

Complexity is goal oriented?

Kolmogorov Complexity is goal oriented.

For example, it is easy to write a short program (a.k.a destroy) to create a white noise pattern, it is nigh impossible (high entropy) to create an EXACT copy of a white noise pattern.

Destroying a thing makes it more complex since the kolmogorov-complexity of randomness is higher than of patterns.

Trash take. No human on the planet uses the word complex in that way. If anything, complexity refers to the amount of intelligence required to come up with or understand a "good" encoding. For random noise there's a trivial encoding that is basically optimal.



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That is one possible distinction between entropy (ability to generate that specific pattern, so cannot be compressed that badly) versus Kolmogorov complexity (ability to generate that class of patterns, within the same partition inside the asymptotic partition)

