Definition Behavior Studies

Summary of Definition Behavior Studies Mnemonic

Definition Behavior Studies: This is an interdisciplinary ~study, part Computer Science, statistical process analysis, hypothesis testing, Data Science, religious studies, ethics and mindfulness, AI. Definition Studies is the field of study relating to the behavior of definitions (in particular, collapse behaviors in a context of general system collapse).

This is an inquiry based approach (learn by asking questions): What is the agenda? What are the goals, and modus operandi? What is the goals-means-method statement?

Goals (Agenda): "We-can" statements:
We can succeed.
We can make things work.
We can understand what is wrong.
We can fix what is broken.
We can use non-automatically lost skills.
We can **generalize** STEM.
We can **generalize** system collapse.
We can **generalize** system fitness and system epidemiology.
We can **generalize** participation.
We can **generalize** projects.
We can **generalize** disinformation vs. definition-clarification.
We can **generalize** object-relationship-spaces.
We can use STEM to connect signals and reality.
We can connect STEM, project-management, and ethics.
We can use intersecting-interlocking-interconnecting areas.
We can communicate, learn, and solve problems.
We can make progress.

We can use "low-bar enlightenment":

(Using 'potentially endless cycles of ~"rebirth" due to ~"ignorance" ' as a metaphor/analogy for repeated project-failures, in particular where a lack of perception of the causes of those project-failures is involved in self-perpetuating feedback cycles leading to more such failures.)

We can learn to perceive what can by default be invisible causes of failure and collapse:
Low-Bar Enlightenment:

1. The perception that repeating cycles of failed actions and projects can result from errors in perception and planning (a proverbial 'wheel of samsara') without inevitable-automatic-learning based on that failure.
2. The perception that perception can be fooled in principle and in practice.
3. The perception that learning from failures does not happen automatically (and can, under bad circumstances, can indefinitely not-happen).

4. The perception that models of causality can be wrong in principle and in practice.
5. The perception that plans/goals can be incorrectly set (so that they fail to be achieved as set).
6. The perception that each participant's set of the shared definitions about the goals and structure of the project can/will collapse and deform unless maintained and repaired.

Note: This approach is ('democratically') broadly accessible to participants requiring more on the order of minutes to learn rather than myriad lifetimes, does not require all-around perfection of person-ness, and is not a reification that combines other abilities and insights to solving all the problems in the universe; it is a humble step toward apprehending the nature of problems and systems.

intersecting-interlocking-interconnecting areas:

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- interlocking areas: / intersecting areas:
      - Clear & Functional Definitions
      - Context
      - Generalized STEM
      - Generalized Projects (project-context)
      - Generalized Participation
      - Generalized System Collapse
      - Generalized Categories of Types of Systems
      - Generalized Ethics, Duty & Responsibility
      - Generalized Definition-Clarification vs. Disinformation Attacks
      - Generalized Definition Behaviors
      - Generalized System-Productivity
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We can use system-fitness-health-status-indicators,
We can use system defense to prevent collapse.
We can generalize system & definition collapse behaviors.
We can use categories of types of systems.
We can use nonautomatic learning.
We can find and fix errors in perception.
We can organize projects.
We can distinguish short term vs. long term.
We can assign roles.
We can check and verify.
We can have policies on "errors and mistakes."

We can improve and cultivate perception by perceiving perception.
We can prevent future problems.
We can reverse damage from past problems.
We can learn from the past.
We can collect data.
(We can operationally define 'policy' as algorithms for non-collapse based on dynamics of collapse.)

We can audit.
We can publish.
We can act with ethics, empathy and compassion.
We can follow best practice.

We can communicate:
We can communicate across space.
We can communicate across time.
We can communicate across cultures.
We can communicate across generation-gaps & succession gaps.
We can communicate across languages.
We can communicate across types of participants.
We can communicate across roles.
We can communicate across projects.
We can communicate across media of communication.

We can understand a spectrum of disinformation and clarification-of-information.
We can implement sustainable solutions.
We can fix what is broken.
We can prevent future problems.
We can reverse damage from past problems.
We can learn from the past.
We can collect data.

we can make/generate/cultivate and use/utilize:
We can make and use clear descriptions (vs. liabilities of jargon).
We can make and use decisions and coordinate (voting) frameworks and protocols.
We can make and use clear functional operational definitions.
We can make and use data.
We can make and use policies.
We can make and use mandates.
We can make and use strategies.
We can make and use tactics.
We can make and use tests & evaluations.
We can make and use clear functional and operational definitions that keep their meaning over time.

We can complete/succeed-in/finish projects.
We can meet(/deliver) the needs of the target(/user).
We can make progress.

We can make progress by using information about the behavior of definitions: This is system and definition behavior studies, the field of study pertaining to the behavior of definitions.

These can-do statements can be seen as instrumentalist modular recombinant tool set areas. We can combine (narrative summaries of) principles and applications with instrumentalist modular tool set areas.

Narratives, Principles and Applications:
I have constructed a mnemonic device to cover a narrative survey of principles and applications. The main tools that we will use to go through the mnemonic include:

- (by analogy) perspectograph: non-automatically learned skills (context: checking perception, e.g. Vetruvian eggshell)
- zooming in, zooming out
- maps and flags
- hypothetico-deductive testing
- clear communication (e.g. STEM and clear communication; CS: Q: How to write good code? A: Communicate.)
- concrete narratives: stories

Here is an example of a concrete narrative:
An ambassador travels to earth from the galaxy of Andromeda:
And says:
"Hello, I am an Ambassador.
And I have traveled to earth from the Galaxy of andromeda.
In the galaxy of Andromeda we have a large-scale (intergalactic) diverse (multi-species) highly productive community.
We would like to know if you, homo sapiens and earth, would like to join
our large-scale (intergalactic), diverse (multi species), highly productive community.
Here is an application form.
Please fill it out and tell us what you could bring of value
to our large-scale (intergalactic), diverse (multi species), highly productive community.
One more thing:
Tell us what you know about
moving water bottles.
Moving water bottles from one place to another is not a rare and valuable skill.
Moving water bottles is a general universal process.
We would like to know if you have competence with general universal processes.
Thank you very much.
Goodbye, goodbye.
The ambassador leaves."
(end of story-narrative)

Let's fill out this application together,
starting with moving-water-bottles;
Moving-water is a gift that keeps on giving: it is nonsectarian and easily definable.

(Timeline)
Let's start with the moving-water-bottles part of the story-application.
(The valuable-contribution part will come up later.)

We're going to put all the tools that we can use for moving-water-bottles on a timeline from symbol transactions (old) to Agile Project Management (new).
(This technology timeline is a fabulous activity, the kind of skill you can start in 10min and continue for a lifetime.)

Let's make a Pirate Treasure Map:
- rectangle
- arrow
- X

The Agile Project Management end of our timeline is also where a goal is:
- Agile Project Management is the X(marks the spot) on a treasure map;
- This is what we are looking for;
- This is where the target has needs;
- This is where society has needs;
- Meeting the needs of the target/user is a treasure.

Meeting the needs of the target, for example the user of what we create, is a treasure.
Meeting the needs of the target/user is a treasure.

(Boy) Scout Values
A scout is
trustworthy,
loyal,
helpful,
friendly,
courteous,
kind,
obedient,
cheerful,
thrifty
brave,
clean, and
revenant.

On my honor, I will do my best to, to do my duty to,
obey the scout law,
to **help other people at all times**,
to keep myself,
physically strong,

mentally awake, and
morally straight.

Bravery Clause: internal whistleblowing + external confrontation.

A scout is prepared. Prepared for what?
- To manage down or manage to equilibrium system collapse.
- To manage up or manage to equilibrium system value, function, and meaning.

Regarding Scout Values:
1. Universal system of ethics
2. Rejected **because it is** a universal system of ethics
3. Not definable outside of a context
4. Definable in a project-context
(So far as I can tell, all of these are generally accurate, and
all of these are **not** recognized as being accurate.)

(end of introduction to Mnemonic)

Mnemonic Template:
Four sections:
1 - Value Statements
2 - Clarification Statements (for contracts)
3 - Standard Error and Damage Report (in four subsections)
4 - Macro-Model

(Beginning of Mnemonic Proper)

1. Value Statements Section

The Target is _____ . (e.g. Homo sapiens and Earth)
Hello, my name is ___ I was born in ___, my current residence is _____.

This should be generalizable and specifically applicable given an array of 5x5 items:

(Note: 1. Value Statements Section, operational definition of 'help')

Four Addendum Items:
1.1 Setting Location Items:
The water the wind the world,
best practice,
and other,

standards,
elements,
protocols,
gestalts,
symbols,
signs,
portals,
pathways,
world-as-unit items and translatable(s),
fractal landscape items,
phases of matter,
phase transitions,
directions, dimensions, (cardinal et al),
post-participants,
linear time,
nonlinear time.

Q: Why are we talking about setting-location-items?
A:
- Ideal chess boards
- Definitions of insanity
- You have local factors.
- Other people have different local factors.
- You need policies to cover all these areas.
(e.g. The classic example of two cities communicating and coordinating about disaster relief and disturbance regimes.)

2. Love, act responsibly towards, fulfill duty towards,
including a framework borrowed from biology containing "comensal"
including:
1. energy,
2. nutrients,
3. Shannon/TuringInformation,
4. Definition behaviors

Q: Why are we talking about ethics (love duty and responsibility)?
A: There is an epidemic of anti-best practice, action, and rhetoric, there should be:
1. a system medicine research area;
2. a system epidemiology task-force.

3. Reception And Reflection:
There is a time for reception and reflection.
I will be receptive and reflective for a [period of] time

for example 3-5 inhalation-exhalation cycles,
(e.g.)
1 meter squared
1 meter diameter
+/
Three levels of duty / participation-modes: pre-participant, participant, post-participant

4. Misc:
- Range o fMotion
- non-transference (non-automatic learning, non-general learning)
- (policies on) errors and mistakes
- vetruvian-egg-shell
- empathy and compassion

Participation Array, 5x5 items:
(This should be generalizable and specifically applicable given an array of 5x5 items.)
1. Participation Items
2. Setting Location Items
3. Definition Behavior Items
4. Proximity Scale Contact Interaction Exposure Items
5. Standard Set of Agreed Upon Goals Means Methods

Four Areas of Interaction:
1. (Participant Diversity) Love, Duty, Responsibility Including boundary dissolution Areas, including
1.1 time space location
1.2 perception
1.3 action
1.4 experience
1.5 votes on goals means methods

"Operational Definition of ""Help"":
Deploying a feature that meets a stated and indicated goal and need of a user"

2. Giving Help
3. Receiving Help
("Help" is operationally defined as sustainably deploying features that meet the stated and indicated needs and goals of a user.)

4. Drake Equation Vessel Functions: in the following seven areas
Sub-Participants can, should, will, want to, do, help, and / or help with, serve, and / or serve with, setting-location-items in a legal vessel-capacity occupational role and niche and offer legal-vessel-contracts in the following seven areas:

4.1 Sensory Motor (Lear: Use My Eyes) Areas (Plus electromagnetism)
4.2 Benzaiten Saraswati Areas (Plus historical continuity, minus high definition input output data literacy /numeracy) (Note: translation and transmission)
4.3 Embodyment channeling items: theater-groups and community interaction, CRV, active-imagination
4.4 Functions and Operations:
4.4.1 Null, Void
    4.4.1.1 negative choices and definitions
    4.4.1.2 consciousness array: 3 fractal vectors
        4.4.1.2.1 time, body
        4.4.1.2.2. object location event
        4.4.1.2.3. behaviors, policies
            4.4.1.2.3.1 Behaviors: in / out; on / off; start / stop; begin / end; dual / non-dual; mundane / non-mundane
            4.4.1.2.3.2 Policies: perception, translation, coordination, collaboration non-discrimination, non-collapse
4.4.2 Reception Reflection Absorption
4.4.3 Something-hard, Something-Soft Areas
4.4.4 (basal) Input-Output Processing Areas
4.4.5 Cross Context Areas

5. Definition Dark Areas / off the one-tree
6. World Dancing, World Singing, the song and dance of compromise
7. Professional Technical Production Advice: six sigma for rivers, grains of sand, ecosystems, keystone species

8. Number 8 (kind of a separate branch-area)
Help others at all times.
1. I will do my best to help all parties according to all known best practice standards and protocols; to manage up or manage to equilibrium system-value-function-and-meaning, to manage down or manage to equilibrium system-collapse.

2. Best Practice Blessing:
    "May you may we may noun,
    become proficient in the sustainable cultivation of value function and meaning,
    via a local implementation of generalized system best practice,
    with local spice and sauce."

3. Learn from mistakes, your mistakes and the mistakes of others. You are the protector of those who cannot or do not learn from mistakes.

2. Clarification Statements Section: Disinformation & System Collapse

("Clarification statements" relate to system defense, system immune-system, diagnostics, disinformation, collapse-metrics, weak-points
Definition of statement to be as clear and unambiguous as possible: "It is bad, It is wrong, it causes system collapse, it should not be done, and I will not do it.")

Given enough participants, there will be participants who will push to and past the point of system collapse.

(You need to know that this happens.
You need to know where and how it happens.
You need to know what it looks like.
You need to know how to prepare and prevent it.)

Whether or not a statement should be clarified is an important item that should be dealt with according to all known best practices standards and protocols. No unilateral changes to group-agreed-upon goals, means, and methods, and no unilateral system collapse.

2. Tautology Areas

2.1 Three items which are also categories:
2.1.1 **Participation**: Participating on the behalf of participants without the participation
is bad, is wrong, it causes system collapse, it should not be done, and I will not do it.
2.1.2 **Best Practice**: Mismanaging general-system-management areas
It is bad, It is wrong, it causes system collapse, it should not be done, and I will not do it.
For example:
2.1.2.1 Having values
2.1.2.2 Valuing Data
2.1.2.3 Communication Reporting Transparency
2.1.2.4 Testing Auditing Feedback
2.1.2.5 No Unilateral System Collapse
2.1.2.6 Proficiency Standards for Time and Schedules
2.1.3 Causality Models: Concept Check: Scapegoating and Elimination: Identifying any entire part of the world as to be scapegoated and eliminated
is bad, is wrong, it causes system collapse, it should not be done, and I will not do it.

2.2 Positive and Negatively Defined Areas ("top and bottom" chart areas)
Identifying system collapse as a goal, not indirectly as in dark lighthouse but directly as in exacerbating system collapse, as part of (in any area of) the standard set of agreed upon goal means method areas, *is bad, is wrong, it causes system collapse, it should not be done, and I will not do it.*
2.2.1 Following worst possible options

is bad, is wrong, it causes system collapse, it should not be done, and I will not do it.

2.2.2 Playing nazi chess

is bad, is wrong, it causes system collapse, it should not be done, and I will not do it.

2.2.3 Mismanaging categories of types of systems

is bad, is wrong, it causes system collapse, it should not be done, and I will not do it.

2.2.4 Mismanaging Standard System Policy Areas:

is bad, is wrong, it causes system collapse, it should not be done, and I will not do it.

For example:

1. Mismanaging Split substantiations: for example

'they are all good'

'they are all bad'

'they should be dealt with by cramming them together or splitting them apart"

2. Golden circle asymmetry / inside outside asymmetry, deleterious effects include: causality schedules contracts.
3. System inversion (is a standard data artifact)
4. Basal distal disjunctions (is a proxy(model) for (operationally defined system) 'violence')
5. Negative choices and definitions (don't ignore them)
6. Turning on and off system processes ((for example) comparing policy from Roman Catholicism, South Korea, and Judaeica)
7. Half-dark dichotomies (more on that later)

3. Standard Error and Damage Report in four sub-Sections

3.1 Overall Infection Level

3.1.1 _____tartget population is extremely infected.
3.1.2 There are most likely autonomous infections.
3.1.3 There are most likely plots against setting location items.
3.1.4 _____tartget personally identifies with system collapse.
3.1.5 _____tartget culturally follows system collapse.

3.2 System Membranes

3.2.1 _____tartget_population has no system membranes.
The standard side-effects of not having system membranes include:
3.2.2.1 meat shielding
3.2.2.2 junk clouding
3.2.2.3 growth racing
3.2.2.4 self/child cannibalism
3.2.2.5 increasingly uninhabitable habitat seeking

3.3 The next area has to do with system participation behaviors:
(This is a linear narrative walkthrough through an array)
_____tartget_population shows no sign of system participation behaviors.

_____tartget_population show no signs of developmental pathways towards system participation behaviors.
_____tartget_population show no signs of metapopulation, networked, developmental, pathways towards system participation behaviors:
- refugia
- discussion
- recognition
- use
- identification
- coordination

Concept: (value, function, and meaning)
Concept: (system fitness)
Concept: (system collapse)
_____ show no signs of having a concept of system collapse.
_____ show no signs of having a concept of system fitness.
_____ show no signs of having a concept of value, function, and meaning.
etc

_____ shows no signs of having a concept of **cross-contextual system models and tools**
_____ shows no signs of having empirical behavioral use of **cross-contextual system models and tools.**

_____ does/do show signs of empirical-behavioral-use of **general generality**
_____ shows no signs of having a concept of **general generality**

3.4 Policy Areas:
_____tartget_population is dedicated to the:
3.2.1 Destruction
3.2.2 Exploitation
3.2.3 Misuse
3.2.4 Eradication
3.2.5 Torture
3.2.6 Scapegoating &
3.2.7 Coverup
of general system management areas.

4. Macro Model
4.1 Background:
- helping
- dutiy

- collaboration
- maybe values

4.2 Array:
Development population
(new set of sets)
Categories of types of systems / boundaries membranes and interfaces
(new set of sets)
Disturbance regimes & epidemiology
+
perception
habitability
feedback
learning
habit
accretion

4.3 Paired Areas:
4.3.1 Orientation, Navigation
4.3.2 Signals and Information
4.3.3 Law, code, script
4.3.4 Defense, immune systems

4.4 Hospital-Areas & Modeling Areas:
4.4.1 Hopital areas:
- system helping healing repair
- looking for lost elements
- disentangling good and bad elements
- grafting and synthetics
- apoptosis and necrosis

4.4.2 Modeling Areas:
All sub-disciplines of system and definition studies:
- system distribution
- ISEP areas
- input-output measures
- system circuits
- system functions
etc.

5. Statement of duty & responsibility: I will work harder.

5.1 This is a statement that I give in all channels:
With or without:
hope,
trust,
belief,
faith,
continual perpetual external moral reinforcement,
forgiveness,
patience, or
gratitude;
I will work harder.
+
5.2 Vitruvian Range of Motion fitness activities, PT, SLP (प्रज्ञापारमिताहृदय), etc.