

The co-emergent systems:

De Rerum Ordine

- **Meta-System:**

(The constraints themselves that everything must obey)

- **Intra-System:**

(Constraints are expressed through state)

- **Inter-System:**

(Constraints are expressed through relation)

- **Supra-System:**

(Constraints are expressed through emergence)

System	State	Substance	State	Market	Organism	Psyche
Vector	Goal	Telos	Direction	Incentives	Selection	Motivation
Constraint	Control	Necessity	Law	Scarcity	Energetics	Regulation
Boundary	Interface	Form	Interface	Property	Membrane	Self
limit	Threshold	Finitude	Horizon	Budget	Carrying-capacity	Tolerance
Recursion	Feedback	Reflection	Iteration	Circulation	Replication	Patterning
Irreversibility	Hysteresis	Becoming	Entropy	Depreciation	Senescence	Trauma
Compensation	Correction	Justice	Conservation	Redistribution	Adaptation	Coping
Paradox	Instability	Aporia	Complementarity	Externality	Trade-offs	Ambivalence
Oscillation	Cycle	Dialectic	Resonance	Cycle	Homeostasis	Affect
Coherence	Stability	Order	Coherence	Stability	Viability	Integration
Ethics	-	Ethos	-	Sustainability	Symbiosis	Inhibition (Restraint)
Ecosystem	Language	Brain	Channel	Polity	Cosmos	System
Sustainability	Directionality	Valence	Direction	Agenda	Salvation/Alignment	Vector
Capacity	Grammar	Architecture	Capacity	Law	Doctrine	Constraint
Niche	Pragmatics	Interface	Interface	Sovereignty	Sacred/Profane	Boundary
Resource Exhaustion	Unexpressibility	Saturation	Entropy	Checks	Mystery	Limit
Cycles	Embedding	Reentry	Feedback	Institutions	Ritual	Recursion
Extinction	Diachrony	Plasticity	Loss	Precedent	Sin/Fall	Irreversibility
Succession	Reanalysis	Recruitment	Redundancy	Redistribution	Redemption	Compensation
Resilience	Ambiguity	Conflict	Ambiguity	Pluralism	Transcendence	Paradox
Population Dynamic	Variation	Rhythm	Signal	Elections	Faith/Doubt	Oscillation
Balance	Meaning	Integration	Correlation	Legitimacy	Meaning	Coherence
-	Appropriateness	Inhibition (Restraint)	-	-	-	Ethics

De Vinclis Existentialiae

On the constraints of existence

Auctor Rerum

The simultaneous emergences that make reality

- **System:**

(A bounded configuration that maintains internal coherence under constraints, allowing persistence over time.)

- **Vector:**

(An orientation/movement that is continuous, pre-verbal, and non-conscious that predates intention.)

- **Constraint:**

(A structural impossibility encountered along a system's vector; that impossibility causes a system to redirect.)

- **Boundary:**

(The interface where inside meets outside – where translation between system and environment occurs.)

- **Limit:**

(An absolute non-crossable condition – where convergence stops and certain states are unreachable.)

- **Recursion:**

(Repeated interaction with boundaries under constraints, generating self-reference – "the system includes itself")

- **Irreversibility:**

(Some state changes cannot be undone; time moves and the system cannot return to the previous configuration.)

- **Compensation:**

(When a constraint forces redirection, the system redistributes load/strategy to preserve function under new conditions.)

- **Ethics:**

(A structural constraint that limits the propagation of irreversible harm across systems.)

- **Paradox:**

(Two opposing tensions/frames that do not annihilate each other but stabilize each other long enough for a new state to emerge.)

- **Oscillation:**

(A structural, value-neutral dynamic tension within and between layers of a system – movement between stabilizing forces.)

- **Coherence:**

(Integrated stability over time; sustained regulation across layers.)