

Wolfram's Principle of Computational Equivalence

- "a fundamental unity exists across a vast range of processes in nature and elsewhere: despite all their detailed differences every process can be viewed as corresponding to a computation that is ultimately equivalent in its sophistication" (*NKS* 719)
- Conjecture: "among all possible systems with behavior that is not obviously simple an overwhelming fraction are universal" (*NKS* 721)

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Computational Irreducibility

- "systems one uses to make predictions cannot be expected to do computations that are any more sophisticated than the computations that occur in all sorts of systems whose behavior we might try to predict" (*NKS* 741)
- "even if in principle one has all the information one needs to work out how some particular system will behave, it can still take an irreducible amount of computational work to do this" (*NKS* 739)
- That is: for Class IV systems, you can't (in general) do better than simulation.

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Fruiting Body Stage

- Spores are dispersed
 Wind or animals carry spores to new territory
 If sufficient moisture
- If sufficient moisture, spores germinate, release amoebas
- Cycle begins again

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