

IT001	$E[I_Y] = mc^n$	Expansion of the Internet known as derived measure of evolution	<p>Interaction Theory of relativity by Jens T. Hinrichs</p> <p><math>m</math> = Mass of Expression multiplied by  <math>c</math> = Content ex-potentiated with  <math>n</math> = unknowns whereby  <math>E[I_Y]</math> = Expansion of Internet indexed with Yours (Y)</p>	<p>Heading: MathDIY fundamentals, subheading: Introduction in the Interaction Theory and its application to the Internet. Repository: MathDIY on GitHub. File .theory in Folder: fundamentals. Language: EN. Format: PDF CSV TSV.</p> <p>Note: The Interaction Theory   Laws by Jens T. Hinrichs expressed about [subtitle] written as [notation] reflect other science-disciplines by questioning their arguments and by competing ecosystems using a Balanced Score Cube   Compass.</p> <p>More information can be obtained via MathDIY visualized in pictures on Github: <a href="https://github.com/scifiltr/MathDIY/tree/master/attachments">https://github.com/scifiltr/MathDIY/tree/master/attachments</a> (latest update: 02-14-2020, 5:12 pm UTC)</p>	.theory
IT002	$R[I_Y] = \Omega$	Restistance of the Internet knows as derived measure of acceptance	<p>Interaction Theory of counteraction by Jens T. Hinrichs</p> <p><math>R[I_Y]</math> = Resistance of Internet indexed with Yours (Y),  <math>\Omega</math> = User-generated-Content (UGC) and Other External Media (OEM) divided with  Value for unit of Interaction (Share, Likes, Comments, Followers, Cost-per-Clicks, Impressions etc.) whereby  <math>(R_2 - R_1) &gt; R_1</math> (Acceptance),  <math>(R_2 - R_1) &lt; R_1</math> (Resistance)</p>	<p>Heading: MathDIY fundamentals, subheading: Introduction in the Interaction Theory and its application to the Internet. Repository: MathDIY on GitHub. File .theory in Folder: fundamentals. Language: EN. Format: PDF CSV TSV.</p> <p>Note: The Interaction Theory   Laws by Jens T. Hinrichs expressed about [subtitle] written as [notation] reflect other science-disciplines by questioning their arguments and by competing ecosystems using a Balanced Score Cube   Compass.</p> <p>More information can be obtained via MathDIY visualized in pictures on Github: <a href="https://github.com/scifiltr/MathDIY/tree/master/attachments">https://github.com/scifiltr/MathDIY/tree/master/attachments</a> (latest update: 02-14-2020, 5:12 pm UTC)</p>	.theory

IT003	$\vec{F}(A \rightarrow B) = - \vec{F}(B \rightarrow A)$ $E[l_m] = v + (v_i)^2 \times \frac{1}{2}m$	Cooperation in the Internet value chain known as THE Reciprocity of incentives	<p>NEWTON's Law OF gravity and centrifugal postulated to the Internet that two opposing FORCES, for example real centrifugal force (frustration) and attraction (incentive systems, degree of necessity, unfulfilled satisfaction) or dependence (level of addiction, media literacy, product loyalty) on the SOCIAL INTERNET occupy the same place in Cyberspace. The formula suggests the interdisciplinary proximity and relationship to the law of interaction of Sir Isaac Newton, according to which the gravitation of two masses (the mutual attraction of masses) are in the same proportion.</p> <p><math>\vec{\phantom{x}}</math> = vector over / vector between A and B  F = Forces  m = Mass  t = time  v = amount of vector</p> <p>whereby Action equal to reaction</p>	<p>Heading: MathDIY fundamentals, subheading: Introduction in the Interaction Theory and its application to the Internet. Repository: MathDIY on GitHub. File .theory in Folder: fundamentals. Language: EN. Format: PDF CSV TSV.</p> <p>Note: The Interaction Theory   Laws by Jens T. Hinrichs expressed about [subtitle] written as [notation] reflect other science-disciplines by questioning their arguments and by competing ecosystems using a Balanced Score Cube   Compass.</p> <p>More information can be obtained via MathDIY visualized in pictures on Github: <a href="https://github.com/scifiltr/MathDIY/tree/master/attachments">https://github.com/scifiltr/MathDIY/tree/master/attachments</a> (latest update: 02-14-2020, 5:12 pm UTC)</p>	.theory
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IT004	$s_n[S(H)] = \sum_{i=0}^{\infty} a_i = \sum_{i=0}^n a_0 + \dots + \sum_{i=0}^n a_n$	Participation in the Internet supply chain known as THE RATE OF SUBSTITUTION	<p>The origin of species in the internet age and beyond classified by Jens T. Hinrichs assumes a harmonious human development, which depends on an orchestral balance with the environmental conditions:</p> <p><math>\infty</math> over sum of <math>a_i</math> whereby <math>i=0</math>  <math>n</math> over sum from <math>a_0</math> until <math>a_n</math>  <math>S(H)</math> = Development Stage of Human Being  <math>s_n</math> = Summation of all elements</p> <p>constraint conditions:  <math>f(n) = a_i c^{n-88}</math></p> <p><math>a_n = q_n = (\frac{1}{2})^n</math>  <math>c(\text{content}) = \sum_{n=0}^{\infty} 1 \div q_n = 1 + \frac{1}{2} + \frac{1}{4} + \dots</math>  <math>a_0 = 1</math> Human (Human, real-time world)  <math>a_1 = 10/9 a_0</math> (a. Mention, multi-tasking world)  <math>a_2 = 9/8 a_1</math> (b. Homo Oeconomicus)  <math>a_3 = 16/14 a_2</math> (c. Homo Socios Oeconomicus)  <math>a_4 = 9/8 a_3</math> (d. Homo Android Erectus)  <math>a_5 = 10/9 a_4</math> (e. Homo Fragilis Immutabilis)  <math>a_6 = 25/24 a_5</math> (f. Homo Stereotypus)  <math>a_7 = 9/8 a_6</math> (g. Spider Monkey Human)  <math>a_8 = 2a_1</math> (h. Human Development Stage, next-level)</p>	<p>Heading: MathDIY fundamentals, subheading: Introduction in the Interaction Theory and its application to the Internet. Repository: MathDIY on GitHub. File .theory in Folder: fundamentals. Language: EN. Format: PDF CSV TSV.</p> <p>Note: The Interaction Theory   Laws by Jens T. Hinrichs expressed about [subtitle] written as [notation] reflect other science-disciplines by questioning their arguments and by competing ecosystems using a Balanced Score Cube   Compass.</p> <p>More information can be obtained via MathDIY visualized in pictures on Github: <a href="https://github.com/scifiltr/MathDIY/tree/master/attachments">https://github.com/scifiltr/MathDIY/tree/master/attachments</a> (latest update: 02-14-2020, 5:12 pm UTC)</p>	.theory
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