

Evolutionary mechanics and how they create a digital world.

Systems that undergo change seek a state of equilibrium. They do this by responding to the forces that act upon them, until those forces are cancelled out by opposing forces.

Further, in our macro environment, it is generally understood that distance results in a slowing effect on evolution because it takes a longer time to respond to forces that are farther away.

This same principle will apply at smaller scales as well, but the effect will be to speed up how quickly small systems reach a point of equilibrium.

This leads us to the idea that if a viewer has a limited perception of time - that is, they can only detect differences in time to a certain level, then they will likewise be limited in how finely they can split up the building blocks of the universe. Once the building blocks are smaller than a certain point, they will evolve into a stable state faster than the detectable unit of time.