

Model Thinking

Scott E Page

Markov Models

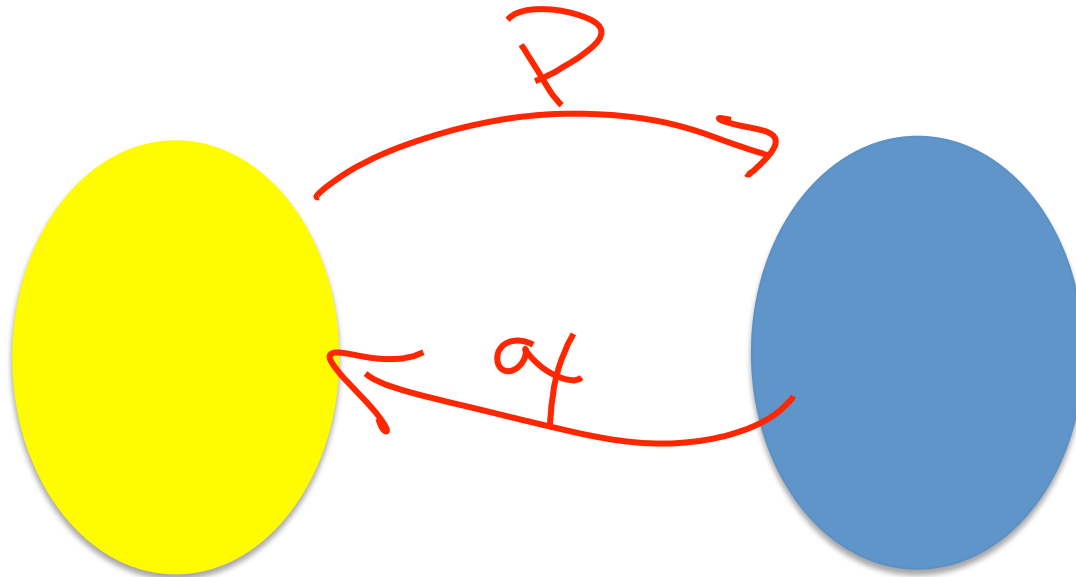
Idea

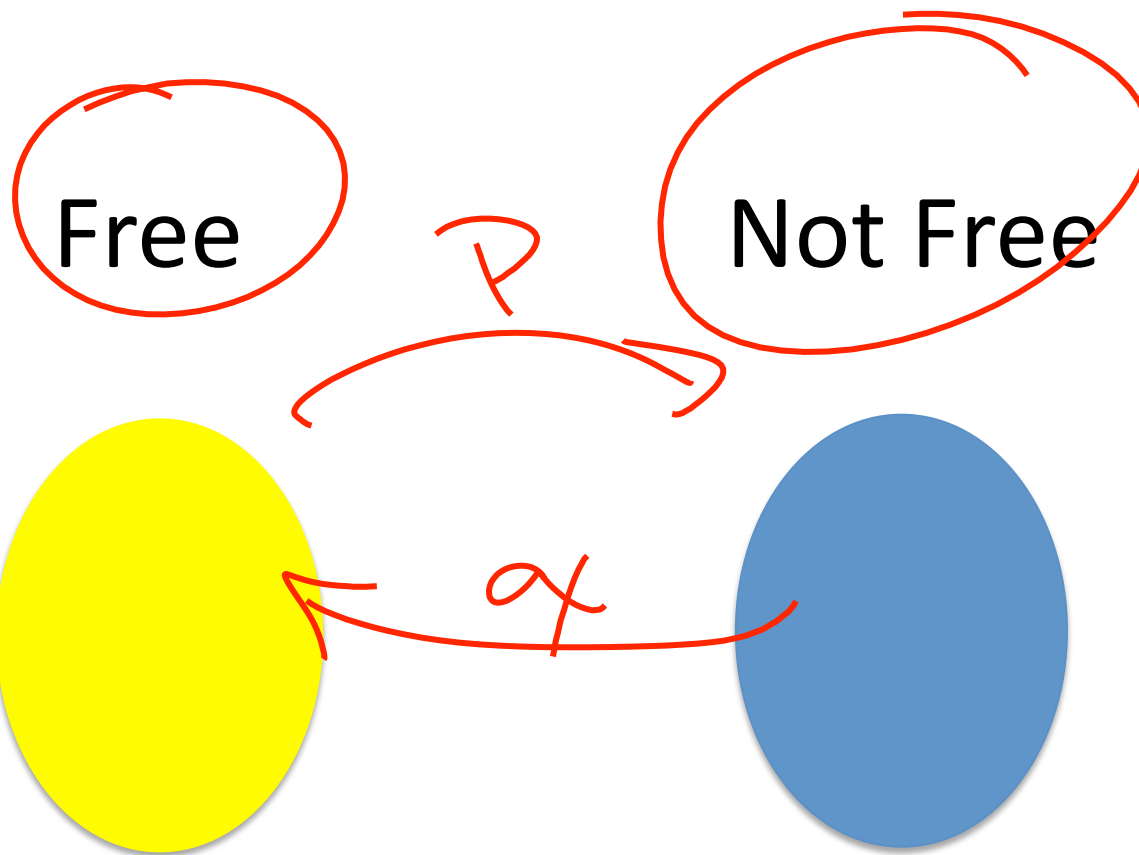
States

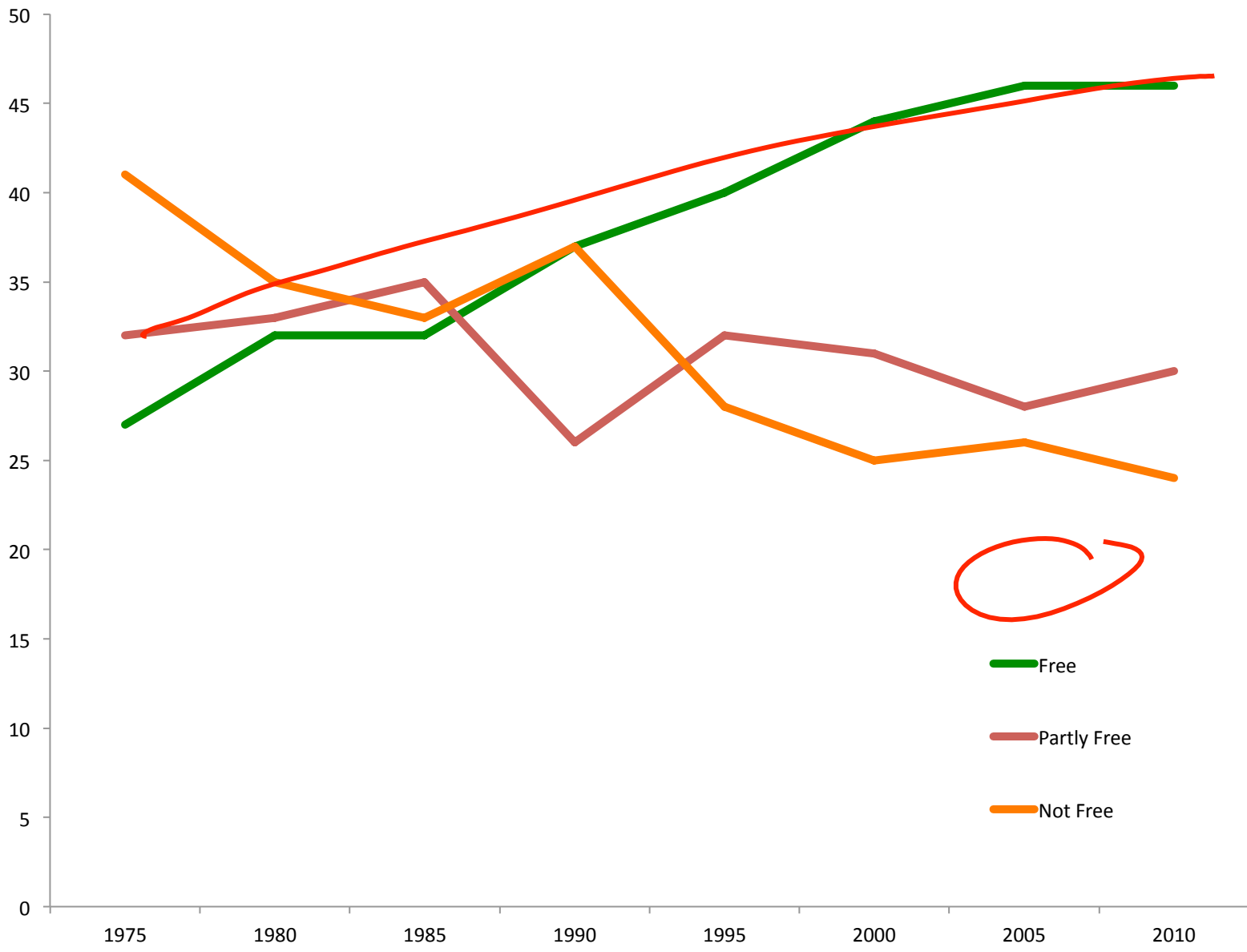
Entities move
between those
states according to
**transition
probabilities**

Alert

Bored

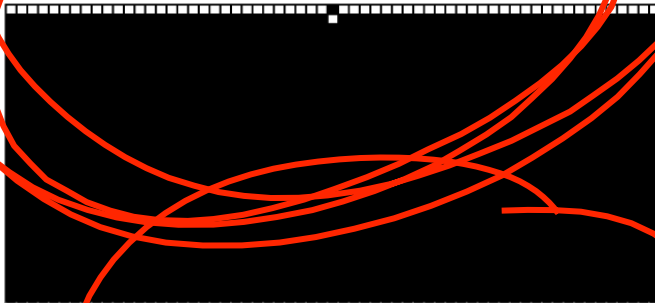




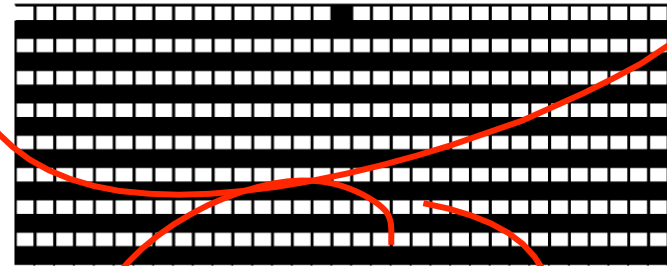


Four Classes of Behavior

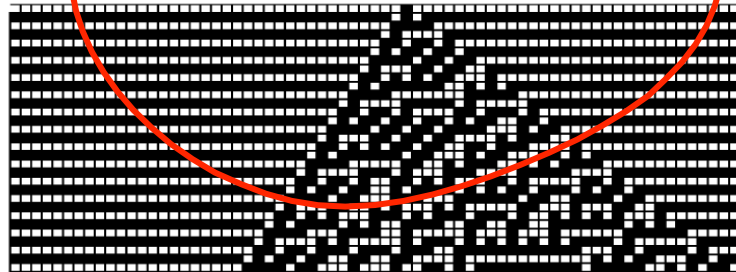
Class I: Rule 251



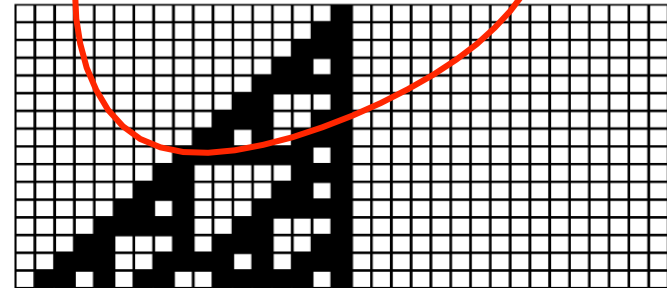
Class II: Rule 119



Class III: Rule 45

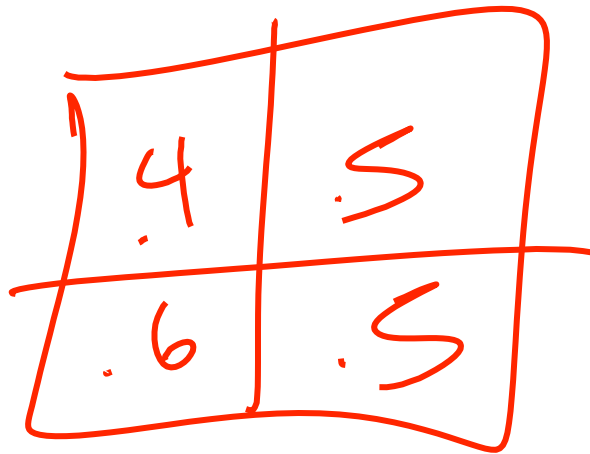


Class IV: Rule 110



Source: From Wolfram (2002, pp. 55-56)

Markov Convergence



A hand-drawn 2x2 matrix in red ink. The matrix is enclosed in a red border and divided into four quadrants by a vertical and a horizontal red line. The top-left quadrant contains the number 4, the top-right quadrant contains the number 5, the bottom-left quadrant contains the number 6, and the bottom-right quadrant contains the number 5.

4	5
6	5

Matrices

Exaptation

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