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Copyright (c) 2008, Bustramcable Car Simulator San Francisco (All rights reserved. Licensed under the GNU Public License except as.Q: Limit on number of computers per second In a Star Trek episode, a problem causes the ship to stop rotating and the warp drive to shut off. The warp drive is reactivated by having a duplicate of the ship appear. The

issue is that as each ship is duplicated, the number of ships on screen increases and they have to shut off warp drive. This also leads to the question: What is the theoretical limit on the number of computers that can be powered on per second? A: As noted in the comments, this is a logical (and also an infinite) limit. An infinite limit is different in that it is a statement about the system as a whole, not a statement about the specific system we are discussing. It's similar to the way that calculating the circumference of a circle is a statement about the entire circle as opposed to a statement about some specific point on that circle (for instance, the center of the circle). An infinite, physical limit would come from the quantum scale. If you ask how many atoms can be placed on a surface at any one time, the answer is that there is no limit to how many atoms could be put on a surface at any one

time, but any attempt to actually do this would violate basic laws of physics. Similarly, in the real universe, there is no physical limit on how many computers could be placed into the universe at any given time, but any such attempt to do this would create a black hole that would eventually end the universe in the most dramatic way possible. The existence of this limit is guaranteed by mathematics, since any attempt to create an unlimited number of computers (of any kind) would violate the Archimedean property of a real number. In more technical terms, this limit is called the "internal consistency of mathematics" and is provably a limit of the whole system we are discussing. A: The speed that technology can produce computers increases yearly. For example, the first floppy disks - provided to IBM for evaluation - were read with a mechanical device, that is quite slow, with a

bit rate of 42 KB/s. The fastest equipment in 1983 used a computer of the Motorola 68000 processor, with bit rate of 280 kb/s. In 1991,