

HELTER-SKELTER

i'm very sorry for your loss. your mother was a terribly attractive woman. — royal tenenbaum, the royal tenembaums

feeding is so essential that only one idea take precedence over it: fucking! food may be the fuel of life, but breeding is the engine, one awesome engine.

look around, there's only one thing of danger for you here: poetry. — neftali reyes, known as pablo neruda, to pinochet's army searching his house

that ought to be easy: if memory is bigger than, say, 20, push 3 on the stack and breed. try different values.

do you get it? do you understand what you're seeing? each cell breeds three cells, which in turn breed until all cells in the system are down to less than 20 units of memory.

you have noticed that some cells die earlier than they would if they simply die out of memory...

a cell may spawn offspring at any time by reproducing. its memory is then divided in equal parts among the cell and each of its offspring. (III:1)

newborn cells appear randomly close to their parent, with a random orientation. (III:4)

a program will typically consist in rushing towards the nearest cell, tying to eat it when it is close enough, and reproducing when the cell has accumulated enough memory. (IV:3)

the first gene is executed either when the cell is created and introduced in the system, when the cell is born after another cell has given birth to it, or when the cell's program counter goes back after having reached the end of the genes. (V:3)

after executing instruction breed, the parent cell's program counter steps normally to the next gene, while offspring cells start at their first gene with an empty stack as memory. (V:5)

size of the square where the offspring are born: 30 u (VII:2)

size of the world square: 30 ku (VII:3)

birth, be born: come into existence, either after another cell has given birth by breeding*, or after a strain has be inserted into the world*.*

breed: for a cell, bring new cells into the world*.*

population: number of cells in a given world* or of a given strain*.*