
• (« » [5, .456])

• (« » [11, .403]);

• () ;

• () .

• () , « » :

• () ;

• () ,

• () .

[10]

• () .

• () .

« ».

$$(a_i, a_j),$$

$$S_{ij}(i, j = 1, 2, \dots, 8) -$$

$$a_1, \dots, a_n -$$

$$a_1 -$$

$$a_2 -$$

$$a_3 -$$

$$M = (A, X, Y, \nu, \zeta) -$$

$$\{a_0, a_1, \dots, a_n\}, S_{ij} -$$

$$a_j, \nu -$$

$$\zeta -$$

$$M - a_i X, Y$$

$$X = \{x_0, x_1, \dots, x_n\} -$$

$$Y = \{y_0, y_1, \dots, y_n\} -$$

$$A, X, Y, \nu, \zeta. M = (A, X, Y, \nu, \zeta)$$

... « ... » [7, .227].

... « ... » [4, .266].

... « ... » [6, .352].

... « ... » [12, .59].

... « ... » [1, .128].

... « ... »

»)» . « (

» [9, .149].

» [8, .8].

« »

- NP-

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Summary

Ridchenko Lyudmyla COGNITION OF COMPLEXITY IN VIRTUAL REALITY. For the analysis of knowledge of virtual reality it is used the theory of difficult systems. Research is conducted for the purpose of consecutive creation of formal structures of virtual reality for modeling of processes of figuratively conceptual thinking in computer technologies. Difference of spontaneity from accident from a position of nonlinear methodology for clarification of sense of concept of virtual reality is given. Keywords: complexity, virtual reality, spontaneity, accident, formalization.