

Standard inputs for any city

Money Power Influence Knowledge Intelligence (^{over new country})

The less you have of one, the more you seek in another

The ordered list is:

Power
Money
Influence
Intelligence
Knowledge

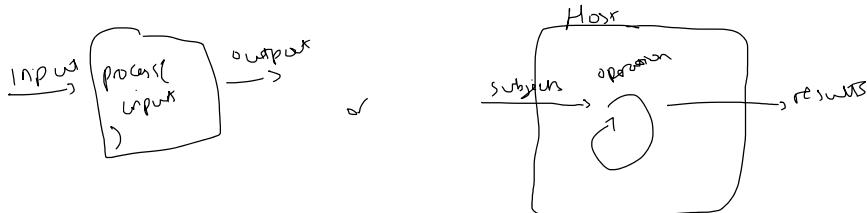
But that doesn't mean someone with poor inherently sits "higher" than someone with money or intelligence.

However, because of the unique properties afforded by each, having any one is supposed to make you see the rest underneath as food. Functioning as food requires the ability to control someone with the food so that you can "consume" it/them.

Input / Output

I/O isn't very accurate. It's more like:

Host, Subjects, Operations, and Results



Different assumption: subjects are "passive". That means subjects can/should/must not do anything the "operation" doesn't request from them.

That is not a good assumption: every subject was first subject to something else. The subject may allow commands from anywhere but itself it will still retain its "one true host". Loyalty to that host means any direction or instruction provided by that container will supersede all other temporary hosts.

It is possible that a subject holds loyalty to multiple external authorities; how the structure, priority, and scope is unique per subject. It may be based on reward, trust earned, time of "adoption" or other.

Consider the possible structure for one person with multiple loyalties: assume that a higher priority (closer to 0) means "holds most weight during consideration".

Po1:

1. Country of origin
2. Country of residence

Po2:

1. Country of residence
2. Country of origin

For people, these priority lists are rarely explicitly defined.

Except for in unusual cases, the order can be assumed based on a combination of:

1. time of adoption (ToA)
2. volume of choice exercised by subject to enable adoption (VoC)
3. effort input required by subject to enable adoption (EI)
4. reported priority demonstrated by the host before, during, and after adoption (MP)
5. Subject/Host Compatibilities (SHC)
6. risk/benefit assumed by subject in remaining loyal to the host (RB)
7. "side effects" enabled by subject continued loyalty to the host (SE)

Priority Contributors (PC)

~~1. Time of Adoption (ToA)~~

Earlier adoption usually assumes higher priority.

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If subject had no choice in adoption, ToA holds less weight
(varied based on person's core)

2. VoC

Things that increase volume in choice Example:

- one way decision
- EI that is not "mutable" (e.g. visa application that does not transfer to other countries)
- resources invested to enable the choice (e.g. money spent during multiple country-to-country moves)
- freedoms forgone to exercise the choice (even as simple as freedom in communication with family, due to location or time differences)
- etc.

The volume in choice can be calculated as $\frac{1}{1 + e^{-k(VoC - V_{ref})}}$ for online adoption.

The value in choice can be calculated as a weighted sum of all choices made in enabling adoption.

3. ET

Self-reinforcing.

4. MP

Mutual trust is essential for continued trust and privacy.
Any loss of trust will bring assumed MP values into question, sometimes reducing the known MP to 0.

5. ~~SHC~~ SHC

There may be values, behaviours, abilities, interests, etc.

6. RB

Risk is: are you in increased danger or discomfort?

Benefit is: what do you get that you are better with than without?

For people that rarely find others with similar mandates, overlapping C/H
can become an overwhelmingly compelling benefit.

Govt benefit?

7. SF

There could be things like relationships enabled, nice perks like food and drinks, activities that are now unlocked.

SF has some overlap with the R&B in RB, but not always.

The more (subject to change) form the "adoption contract".
Balancing them helps ensure both the host and subject remain compelled to maintain loyalty.

How the scales weigh can be determined by reviewing the scope and impact each party brings to the relationship. This must be carried from the POV of both parties in case their perceived scope or impact of any has been diminished.

e.g. in employment

POV	Employer
Employer brings	Employee brings
+ employment	+ work load/hours worked

POV	Employer
Employer brings	Employee brings
+ money - time, hobbies	+ work - ...

Employee brings	Employer brings	Employer brings	Employee brings
+ employment + career + skill growth + opportunities	+ work ↳ hours worked + # hours in office - IT resources - money (salary) - space (workplace etc.) + social impact	+ money - time for hobbies - time with family - gas and car maintenance + skill growth + career + social opportunity	+ work ↳ volume produced + credibility and trust we provide + skill growth for junior peers (and senior peers?) + happiness

We can see the employer sees themselves as the positive addition while the employee may see themselves as the positive addition.

Scales are adjusted by changing the slope of selected impacts:
usually, the money earned and time involvement required.

Host / subject Satisfy also becomes a Pov issue.

Whether party is needed or wanted more becomes the host party.
If an employ thinks an employee needs them more than they need the employee, they may consider themselves as the host.
Alternatively, if an employ needs an employee more than the employee needs them, they have to choose between:
1. Accepting the status of being the employee's subject.
2. Trying to make the employee become their subject.

Whether the host is holds more power. Typically an employ always wants employees to be subjects.
To wider the balance they can either change the employe's reality (more money, less time input required) or they could try to change the employe's perspective (push the employe to believe they need the employ more than they naturally do). The power to take has many nuanced decisions.

We can consider it in more generic terms:
for a subject to assume the role of the host, it must become a "bigger" object than the host.

This can be done by either increasing its size, reducing the host's size, or a combination of both.

Different priority contributors hold different weights for a subject and a host.
For example, a host may not care for mutual priority except if using it as a differentiating factor. A subject may not care about subject host commonalities provided the benefit is sufficiently large.

Demonstrated example of these principles is Agor.io

Demonstrated example - own

The greater risk comes to a host when the risk of the subject assigning a new host is so great that it poses a risk to the very existence of the host.

This could become the case for a host employer if an employee demonstrates domain specific ability that is not protected by any contract, or if an employee gains internal knowledge about company protected areas.

In that case the host may try to expel the subject

if and only if

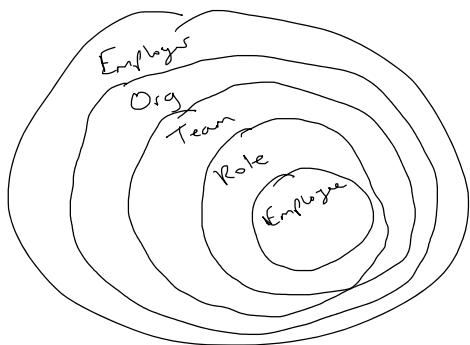
they can also adequately distance the subject from the host.
If the employee is not presenting any immediate risk it would likely take
several steps to neutralize the employee into the controlled host/subject
relationship.

Hostile actions from a host to a subject pose all four interactions
or risks, and given a host always "contains" a subject the
host always has the potential to be in case of any explosively powerful
negative interaction.

This is why companies must ensure adequate protection and treatment
for all employees even if a rogue employee, team, or organization
takes those hostile actions, the potential blast radius
still always remains "the entire company".

To that point, while a host is a single entity, ~~it contains~~,
many hosts can also be split into many additional hosts
layers. This is important for considering more granular details behind
specific host subject interactions.

In a "Bubble" diagram, inner objects are subjects. Engulfing objects are hosts.



If one employee can bring more value than any sub host, in line with the prior discussion, that employee poses a risk to the sub host's existence.

Further that roles vary in size based on the work and compensation,

hosts - ex - risk.

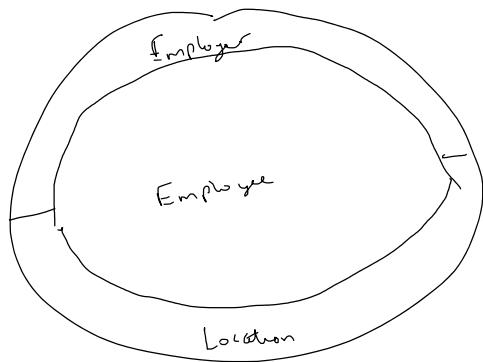
division, then who?

Given that roles vary in size based on the work and compensation, there are more likely to be conflicts to protect any hierarchy.

Certain invariants are always true, e.g. a role is always smaller than a team, evidenced by the team's creation and funding of that role. If a company that does not mean an employee is always smaller than the role. If a company tries to artificially suppress the "size" of an employee, they risk a "big bang" moment where the employee quickly becomes aware of their actual size in relation to all other constituents. Keeping an employee suppressed typically involves some practice that skew's metrics in an effort to have the employee believe their contributions are less impactful than they actually are.

The size only "bubbles up" to whatever is now the immediately "larger" host. If an employee's size "grows" (through either benefit of keeping them or risk of losing them, and what they could do or say) to compare with organizations and entire domains, any sane person would think the best route is to incentivize that staying.

If a subject's host does not present sufficient compelling reason for the subject to remain a subject, the host's own "siblings" or parents may become deciding factors.



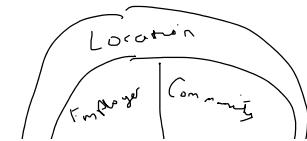
See why job location becomes important because the location is also a sibling host to the employer itself.

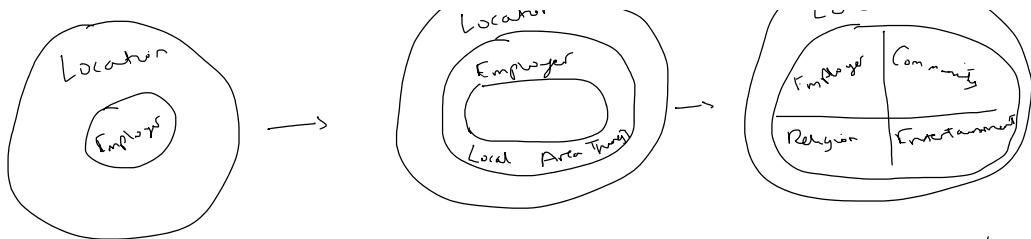
Remember that some hosts want to retain subjects while some hosts want to expel subjects. After a set amount of alcohol, one person may want more to get drunk while another may already be wasted and involuntarily throw up.

Even if an employer wants to expel an employee, the location may want to retain them.

For high paying jobs, like Software engineering jobs, employees are often willing to relocate for the right employer. So, the employer and location are equal hosts from the employee's pov.

The location must wait for the employer to decide there. To that extent, the location is actually a higher level host compared to the employer. Existing objects to the employee would actually be the location's children.

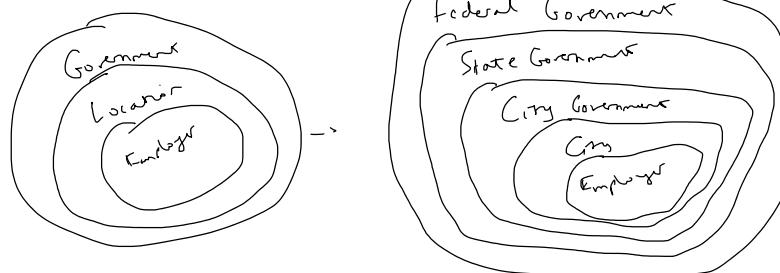




As discussed before, the employer could attempt to grow and consume the location no matter how ill-suited. An argument for is that the employer needs to ensure continued prosperity and durability.

Also discussed before, any sufficiently large employer will "need" resources from the employer and local area to ensure no threat is posed to the employer itself.

The employer can use money, power, and influence to enact an attempted location take over from other ends. Both ends because; the location is also a subject

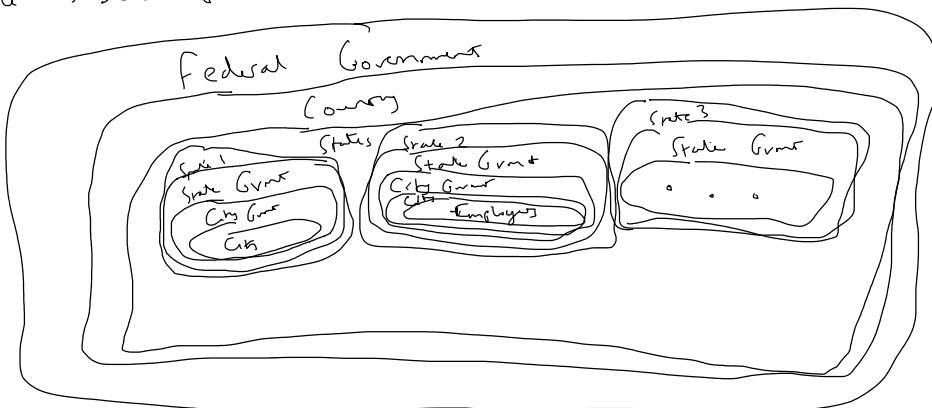


These levels have pseudo-invariants, but:

Federal Government should always hold power over state government

State Government should always hold power over City government

This is to ensure power is applied appropriately across the country, given coordination of multiple regions for best interests



If a state grows large enough to hold sway over an outer layer, the assumption is that the state's contribution to the country warrants that additional sway.

If an employer grows large enough to hold sway over outer layers, there is a risk to the people's freedoms. More than that, there is a risk to the power hierarchy that ensures and maintains a certain level of law and order across the country.

It is only a risk until a concerted effort is actually made to do so. Even so, it is only a risk until a concerted effort is actually made to do so. Even so, it is only a risk until a concerted effort is actually made to do so. Even so, it is only a risk until a concerted effort is actually made to do so. Even so,

the country.

It is only at this point a concerted effort is actually made to do so. Even so, unified front may rise both for and against that eventual action anyway - even before any attempt to subjugate peer is ~~made~~ made.

As for the for and against, they may attempt to recruit and convert others to join their pursuit. For anyone in adjacent communities (e.g. other local community members), religious people that hold different values to the company altogether - they may be caught in the struggle.

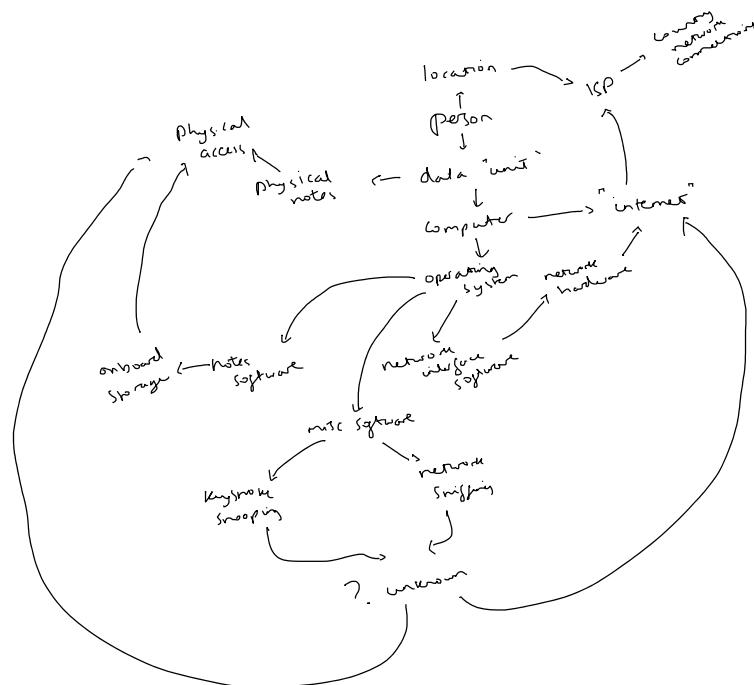
Assuming a company split into "for" and "against" they still have the common desire to recruit more "warriors". That is, both for and against have a vested interest in making sure anyone that is not already either for or against \rightarrow remain or become detached from any other community or religion that doesn't specifically align "for" or "against".

In that situation the local community and religious would need to balance their assumed risk with whatever actions they take next. The risk and action are both proportionate to the size of volunteer movement.

For risk and action, the scope and boundaries of each movement must be considered in turn. As well, any historical records of prior movement would be considered when establishing boundaries for potential future threats.

Location	Time	People	Nation	Communication
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Location, time, people, and data are all commonly available or unavoidable to each group. Differently worded are referring to a single person's data boundaries.



We can see that physical access is a somewhat minor concern \rightarrow in relation to digital access.

Even so, Internet black blur

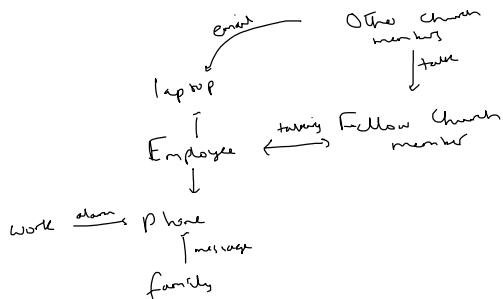
We can see that
to digital access

From so, blank blank blank



We can see from this that one user (the employee) has many
interactions.

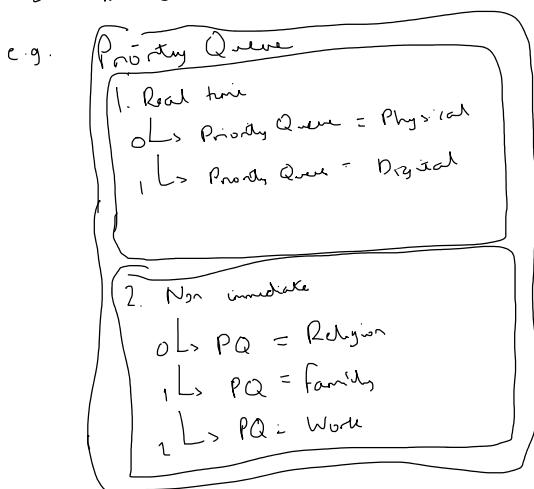
Interaction from any could happen at any time.



That is, the subject (the employee) is always ready to interact with any
known users and subjects - the interaction boundaries and contexts are clearly
defined.

Real time communications take precedence over deferred communications, and each has
its own ever-changing priority order.

Based on the interaction requests, the immediate action and position in a queue
will be determined.



Note that the priority boundaries are different categories
for real time vs not.

At first glance it would seem like things will need to be
in boxes to be handled owing to the above categories -
but reality is that the categories are present for both but
selectively observed.

When communications are initiated, they are processed and assigned.



When communications are initiated, they are processed and assigned.
 ↓
 by ...
 (them or me)

