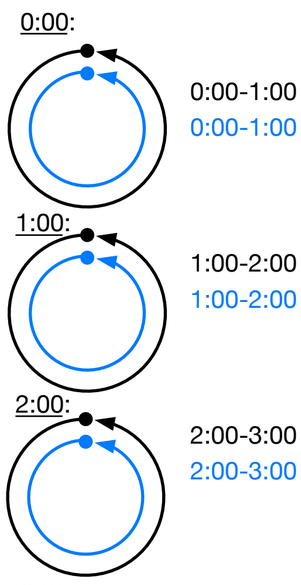
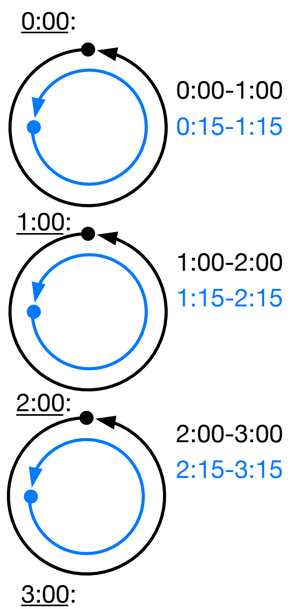
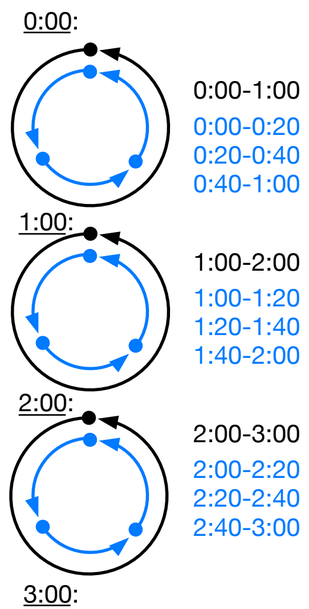
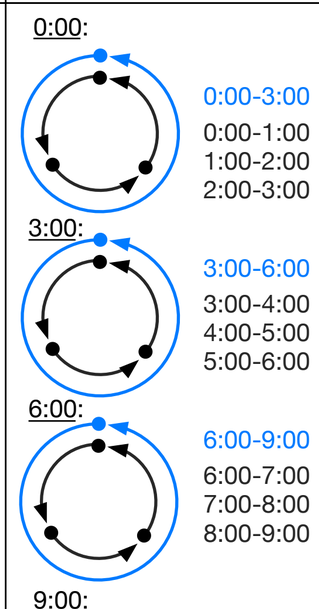
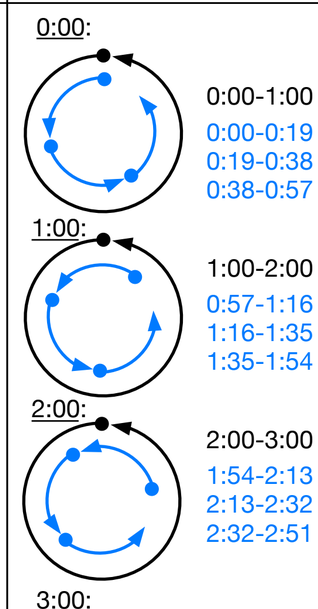
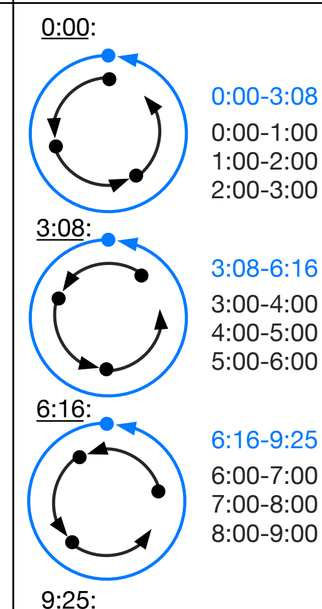
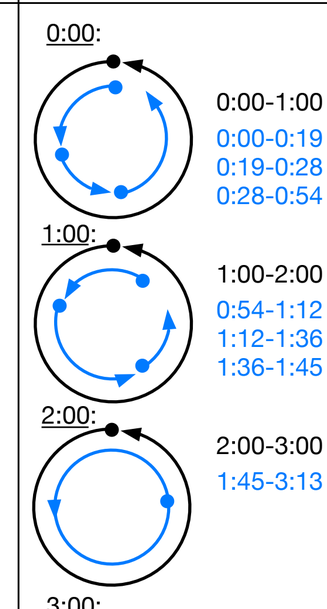
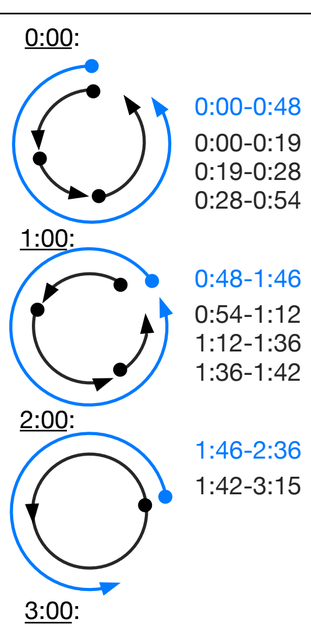
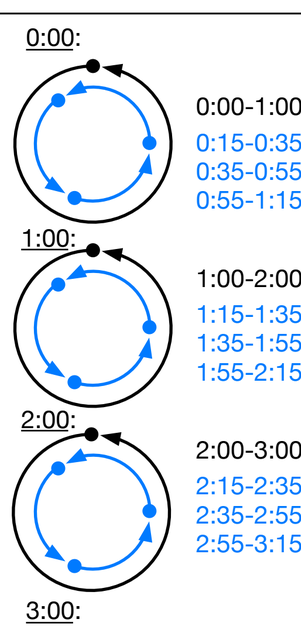
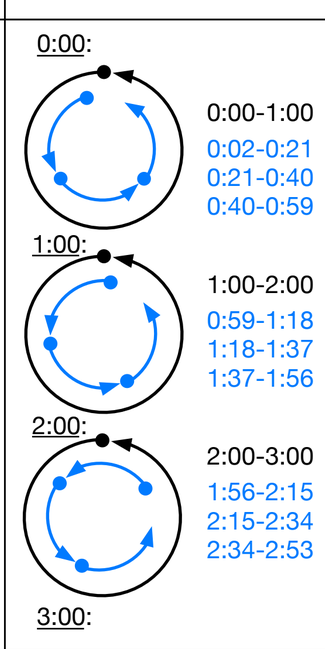
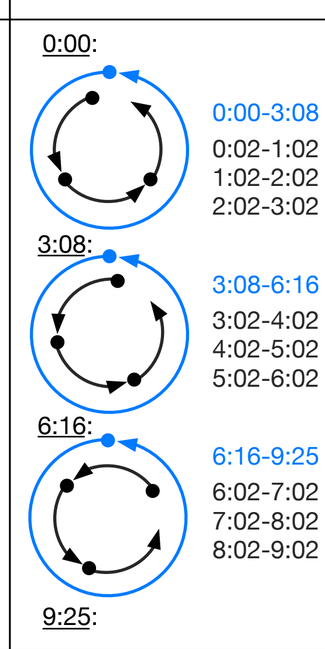
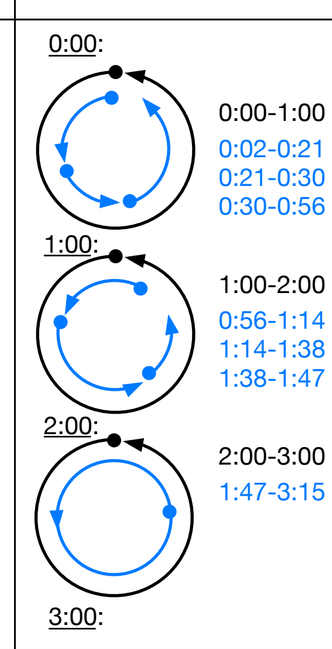
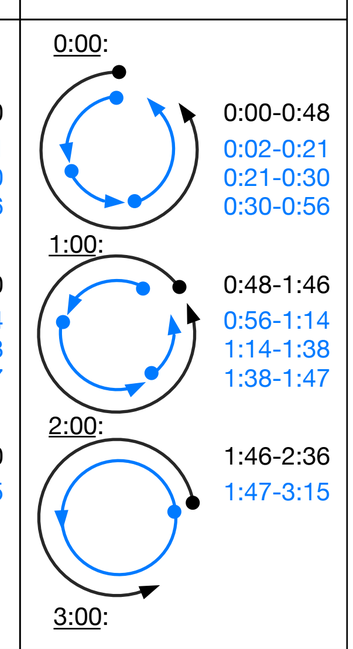
ID	1	2	3	4	5	6	7
Hypothesis	H1	H2	$H3_a$	$H3_b$	$H3_c$	$H3_d$	$H3_e$
Cycles	coupled /synchronous	decoupled /asynchronous	coupled /synchronous	coupled /synchronous	coupled /synchronous	coupled /synchronous	coupled /synchronous
Rates	same	same	different (divisible)	different (duplicable)	different (indivisible)	different (unduplicable)	different (single irregular)
Parameters (examples)	Start CPS1 at 0:00 Start CPS2 at 0:00 Rate CPS1 = 1 cycle Rate CPS2 = 1 cycle	Start CPS1 at 0:00 Start CPS2 at 0:15 Rate CPS1 = 1 cycle Rate CPS2 = 1 cycle	Start CPS1 at 0:00 Start CPS2 at 0:00 Rate CPS1 = 1 cycle Rate CPS2 = 1/3 cycle	Start CPS1 at 0:00 Start CPS2 at 0:00 Rate CPS1 = 1 cycle Rate CPS2 = 3 cycles	Start CPS1 at 0:00 Start CPS2 at 0:00 Rate CPS1 = 1 cycle Rate CPS2 = 1/Pi cycles	Start CPS1 at 0:00 Start CPS2 at 0:00 Rate CPS1 = 1 cycle Rate CPS2 = 1*Pi cycles	Start CPS1 at 0:00 Start CPS2 at 0:00 Rate CPS1 = 1 cycle Rate CPS2 = variable
Visualization							
System state (rhytmic interpretation)	periodically (on the beat)	periodically (on the offbeat)	periodically (on the interval-beat)	periodically (on the manifold-beat)	periodically (off the interval-beat)	periodically (off the manifold-beat)	chaotic (off the beat)

Legend:

- ● - Start of AI usage of *Machine1*
- ► - End of AI usage of *Machine1*
- ●→ - Period of AI Usage of *Machine1*
- abc - Time state of global system clock
- ● - Start of AI usage of *Machine2*
- ► - End of AI usage of *Machine2*
- ●→ - Period of AI Usage of *Machine1*

ID	8	9	10	11	12	13	14
Hypothesis	$H3_f$	$H4_a$	$H4_b$	$H4_c$	$H4_d$	$H4_e$	$H4_f$
Cycles	coupled /synchronous	decoupled /asynchronous	decoupled /asynchronous	decoupled /asynchronous	decoupled /asynchronous	decoupled /asynchronous	decoupled /asynchronous
Rates	different (double irregular)	different (divisible)	different (duplicable)	different (indivisible)	different (unduplicable)	different (single irregular)	different (double irregular)
Parameters (examples)	Start CPS1 at 0:00 Start CPS2 at 0:00 Rate CPS1 = variable Rate CPS2 = variable	Start CPS1 at 0:00 Start CPS2 at 0:15 Rate CPS1 = 1 cycle Rate CPS2 = 1/3 cycle	Start CPS1 at 0:15 Start CPS2 at 0:00 Rate CPS1 = 1 cycle Rate CPS2 = 3 cycles	Start CPS1 at 0:00 Start CPS2 at 0:02 Rate CPS1 = 1 cycle Rate CPS2 = 1/Pi cycles	Start CPS1 at 0:02 Start CPS2 at 0:00 Rate CPS1 = 1 cycle Rate CPS2 = 1*Pi cycles	Start CPS1 at 0:00 Start CPS2 at 0:02 Rate CPS1 = 1 cycle Rate CPS2 = variable	Start CPS1 at 0:00 Start CPS2 at 0:02 Rate CPS1 = variable Rate CPS2 = variable
Visualization (examples)							
System state (rhytmic interpretation)	chaotic (no beat)	periodically (on shifted interval-beat)	periodically (on shifted manifold-beat)	periodically (off shifted inverval-beat)	periodically (off shifted manifold-beat)	chaotic (off the shifted beat)	chaotic (shifted no beat)

Legend:

- ● - Start of AI usage of *Machine1*
- ► - End of AI usage of *Machine1*
- ●→ - Period of AI Usage of *Machine1*
- abc - Time state of global system clock
- ● - Start of AI usage of *Machine2*
- ► - End of AI usage of *Machine2*
- ●→ - Period of AI Usage of *Machine1*