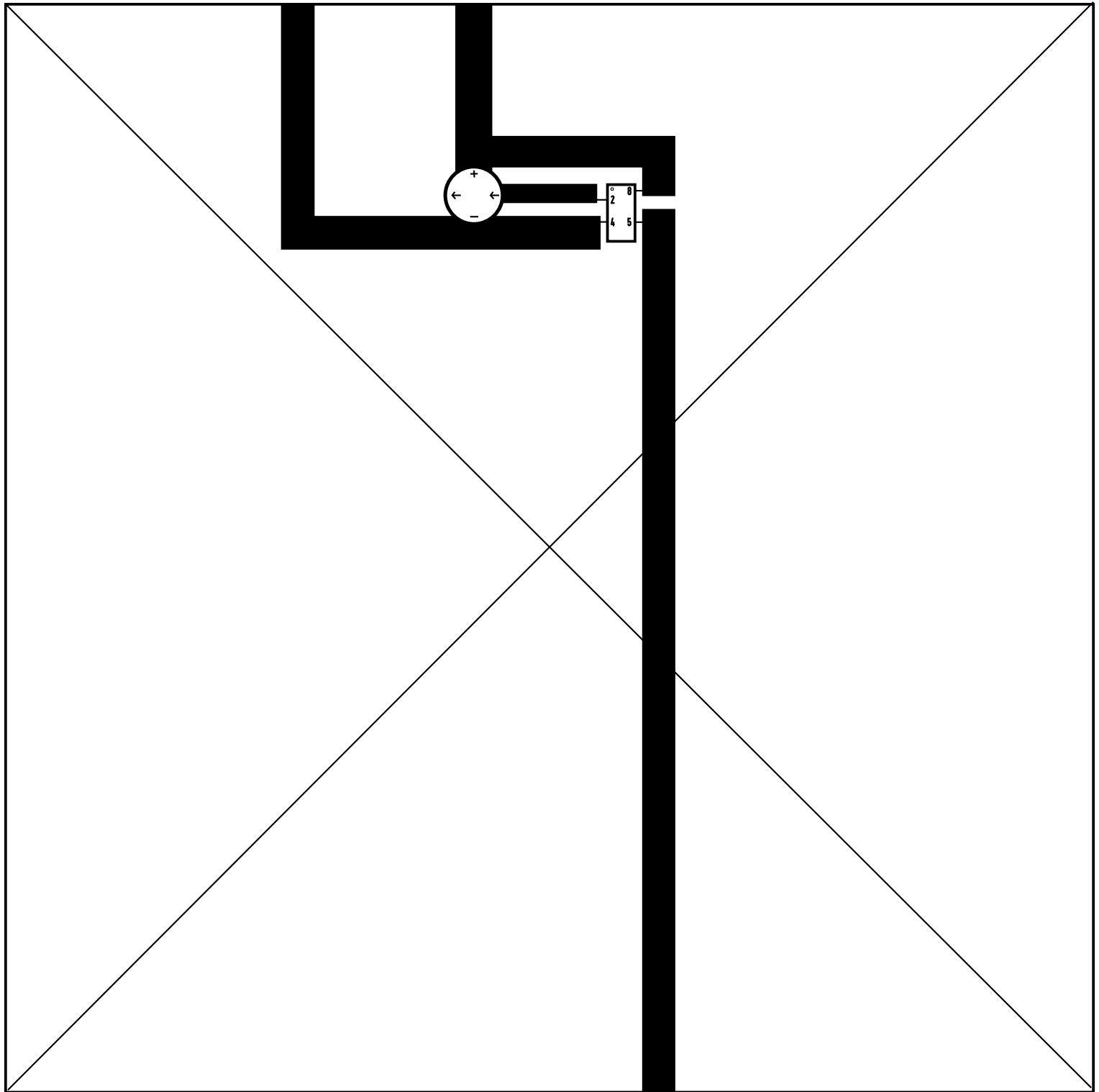
Formal materiality thus follows as the name I give to the imposition of multiple relational computational states on a data set or digital object. Phenomenologically, the relationship between these states tends to manifest itself in terms of layers or other relative measures, though in fact each state is arbitrary and self-consistent/self-contained. (Kirschenbaum, Mechanisms, 10)