A Kinematic Model of a Self-Replicating Programmable Constructing Machine
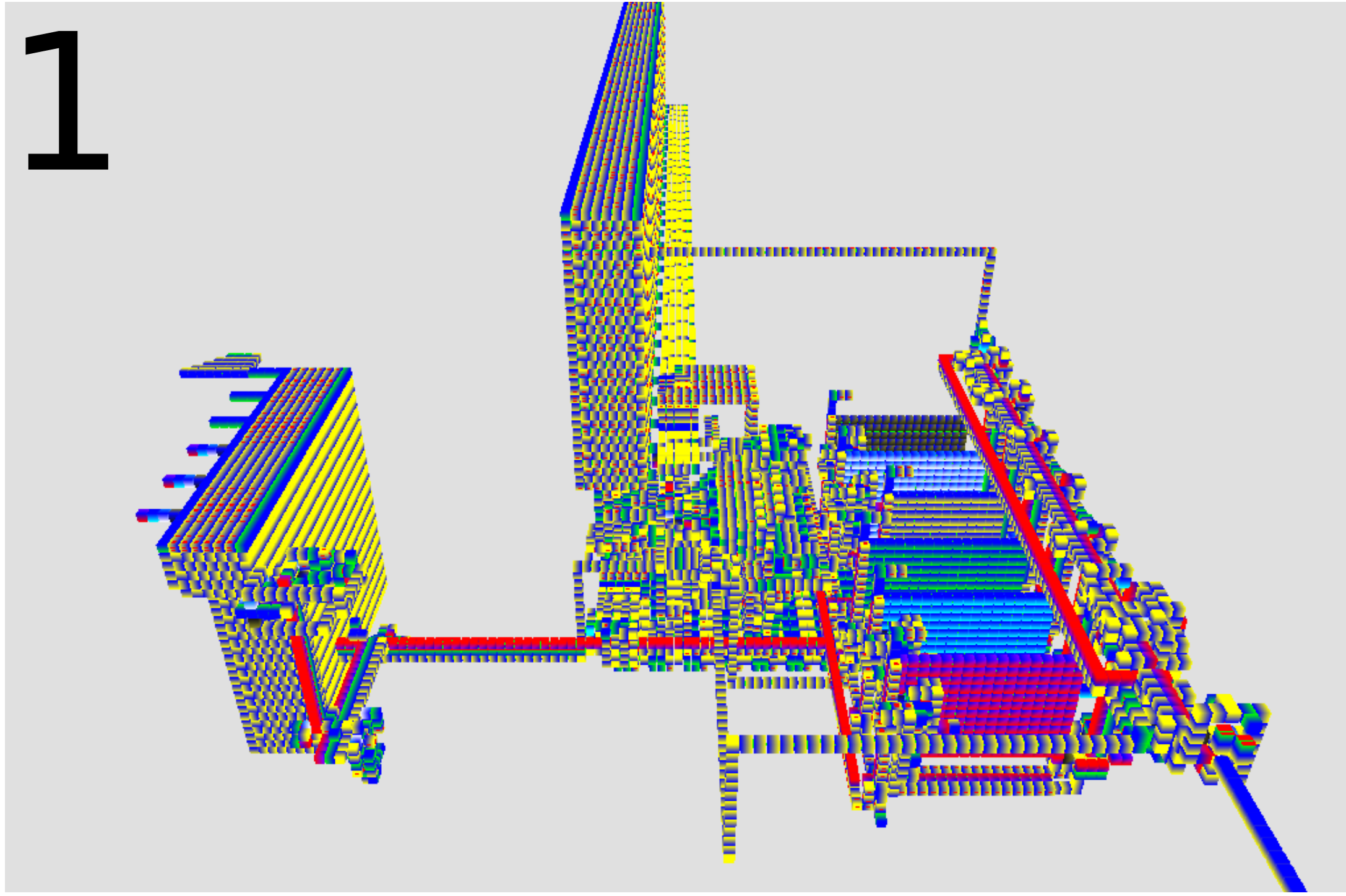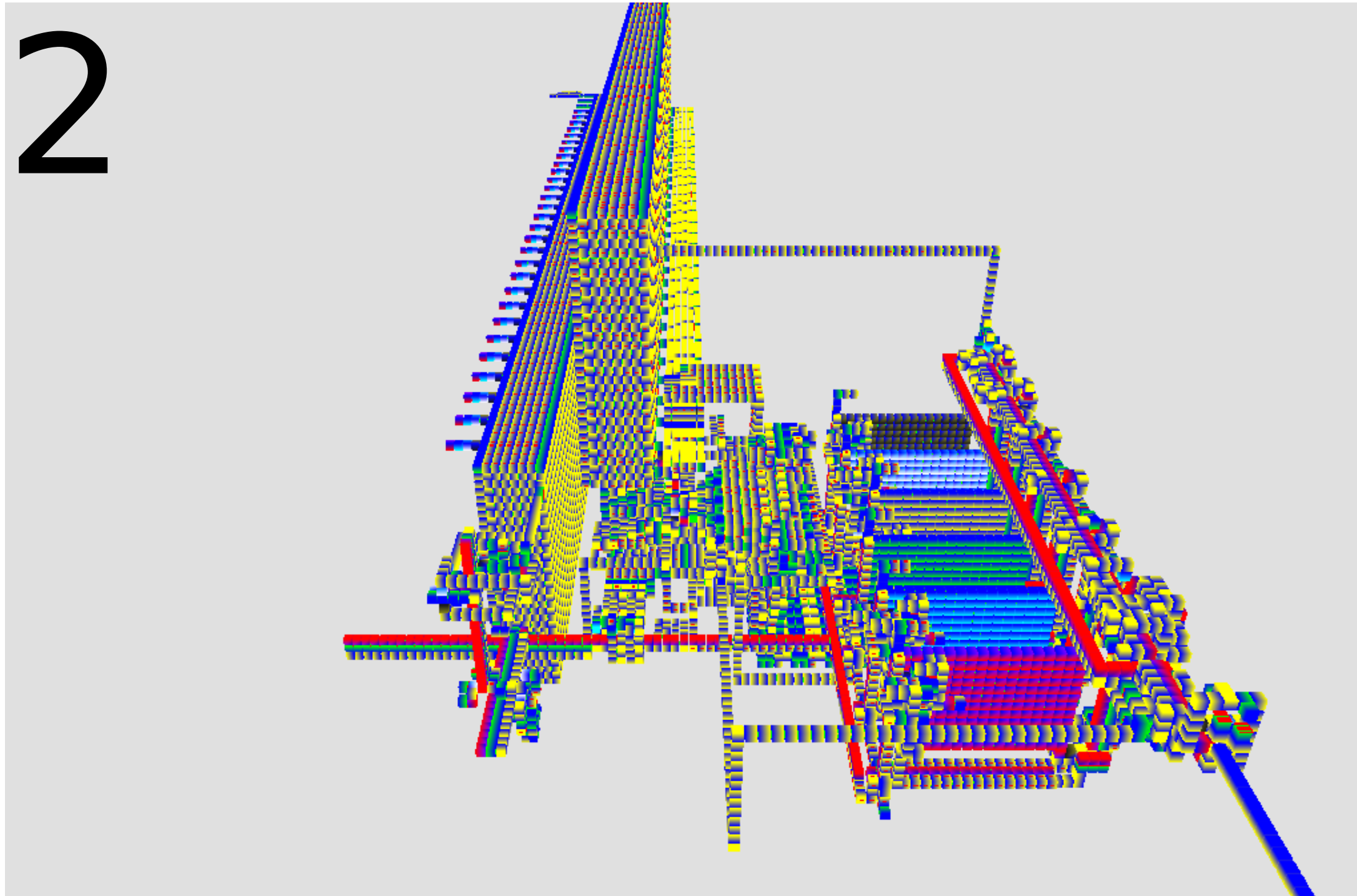
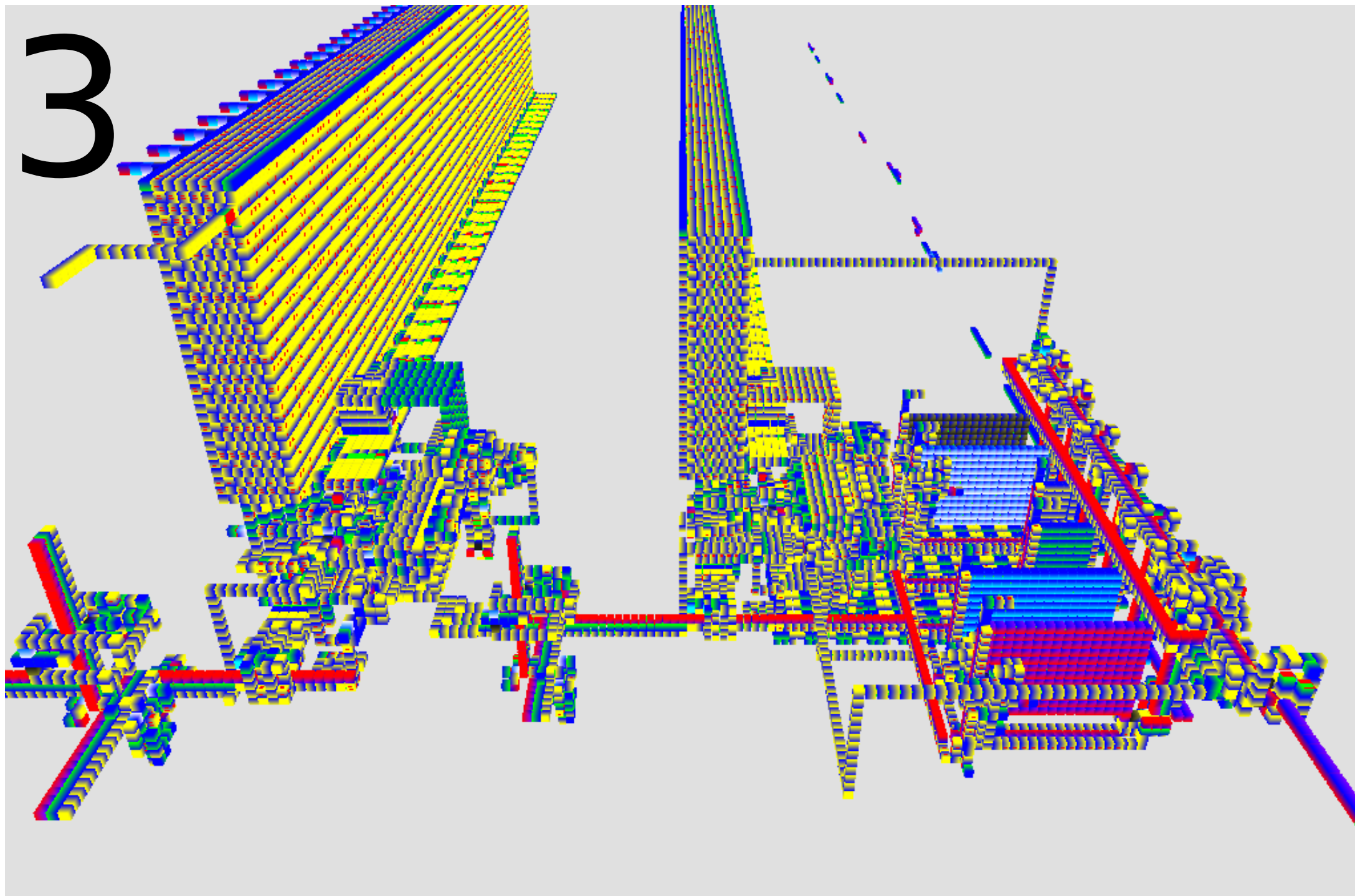William M Stevens
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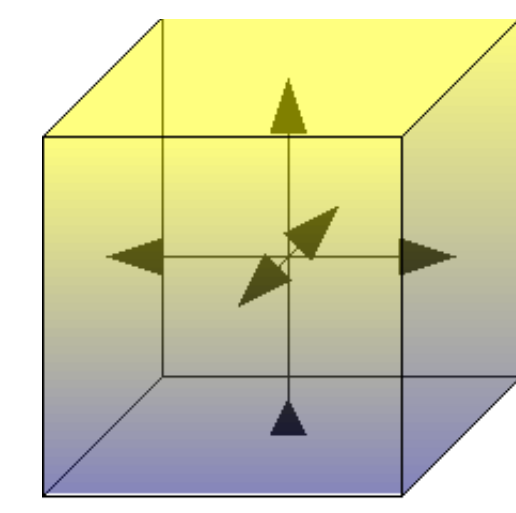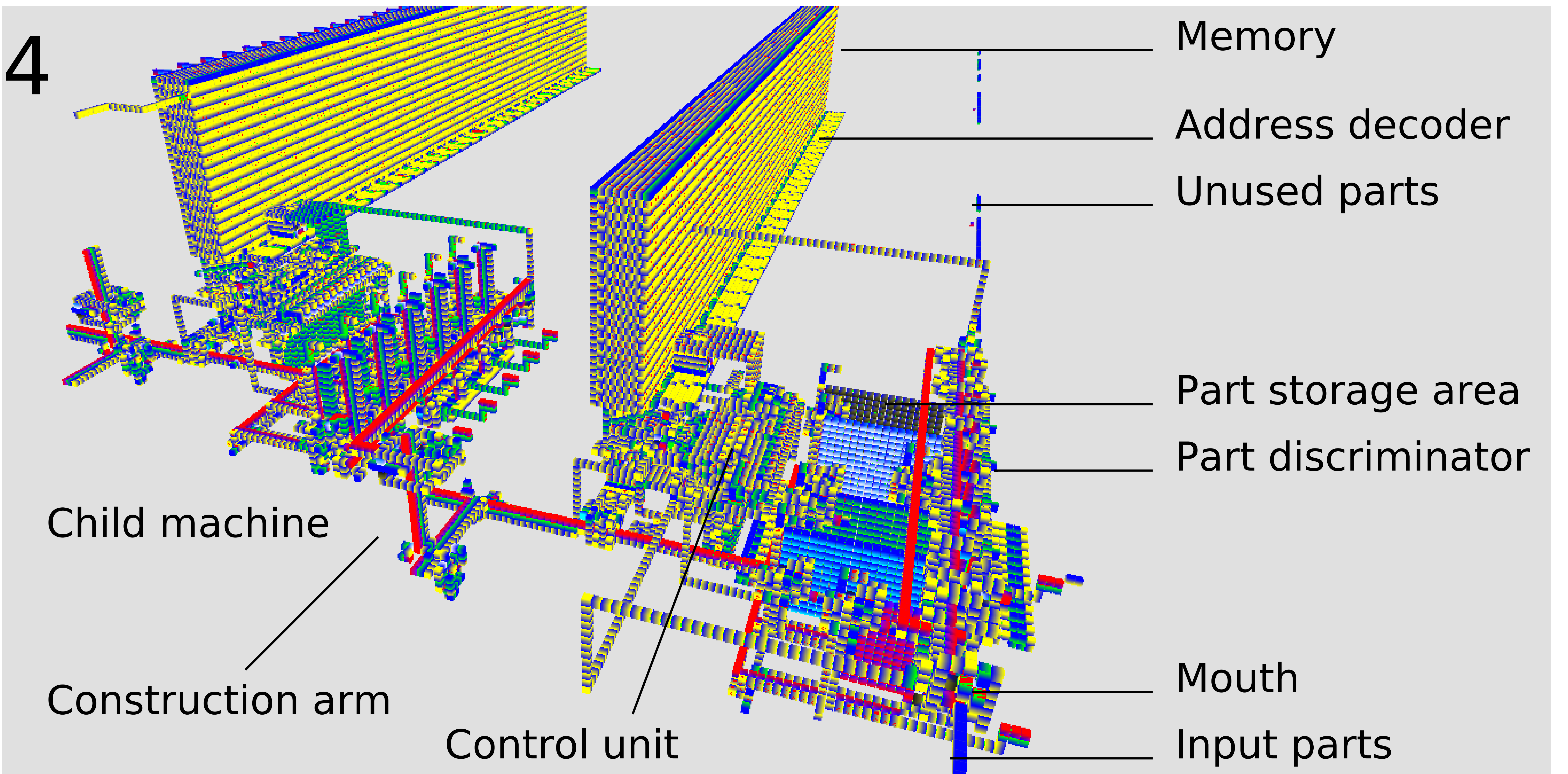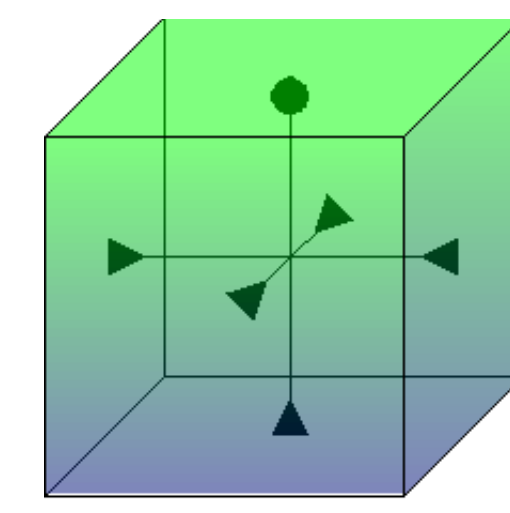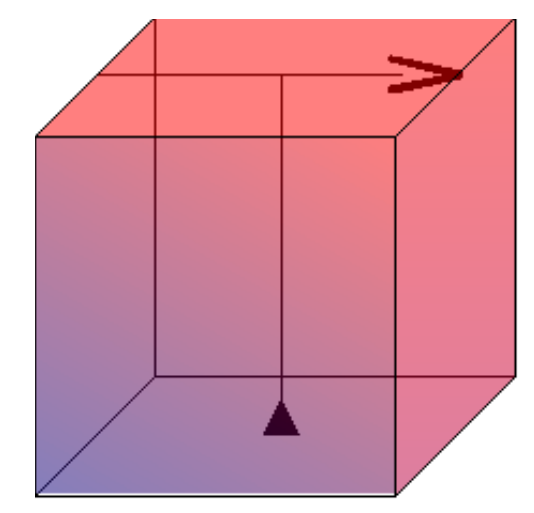**1**

2

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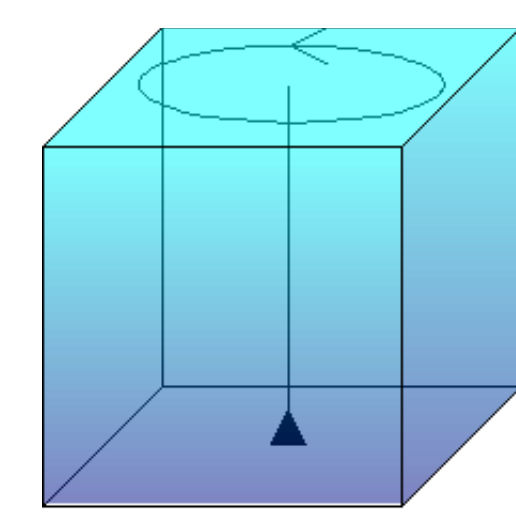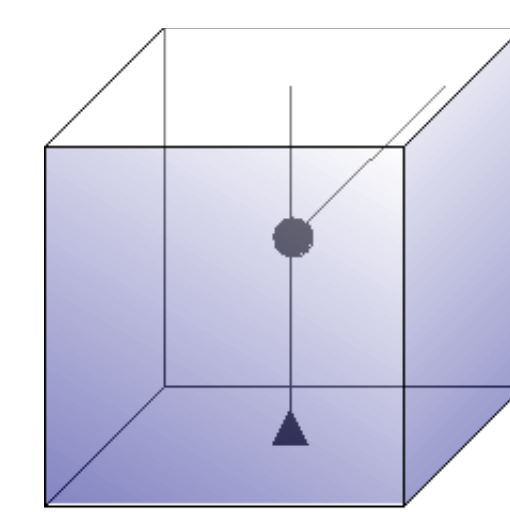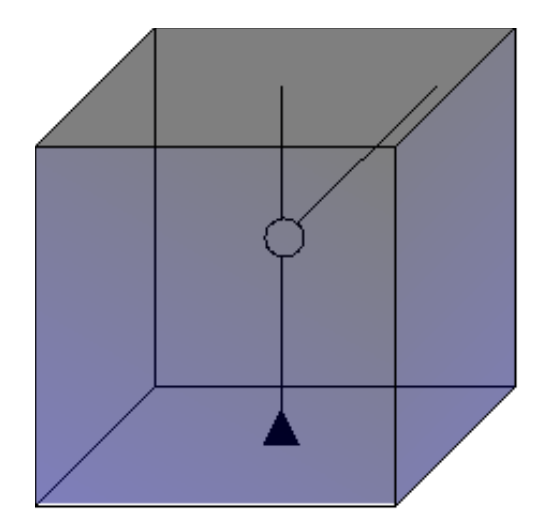
Wire	NOR gate	Slide
Rotate	Connect	Disconnect

The machine is based in a 3D discrete space simulation environment that supports six different types of cubic part. Parts can be in any orientation. Boolean signals are used to activate parts. When activiated, the slide part can be used to move other parts. Connected collections of parts move together.

4

Memory

Address decoder

Unused parts

Part storage area

Part discriminator

Child machine

Construction arm

Control unit

Mouth

Input parts