

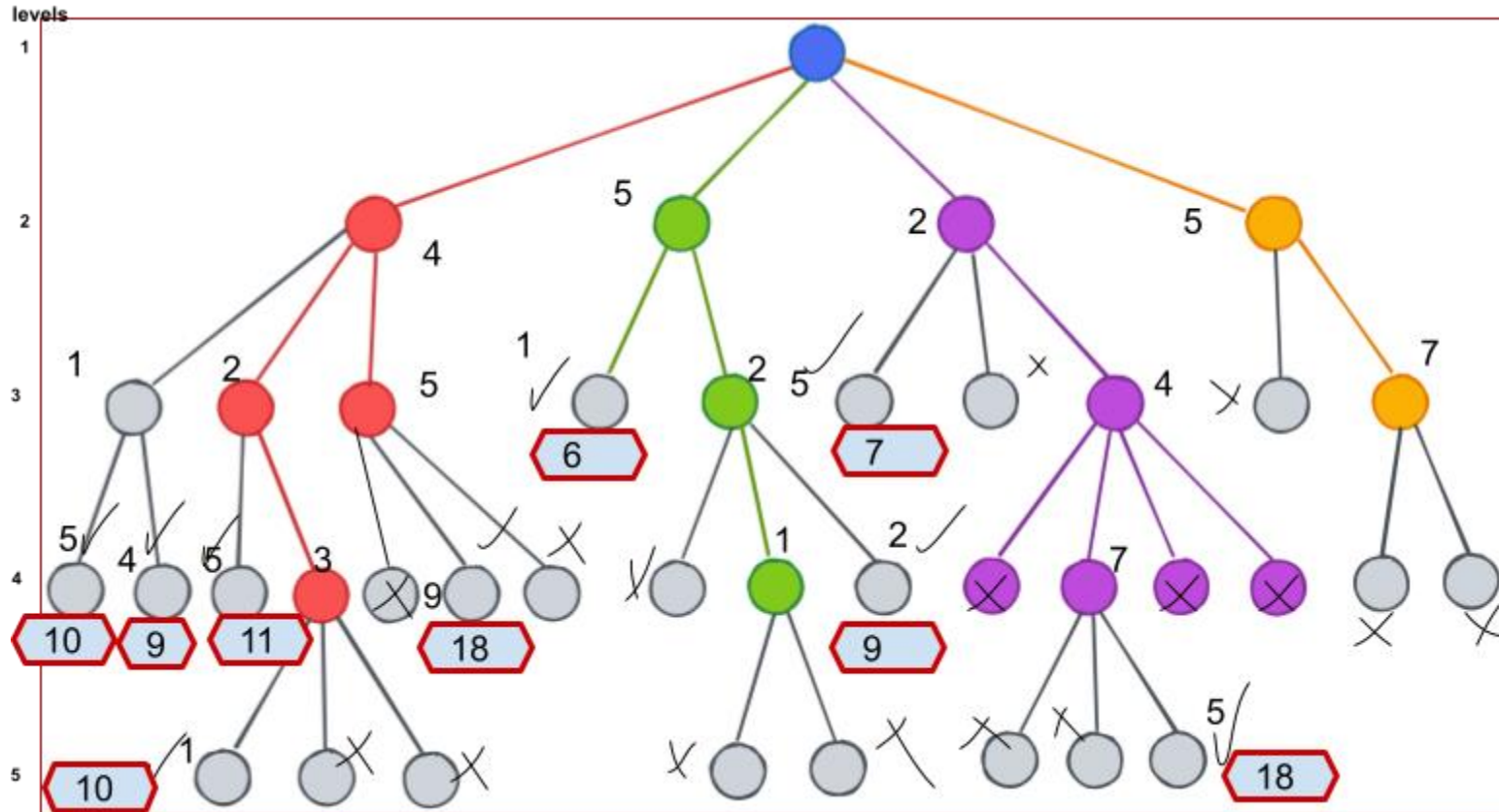
1. Hard work with interdependence in terms of strong responsibility, being not overprotected nor over demanded. Then complementary work was developed.

Strategy. For decision making and execution of actions there is a difference between a greedy approach deciding for the immediate greatest benefit in some dimensions, and true optimization approach.

I prefer and I'm used to decide on the optimal one side, that not necessarily reaches the immediate greatest benefit, but at the very end it reaches the optimal one with exponential difference w.r.t. greedy approach in terms of time and profits. While the greedy approach seems to be faster having a linear growth, the optimal decision making seems to be slower at the beginning but it has an exponential growth, the latter in short time is much faster and achieves the greatest benefit in terms of balanced compassionate decision making.

Actions. So I prefer to invest time in coupling with team members and work and strengthen strong flexible cohesion with fast, consistent and complete Knowledge Transfer, improving the skills of each team member to boost solid development based on statement 1 and 1.strategy, then to live in a smooth responsible way once the take off has been done keeping the same property having as direct consequence to stay safe and free of introducing bugs or bad quality issues that will increase the entropy and will generate exponential issues in short, middle and long term.

Diagram A. Decision Making Tree: Trade offs between greedy approach and optimal approach.



Consider Diagram A.

Where circles (nodes) are states, the blue one is the initial state. Moving from one state to another is a change of level to one of the immediate child, each possible change between the same consecutive levels are the possible options that could be taken. The change between states takes 1 unit of time. And the value for each node is the benefit-profit that the state (node) provides. The last reachable states from the initial state (root) are called the final states (leaves of a tree). Each final state has a good or bad check mark, goods are

called satisfiable and bad are called non satisfiable states. Each satisfiable final state has Red hexagons that shows the sum of all profits changing between states levels until reaching the goal or final satisfiable state.

In this example a greedy approach would take the maximal immediate profit between consecutive levels. In this case departing from root the two possible options that would be chosen would be the states with 5. Traveling by the orange path would lead to unsatisfiable states where no goal is reached. Traveling by the green path, the greedy approach leads us to satisfiable state earning 9 points of profits. So the final answer given by a greedy approach will be 9.

However the optimal approach travelin by purple path although seems to be the least to be considered as good choice leads us to reach 18 points of profits. Traveling by the red path leads us although there are several satisfiable final states to the best of them earning 18 points of profits. The purple one takes 4 units of time to be reached, the red one takes 3 units of time to be reached, both earning 18 points of profits. While the greedy approach takes 3 units of time earning 9 points of profits. In this example it's easy to see the significant difference between deciding by a greedy strategy instead of an optimal strategy. This is a sample example where the optimal profits are double the amount from the greedy profits in the same unit of time.

Basically the definition of optimality is: given a systemic problem defined by properties, entities and relationships between them, then distinguish between satisfiable and unsatisfiable states, then collect all possible satisfiable states, then evaluate the profits of each final satisfiable state, then select the best between them.

Definition of optimality is the basis and is found without exception in any mathematical and computer science framework, and it's indeed the philosophical and theological definition of freedom.

Freedom if and only if between all good options (final and intermediate states) is always chosen the best of them (between all final reachable satisfiable states). Good means common good in all intrinsical dimensions around human dignity and this implies as implicit and explicit consequence the optimal good ordering of other external dimensions (e.g. the natural environment).

There have been several tries with the aim of applying optimization but only considering economic profits and resources as objects. If this approach is implemented by the lack of common good (balanced compassion) property then the decision making is converted into a greedy approach instead of an optimal one.

Whenever decision making is applied a diagnosis of the system has to be done. If convergence to reach consistency and completeness increases then increases the convergence to distinguish feasible and select the best one.

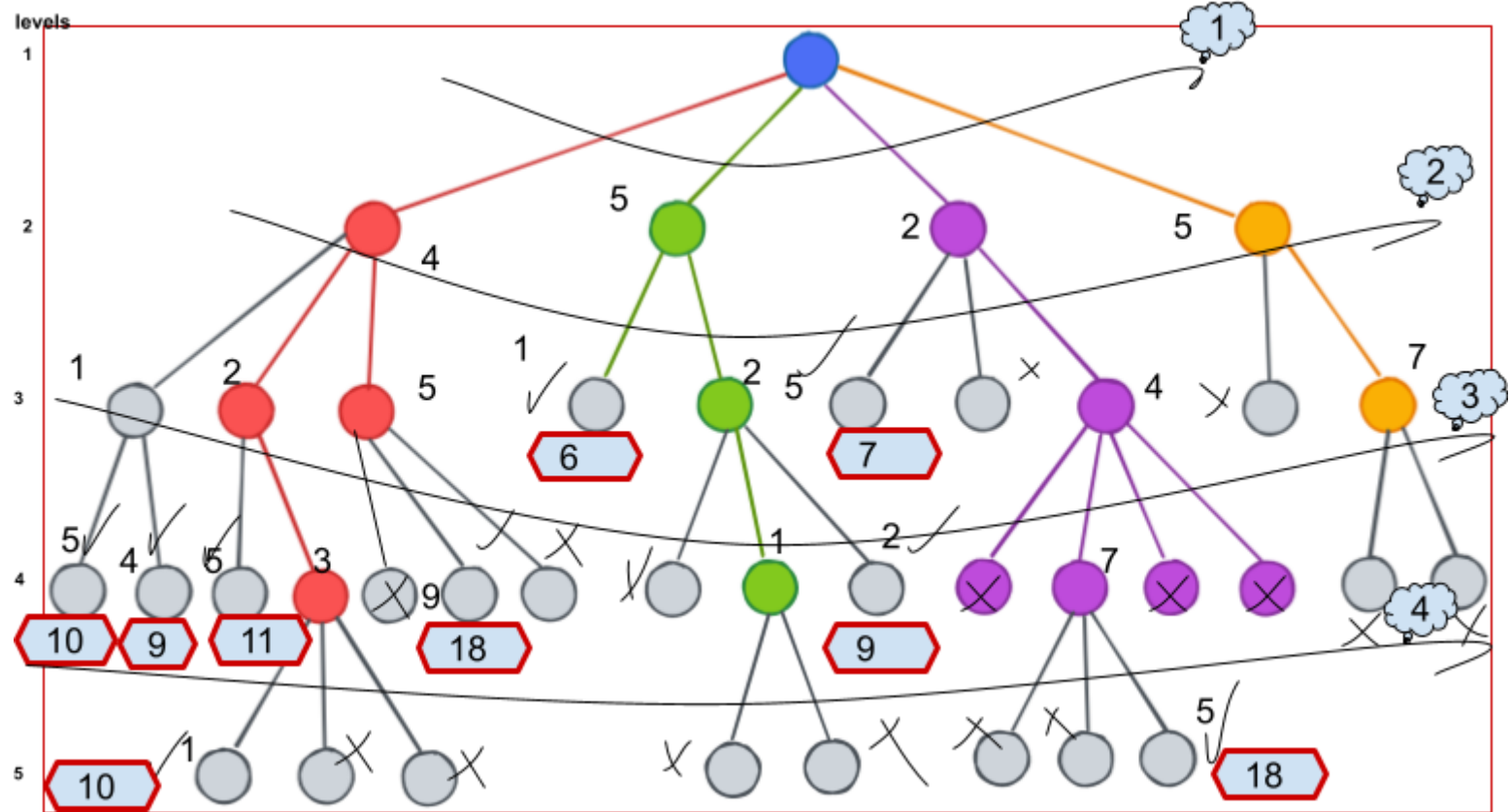
When a system has not been exhaustively understood in terms of sufficient and necessary consistency and completeness then it's called reductionism or projection of the system. Therefore a reductionist understanding of a system leads to unsatisfiable states to be considered as satisfiable ones by mistake and vice versa, the profits are not well recognized and then a prescription to improve the health system state will not be provided but it could lead into a worst state.

Basically other strategies can be considered as an extension of the ones explained above such as: priorities-order, time differences between consecutive state levels or another. But it's important to understand that the property mentioned above w.r.t common good-balanced compassion it's a necessary one since it implies in explicit and implicit generative, regenerative and degenerative "laws" that govern systems in reality that are independent from any action of any human being (thinking, saying, believing, perceiving, doing, making, etc.), then taking out the property of common good-balanced compassion leads inevitably to a degenerative state of the system.

There are intrinsic properties in human beings that makes humanity and therefore any [proper subset](#) of the system to be an isolated system (from the thermodynamic system semantics). Giving some examples are body senses (it's direct to see they have the aim to relate with another person) or genealogy tree (if tree is expanded 33 generations ago it will be the same amount of people that nowadays the whole humanity has, other properties can be seen e.g. works of mercy inside the mother's womb and how those can be observed as mathematical induction - kind of recursive fractal - inherited properties during all stages of the human life from the very beginning till the last moment of life; and more). So regenerative, generative, degenerative actions in a system are propagated in a system in exponential way and by the intrinsic property that implies inevitable isolation of the system there are echoes that in a

cumulative way degenerates-generates-regenerates the whole system where all entities belonging to it will receive that effect without exception (A simple example to understand this is boiling water or the true analogy of inner human body system when an organ for instance a lung or heart etc gets sick or healthy) .

Diagram B. Visibility-understanding of a system by experience, skills, education by levels of abstraction.



Consider diagram B. A team can have members with different visibility-understanding to understand-solve a problem requested by a customer. In the diagram B level of understanding are cloudy lines increasing the level of understanding and therefore reducing reductionism or increasing convergence into consistency and completeness and therefore providing better or optimal stable, quality assured solutions-prescriptions to solve the customer requests with good-satisfiable and even optimal solutions. There can be intersections between team members visibility and giving two different team members one could have a deeper understanding in a topic A but less understanding in a topic B and vice versa w.r.t

each other team member. Or even more given two different team members having almost the same understanding on topic A but different understandings in another different topics, when they unify their understanding can lead to a deeper level of understanding and therefore provide better solutions to the customer.

By inner isolation property of the team system integrated to provide solutions to a customer request, the pairing and strong but flexible communication between team members leads to the fastest way to overcome learning curves, carry overs, bugs introduction, bad quality development, and others, subject to balanced compassion and responsibility. Of course when the pairing lacks compassion that implies complementary work or responsibility it will increase the time of learning curves, carry overs and so on but this does not negate the first statement in this paragraph but confirms and reinforces it.

There are different temperaments and characters for each team member, and personal issues that income from unplanned circumstances (e.g. covid and so on). It's important to consolidate the complementary work under those circumstances as stated above (from my point of view).