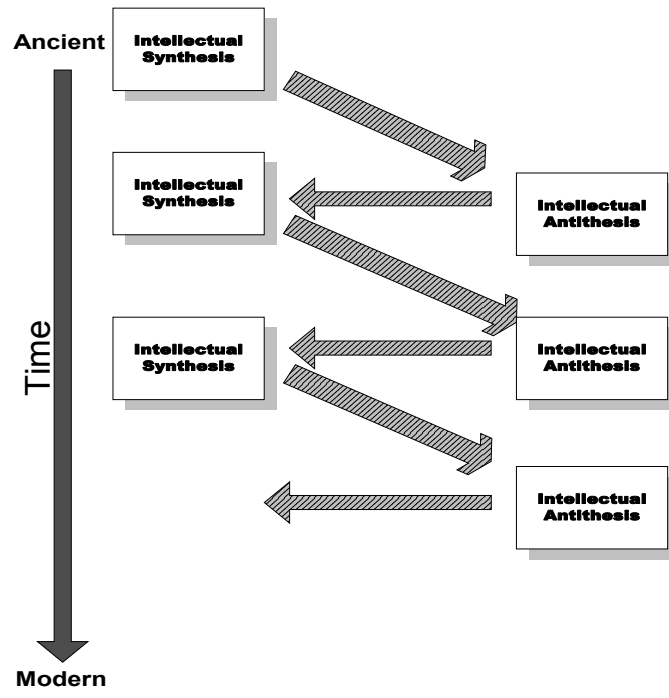


Fig 1.1



There is an indivisibility of human beings and many other entities.
There is a limited life span of existence of all human and other physical entities.
There is a limited ability to participate in more than one task at a time.
All tasks are time demanding and are finite regarding both space and time.
Space is Euclidean.
Time is linear.
Movement uses time.
Space has a limited capacity to accommodate events because no two physical objects can occupy the same place at the same time.
Every physical object has a history or biography.

Fig 1.2. Table of Spatial Physical Realities

Date	Archaeological School	Types of theories and problems	Computing machines – hardware and software	Subjects of use
Pre - 1930	Natural Observation	Descriptive	Calculating Machines	Statistical analysis
1930 - 65	Cultural History	Temporal and geographic gapsmanship as well as reconstructive	Main Frames, Fortran, Cobol	Statistical analysis, data storage and manipulation
1965 - 80	Processual	Systemic, hypothetical, nomethetic, behavioural, group oriented	Mini's Vaxs, PC, Pascal, C, Basic	Causation, modelling, simulation, GIS
1980 - 95	Post Processual	Individual, interpretative	PC's, C++, Prolog	Expert systems, non-causative, AI, field use, GIS
1990 -	Cognitive	Individual, experimental and hypothetical, reconstructive	Work stations, PC's, parallel processing, super	AI, GIS, individual modelling, visualization,

			computing, visual basic, numerous specialized languages	webography
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Table 1: History of computing and archaeological theory