Re: describing a machine

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- *From*: mcjason@xxxxxxxxx
- *Date*: Sat, 19 Jul 2008 17:07:13 −0700 (PDT)

On Jul 19, 6:36 pm, mcja...@xxxxxxxxx wrote:

> Anyone familiar with the idea of trying to describe a machine the way
> it works?
> like where it's being a machine working the way of having a loop with
> the problem of being in
> the middle and then to the outside as how the machine can move? so
> like if you were to make it a machine
> that does math the way it works it has machine parts that actually
> move like the way the calculation is done?
> so it moves like if this were to try and move as a real machine:
>
> for (i = 0; i < 10; i++) {
> if (i == 3) next;
>
> };
>
> so as a real machine though, that works the way that would have to as
> a machine? a machine that can't be anything really working like gears
> because of how to be in the middle of the loop is to go outside but
> sometimes not is a problem the way something has to move.
>
> so if that's to look like a real machine, it's not a machine that
> turns around and around mechanically though, because in the middle is
> back to the beginning. but sometimes through and back around. But it
> actually has to move like a real machine though.
>
> I think I know a way there is to describe a machine that works this
> way...
>
> say on a checkers board you have checker pieces, and say each checker
> piece is paired with another.
> now all checker pieces are pairs.
> the way said, try to make one piece able to move... but you have to
> move the other it's a pair with at the same time.
> the board is full, there's no free spaces to move to.
> so to make a piece move with it's paired piece, find where it can go
> where there's another pair that can move, that pair can move where
> another pair can move, and so on... where the last pair to move goes

where the first pair left.
each time you move a pair, they are not the same pair anymore once they've moved, each of the pair is now a pair with the piece that left
where they went to make a new pair of them. this is key in figuring out the only way it can work so a piece can move at all.

so knowing no first move you can make because there isn't any specific
move to know, find the pair to be able to move the way where they move
to another pair where each of the pair is now another pair with the one they move to, they move to a pair that's together. now first pair to move to another pair, is now not the same pair, but each a pair with each of the other pair.

so move and do that, but at the same time when you get a piece of the first pair where it goes and the other pair moved, as a new pair now it can't stay there because it has to move again because of how at the
same time something is making the other of the pair move. right? maybe
that part is hard to see. It's the only way to figure it can move in any way at all.

so it's like the last move has to be known before the first move can be made, because the first move that can be made is where something can move next, but what can move next is what carries on to the last move that can move where the first pair moved from. it's a recursive type of problem to figure out how to move a pair.

where a pair can move is where it goes to another pair that at the same time is moving away making an occupancy, but when you get there and you're a new pair with the piece that moves from where you get to,
it's not to think staying can work because now something needs the pair you are now to move.

it's like so where you can never have it so you stop moving until all the move is complete. but nowhere in the middle, or at first or last, can you know how to make it work to move because the beginning is like
knowing the end of how to move.

what's interesting though is how pairs that figure themselves to be able to move are not all the pairs but some, but that some other pairs
that figure out a way to move are the same pairs as others that figure
out another way.

and each time a pair makes a move it's all the way to where the place they leave has something come, but that had to be before you can move in the first place in idea of the problem it is because that's where something can move to finally get around to the last move where you leave, but leave where you can because you find what comes where you leave at first. each time a pair is moved depending on how moving pairs are said together is to reorganize how pairs are together, but to keep moving the same pairs is to find the same place they were in to begin with but alot of other ways too depending on which of the pairs together you try to move, if you say the pairs together are the pairs that given one pair are the ones that move at the same time too.

isn't it fair to call how they behave any machine?

there's a few things you can say like given how they're arranged pick a few pairs for how they're organized and see how every way you can move them makes a few more pairs reorganized for how you move them? it's like pairs can setup in any way where for any way they are organized is for any way other pairs are organized.

it's like saying for every combination of a number, there's another combination but not linear association.

so don't they describe any machine there can be ? like don't they describe working with a behavior that can be how any possible machine works?

you can see how it looks like a machine when you take a pair and figure how it can be moved, like say one moves, but it goes where something else moves, and it moves where something else moves, but then something moves to where the first one left. so say just one of these that work around to move, but then say all that do. say all together like the ones that move around in a way but the others that move around in a way, you can see importantly enough for how it's a machine that they use the same pairs starting from somewhere else to move as how you can move somewhere else.

isn't that any machine there can be? I mean like a functional machine to work like gears but not like gears where you have to be in the middle of it working to be on the outside then the otherside again. Like if you thought of code working as a real machine doing what a 'for loop' does, it has to be a machine that is in the middle of the 'for loop' to be to the beginning again, but then again through it but
not to the beginning but through the end.
But as a machine that actually moves the way this would have to?

Don't moving pairs represent any machine there can be?

See how moving pairs rearrange each time? but the way others do will

rearrange another way if they use the same pairs? but see how to rearrange those ones and the other ones again make difference of how?

See moving pairs that move together as part of the machine where for a condition one way is for a condition another way like they say together a condition that matters together. Like if part of the machine is one way then another part of the machine is another way, together matters like to change one part is to change the other part. But then pairs that move together another way are another part like they use the same pairs, because it's a part of the machine together with another part. But see how they're eachother? like when one part together moves, other part together has to move another way now?

See them though the way you put together pairs that move with others that can move the way they can move, like one moves the other to move the other. but then others that do that do that to another that works it's own way. see it though the way it's a machine that can work like a machine can for what it is to work that way, because it's to see what a loop has to be for example.

I find something special about how if you move a pair and look at it as a machine again, there's something to notice.

see how pairs setup make for any machine because they can be setup a way to move any way but back to the way they start.

like given some pairs setup they rearrange but find the same arrangement. fine so any machine because all the others too do that, but then as any are rearranged the others rearrange another way depending. see like part of the machine that can move on it's own, and another part that can move on it's own, but parts together that when one part moves the other part moves?

so say a checkers board with pieces on each square, say all are pairs any way.
now figure out how to make a pair move.. they go where another pair is but which? figure out every way and there's only one answer.
so see as how all pairs are able to move? find how each moves and say how one piece goes somewhere, and that piece goes somewhere else... and then a piece that goes back where you leave the first piece. so say that about all the ones that have to move if you move one.. which way to move to for each.
so say all pieces move but not all part of the same circuit of moving... but they use the same pieces in another circuit of movement.

see it as what works like a machine. see each time though you move a pair that can move another way, see all them now together like it's the same machine but different.

see how it draws a machine that looks the way it has to though? the

way one has to look for the type of machine that is in the middle to go back to the beginning, but has a few places in the middle to go back to the beginning?

like just do this....

on a checkers board make pieces out to be pairs, just a bunch of checkers pieces but all together in two's.
so pick a pair together and move... try to move it, but both have to be able to move at the same time. so make the pair move where it can... it's hard to figure which way they can move... it's a recursive problem, like try every answer until an answer works.
each of the pair goes to another pair, and now each piece is a new pair with the piece that was where it went to, that piece moved with it's pair. so it left and is not the pair it was to leave because it's now a pair with what went where it left from.
so now a problem if you think right now about where it's at, because always to think about moving is to think it's not able to stop until the final piece with how you decide pairs are together. to even make the first move though the last move has to be known, because that's how there's even a first move. but the last move can only be known if the first move is known.

see how many pairs can work out together to move? see how they reorganize how they are pairs together each way they can move? see how they can move and move again if the same pairs that they were first are moved again when they got reorganized so they are back to how they were organized the first time?

but also see how other pairs to figure out how they can move now figure out to move another way ?

so see how with some pairs to move other pairs to move are being switched around? see how this is a machine? because machine part that moves on it's own moved other machine part but then all machine if you see it all again the way they work to move?

try please... at least try seeing this... a checkers board with pairs that work out to be able to move... draw how together they can move as a circuit but circuits together that can move are circuits joined but not to show how to move joined, but each circuit moves but the other circuit moves on it's own too, but circuits together that show how one circuit moves is another circuit moved already the way they are the same pairs?

so see by drawing it how it looks ? like if something is trying to seem like a machine loop, it looks like in the middle is a piece that moves to the outside but not connected is part of the machine to get to another part of the machine, because you move a piece say across from there.

see how it's any machine there can be though ?

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