#### 13 Afterword

This is phase II of a project that grew out of a desire to create a new way of talking about decision processes. In phase I, (Thomas G. H., 2006), I provided an introduction to the ideas and qualitative reasons and simplified calculations for seeing how one might address decision processes using the language of physics and differential geometry. The idea was to use a language that was created to describe and understand processes that evolve in time according to specified dynamic mechanisms. In the first phase, no attempt was made to provide a comprehensive solution to the equations, nor was there an attempt to educate the readers to the level where they could provide such solutions.

This is phase II of the project. I have identified the types of solutions found in phase I as the anlog of AC circuit solutions; game theory is analogous to DC circuits. To make this identification mathematically sound, as part of phase II, I provide the necessary background to bring anyone with basic mathematics and engineering foundations up to the level of a new way of talking about decision processes that they can apply to real world problems. The goal is that the reader should gain sufficient expertise to understand how the ideas apply. That has entailed providing the essential background into the mathematics, the physics and the economic theory.

The next phase is the interesting challenge to apply the tools from phase II and the ideas from phase I to practical decision processes. I envision that the way of looking at decisions that has been elaborated here will involve looking at empirical data in ways that will generate significant insights. It may also require new ways to look at data.

I suggest that the context for these three phases of the project is that as individuals, we have control of the possible outcomes of any decision process. Part of that context is the future. There are those that consider we can create the future as pure prediction by believing in intentionality. I don't buy that concept. I don't believe we have access to the future as something we alone make happen, especially when that future involves nature and actions of others who are not amenable to our will; even if they were, we can't guarantee they can successfully execute our proposed actions even if they agree to them.

I do buy the fact that we can shape the future, just as everyone and everything impacts that future in the normal course of cause and effect. This is not magic but observational experience that there are causes that lead to effects and these relationships follow knowable laws. One way we shape that future is to recognize that our normal method of behavior is not creative but restrictive. We have many rules that we follow that constrain our behaviors. Part of those constraints limits what we see as possible.

In *decision process theory*, these constraints are the *idiosyncratic payoffs* associated with each person about how they see the world and how they think others see the world. In addition, there are cooperative views about how pairs of us think we can work together. These views are not views of how the future must play out but snapshots of how we currently see the world. They are views of the world that occurs "now". Such views become part of the cause and effect laws of how the future will evolve; they are not the sole determinants of the future but are important contributors. The collection of all of these views, as well as the effects of the physical world, then determines what happens. The future does not spring fully formed out of nothing, but has its origins in the past. We believe this because it appears to reflect the reality of past experiences. We would have a hard-time finding evidence that contradicts this view.

We do have access to creating the future by directly working on changing our idiosyncratic views and our cooperative views of the past. It is not changing the past but more accurately articulating the past into our views. We must couple more strongly to the way things are and have been in order to allow more possibilities for the future. That is because our view of the past may in fact be overly and unnecessarily restrictive. We may add attributes to the past based on belief structures that don't represent what happened but represent a view of what some people believe happened. That point of view may lead to actions that fail to play out as we expect because the viewpoint is an inaccurate commentary of past actions.

We then come to the view that we *create the future* not by causing things to happen as prediction, but we *create the future* by allowing things to happen as cause and effect based on a more realistic assessment of what has been possible. We base our view of what was possible not only by our learned belief systems but by a serious inquiry into what happened and what is happening in time and space, removing as much of our personal beliefs as possible that are in conflict with what happened. This leaves us free to *create the future* based on our desires that are more achievable. In this way we create who we are and to some extent change those around us. What can now happen, will reflect these new viewpoints.

### 14 **Bibliography**

*Wikipedia; Henry Wriston.* (2012). Retrieved May 28, 2012, from Wikipedia: http://en.wikipedia.org/wiki/Henry\_Merritt\_Wriston

Aumann, R. J. (1989). Game Theory. In J. Eatwell, M. Milgate, & P. Newman (Eds.), *The new Palgrave: Game Theory* (pp. 1-53). New York: W W Norton.

- Barabási, A.-L. (2003). Linked. NY: Plume, a member of the Penguin Group.
- Bayes, T. (1764). An essay in solving a problem in the doctrine of chances. *Philosophical Transactions of the Royal Society of London, 53*, 370-418.
- Bentham, J. (1829). Fragm. on Govt. Wks., X, p. 142.
- Bernoulli, C. (1738). Exposition of a new theory of the measurement of risk. *Econometrika (English translation 1954)*, 23-36.
- Bhatti, M. A. (2005). Fundamental Finite Element Analysis and Applications: With Mathematica and Matlab Computations. John Wiley and Sons, Inc.
- Borel, E. (1921). La Théorie du Jeu et les Équations Intégrale a Noyau Symétrique. Compte Rendus de l'Académie des Sciences, 173, 1304-1308.
- Bourbaki, N. (1968). *Elements of Mathematics*. Paris: Herman, Publishers in Arts and Sciences (translated English edition Addison-Wesley Publishing Company).
- Cameron, G. (2008). Oikos and Economy. *PhaenEx*, 3(1), 112-133.
- Chandrasekhar, S. (1961). Hydrodynamic and hydromagnetic stability. New York: Dover Publications.
- Clemhout, S., & Wan, J. H. (1989). Differential Games. In J. Eatwell, M. Milgate, & P. Newman (Eds.), *Game Theory: The new Palgrave* (pp. 129-132). New York: W. W. Norton.
- Condorcet. (1793). Plan de Constitution, presenté a la convention. Oeuvres, 12, 333-415.
- Courant, R., & Hilbert, D. (1962). *Methods of Mathematical Physics* (Wiley Classics Edition ed., Vol. II). New York: John Wiley & Sons.
- Crawford, W. P. (1978). Mariner's Weather. New York: W. W. Norton & Co., Inc.
- Dresher, M. (1981). The mathematics of games of strategy: theory and applications. New York: Dover.
- Dufwenberg, M., & Kirchsteiger, G. (1998). A theory of sequential reciprocity. *Tilberg Center for Economic Research*, (p. discussion paper 9837).
- Edgeworth, F. Y. (1881). *Mathematical Psychics: An essay on the application of mathematics to the moral sciences*. London, England: C. Kegan Paul & Co.
- Eilenberg, S., & Steenrod, N. (1952). *Foundations of algebraic topology*. Princeton: Princeton University Press.
- Eshel, I., Samuelson, L., & Shaked, A. (1998, March). Altruists, egoists, and hooligans in a local interaction model. *The American Economic Review*, 157-179.
- Feynman, R. P., & Hibbs, A. R. (1965). Quantum Mechanics and Path Integrals. New York.
- Feynman, R. P., Leighton, R. B., & Sands, M. (1963). *The Feynman Lectures on Physics*. Reading: Addison-Wesley Publishing Company, Inc.
- Fisher, R. A. (1925). Statistical methods for research workers. New York: Hafner Publishing Company.
- Forrester, J. W. (1961). Industrial Dynamics. Waltham, MA: Pegasus Communications.
- Friedman, R. M. (1989). Appropriating the weather, Vilhelm Bjerknes and the construction of modern meteorology. Ithaca: Cornell University Press.
- Gardenfors, P., & Sahlin, N.-E. (Eds.). (1988). *Decision, probability, and utility: Selected Readings.* Cambridge: Cambridge University Press.
- Gladwell, M. (2005). *Blink: The power of thinking without thinking*. New York: Little, Brown and Company.
- Gladwell, M. (2008). Outliers: The Story of Success. New York: Little, Brown and Company.
- Gockeler, M., & Schucker, T. (1987). *Differential geometry, gauge theories, and gravity.* New York: Cambridge University Press.
- Goldstein, R. (1959). Classical Mechanics. Reading: Addison-Wesley Publishing Company, Inc.

- Hansson, S. O. (1994, 8). Decision Theory: a brief introduction. written for the participants of a course on risk analysis at Uppsala University in 1994. Uppsala, Sweden. Retrieved 4 12, 2010
- Harsanyi, J. C. (1967-1968). Games with incomplete information played by "Bayesian" players, I-III. *Management Science*, 14(3,5,7), 159-182, 320-344, and 486-502 respectively.
- Harsanyi, J. C. (1989). Bargaining. In J. Eatwell, M. Milgate, & P. Newman (Eds.), *Game Theory: The new Palgrave* (pp. 54-67). New York: W. W. Norton.
- Hawking, S. W., & Ellis, G. F. (1973). *The large scale structure of space-time*. Cambridge: Cambridge University Press.
- Howard, R. A. (1964). Dynamic Programming and Markov Processes. MIT Press.
- Howard, R. A. (2010). *http://en.wikipedia.org/wiki/Ronald\_A.\_Howard*. Retrieved May 10, 2010, from Wikipedia.
- Jackson, J. D. (1963). Classical Electrodynamics. New York: John Wiley & Sons, Inc.
- Joyce, H. (2001, March). Adam Smith and the invisible hand. +Plus magazine. Cambridge, UK.
- Kaluza, T. (1921). On the problem of unity in physics. Sitz. Preuss. Akad. Wiss., K1, 966.
- Klein, O. (1956). Generalization of Einstein's theory of gravitation considered from the point of view of quantum field theory. *Helv. Phys. Acta. Suppl., IV*, 58.
- Laves, T. (1994, February 14). Conversation on coalitions. (G. H. Thomas, Interviewer)
- Luce, R. D., & Raiffa, H. (1957). Games and Decisions. New York: Dover Publications, Inc.
- Markus, H. R., & Kitayama, S. (1991). Culture and the self: Implications for cognition, emotion and motivation. *Psychological Review*, 98(2), 224-253.
- Mas-Colell, A., Whinston, M. D., & Green, J. R. (1995). *Microeconomic Theory*. New York: Oxford University Press.
- Meadows, D. H., Meadows, D. L., Randers, J., & Behrens, W. W. (1972). *The Limits to Growth (The Club of Rome)*. New York: Signet Book.
- Mill, J. S. (1848). *Principles of political economy with some of their applications to social economy*. (W. J. Ashley, Ed.) London: Longmans, Green and Company.
- Mill, J. S. (1947). On Liberty. (A. Castell, Ed.) New York: Appleton-Century-Crofts, Inc.
- Murphy, R. E. (1965). Adaptive processes in economic systems. New York: Academic Press.
- Myerson, R. B. (1991). Game Theory: Analysis of conflict. Cambridge, MA: Harvard University Press.
- Nash, J. (1951). Non-Cooperative Games. The Annals of Mathematics, 54(2), 286-295.
- New York Times. (2011, September). *New York Times Stock Market Report*. Retrieved September 2011, from http://www.nytimes.com/
- Ordeshook, P. C. (1986). *Game Theory and political theory: an introduction*. Cambridge, UK: Cambridge University Press.
- Osborne, M. J., & Rubinstein, A. (1994). A Course in game theory. Cambridge: MIT Press.
- Pascal, B. (1670). Pensee. (W. F. Trotter, Trans.) Oregon State University.
- Phillips, D. T. (1992). Lincoln on Leadership. New York: Warner Books.
- Rabin, M. (1993). Incorporating fairness into game theory and economics. *American Economic Review*, 83, 1281-1302.
- Ramsey, F. P. (1964). Truth and Probability, 1926. In J. H. Kyberg, & H. E. Smokler (Eds.), *Studies in subjective probability* (pp. 62-92). New York: Wiley.
- Rapoport, A. (1989). Prisoner's Dilemma. In J. Eatwell, M. Milgate, & P. Newman (Eds.), *The new Palgrave: Game Theory* (pp. 199-204). New York.
- Richmond, B. (2001). An introduction to systems thinking. Hanover, NH, USA: iThink Software from High Performance Systems, Inc.
- Ryder, L. (2009). Introduction to General Relativity. Cambridge: Cambridge University Press.
- Sally, D. (1995). Conversation and cooperation in social dilemmas: a meta-analysis of experiments from 1958-1992. *Rationality and Society*, 7(1), 58-92.
- Senge, P. M. (1990). *The fifth discipline: the art and practice of the learning organization*. New York: Currency Doubleday.
- Shubik, M. (1991). Game Theory in the Social Sciences: concepts and solutions. Cambridge: MIT Press.

- Smith, A. (1776). An Inquiry into the nature of and causes of The wealth of nations. A Penn State Classics Series Publication, 2005.
- Sofroniou, M., & Knapp, R. (2008). *Advanced Numerical Differential Solving in Mathematica*. Retrieved from www.wolfram.com.
- Stanovich, K. (2004). *How to think straight about psychology* (Seventh ed.). Boston, MA: Allyn & Bacon Pearson Education, Inc.
- Steenrod, N. (1951). The topology of fibre bundles. Princeton: Princeton University Press.
- Tavani, H. T. (2011). Ethics and Technology: Ethical issues in an Age of Information and Communications (3rd ed.). John Wiley & Sons.
- Thom, R. (1975). *Structural stability and morphogenesis*. (D. H. Fowler, Trans.) Reading: The Benjamin/Cummings Publishing Company, Inc.
- Thomas, G. H. (1980). Introductory lectures on fibre bundles and topology for physicists. *Rivista del* Nuovo Cimento, 3(4), 1-119.
- Thomas, G. H. (2006). Geometry, Language and Strategy. New Jersey: World Scientific.
- Thomas, G. H., & Kane, K. (2008). Physical Decision Theory, the Prisoner's Dilemma and a New Foundation for Nash Equilibrium. *unpublished*.
- Thomas, G. H., & Kane, K. (2010). A dynamic theory of strategic decision making applied to the prisoner's dilemma. In A. A. Minai, D. Braha, & B.-Y. Yaneer (Ed.), *Unifying themes in complex* systems: Vol VI, Proceedings of the Sixth International Conference on Complex Systems (pp. 275-28?). Springer Verlag.
- Tolman, R. C. (1987). Relativity, thermodynmaics and cosmology. New York: Dover Publications, Inc.
- Tzu, S. (1988). The Art of War. (T. Cleary, Trans.) Boston: Shambala.
- Ury, W. (1993). *Getting past no: negotiating your way from confrontation to cooperation* (revised ed.). Bantam Books.
- Von Neumann, J. (1928). Zur Theorie der Gesellschaftspiele. Mathematische Annalen, 100, 295-320.
- Von Neumann, J., & Morgenstern, O. (1944). *Theory of games and economic behavior*. New York: John Wiley & Sons, Inc.
- Wald, R. M. (1984). General Relativity. Chicago: The University of Chicago Press.
- Walton, M. (1986). The Deming Management Method. New York: Putnum Publishing Group.
- Warner, F. W. (1971). Foundations of differentiable manifolds and Lie groups. Glenview, IL: Scott Foresman and Company.
- Wikipedia. (2012). Boom and Bust. Retrieved from http://en.wikipedia.org/wiki/Boom\_and\_bust
- Williams, J. D. (1966). The compleat strategyst. New York: McGraw-Hill Book Company.
- Wolfram, S. (1992). *Mathematica: a system for doing the mathematics by computer* (Second ed.). Reading, MA: Addison-Wesley.
- Zermelo, E. (1913). Uber eine Anwendung der Mengenlelhre auf die Theorie des Schachspiels. *Proceedings Fifth International Congress of Mathematics*, 2, pp. 501-504.

### 15 **Index**

0-form, 15 1-form, 15 absolute acceleration, 117, 235 absolute force, 313 absolute stress, 36 acceleration, 19, 39, 298, 300 acceleration vector, 66 accommodating, 124, 149, 290, 299 accountable, 189, 191 act. 15 act of will, 290 action, 217 active, 3, 26, 30, 307 active acceleration, 270, 295 active agents, 189, 191 active geometry acceleration, 117, 235 active metric components, 26 active strategy, 79, 90, 171 active-co-moving frame, 119 agents, 52, 54 Aggression, 299 aggressive, 124, 149 aggressively, 290 aggressor, 132 altruism, 189 Ampere's law, 19 applied, 3 applied forces, 33 *beta*, 128 blame game, 188 bond compression, 220, 221 bond compression coefficient, 143 bond compression potential, 102, 223 bond forces, 212, 314, 315 bond matrix, 222 bond shear. 101 bond shear components, 143 bond shear tensor, 224 bond strain, 101 bounce, 292 boundary difference, 176 buyers, 203 buy-in, 224, 311 capital accumulation, 292 capital loss, 292 Cauchy-Kowalewsky existence theorem, 102, 111, 222 causal, 288

causal connectivity, 210 causality, 299 causality principle, 154, 164 cause, 20 central, 116 central co-moving holonomic frame, 226 central frame stationary hypothesis, 120 central holonomic frame, 66, 96, 104, 106, 115, 118, 216 central time, 96, 104, 116, 226 centrally co-moving hypothesis, 99 centripetal acceleration, 32, 33, 55, 58, 60 certainty, 195 challenges, 311 characteristic behavior, 2 characteristic payoff, 31, 113, 116, 278, 292, 294 characteristic potential, 98, 116, 226, 232 characteristic vector potential, 98, 113, 225, 237, 242, 278 charge, 90, 124 charge gradients, 147 charge of player j, 90 circulation, 15, 19 closed loop thinking, 209 closed loops, 201, 209 Club of Rome, 208 coalition, 204 code of conduct, 4, 123, 130, 132, 185, 188, 198, 211, 218, 232, 306, 315 code of conduct strategy, 241 coercion, 204 cognition, 204 common good, 140 common good solution, 155 *common ground*, 203, 213, 225 communication compatible, 284 communication ellipsoid, 282 communication hyperboloid, 282 commutator, 62 *co-moving basis*, 63, 66, 76 co-moving coordinate basis, 45, 54, 168, 284 co-moving frame, 172, 298 co-moving orthonormal coordinate, 76 co-moving orthonormal coordinate basis, 63, 66 co-moving payoffs, 64 competition, 292

## The Dynamics of Decision Processes

competitive acceleration, 117, 235 competitive games, 198 competitive valuation force, 313 composite payoff, 221, 223, 224, 237 conductivity, 95, 96, 97, 99 conductivity model, 95, 120, 122, 225, 247 connected, 287 *connection*, 24, 142 connectivity, 207 consensus, 204 conserved. 47 conserved charge, 29 constraints, 3 consumers, 203 continuity viewpoint, 55 continuous change, 19 continuous matter, 35 contravariant vector, 24 control, 189 cooperation, 292 cooperation potential, 201, 202 cooperative acceleration, 117, 235 cooperative payoff, 236, 241 cooperative shear, 241 cooperative support force, 313 coordinate basis, 24, 55 coordinate displacement, 23 Coriolis effect, 31, 33, 55, 58, 60 Coulomb's Law, 18 covariance principle, 44 covariance., 21 covariant, 14, 23, 24, 41 covariant derivative, 23, 25 covariant vector. 25 create the future, 320 cross product, 15 curl equations, 91 current density, 17 current of player a, 95 curvature tensor, 25 Decision Analysis, 209 decision isobars, 314, 316 decision mass, 207 decision preference scale, 218 decision process mass, 127 decision process theory, 2, 3, 4, 7, 9, 14, 19, 20, 21, 25, 26, 42, 48, 51, 52, 54, 61, 69, 76, 99, 108, 123, 124, 170, 185, 209, 217, 242 decision process value, 179 decision relative preference, 218 decision vorticity, 294

dependent, 169, 190 dependent players, 99 diffeomorphism, 39 distance, 39 divergence equations, 91 dominates, 198 dual tensor, 17 dummy, 190 dynamic competition, 198 dynamic cooperation, 198 economic equivalence principle, 198, 201, 213 effect, 20 effort, 292 elastic, 46 elastic perfect fluid, 45 elasticity, 207, 292 electric field, 11, 91 electro-gravitational waves, 96 electromagnetic field, 12 electromagnetic radiation, 12 energy, 94 energy density, 93, 94 energy flow, 90 energy Flow, 79 energy-momentum stress tensor, 37 engagement, 3, 91, 217, 224, 309, 315 entitlement, 3, 217, 307, 315 entitlement payoff, 237, 239 equilibrium, 9, 205 equilibrium strategy, 10, 126 equivalent decision process, 107 exact, 26, 56, 57, 65, 67 exclusive ownership, 232 expansion tensor, 66, 67 experience, 291 extensive form, 31, 191 factions, 243 Faraday's Law, 16 field intensity, 16 finite element analysis, 106 fixed coordinate basis, 23 flows, 209 flow-*β*, 285 *flux*, 18 focus area, 156, 176, 179 focus boundary, 234 focus direction, 234, 237 focused strategy, 232 foraging, 171 forced behavior, 2 forced behaviors, 294

fractional investment, 197 frame derivative, 23 frame effects, 205 frame of reference, 41 frame rotation. 67 frame wave equation, 103 frame waves, 227 free fall, 216, 234, 235, 254, 271, 294, 299 free fall behavior, 118 freeway game, 188 game theory, 4, 77, 182 game value, 9, 10, 128, 240 gauge structure, 161 gauge transformation, 25 gauge transformation associated with player j. 27 general coordinate basis, 22 geodesic curves, 27 geometric structure, 24 givers, 124, 203, 213 glaring, 190 global connections, 208, 209 global connectivity, 205, 210 gradient, 71, 77 gradient behaviors, 72 gradient effects, 292 gravitomagnetism, 60 gravity waves, 175, 296 greed, 299 greedy, 124, 149, 290, 299 harmonic, 96 harmonic coordinates, 58, 59, 65, 177 harmonic gauge, 58, 65, 116, 227 harmonic gauge condition, 59 harmonic polynomials, 105, 107, 114 harmonic power series approximation, 254, 271 harmonic steady-state wave, 294, 299 harmonic steady-state waves, 2, 314 harmonic stready-state waves, 295 harmonics, 106 hidden, 26, 57 hidden-in-plain-sight, 314, 315 holonomic, 54, 55, 67 holonomic co-moving coordinate basis, 54 holonomic constraints. 7 holonomic coordinate basis, 21 humanity, 186 impending event, 95 inactive, 3, 26, 30, 307 inactive dimensions, 26

inactive metric components, 26 inactive player, 181 inactive strategy, 80, 90, 171 incomplete games, 124 independent players. 62 indifference surface, 100 individual player, 232 inertia, 124, 139, 205, 213, 299 inertial. 33, 67 inertial acceleration, 139 inertial behaviors. 33 inertial cohesion, 34, 35, 37 inertial force, 33, 35 inertial forces, 33, 42 inertial frame, 33 inertial frame of reference, 20 *inertial media*, 33, 34, 37, 38, 39 inertial potential, 140 institutional player, 232 institutional players, 239 integral curves, 97 intensive form, 31, 191 interactive decision theory, 183 inter-dependence, 189 interest flow, 29, 206, 213 interest flow density, 201 interest flows, 203, 213 *internal group*, 62 internal payoff, 128, 197 internal payoffs, 243 internal preference, 197 internal symmetry, 54 *invisible hand*, 139, 163, 185 irreducible decision process, 169 isometry, 26, 54, 62, 146, 227 just decision process, 132 just solution, 132 killing field, 189 Killing vector, 80 known behaviors, 4, 133, 198, 211, 212, 214, 219 Lagrangian, 8 law of competition, 201, 213 law of cooperation, 202, 206, 213 law of opportunity, 161, 205, 213 *Lie product*, 56, 62 line element, 26 line integral, 22 linear programming, 199 linear transformation, 197 locality, 3, 19, 286

# The Dynamics of Decision Processes

locally flat, 23 locked behavior, 229, 241, 260, 291 locked behaviors, 260 Lorentz metric, 40 magnetic field, 91 magnetic flux, 17 mass, 6 mathematical stability, 123 matter, 34 measure, 20 measure independence, 20, 23 me-conversation, 188 *mesh*, 254 metric, 20, 41, 146 Minkowski metric, 21 *mixed strategy*, 5, 192, 213 morphogenesis, 286 morphogenic, 287 Morphogenic, 299 morphogenic changes, 291 move. 5 moves, 191 mutual player support, 313 Mutual player support, 315 mutual player support potentials, 312 mutual support potential, 313 narrative, 205, 292, 297 Nash equilibrium, 10 Nash solution, 140, 155 natural taxonomy, 169 natural units, 49, 168 negotiation field, 29 negotiation fields, 18 negotiation flux, 18 negotiation plane, 18 negotiation plane normal, 18 negotiation strategies, 18 network compression, 292 network connectivity, 291, 299 neutral, 236 neutral decision process, 236 neutrality principle, 291 n-forms, 16 no strategic bias, 236, 243 non-dependent player, 99 non-inertial, 33 non-inertial forces, 33 non-inertial frame, 33 non-zero sum game, 126 normal form, 3, 4, 9, 125, 168 normal frame, 216

normal time, 284 normal-form coordinate basis, 26, 54, 56, 57, 58, 284 normal-form holonomic basis, 219 normality, 3 *now-\*β*, 284 now-B, 284 null hypothesis, 193 numerical method of lines, 105, 161, 211, 231, 252 observed player payoff, 236, 239 observed player strategy bias, 235, 240, 280 observer players, 211 observer-agents, 191 observers, 190, 211 opportunity, 206, 207, 213, 292 opportunity cost, 206 opportunity potential, 205 opportunity utility, 207 orientation flux field, 25, 30, 42, 43, 216 orientation flux fields, 93 orientation potential, 23 orthogonal time, 284 orthonormal co-moving coordinate basis, 54 orthonormal coordinate basis, 24 ownership model, 100, 120, 122, 225 parallel translation, 22, 25 passion, 100, 224 passively, 290 payoff direction, 200 payoff field, 27 payoff potentials, 26 payoffs, 9 perfect fluid, 94 persistency, 3, 26, 55, 77, 89 persistent, 29, 56, 62 persistent behavior, 54 persistent behaviors, 4 phase transitions, 291 phasors, 2, 40, 61, 76, 96, 106, 216 physical decision theory, 3 play, 5, 192 player, 89, 90 player aggression, 270 player current, 90, 113, 220 player decision value, 236 player effort, 218 player engagement, 235, 237 player entitlement, 235, 236 player fixed frame model, 54, 67, 69, 76, 78, 79, 89, 216

player impact, 225, 226, 311 player interest, 224, 240, 261, 311, 315 player interest flow, 101, 124, 170, 201, 202, 204, 205, 220 player ownership, 100 player ownership potential, 100 player ownership rule, 99 player passion, 99, 240, 312, 315 player payoff, 224 player payoff vector, 223 player potential, 80 player potential vector fields, 90 player preference scale, 130, 218 player relative preference, 130, 218 player scale, 132 player self-support, 313 player stakes, 127 players, 5, 52, 54, 211 polarization, 291 political commentary game, 188 prefer, 197 preference, 195, 217 pressure, 45, 93, 94 pressure gradients, 292 principle of least action, 33, 34, 52 principle of possible change, 155, 165 producers, 203 productivity factor, 15, 18 proper active strategy, 90 proper charge, 69, 80, 90 proper inactive strategy, 90 proper relative player effort, 134 proper time, 97, 133, 219 proper time coordinate, 67, 69 proper-active, 67 **Proper-active strategy**, 79 proper-inactive, 68 proper-player, 86 public-interest, 139, 185, 189 pure strategies, 5, 191 pure strategy, 191 purely resource driven processes, 219 purely skill driven processes, 218 quantum of action, 49 quasi-stationary, 95 quasi-stationary harmonics, 105 quasi-stationary hypothesis, 96, 99, 101, 229 rational behavior, 195 reduced bond shear potential, 164 reduced pressure tensor, 101 relative player effort, 132, 242

relative stress, 35 resilience, 95, 173, 207 resiliency, 138 rigid bodies, 37 risk. 195 rotating frames, 22 rules of the game, 307 scalar field, 21, 22, 24 scale invariant, 242 scaled payoff, 17 self. 170, 189 self-interest, 139, 185, 189 self-love, 186 sellers, 203 signal, 20 single active strategy, 107 solipsistic, 242 space dimension, 59, 67 spacelike, 64 spaceline, 165 speed, 39 spin, 92 staff-seconds, 15 staff-years, 15 standard of behavior, 188, 194 static, 95 stationary, 95 stationary behaviors, 199 stationary flow, 2 stationary orthonormal coordinate basis, 120 stationary orthonormal frame, 96 stationary solution, 198 steady-state flow, 2 still point, 219, 234, 235, 254, 293 Still point, 299 stocks, 209 Stokes' Law, 16 strain. 92, 142 strains, 139 strategic boundary, 15, 19 strategic clustering, 241 strategic decomposition, 169 strategic form, 191 strategic occupation, 33 strategic opinion, 218 strategic surface, 15, 17 strategic viscosity, 101 strategic volume, 15 strategy contours, 316 streamline proper time scalar field, 97 streamline solutions, 97, 107

streamlines, 154 stress, 142 stress tensor, 93, 94 stress tensor components, 45 strictly determined, 192, 198 structural coupling, 95 structural stability, 123, 139, 286, 304 structure constants, 23 subsidy-seeking, 187 successful decision structures, 292, 299 symmetric decision process, 132, 169 symmetric normal-form coordinate basis, 133, 219 symmetry, 47 system response harmonics, 217 takers, 124, 203, 213 temptation to default, 187 tensor field, 22, 25 three W's, 292 tidal, 92 tidal bond, 92 tidal charge gradient, 92, 93 tidal force, 81 tidal magnetic, 92, 93 tidal shear, 101 time evolution equations, 91 timelike, 64 timeline, 165

torsion free, 20, 23 total player effort, 132, 242 total player preference, 237 tragedy of the commons, 31, 187 transient frame waves, 175 true players, 211 uncertainty, 195 uncoupled, 134 utilitarian solution, 132 utility, 15, 194, 292 utility current, 19 utility flow, 17 valuation field, 28 valuation fields, 18 variability, 3, 26 vector field, 22, 24 velocity, 39 vortex, 11, 28 vortex-inducing, 3 vorticity, 28, 33, 54, 67, 77, 99, 108, 139 vorticity behaviors, 72, 108 vorticity tensor, 66, 79 wave equation, 65 wedge product, 15, 23 work, 7 worldview, 124, 170 zero-sum game, 244 zero-sum games, 10, 126