

MathDIY 2

**Graphic attachment and classification attempt
documented briefly on 17 pages**

DNA by Enterprise (E) : 12-S_(E)-Molecule (business centrifuge)



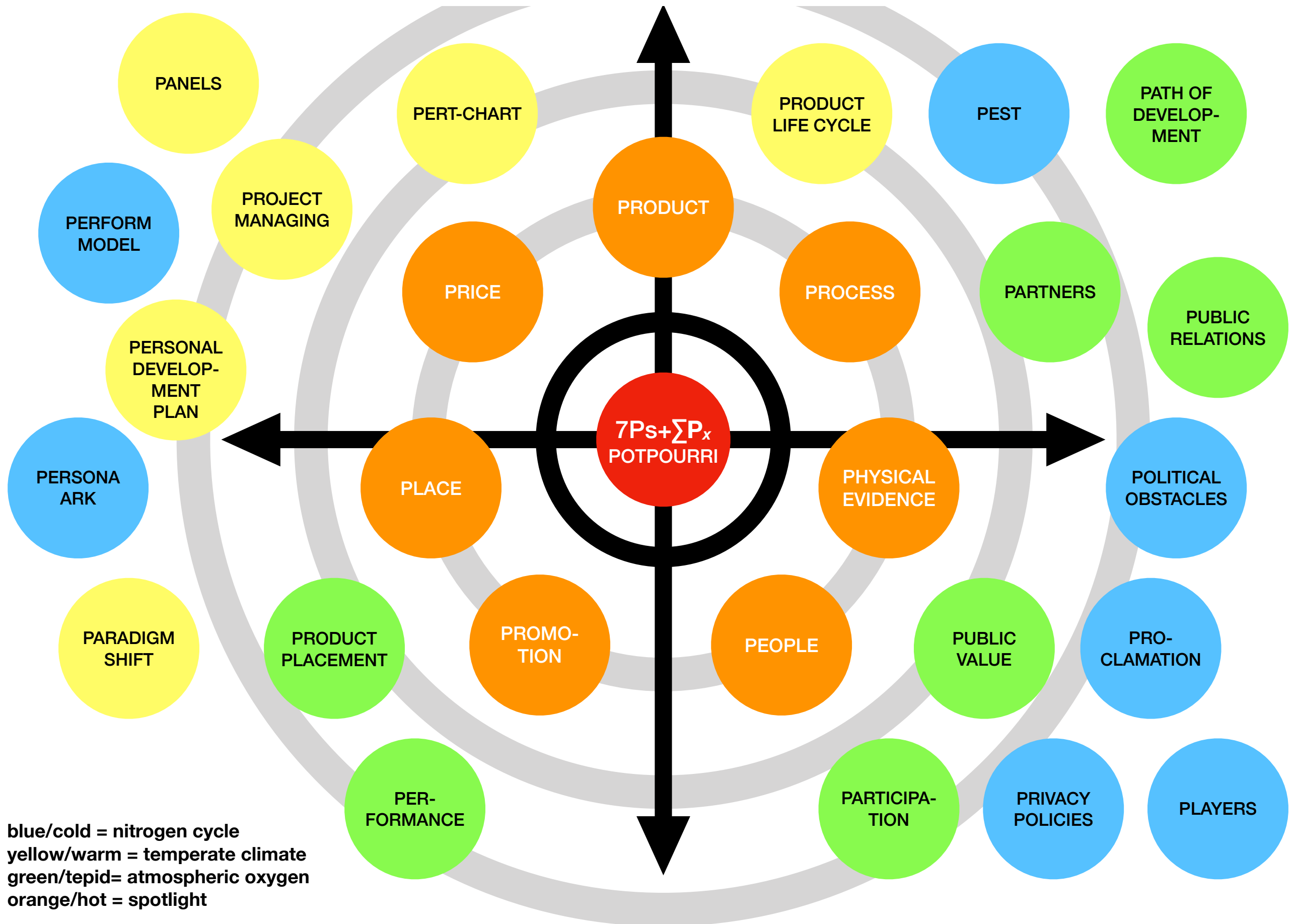
blue/cold = nitrogen cycle

yellow/warm = temperate climate

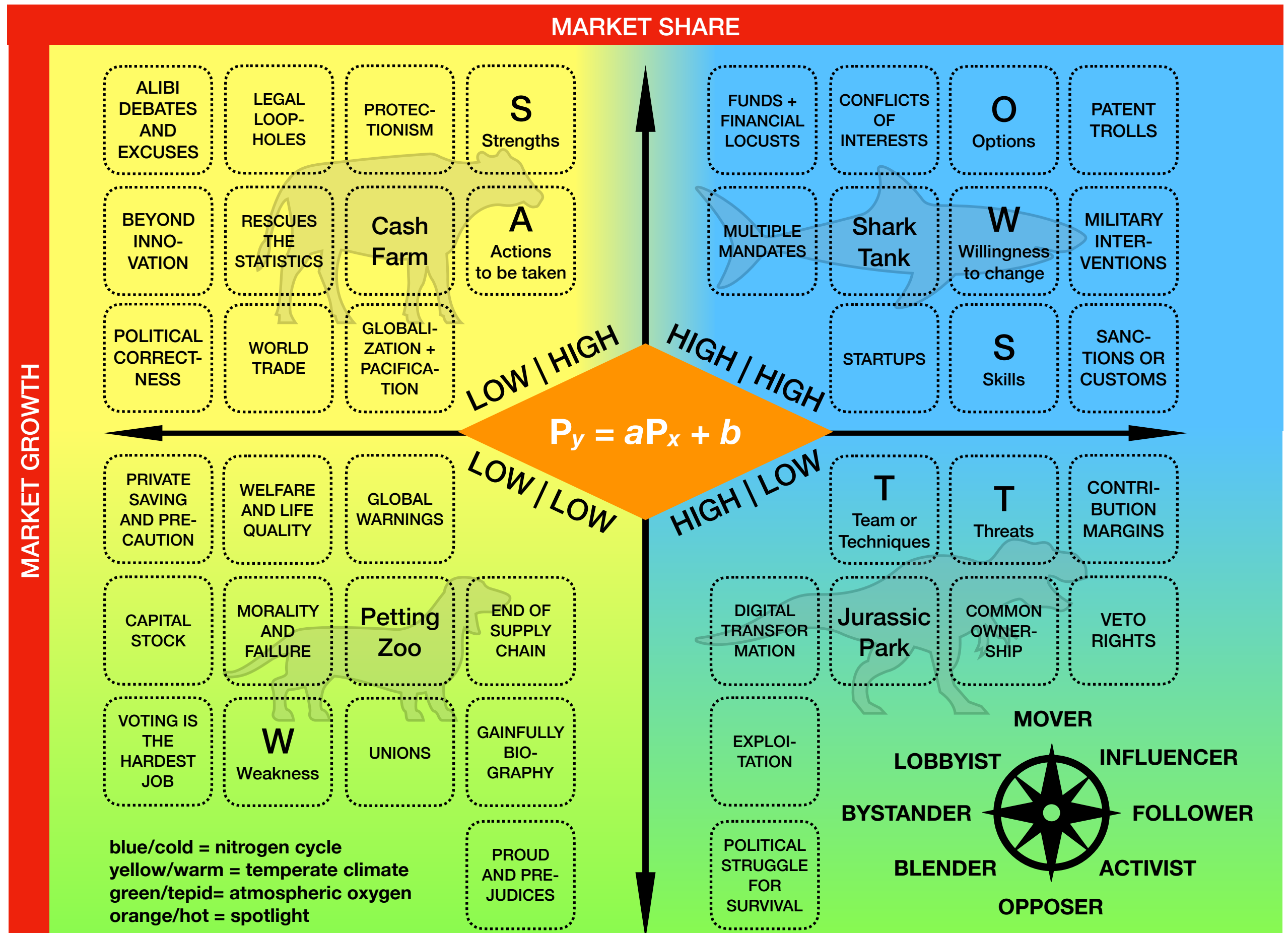
green/tepid= atmospheric oxygen

orange/hot = spotlight

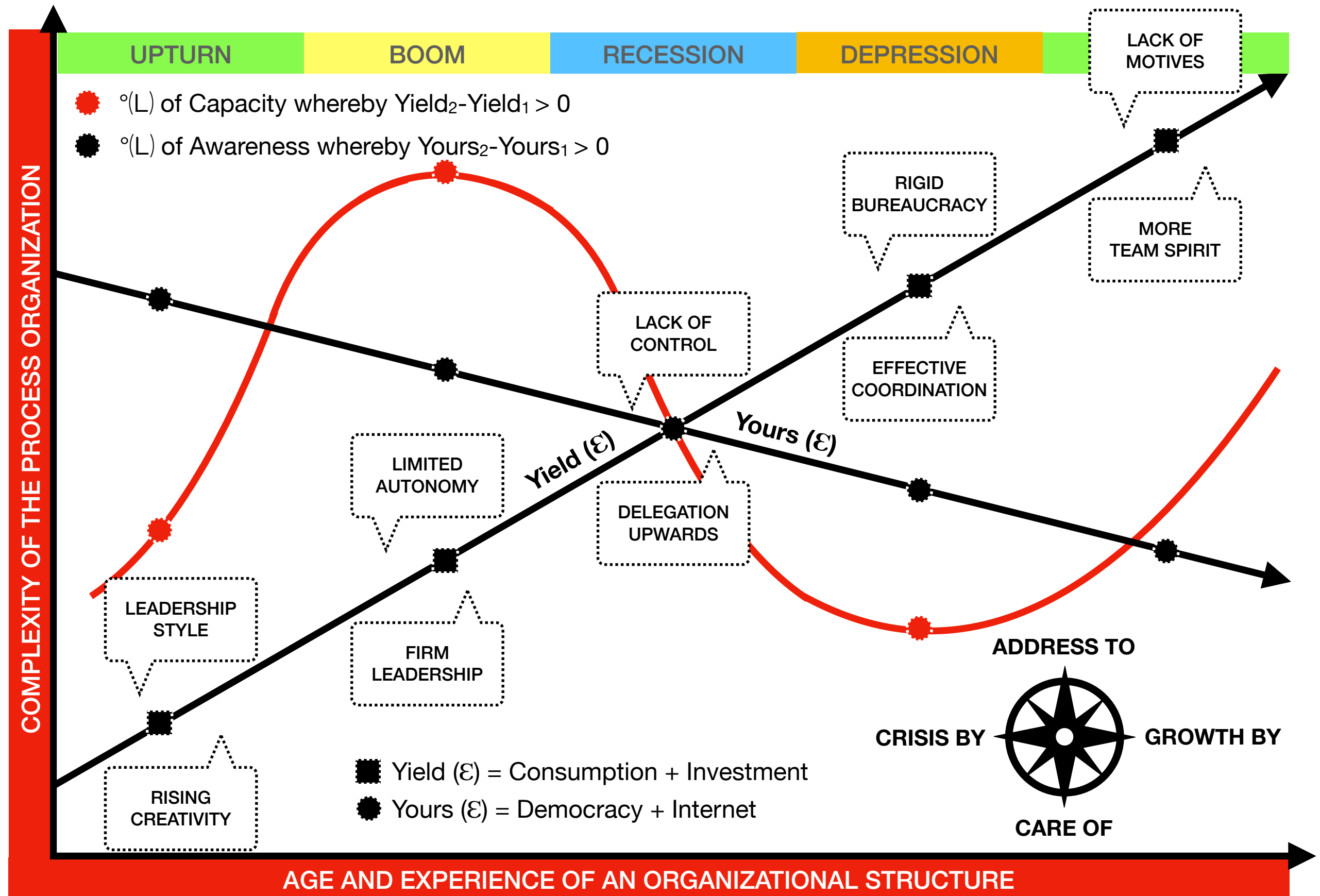
Marketing Potpourri: From the marketing mix (4Ps) to the policy mix (7Ps + $\sum Px$)



Two Faces Paradoxon: People of Interests vs. Points of Intersection – a Battle of the Players



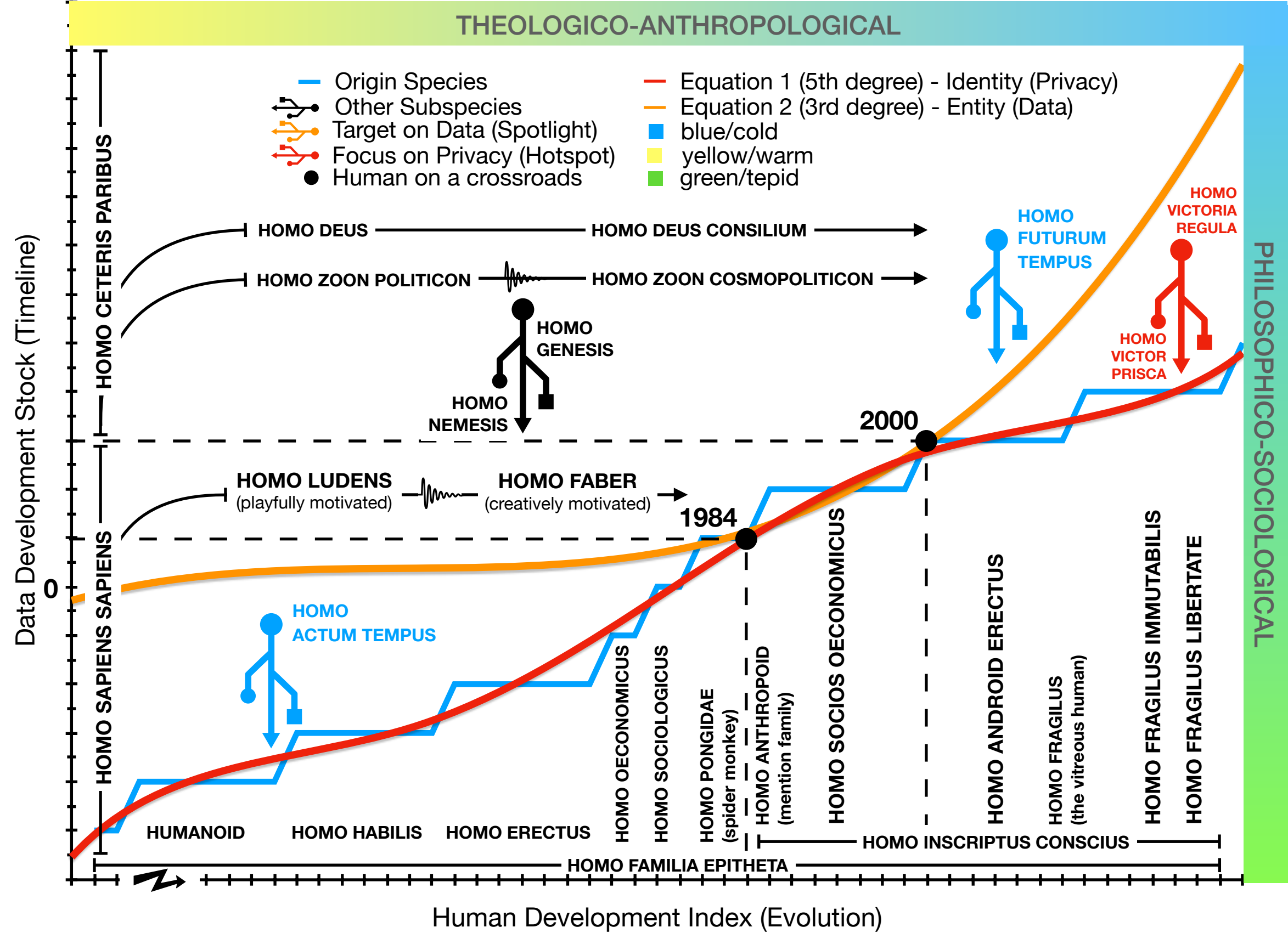
Phases of the Economic Life Cycle: Growth model according to Identity Crisis from failed networking



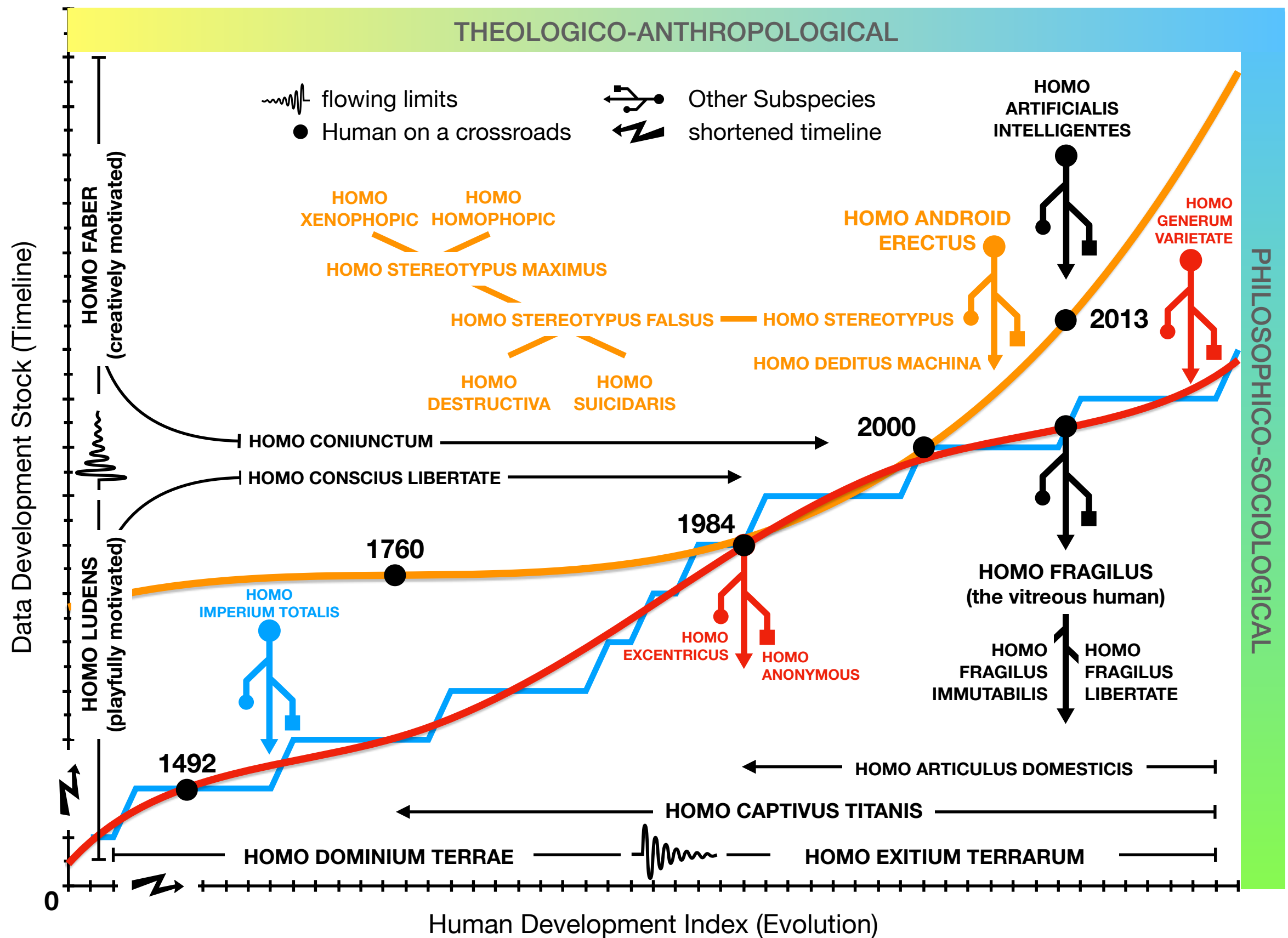
blue/cold = beginning disillusion/many paths of decision
yellow/warm = bullish mood/high loyalty

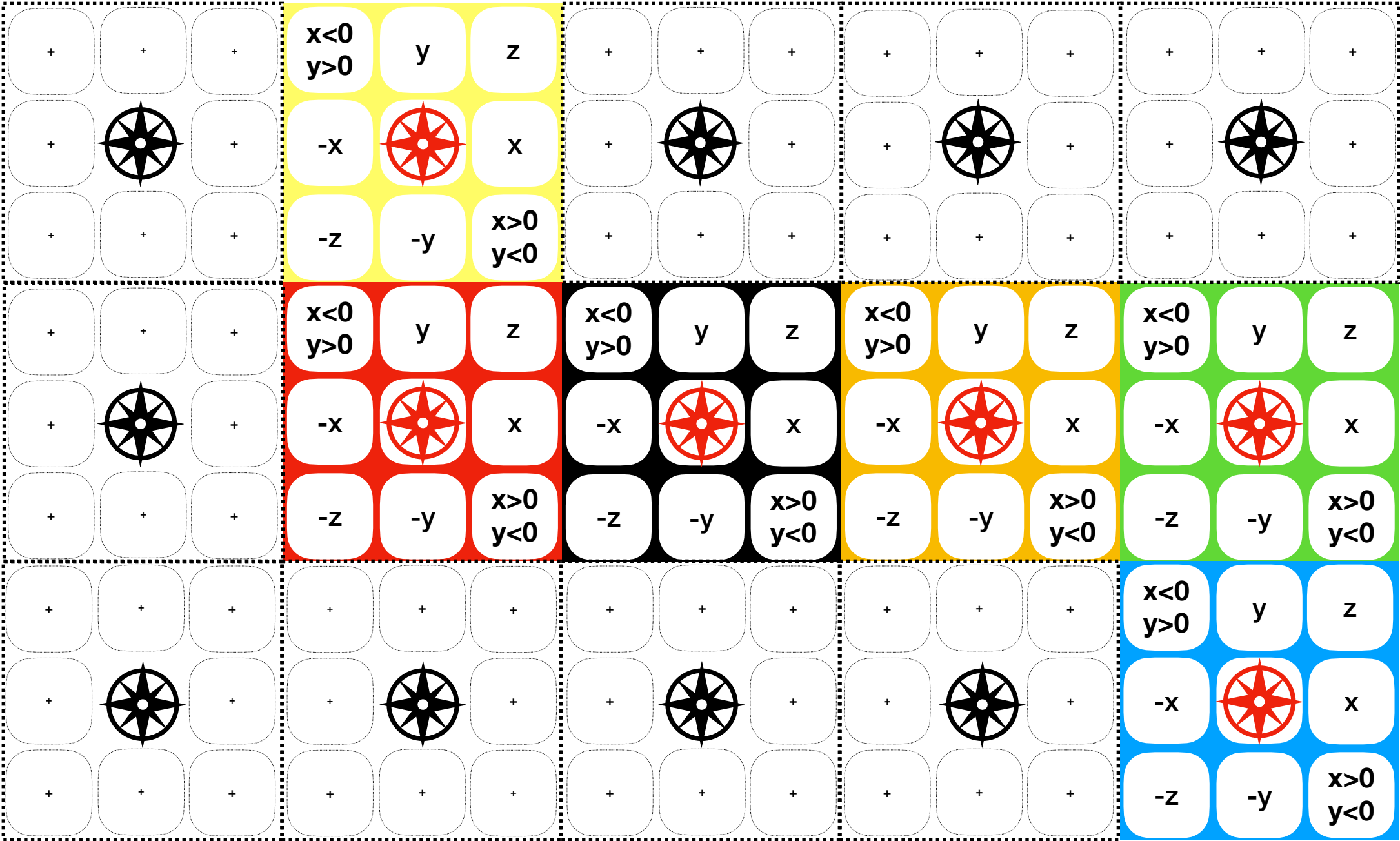
green/tepid = growing enthusiasm/few paths of decision
orange/hot = bearish mood/less loyalty

Interaction Theory briefly mentioned: The Origin of Species in the Internet Age and beyond (1/2)



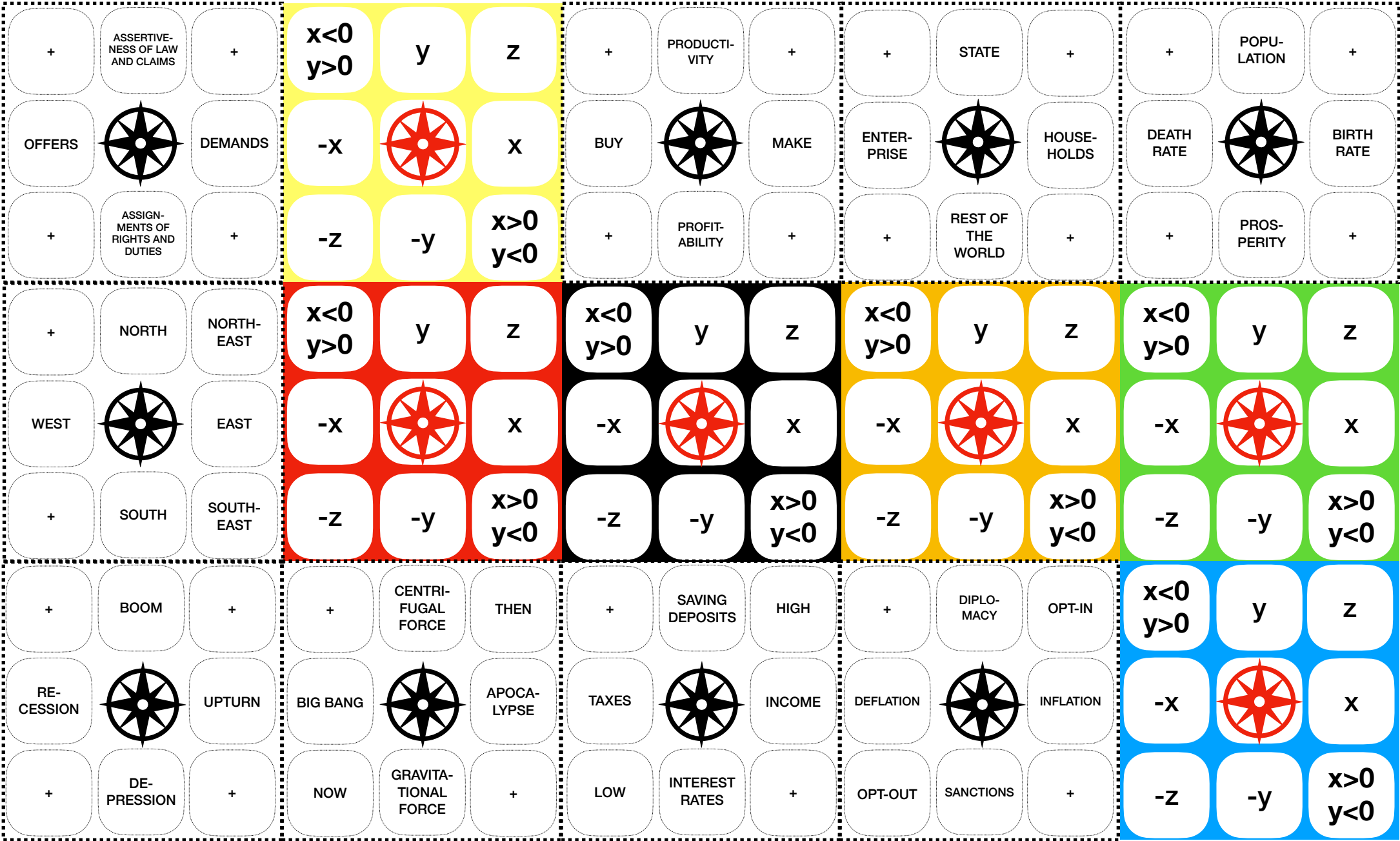
Interaction Theory briefly mentioned: The Origin of Species in the Internet Age and beyond (2/2)





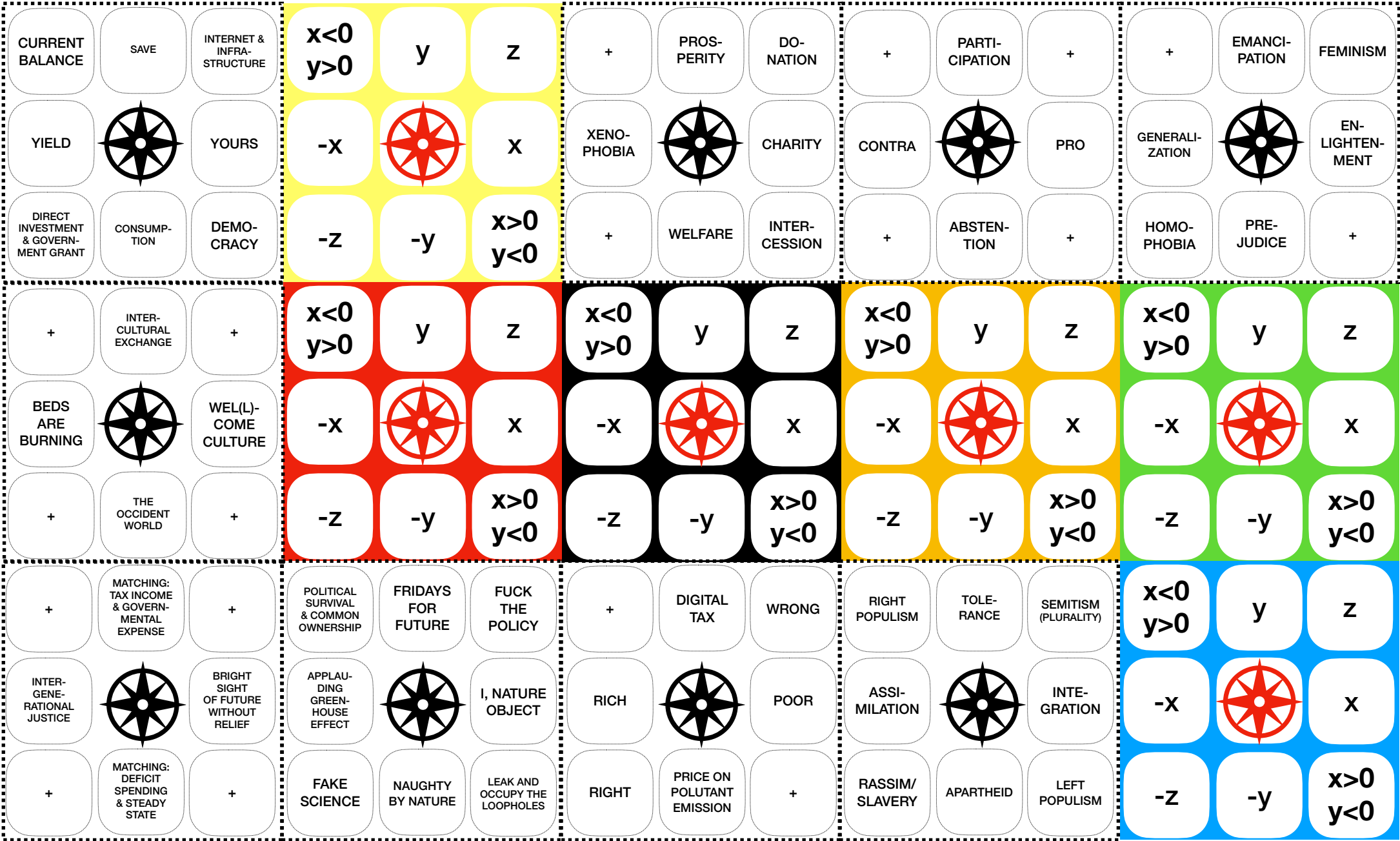
blue/cold red/hotspot balanced score compass green/tepid whereby $x, y, z \geq 0$
yellow/warm orange/spotlight balanced score criteria + unknown sidekick (placeholder)

MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (2/7)



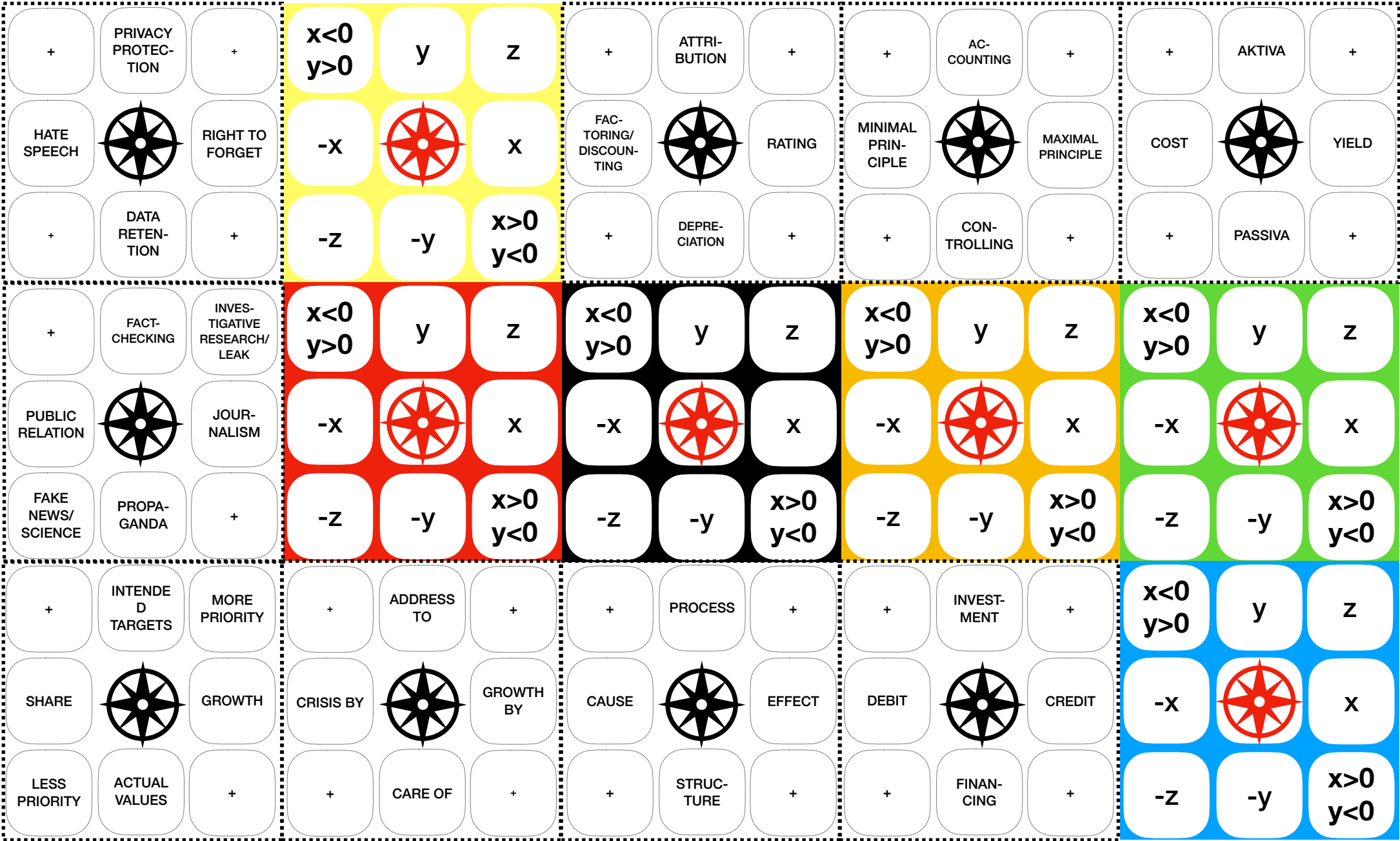
blue/cold red/hotspot balanced score compass green/tepid whereby x,y,z ≥ 0
yellow/warm orange/spotlight balanced score criteria + unknown sidekick (placeholder)

MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (3/7)



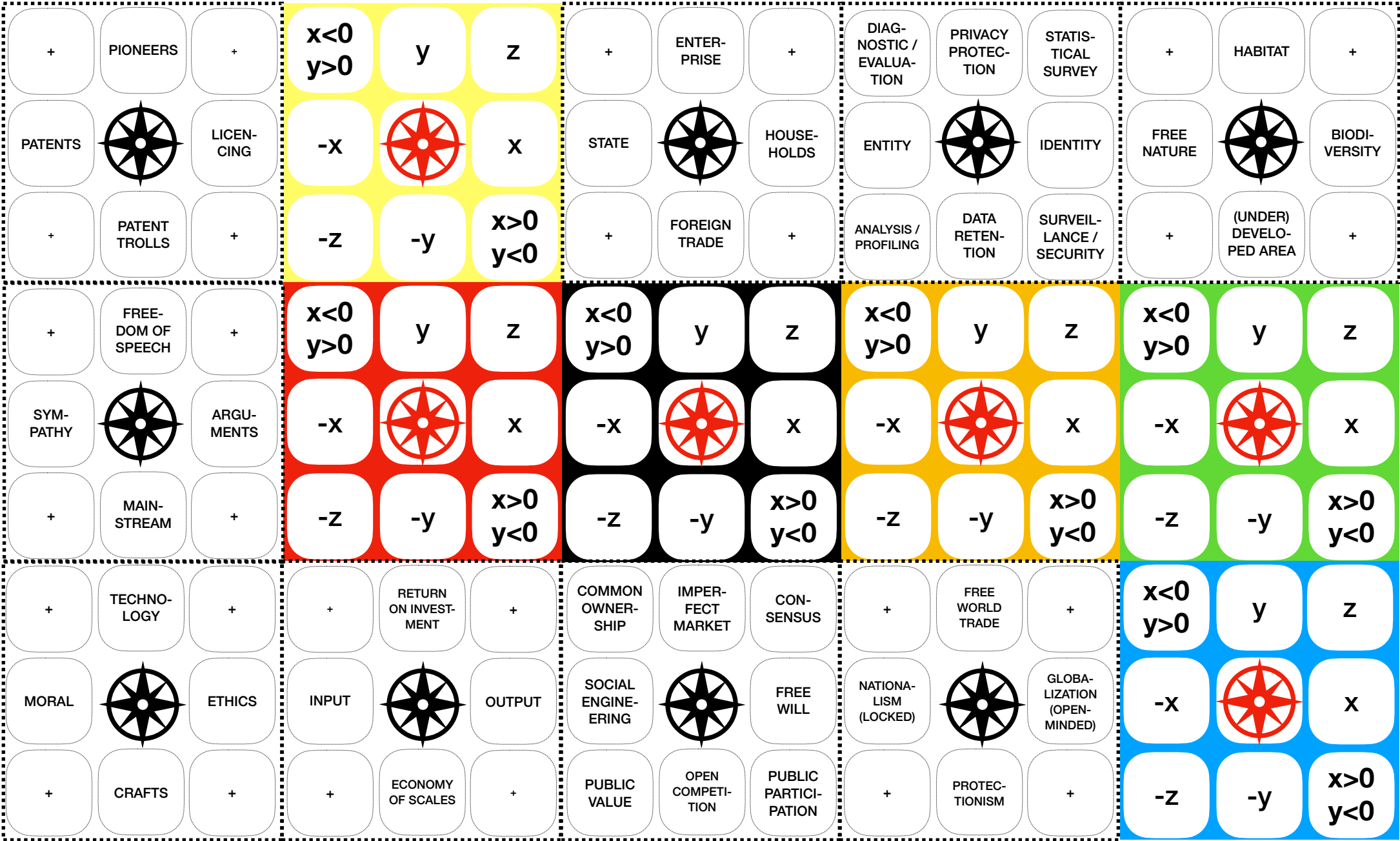
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MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (4/7)



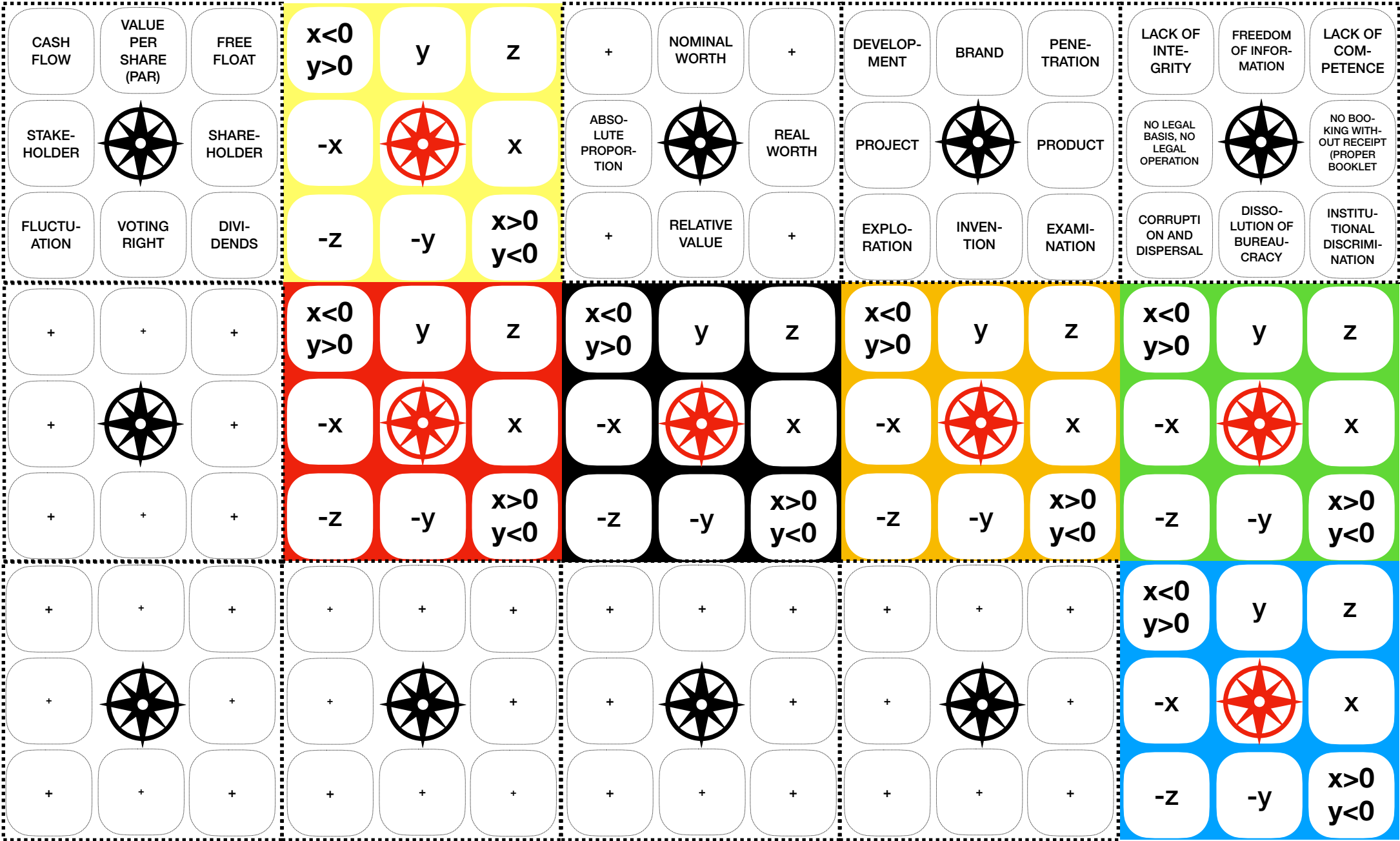
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MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (6/7)



blue/cold red/hotspot balanced score compass green/tepid whereby $x, y, z \geq 0$
yellow/warm orange/spotlight balanced score criteria + unknown sidekick (placeholder)

MathDIY presents: The Interaction Law in competing ecosystems using a Balanced Score Cube (7/7)



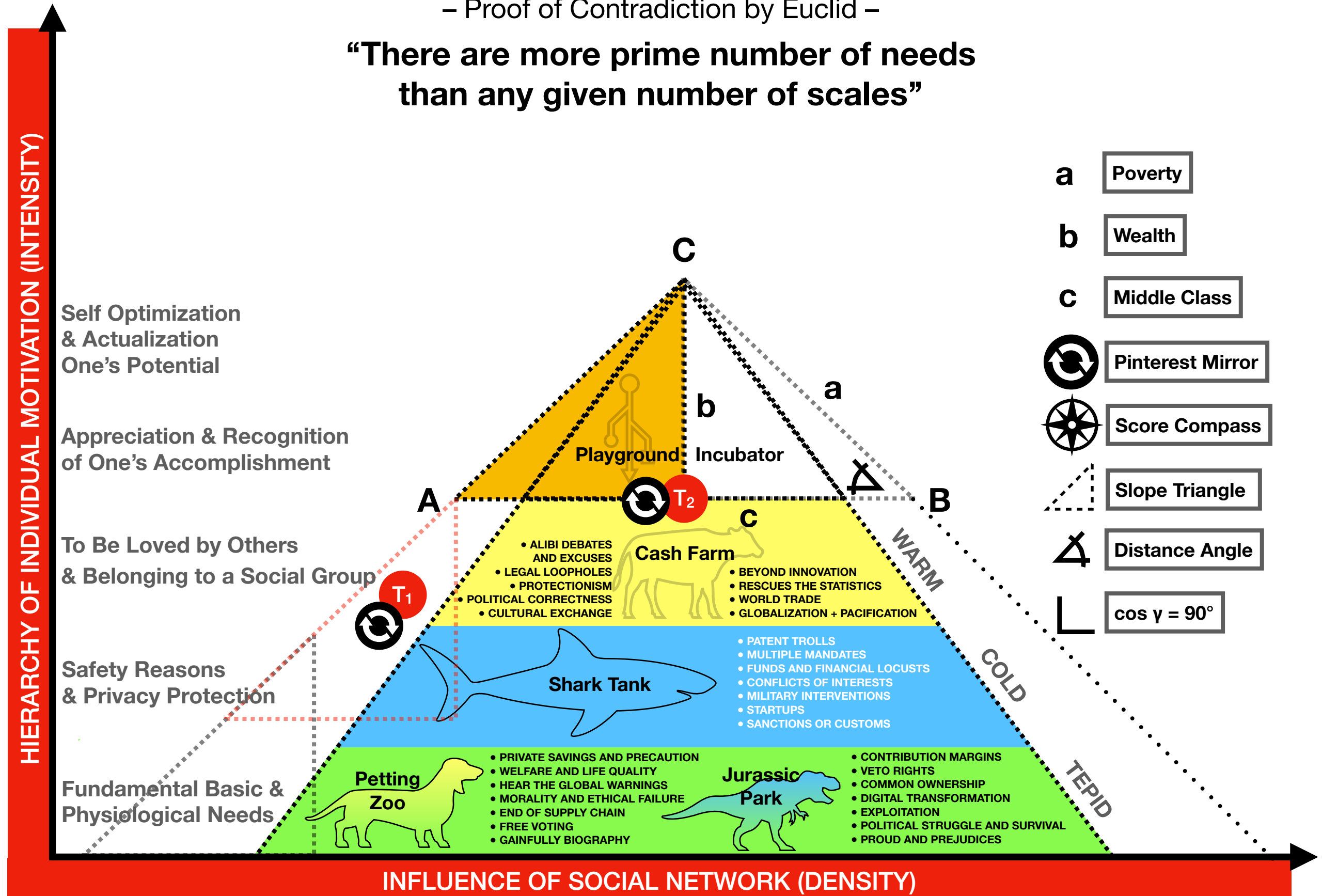
blue/cold red/hotspot balanced score compass green/tepid whereby $x, y, z \geq 0$
yellow/warm orange/spotlight balanced score criteria + unknown sidekick (placeholder)

HIERARCHY OF INDIVIDUAL MOTIVATION (INTENSITY)



$$c^2 < a^2 + b^2$$

**“There are more prime number of needs
than any given number of scales”**

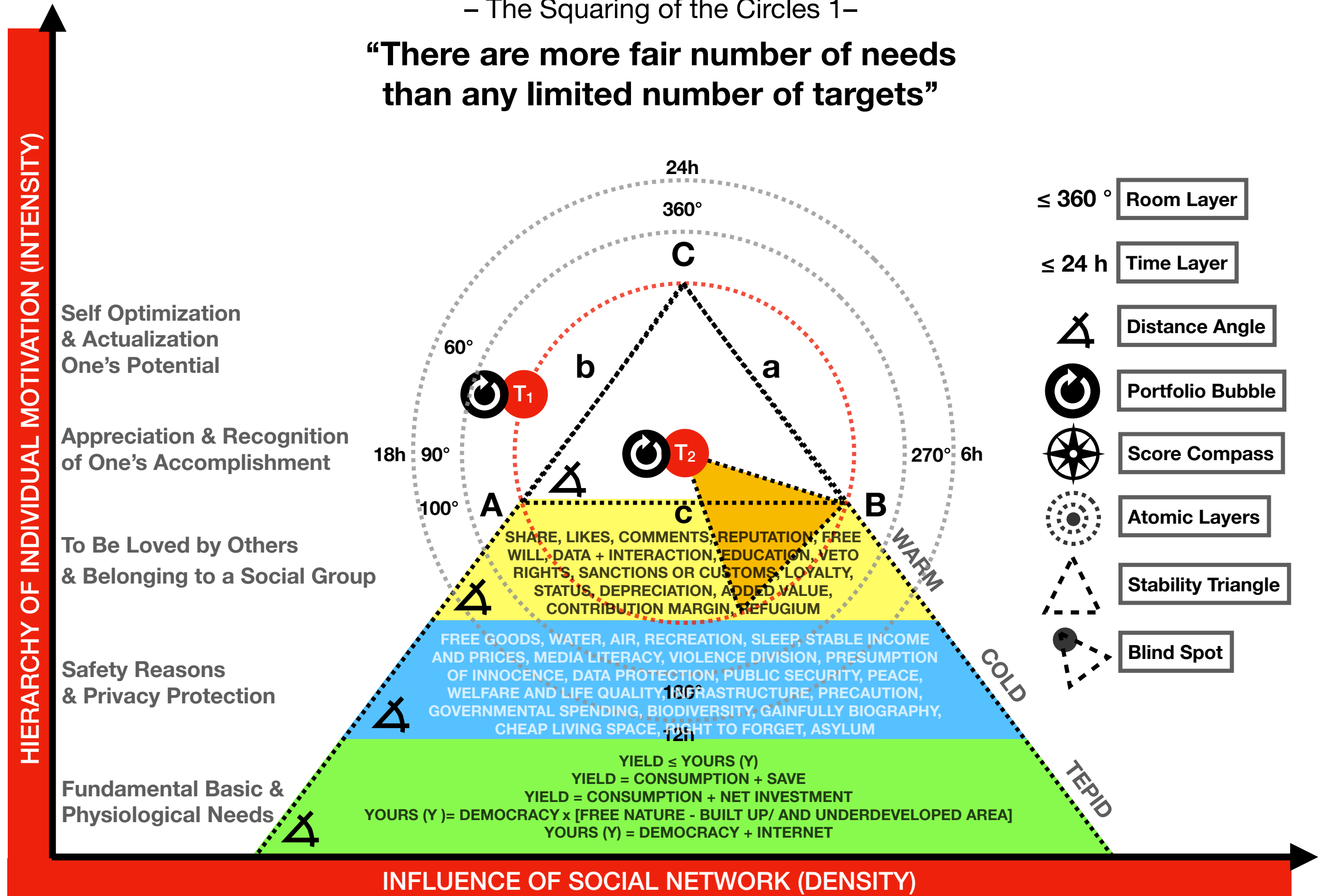


$$c^2 = (x_1 - x_0)^2 + (y_1 - y_0)^2 + (z_1 - z_0)^2$$

$$q > m \times (m + 1)$$

$$n := p_1 \times p_2 \dots p_r + 1$$

**“There are more fair number of needs
than any limited number of targets”**



$$\text{Tier } (T_1) = 2r \times \pi$$

$$d > 1$$

$$\text{Target } (T_2) = \text{Focus } (F_1), \text{ Forces } (F_2)$$

$$B = \{ p_1 \times p_2 \in T_1 \mid \overline{p_1 \times p_2 T_2} \leq r \}$$

“There are a few number of different constrains that determines a large number of daily needs”

