

INTELLIGENT DESIGN & INDUSTRIAL LOGIC

Attitudes in Engineering, Architecture, Design &
Strategy [Objectivity + Subjectivity]

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Strategy [Objectivity + Subjectivity]

STEX Advanced Design Bureau



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THE Architect at STEX can be reached at Sourav.stex@yahoo.com/Commercial@stexinternational.com for any Freelance Consulting Needs, Intellectual Property Licensing or Project Collaboration Efforts.

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Intelligent Design & Industrial Design - General Introduction

This technology book is targeted at Technology Architects and Engineers who are interested in

- Intelligent design Object Paradigm of systems [not OOPS]
- Brand New Paradigm - Advanced Systems Engineering & Design
- Industrial Fractal Engineering
- Industrial Patterns & Practices
- Matrix Methods and Reduced Instruction Set Thinking
- Industrial Enterprise Architecture
- Automated Systematic Innovation
- Concept of Spatial Projections through technology
- Information Grid project & Geo Spatial Search
- Industrial Logic & Industrial Design - Machine Usecase Factorization/Learning Training/PassportSolutions/(Alternative) Turbine Design
- Software automation & Transactional Systems Design
- Artificial Intelligence/Machine Intelligence
- Industrial Domain Segregation/Listings for planet Earth
- Economics|Money Market|Stock Market - Principles/Complexity Analysis/Lateral Angle View Points
- Advanced Enterprise Finance and Cash Flows Systems
- Selected advanced Technology projects
- Decoding the matrix that we live in (The Film Matrix - Have you stood and stared at it, marvelled at it's beauty, it's genius?")

Title of New Revised Version (Version 2) : INTELLIGENT DESIGN & INDUSTRIAL LOGIC
(New Book Version 2) Date of Revision & Print: Estimated 30 September 2015
Total Pages in the NEW Book:155

Old Title of Book (Version 1): Intelligent Design Techniques To Build a smarter Planet.
Total Pages: Approx 95,
Date of Print: 24 June 2014

Though the book is intended for a technical audience, a general audience may be in a position to appreciate STEX Advanced Design Bureau's point of views and directions of guidance. The book being an Original Author book, is brief, to the point and has Hand drawn Diagrams as Illustrations. If you are Looking for a Industry/Industry Logic Workout Book with Brief Explanations & Original Logic Work (a Life Book) - This book is for you. If you are looking for impeccable linguistics & Beautiful Diagrams & Elaborate Explanations, this book may not fit into, that bracket.

Note: This Book/Manual Involves a Deep Focused Workout for the mind. (You may call it an Industrial Exercise)

The Book has served a second Purpose to STEX. Some of the technology Sets and Paradigms Invented by STEX ADVANCED DESIGN BUREAU are completely brand new in the FIELD of Software Technology & Industrial Engineering/Industrial Logic & Technology Design. Patent Filing and grants usually takes a long period to be validated therefore STEX has enumerated and Illustrated the New Technologies in the Book so as to Protect, It's Intellectual Property Rights.

More over New Technology Paradigms are too wide in spectrum to protect through patents, therefore The book serves the purpose of IP protection, IP Evangelism and IP Distribution. Most of the Technology IP assets are available for Industry Licensing.

Chapter 1

The world is a complex space



An analysis of this world quickly reveals the inherent complexities that constitute this real world. The real world is a world created by the accomplishments of humans through the knowledge and experiences gained through scientific thinking and socio-cultural behavior. Our observations however are strictly from an industrial & enterprise perspective and it involves a system's thinking methodology in analysis of this world. The reason why a system's thinking approach is the best qualified approach is because it uni-dimensionally connects and converges disparate or heterogeneous styles of scientific thinking.

By heterogeneous styles of thinking, we mean to suggest the division of information and knowledge into subdivisions of science and engineering for the convenience of comprehension and specializations.

A system's analysis of the world reveals complexities arising from three critical constituents of the enterprise ecosystem:

1. People
2. Work
3. Knowledge and information.

Let's first discuss the **people's** end of the spectrum. People natively belong to different nations and cultures. They speak a wide variety of languages to communicate.

While we affirm this statement as a fact, it is important to understand how humans developed cognitive faculties over an evolutionary period of time. The human mind uses external symbolic storage and representation as a foundation to language and communication. Once humans had a modern language faculty, they had the potential to apply themselves in building a material culture.

You may understand that symbolic representation's interpretation in the form of a language meant drawing on a lexicon of sounds that we call words and each word standing for a significant idea. The critically important thing about language is that the sentence has more meaning than the sum of the meanings of the words of which it is composed. Words operate more significantly in relation to their individual signified meanings, and there are different ways, grammar and syntax among them which forms the complex web of symbolic relations and eventually, interpretations.

This makes languages a very complex medium of communication. In today's world, the language faculties have been extended to new functional skill sets and specializations, from the industry and enterprise point of view.

Now let's discuss the work end of the spectrum where work tasks range from low skilled mundane tasks to extremely specialized industrial tasks.

Work from an industries perspective is classified into a multitude of domains viz., software, aviation, petroleum, engineering, chemicals etc. Each of these domains requires its own level of specializations and skill sets. This makes it virtually impossible for the human mind to think holistically ignoring the specializations.

Therefore, the word specialist reflects a very narrow context of domain. Naturally, this gives an impression to the human mind that the whole world around, consisting of disparate domains is actually a very complex space.

Now let's discuss the knowledge and information end of the spectrum. Knowledge as we understand is structured information about learning and inferences gathered from scientific experiments. As in the work spectrum, knowledge exists in a multitude of subjects and specializations.

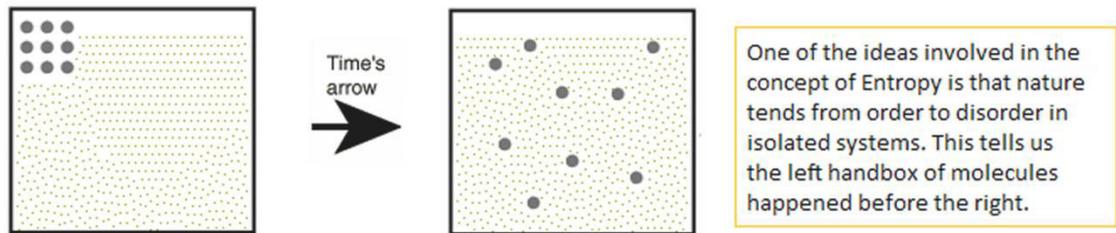
It is because of these inherent complexities of the world space that we use systems engineering technique to systematically simplify perspectives and impressions of the world.

Before we move further, we would like to introduce a scientific term called entropy which theoretically defines a degree of randomness or the disorderliness of a system. This sets us into thinking in terms of real world forces that either add to the disorderliness or tackle disorderliness.

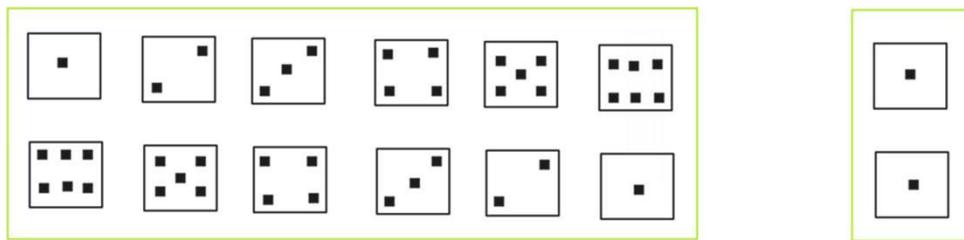
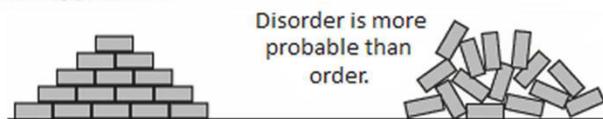
The forces that add to disorderliness can be called as decay forces. Similarly, the forces that fight disorder are called evolutionary forces. E.g. Fragmentation of nation states into smaller territories or emergence of a wide variety of language dialects can be considered as decay forces. Similarly, new inventions, discoveries, information systems and formation of larger nation states like the Eurozone can be considered as evolutionary forces.

A more precise way to characterize entropy is to say that it is a measure of multiplicity associated with the state of objects and also a test of complexity.

The concept of Entropy - natural disorderness



If you tossed bricks off a truck, which kind of pile of bricks would you more likely produce?



when “throwing dice”, throwing a seven is more probable than throwing a two because seven can be produced in six different ways and there is only one way to produce a two. So, we could say seven represents a higher disorder or higher entropy.

If a given state can be accomplished in many ways, it is more probable than one which can be accomplished in only a few ways. E.g. when “throwing dice”, throwing a seven is more probable than throwing a two because seven can be produced in six different ways and there is only one way to produce a two. So, we could say seven represents a higher disorder or higher entropy.

Comparing this to the tasks we do at work, some tasks are more disordered because they can be accomplished in many alternative ways.

Why are we discussing this complex world space?

STEX Advanced Design Bureau has been set up to necessarily lay the foundation for a new beginning, wherein the complex world space as discussed can be systematically simplified to allow a simpler and clearer comprehension of the world, in turn instigating forces that are evolutionary in nature, leading to the creation of a smarter world.

The evolutionary forces that we’ve been discussing can be summed up by a simple word “change” – change in thought, action and existence. Physics students may interpret this word in the form of differentiation in world space with respect to change in time.

The objective statement of purpose in the STEX Advanced Design Bureau vision document states, “it intends to solve equations of changing times.”

The word change is scientifically called a fluctuation function that occurs before a sea change is observed in the entire world space. In retrospect, consider the time before computers were invented and consider the time today. Consider a fluctuation function like the advent of internet or the world after the invention of search engines.

The reason why we reiterate these change functions is to inculcate patterns of historical consciousness in human mind. Collective memory only simplifies, sees events from a committed perspective and is impatient with ambiguities of any kind. It reduces events to mythic archetypes.

In contrast, historical consciousness by nature focuses on the historicity of events that took place then and not now, that they grew out of circumstances different from those that are now. Memory by contrast has no sense of passage of time. It denies the pastness of its objects and insists on their continuing presence. It is this behavior of the mind that disregards the significance of these change functions that occur over long periods of time.

Historical consciousness helps keep in perspective change functions over a discourse of time and aids in a prepared adaptation to change and gives every significant change a momentous recognition.

Chapter 2

Factorizing complexity by learning to observe



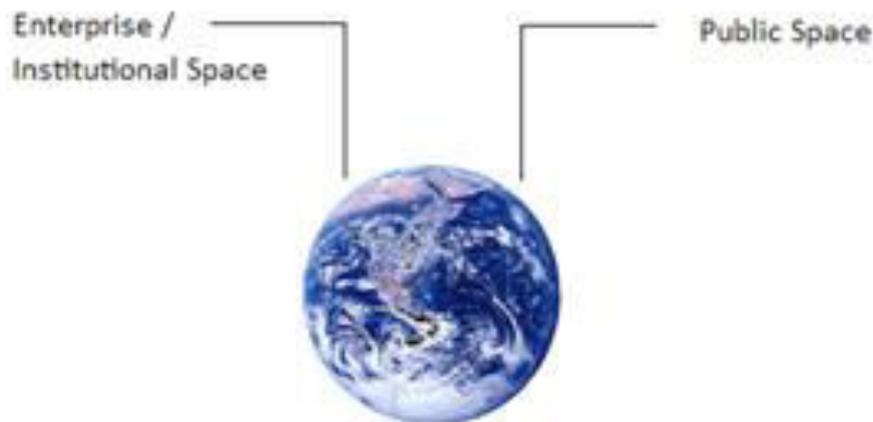
As the chapter name suggests, the goal of this chapter is to factorize the complexity that was discussed in the previous chapter. We used observation as recourse to the factorizing process.

Observation is an activity of assimilation/recording of data through human senses or scientific instruments. Scientific method requires observations of nature to formulate and test a hypothesis.

We also use the process of visualization or a visual paradigm to convey an inference. In this context, our observations would be visually represented using varieties of matrices.

By first observations the world can be divided into two spaces:

1. The enterprise/institutional space
2. The public space.



Enterprise space is the space occupied by individuals carrying out industrial or work activity e.g. factory.

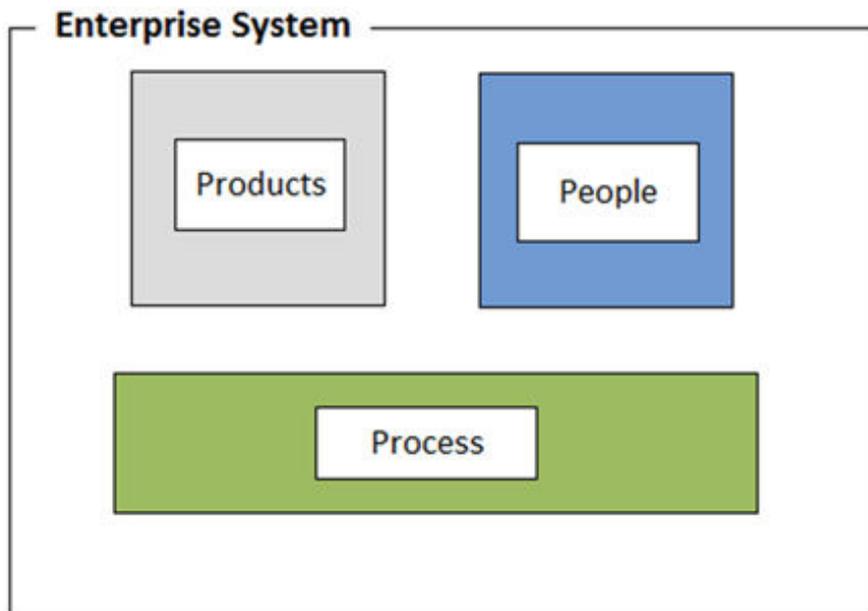
Public space is the space occupied by an individual with respect to his private or personal living space e.g. home.

Our second step to factorizing complexity involves the classification of the enterprise space and the public space into minor entities which we define as factors.

The enterprise space is factorized into the following factors:

1. People - people who work in enterprise/ institution
2. Product/service – products built by enterprises/ services offered by enterprises
3. Process – the methodology of carrying out any particular activity.

Enterprise System Constituent Entities



Public space is again factorized into:

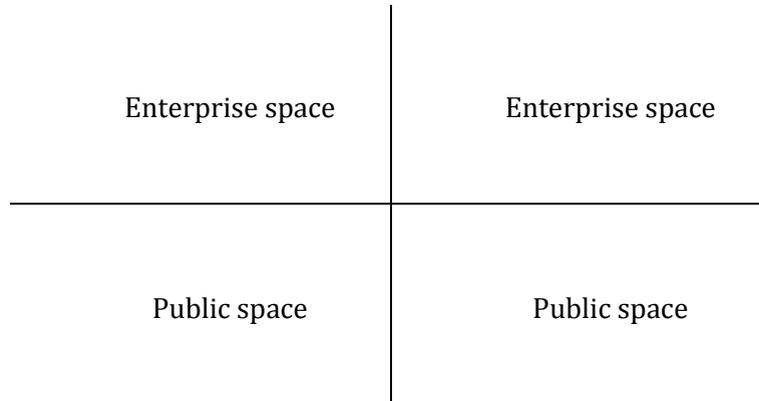
1. People – people in the private/personal living space
2. Process – the process by which people receive information about products/services
3. Products – products that people purchase.

Further, enterprises are of three types:

1. Product/ OEM enterprises
2. Service enterprises
3. Distributor/Trade enterprises.

After our first level of factorization, we're now in a position to draw out the first matrix called the world matrix. The world matrix shows the possible interactions or transactions between the two spaces, the enterprise space and the public space.

World Matrix:



The inference from the world matrix is that the transactions that occur in the world space can be classified into:

1. Enterprise – Enterprise transactions
2. Enterprise – Public transactions
3. Public – Enterprise transactions
4. Public – Public transactions.

In our next step to factorizing complexity, we draw out another matrix called the transaction matrix. Transactions can be of many types as described below:

Transaction Matrix (Involving People, Processes and Products)

	Products/Service	People	Process
Enterprise to Enterprise	Buy and sell, Distribute.	Support, Knowledge transfer.	General communication channels.
Enterprise to Public	Buy and sell.	Hire and fire.	Advertising/Media/ other channels.
Public to Enterprise	Buy and sell.	X	General communication channels.
Public to Public	Buy and sell, exchange	Communicate, socialize, inform.	In person, socializing forums.

The Transaction matrix describes the possible types of transactions that may occur between the entities of Enterprise and Public spaces.

1. **Enterprise to Enterprise [PRODUCTS/SERVICES]:** This describes the Products/Services that may be bought and sold between enterprises.
2. **Enterprise to Public [PRODUCTS/SERVICES]:** This describes product buy and sell transactions between the enterprise space and the public space.
3. **Similarly, Enterprise to Public [PEOPLE]:** This describes the transactions between the enterprise space and public space wherein people are hired for jobs or fired from jobs
4. **Public to Public space [PROCESS]:** This describes transactions between people through socializing platforms and channels.
5. **Public to Public [PRODUCTS]:** This describes transactions where there is a purchase, sale or exchange of products or services between people.

The other transaction types are self explanatory.

Analysis of the transaction matrix reveals the following examples of companies, individuals and their activities in the world space:

1. Enterprise to Enterprise [PRODUCTS/SERVICES] - product for use by other enterprises
 - a) E.g. IBM – servers for datacenters and enterprises.
 - b) GE – Aircraft engines for OEMs like Boeing/Airbus.
 - c) CISCO – Networking equipment for enterprises.
2. Enterprise to Public [PRODUCTS/SERVICES] –products for use by people
 - a) Microsoft – Windows operating systems.
 - b) Apple – Ipods, Iphones, Ipad.
 - c) Sony – Laptops, Video cameras.
3. Public to Enterprise [PRODUCTS/SERVICES]
 - a) Specialized consultancy services.
 - b) Art offerings.
4. Public to Public[PRODUCTS/SERVICES]
 - a) Houses, cars - sale and exchange.
5. Enterprise to Enterprise [PEOPLE]
 - a) Technical Support.
 - b) Knowledge transfer.
6. Enterprise to Public [PEOPLE]

- a) Hire People.
 - b) Fire People.
7. Public to Enterprise [PEOPLE]
 - a) Not applicable.
 8. Public to Public [PEOPLE]
 - a) Communicate
 - b) Socialize
 - c) Inform
 9. Enterprise to Enterprise [PROCESS]
 - a) Direct communication channels.
 - b) Advertising.
 10. Enterprise to Public [PROCESS]
 - a) Advertising
 - b) Media, other channels.
 11. Public to Enterprise [PROCESS]
 - a) Direct communication channels.
 12. Public to Public [PROCESS]
 - a) In person – word of mouth.
 - b) Socializing forums.

We now introduce you to a term called “Circle of influence”. It is the area or region in which each of the transactions described above have a valid scope.

For example, Sony sells laptops to the entire world. Therefore, its circle of influence is total world. Similarly, companies may be region specific or nation specific. In that case, their circle of influence would be regional or national.

We’ve now learned how a simplified world looks through the world matrix and the transaction matrix. However, let’s not forget this simplification is only a first step. We’re yet to deal with the inherent complexities associated with each of the entities of the world matrix or the transaction matrix viz., [Enterprise systems, Public systems, People, Products, Processes].

Let’s quickly run an exercise to observe each of the entities described above, from a complexity perspective.

[People] – Belong to an array of nationalities, are native speakers of different languages, follow different cultural habits and must still co-exist in the globalised world.

[Enterprise Systems] – Exist as multi sized enterprises in a variety of domains. Enterprises exist as protected, public or private enterprises and each having its own level of innovations and specializations.

[Products] – Product constructs range from mildly complex to extremely complex systems. They range from a pen or a chair to highly complex systems like gas turbine engines, operating systems, nuclear power plants, aircrafts and naval ships. It may be wise to remember that each of these complex products or systems go through decades of iterative cycles of development in the evolutionary cycle.

[Processes] – Processes exist in the enterprise domain as domain specific processes or general enterprise processes. In the people's space, these processes exist as a learning process or a process by which an individual gains awareness about a particular product or service through a media method.

[Public Systems] – Consist of heterogeneous spread of public spaces into urban and semi-urban regions. It also consists of different regions having various degrees of public infrastructure and information system infrastructures. It also consists of differential educational systems imparting knowledge and skill for a significant contribution in the enterprise space. It also consists of government systems structured in a variety of ways. E.g. Center controlled or state controlled system. Public systems also consist of a variety of heterogeneous markets.

Chapter 3

Thinking objects & systems



As with our previous chapters, we begin our understanding with an exercise in observation. An observation of the world space reveals that the world around us can be classified into two:

1. Objects
2. Systems.

Observed from a distance, a pen is an object, a calculator is an object and a car is an object. Usually objects can be classified as simple or complex. Simple objects are self explanatory. Complex objects however involve interdependence of other simpler objects forming an integrated whole. Such complex objects are also called systems.

For example, a car is a complex object, but is also referred to as a system. The car's engine is itself a complex object and therefore is called an engine's system. Although computer science teaches us car is an object of the car class, from a system's engineering perspective, the car can behave as an object as well as a system. This is called polymorphicity of objects and systems. Thus the world has many such complex systems viz., an Airplane, a Ship or an industrial enterprise etc.

All complex systems have interactions of object entities as mentioned earlier. Therefore a system can be defined as a function as follows:

System = function of (internal objects, processes)

If we define an engine system, it has many internal objects like cylinders, sparkplugs, pistons etc., all working in a sequence of steps that is called a process.

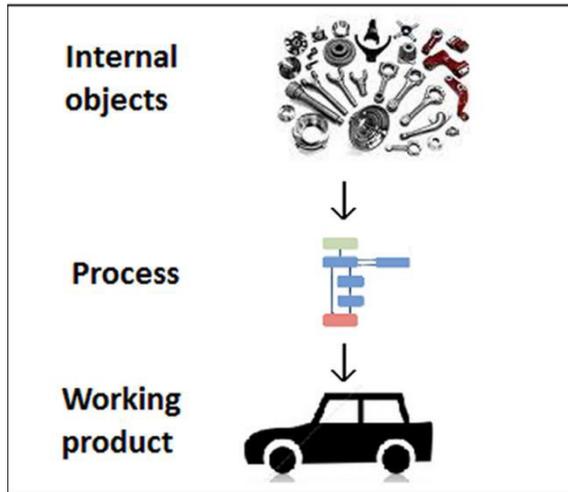
Similarly, in the world of computer science, internal entities work in a sequence of steps to complete a specified process or task.

This principle of systems can be extended to a variety of complex systems.

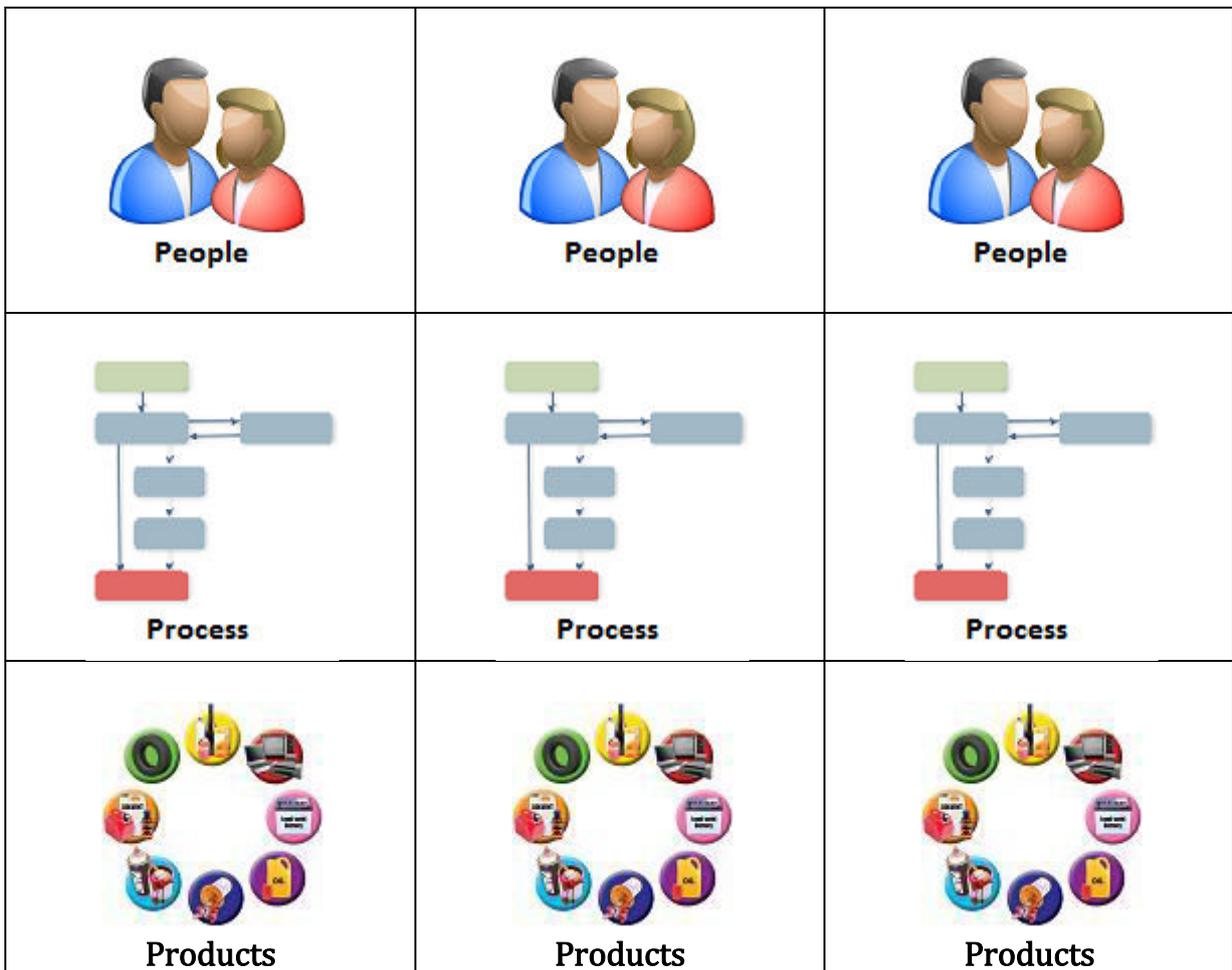
When we extend the system from a machine system to an enterprise system, another additional parameter is added to the function i.e. people. Therefore,

Enterprise System = function of (people, objects[products], processes)

In an enterprise system, people use processes to use products or to develop products.



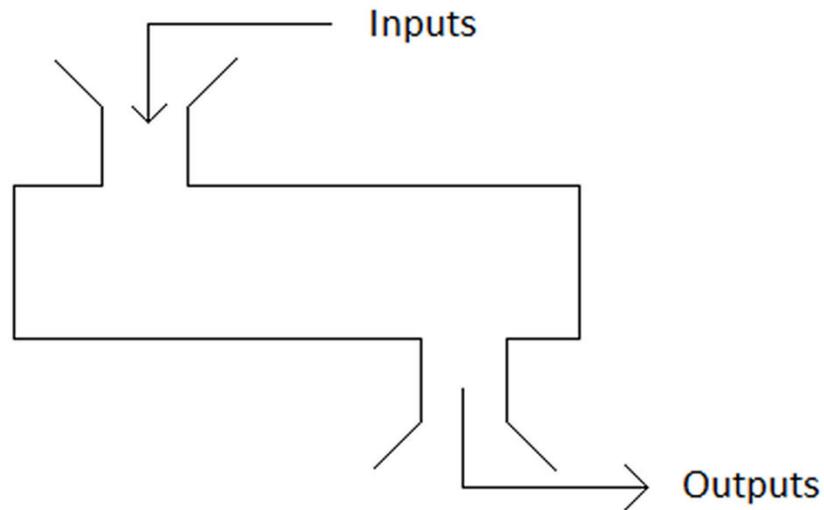
Machine System < Internal Objects, Process >



Enterprise System <People, Process, Products>

For example, in an enterprise system, people use the software development process to develop a software product or people use auto components to produce an automotive engine in a factory.

We're nearly halfway down being declared as systems engineer but we're not there yet. Lets study a few working systems to decide a scientific purpose or a design goal of a system.



Every system normally has an input and an output function. The input and output functions depend on the design goal of the system. This implies every functional system belongs to a specific domain and the input and Output depend on the domain.

	Input	Output
Aviation enterprise system	Assembly of Aviation components	Aircraft
Automotive enterprise system	Assembly of Auto components	Car
Petroleum refinery system	Crude oil, refining process	Fuels (petrol, diesel etc.)
Computer mfg system	Electronic components assembly	Computer

Every system has a process and these processes can be classified as:

1. Specialized Processes
2. Generic Processes.

Specialized processes are those processes that are specific to a particular domain, for example, automotive firms have a specialized process for the manufacture of cars. Petroleum refinery has a specialized process for refining crude oil into fuel.

Generic processes are those processes which are common to every kind of industry for example, marketing, sales, human resources (HR) etc.

Science and engineering foundations teach us to build the most efficient systems. In other words, every system has a primary design goal to be able to extract maximum useful work from the system and therefore, act as an efficient system.

We're now in a position to freely use the term enterprise engineering. Enterprise engineering is a discipline of systems engineering in that it applies the knowledge and methods of systems engineering to the system and architecture of enterprises. Its core purpose is to increase the value of:

1. People
2. Processes and
3. Products.

Our goals henceforth would be to:

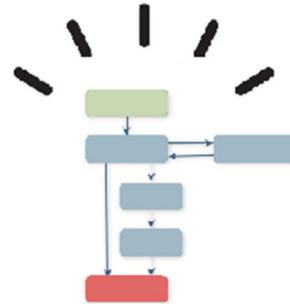
1. Build a smarter world by making or building smarter processes.
2. Making people smarter
 - a) The way they learn, think, work.
 - b) The way they communicate.
1. Making smarter products or services.

Enterprise Engineering

Smarter People



Smarter Processes



Smarter Products



We've already learned how complex the people, process and the product ends of the spectrum are. So, let's work our way through.

Chapter 4

The Eight Steps to Brilliance



Before we move ahead, we need a ground up course in a function oriented thought. We presume you understand the definition of the term 'function'.

For example,

Function Draw Circle (Radius r) – is a function that draws a circle with input parameter 'r'.

Similarly, function Eat (Item I and Weight X gms) – is a function that represents the process of consuming a particular food 'I' in quantity 'X'gms.

Similarly, a function Work (Task T , Hours H) – is a function that represents a process of doing H hours of Task T .

From these functions, we infer that any activity or task performed by a machine or a human can be represented in a function oriented terminology. You may also infer that this terminology is a departure from the usual language constructs used by humans. It is this deviation in the thought process that differentiates a normal world from a programmed world.

Software professionals and scientific personnel may be aware or acquainted with this style of thought process. Those professionals who are in the software field may further recognize a variety of styles of programmed thinking or functional thinking in the form of a variety of programming languages that are available as an option today.

The programming languages differ from each other on a scale whose one end represents a verbose style and the other end represents a purely functional style.

Example - Visual Basic is a language that's closer to the verbose end of the scale while the programming language C# is closer to the functional style of the scale.

This re-orientation in cognitive faculty is the first step into building smarter people. We can infer that people who have a background in functional thinking are better suited to be professional programmers.

The functional style of thinking actually disregards fluency in natural languages or traditional symbolic representation of language. It is with this assumption that the measurement of intellectual capacity differs from traditional methods of intellectual capacity measurement whose basis has a very strong traditional language orientation.

Having learnt basic theory of function oriented thinking, we move ahead to learn about a proprietary set of functions introduced by STEX Advanced Design Bureau. This set of functions is called the TEFS [T-Enterprise Free-Scaling Smart] Functions or the INTELLIGENT DESIGN function set. This function set has two representations:

1. Simple
2. Complex (Recursive)

Let us first define the simple function set and understand the meaning of each individual function.

1. **Execution Function** - The process of doing any task or activity. In the context of software development process, execution would mean programming. In the context of automotive industry execution would imply the process of manufacturing or assembling auto components to build a car or automobile.
2. **Design/Structural function** - The process of creating a blue print or a template using creativity, innovation, engineering and science.
In the context of automobile industry, it would mean creating a template or design blue print of a car or an automobile. In a software context, it would mean architecting an application based on design theory or structural engineering theory. The same principle may be extended to other domains like architecture of a building.
3. **Data/Storage functions** – This function represents the process of storage in a physical world or storage of data in the digital world. In the context of an automotive industry, storage would imply storage of inventory, materials etc. In a digital context like software, information would be represented as data.
4. **Risk function** - The process of assessing risk or mitigating risk in any domain. In the software context, this would mean security functions in a software application or in the context of automotive industry, it would mean safety features and characteristics incorporated into manufacturing of a car or automobile.
5. **Optimization function** – This is the process of completing a task in the most efficient way. In the software context, it would imply optimization algorithms. In automobiles context, it could mean fuel efficient way of running an automobile engine. From a logistics & transportation point of view, it could mean shortest route delivery channels.
6. **Enabler function** – This is a pre-requisite process or task required to complete the succeeding task. In the software context, it could mean a pre-requisite framework like the .NET framework for the running of an application. In a computer hardware context, an electrical power supply is an enabler for the hardware machine. In the automobile context, the robotics, welding machines and hoists are classified as enablers to the Manufacturing process.
7. **Rules and Boundary Condition Functions** – As the name implies, it is the set of rules or principles which govern the working of any process or system. In the software context, it would imply the business logic and rules of a software application. In the automotive context, the rules would imply the principles of Otto cycle in the functioning of an engine or the physics rules of vehicle stability.
The boundary conditions imply the maximum permissible values of variables of a system or process. E.g. In the automobile context, it could mean the maximum weight of the vehicle or the maximum dimensions of the vehicle or its maximum speed. In a software application context, it

could mean maximum number of users who are permitted to use the application or maximum speed of data flow.

8. **Exception Functions** – These functions represent an unusual occurrence or exceptional event occurring in a process or a system.

We have now completed the description of the simple form TEFS functions or the INTELLIGENT DESIGN functions. Our focus now shifts to what these function sets can be used for in different domains and systems.

We understand we are in a pursuit to make the people, processes, products and the system on the whole a smarter space. This function set has the power to intelligently define products, people, processes and the system as a whole.

Before we move ahead, describing the complex form of the intelligent design function set, we would study the applications of the simple function set in a variety of domains.

Automotive Engine System:

Execution – The continuous running of the engine.

Storage – The storage of fuel during fuel injection.

Structure – The forged framework of the engine where the pistons move up and down in the cylinder generating power.

Risk – Gaskets, bushings, washers to disallow the spillage of oils, hydraulics, fuels etc., or engine cooling system.

Optimization – Optimized fuel/air ratio, optimized sequential process of sparkler timing.

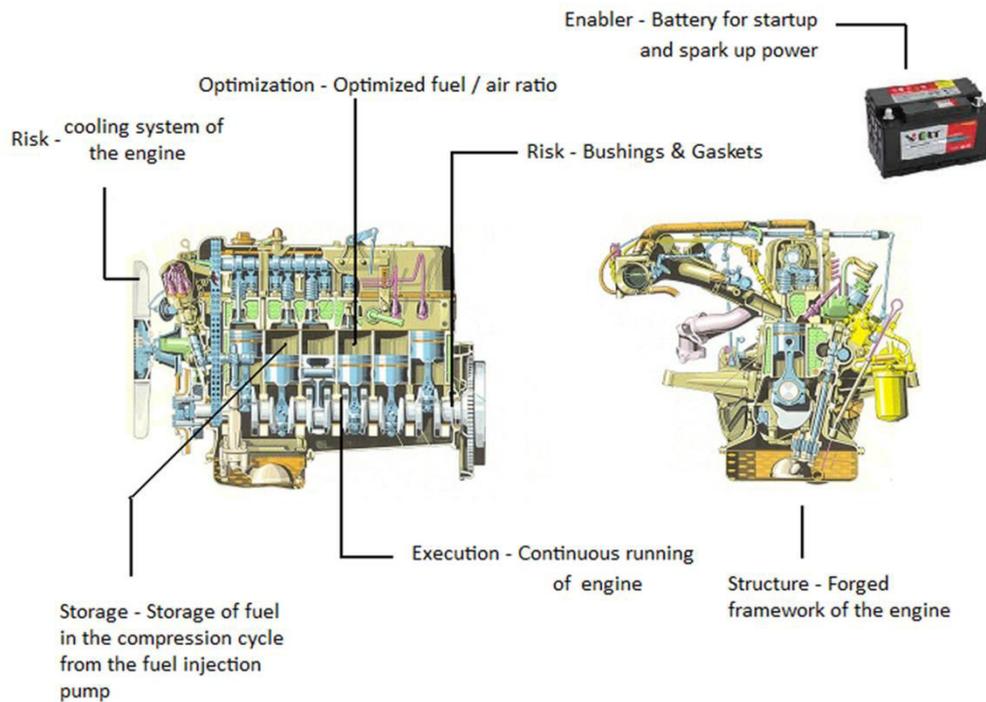
Enabler – Battery power to allow spark up or start up power.

Rules/Boundary conditions – Otto cycle principle/process of combustion using programmable processors. Boundary condition implies engine capacity of 1.2Ltr or 1.4Ltr.

Exceptions – Exceptional heat or temperature rise in the engine or exceptional fuel consumption.

The functions and the examples that we have described above are for a sample purpose only. A real engine function set would contain far more functions.

Automobile Engine System



Computer Hardware Systems:

Execution - Operation of the computer processor for computation and calculation.

Design /Structure - The structure is represented by the cabinet or the outer casing.

Data/Storage - Storage of data is in the hard disk or in the memory, in the physical computer system

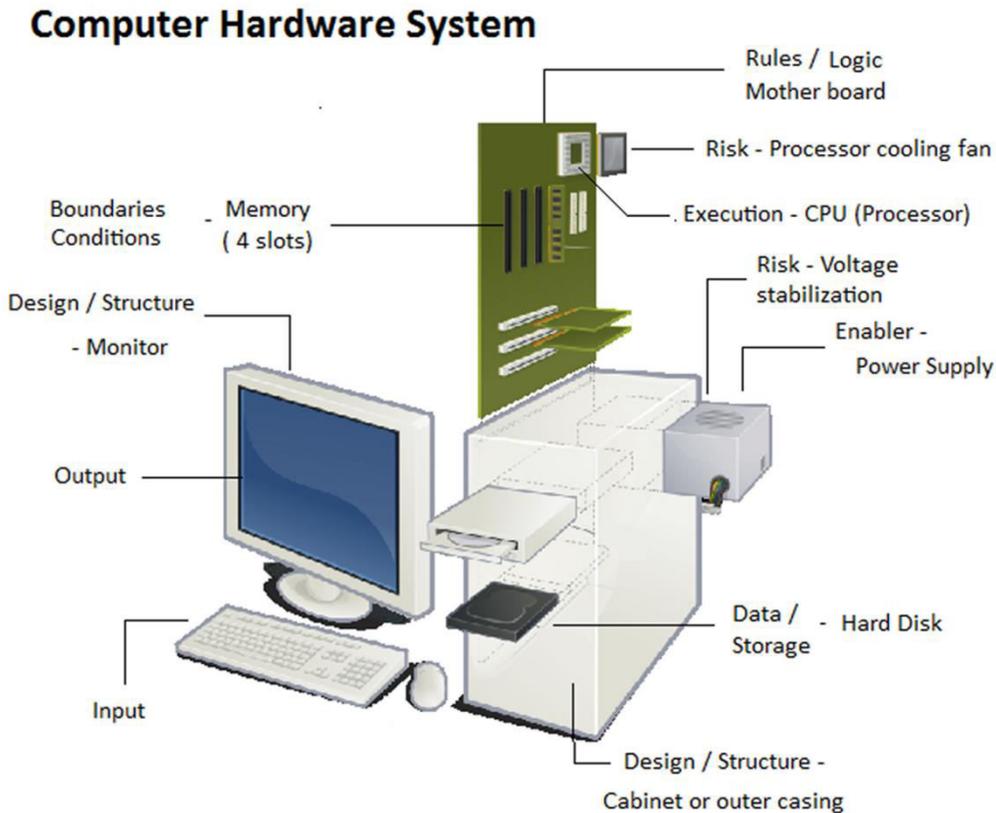
Risk - Cooling systems for the processor and the electronics. Or regulated voltage stabilization or RAID - replicated data in duplicate disks.

Optimization - Optimization of electrical power consumed by the processor, optimized storage and indexing of data in hard disks.

Enabler - Power source (AC source)

Rules/Boundary Conditions - Rules and logic are governed by the mother board or an Operating System to run the computer by management of memory/process scheduling.

Exception - Memory faults, hard disk failure, processor overheat.



We have now seen two examples of using the TEFS Functions or the INTELLIGENT DESIGN Functions to define the working of two machine systems. A similar principle can be used to describe software systems and a variety of other systems.

We would now move ahead to learn the definition of an enterprise system.

Enterprise Systems:

Execution – Manufacturing/Product development by the people working in an enterprise.

Design/Structure – design of the enterprise building or organizational structure or the hierarchy of people.

Data/Storage – Storage involves storage of inventory, materials and finished products. Data involves information related to people, tasks, products etc.

Risk – Information security or production quality and physical security of the enterprise.

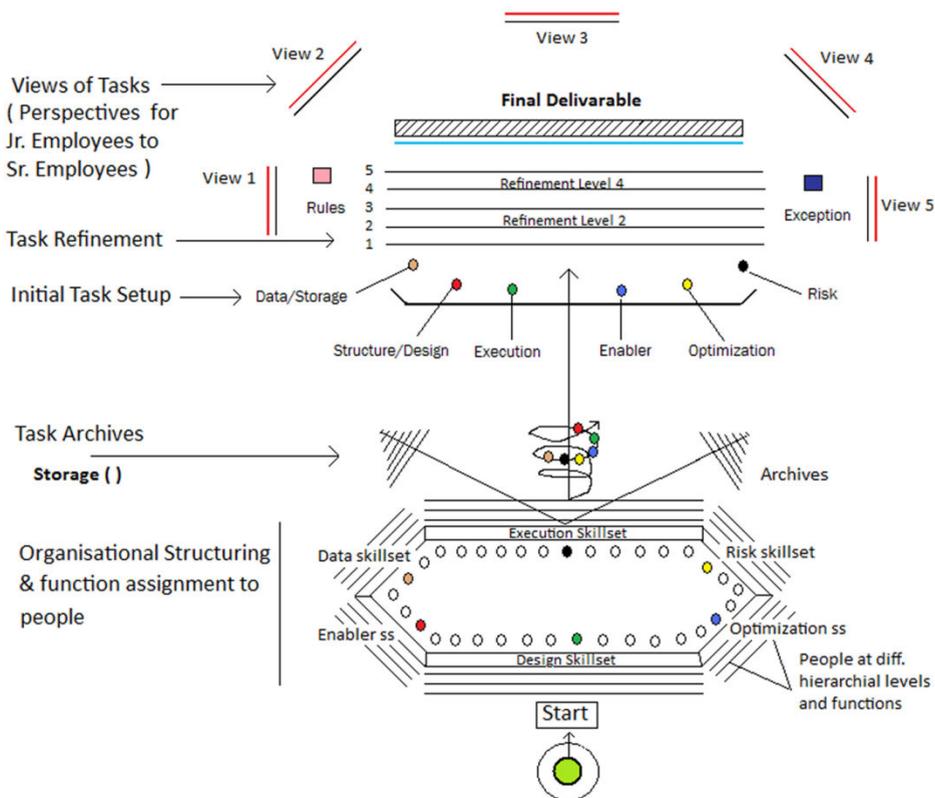
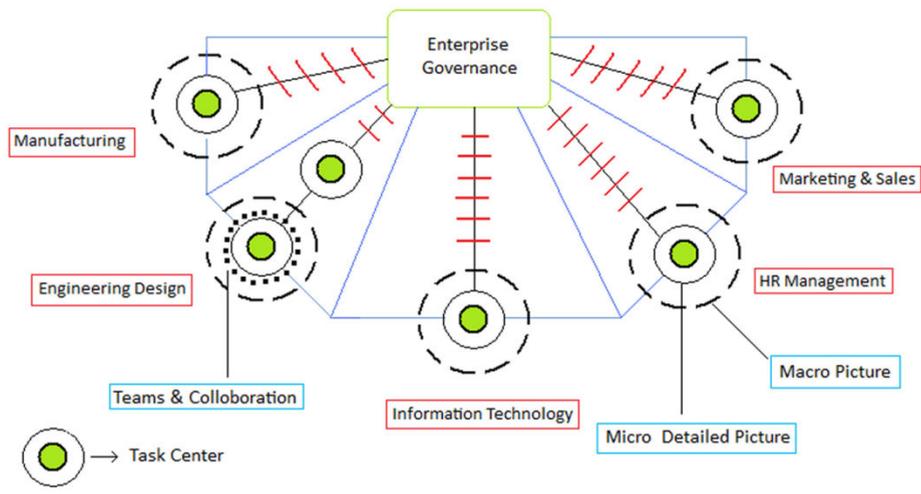
Optimization – Efficient process of manufacture or development of products e.g. Lean manufacturing.

Enabler – Office working space or working capital.

Rules – Enterprise, governance, rules and policies.

Exceptions – Unusual incidents in the enterprise space.

We can now represent this function set in a pictorial diagram representing the enterprise system:



Enterprise workflow system definition

We now extend this intelligent design function set to define a nation system.

Nations Systems or Nations expressed in systems parlance:

Let us take a country or a nation on earth. E.g. USA.

Execution – is represented by Industries, enterprises and national economy.

Design/Structure – Division of nations into nation states with governance at national level as well as local level.

Data/Storage – All the information related to citizens, establishments etc.

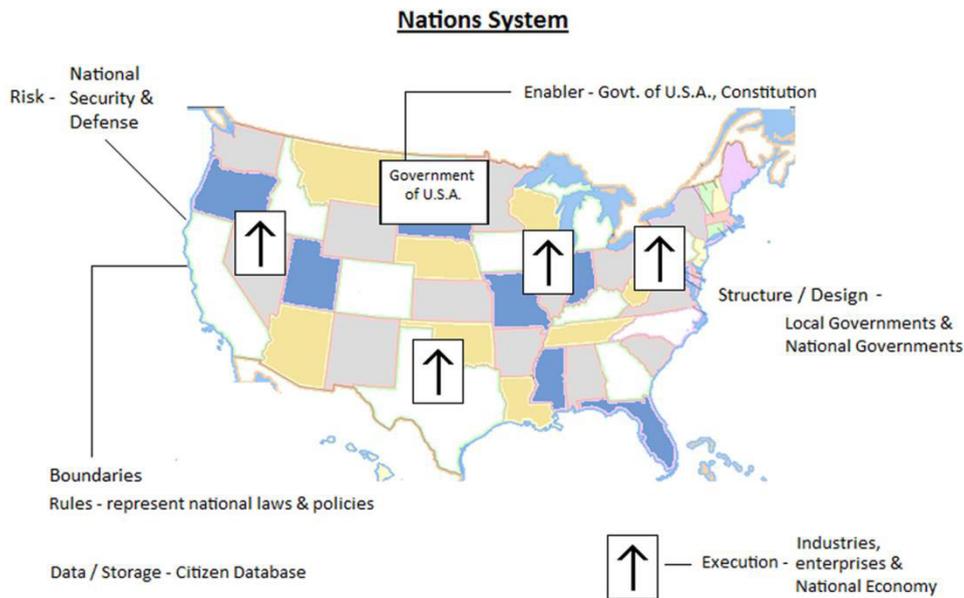
Risk – National security and defense services.

Enabler – Government frameworks and constitutions.

Rules/Boundary conditions – Geographical boundaries of the nation and various national laws for the public and private space.

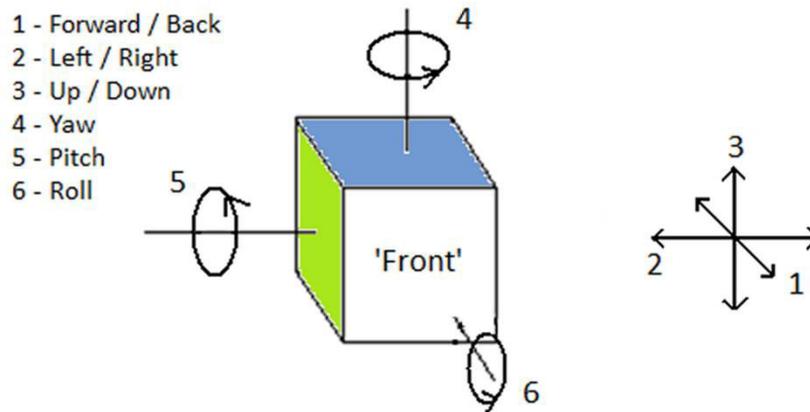
Optimization – Optimization of industrial space, housing space and forest space.

Exceptions – Untoward incidents, Recessions or wars (External or internal).



We have worked out system definitions at machine level, enterprise level and Nation systems level. The same principles may be used to define systems of any other kind. Mathematics students may understand this approach through the principles of mathematical induction.

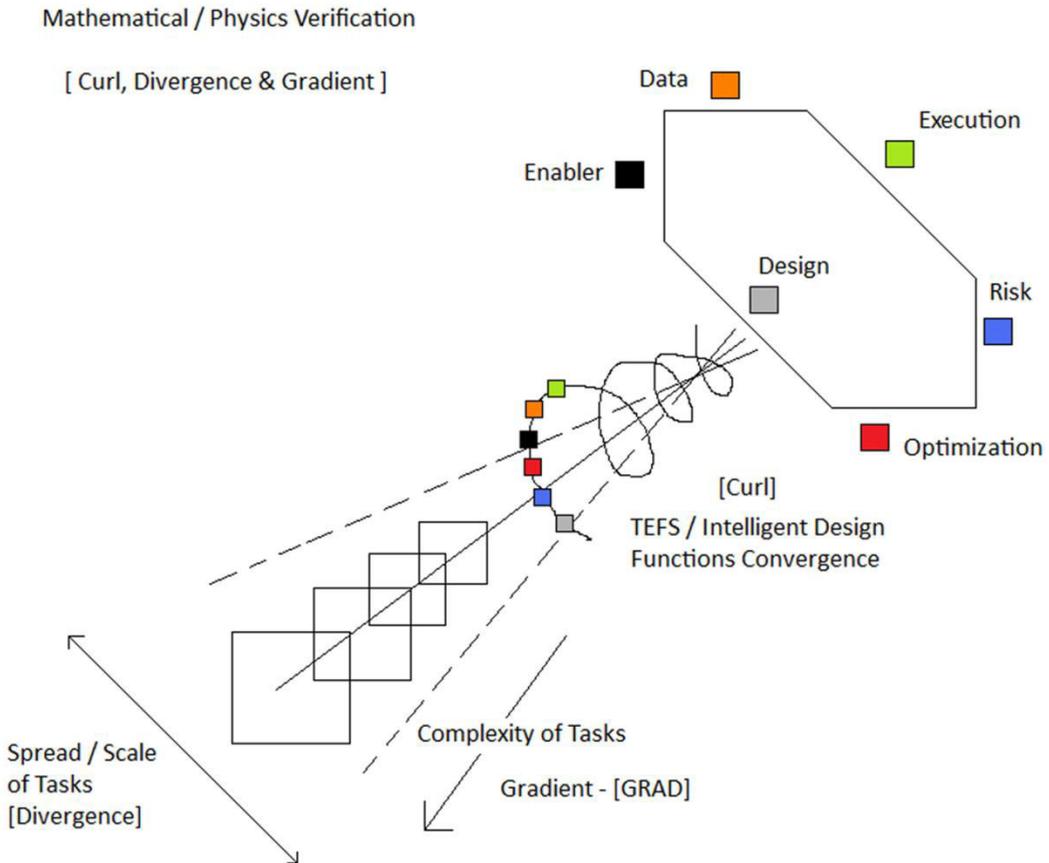
Physics students may be aware of the concept of six degrees of freedom which refers to the motion of a rigid body in three dimensional space viz., the ability to move forward/backward, up/down and left/right combined with rotation about three perpendicular axes (pitch, yaw, roll).



The Six Degrees of Freedom

Similarly any system whether a machine system or an enterprise system are governed by six degrees of freedom viz., < Execution, Risk, Optimization, Data/Storage, Design/Structure, Enabler >

Mathematics and Physics students may also understand the depiction of the Intelligent Design functions in the form of Vector Calculus functions – Gradient, Divergence and Curl.

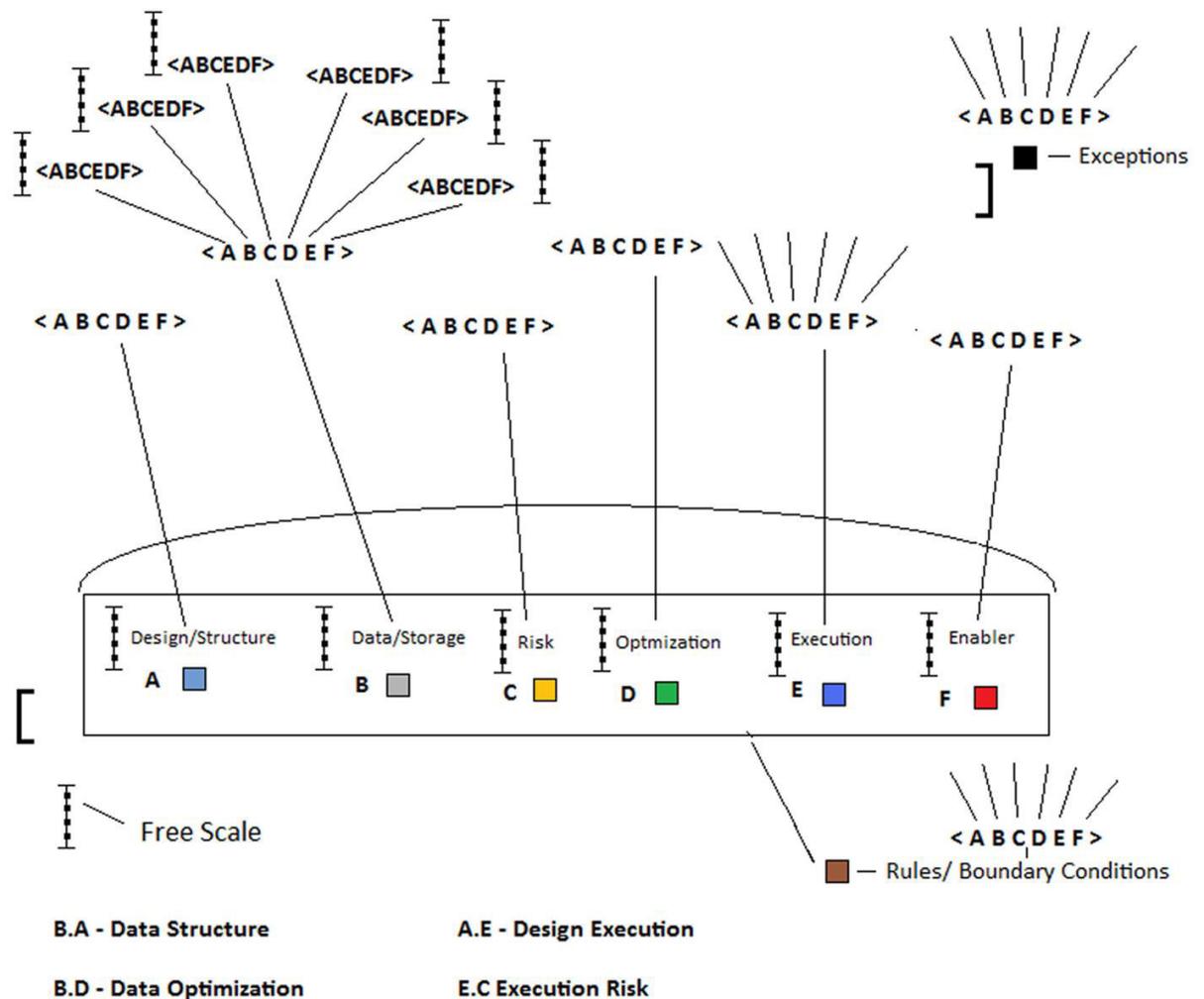


Mathematical/Physics Concepts Demonstrating Intelligent Design or TEFS functions

Please note that for all the examples that we have described, we have defined each of the systems, specifying only a few points for each intelligent design function e.g. Execution or risk etc. A detailed description may involve definition of multiple such execution or risk functions like e.g. execution1, execution2 and execution3 or risk1, risk2, risk3.

Till now we've been discussing the simple form of TEFS or INTELLIGENT DESIGN Function set to define systems. Let us now analyze the complex form (Recursive form) of the TEFS functions.

TEFS/Intelligent Design function set Complex form (Recursive format)



Intelligent Design Recursive Function Set

You may have noticed this recursive or complex function can be expressed as a second order, third order or nth order function set. Using the third order functions and higher order functions is not a very simple task unless used in the field of software programming. Therefore, to explain the concept, we go ahead using the second order TEFS functions/INTELLIGENT DESIGN Functions.

Since the recursive functions appear complex, our approach would be to transform the functions into a 8x8 matrix which we call as the INTELLIGENT DESIGN Matrix or the TEFS Matrix.

Intelligent Design Matrix or TEFS Matrix:

	Design/ Structure	Execution	Data/ Storage	Risk	Optimization	Enabler	Rules/ Boundary	Exceptions
Design/ Structure	Design- Design	Design- Execution	Design- Data	Design- Risk	Design- Optimization	Design- Enabler	Design-Rules	Design- Exceptions
Execution	Execution- Designed/S structured	Executable	Execution Data	Execution Risk	Execution Optimization	Execution Enabler	Execution Rules	Execution Exceptions
Data/ Storage	Data Structure	Data Execution	Meta Data	Data/ Storage Risk	Data Optimization	Data/Stor age Enabler	Data rules	Data Exceptions
Risk	Risk Design/Str ucture	Risk Execution	Risk Data	Risk of risk	Risk Optimization	Risk Enablers	Risk rules	Risk Exceptions
Optimizati on	Optimizati on structure/ design	Optimizati on execution	Optimizati on Data	Optimizati on Risk	Optimization of Optimization	Optimizati on enablers	Optimization rules	Optimization Exception
Enabler	Enabler Design	Enabler Execution	Enabler Data	Enabler Risk	Enabler optimization	Enabler of Enabler	Enabler Rules	Enabler Exceptions
Rules/ Boundary	Rules Design	Rules Execution	Rules Data	Rules Risk	Rules optimization	Rules Enabler	Rules about Rules	Rules Exception
Exceptions	Exceptions Design	Exceptions Execution	Exceptions Data	Exceptions Risk	Exceptions Optimization	Exception s Enabler	Exceptions Boundaries	Exceptions among Exceptions

Once we execute the matrix, it may become very clear that the elemental functions of the matrix can be easily used to describe or define any concept in the enterprise space (By application of the functional oriented thought process).

Let us take a few of these elemental joins and see what they mean or represent in the real world space.

Data Structures – Subject in Computer Science, dealing with data or Structure of a product/Object or Database design in Software development or Algorithms representing a variety of data structures.

Data of Data – That is data about data, also called metadata. In computer science, it could mean header information about a data packet. In general context, it could mean the synopsis or a précis about some detailed information.

Execution Risk – Execution risk implies quality of execution or an executable. If execution risk is 0 (Zero), then it can be inferred that the deliverable of the product is of 100% quality.

Design Execution - drawing of graphics on a computer screen or any other media. In a manufacturing context, it could mean development of a prototype.

Design Data – design data is the blue print or design templates which can be replicated during object creation or object manufacturing process.

Execution Optimization – represents the most efficient process or the sequence of executing a task. E.g. in a software development context, it could mean tuning of an application for performance or in an automobile context, tuning the engine for maximum efficiency.

Execution - Execution – It represents an executable or a deliverable. In computer science context, it represents an executable binary. In automotive space, it represents the assembly of a car or the manufacture of an auto component/machine part.

Structured Execution –It represents a systematic execution process. In computer science context, it could mean structured programming languages like PASCAL, C++ or Ada. In manufacturing process, it could represent Cellular Manufacturing Techniques.

Rule Design – It represents the design of systems rules for effective functioning of the system. In the context of a game, it could mean the design of rules of the game. In the context of an enterprise, it could mean the rules and policies of the enterprise.

Rule Execution – It is the process of compliance of rules in any system, machine or enterprise. In the software terminology, it represents functioning of a rule engine.

Execution exceptions – It represents an exceptional condition during the execution process. E.g. Machine failure. In software context, it could mean occurrence of an illogical statement like 'Divide by zero'.

Exception - exception - It represents an exception among exceptions. Out of hundred executions instances, if 5 values of exceptions are in the range 100-200 and one value of exception is in the range 1000-2000, such an exception would be termed as an exception among exceptions.

We have taken up a few cases of these matrix elemental joins and given a few examples. The rest of the elements could be worked out by you as an exercise.

You may observe that in some systems certain of these elemental functions appear as strong functions and some appear as weak functions.

Strong functions are those which have a strong significance in the particular system or process.

Weak functions are functions with less significance. For example, if we are talking in the context of building a high performance machine, then the execution optimization function may become less significant or may be classified as a weak function because we may focus on a higher performance of the machine rather than a more efficient performance.

As stated above, the third order and higher order INTELLIGENT DESIGN functions are not easily applicable. However, it appears feasible in software development process. An example is as follows:

```
System.Design.Draw Circle( )
{
    System.Execute.Fetch_Radius ( );
    {
        System. Data.Database_Call ( )
        {
            System. Data.Use_Connnection_Pooling ( ) { Conn.Open ... }
        }
    }
}
```

We have now covered all the magical eight steps to system definition. You may now understand why the chapter name has been called so.

We now discuss a few 'Not so Brilliant' functions which support or act in conjunction with the primary TEFS or INTELLIGENT DESIGN Functions.

1. **State** – State functions help define that exact state of a system at a given time.
2. **Time** – Time is a sequence of timestamps at which any function may execute. E.g. time T1 - execution, Time T2 - optimization, time T3 – execution, time T4 – Data etc.
3. **Iterations** – Iterations represent number of cycles of design or execution functions.
4. **Threads/Parallels** - These represent simultaneous executions of any task or activity.
5. **Measurement** – It is a function to measure or quantify an execution or any other function. E.g. measurement of execution percentage or measurement of execution risks showing quality of deliverables.
6. **Medium** – Medium functions are used to convey the medium of execution or material medium. E.g. Medium of storage could be Hard Disks or tapes, medium of data could be print medium or digital medium on the web.

7. **Views** – Views represent a perspective of a process in execution from a variety of angles.eg Perspective of a junior engineer, Perspective of CEO etc.
8. **EDIC (Explicitly Distinct Implicitly Coherent)** – This function is used as a technique in intelligent design keeping the type of functions explicitly distinct like e.g. explicitly distinct execution functions ,optimization functions etc., yet keeping all the functions cohesively coherent.

We have now completed our discourse involving the TEFS functions or INTELLIGENT DESIGN functions.

Let's analyze a few Information Technology companies and the space they represent in the TEFS matrix or the INTELLIGENT DESIGN matrix:

Google is a formidable search engine company operating in the data space. It may be worthwhile to note that while there are many search engine companies around, Google has a lead in the search space because of its strength in the DATA-DATA (METADATA) / Indexes space. Over a period of time, Google has managed to translate large sets of search queries into huge indexes. While the search process remains nearly the same for all search engines, it is the metadata functions that give Google its strength.

Another company like Microsoft occupies the software enabler space. This space is represented by its operating system software which allows or is a pre-requisite for a wide variety of applications to run on it. E.g. Industry software, web applications, games etc.

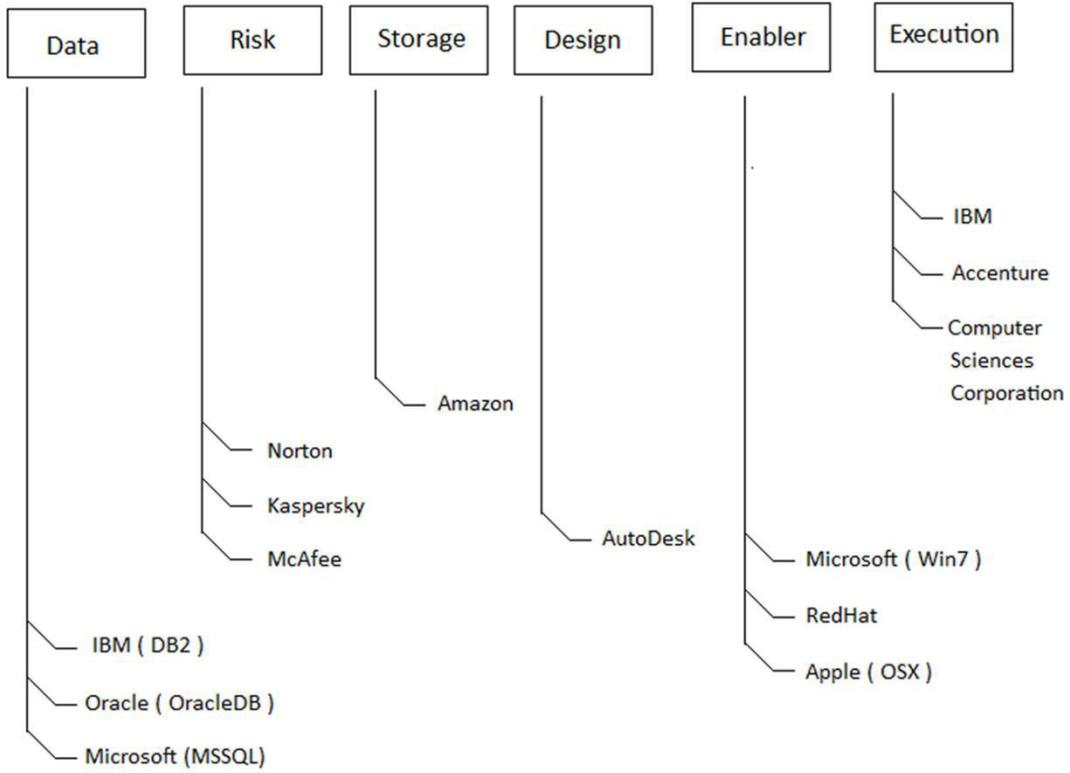
Companies like Autodesk etc., occupy the structure design space.

Companies like IBM, Oracle and Microsoft occupy the Data Execution space represented by their products DB2, OracleDB and MSSQL.

Companies like Norton, Kaspersky, and McAfee occupy the Risk Execution space represented by their products - Virus scanners.

Amazon is an e-commerce company occupying the Storage Execution space represented by its fulfillment services, although it is classified as a distribution or trade enterprise.

Information Tecchnology Companies Worldmap



Chapter 5

Breaking the IQ barriers by cognitive fluidity

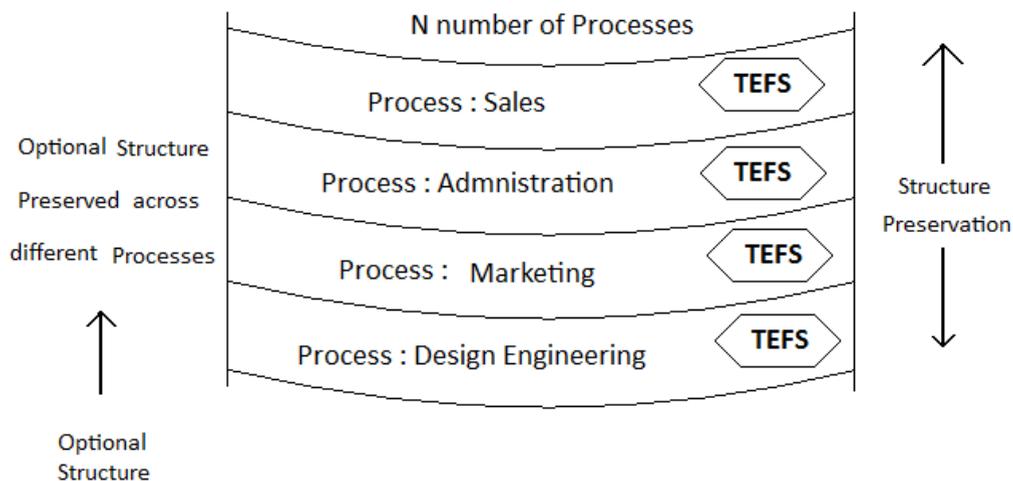


This chapter deals with two constituent entities of the enterprise system:

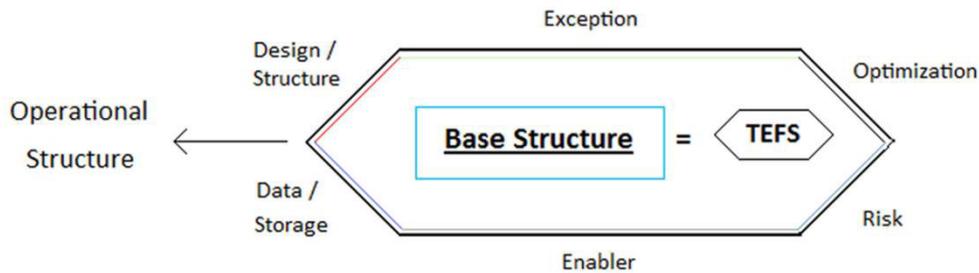
1. Processes
2. People.

Let's first deal with the process aspect of the enterprise space. You may remember processes are classified in the enterprise space as specialized and generic processes. Specialized processes are domain specific processes like Software development or automotive manufacturing process. Generic processes are processes which are typically common to all types of industry e.g. HR process, Marketing and sales.

Mathematics teaches us few concepts in abstract algebra. Abstract algebra studies sets with operations that generate interesting structure or properties on the sets. The most interesting functions are those that preserve the operations. These functions are called Homomorphism's. Homomorphism is a structure preserving Map between two algebraic structures. Applying these mathematical principles in the enterprise space leads us to the following enterprise process structures:



Preservation of Intelligent Design functions across Processes



The TEFS functions or The Intelligent Design Function set

We now are aware that the TEFS or INTELLIGENT DESIGN functions can be used to describe the specialized process as well as the generic process. To understand this better, we take up a process in marketing and see how the TEFS functions defines the process.

Marketing Processes:

Design/Structure – In the marketing process, design functions involve design of advertising campaigns.

Data/Storage – Data functions represent the process of collecting data from market research as well as product data.

Execution – It is the execution of the marketing campaigning.

Optimization – Allocation of capital to different mediums of advertising.

Risk – Risk is assessment of all the negative reactions that might originate as a part of the marketing campaigning.

Enabler – It is all the information about the products and the intended target audience.

Rules/Boundary Conditions – Compliance with all advertising rules and laws, regulations existing in the enterprise space.

Exceptions – An unusual condition requiring out of the ordinary actions.

Now let us discuss the discipline of developing software.

Software Development Process – Development of a web/windows application:

Data/Storage – It involves database design, SQL queries and store procedures.

Design/Structure – Web form/ Windows form Design.

Execution – It is the project compilation and build.

Enabler – It includes hardware, Net framework, integrated Development Environment (IDE) like Visual Studio.

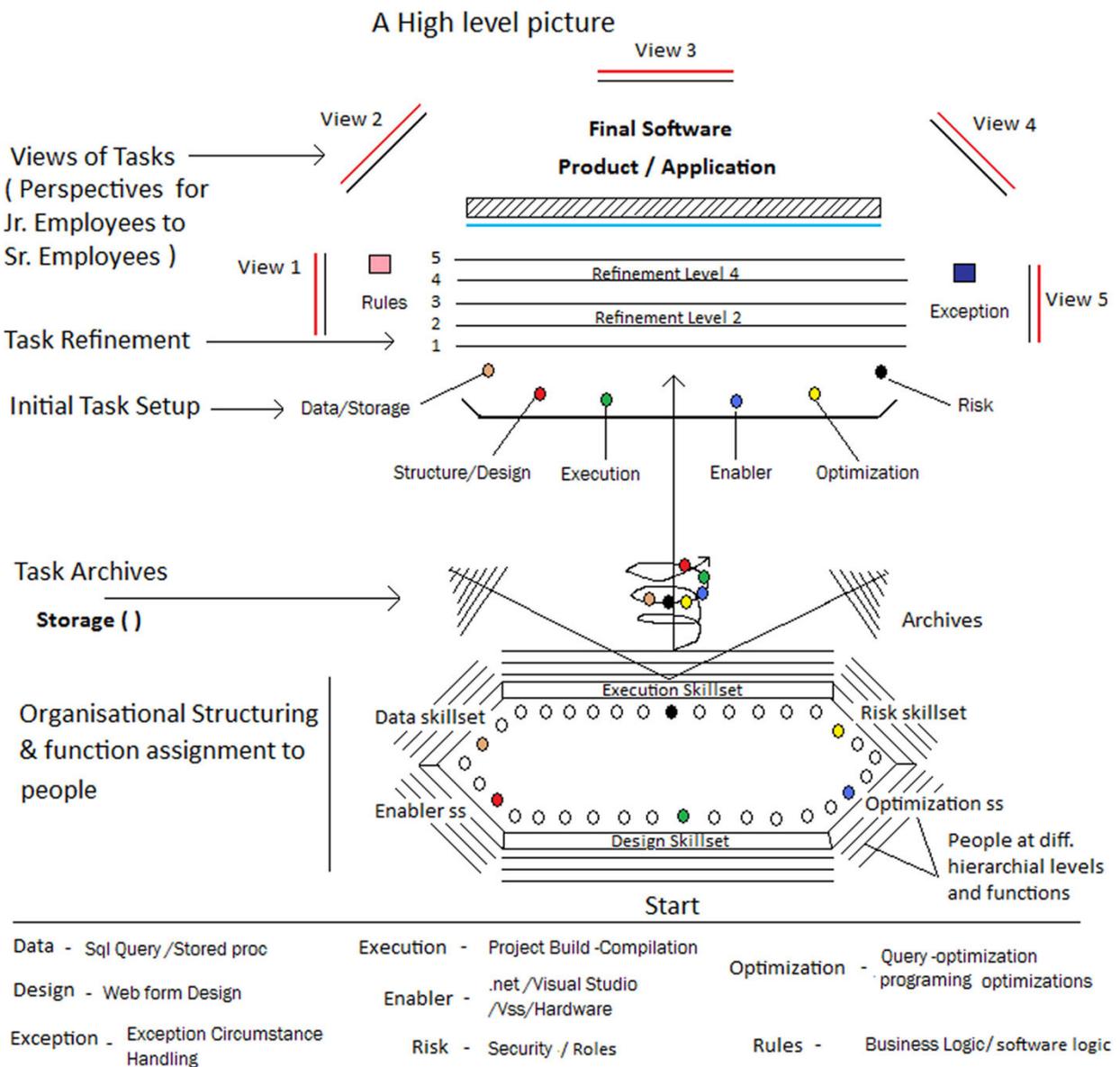
Optimization – Programming optimizations involves .Net programming optimizations or Database query optimizations.

Risk – Involves all the security essentials related to the software.

Rules – Involves the codification of all business logic and process logic.

Exceptions – Exception handling within the application.

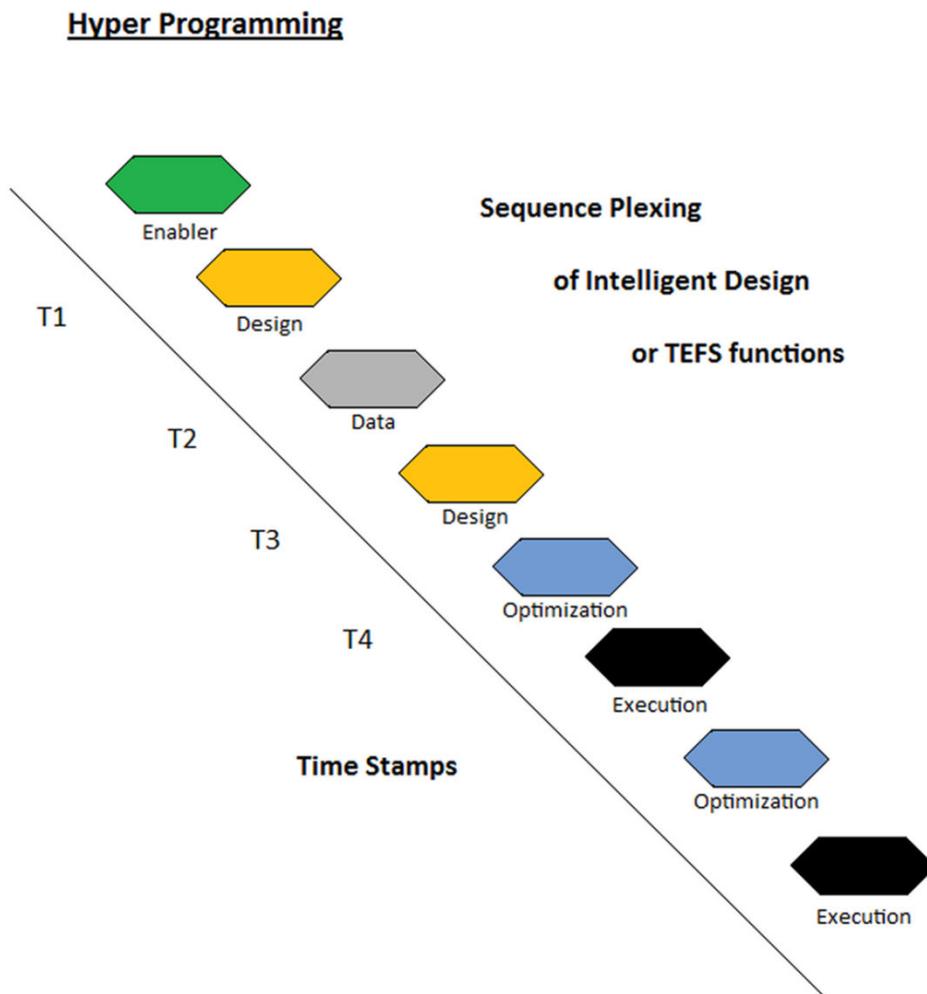
T&C Vectors Workflow design pattern - Software Development



Until now, the standard software development methodologies included SDLC (Waterfall model, Spiral Model etc.) and techniques of Agile development. TEFS foundation suggests a next step in the software development evolutionary life cycle which would be known as Hyper Programming or Programming by Intelligent Design.

Initially, in SDLC, the focus lay on the process. In agile techniques, it shifted to people and teams. Hyper Programming or INTELLIGENT DESIGN methodology suggests a remarkable shift in both the process space and the people’s space. It involves sequence plexing of TEFS functions or INTELLIGENT DESIGN functions.

It also by principle necessitates entire team cohesion towards a task of common concern. The teams are structured so that the team members are split up into factored teams focusing on one particular aspect of the software development. For example, a team may be solely responsible for all tasks related to optimization of the software or risks aspects of software. The software development technique is represented by the sequence-plexing diagram as shown below:



Auto manufacturing Process:

Design/Structure – Involves Product design blue prints interior plus exterior.

Data/Storage – Storage involves material storage and machine component storage.

Execution – Involves assembly of all components to produce the final product.

Enabler – Includes Robotics and welding machines for the assembly process.

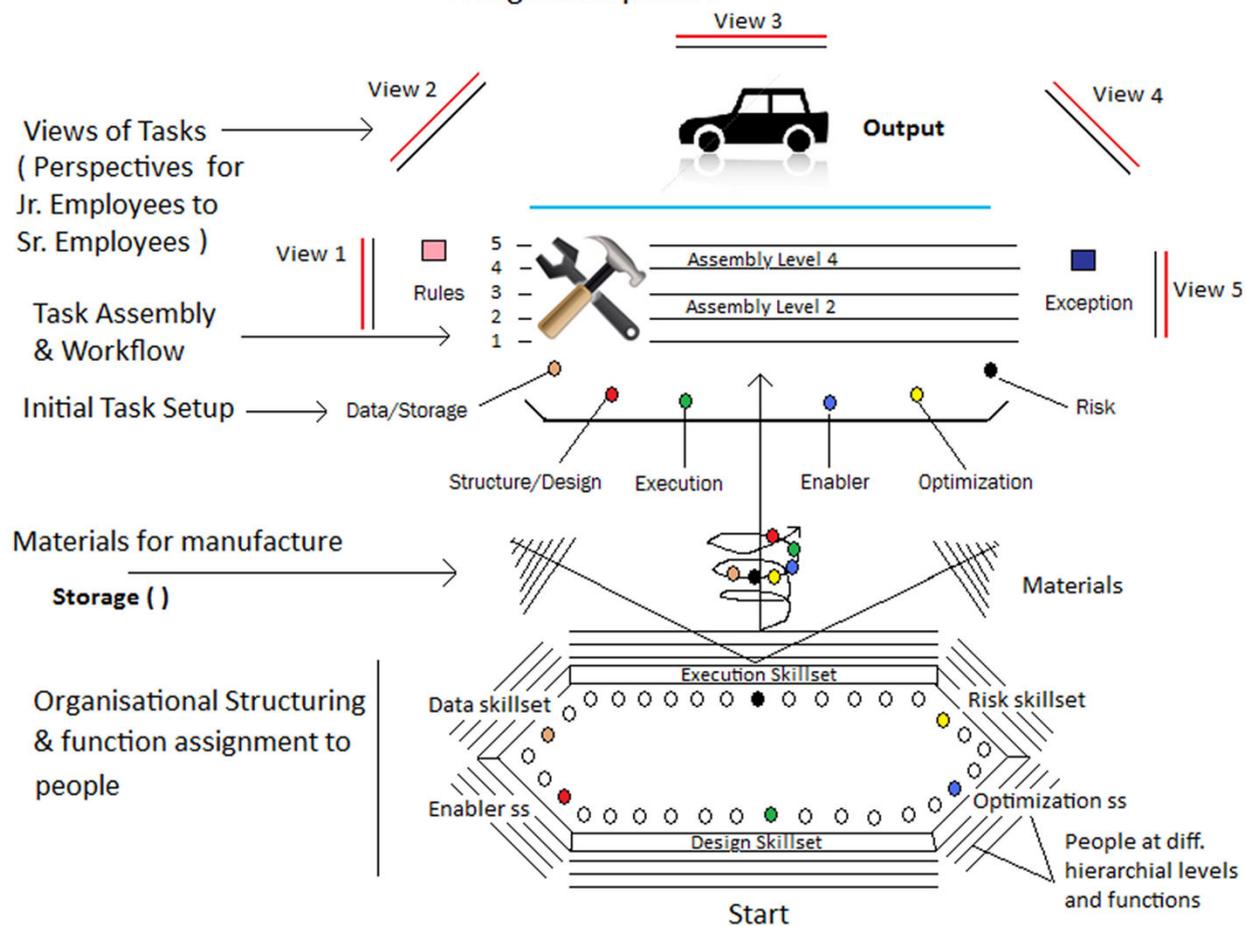
Optimization – Includes cellular manufacturing techniques where similar types of products are produced together to reduce material flow through the enterprise space leading to an optimized production.

Risk – Involves all activities related to manufacturing safety.

Rules – Represents Logical rules and sequence to building a product.

Exceptions – Exceptions are incidents or events that take place over the entire manufacturing cycle.

T&C Vectors Workflow design pattern - (Auto Manufacture) A High level picture



Storage - Material storage

Design - Product design Blueprint

Exception - Exception Circumstance Handling

Execution - Assembly of components

Enabler - Robotics / Welding machines

Risk - Manufacturing safety

Optimization - Cellular manufacturing techniques

Rules - Business Logic/ Process logic

Enterprise architecture concepts:

Enterprise architecture is a rigorous description of the structure of an enterprise, its decomposition into subsystems and the relationships between the subsystems. The description includes business processes, roles and organizational structures.

By the introduction of TEFS functions or the INTELLIGENT DESIGN functions we have simplified the complex terminology of enterprise architecture wherein every system consists of processes and every process, be its specialized or non-specialized, follows a design pattern in line with the TEFS functions. After observing processes, the other points necessary to complete an entire enterprise architecture process are organizational structures and roles.

Excerpts from the work “The management of Innovation” by Burns and Stalker have provided the following characteristics of static and dynamic systems:

	Static Systems	Dynamic Systems
The Environment	Static	Dynamic / Ever changing.
Distribution of tasks	Specialized differentiation of functional tasks.	Contributive in nature to common task of concern.
Task Scope	Precise definition of rights and obligations and technical methods attached to a role.	Shedding of responsibility as a limited field of Rights. Problems may be posted Upwards, sideways, Downwards.
How is Task Conformance Ensured	Translation of rights and obligations and methods into responsibilities of a function.	Spread of commitment concerned beyond any technical definition.
Location of Knowledge	Reinforcement of the Hierarchic structure by the location of knowledge of actualities at top of Hierarchy.	Omniscience is no longer imputed to the head of concern.
Communication between Members	Vertical communication	Lateral communication
Values	Loyalty & Obedience	Commitment to the concern's tasks and methods of material progress and expansion values more.

You may observe from the diagram shown below that the Intelligent Design architecture inherently handles all the characteristic methodologies of dynamic systems. The most prominent of them being, the enablement of cohesive teams working towards a common goal or task of concern and an Enterprise nervous system connecting the people, processes and the products.

Let's move ahead from the process end of the spectrum to the people end of the spectrum. It is now imperative that we learn about two terms which may render our discussions much simpler:

1. **Intelligence Quotient** – is a metric to measure a person's intellectual capabilities in comprehending knowledge or structured information to be able to effectively utilize it.
2. **Cognitive Fluidity** – is a term to describe the ability of a person to learn and comprehend knowledge or structured information belonging to diverse domains and processes.

The human cognitive process occurs at two levels:

1. Through the educational systems at school, college and university.
2. In the enterprise space through research and work experience.

It has been observed that the gaps that exist between the cognitive process at school, college and between those in the industry are fairly large. It is near impossible for enterprise knowledge and information to flow down to educational systems in a systematic way primarily because of lack of suitable channels and secondly because much of the intellectual learning that happened at the industries research and development environment are classified as proprietary intellectual property.

We at STEX Advanced Design Bureau are attempting to bridge this gap in a small way by imparting a functional thought process that may find relevance at the industry level. This portion of our exercise involves making people smarter. We have already introduced the concept of functional thinking paradigm in the previous chapter. Our attempt to make people smarter involves two steps:

1. Better learning and cognitive process
2. Better communication ability.

Better learning and cognitive process:

Better cognition or learning involves learning to specialize in a particular domain and additionally building enough cognitive fluidity to master associated domains. For Example, a software engineer may learn to specialize in software programming/ development, as well as learn other associated disciplines like enterprise architecture and enterprise engineering.

STEX Advanced Design Bureau proposes the TEFS based functional learning techniques in the cognition process while starting from ground up at school. The reason being this functional and systems oriented approach facilitates an absolutely clear learning technique in a variety of subjects ranging from mathematics, science to engineering.

Better communication ability:

We are very aware that people are native speakers of a multitude of languages prevalent in diverse geographical areas. We might agree that English is a globally accepted language that's used in most forms of technical communication today. But could there be a more technical oriented language that connects people from a variety of fields and specializations?

Our approach to introducing a new form of communication takes root from the fundamental behavior of how diverse and disparate machine systems communicate through language neutral formats of data e.g. XML.

People in the computer science industry may well be aware that today's programming language compilers translate a variety of programming languages like C#, Visual Basic, C++, Delphi to intermediate forms of language called an intermediate language.

The TEFS or the INTELLIGENT DESIGN functions again prove worthwhile in the construction of an intermediate technical language that people may utilize to communicate and convey a very sharp context.

The Intermediate Language Matrix:

	Design/ Structure	Execution	Data/ Storage	Risk	Optimization	Enabler	Rules/ Boundary	Exceptions
Design/ Structure	Design- Design	Design- Execution	Design- Data	Design- Risk	Design- Optimization	Design- Enabler	Design-Rules	Design- Exceptions
Execution	Execution - Designed /Structure ed	Executable	Executio n Data	Execution Risk	Execution Optimization	Execution Enabler	Execution Rules	Execution Exceptions
Data/ Storage	Data Structure	Data Execution	Meta Data	Data/ Storage Risk	Data Optimization	Data/Storage Enabler	Data rules	Data Exceptions
Risk	Risk Design/St ructure	Risk Execution	Risk Data	Risk of risk	Risk Optimization	Risk Enablers	Risk rules	Risk Exceptions
Optimizati on	Optimizat ion structure / design	Optimizati on execution	Optimiz ation Data	Optimizat ion Risk	Optimization of Optimization	Optimization enablers	Optimization rules	Optimizatio n Exception
Enabler	Enabler Design	Enabler Execution	Enabler Data	Enabler Risk	Enabler optimization	Enabler of Enabler	Enabler Rules	Enabler Exceptions
Rules/ Boundary	Rules Design	Rules Execution	Rules Data	Rules Risk	Rules optimization	Rules Enabler	Rules about Rules	Rules Exception
Exceptions	Exception s Design	Exceptions Execution	Exceptio ns Data	Exception s Risk	Exceptions Optimization	Exceptions Enabler	Exceptions Boundaries	Exceptions among Exceptions

Let us, for example, set up a few dialogues that showcase an intermediate technical language:

XYZ – **ABC**! What is the **EXECUTION** status of project X?

ABC – **XYZ**, project X **EXECUTION** is 80% complete. However, the cost percent is 95% due to advanced payments.

XYZ – I heard there were two critical **EXCEPTIONS** last month. Had they been handled?

ABC – Yes! The first critical **EXCEPTION** was a server fault due to a faulty hard disk. The second critical **EXCEPTION** was due to failure of the internet gateway. Both the **EXCEPTIONS** were handled in urgency adhering to all **RULES** of operations and also in adherence with all the **RISK** procedures.

XYZ - Other than the **EXCEPTIONS**, have you observed any **EXECUTION RISKS** in the application deployment and **EXECUTION** process?

ABC – We’ve collected all **EXECUTION DATA** and have not encountered even a single instance of **EXECUTION RISK**.

XYZ – Did you know, we’ve called in some IT Engineers to **DESIGN** the next module of the manufacturing process?

ABC – I heard that. We have the **DATA** ready. I guess they would be insisting on starting with the **DATA DESIGN**.

XYZ - Did you hear the latest story about the car crashes on Manhattan road due to faulty chassis?

ABC – Yes, I did hear. They must be taking in the cars for a **STRUCTURAL RISK** check. First report suggests a **DESIGN RISK** in the front suspension.

This ends our discussion of an intermediate technical language.

We now have insights into domain neutral and process neutral techniques theoretically explained with the help of TEFS functions or INTELLIGENT DESIGN functions. Additionally, we’ve also developed an intermediate technical language with the help of the TEFS function sets.

Our journey in learning has gone through the following discourse. In the chapter “Thinking Objects and Systems”, we learnt about how to define a machine system and an enterprise system. At the end of the chapter we’ve set a goal to build a smarter world by making people, process and products ends of the spectrum smarter.

In the chapter “Eight Steps to brilliance”, we learnt about the TEFS functions or the INTELLIGENT DESIGN function set and learnt its applicability in the systems space.

In this chapter we’ve fulfilled a part of our goal to build a smarter world by learning to apply the TEFS functional methodology to the process and people ends of the spectrum.

The next succeeding chapter would deal with making the product end of the spectrum smarter.

Chapter 6

Engineering and Design of Products



Having covered the people and the process end of the spectrum, we move to the product end of the spectrum where we use advance techniques to construct or develop smarter products.

Products are basically tangible or intangible systems. We have already learnt about the concept of object to systems polymorphicity. Products that are not overly complex can be simply called as objects. Every product that has been invented or built has a singular design goal. A complex product may have multiple functionalities to present a slightly complex design goal.

A car is designed to transport people on the ground.

A commercial Aircraft is designed to transport people by air.

While both cars and aircrafts transport people, their medium of execution differ i.e. one uses road as a medium while the other uses air.

Let's take another example.

A phone is designed to help people communicate with voice.

A smartphone is designed to help people communicate with voice as well as data.

We again notice that while both the products are used for the purpose communication, they differ in their medium of execution.

Therefore it becomes very necessary that we clearly define the design goal of the product that we plan to develop or create.

For ease of understanding, products can be classified into three types:

1. Physical/Material products
2. Software products and
3. Hybrid products.

Further, each of these products can be classified again as

1. Static products (objects or systems)
2. Dynamic products (objects or systems)

These two classifications result in the formation of a product matrix:

	Static Products	Dynamic Products
Physical / Material Products	Physical Static products	Physical Dynamic products
Software Products	Software Static products	Software Dynamic products
Hybrid Products	Hybrid Static products	Hybrid Dynamic products

Physical/Material products are products that are tangible, have a physical presence and their workings or creations are governed by scientific laws of physics, chemistry and engineering.

Software products are intangible products which run in a computer or server system and provide information/systems solutions in a specific domain or in a specialized process.

Hybrid products are products which have hardware as well as a software element to them. Examples of hybrid systems are smartphones and computers.

All products naturally go through the basic evolutionary cycles of design and execution. When constructing products in the physical world, the rules of science and engineering are so rigid that it inherently never tolerates any fundamental design flaws which go against the scientific laws. If flaws exist, they very “observably” show up as exceptions and failures.

Our approach to building physical world objects uses the TEFS functions or the INTELLIGENT DESIGN functions to cover all functional aspects of development or construction.

Let’s for example, take the construction of a physical world building. Let us now use the TEFS functions or the INTELLIGENT DESIGN function set in the creation of the building.

Structure/design - Structural functions take care of all the materials and procedures required to create a stable structural foundation. Design functions cover all the user friendly aspects as well as the aesthetic and sanitation aspects.

Risk functions – Risk functions cover all the risk factors and security functions related to the building.

Data/Storage – The data functions cover all the information and data channels to the building. The storage functions cover all aspects of external storage spaces like warehouses for material storage.

Enabler functions - The enabler functions cover the aspects of suitable soil tested land availability worthy of construction activity as well as Power/Energy supply.

Optimization functions – Optimization functions cover all aspects of creating as much open space or work space within the limited boundaries of the building.

Execution – Execution functions cover tested material and construction procedures to erect a building.

Exceptions – Exceptions functions cover all the untoward incidents or events that may occur during building construction or execution.

Rules/ Boundary conditions - Rules/ Boundary conditions cover all the aspects of compliance to building construction norms.

You may notice that many formal design and construction techniques inherently adhere to some, if not all functions of Intelligent Design. While this is so noticeable in physical world products, the software world products do not necessarily follow such a pattern.

If we approach the building of software products through an Intelligent Design approach, then this software would naturally adhere to all principles of systems theory and such software may be called a software system. Software systems which do not follow or cover all the aspects of intelligent design may be called merely software.

Let us now move our discussion to hybrid systems.

Hybrid systems as we mention have software aspects as well as hardware aspects. But for a stable system to function, the software and the hardware must co-exist and co execute compatibly.

Ill designed software can easily ruin the best hardware systems. We may agree that while designing hardware systems or hardware aspects, some, if not all, rules of Intelligent Design are naturally adhered to while, this is not so in case of software. The reason being the design and structural flaws are more observable in physical or hardware systems than in software. It is for this reason that software bug is a very acceptable term while discussing software.

Another point to be noted is that hardware product design is a more cohesive activity than a software development activity because the surface area of flaws that may occur in hardware systems is comparatively less than while building software systems.

While building hybrid systems our approach should follow the process of intelligent design in both, the aspects of hardware and software.

Design Sense:

Design is a very frequently used term which very naturally conveys the meaning of creating a template or blueprint for a product, based on aesthetic scales. However, Design in the form of Intelligent Design is actually a rarity in this world because the intelligent design approach dwells into establishing the science of art or aesthetics.

Talking about the software world, we may agree that the software world has a very strong foundation with the usage of elements of abstraction in the software development cycles.

Abstractions very frequently signify an artistic aspect. Therefore, many a time, the activity of software development has been described as – “The Art of Programming”.

The STEX Advanced Design Bureau approach to building software suggests a far more scientific design behavior of software, a deviation from the artistic or abstract behavior. The reason being, art or abstraction is “not always meant to be understood”.

Many a time, we might have heard debates “comparing Windows operating systems to Apple Macs” or “Software as a science or an art”. Such debates necessarily use the art scale of measurement to differentiate.

If, however, software were developed as software systems, like hardware systems, the room for debates would narrow down to scientific scales of measurements like Execution Performance, Execution Risk or Risk mitigation ability etc.

Interface based Technique and Visual Paradigm:

We will now move to apply the interface based technique to product development.

Every object or system is necessarily perceived through its interface. Therefore, it may not be hard to convince that an interface is really the object. It is with this foundation statement that the software world is acquainted with the term or concept of “Interfaces”. For clarity in discussion, we address interfaces as object interfaces. Though the use of the word interface conveys user interface, we must be careful with the terminology. The user interfaces may be treated as explicit object interfaces for the purpose of showing graphics or design on a visual screen.

For those of you who are acquainted with the software terminologies may know the definition of an interface object which is nothing more than a collection of abstract functions, which gain definition and logic during class definition.

For those of you who are not acquainted with the software world, you may understand that an interface object in the software terminology is actually a file which contains a collection of functions that the object or the system is capable of doing. It is merely the depiction of an object or a complex system in the form of a set of functions.

Interfaces can be classified into two types:

1. Macro interfaces
2. Micro interfaces.

Macro interfaces are interfaces which contain macro functions or functions which are abstract in nature.

Micro interfaces are interfaces which contain functions at a micro level or a detailed level.

You may observe that in the present stage of technical progress, design systems like Computer Aided Design (CAD) or Computer Aided Machining (CAM) use the technique of translating software blueprints into physical world products/objects. It is because of this principle, that we are essentially discussing this interface based approach to designing far more precise, sophisticated and yet simpler products.

Let us now move ahead in describing a few real world interfaces.

Example of a Macro interface: A car engine.

The macro functions that the car engine interface contains are as follows:

```

Start()
Stop()
Accelerate()
Decelerate()

```

Now a micro interface of a car engine is as follows:

```

cranking()
Fuel_injection()
Air_intake()
Compression_cycle()
Sparkler_ignition()
Combustion()
Piston_cycle()
Exhaust()
Accelerated_engine_cycle()
Decelared_engine_cycle()

```

Now let's discuss an Aircraft interface.

```

Aircraft_taxing()
Aircraft_Takeoff()
Aircraft_fly_forward()
Aircraft_dive()
Aircraft_roll()
Aircraft_yaw()
Aircraft_carry_goods()
Aircraft_seat_passengers()
Aircraft_maintain_ambient_temperature()

```

We have now learnt the concept of defining an interface for any product or system. Our goal now is to make these interfaces smarter using the Intelligent Design techniques.

The intelligent design approach uses the “what you see is what you get” principle to design fully factorized interfaces. Please note that we used the term fully factorized interface to convey every aspect of the systems functionality.

In the interfaces that we have defined above, the interface functions are ad hoc in nature and there is no way for us to decipher whether the function was an execution function, a data storage function or a risk function.

As described in the product matrix, the systems may be classified as static or dynamic. This suggests that the interfaces that build up to a system may also be static or dynamic in nature. Let us take an example of a dynamic system using the example of an aircraft.

The wings of an Aircraft in today’s technology can be classified as dynamic systems. This is so because the aircraft wings are designed to dynamically increase or decrease surface area of the wings during takeoff or landing.

Similarly, automobiles or cars may have the functionality of retracting and folding away the car roof as in a convertible.

This leads us to the concept of fully factorized and free scaling interfaces. In simple words, free scales are the dynamic functionality added to the functioning of any system or product. Free scales are dynamic scaling ability of the intelligent design functions defined in any interface.

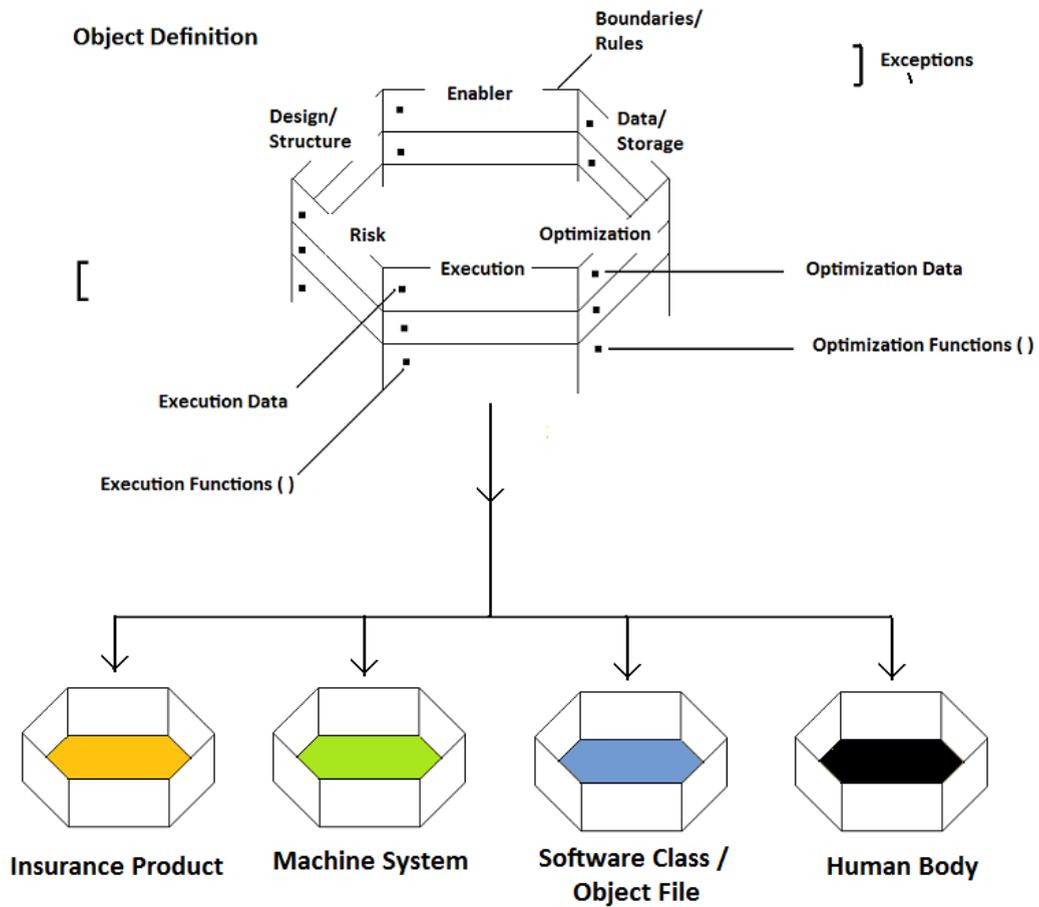
E.g. A server/Computer system may have free scaling / expandable memory slots to accommodate more memory for the hardware as and when the need for scalability arises

Similarly Boot space of a car may be increased dynamically by folding away seats.

Polymorphicity of objects/interfaces:

Those acquainted to the computer science world may be aware that in the object oriented world, all objects inherit from the parent or base object. This is true even in the case of the interface based technique that we are presently discussing.

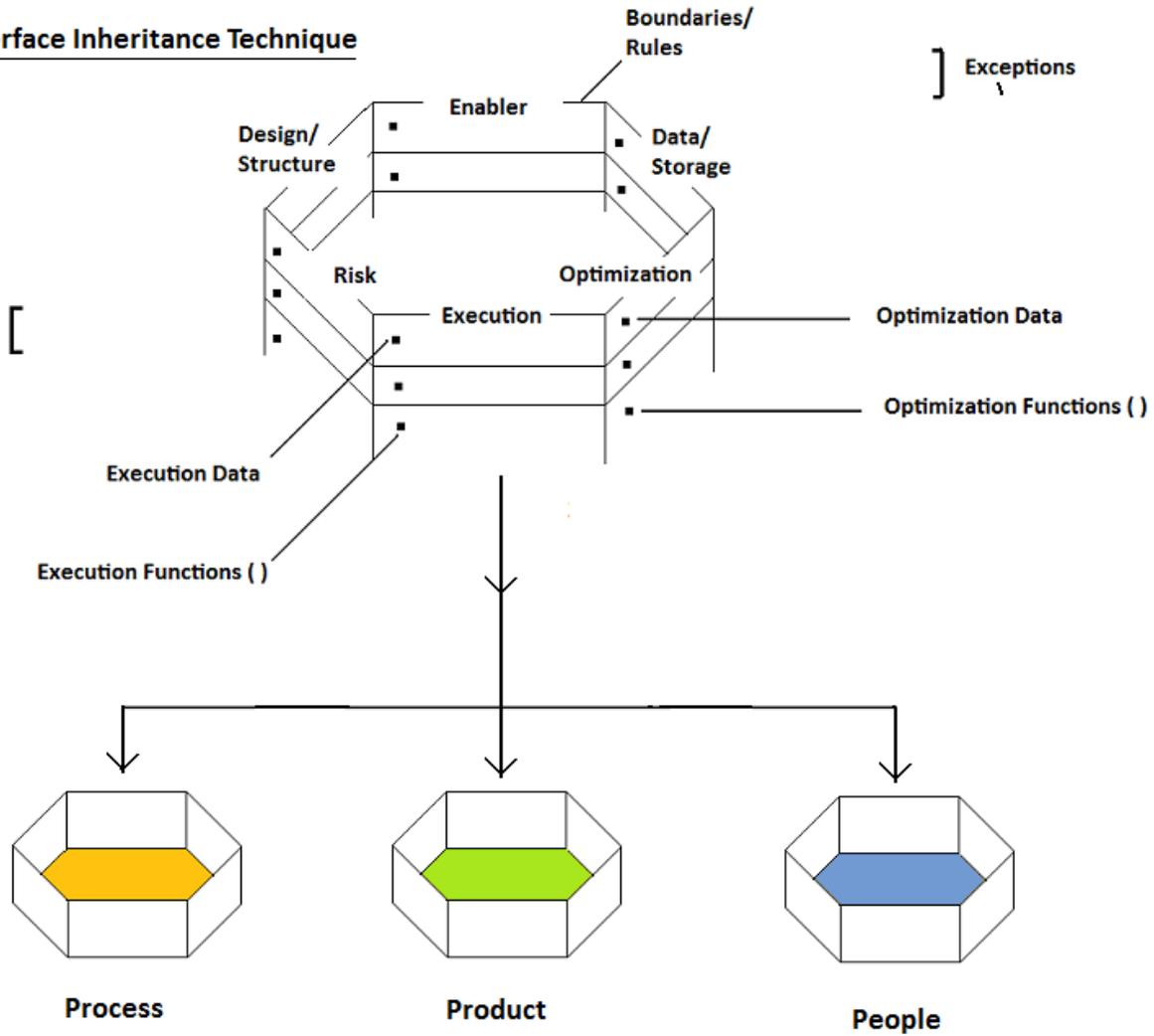
The Intelligent Design fully factorized free scaling interfaces form a formal interface or the base interface for every or any kind of product or system.



Polymorphicity of objects/interfaces

We have already discussed how the TEFS function sets or the intelligent design function sets are used in the people and process ends of the spectrum. This interface technique may aptly represent how this Intelligent Design interface describes all the three ends of the spectrum. The pictorial representation is given below

Interface Inheritance Technique



Interface Inheritance Patterns

Let us now create a few interfaces based on the fully factorized functionality of the intelligent design interface. The simple example of the car engine interface that we discussed earlier translates to the following:

The fully factorized car engine interface:

```
System.Execute.Start()
System.Execute.Stop()
System.Execute.Accelerate()
System.Execute.Decelerate()
```

The full factorized interface of software that draws a circle on the computer screen is as below:

```
System.Design.Draw_Circle()
System.Data.Fetch_Radius ();
System.Execution.Database_Call ()
System.Execution.Use_Connection_Pooling ()
```

Now let's use the fully factorized interface of a software web application (Macro Interface):

```
System.Design.Web_form_design ()

System.Data.SQL_Query()
System.Data.Stored_procedures()

System.Execution.Project_compilation ()
System.Execution.Project_build()

System.Enabler.Visual_studio_IDE()
System.Enabler.DotNet_software_framework()

System.Optimization.Program_code()
System.Optimization.Queries()

System.Risk.Security()
System.Risk.Roles()

System.Exception.Exception_circumstance_handling()

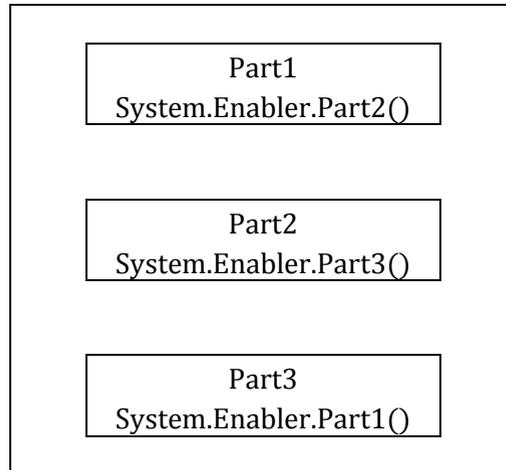
System.Rules.Business_logic()
```

We have now dealt with interfaces of a variety of types. Now we move ahead into discussing the build or construction of systems which consists of individual, interdependent parts.

The theory of reductionism is an approach that is normally used to understand the nature of complex systems by reducing them into interactions of the subparts. The Intelligent Design functions very easily handle reductionism because they have a built-in function type called the enabler function.

In a hypothetical machine with three constituent parts, if part1 is dependent on part2 and part2 is dependent on part3 and Part3 is dependent on Part1, the interface enabler functions would be as follows:

Complex Machine with three constituent interdependent parts:



Verifications with Science:

We have already learnt about the concept of entropy in one of our previous chapters. The phenomenon of entropy is the process by which disorder sets in naturally in any system. We also learnt about the multiplicity effect, where the probability of throwing a dice and achieving a seven is far more probable than achieving a two.

The Intelligent Design approach is a value added approach similar in analogy to achieving a two with a throw of dice (i.e. there is one way to the best solution).

Products normally follow evolutionary iterative cycles of development. And this leads to a process where there is a chance or probability of missing aspects or functionalities conveyed by the intelligent design approach.

This approach is normally associated in analogy with the throw of dice and achievement of a total of seven in a multiple ways. The end product could be characterized by elements of disorder or complexity.

Therefore we can conclude that the intelligent design approach helps in systematically tackling the disorder forces and allowing the building of sophisticated interfaces which are naturally very revealing about their functionalities.

These functions would thus lead to building smarter and far more systematic products.

Conclusion:

We have now come a long way in our learning exercise – having dealt with the three core ends of the enterprise spectrum viz., People, Processes and Products.

In our successive chapters, we would be outlining various examples of smarter systems that may be built in the distant future.

Chapter 7

A Brief History of Time – A Historical Analysis of Innovation



Until now, we have been discussing Intelligent Design techniques to build smarter people, processes, products and smarter enterprise ecosystems. This can be summarized by a single word – Innovation.

This chapter deals with analyzing a brief history of innovation or rather the evolution of modern life per se.

Innovation is a term we frequently used to represent or identify inventions, but it may not always be the case. The process of bringing about a change by introducing new processes or methods, products and higher forms of communication and thought in individuals is a more apt definition of Innovation. We may recollect that we used the term fluctuation functions that signify an advent of change.

But change itself is not a new phenomenon. Change can be more aptly put forth as constant phenomenon over the ages or cycles of time. We as stated, dwell into historical insights of great changes that took place in society over a period of time. The eventual purpose is to go back in time and celebrate the past, because that's the only way that can prepare us for an appreciation of the future.

STEX Advanced Design Bureau is only attempting to enlighten its readers to recognize these forces of change and align with them for the primary goal of evolution of the individual and the society on the whole.

We may make a note that change can easily be classified as evolutionary or degenerating in nature. Evolutionary change is usually accompanied by forces that make the world we live in a more systematic system. The degenerating forces are those forces that do not have substantial purpose or a higher goal of contributing to the system on the whole.

Although man is classified as a social animal and social percussions have a very strong role in human society, individual perseverance and pursuit have for long contributed to evolution of the masses in societal systems.

From a historical perspective, the above statement stands true very strongly because the innovations that took place then could be achieved by singular effort. However in the modern age the innovations and systems that are created today are so complex that it requires individual as well as a team effort in the process of creation.

While we could easily identify the inventor of a ball point pen, it is nearly impossible to identify the inventors of the computer. For complex systems like computers were invented over a period of time by contributions from many individuals.

Before we go into studying historical timelines of innovation, let's identify a few critical innovations that change the world and impacted society in a very strong way. Research by FPRI had concluded the most important innovations of all times.

1. True semantic, syntactic and phonetic languages that allowed humans to communicate and cooperate with each other.
2. The taming of fire allowed humans to inhabit cold places, work after dark, scare away wild animals and cook food.
3. Simple tools that allowed people to multiply their mechanical effort to getting the work done.
4. Farming was a long chain of activities that involved growing crops and domestication of animals.
5. Clothing permitted people to protect themselves from inclement weather.
6. Earthenware and pottery when ancients discovered hardened clay in their fire pits.
7. Metallurgy permitted people to make hardened tools and spears.
8. Food preservation meant humans to store the food for later consumption.
9. The system of writing that made possible written records and calculations.
10. Religion shaped up human culture and behavior.
11. Invention of wheel changed how man could move goods from one place to another.
12. The manufacture of paper led to explosion in publication and spread of knowledge.
13. Specialization of labor work force classified people into various skilled classes.
14. Discovery of fossil fuels permitted people to harness energy.
15. The concept of science came in only by the 19th century before which it was only considered as natural philosophy.
16. Harnessing of water power or water mills permitted one to carryout heavy work.
17. The invention of steam engine multiplied man's ability to do work and made practical the activity of coal mining which provided fuel for the steam engines.
18. Electromagnetism led to the harnessing of electricity and the running of electric motors.
19. Diesel and fuel based engines converted potential energy stored in fuels to work.
20. The gas turbine engines allowed propulsion of large transportation systems like ships and aircrafts.
21. Invention of computers created the foundation of a digital world which runs in parallel to the physical/material world.
22. The advent of internet that allowed information to flow freely across geographical distances.

This analysis gives us a fair glimpse of how the world changed over a period of time and gives us insights about how the future could play out in due course.

We could conclude that from a few of the points above, the most important directions of innovation that changed the world over a period of time could be classified as:

1. Information and communication.
2. Energy and utilization.
3. Invention of transportation.
4. Creation of the digital world.

We now study the timelines of each of these individual directions of innovation to draw conclusions and, if possible, extrapolate to the future.

Historical timeline of Information and Communication:

3500 B.C. - Phoenicians develop and alphabet. Sumerians develop cuneiform writing - pictographs written on clay tablets.

1775 B.C. – Greeks use a phonetic alphabet written from left to write.

1400 B.C. – Record of writing in China on bones.

1270 B.C. – The first encyclopedia is written in Syria.

900 B.C. – The first postal service for government use in China.

776 B.C. – First record of homing pigeons used to send message.

530 B.C. – Greeks started the very first library.

500 B.C. to 170 B.C. – papyrus rolls and early parchments made of dried reeds – first portable and writing surfaces.

200B.C. to 100B.C. – Human messengers on foot or horseback common in Egypt and china.

14 A.D. – Romans established postal services.

100 A.D. – First bound books.

105 A.D. – Tsai of China invents paper as we know it.

305 A.D. – First wooden printing press.

1450 A.D. – News papers appear in Europe.

1455 A.D. – Guttenberg invents the printing press.

1560 A.D. – Camera Obscura invented – primitive image making.

1650 A.D. – First daily newspaper.

1714 A.D. – The invention of the typewriter.

1793 A.D. – First long distance semaphore telegraph line.

1814 A.D. – First photographic image.

1821 A.D. – First microphone.

1835 A.D. – invention of Morse code.

1876A.D. – The invention of the telephone.

1888A.D. – First role film camera.

1899 A.D. – first recordings using magnetized steel tape.

1910A.D. – First talking motion picture.

1923A.D. – First television camera.

1925A.D. – First experimental television signals.

1944A.D. – Computer like *Harvard's mark I* – the age of information science begins.

1969A.D. – The first internet started – ARPANET.

1979A.D. – First mobile phone.

1994A.D. – World Wide Web (WWW) taking communication at light speed.

We may note that it was form of communication as well as the medium of communication that changed over a period of time. If we extrapolate the patterns of communication into the future, we are likely to find only two possible forms of change.

1. Likely change in Format of information / Form of communication.
2. Likely Change in the Medium of communication.

The format of information of communication that exists as of today exists in the form of language, written and spoken. The STEX Advanced Design Bureau Intelligent Design methodology is working on deriving a new form of intermediate technical language that we've already suggested. The format or structure of the information that we convey through education and learning, in a variety of subjects could also use the intelligent design methodology.

As for the medium of communication is concerned, the world is moving ahead into digital classrooms and Visual communication, further extrapolations may lead to more sophisticated digital mediums of communications.

STEX Advanced Design Bureau however suggests that great value added work lies in the conversion of unstructured forms of information and theory into structured, intelligently designed theory. It may also be noted that if the format of information or theory is closer to a functional based approach as suggested by the Intelligently Designed theory of intermediate language, the process of conveying or relaying this structured information through a digitized medium may be far more feasible.

Historical timeline of Transportation:

3500 B.C. – First wheeled vehicles in history.

3500B.C - River boats with oars.

2000B.C. – Domesticated horses used for transportation.

770 A.D. – iron horseshoes improved transportation by horse.

1492A.D. – First illustrated theories of flight by Leonardo Da Vinci.

1783A.D. – Invention of the first steam boat.

1783A.D. – Invention of Hot air balloons by Montgolfier brothers.

1790 A.D. – Modern bicycles.

1801A.D. – First steam powered locomotives.

1862A.D. – Gasoline engine automobile.

1867A.D. – The first motor cycle invented.

1885A.D. – The first practical automobile to be powered by an internal combustion engine.

1903A.D. – The first engine airplanes.

1926A.D. – Liquid propelled rockets.

1940A.D. – Modern helicopters invented.

1947A.D. – Supersonic Jet flight.

1970A.D. – First jumbo jet to carry passengers.

1990A.D. – Electric hybrid automobiles.

Having seen the timelines of innovation and transportation, it may be inferred that the transportation products domain is now fairly matured with availability of very efficient engines and transportation systems. With further research in the Intelligent Design approach, superior transportation systems could be developed. .Again, transportation can be divided into:

1. The core product / medium of transportation e.g. Cars, rail, flight.
2. The processes that govern the Transportation system.

The Intelligent Design approach could easily work out new structured processes that optimize the entire domain of transportation processes. We may note that algorithmic flight scheduling and rail system scheduling already exist in many developed nation systems, however there is still scope for an intelligent design approach in optimizing transportation and traffic systems.

Historical timelines of harnessing of energy:

1500 B.C. – Geothermal power used for cooking, bathing and heating.

200B.C. – Mining of coal.

644A.D. – Vertical axes windmill recorded in Iran.

1765A.D. – Invention of steam engine.

1780A.D. – Coal is used to generate electricity.

Till 1800 A.D., mankind's use of energy relied of muscular and biomass sources. Energy was provided by manual labor, animals and biomass (wood).

1800 A.D – Invention of the Battery

1821A.D. – First natural gas drilling in New York.

1885A.D.- Invention of Gasoline powered automobile engine.

1890A.D. – Solar energy used to run a printing press.

1890A.D. – First operating wind turbine.

1891A.D. – Invention of Tesla Electric coil by Nicholas Tesla.

1892A.D. – Invention of Diesel engine.

1938A.D. – invention of Nuclear fission (Otto Hann and Fritz Strassman).

1944A.D. – First nuclear reactor.

1950A.D. – First alternating current wind mills.

An analysis of timeline of energy reveals maturing of energy producing techniques capable of generating enough power to sustain working of large enterprises, societies and nations. Scope for innovation in the field of Energy could be classified into:

1. Production / Generating techniques.

2. Energy consumption patterns and processes.

The Intelligent Design techniques as suggested can help in finer research in the energy generation space, but could be far more effective in improving energy consumption patterns or processes.

We have discussed three critical timelines of historical innovation that covered the different ages of history viz., The Early age, The Medieval age and The Modern age. The present age that we live in today is often addressed to as the information age.

If patterns of history could convey what the future beholds, we could well be moving into what could be called as The Intelligent Age or The Systems Age.

STEX Advanced Design Bureau is envisioning the advent of a systems age, or more commonly a smarter world.

The systems approach concentrates on structured and intelligent governance of systems and its constituent entities in a manner, so as to allow a methodical, structured and sustainable future, a future that encourages multiple enterprise systems co-existing in equilibrium, through standard methodologies and protocols of techniques and behavior.

Having discussed the nuances of intelligent design and historical consciousness, we are in a position to successfully prepare for the times to come.

Chapter 8

A Systematic World Space: Patterns of systematic Innovation



For the purpose of a systematic comprehension of the world, we have already discussed the people, the process and the product ends of the spectrum. However, the comprehension is incomplete without a chapter on systematic innovation that deals with innovation at the people level, the product level and the process level and is measurable through a generic framework of innovation.

Industry always faced a challenge of each industry measuring innovation in its own way. It is because of this reason that there are no standard metrics that define innovation or measure innovation. STEX Advanced Design Bureau has developed the innovation framework based on the intelligent design theory or the TEFS function set that gives a standard framework for the enterprise in any domain to measure its level or accomplishment in innovation.

Locating a particular place in a geographical map requires two co-ordinates, the latitude and the longitude. Similarly, the procedure for measuring innovation involves two core steps:

1. Identifying the innovation space that the enterprise occupies.
2. The level of or the degree of innovation in < products, people and processes space >.

Identifying the innovation space:

To evaluate the first point of identifying the innovation space, we outline two simple matrices. They are as follows:

Products, OEM (Original Equipment Manufacturers)
Services
Trade or distribution

The Enterprise Matrix

The enterprise matrix divides an enterprise into three distinct types:

- a) Product/OEM – Companies which build products or equipment for use by public or other enterprises.
- b) Services – Companies that offer some form of service e.g. accounting services, financial services, software services or hotel accommodation services.
- c) Trade or Distribution – Companies that distribute products from manufacturers to the public or other enterprises e.g. E-Commerce stores, retailers, distributors, shops.

Enterprise	Software/Digital world	Physical world
People	a	b
Process (internal or external)	c	d
Products	e	f

The Enterprise Medium – Software World or Physical World

The interpretation of the above Enterprise Medium matrix is as follows:

- a) Enterprises that have “people” as its core entities e.g. Social networking and social media sites like Facebook, Twitter, Orkut etc.
- b) Enterprises that have “people” as its core entities, but conduct their exercise in the physical world by group gathering and one to one, in person meeting.
- c) These are enterprises which have “process” as their core entity of offering, in the software world.
- d) These are enterprises which have “process” as their core entity of offering, in the physical world.
- e) These enterprises are “product” companies which build software products e.g. Microsoft, Apple etc.
- f) These enterprises are “product/OEM” companies which make products which are tangible, in the physical world.

We use the first matrix (the Enterprise matrix) and the second matrix (The Enterprise Medium matrix) to pinpoint the space that the enterprise occupies in the systematic world map.

The level or the degree of innovation:

Having identified the innovation space that the enterprise occupies, we move into the process of identifying the degree of maturity of innovation of the individual entities - people, processes and products.

To solve this, we outline the second degree intelligent design or the TEFS functions and call the same as Innovation matrix.

This innovation matrix forms the framework that we mentioned earlier, that can be used to measure innovation in different domains and enterprise spaces.

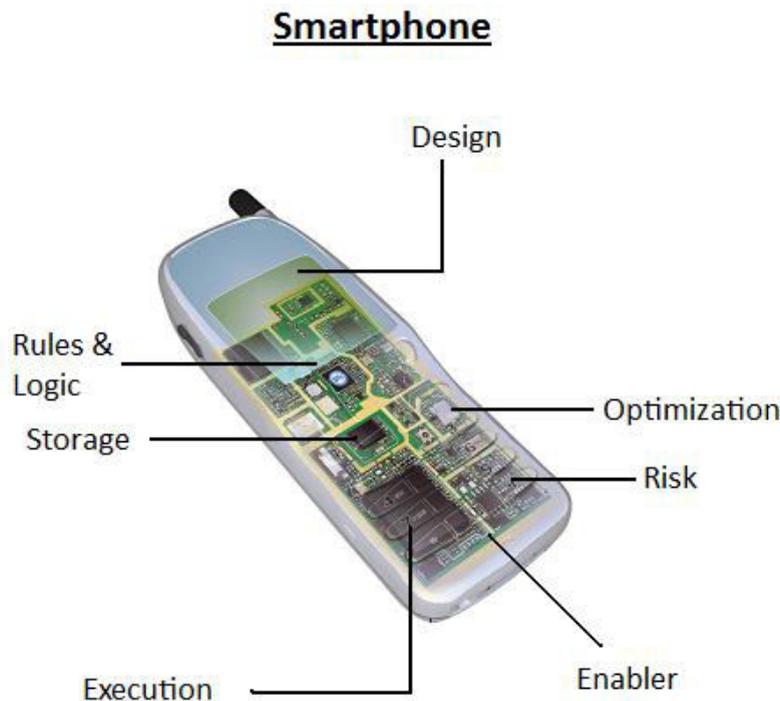
Systematic Innovation Framework

	Design/ Structure	Execution	Data/ Storage	Risk	Optimization	Enabler	Rules/ Boundary	Exceptions
Design/ Structure	Design- Design	Design- Execution	Design- Data	Design- Risk	Design- Optimization	Design- Enabler	Design- Rules	Design- Exceptions
Execution	Execution- Designed/St ructured	Executable	Executio n Data	Executio n Risk	Execution Optimization	Execution Enabler	Execution Rules	Execution Exceptions
Data/ Storage	Data Structure	Data Execution	Meta Data	Data/ Storage Risk	Data Optimization	Data/Stor age Enabler	Data rules	Data Exceptions
Risk	Risk Design/Stru cture	Risk Execution	Risk Data	Risk of risk	Risk Optimization	Risk Enablers	Risk rules	Risk Exceptions
Optimization	Optimizatio n structure/ design	Optimizati on execution	Optimiz ation Data	Optimiz ation Risk	Optimization of Optimization	Optimizat ion enablers	Optimizatio n rules	Optimizatio n Exception
Enabler	Enabler Design	Enabler Execution	Enabler Data	Enabler Risk	Enabler optimization	Enabler of Enabler	Enabler Rules	Enabler Exceptions
Rules/ Boundary	Rules Design	Rules Execution	Rules Data	Rules Risk	Rules optimization	Rules Enabler	Rules about Rules	Rules Exception
Exceptions	Exceptions Design	Exceptions Execution	Exceptio ns Data	Exceptio ns Risk	Exceptions Optimization	Exception s Enabler	Exceptions Boundaries	Exceptions among Exceptions

In conjunction with this matrix, we also use a measurement scale to measure the degree of each function of innovation. eg 70% Execution optimization or 10% Execution Risk.

Let us work out a few examples to see how the systematic innovation framework helps in the measurement of innovation and outlining new directions of innovation. We discuss systematic innovation in the product space and the Enterprise space.

The systematic innovation approach to building a smartphone:



Execution – Building a smartphone with a faster processor.

Execution Optimization – Building a smartphone using an optimized power saving processor.

Storage – Building a smartphone with higher capacity of data storage e.g. 1GB, 2GB, 4GB etc.

Design – Building a smart interface for the phone like a tiled interface or a touch interface etc.

Structure – Building a smartphone form factor with a variety of blends of plastic, carbon fiber or metal.

Risk – Risk mitigation in a smartphone by incorporating bio-metric security for authentication.

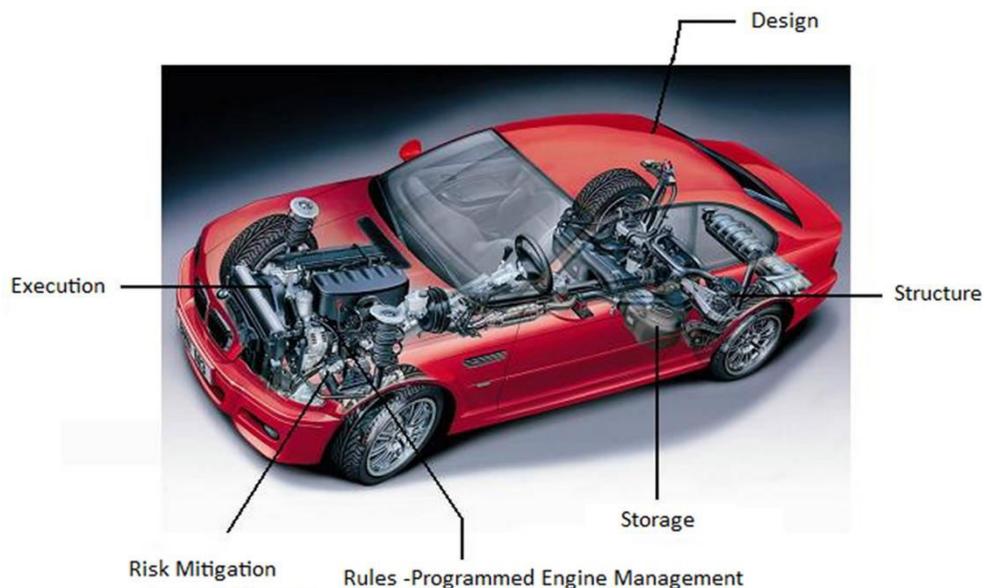
Enablers – Building a smartphone with long lasting, high capacity batteries.

Rules – Building a smartphone with proprietary or open operating systems that run all the system logic and functionality.

Risk Execution – In case of smartphone theft, the system would lock up and send alerts.

Example 2 - Systematic Innovation of a car:

Systematic Innovation of a Car



Execution – Building a car with more sophisticated, powerful engine.

Execution Optimization – Building a car with a fuel efficient engine.

Storage – Fuel storage and boot space or luggage storage space.

Design – The exterior design of the car.

Structure – Building the car chassis out of sophisticated metal alloys or carbon fiber reinforcements.

Risk – Design crumple zones in the front and exteriors.

Rules – Efficient engine programming and management processors.

The innovation process can be classified into:

1. Fundamental out of the box innovation.
2. Systematic Iterative innovation.

Fundamental out-of-the-box innovation involves building a breakthrough product from scratch while, systematic innovation involves innovating in cycles or iterations to bring out the next version of the product.

Let us analyze the software world space to get a perspective on how things have evolved systematically over a period of time.

Talking about computer programming languages – languages were initially unstructured (unstructured execution) succeeded by procedural and structured programming languages (Structured

execution). It was further followed by the object orientation methodology. If patterns could forecast a future - it could well be an “object” programming paradigm in the near future.

Talking about evolutions of nations – Nations were formed after long histories of war. People learnt to form Governments and created law. Nations evolved to build national security. Nations built education systems to spread knowledge. Industries and Enterprises were built over time. Nations engaged in global Commerce. If patterns could again guide a future – it could well be the formation and governance of “nation systems”, through sophisticated frameworks of intelligent design.

Today, data analytics and data search is a common place term. However, the data or information that is dealt with is largely in the form of unstructured data. A transition or evolution in data spectrum would extrapolate to analytics and search of “structured” data. An example of a structured data paradigm is represented by the Wikipedia.

Search engines like Google, Bing operate on unstructured data. STEX Advanced Design Bureau is currently working on a world space intelligent search engine that operates on structured data.

According to the systematic Innovation framework, progress in innovation could be possible in any of the directions guided by the 64 Elemental Functions.

In Enterprise systems – Innovation could take place in the redesigning of the rules of the enterprise.

Avionics systems could be programmed to allow structured exception handling sequences in cases of emergency.

Search engines could operate on meta-data (Data about Data) instead of operating purely on data.

Project Management systems could encompass the entire spectrum of intelligent design activities defined in the Innovation function set.

Thus we can conclude this chapter by inferring that innovation is the process of inventing the next new by breaking the boundaries set by the previous iteration.

Innovation actually follows patterns and trends represented by the innovation matrix and applications of the innovation matrix in specialized domains may yield systematic results.

Chapter 9

Rudimentary Economics and Financials



Our discussions till now have been following a systems perspective in an analysis of the world. It goes unsaid that commerce and finance are equally important functions related to the enterprise space that usually gather attention as subjects of study in courses like business studies, economics etc.

From the systems engineering angle, these courses and fields of study are classified as abstract fields of study. Although subjects like economics used in conjunction with subjects like statistics have a slightly higher basis of scientific foundation, they are still considered imprecise by many factors. The reason being, these subjects deal with heterogeneous data OR Imprecise data.

The intelligent design approach or the systems engineering approach to studying economics and commerce follows one single tenet that, it classifies and structures data, to a synthesized smarter data, that eventually leads to precise measurements of the state of a system.

The world that we live in is actually classified into a variety of ecosystems or systems like the enterprise system or nation system. Each of these systems actually follows very scientific working principles of nature for their execution and governance. In other words, a system runs well when people, processes and products follow efficient trends of evolution in execution and are governed by systematic rules of governance.

Any deviation or inefficiency in processes, people or products leads to a deterioration in the working of the system. It is because of this reason that we observe breakdowns in multitude ecosystems resembling a phenomenon called a recession. We may highlight that enterprise systems and public systems are interdependent for their mutual growth (intellectual growth as well as commercial growth). Whenever, either of these spaces, the enterprise system or the public system undergoes significant deterioration, they lead to a cascading breakdown in the world ecosystem. This is a systems interpretation of the economic term recession.

This ultimate goal of any system therefore, translates to operating in equilibrium with other interdependent systems. It is with this reason that a systems engineered enterprise differs very largely from a business enterprise. Business enterprises allow room for human emotions like greed and capitalism to prevail over the larger principles of eco-systemic equilibrium, while systems engineered enterprises allow no room for forces that instigate deterioration in equilibrium.

The world of Finance:

Since finance is the foundation of commerce, it is an imperative subject for one and all occupying the enterprise space or the public space. Though finance is extremely complex subject of study today, a systems engineering approach simplifies finance into three simple categories:

1. Product Finance.
2. People Finance.
3. Process Finance.

Product finance deals with all the cost price in building a product and selling price of the product.

People finance deals with cost of people required to building products.

And process finance deals with financial aspects associated with the processes that lead to the manufacture and supply of products.

Let us take the building of a computer as an example.

Product cost – cost of individual components.

Process cost – Cost of the assembly process.

People cost – Cost of the employing people for various tasks.

The summation of these three costs gives us the total input cost. The price that the product sells at multiplied by its volume gives us the output cost. The difference between the input cost and the output cost is the amount of wealth created by the enterprise.

From a systems engineering perspective, terms like market capitalization and wealth created are false financial jargons. The only true measurement that ultimately qualifies is the amount of cash acquired and amount of cash paid back by an enterprise. In this context, if an enterprise promises not to give away any payback, the value of the stock in the stock market can only be considered notional. There is an alarming trend of firms in the world today who do not contribute to paying back to the public systems.

Sometimes, it is these sorts of imbalanced working or governance principles that lead to deterioration of commercial wealth in the world ecosystem. E.g. Thus if a company borrows debt and never pays back, the public system that loans the debt may find itself in a financially deteriorated position, unable to further support newer capital to upcoming enterprises.

It may also be inferred that notional wealth or market value of stock prices is only created by successive generations of investors forcing up or escalating stock prices rather than the payout from an enterprise system doing so.

Keeping this in mind we wind up our rudimentary yet complete analysis of economics and finance and understand all the important governing parameters that lead to ecosystem stability or instability.

Chapter 10

Outlining the future – Array of Innovative Possibilities



This chapter is a collection of possible areas of innovation that could possibly be demonstrated in the future. Since STEX Advanced Design Bureau does not have specialization in each of the possible areas of innovation, it is only outlining a template or guiding theme. The areas that are outlined are as follows:

- ERP Systems – Multi Domain / Multi Discipline.
- System Software – Development e.g. compilers, operating systems.
- Object Programming Paradigm – Extension to OOP Methodology.
- Object Based Database Systems.
- Game Design.
- Artificial Intelligence.
- Computer Hardware Systems.
- Applications in Government/Nations Systems.
- Standards framework.
- Applications in Machine Systems.
- Enterprise to enterprise, Enterprise to public Digital engagement.
- Digital Economic Lifeline Systems

ERP Systems - Multi Domain / Multi Discipline:

According to our systems engineering theory, we have divided the enterprise space into people, processes and products. ERP systems are enterprise resource planning systems which help in managing the processes of an enterprise. ERP systems as of today manage specialized processes like human resources, payrolls, manufacturing etc.

Future ERP systems are envisioned to be not only domain neutral but also process neutral i.e. the ERP systems could fit into any kind of industry and any kind of process. We have already demonstrated how domain neutrality and process neutrality are feasible through the introduction of the intelligent generic process design. The following picture would convey the generic methodology.

Enterprise Flux [Core System]

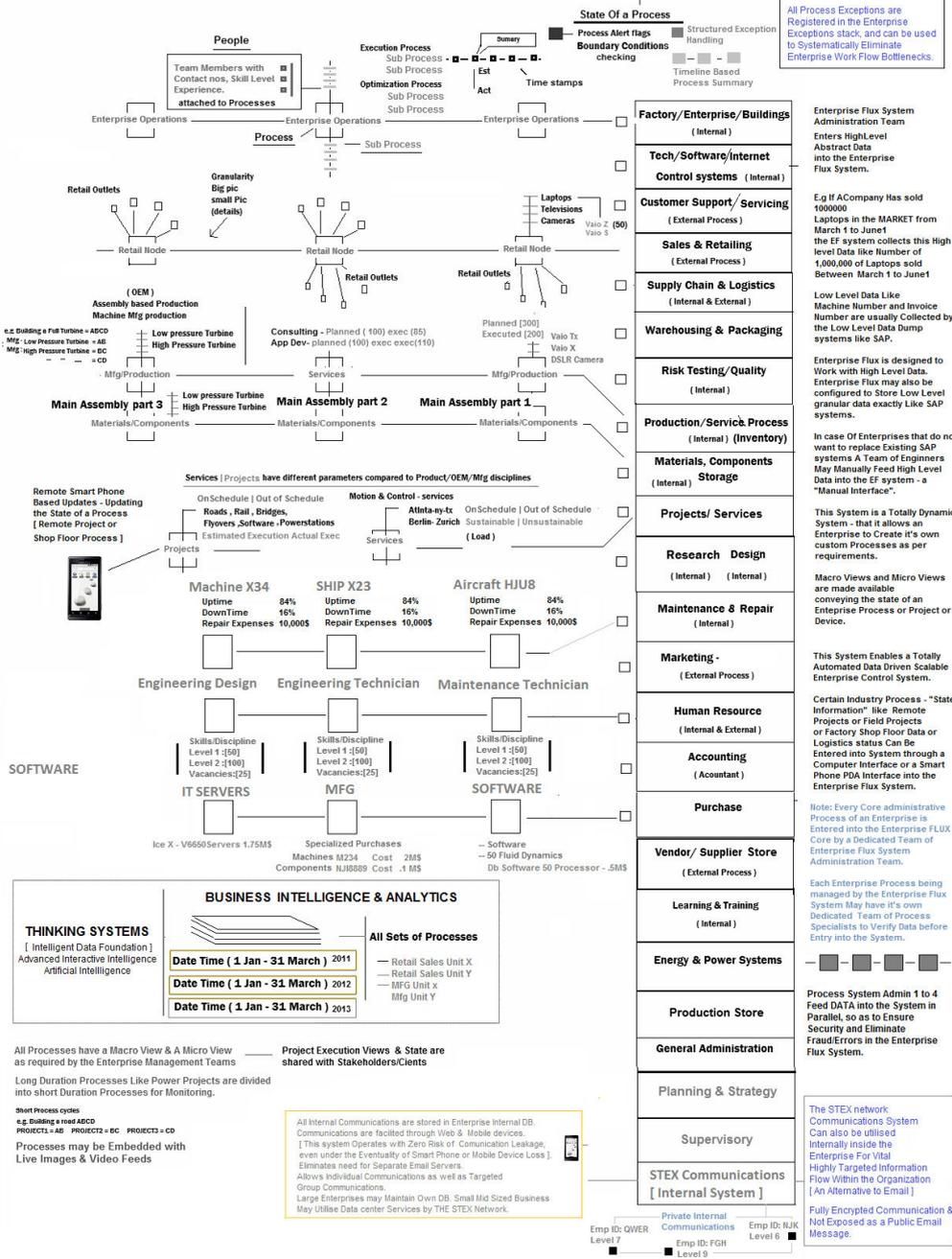
The Primary Design Goal of Enterprise Flux is to Measure, Monitor & Manage Enterprise Processes. This System Leads to Enterprise System Automation, Enterprise System Intelligence & Enterprise System Efficiency. The Data associated with the Enterprise Flux Systems is High Precision Intelligent Data - That Forms the Foundation of Enterprise Intelligence and Artificial Intelligence.

Every Enterprise Consists of Core Functions or Disciplines which are Further Divided into Enterprise Sub Processes. Further Each Process has People Attached to Processes. In Summary the Enterprise Consists of

- 1) Enterprise Core Processes
- 2) Enterprise Sub Process
- 3) People Attached to processes



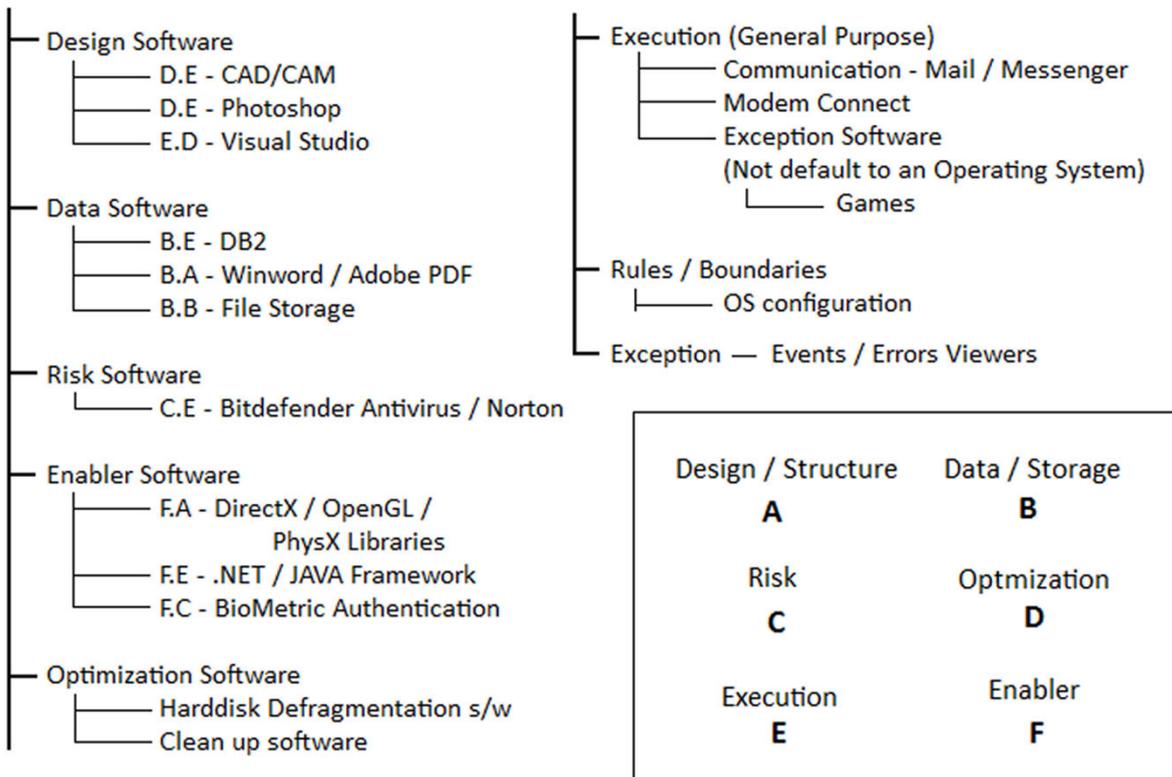
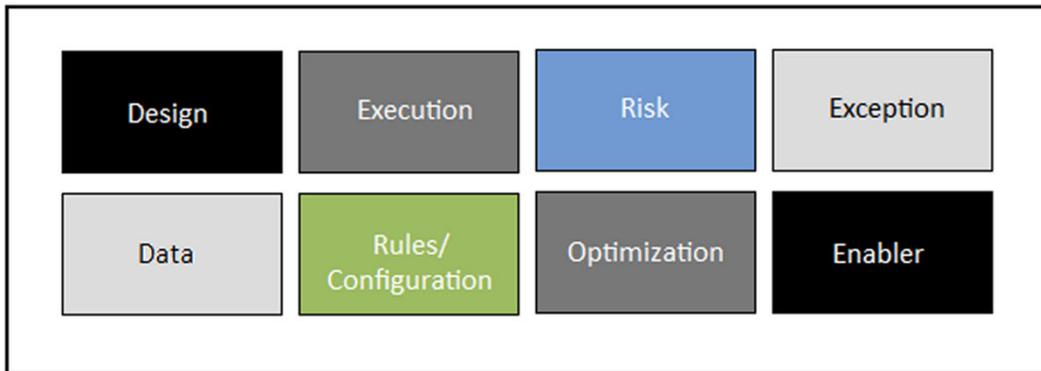
Systematic Enterprise Processes and Subprocesses by Discipline



System Software - Development:

We have a wide variety of system software available today, but most of the system software is proprietary in nature and in features. The Intelligent Design approach helps in eliminating proprietary standards and leads to building standards based software, each varying from the other in scientific functional features. We have compiled a sample operating system interface for an appreciation.

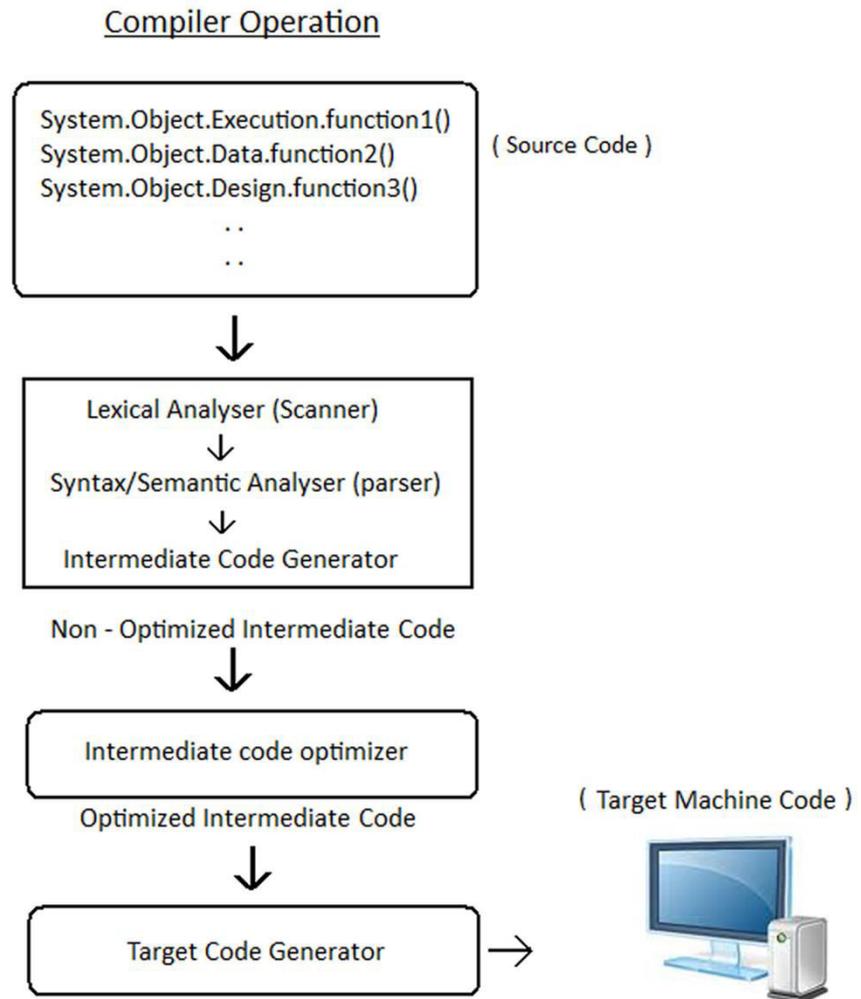
Operating System Interface Sample



Compilers can be designed adhering to the principles of intelligent design such that all functions describing a class can be represented in a factorized manner as suggested by the interface based approach. In a truly object oriented software, all objects inherit from the base class object called "System.Object". In case of Intelligent Design Software, the class files would be further classified as "System.Object.Execution.xyz_function" depending on the classification of the function.

This would improve readability of the code as well as allow certain types of functions to be dedicated to specialized hardware such

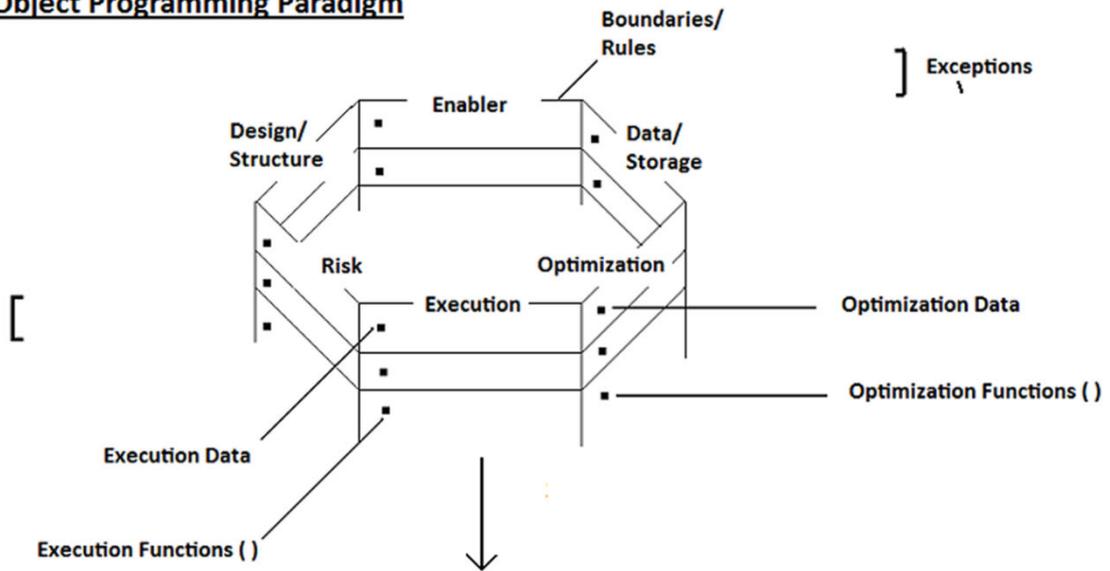
as the GPU (Graphics Processing Unit). The “**System.Object.Design**” functions can be directly allocated to the GPU. Mathematical functions of execution could be allocated to the CPU (Central Processing Unit).



Object Programming Paradigm:

As of today, the highest programming paradigm that exists is the Object Oriented Methodology or Object Oriented Paradigm (OOP). The programming technique has been described as “object oriented” rather than “object” programming because, structured programming evolved into the methodology of describing objects or systems through classes. With the breakthrough in intelligent design approach, the object oriented paradigm may be evolved further into object programming paradigm where all the functions and data of object oriented design are fully factorized and represent pure objects.

Object Programming Paradigm



Software class file

```

Namespace
{
    Class_name class
    {
        System.Object.Execution.function_name();
        System.Object.Design.function_name();
    }
}
    
```

Object Based Database Systems;

A large variety of Database systems are available today namely relational databases, object oriented databases etc. The Intelligent Design approach can lead to the development of object databases where the primary entity of storage is a free scaling object. Let us take an example of relational database where we need to map a list of URL links to a specified key word, for example, the keyword computer should map to links www.abcd.com, www.xyz.com, www.123.com etc. The way the database would be structured is as follows (ignoring XML key field methodology):

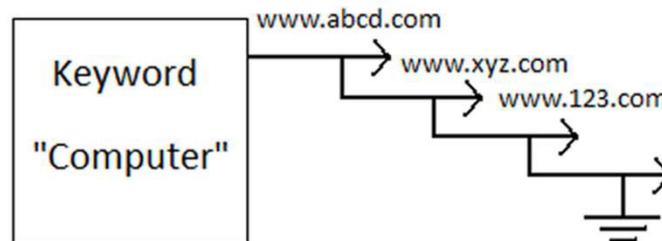
Primary key (Keyword)
Computer
Server
Interface

Keyword	URL Link
Computer	www.abcd.com
Computer	www.xyz.com
Computer	www.123.com
Server	www.abcd.com
Server	www.a1b2.com

RDBMS table structure representing keywords to their URL Links

If we approach the intelligent free scaling approach to design an object database, the database structure would function as follows:

Free Scaling Column - Object Database Design



The database field consists of scalable linked lists that store data in an optimized way.

Game Design:

Today's game design software's are graphically astounding. And there are a wide range of titles available with various types of game play. The intelligent design approach could improve upon the game play of a variety of games by involving all the TEFS functions or the Intelligent Design functions in a game sequence.

The game play sequence could be evaluated such that structured execution maneuvers yield better results than an unstructured maneuver.

Games could be designed for simulating enterprise systems and world systems .Younger

Players could be introduced to advanced intelligent approach to learning rather than games acting as only a source of entertainment.

Artificial Intelligence:

Artificial Intelligence is the field of Engineering involving, building of intelligent systems that resemble Human Intelligence or human intellectual capabilities.

The Intelligent design Functions are very useful in the design of intelligent systems, because the functions help in building a very sharp context.

Much has been criticized about machine systems not being able to think like humans do. We beg to differ. Human thinking is not structured in many ways. Humans make assumptions that their thought process is superior to the ways of the machine because they use intuition for judgment. It may be noted that intuition is nothing but an emotional process. E.g. an assessment of Risk in a scenario can lead to a

variety of judgments by different individuals, depending on their emotional coefficients. A conservative nature or emotion would lead to a different assessment from that of a risk taker.

In contrast Machine thinking or logical thinking infers judgment through an assessment of all the variables of data it has in context.

It may therefore be improper to draw inferences of superiority of human intelligence over machine thinking.

Given a proper context machine logic is far superior. STEX Advanced Design Bureau is currently working on a Search Engine that tends to use smarter Data to build contexts and offer relevant results, a process similar to artificial Intelligence.

Artificial Intelligence

Simple Artificial Intelligence



Artificial Intelligence involving building of a context.

Context Level 1

Which Domain does it belong to?

- Aviation
- Computer Science
- Electronics
- Engineering
- Marine / Naval
- Rail Transport
- Automotive
- ..
- ..

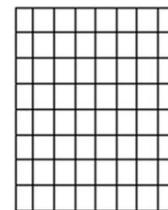
Context Level 2

What are you talking about?

- Entire system
- People
- Process
 - Marketing
 - Petroleum Refining
 - Software Development
 - Manufacturing
- Product

Context Level 3

What exactly are you talking about?



64 Intelligent Design / TEFS functions

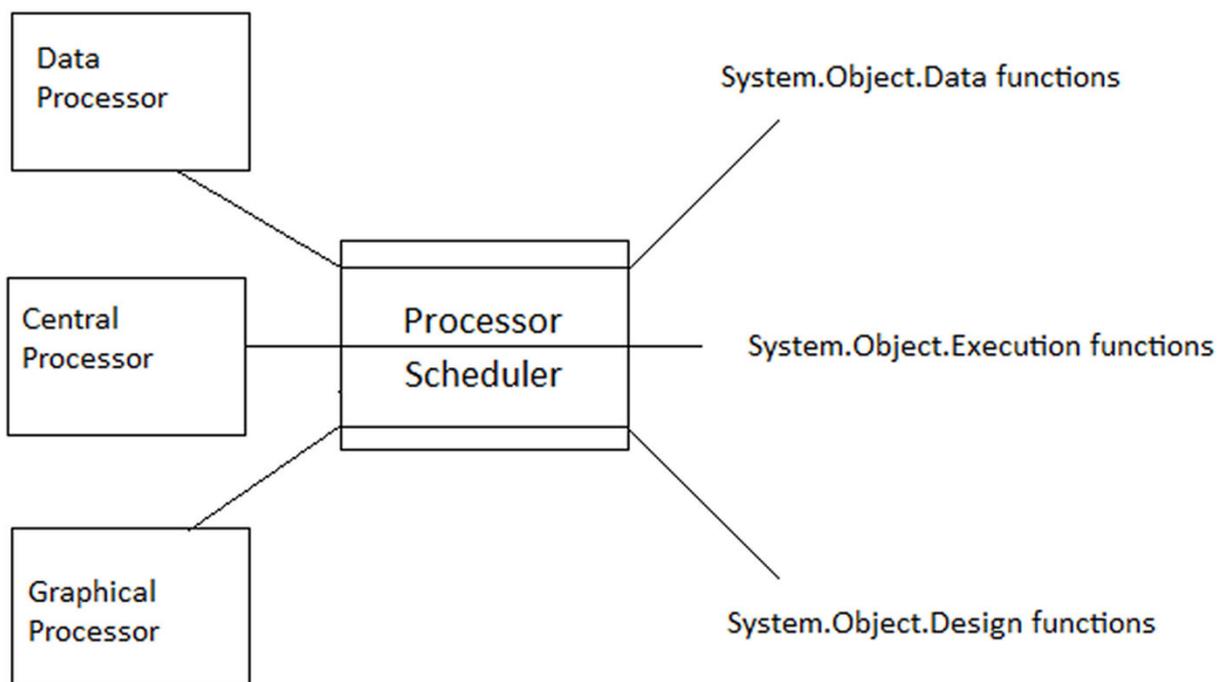
- Execution
- Optimization
- Execution Risk
- Data-Data
- Data Design
- ..
- ..

Examples of Artificially Intelligent Queries :

- 1) Software - People - Execution => We are talking about people's programming skills in software like C#, C++.
- 2) Aviation - Product - Execution => The process how the product works. If the product is an aircraft, the inference is "how an aircraft flies?".
- 3) If you are talking about Marine / Naval - Process - Design => Architecture and design of Ships / Marine products.

Computer Hardware Systems:

Computer architecture could follow the EDIC (Explicitly Distinct Implicitly Coherent) principles of design such that we might have specialized processors for graphical processing, for mathematical execution and for data fetch and store functionality. The processors could be coordinated by the help of schedulers allocating data tasks to the data processors, execution tasks to execution CPUs and Design tasks to Graphical Processors. The reason for such a split or such an explicitly distinct design could be because different kinds of tasks require different frequencies of operation or execution, for example, data fetching tasks are much slower compared to GPU tasks. Such architecture could be useful in Servers.



Applications in Government/Nations Systems:

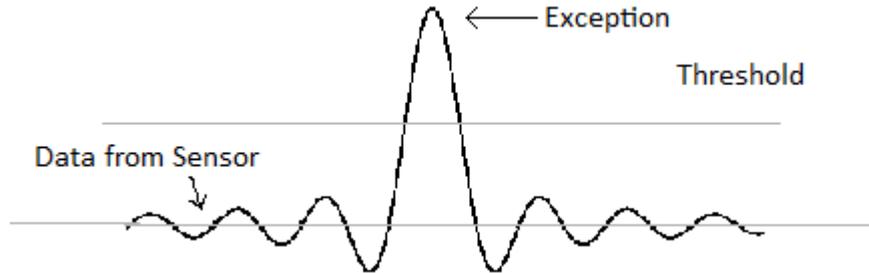
The TEFS functions have wide range of applications in the Government and Nations systems space. The applications could involve codification of national laws searchable by search engines or structuring of patent data in a format searchable by search engines. Other applications could be right to information systems that broadcast important information to the public.

Standards Framework:

The TEFS functions or the Intelligent Design functions can be used in an open standard framework that can be utilized by industries belonging to varied domains. For example, it could be used by manufacturing industry or software industry as a standard.

Applications in Machine Systems:

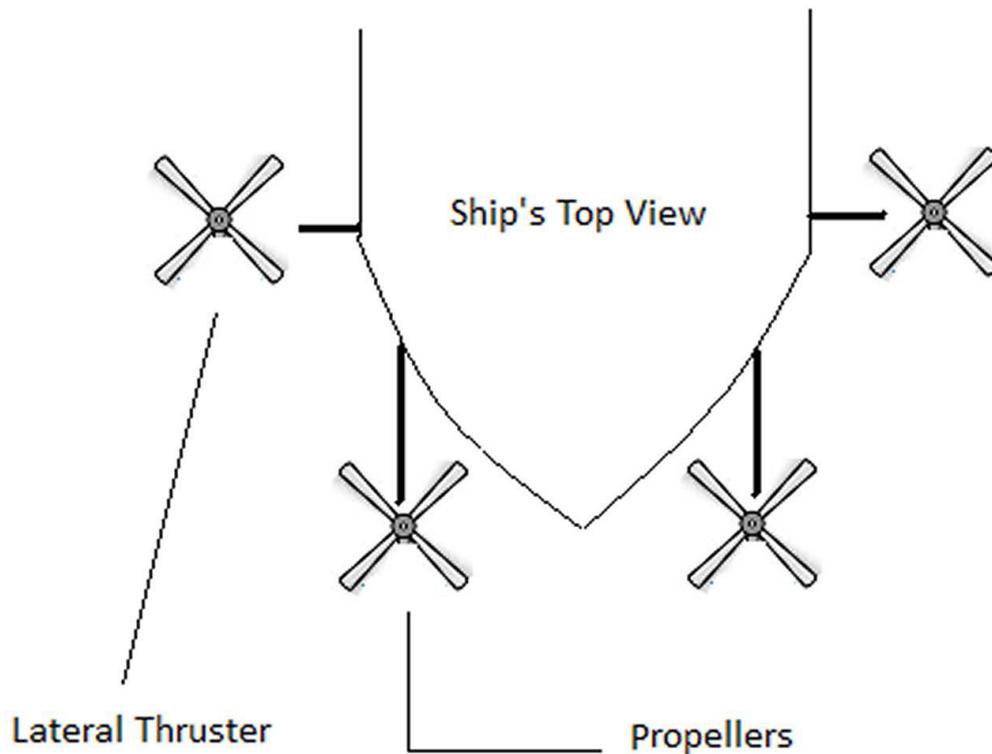
Applications of Sensors in Machine Systems to measure exceptions occurring during machine runs. Similar principles could be applied in a variety of systems where measurement of data is feasible.



- a) Possible futuristic fuel injection systems in automobile engines where the engines could be programmed to fire on individual cylinders or multiple cylinders depending on the need of the situation. For example:

engine RPM	Executing cylinders
Idle engine RPM e.g. 900RPM or below	Execution of only cylinder 1 sustaining minimum idling of engines.
>900 RPM up to 2000RPM	Higher fuel air mixture in cylinders 1,2 &3
>3000 RPM	Highest fuel air mixture in cylinders 1,2,3 & 4

- b) Tilting seats in automobiles – The seats of an automobile or a car could be designed to accommodate higher degrees of freedom so as to allow the rotation of seats during centrifugal push while taking steeper turns or maneuvering higher uphill and downhill climbs.
- c) Horizontal lateral thrusters in ships would allow easier maneuverability of ships during yaw or turn motions.



- a) Applications in braking of trains - Harmonic exponential timed brakes can be used in train wheel brakes while reducing wear and tear of brakes. Either the time parameter could be used or the surface area parameters can be used while exposing the brake pads to the wheel. Timing or surface area Patterns could be like $(x + \frac{x^2}{2!} + \frac{x^3}{3!})$.
- b) In computer hardware machinery if a drop in threads or tasks is observed multiple cores of processors could be shutdown so as to reduce power consumption .This is different from the "Always on" cores of processors.

Section - Part 2

INDUSTRIAL LOGIC / INDUSTRIAL DESIGN

Date of Revision / Addendum Date : 15 Sep 2015

ADDENDUM : Enumeration & Description of Design Bureau Projects

Chapter 1.

The Information Grid Project (The Stex Grid Project)

Chapter 2.

GEO Spatial - 3D Map Search

Chapter 3.

Selected Advanced Technology & Design Bureau Projects

Chapter 4

Software Automation - An Approach

Chapter 5

Finance by Structure & Design

Chapter 6

Industrial Logic & Industrial Design

Chapter 7

Physics & Patterns, of Colours and Colour Combinations

Chapter 8

Transportation & Logistics - Real time Telemetry Information to Public Users

Chapter 9

STEX Projects & Concepts - The Complete Big Picture

Chapter 1

The Information Grid Project (The Stex Grid Project)

THE STEX GRID Projects

What is the STEX Industrial Network/StexGrid ? What are it's commercial Use Cases?

You are an Enterprise, an Individual or an Agency, TRYING HARD to reach an Audience for any one, few or all of the following needs.

You MAY have a need

- 1) To take a product/service to market and reach an audience,
- 2) To promote your Article/Technology Papers/Blogs,
- 3) To Promote your Event/Seminar/Exhibitions to bring in people as audience,
- 4) To find a Tech cofounder or a Partner online,
- 5) To hire a Good Team for your firm or project,
- 6) To fill a job vacancy,
- 7) To showcase your resume/profile,
- 8) To showcase Your talent through a youtube video,
- 9) To Offer a Discount on your products/services,
- 10) To Publish/Promote/Market your book,
- 11) To make a press release to reach an audience or newspaper,
- 12) To Launch a NEW product/service or a NEW company that you have started.
- 13) To find a Sponsorer to fund your projects/Events,
- 14) To find or promote work contracts or Sales lead,
- 15) To Find an Investor to Fund your/ projects
- 16) To find an Exporter/Importer for your goods,
- 17) To dispose your old used goods (cars, machines,house hold items),
- 18) To dispose your property (buildings/offices/houses/land) without any hassels.

and you have tried out a number of ways to reach people - Through Facebook marketing, Google search, Paid Press releases, Paid search, Pay per click Marketing, Twitter marketing, LinkedIn Networking, Flyer Distribution, Forum listings, Craigslist, coupon marketing, Exhibitions/events (product Demonstration) etc....

The Problems we Face using the tools mentioned

Facebook & Twitter Network systems were essentially designed to help people socialize, but are being improvised for product marketing through supplementary advertisement technologies. These network systems allow you to reach an audience consisting primarily of friend circles or followers. E.g. Twitter/Facebook marketing works well in celebrity circles, and in case of users with Large fan bases, but lacks audience reach for general users, without a large fan/friend following. Honestly - Most information or content on the networks is fairly general gossip with an occasional news trend.

Google Search requires you to have a Good Rank, based on website back links, to rank high on search results. The first ten Google search results are reasonably great, but the rest are not so fine. Google was never actually designed to help people find jobs or showcase people's profiles or promote events. Google search for industry category information actually leads you to 3rd party jobsites or social networks fulfilling people's needs of promoting their identity. Advertising technologies are supplementary technologies that have been improvised to sell space on the search pages and these Pay per click advertising campaigns are quiet popular, however a little expensive. The Search Audience is mostly untargeted & conversion of clicks to sales is not a guarantee.

Press releases can be an expensive affair costing up to 500\$, without a real guarantee of a

newspaper article Print. Can you imagine millions of News releases vying for a space of 10-15 News spots on Google News or Yahoo news or other News Blogs? It's a fact that News journalism today has manifested itself as a medium for paid publicity.

Posting job ads on jobsites was the traditional old way of finding people for job vacancies - but jobsites are a dime and a dozen in number. Many of the sites that people visit, are City centric or Country centric. People today have moved into showcasing their Talent/skill/profiles online by hosting their online resumes/profiles with dynamic content demonstrating or showcasing their talent & accomplishments.

LinkedIn allows you to get in touch with people in your business/Industry circles but is still a tool for business networking only. Finding a Technology architect or Technology Specialist on LinkedIn involves searching through their paid closed databases. The free Google listings of LinkedIn profiles are only searchable on Google - when people search using an individual's name (proper nouns), not exactly by their skills or experience.

Coupon Marketing sites are a nice way to offer discounts and promotions however the internet is filled with a large listing of expired and unexpired Coupons and probability of finding a valid coupon is not so easy.

Flyer marketing is an inexpensive way to reach an audience, but works well for SMALL Enterprise products, services and solutions. It is difficult to market larger scale Industry products or services through this medium.

Events, Exhibitions & Product demonstration events is a nice way To reach an audience, however most exhibition marketing events involve - International Logistics and stall hosting fees and have a limited geographic audience (foot falls). This way of marketing can be expensive as the process of reaching an audience is a fairly elaborate & is expensive format. (As it involves event marketing & advertising expenses). Universities and educational institutions regularly conduct scholastic seminars and involve the same old advertising or Agency marketing techniques to reach an audience. (THE STEX WAY - removes all hassles of promoting your event, through a single stex industrial network information post, cutting down on all advertising costs).

The DOT COM way of solving problems - (Sarcastic sense of Humor - going by the Dotcom Trends as of today) when looking for a house you might need to check a listing on housing.com. When looking for a job you might need to check jobs.com. When looking for work contracts you might check workcontracts.com. When checking events you might check events.com and finally when disposing of your old car you might be checking out usedcars.com.

The Proposed solution to the above mentioned problems - A Planet scale Intelligent Information Grid

Just the way we have built Electricity grids - supplying "electricity" to large number of End Users (Electricity being used for a Variety of Functions- Air Conditioning, Television, Computing, Machining, Water purifying.....), we have designed an Information grid (A Single Large Intelligent Information Platform) to allow exchange and discovery of Vital real-time Information (useful for a variety of Functions) - for Industrial /Commercial or Personal use.

This implies that ELECTRICITY is ANALOGICALLY EQUAL TO = INFORMATION, therefore you may PLUG in to the STEX GRID (www.stexgrid.com) at any Time, to pull or push (produce or consume) the vital information that you need, and use it just like electricity. This Information Grid is geography agnostic & consists of three main Parts.

- 1) The STEX Industrial Information Network (An Information exchange system for collecting and Intelligently Tagging Essential Information, leading to a planet scale intelligent data repository.)
- 2) A Built in or Attached - Network Search Engine called STEX Search (For Information discovery in a variety of Categories).
- 3) A Built in 360 Degree Communication system for all Network members to communicate with each other (Breaks communication barriers, facilitating solicited and non solicited Industry related communication between any network member to any other network member).

Note: This Information grid system was not designed for socializing, or creating business circles, or Information Listing, but rather for the purpose of Multi-Dimensional/Multi purpose - Information

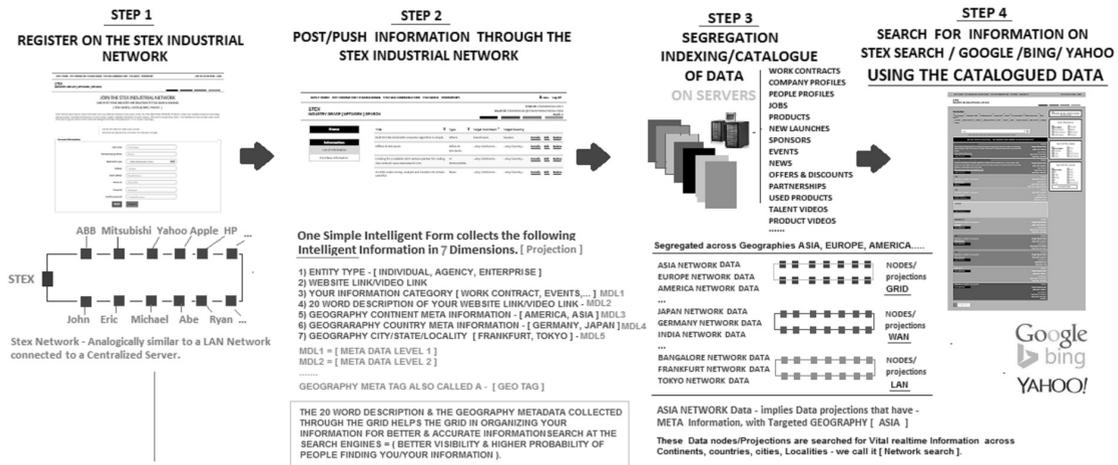
exchange, creating Vital Information opportunity for it's users. Further, this system is designed to integrate well & play well with well known search technologies like Google, Bing, Yahoo. The Information grid system is completely free of Cost - on the working model of WIKIPEDIA. OH ! Yes Information search results are [open] for Industry sponsorships. E.g THE STEX SEARCH RESULTS ARE SPONSORED BY ABB - www.ABB.COM

STEX Industrial Network & STEX Search - How it Works ?

There are 4 simple Steps.

- 1) Individuals (People) or Enterprises (small, medium, Large, Governments,Universities, Agencies) join or register on the STEX Industrial Network, and become STEX Network members.
- 2) Network Members Post/Push "Industry grade Contextual information" to the STEX Industrial Network Datastores/DataRepository in realtime. (Using a new technology called metadata projections).
- 3) The STEX Network Search Engine & Search Engines like Google/Bing/Yahoo help in "Information Discovery" or "Information search" from the STEX Datastores/ Data Repository.
- 4) The STEX Industrial Network Members have the facility to Communicate with Other STEX Network Members, through a built in STEX Communication system (An Email Alternative).

WORLD WIDE INFORMATION GRID - WWW.STEXGRID.COM



STEP 5 - THE STEX COMMUNICATIONS SECTION (PAGE) 360 DEGREES - [SOLICITED UNSOLICITED COMMUNICATIONS]

Allows direct communication between STEX NETWORK/ STEX GRID members. e.g. ABB may communicate with Eric, Eric may communicate with ABB or any other entity YAHOO, HP, John.. Similarly Mitsubishi may communicate with ABB, Yahoo or Abe...

STEX vs GOOGLE - Non Competitive Search Technologies !

Google crawls websites & Blogs to collect information, where as the STEX Industrial Network collects Human curated intelligent information in Approximately 40 Categories, through the Network's Posting (Projection) Technologies.

Google General Purpose Internet search Engines using crawler & Indexing Technologies.

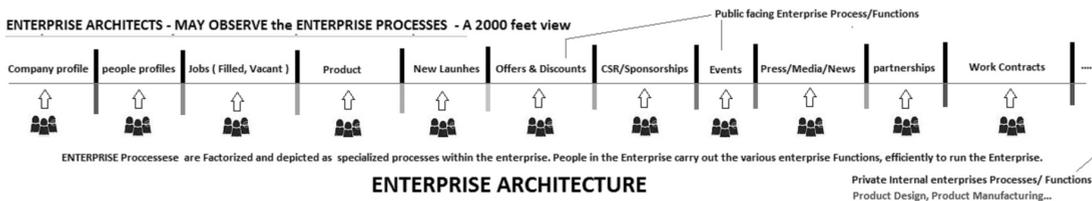
STEX Network Highly Contextual Specialized Search engine - using Metadata projections technology and Spatial MVC Architecture.

This diagram explains that both the search Technologies are non intersecting and supplementary. While stexgrid allows specialized search in Highly Contextual categories, Google allows search a wide variety of categories. STEX Search information is also designed to be made available to Google/Bing/Yahoo search engines (Non Competing search technologies).

DATA ANALYTICS ENGINEERS & ARTIFICIAL INTELLIGENCE ENGINEERS - THINK IT OVER

THERE EXISTS RELATIONSHIPS BETWEEN EACH LEVEL OF DATA & METADATA - CALLED INFORMATION RELATIONAL STRUCTURES.
LARGE ENTERPRISE → WORK CONTRACT → ROAD BUILDING → AMERICA → USA → SEATTLE

ENTERPRISE ARCHITECTS - MAY OBSERVE the ENTERPRISE PROCESSES - A 2000 feet view



Internet search Engines Vs Network Search Engines - [A Defence]

Most people we meet tell us that the google search works well and collects information automatically and has petabytes of Data, COMPARED to your technology that collects only META information through your Network and has little data.

So what we may do straightaway is - dissect the google/STEX technology, from a Technology perspective and let you think, and draw your conclusions.

Did you Know that all Browsers like Internet Explorer, Google Chrome and Firefox use a Web METHOD OR web function (called HTTP REQUEST/RESPONSE) to fetch data from a website server to show/display the websites on your web browser ?

GOOGLE IS SMART. It uses, the same (called HTTP REQUEST/RESPONSE) funtions, provided by the operating system web framework to download and collect all Data/information from the websites, on the world wide Web. Instead of displaying the information on a web browser, it collects & piles up the data (after stripping of all the HTML Tags) in a data repository or data base, called the Google Database.

As a working example Google servers - go to websites like stexinternational.com, mitsubishi.com, yahoo.com, stanford university.edu, microsoft.com, stackoverflow.com, codeproject.com, Tech Blogs... use the HTTP Request Response functions, and collect all the website data, and pile it up on Massive hard disk stores in computer data centers.

This pile of Data in the Google Data base is indexed or catalogued and is now eligible for search. The Google Search Engine page or the search interface is now attached to this data repository, and allows search, for end users like you and me.

Technology enthusiasts may understand that while GOOGLE crawls websites to collect website data, STEX grid Uses a Network Interface to collect Important Meta data. Both the Technologies Categorise, index and catalogue the data, and finally both the Systems have the built in or attached search engines interfaces that allow search of the Catalogued data.

Now you may have to think ? What Type or kind of INFORMATION is available on websites and Blogs the world over ? Product descriptions, articles, News etc etc. This limited website/blog information is collected in google data repositories, and, is available for search at the search engines.

THIS IS WHERE STEX COMES IN.

There are about 30 to 40 Categories of Industry information that is never put on your company websites - For example events, Realtime offers & Discounts, Used products for disposal, Resumes etc etc'. Since, this kind of information would never exist in the google Datastore or repository, it is not possible, for anyone to find this kind of information, on google search.

That is the exact problem that we are solving. We help people search or find the information that GOOGLE can never help you find.

With this in mind, STEX Has designed the stex NETWORK interface to collect vital Intelligent Industry Information Data from it's members, and store it in a STEX Data Repository. The STEX NETWORK SEARCH INTERFACE is now attached to the STEX Repository, to allow search of important Information/data. You might Now understand, that both the Technologies are not exactly competitive and are supplementary technologies.

Do remember one thing that Google is your friend and So is STEX. We are technologists too, and we use google day in day out for our proگرامing needs. We admire Google as much as we admire STEX (OUR own technologies).

Earth is a More Complex Story than, it meets the eye.

DID YOU KNOW that there are 90+ industry/industrial categories on this planet system ?



Lets take Aircraft/planes For an Example

- Some people build Aircrafts/Planes.
- Some people maintain & Repair Aircrafts/ Planes
- Some People use Aircrafts/Planes to offer Passenger Transportation or Cargo Services.
- Some People Trade, Export Import, Lease Aircrafts/PLanes.
- Some people use Aircrafts/Planes for Defence services
- Some people write Articles/News stories about them & share it in social networks & magazines
- Some people use Aircrafts/Planes for Personal use.
- Some people Recycle Aircrafts/ planes.
- Some People Design theory/Practical courses for Academic Use, in Universities/Colleges/Vocational Colleges/at Learning Seminars.

Now Think of what you may do with Trucks/Buses/Cars ... or the 90+ Industrial types.
 The STEX GRID empowers you to WORK and promote you/ your services without spending a Dime on Marketing.

For Example -

When there is a dearth of jobs - you might just procure a few Used Washing machines and set up a Laundry service center for your city/Locality - without having to think - how will people find us or our services ? THE STEX GRID - should help you out with service discovery, without you spending a penny on marketing.

You could do the same with grocery delivery services at Frankfurt, Tokyo, Los Angeles, Bangalore or any of the cities world wide.

A HR Services firm or an HR Consultant could offer to build your customized resumes and host it online for you (costing 20\$-50\$) - so that you could market or showcase your profile better, to find a better job....

How would it feel to - find 3-4 Job offers (Solicited/unsolicited) in your STEX Communications Mail box, when people find your profiles/ or read your articles on the grid, and contact you directly through the STEX Communication system.

What is a Metadata Projection ?

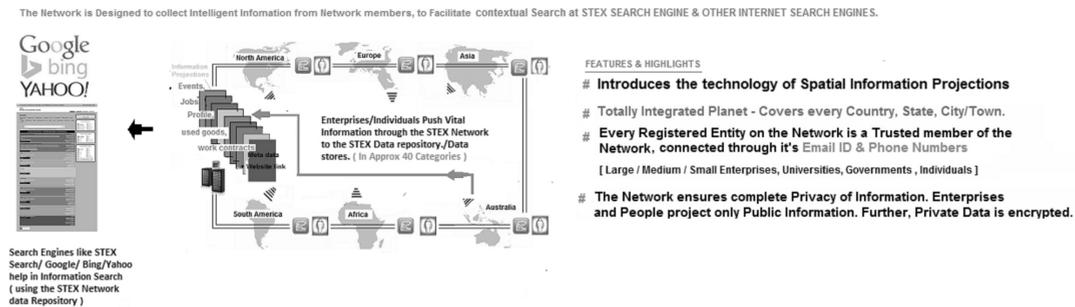
Note: The STEX Industrial Network Members Push (300 Characters) of Brief Information about your Enterprise profile, Individual profile, jobs, work contracts, etc... in 40 categories, along with a link to your web page containing vital information or information descriptions.

The 300 Characters of Brief Information is called META Deta & is stored in the STEX Datastores/ Data

Repository in realtime and Indexed. (It is as simple as Tweeting).

This meta data information stored in STEX Databases/ Data Repository, is made available to the STEX Network search Engine and search engines like Google/Bing/Yahoo for Accurate contextual search.

STEX GRID NETWORK - A 60,000 FEET VIEW



Why Post Information through the STEX Industrial Network ?

- 1) Posting Information through the STEX Industrial Network leads to - Accurate Information Search on Search engines like (STEX Search/Google/Bing/Yahoo) ! .
- 2) Posting Information through the STEX Industrial Network leads to reduced Marketing & Advertising Expenses on the Internet. (It is an Alternative to Internet Advertising).
- 3) Internet search engines like Google, Bing, Yahoo are absolutely fantastic Information discovery technology sets, however there are about 40 Specialized Industrial Categories of Information that are not easily Searchable on Internet Search Engines.

Internet search Technology vs Networked Metadata search Technology - A Technical Perspective.

- 1) Internet search Engines have limited strengths in Abstract search queries, Queries without proper nouns/Names. E.g.- A Search for Enterprise Architects in Boston or a search for Latest Innovations and breakthroughs in the aviation industry or search for companies/Enterprise profiles offering Java development services in Switzerland / A technology event happening in your City.
- 2) The Webpages that Search Engines collect or crawl do not have many vital Industrial category information. If this Information could be posted to the search engines through the STEX Industrial Network, search engines could help in more accurate information search/discovery. e.g. Events/Seminars
- 3) Internet search engines have little Space (Geography) sense or Time Sense. That means that Geography based search is not accurate on internet search Engines.
- 4) Internet Search Engines do not actually collect/show Real Time Information, because they crawl periodically. In contrast the stex network collects realtime (Live) Information from it's Members.
- 5) Specialized "Enterprise related" Search Capabilities are not built into Internet search engines, as they operate on the world wide web, which is more of a general purpose information repository. Moreover the search engines also collect vast amounts of Internet Junk. (While the stex network collects clean contextual information from it's members, in a way, as simple as tweeting).
- 6) Internet search Engines lack features to control privacy.E.g. Casual Forum comments are displayed in search results.
- 7) Additionally, Internet search engines collect massive amounts of Data, however, only 10 -15 search results have user relevance, and the rest of the 99% of the results turn Irrelevant. This Implies that the Information/data system operates a very low levels of system efficiency and requires extremely large

datacenter infrastructure. In Contrast all stex search results stand to be relevant (whether the first result or the Last) .

8) Finally Internet search engines are supplemented through advertiwsements. STEX Search allows you to control Advertising costs, if not eliminate them.

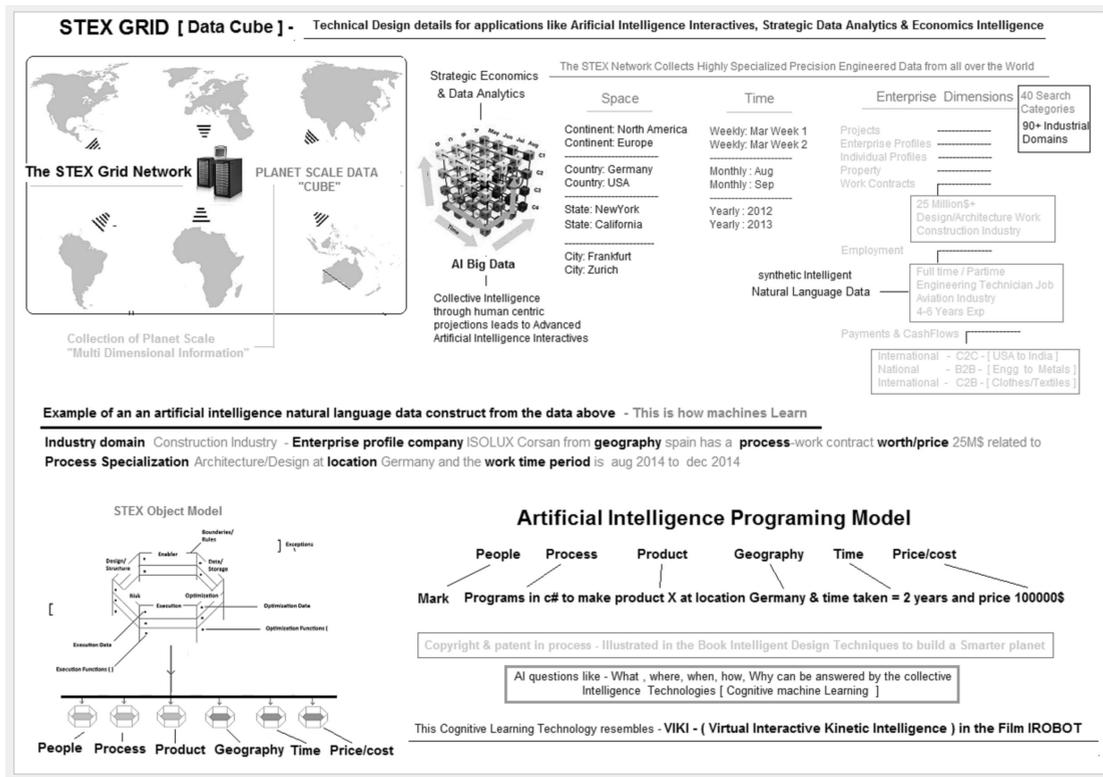
30+ Categories of Industrial Information - not easily searchable on Internet search Engines (Google/Bing/Yahoo).

The Categories/Types of Information & services that cannot be easily searched on Internet search Engines are listed below. STEX Advanced search has been specifically designed to facilitate Accurate search in the following Commercial Information Categories.

- Enterprise Profiles
- Individual profiles
- Work/Project Contracts
- Finance Offerings
- Industry Products
- Software Products
- Gaming Software
- Services
- Internet Services
- Industry Offers & Discounts
- Consumer Offers & Discounts
- Property
- News
- Events/Seminars
- Sponsorship/Scholarships
- Contests/Competitions
- Acquisitions
- Talent Search Videos
- Used Products Personal
- Used Products Industrial
- Specialized Information
- JV Partnerships
- Innovations/Breakthroughs

- Jobs
- Software jobs
- Learning Training
- Reviews
- Video's
- Books
- Mobile Apps
- Internet Services/Tools
- Exports & Imports
- Travel & Tourism

STEX GRID THE BIG PICTURE



Chapter 2

GEO Spatial - 3D Map Search

The STEX 3D SCAN - 3D Map Search Engine

A Brand New - Digital Experience using Technology

The STEX GRID Facilitates - Fluid, Real Time, Spatial 3D Information Access through a Map based Search Engine on the Web or a Smart Phone. This Real world geographical search engine that can be used to search for [All kinds of realtime Information that cannot be found on digital Maps Bing/Google Maps]. E.g. The Search Engine allows Local Search within a scan a radius of 3km/10 km/20km/50km from an individuals live location to find vital information like

- Discount and Sales of Jeans in a Radius Scan of 5 Km from your present Location
- A House For Rent in any Particular Locality - in a 3 Km Radius.
- Nearest Hotel with Hotel Room Fee - in radius of 1 Km from your Present Location.
- Events or Exhibitions in your Locality
- A restaurant with a Deal within 3 Km
- Vacant Property for Sale - Within 10 Km
- Used Furniture for Sale in a Locality of 5 Km Radius.

Another unique technology in this map scan is that markers are "Image Markers" with Text on them. Users may choose the Image Text marker they prefer, and read the Information Content meta data associated with the marker. This process is a single step process, different from 2 Step process where the markers on the maps have no frontline text associated with the marker Image.

Finally The Last Piece of unique Technology in this search engine is that only 5-10 map search Results are shown on the map for each search page.(This solves the problem of having 50+ or a large number of Search Results crowded on one Map Page).

Some of Search Use Cases are defined at our website

<http://www.stexinternational.com/MapProject.aspx>, for you to understand the power of 3D MAP SEARCH & Locational Search

3D Real World Map Search Engine

SEARCHES FOR INFORMATION FROM YOUR LIVE LOCATION
(e.g. 1km, 5km, 10km Scan from your live location)



SEARCH 1 FOR JEANS

Within 1 Km From your Live Location



SEARCH 2 FOR PENTHOUSE

Within 5 Km From your Live Location



SEARCH 3 JOB : OFFICE ADMIN

Within 10 Km From your Live Location



SEARCH 4 EVENTS - ANY TYPE

Within 5 Km From your Live Location



- Essentials,
- Google Offices,
- People,
- Offers & Discounts,
- Used Products,
- Work Contracts,
- Product Showcases
- Jobs,
- Events,
- New Launch,
- Property,
- Shop,
- Entertainment
- Travel
- Help

SCAN IN PROGRESS FROM YOUR LIVE LOCATION



SEARCH FROM ANY REAL WORLD "LIVE" LOCATION - (JUST DRIVE DOWN TO A LOCALITY AND START SCANNING FOR PROPERTY OR JOBS)

HOW IT WORKS REGISTRATION BROADCASTING STEX SCAN X-SERVICES [Optional Search Parameters - \[Open - Close \]](#) THE STEX NETWORK Ver 1.1x

SCAN 1 KM 3 KM 5 KM 10 KM 15 KM 30 KM 50 KM

SEARCH BY [Company | Individual]
Search Products or Services

AIRCRAFT MANUFACTURERS

SEARCH

ESSENTIAL SERVICES JOBS EVENTS PROPERTY TRAVEL OFFERS

HOTELS

AIRBUS
AN AIRBUS COMPANY

AIRBUS, Germany.

STEX ID:

Large Enterprise :

Industry Type: Aviation OEM
Area: California, United States
profile Link: www.GridProfile.com/Software/Abh.aspx
STEX Rank Score: 1100

Spatial Structural design of data 3 Layers of data

Map Layer (virtual world)

Broadcast message
[metadata] on the map
(real World Lat Long)
— AI - Information relational
structures (AI Format data)

Note: Latitude & Longitudes are common to the Map layer and the Broadcast message layer (Intersection of Virtual world with real world)

First Previous 1 2 3 4 5 6 7 8 9 10 Next Last

Chapter 3

Selected Advanced Technology & Design Bureau Projects

1) Spatial Information Projections/Information Broadcast - Technology for the STEX Grid project

Stex Advanced Design bureau has Invented this special new Information/Data Architecture or Paradigm for specialized network applications, search Applications as well as Artificial applications. Information collected on the Internet, Web Portals, search engines or social networks is called Traditional uni dimensional Data and Lacks many Technological Features such as

- Multi Dimensional Meta Data associations
- Sense of Space/Geography
- Sense of Time
- 3Dimensional spatial structure
- Domain Knowledge

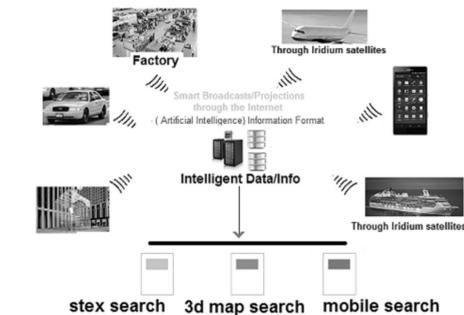
Anatomy of a Broadcast or Information Projection

A Brand New Data/Programing Paradigm based on Spatial Information Technology

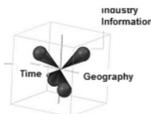
Spatial Information Projection on a Street



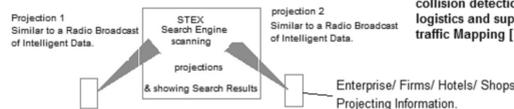
Projection/Broadcasting of Information from different Entities



The Structure of an Information Projection /Information Broadcast



Information Projection (Lateral View)



Copyright & Patent in process

INFORMATION PROJECTION IS DIFFERENT FROM INFORMATION POSTINGS ON WEBSITES.

Information Projections or Broadcasts have 6 main Parts that distinguish it from traditional data or ordinary data postings on the internet - websites web portal or social networks

- 1] Data
- 2] Meta Data
- 3] Internet URL Data
- 4] Space Sense - 3D spatial geography [Lat long]
- 5] Industry Domain Knowledge - (Artificial Intelligence) Information Format
Insurance product design, Air ticket design
- 6] Time sense - to carry out real time search

This technique of Information collection can be used in diverse applications in the future and are classified as "Spatial Information Technology applications" or "Augmented reality applications".

Present Day Applications include -

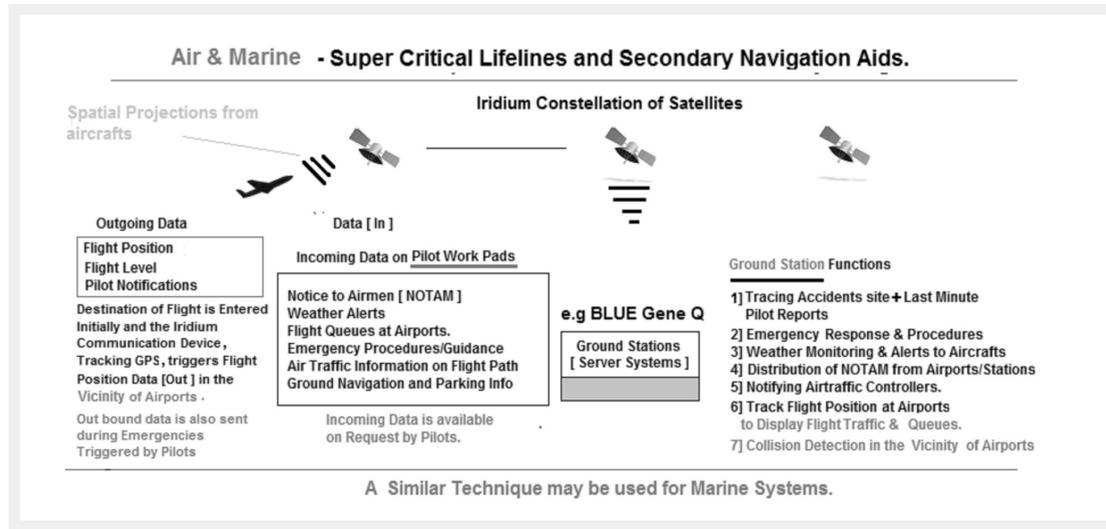
- Spatial technology applications like the STEX Network grid,
- google glass,
- 3d Map search engines,
- AI Interactives,
- Aircraft, ship, Rail Tracking,
- collision detection systems,
- logistics and supply chains,
- traffic Mapping [Live Traffic] Info.

This Technology has Many Futuristic applications as shown in the Illustration above, For E.g. STEX GRID project, STEX Advanced Technology Services Project, STEX Map Search project.

2) Aircraft/Marine Rail Navigation & Tracking systems - using spatial Information Projection Techniques.

Flight Telemetry Data is collected through Internet enabled Hand held Devices - like Smart Phones or IPAD'S or Location Sensing Devices.(From Aircrafts to Ground Stations).

Internet Technologies are provided by LEO Satellite systems like IRIDIUM.



How is this Flight Telemetry Information Useful?

- Lets Pilots know of Exact flight queue's so as to reduce fuel costs during Flight start ups.
- Allows Aircraft tracking beyond radar controls or ATC's upto the last mile parking bay.
- Displays Flight Queues at Viscinity of airports so as to calculate expected flight delays and Collision Risks, even during low visibility conditions
- Emergency notifications can be sent to ground stations with Engine and Flight parameters information.
- Allows ground stations to monitor Aircraft movement - as a Route Optimization function for fuel savings and Flight Delays.
- Note: For efficiency on the Internet satellites, each broadcast packet is compressed and sent to ground stations in burts every 1 minute, 2 minutes or 5 minutes. Ground stations operate in realtime mode on Inmemory Aircraft objects on Background maps.

3) STEX Advanced Technology Grid Services :

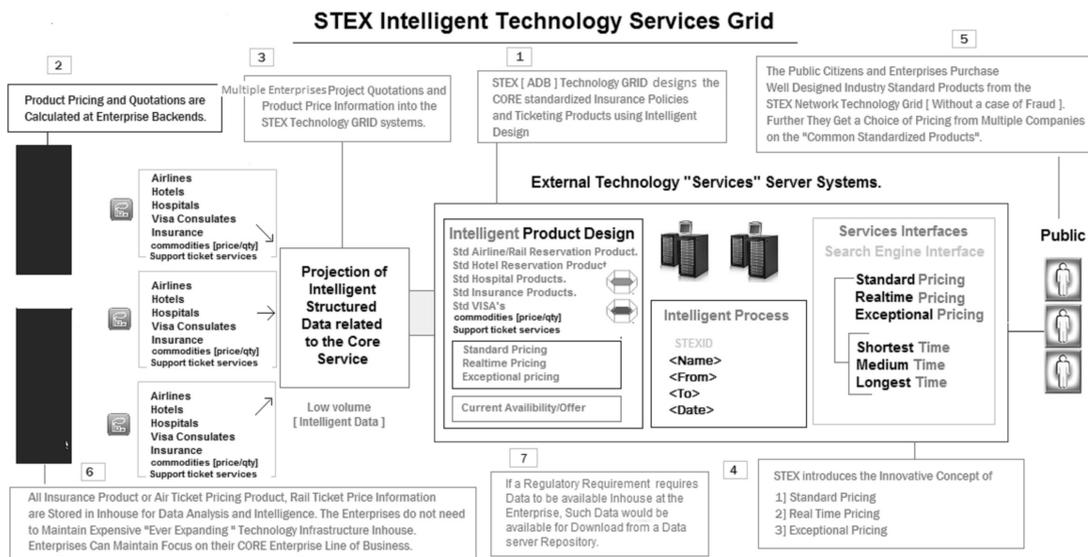
The Primary Design Purpose of Building a Technology Grid Offering Insurance Products, Financial

Products, Air Ticketing Facility, Rail Ticketing Facility, Hotel Booking Facility is to Standardize Industry products.

Industry Products are Very Widely Heterogeneous in Design, so Every Insurance Policy or Financial Product in the Market has Varying Parameters, Clauses and Rules. The Products are So Many in Number that Consumers often Face the Challenge of Comparing Different Products with Many Variations in Terms, Conditions and value.

STEX Design Bureau aims at STANDARDIZING Insurance and Financial Products/ Air Ticket /Rail ticket/Hotel Reservation products by Designing The Core Product, The Policy and Rules and placing it on a Technology Grid server. Any Insurance Firm may Calculate The Product Quotations related to the Product and project the Information into the STEX Technology Grid.

This Saves Insurance Companies with a Huge amount of Ever Expanding - Inhouse Technology Spending, thus allowing them to Focus on their Core Line of Business. The STEX Grid System Integrated with the Technology Grid allows Members to Purchase a "Industry Standardized Product/Policy" with ease. The Same Applies to the Airline/Rail Industry, Logistics Industry and Health Industry.



#4 Enterprise Control systems : Enterprise Flux

Enterprise Flux is an Advanced Enterprise Control System, also called an Enterprise Operating System. It is a Next Generation System that Introduces the Concept of a Totally Managed, Automated Enterprise – based on the principles of Advanced Enterprise Architecture, Spatial Systems Engineering, Enterprise Collaboration, Pervasive Information.

It is Domain neutral, therefore it fits into any enterprise in any domain and allows effective & Intelligent Enterprise Governance.

It is designed to work with Enterprises having remote divisions Remote site projects & Transnational Operations. It facilitates Measuring, Monitoring and Managing an Entire Enterprise from One Single DashBoard. It connects People Process and Product across the Enterprise, makes Enterprise Information Pervasive and creates a [Fluid & Focussed] Engineered Enterprise System.

It is also designed to offer Artificial Intelligence Assistance [Advanced Interactive Intelligence - A program designed to Collect Enterprise Data, Think and Provide Strategic/Intelligent Supervisory Insights and Guidance].

What is the Working Principle and Foundation for Building an Advanced Enterprise Control System ?

Enterprise Flux is similar in working principle to SCADA [Supervisory Control and Data Acquisition systems] and works at a Abstraction layer above traditional Enterprise Process systems like ERP software and IT systems.

In analogy Windows and Unix systems run the Computer Hardware system, while Enterprise Flux runs Enterprise Systems. Note: ERP SYSTEMS like SAP collect highly detailed info like Invoice number, product numbers etc which makes ERP systems a Low level granular Data Dump. Enterprise control systems inturn work with High LEVEL Data that provides effective Enterprise Governance mechanisms/tools.

Enterprise Flux Systems may Collect Enterprise Process and Supervisory Control Data from Users through traditional computing Terminals or even Handheld Microcomputers like the STEX pad. [STEX Pad are Connected devices and can be used with ease at Remote Locations].

ADVANCED ENTERPRISE ARCHITECTURE

The Enterprise Flux system acts as a Functional Control system, as well as a Reporting system to the Enterprise Work Force. (This method implies that Individuals in the workforce don;t report to a Hierachially superior Boss, but report to the Enterprise Flux system Instead.

Note: People and Heads of Organizations leave and move out, but the Master system control Enterprise Flux remains as an Irreplaceable part of the Organization allowing constant control of the Enterprise. All Enterprise Commands, control structures & actions are made through the Enterprise Flux System through Qualified Members and Administrators.

ADVANCED ENTERPRISE ARCHITECTURE - THROUGH FUNCTIONAL ROLES

JOB SPECIALIZATION

- Senior Management-Supervisory
- Governance Strategy
- Communication & Tech Writing
- Core Research & Exploration-Innovation
- Enterprise Data Analytics
- Engineering, Architecture, Design Professionals
- Engineering, Architecture, Design Technicians
- Engineering Execution Professionals
- Engineering Execution Technicians
- (Non Engg)Specialized Professionals(Pilots,Doctors)
- (Non Engg)Specialized Staff(Hostess,Nurses)
- Software DataBase (IT)Systems Admin
- Website Design
- Administration-General Management Proj Mgmt
- Learning-Training-Teaching-Coaching
- Evangelists/Technical Evangelists
- Investment/Merger-Acquisitions
- Marketing-Sales
- Human Resource
- Recycling & Waste Disposal
- Support & Customer Service
- Medical & FirstAid Care
- Language Translation
- Finance Accounts
- Artistic Creative
- Environmental
- Warehousing & Storage
- Packaging & Dispatch
- Distribution & Logistics
- Reception & Hospitality
- Public Relations
- Ticketing & Billing
- Secretary
- Customer Relationship
- Security and Risk
- Legal
- Health & Fitness
- Culinary & Cooking
- Chauffeur & Driver
- Cleaners & Janitors
- Casual Labourer/Hr
- Export Import Trad
- Home Based

ADVANCED ENTERPRISE ARCHITECTURE - PART 2

Static, Aged, Large organizations may operate in a new "structurally designed Enterprise Structure/model" called the "Derived Enterprise model". A new Enterprise Division is "derived" (from the Parent Organizations and Accomodates the Highest Performing workforce in the division"). Senior Supervisory professionals act as Supervisors and facilitators at the Parent Division/Enterprise, controlling the Sub divisions. Note there could be More than 1 Sub Division to accomodate a large numbers product segments or Functional disciplines. E.g Sales division work for a Single division and sell for multiple Product Segments or services cohesively and act as an Intermediate cost center.

Enterprise Flux [Core System]

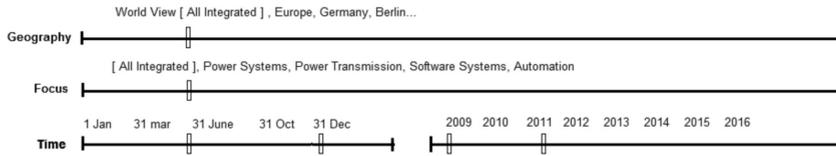
The Primary Design Goal of Enterprise Flux is to Measure, Monitor & Manage Enterprise Processes. This System Leads to Enterprise System Automation, Enterprise System Intelligence & Enterprise System Efficiency.

The Data associated with the Enterprise Flux Systems is High Precision Intelligent Data - That Forms the Foundation of Enterprise Intelligence and Artificial Intelligence.

Every Enterprise Consists of Core Functions or Disciplines which are Further Divided into Enterprise Sub Processes. Further Each Process has People Attached to Processes. In Summary the Enterprise Consists of

- 1) Enterprise Core Processes
- 2) Enterprise Sub Process
- 3) People Attached to processes

DASHBOARD

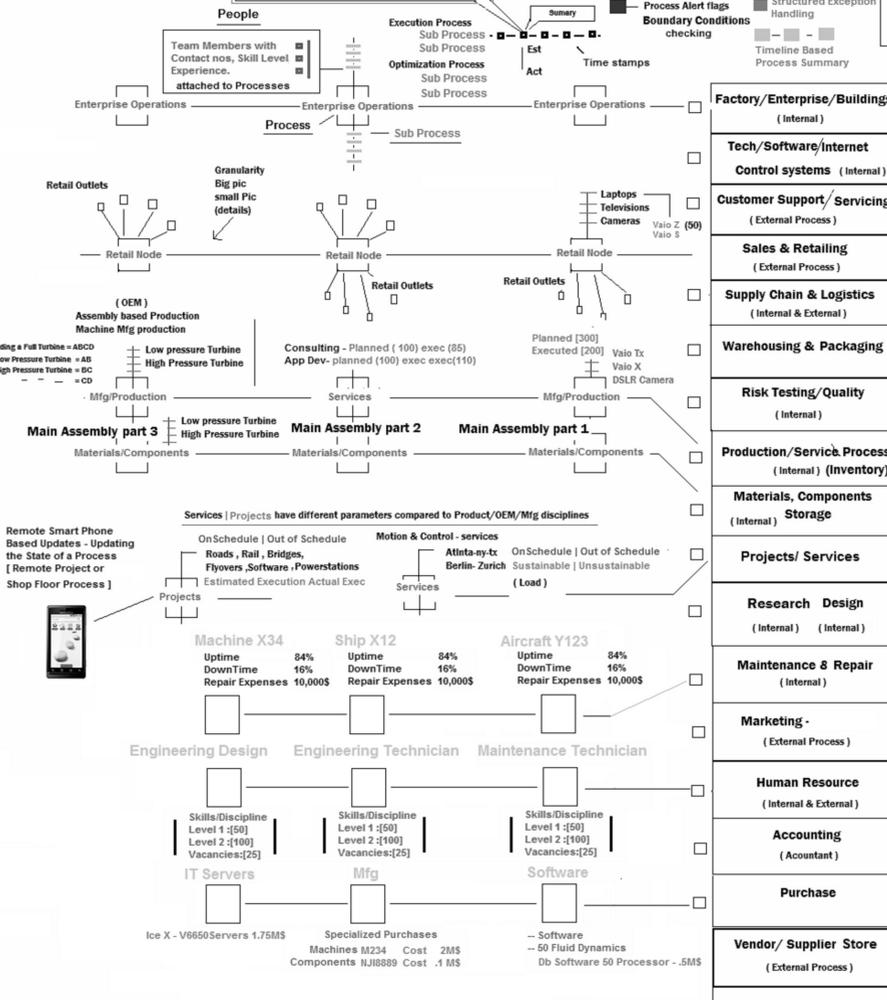


Systematic Enterprise Processes and Subprocesses by Discipline

Filed for Patent & Discussed in the Book - Intelligent design techniques to build a smarter planet

Intelligent Design functions - Design/Structure, optimization, Risk, Data/storage, Execution, Rules, Boundary conditions, Enablers.

State Of a Process



Exceptions in One Enterprise Function - Like Supply Chain affects Other Enterprise Functions like Manufacturing.

All Process Exceptions are Registered in the Enterprise Exceptions stack, and can be used to Systematically Eliminate Enterprise Work Flow Bottlenecks.



BUSINESS INTELLIGENCE & ANALYTICS

THINKING SYSTEMS [Intelligent Data Foundation] Advanced Interactive Intelligence Artificial Intelligence

All Sets of Processes

- Retail Sales Unit X
- Retail Sales Unit Y
- Mfg Unit x
- Mfg Unit Y

Date Time (1 Jan - 31 March) 2011

Date Time (1 Jan - 31 March) 2012

Date Time (1 Jan - 31 March) 2013

All Processes have a Macro View & A Micro View as required by the Enterprise Management Teams

Project Execution Views & State are shared with Stakeholders/Clients

Long Duration Processes Like Power Projects are divided into short Duration Processes for Monitoring.

Short Process cycles

4-2 Building a new ABCD

PROJECTS = AB PROJECTS = BC PROJECTS = CD

Processes may be Embedded with Live Images & Video Feeds

All Internal Communications are stored in Enterprise Internal DB. Communications are facilitated through Web & Mobile devices. [This system Operates with Zero Risk of Communication Leakage, even under the Eventuality of Smart Phone or Mobile Device Loss]. Eliminates need for Separate Email Servers. Allows Individual Communications as well as Targeted Group Communications. Large Enterprises may Maintain Own DB. Small Mid Sized Business May Utilise Data center Services by THE STEX Network.

Private Internal Communications Emp ID: NJK Level 6

Emp ID: QWER Level 7

Emp ID: FGH Level 9

The STEX network Communications System Can also be utilised Internally inside the Enterprise For Vital Highly Targeted Information Flow Within the Organization [An Alternative to Email]

Fully Encrypted Communication Not Exposed as a Public Email Message.

5) STEX FCX Reality Compilers [FCX Programming Language] - For Dynamic System Programming - Theoretical design

Reality Compilers are a Special Type of Compiler that can be used to Facilitate Building of Robust, Complex and General Purpose Software systems like - Next Generation Operating Systems, Network Protocols, Games Development, Enterprise Control Systems & Realistic Artificial Intelligence Systems. The FCX compiler uses a High Level programming Language called FCX. It Includes an Imperative programming model along with a meta data model and a functional programming model.

1.FCX is a Visual Intuitive Programming system with a Number of built in Programming Models. ◦ Object Lifecycle Model

- Object DATA Model
- Object Functional Model
- Object Relational Model
- Imperative Programming model
- Object Interaction Model
- Spatial View modelling
- Virtual Fabric Memory store -non file system memory model
- Fluid datastore Model

2.Object Life Cycle Model - Used to create,destroy and Clone Objects.

3.Object Data Model Programming - Consists of Object Data Points and [1] Primitive Datatypes like Int, Float, String, Boolean, Date time etc. 2] Abstract Datatypes like: Array, Linked List, Lists, Stacks, Queues, Trees, Indexes. It may Include Other special Data Types that allow easy System Software Development. ◦ Freescaling Structured Object List[] - Objects with Multiple columns and Dynamic Column datastore. [Freescaling Data without creation of an additional object record]

◦ 3D Array Object Data type - To Store Custom Datapoints like X,Y,Z Pixel coordinates, Lighting, Colour etc.

◦ Object Pattern Data Type[], String Pattern Data Type [] - To Store Patterns of Data.

◦ Time Stamp Datatype[] - a Dynamic Array of Time Stamps that are auto generated and Cannot be changed.

◦ Object State Stamp[] - Can be used to save the state of the current Object in a Dynamic List or File. A list of Object States may be used for Analysis. It May also be Incorporated into the Object Patterns Data Type for a variety of applications.

- Virtual Fabric Memory Address [Main Memory | Flash Memory | Hard Disk | External Card] - Used to Set Memory address of Objects in a Particular Disk Medium
- Geographical Location[], Space Coordinates[],
- CPU Core [] - For Parallelizing Operations &, Energy [] - To detect Battery energy Levels for Process optimizations
- Object Reference DataType[] - Is a File Pointer that can be used to Reference Objects and store them in Special Graph Data Structures or other Data Structures like Linked Lists.
- File Data Type[] - Used to Read or Create a Physical File on the Virtual Fabric Memory. These Files may Store Objects of a Custom Data Structure type and read Objects of a Custom Data structure - E.g. Like the Freescaling Object. This also allows creation, Modification and Storage of Open Standard File Structures.
- File Reference Data Type[] are Used as Physical File Pointers that may be stored as Linked Lists, Maintained in Transaction Logs and Indexed.

3D Array Data Type is used to set Object Structural/Design Boundary Points using the X,Y,Z Coordinates. The Polygons, Colours, Textures, Shading & Lighting Functions may be applied on the Data Points. Application areas for this this Data type is

- 1.Game Object Programing - Which May be Dynamically Transformed through Structural Transformation Functions.
- 2.Operating System Windowing Manager.
- 3.Interactive Movie Programing.
- 4.CAD - CAM - 3D Design Objects for Electronic for 3D Prototype Printing or Machining.

Patterns Data Types are [5,6,7,8,9,X Variable] Data Point Patterns of [Dimensions like - String of Words, Object Columns] and are called Pattern Strings. A Strings of Words [Text] may be stored as Pattern string inside a Pattern List, with an Unique Pattern Identifier and this UniQue Identifier may be attached to a Complex Object Record as a Pattern Dimension for Facilitating a Pattern search. Indexes of Pattern Data Types may be created for these Pattern Dimensions or Normal Object Dimensions for High Performance Search Queries of Complex Contexts & Synthetic Data. Pattern Indexes/Lists may be build at Two Levels or Multiple Levels, with each Having a Different Number of constituent Data Points. Pattern Matches could be of the Type:

- 1.Exact Pattern Match
- 2.Synonym Pattern Match
- 3.In Synonym Pattern Matches the Entire Input string is converted to a String of Representative Synonyms before creation of a Synonym based Pattern. When Searches are conducted for a Pattern we May use Both the types of Patterns for Finding a Record Match.

Note: These Pattern Matching Technique can be used to Map A Natural Language Pattern to the FCX Object Relational Patterns for Fluid natural Language Processing in Realistic Artificial Intelligence Interactives. Internal Mechanisms may include Converting a Natural Language String to an Object Pattern of Synonym ID's where a Synonym ID is an Unique Synonym ID representing a of Pattern of Synonyms of Words. The object Pattern of Synonym ID's is mapped to Pattern of Synthetic Contexts in the FCX object Relational World. Note: String of Words may be stored as a Single Pattern or an ObjectSet of Multiple Patterns.

Pattern Based Data Points can be used to Store a set Latitude Longitude Datapoints that Consitutes a Road. This Can Provide Accurate Point to Point Map Navigation and Alternate Traffic Routes when, Integrated to Artificial Intelligence Interactives. [Note: Data Points can be collected by Driving a Car

through a Particular Road]

Data Types like Time Stamp[] May be Used to Store The Multipoint Process Time stamps, e.g. Aircraft Landing Times at a Specific Airport or delivery Time of a Parcel. Delays may also be stored as Time Stamps and Ultimately as pattern Datatypes and These Patterns could be used to spot Delays in a Process or Low Load Factors of in an Aircraft route.

Virtual Memory Address Data Types can be used to Create Tiers of Memory Within a Program. It Can be used to create and Manage Lists of Free Memory Blocks, that may be used for Purposes like Automatic Memory Management Processes and additionally for Physical File Storage & IO on Disks.

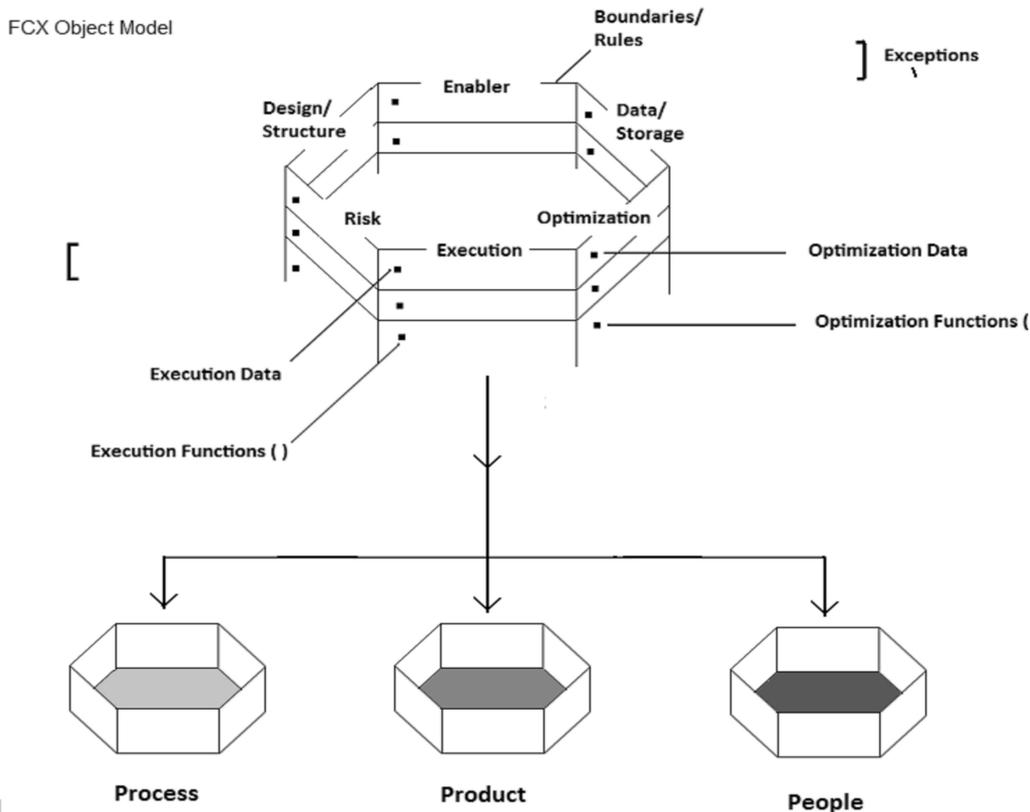
Geographical Memory Addresses may be used to Store Latitude Longitude and Height of an Object. Space Data Type may be used to store XYZ Central Reference Space Point of an Object - used for applications like Graphic Object Positioning on Screens depending on a Form Factor. An Object may use a 3D Array of XYZ space Points to create a 3D Object Data Structure. Other Application specific Dimensions like Pixel Colour, Lighting may be used in conjunction with the Space Points[] in a 3D array. e.g write an algorithm to capture all the distinct pixel points in a [realistic picture], and place each distinct color's pixel coordinates in a single linked list array of 3d objects. it may look like : Blue list - [1,2,3],[1,2,4],[6,7,5]..... green list - [5,2,8],[7,9,10],[46,77,58].....

CPU cores and Battery Energy are used for Parallel Processes allocations and VIKM type intelligent Process Scheduling and Energy Conservation.

4.Object Function Model [Explicitly Distinct Implicitly Coherent Factorized Intelligent Design Functions]. E.g. Design[], Execution [] etc, External Physics Engines/Libraries []. Note: EDIC Functions may be [Public] or [Private]. E.g. A player Has the Ability to Initiate Action Functions like "Shoot []" at enemy which is classified as an Execution Function - "Execution.Shoot[]". Another Function could be "Design.DrawTextures[]"

Note: An object may Constitute of Multiple Execution Functions, Graphic draw functions(state transform functions), data points , optimization functions etc. Storing Object functions repeatedly within each object may waste inmemory space therefore objects may store "pointers to the Function" in the Inmemory objects. These Object pointers point to the real functions, and in principle, is similar to code reuse in C++ (oops).e.g. Multiple game objects point to a single exec or draw functions. This could be achieved by adding a metadata attribute [Pointer] to any function in the Game object, in order to recognize that the function is a Pointer to the "Real Function".

Note: Data Points of the objects always remain within the object , because the datapoints represent the state of the object. These datapoints may undergo state transformations, allowing state changes of objects.



5.Object Relationship Model - This design principle allows creation of Object - Object & Object-System Hierarchical relationships, and is represented in the system by an Object relational Graph Data structure. The Graphs are created during Program Compilation but are dynamically processed and kept "upto date" to allow "High Context" Object State Updates taking place in the system. Note: State Updates are Handled by Object State Management Functions. E.g. In the context of a game - weapons are child Objects to a Parent Player. When a Player drops a weapon, the player Object's Weapons State is updated by accessing the object through the object graph.

Objects with No Relationships [Neutral Relationships] are also maintained in the Object Graph. E.g. Collision Physics between two Objects with neutral relations. Priority attributes are Priorities attached to the Object Variables [Dimensions], to allow sequential ordering of Object Graphs, which would facilitate instant State Updates of objects, depending on the Priority Dimensions. E.g. In a Game Scenario, if Priority is Set on the "Space" dimension, and a Blast/Collision Occurs, the Nearest Objects to the blast/collision would need a State Update [Collision physics]. This would be possible through traversal of Object Graphs which are Sorted by Space or Distance and represent the actual Objects in memory. 1.Relations between Objects are Created by attaching Intelligent Metadata to them. This Process is termed Intelligent Object Life Cycle.

2.All Objects and MetaData Attributes Have Names and an Identicaltion Code.

3.The Objects are of the Type -- [Simple Object | Complex Object | Simple Process | Complex Process | Intermediate System | Complete System | Organism]

4.Objects have Relationship Metadata associated between them -- [Parent-Main | Child-Sub | Partner | Opponent | Friend | Neutral]. Default Relation is "Null".

5.The Objects have additional Metadata - [Private | Public].

6.The Objects have "Multiple" Type Metadata Points associated with the Objects - Simple 8 Point Matrix or 8 by 8 Intelligent Design matrix consisting of Types like [Design] [Structure] [Data] [Storage] [Risk] [Enablers/Resource] [Optimization] [Exceptions] [Rules] [Boundaries] [None/Null].

7.They may have Inbuilt Object Lifecycle/State Level 2 Metadata types [Medium, Measurement, Lifespan, Current Iteration, Current or Previous State, Priority, Parallel Tasks/Threads, Views, Current Location [From], Current Location [To], Created Time, End Time, Complexity Mode of Object/Process, Size or Scale of Object]

8.The Objects have additional Level 2.A Metadata like -- [1] Primitive Datatypes like Int, Float, String etc. 2] Abstract Datatypes like: Array, Linked List, Stacks, Queues, Lists, Freescaling XML Data List 3] Undetermined 4] Null 5] Custom Enumerations like: 1.Size: Small | Medium | Large.

2.Duration Task: [Short | Medium | Long | Unknown | Continuous]

3.FileTypes:Program Registry, Directory, File

4.Current Location: From [X,Y,Z] to [A,B,C] Coordinate or File Location [X to Y] Memory address or Parking Bay 1 to 2. From and Two Locations may also be the same.

5.Transaction: Voice, Realworld Handshake, Online

6.Internal Storage: BIOS Memory, HardDisk, Main Memory, HighSpeed Cache

7.External Storage - USB|CD|DVD|Omega Drive or Physical World Storage: Storage Shop1, Shop2, Godown etc

8.Mode of Object/Process: Simple Functions | Standard Functions | Complex Functions | Trail & Error Functions etc]. Note: an Object be a Complex Process consisting of Multiple Transaction Functions or Multiple Complex Functions.

9.Size or Scale: [Very large | Large | Medium | Small] -

E.g. Large Gas Turbines, Mid sized Gas Turbines | Small gas Turbines

E.g. Large Video File | Mid Size Video file | Small Video File

10.Priority: System | Very High Priority | High Priority | Medium Priority | Low priority

11.State: OnSchedule | Delayed | Exception | Active[Unknown]. Note: Detailed Custom State of a process may be obtained by writing Execution.State[] functions that collect datapoints to show detailed state.

9.Objects may have Optional Customizable Level 3 Metadata called Domains -- [Homosapiens | Animal Species | Aviation | Computing Hardware | Software | Operating System Memory Management etc.]

10.The Metadata attached to objects are Synthetic Intelligent Data Collection/Patterns to convey a Sharp Context about the Object. The Context Synthesis happens by Combining Attributes across levels of MetaData like [Organism + Opponent + Private + Lifespan + Virtual Computer Game Player]. Additional MetaData May be Added as Datapoints to the Object as per Requirement of the system E.g. Body Damage or Energy Levels etc.

11.All MetaData Values may be Stored as Enumeration Opcodes, therefore they would, Occupy Very Little Memory and Database Space. It may be Noted that the Objects are in memory Objects, however access to the Objects and State Changes are Facilitated through the Object Graphs [Pointers to the Objects]

6.Imperative programming Model - They are essentially Object State Management Techniques to allow Cascaded Triggered State change of Related Objects in a Systems using "Object Relational Graphs". The object graphs are continuous functions that reorder themselves to maintain an ordered list of High Context Object Pointers. This allows Predictable "Paths" for State change of nearby objects

by another Related Object. E.g When a System Event occurs, High Context Objects are affected but other Objects remain unaffected. In the Example of a Game Play -When One Player explodes a Bomb, the Bomb Explosion Event may affect the State of Nearby Objects, while distant Objects may Remain unaffected.

The Object Relational graphs may be generated from the relationship Metadata data values & and are Continuously sorted according to Dimension Priorities, so as to Facilitate an action/state updates of High Context related Object Variables. This Programing Paradigm is called Programing with Side Effects, where "ONLY" a small set of "Related cascading Objects" undergo state Change, when triggered by an object/system event, thus forcing nearby related objects to undergo state change. The state change of "Objects" or "Processes" or the "Entire system" may finally translate to a change in system behaviour on the graphics screen.

Note: Object Lifecycle Functions are used for creation, destruction and duplication of Multiple Objects, while State Functions are used to control realtime "States" of objects. Every Object May Have a Function marked with a Attribute [Event] and may have Conditional rules of State Data, which helps in Triggering Events. When The State of an Object is Changed in a Manner, that it matches the Conditional rules of State change described in the [Event] attributed function - a sequence of cascading state change functions may be triggered into nearby related objects. This Happens as a Sequence Chain in a Sequential manner, so that no deadlock conditions arise. This implies that State updates of objects through object Relational graphs are sequential processes instead of parallel processes, however Functions within the object, that trigger a state change, may be executed in parallel. In principle, this resembles a Sequence of parallel tasks. [It is similar to the Physics principle of Nuclear Fission].

Note: Whenever the Object State Data Changes, the Functions attributed as [Event] are checked for an Event Triggering Boundary Condition. If Conditions are Valid an Event is Triggered.

In principle this Compilation technique leads us to create Dynamic software Systems where, the Quantum state of a System evolves gradually or varies, based on the actions of Individual Constituent Objects or Players of the system. This dynamic system has no Fixed Final outcome or state. The Immediate Next "States" of the System are however predictable based on the Current Action of the objects or Actors of the System.

Example:Processes within an Enterprise are "interrelated" to other processes. A Component Storage Unit may Have the Capacity of 100 Components. When a Component is removed from the Storage Unit the Number of Total Components is checked and if low in number, an event may be triggered to to another Related Parent Storage to supply it with Further Components. On Unavailibility of Components, a Process Exception May be raised and Recorded into Dynamic Exception Handling Stack Data Structure. The Flow of Exceptions across processes would enable Systems to Point at the Error Source, so as to enable corrective Action. Exception Flows may be [Intra Process or Inter Process]. Example : Manufacturing Exception May lead to a Component Storage Exception and this may further lead to a Supply Chain Exception. These Patterns of Exceptions can be analysed for Smoothing a System Workflow.

E.g 2: EARTH is a Dynamic System. It's Constituents are people, enterprises, processes .State changes in People and enterprises or processes leads to cascading state changes in other constituent elementsor nearby objects (other people, other enterprises etc) and this leads to different "Quantum State" outcomes in the Earth system. (Think !- about economic conditions Like Recessions)

Advanced Artificial Intelligence Interactives may also Quickly Trace Exceptions and help in Trouble Shooting of Problem Areas, leading to Fully Automated Enterprise Systems.

7.Object Interaction Model - COLD Machine Technique - Interactions are "Process Interactions" between two Objects [or Two Processes]. This Interaction is Invoked by One Object Changing the

State of the Next Object by calling the Second Objects Internal Method. The Internal Method may choose to change the State change of Invoked Object by Rules and Logic and this state Change may cause a Cascading set of Event Triggers that Change the State of Other Related Objects [e.g A Domino].

Cold Machine Technique - This Interaction Model Saves Game Objects from Going through External Game Loop Cycles and Internal Object Game Loop Cycles, listening for Events. Out of Context Game Objects may need to be ready for State updates, but may save CPU cycles by allowing only Chained Triggered Events. Note: Saving CPU Cycles in Mobile Devices Saves Battery Life. Some Processes like Graphics Rendering may need to be run Rendered Continuously, Though Background Processes may Run "Cold". On Larger Server Systems on Public Networks A Huge Amount of server CPU Cycles may be saved, adjusting to User Demand - Inturn Saving Energy Consumption. CPU Strategies may involve shutting down maximum CPU Cores while keeping a spare core active - for a Responsive system Design.

Intelligent Operating Systems & FCX Programs The Virtual Fabric Memory Filesystem technique offered by FCX has been Described in sections Below. , offers a Facility of Accessing a Mixture of Main Memory, Flash Cards [like XQD, Compact Flash Cards] and Harddisks in Programs. Next Generation Operating Systems and other Programs written by using FCX Compilers can use Intelligent kernel manager Techniques to, use cheap non electricity consuming - Flash Card based Virtual Fabric Memory [As a Buffer memory for Idle system condition/state], while Putting Hard Disks to Idle. With Drop down in Process Loads - using the cold Machine Technique, General Purpose Programs may also run and reside in Main Memory while Hard Disks are set to Idle. On Increase in Process demands Hard Disks could run at Max Speeds. This Technique would Drop Down General purpose machine & Datacenter Energy Consumption needs.

8.Parallel & Sequential Model - This system may be designed for Automated Parallel or Sequential Execution of Functions of an Object, with the Default Functionality being Parallel Execution. Every Sub Function of a Complete Function within an Object may be Described by an Attribute called [Sequential | Parallel] to facilitate Parallel or Sequential Exection of the Functions. The Compiler has the Internal Inbuilt Mechanism to intelligently handle Parallelism, by tracking callbacks. The Compiler would allow Programs to enable Parallelism by passing on Information about total number of Processors and Processor Cores. This Implies that Aprogram Created with FCX would Autodetect CPU Cores on a Computer before executing a Parallel Execution Strategy. No there may be No Explicit Threading Libraries Needed to Execute Parallelism. 1.Example 1: Five distinct DB Fetch queries may be run in Parallel and subsequently Merged in a Sequential operation

2.Example 2: A Game Object May Involve Automatic Parallel Execution of Execution Functions and State Changes. Graphics Rendering Functions may Run at System Level.

9.Spatial View Modelling - Views are Functions that may generate Views/Perspectives of an Object or a System e.g. [Objects, Process, Total System]. Total System Views may Consist of: [Priority 1 Processes, Priority 2 Process] based on The Process MetaData. Other Views May be Of Custom Types like 360 Degree Stitched Panaromic Views. Another Example is the "STEX GRID search" displays complex views of data projected as Spatial Projections. Finally, Some Views may be Complex Rendering Views generated during Game Play. Games and Windowing Mangers may Use the Technique Pixel Lighting of Objects and Scalable Vector Graphics to Render Images on the Screen [For Any Form Factor - Based on the Reference X,Y,Z Axis Values of Objects.].

10.Virtual Fabric Memory

The FCX compiler uses a [Virtual Fabric Memory] System to allow Objects & Processses access to Memory. The system May demarcate Memory Zones in the Virtual Fabric Memory - High Speed Memory, Flash Cache memory and Hard Disk Memory so as to allow High Level Objects/Processes to use specific Processes to run in Specific Memory Zones.

Operating Systems may run Dedicated Processes that Move Objects from One Memory Zone to another as a Part of the Memory Management Process. System Processes may have a Fixed Memory Zone and Other Objects may be allocated to High Speed Memory Zones and Deallocated to LowSpeed memory Zones as a Part of the Memory Management Process of an OS or a Program.

Note: Internal Working Mechanism of the Compiler is that, when Working on Existing Operating Systems like Windows or Unix, It Detects Memory Addresses for the Main Memory and Memory

addresses of Other Devices through their Drivers to Create a Total Virtual Fabric Memory, with Demarcated Memory Zones.

The FCX Compiler may also Detect Total Number of Processors and Processor cores and Additional Hardware Device Info. The Advantage of the FCX Virtual Fabric Memory Technique is that it allows a Programming Model to use Demarcated memory Zones, which is not offered by present day General Purpose Operating Systems or Programming models in Compilers.

In the Program Model an Object may use the Virtual Fabric Memory using Enumerations like: Fastest Tier 1 Memory, Tier 2 Memory, Tier 3 memory etc. The Developed Programs autodetect Tiers of Memory Available in any System and make available the best Memory Options for the Program to Utilize. If the Computing System has additional Memory Cards like XQD cards, the Program would autodetect the High Speed Memory and utilize it to speed up Programs.

The Advantage of Such a Model is that Hardware Technology Innovations [Faster Devices newer Devices] may be Accommodated into Existing Hardware Systems incrementally as per requirement without the need for a Full system Overhaul. Newer Systems may have a Wide Variety of Configuration Options available [Low End to High End Machines]. The Hardware appears Tiered and Abstracted to the Operating System or the Programs - for them to Make The Best utilization of available Resources. E.g A Program may Commit a Transaction on a Flash Memory if available and then transfer the data to a Hard Disk for a Final Commit.

Virtual Memory Fabric Based Physical File Storage - No File System !

The FCX compiler Uses No File system to Store Physical Files or Objects. Every Object Whether a Video File or a DataBase Record is stored using the Virtual Memory Fabric [HardDisk Demarcated Zone]. The Object Created from the Compiler or the Program may be stored as a File using the Virtual Fabric Technique. The Pointer to the Main File [File ID and Name] are Stored in Tier 1 Zone of the Virtual Fabric as Ordered Lists of a Particular File Type.

This File Pointer Has the File Start Address and File End Address File, pointed to a Tier 2 File Storage Zone. The File start Address and File End addresses are Virtual Memory Fabric Addresses containing the Actual File. The Ordered Lists may be traversed by Search Algorithms to locate the Start & End address of the File, to fetch the Actual Physical File. This Virtual Fabric Address can be reached Directly on the Hard Disk, for a High Speed Buffered File read into a Special Tier Main Memory, from where the Data may be accessed by the CPU. All Data belonging to a Particular File are Stored in Contiguous Virtual Fabric Memory Locations.

A Virtual Fabric File "Dynamic Lists [Where Pop Happens at One End and Push Happens at the Other]" Stores the Current Contiguous Blocks of Free Virtual Memory Addresses along with their Size [Contiguous Blocks May be greater than a Reasonable Size of 3 Mb to be Placed on this List]. When a New File is to be written, an Algorithm Finds the Most Fitting Contiguous Location to write the File, and its Start and End addresses are updated to the File Pointer.

When a File is deleted the [File Pointers] are Updated. The Immediately Freed "File Start" and "End" Address Locations are updated to the Virtual Fabric File "Dynamic Lists" as a Contiguous Free Memory Block [Along with Size of Block & only if Block is greater than 3 Mb in Size]. A Second Minor "Dynamic List" of 1000 [Customizable] Memory Addresses with Contiguous Blocks of Virtual Fabric Memory upto the size of 3 Mb are also Maintained.

This Minor List is used to Write Files of Small Sizes. A Dedicated Process May run to Rearrange Small Blocks of Defragmented Files to make Them Contiguous. This Virtual Fabric Based File Pointer Based System, is a Fast Technique to Read Files from the Disk.

Fluid Data Store

The Internal Construct of the STEX Fluid DataStore is Described as Follows. Every record in the Fluid Datastore may be Represented by a Single File, and this File is represented by a File Pointer. The File Pointer is Stored as a Ordered List Object in a Tier 1 zone of the Virtual Fabric [Hard Disk Zone]. Records may be Added, Deleted and Searched on the List by Maintaining an Ordered Ordered List.

A File Index may also be maintained for High Speed traversing of the Ordered List to Locate a File. This Helps in Extremely Fast Datastore Record/File Pointer Searches, Which lead to the Actual Data address Location. A separate Ordered List May be Maintained for Other Dimensions of the Object that are Frequently Used for Searching a Record. E.g The STEX Grid ID or an Email Address.

E.g If a PersonID has Multiple Bank Accounts and Each Account has Account Records, the Datastore Allows Direct Querying of Bank accounts Object or Accounts Records as The PersonID is stored as Associated MetaData with the Bank Account Object.[Parent Object and Metadata Objects are Separate and Metadata Objects have Parent Objects id's as Metadata attached to them - thus Querying does not Involve hierarchical Object Relations in Search Queries]

Every Object in the STEX Fluid Datastore is Alloted a Dedicated Virtual Memory Fabric Space of Minimum 1 Mb. [This Size is Configurable depending on the Object Size to be Stored]. The Maximum Size May Have no Upper Limit. This Implies that When Small Objects or Files Are Written to the Disk They Occupy a Minimum of 1Mb, even though the File Size May be less than 1Mb. A Freescaling Object Record Belonging to a Person may occupy 0.5Mb of Data, while 0.5Mb of space is available for Future data addition.

When File Size Updates are Larger than the Total Available Space for the Object, the Entire Object is written into a New Virtual Fabric Location with the Addition of 0.5MB Free space for the Future use. By this Technique Maintaining a Record of 6.5 Billion People on this Planet would require only 6.5 Petabytes of Average Total Datastore Memory space. This Technique Involves Very Little Fragmentation and may additionally be healthy for Flash Based Storage devices which suffer from Constant Writes.

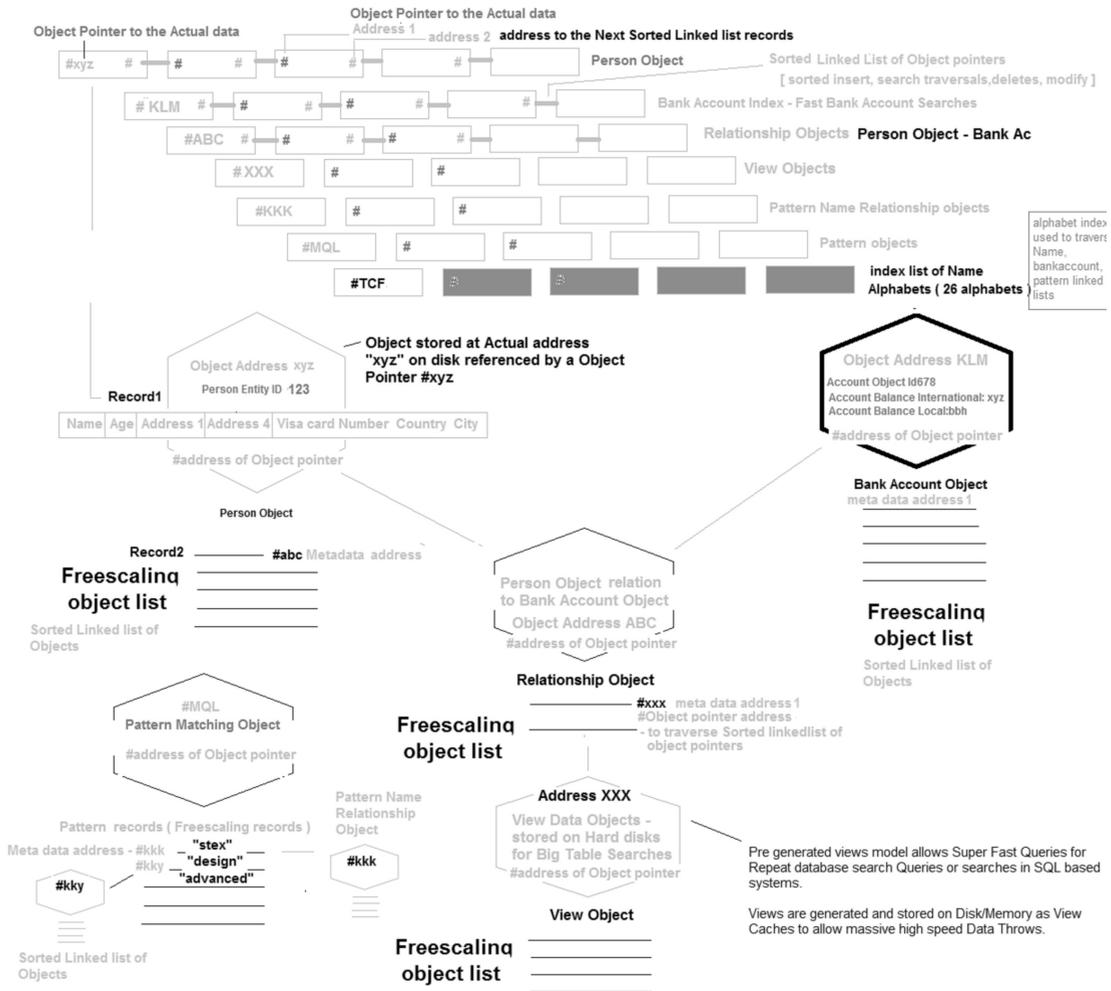
Note: Normally Transaction Based Objects may require only 10 to 50 Kb of Object Dataspace instead of the 1Mb mentioned. Large "Contiguous & Free" Virtual Fabric Space Addresses are mained in Lists for the Purpose of New File Additions or File Relocations.

A File Transaction Log is used to maintain Milestones of a File stream being written to a Disk or is being relocated from one disk zone to another. Transaction Logs are maintained to check File Integrity in case of a Power Failure, and are always checked during a System Startup to check an improper Disk shutdown during a filewrite process.

Note: A File stream being written onto a Disk Consists of a Set of Milestones which are maintained in a Transaction Log along with a Milestone Start and End address and an End of File Descriptor. A large file of 5 Mb May consist of 5 Milestones, each with a Start and End address. A small file of 2 bytes May have 1 Milestone with a start and end address.

If the Transaction Log is Intact the Ordered List File Pointers and Contiguous Free Space Lists may be Updated to the Disk. In Case of a Power Failure Scenario, Between a File Write Process, The System may check the Transaction Log for Data Integrity of File Milestones. If Milestones are in the right Sequence and the transaction log has a File end descriptor, the Linked Lists and free contiguous File lists are updated, else the stream of Bytes on the Disk are updated into the Ordered List as a Broken File, which may be deleted if Required. The Same Principle is used to store Files in Storage Area Networks instead of a Small Disk.

Freescaling Object Data Store



writing object pointers, updating objects or creating indexes can be either
 1] DIRECT LINKED LIST ENTRY - slightly slow because linked list traversing and insertion is slightly slow.
 2] INDIRECT LINKED LIST - entry through a Temp table - followed by a deferred Task Queue method of Creating indexes

If this technology is used in Storage area Networks - The Address pointer consists of the disk fabric address. however in distributed storage systems the Disk Address pointer consists of the disk identity and the disk platter address.

Massively Parallel File or Database Record Reads & Failovers

Finally, Object Record Writes or File Writes may Happen Parallely only Limited by the Disk IO Capacity. This system Design principle Allows Fluid Datastore to Run Disk Replication Strategies that are extremely Fast - Where a File Write or Record Write Process involves Copying one Set of Bytes from One Disk Area to Another, without the use of a File system based Disk Replication. In such a Strategy The File Pointer may have Address locations of two or More Replicated File Data, Located in Different Disks Zones. This Technique may be used for failovers. During Parallel Disk Writes - The Transaction Log is Verified before selecting a Start Address for Contiguous File Writing because There may be a Possibility of Contention between two Disk Writes trying to Occupy the Disk Zone [Therefore in Principle the Transaction Logs are only Disk based dynamic lists that hold the Start addresses for every Current Parallel Write Disk operation]. Duplicate File Pointer Linked Lists may also be stored for Security and Robustness and Scalability [by allowing Parallel Data access from Disk Zones or Disk Machines through Loadbalancer algorithm - Higher IO Capacity]. This Technique allows Massively Parallel Record Reads and Writes on a Disk or a Storage Area Network, by using Infiniband connects

for high speed IO.

The Fluid Datastore Facilitates Pre-Generated [Pre Sorted] Data Views (View cached on a Hard disk) and Data Models that allow Allow Fast Queries for Pre Determined Repeat search Queries. Fluid Datastore also facilitates Data Caching or Data View Caching for Repeated Searches. This Cache may be on disk or in Memory and removes the need for a separate Inmemory Caching system or a Key Store.

When Running on Proprietary File Systems of Operating Systems like Windows - the FCX based Programs Mark Certain regions of Hard Disk Space for Exclusive Virtual Fabric Based Usage - Similar to a Disk Partition.

6) View Caching Technology [Pre Sorted] for SQL/NoSQL based Database Systems.

This model allows Super Fast Queries for Repeat database search Queries or searches in SQL/NOsql based systems, which do not have the Technology concept of a "pre-generated Views -(View cached on a Hard disk).

The Existing Technologies create a real time view of data,in memory. Presorted Views are generated and stored on Disk/Memory as large View Caches to allow massive high speed Data Throws.

If these features are built into SQL databases - they would provide extremely high speed data fetches for Big Data Queries (Queries with Large Data Results). This technology feature makes sql/No sql server's fit for "large throw" data search applications.

Chapter 4

Software Automation - An Approach

Software Automation

Software Automation for - Resource Planning, Enterprise Control & Processes Control systems

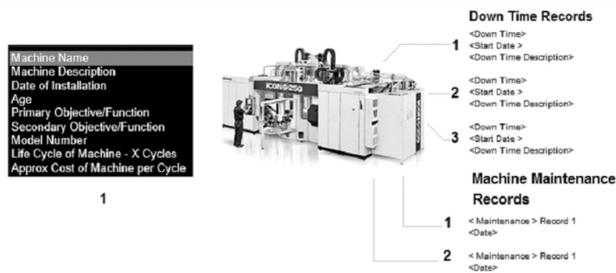
An Entire Enterprise can be controlled or Governed by (Monitoring & Management) of People, Enterprise Machines, Enterprise Processes and Enterprise Products. This Technique is called the STEX - PPP Intelligent Design, and is, a part of it's "COMPLETE SYSTEM AUTOMATION" or "COMPLETE SOFTWARE AUTOMATION" solution.

Software Automation: System Elements or System Components for, Automated Software Systems.

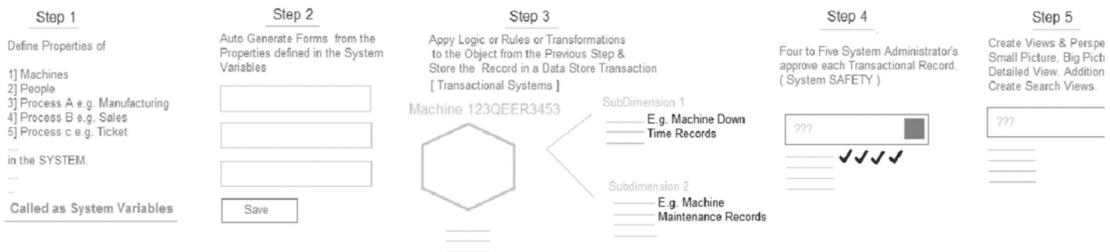
Complete System Automation for - Enterprise Resource Planning / Enterprise Control systems/ Enterprise Process Control Systems, Consists of 4 Main Parts

1. Enterprise Super Administrator screen, where The Entire System's - Properties/Variables are defined. (E.g.A Class File)
2. Autogenerated Data Screens - are used to Feed Transactional data into the system through Process System Admins. The Screens are auto generated from the Properties and Definitions defined by the Super Administrator in step 1.
3. Approval Screens for System Safety - Allows approval Process for all Data transactions (Fed into the System).
4. View Screens - for Governance & Supervisory control.

SOFTWARE AUTOMATION - using Systems Engineering & Object Thinking



SOFTWARE AUTOMATION PROCESS/TECHNIQUE - [steps -1,2,3,4,5] - [System + Automatic = Systematic]



1) Enterprise System Variable Definition : Super System Administrator Section

Define Properties/Variables of < people, Enterprise Machines, Enterprise Processes, Created Products, Sold Products >

<u>People/Human Resource</u>	<u>Enterprise Machines</u>	<u>Enterprise Core Workflow Processes</u>	<u>Enterprise Non Core Processes(Transactions)</u>	<u>End Product</u>
				
Properties Definition People Definition	Properties Definition Enterprise Machines	Properties Definition Enterprise Core Processes	Properties Definition Non Core Processes	Properties Definition End Product

E.g Process Sales

- Sales Process Properties:
- 1) Invoice Number
 - 2) Invoice Date
 - 3) Sales Item Name
 - 4) Sales Item Quantity
 - 5) Sales Item Price
 - 6) Retail Outlet Name
 - 7) Taxation Number
-

2) Auto Generated Data Input Screens, for Feeding Data

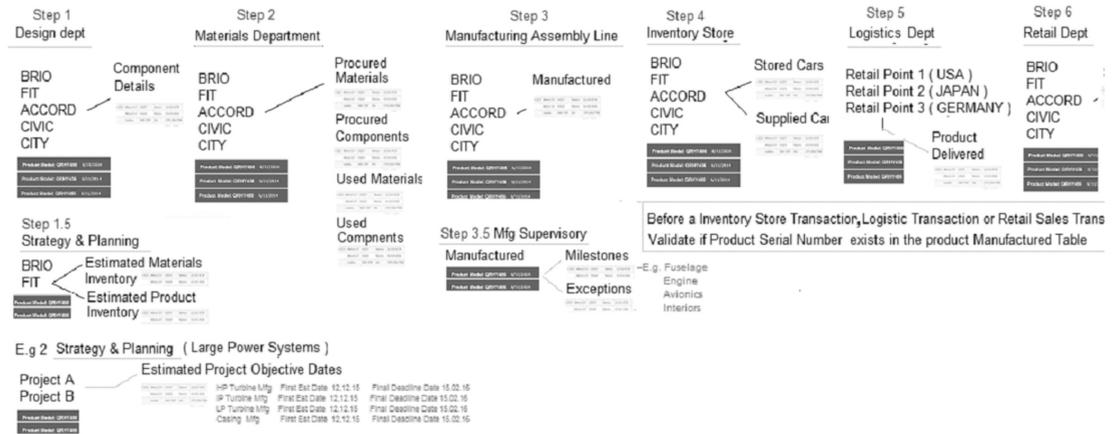
Feed in data through Forms/Screens defined by the Super System Administrator. These Screens are System Auto Generated Screens generated from System Variables and properties defined by the Enterprise Super Administrators.

The screenshot displays a web application interface for data input. The main window is titled 'Product Model' and contains a search bar and a table of sales data. The table has columns for 'Sales', 'Product Model', and 'Date'. Below the table, there are buttons for 'Modify', 'Delete', and 'View'. To the right of the main window, there is a 'Data Model Internals' diagram showing a tree structure of data models. The root node is 'Product Model', which branches into 'Manufactured' and 'Sales'. 'Manufactured' further branches into 'Manufacturing Milestones' and 'Exceptions'. Each node has a 'Show Data' button next to it.

Note: observe the FRACTAL - 1] Product Model - Manufactured , Sales. 2] Manufactured - Milestones, Exceptions

Step 1 Design Dept (Designs Product Models) -> Step 2 Materials Dept (Procures Materials) ->Step 3 Mfg Dept Uses Materials & Manufactures the Product) -> Step 4 Warehouse (Mfg Products to Inventory Store) -> Step 5 Logistics Dept (Transfers Products from Ware House to Retail Point of Sale dept) ->Step 6 Retail Dept (Sells Products - Pos).

Big Picture Object Flow & Transaction Diagram



Inspiration from the Character CLU (Codified Likeness Utility) - I took the system to its maximum potential. I created the perfect system!

Greetings, programs! Together we have achieved a great many things. We have created a vast, complex system. We've maintained it; we've improved it. We've rid it of its imperfection.

A c# .net Example to demonstrate - Autogeneration of Screens

Code Demonstrating - Complete Automated Form/Screen Generation & Data Storage - from a Data Definition Class
Do You Ever Imagine - Building a Complete ERP SYSTEM or a Control System or a Piece of Enterprise software in 20-30 Days ?

3 simple Steps

- Data Definition in the Data Definition Class / Definition of the Enterprise PROCESS Properties E.g Sales Invoicing
- Auto Generate the Forms/Screens
- store the Screen Data in a datastore

Code Part 1

App_Code/DataDefinition.cs

```
public class ProcessProperty
{
    public string String1;
    public List<string> SubList;
    public ProcessProperty(string String1, List<string> Li)
    {
        this.String1 = String1;
        this.SubList = Li;
    }
}

namespace DataDefinitionnamespace
{
    public class DataDefProcessA
    {
        public List<ProcessProperty> DataDef( string id )
        {
            //Data Definition
            List<string> CashflowDirection = new List<string> { "Expenditure", "Income" };
            List<string> CostsRelatedTo = new List<string> { "People", "Process Enablers", "Process Material" };
            List<string> Domain = new List<string> { "Engg", "Aviation", "Automotive", "Energy", "Oil & Gas" };
            List<string> Department = new List<string> { "Execution/Mfg", "Design/Prototype", "Maintenance & Repair" };
            List<string> Currency = new List<string> { "Euro", "Dollar", "Yen", "Yuan", "Sterling" };
            List<string> Taxation = new List<string> { "5%", "10%", "15%", "20%", "25%" };

            List<ProcessProperty> ProcessX = new List<ProcessProperty>();
            ProcessX.Add(new ProcessProperty("Cashflow Direction", CashflowDirection));
            ProcessX.Add(new ProcessProperty("Costs Related to", CostsRelatedTo));
            ProcessX.Add(new ProcessProperty("Domain", Domain));
            ProcessX.Add(new ProcessProperty("Department", Department));
            ProcessX.Add(new ProcessProperty("SubProcess", null));
            ProcessX.Add(new ProcessProperty("Amount", null));
            ProcessX.Add(new ProcessProperty("Currency", Currency));
            ProcessX.Add(new ProcessProperty("Taxation", Taxation));
            ProcessX.Add(new ProcessProperty("Transaction Date", null));

            return ProcessX;
        }

        public List<ProcessProperty> DataDefDimensionSales(string Id)
        {
            //Data Definition
            List<string> ProductModel = new List<string> { Id.ToString() };
            List<string> Sales = new List<string> { "Ecommerce", "Retail" };
            List<string> Currency = new List<string> { "Euro", "Dollar", "Yen", "Yuan", "Sterling" };
            List<string> Taxation = new List<string> { "5%", "10%", "15%", "20%", "25%" };

            List<ProcessProperty> ProcessX = new List<ProcessProperty>();
            ProcessX.Add(new ProcessProperty("Product Model", ProductModel));
            ProcessX.Add(new ProcessProperty("Sales format", Sales));
            ProcessX.Add(new ProcessProperty("Serial Number", null));
            ProcessX.Add(new ProcessProperty("Sale price", null));
            ProcessX.Add(new ProcessProperty("Sale Currency", Currency));
            ProcessX.Add(new ProcessProperty("Sales Tax", Taxation));

            return ProcessX;
        }

        public List<ProcessProperty> DataDefDimensionExceptions(string Id)
        {
            //Data Definition
            List<string> ExceptionID = new List<string> { Id.ToString() };

            List<ProcessProperty> ProcessX = new List<ProcessProperty>();
            ProcessX.Add(new ProcessProperty("Exception ID", ExceptionID));
            ProcessX.Add(new ProcessProperty("Exception Name", null));
            ProcessX.Add(new ProcessProperty("Exception Date", null));
            ProcessX.Add(new ProcessProperty("Exception Description", null));

            return ProcessX;
        }
    }
}
```

```

public class DataDefProcessB
{
    public List<ProcessProperty> DataDef( string z)
    {
        //Data Definition
        List<string> CashflowDirection = new List<string> { "Expenditure", "Income" };
        List<string> CostsRelatedTo = new List<string> { "People", "Process Enablers", "Process Material
        List<string> Domain = new List<string> { "Engg", "Aviation", "Automotive", "Energy", "Oil & Gas"
        List<string> Department = new List<string> { "Execution/Mfg", "Design/Prototype", "Maintenance &
        List<string> Currency = new List<string> { "Euro", "Dollar", "Yen", "Yuan", "Sterling" };
        List<string> Taxation = new List<string> { "50%", "60%", "70%", "80%", "90%" };

        List<ProcessProperty> ProcessX = new List<ProcessProperty>();
        ProcessX.Add(new ProcessProperty("Cashflow Direction", CashflowDirection));
        ProcessX.Add(new ProcessProperty("Costs Related to", CostsRelatedTo));
        ProcessX.Add(new ProcessProperty("Domain", Domain));
        ProcessX.Add(new ProcessProperty("Department", Department));
        ProcessX.Add(new ProcessProperty("SubProcess", null));
        ProcessX.Add(new ProcessProperty("Amount", null));
        ProcessX.Add(new ProcessProperty("Currency", Currency));
        ProcessX.Add(new ProcessProperty("Taxation", Taxation));

        return ProcessX;
    }
}

```

Process C Code is repeat or Clone of Process B Code

Code Part 2

Process.aspx.cs

```

public partial class Process : System.Web.UI.Page
{
    protected override void OnPreInit(EventArgs e)
    {
        base.OnPreInit(e);

        List<ProcessProperty> processYY =null;
        placeholder.Controls.Clear();
        string v = Request.QueryString["Process"];
        string x = Request.QueryString["SubDimension"];
        string z = Request.QueryString["ID"].ToString(); ;

        if (v == "processA" && x == "main")
        {
            DataDefProcessA DX = new DataDefProcessA();
            processYY = DX.DataDef(z);
        }
        else if (v == "processA" && x == "sales")
        {
            DataDefProcessA DX = new DataDefProcessA();
            processYY = DX.DataDefDimensionSales(z);
        }
        else if (v == "processA" && x == "Exception")
        {
            DataDefProcessA DX = new DataDefProcessA();
            processYY = DX.DataDefDimensionExceptions(z);
        }
        //////////////////////////////////////
    }
}

```

```

////////////////////////////////////
if (v == "processB")
{
    DataDefProcessB DX = new DataDefProcessB();
    processYY = DX.DataDef(z);
}
if (v == "processC")
{
    DataDefProcessC DX = new DataDefProcessC();
    processYY = DX.DataDef(z);
}

Int32 j = 0;

foreach (var ProcessProperty in processYY)
{
    Label Labelx = new Label();
    Labelx.ID = "Label" + j.ToString();
    Labelx.Text = ProcessProperty.String1;
    placeholder.Controls.Add(Labelx);

    if (ProcessProperty.SubList == null)
    {
        TextBox tbox = new TextBox();
        tbox.ID = "TextBox" + j.ToString();
        placeholder.Controls.Add(tbox);
        placeholder.Visible = false;
    }
    else if
(ProcessProperty.SubList != null)
    {
        if (ProcessProperty.SubList.Count >6)
        {
            DropDownList Drop = new DropDownList();
            Drop.ID = "Drop" + j.ToString();
            for (Int32 i = 0; i < ProcessProperty.SubList.Count; i++)
            {
                Drop.Items.Add(ProcessProperty.SubList[i]);
            }
            placeholder.Controls.Add(Drop);
        }
        else
        {
            RadioButtonList Radio = new RadioButtonList();
            Radio.ID = "Radio" + j.ToString();
            Radio.RepeatDirection = RepeatDirection.Horizontal;
            for (Int32 i = 0; i < ProcessProperty.SubList.Count; i++)
            {
                Radio.Items.Add(ProcessProperty.SubList[i]);
            }
            placeholder.Controls.Add(Radio);
        }
    }
}

```

Code Part 3

```
Process.aspx.cs
protected void Button1_Click(object sender, EventArgs e)
{
    Int32 i = 0;
    Int32 k = placeholder.Controls.Count;

    for ( i = 0; i < k; i++)
    {
        Label l = ((Label)placeholder.FindControl("Label" + i.ToString()));
        TextBox Y = ((TextBox)placeholder.FindControl("TextBox" + i.ToString()));
        DropDownList Q = ((DropDownList)placeholder.FindControl("Drop" + i.ToString()));
        RadioButtonList Z = ((RadioButtonList)placeholder.FindControl("Radio" + i.ToString()));

        placeholder.Controls.Add(new LiteralControl("<tr>"));
        placeholder.Controls.Add(new LiteralControl("<td>"));
        if (l != null)
        {
            l.Width = 180; l.Height = 30;
            placeholder.Controls.Add(l);
        }

        placeholder.Controls.Add(new LiteralControl("</td>"));
        placeholder.Controls.Add(new LiteralControl("<td align =left;>"));
        if (Y != null)
        {
            Y.Height = 30; Y.BackColor = System.Drawing.Color.FromName("#576484");
            Y.ForeColor = System.Drawing.Color.White;

            placeholder.Controls.Add(Y);
        }

        if (Q != null)
        {
            Q.Height = 30; Q.BackColor = System.Drawing.Color.FromName("#576484");
            Q.ForeColor = System.Drawing.Color.White;
            Q.SelectedIndex = 0;
            placeholder.Controls.Add(Q);
        }

        if (Z != null)
        {
            Z.Height = 30; Z.BackColor = System.Drawing.Color.FromName("#576484");
            Z.ForeColor = System.Drawing.Color.White;
            Z.SelectedIndex = 0;
            Z.RepeatDirection = RepeatDirection.Horizontal;
            placeholder.Controls.Add(Z);
        }

        placeholder.Controls.Add(new LiteralControl("</td>"));
        placeholder.Controls.Add(new LiteralControl("<tr>"));
    }

    placeholder.Visible = true;
    Labelxx.Text = "";
    Page.SetFocus(Button2);
    Button3.Enabled = true;
}
```

Auto Generated Screens

Process A - CashFlow System

Cashflow Direction Expenditure Income

Costs Related to

Domain

Department Execution/Mfg Design/Prototype Maintenance Ticketing Sales

SubProcess

Amount

Currency Euro Dollar Yen Yuan Sterling

Taxation 5% 10% 15% 20% 25%

Transaction Date

Process B & C - CashFlow System

Cashflow Direction Expenditure Income

Costs Related to

Domain

Department Execution/Mfg Design/Prototype Maintenance Ticketing Sales

SubProcess

Amount

Currency Euro Dollar Yen Yuan Sterling

Taxation 5% 10% 15% 20% 25%

Transaction Date

Process A - Sales

Product Model

Sales format Ecommerce Retail

Serial Number

Sale price

Sale Currency Euro Dollar Yen Yuan Sterling

Sales Tax 5% 10% 15% 20% 25%

Process A - Exceptions

Exception ID

Exception Name

Exception Date

Exception Description

3) Enterprise Views for Monitoring & Control of People, Machines ,Processes, Products.

View & Monitor < people, Enterprise Machines, Enterprise Processes, Product details >

Enterprise View Screens

Product Show Data

Search Product Model

ST-swa765 Product Model: QRHY456 6/11/2014 View Details

Sales Show Data

Asa Tuglio Equipamientos y Noticias	Asa Tuglio	Asa de la Constitucion 2022	México D.F.	09021	México	View
Antonio Moreno Taparela	Antonio Moreno	Miguel Alem 2312	México D.F.	69023	México	View
Abdul Ra Han	Thomas Hardy	120 Ramover Sq	London	W6J 1EP	UK	View

← →



Quartz

QQQQ

TTTTTT

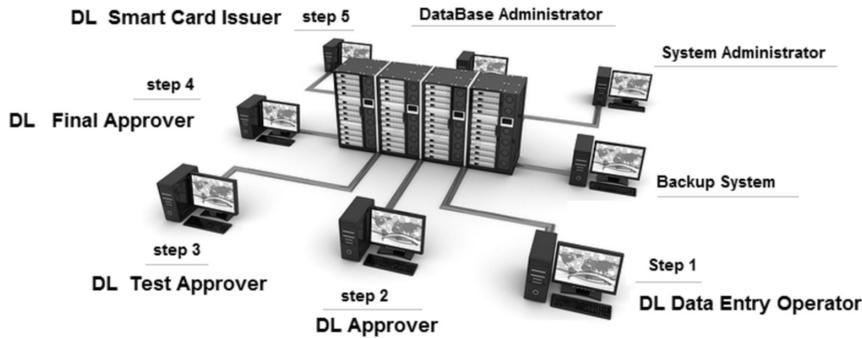
FYYYYY

ST-swa765 Product Model: QRHY456 6/11/2014 View Details

← →

Software Automation - Driving Licence Issue Process Using Transactional Systems Architecture.

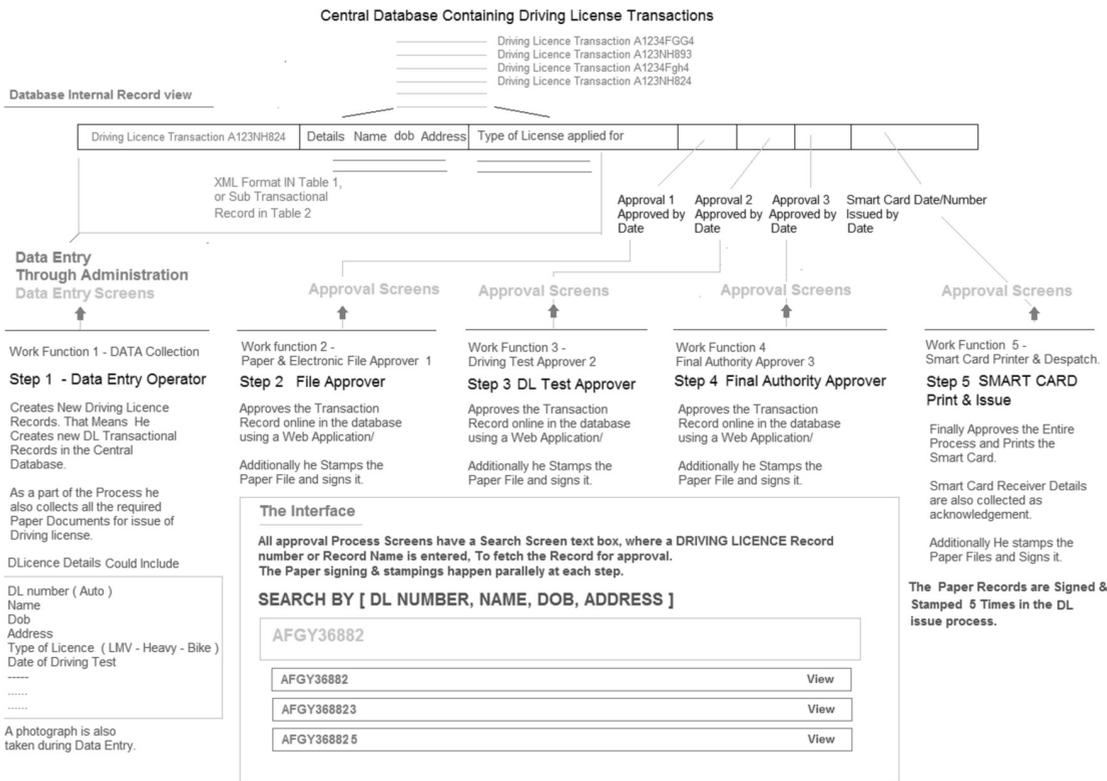
Hardware Architecture Picture



The Software Architecture using - TRANSACTIONAL SYSTEMS



Each Record in the database is called a Transactional Record. The Transactional record contains every detail, Variables of any Enterprise Process. Some times the Transactional records may be split into 2 Transactional Records [Part 1 Containing Basic details and Variables & Part 2 Containing all the detailed variables]



Chapter 5

Finance by Structure & Design

1) Community Mutual Funds

Stock are instruments to hold partial ownership of stocks , transacted through Stock Markets. Mathematics proves that stock market trading through Stock market trading is a Zero sum problem (GAME theory evaluation & Mathematical Induction techniques from a single player game to an n Player game.). This implies that when one player makes money through stock gains, another loses money. Successive generation of stock owners increase liquidity in Mutual funds and stock exchanges to raise value of the stock. Stock which do not have a dividend component are not liable to pay out any cash to stock owners.

An Ideal condition requires cash flows from stock owners to Enterprises and vice versa. If enterprises do not pay back to the stock owners the cash flows from the enterprise to the public stock owners is nil and the stock ownership is notional. Additionally Money in stock markets is Floating Money (Money Floats between the stock owners holding the public float) and never reaches the Enterprise that provides the stock (Stock Money reaches Enterprises only during an IPO, Bond issue or Loan).

Stocks that are traded on stock exchanges exhibit a stock value that is created by a minor amount of liquidity (Volume) , which is a small subset of the total number of shares held by stakeholders. This stock Value representation (created by a small section of traders) may be grossly inaccurate in representation of the actual value of the stock. , which actually consists of a large number of subset of owners involving (Traders, FII's, Mutual Funds, Institutional Investors, Hni's and small stock owners).

The stock market problem can be solved by fixing the range of Future stock dividends during an IPO process or through an AGM (meeting) post IPO. E.g. Declaring 15% to 40% dividend equivalent of "the Net Profit earned yearly". The Stock market problem can additionally be solved by a Buy Back note issued by enterprise quoting the value of the stock and the Quantity of stock that can be bought back by the enterprise. These two solutions answer the simple fundamental questions - what is the pay back amount or cost of capital raised from the stock market IPO ?

Calculating the Cost of Capital

Why do enterprises go to the stock market instead of taking a bank loan?(It's an instrument designed to offer risk free capital (money) without any payback(dividend) commitments. Stex Suggests that a payback (dividend) value in the range of 15% to 40% of the "Net Profit earned yearly", could balance the Risk free nature of the instrument, and The rest of the 60% "net profits earned yearly", could be used for growth of the Enterprise.)

Calculating the Value of the Stock Price

An A+ Technique can be used to arrive at value's of the stock price by including Stock Value calculation parameters like

- Premium value created by the services/Product (Good to Have services).
- "Essentiality" of the services offered.(A service/Industry Solution that cannot be done without)
- Attractive or Innovative Revenue Models
- Other "Present Continuous, Future Continuous & Past participle" - Financial Parameters .
- Value of Industrial Machine Assets, Factories, Buildings etc.
- Potential Scale
- Cumulative Net Earnings/Net losses (Net volume of money storage) over a period of time.
- Net Money Borrowed during an IPO.
- Net Debt
- Order Books

This facilitates balanced sharing of business risks and business rewards between all stakeholders of the stock. e.g [Bank, Insurance, machinery tools companies , Individuals] and each of them have their mutual interests protected . The stock market Financial problem can be solved by a more systematic and Risk free Instrument called the Insured loan product(described in section #15) & community mutual Fund (described in section #8 below)

Stabilizing the Stock Market by mitigating market risks of stocks.

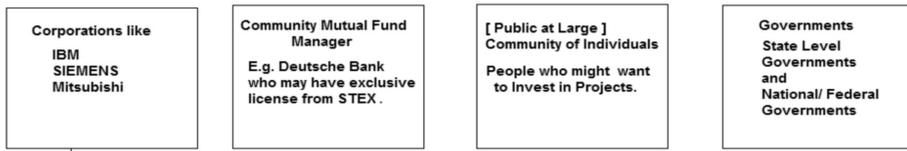
Stocks are highly Liquid Assets, which implies stock = Cash.

if STOCK Equal to Cash, Stocks could earn Fixed deposit styled interest and Saving account styled interest from Banks, Industrial Enterprise and Financial services Industry. This stabilizes the stock price and opens three modes for earning income. This process design has advantages over the floating money principle of the stock market, where stock money, never reaches The Industrial Enterprise's account books.

- Dividends from stocks
- Interest yield on stocks by Banks or Industrial Enterprises. (e.g a Stock price at 1500\$ could earn "Interest yield" on a stock, at a value of 1200\$).
- Price Escalation of stocks by Market Forces.
- A Stable Financial Instrument Implies Higher Participation in the Stock Market and Inturn Higher Liquidity and stability of Stock Prices.

How does the Community Mutual Fund - "Patented" by STEX Work?

There are Primarily 4 Participating entities



Corporation and Fund Managers go to the Public proposing an Utility type of Project.

Propose a Community Mutual Fund Solution for an Utility Project, to a National Level Community, State Level Community, City Level Community.
 Declare Proposal Imperatives like:
 Total Investment Size: e.g. 1 billion Dollar
 Ownership Ratio: e.g. 50% : 50%
 Profit Sharing Ratio: Community: 20% : Industry 60% Government: 20%

Measure the Response from the Communities and Government and study Feasibility.

A clear Response from the Public will mandate the Governments to support the projects that the public demands.
 The Govt would also clear regulatory hurdles at State Level and National Level.

Is Response Positive or Negative

Negative → End, Terminate Proposal

Positive and Feasible

Issue Community Mutual Funds and setup the a Private Corporation

Community Mutual Fund - Contract Format

Ownership Ratio: Corporation 50% Public 35% Government: 15%
 Profit sharing Commitment: 15% of yearly Profits distributed among Public and Govt.
 Investment Risk and Investment Rewards are shared by all entities (Corporation, Public and Govt), Investments are also Protected - such that in case of Project failure All Investments will be returned in as is where is Condition.

Corporations Conduct Operations Industrial Operations Directly or Indirectly, (by Subcontracting)
 Evaluate yearly profits and Revenues. Share with Community

Are Operations profitable?

Yes → Distribute Wealth in Pre Agreed Ratio as per CMF Agreements.

Are Operations sustainable in the Future?

No → Dissolve Company. Return Money as per Ownership.

e.g. Airport Infrastructure



If this Airport Infrastructure was built in Berlin and was a profitable operation due to large tourist activity - The Tech Corporation/Govt and People could gain together

Ownership %	
Technology Corporation	} 30%
Public	
National Govt	} 70%
State Govt	

Yearly Profits sharing %	
Technology Corporation	} 90%
Public	
National Govt	} 10%
State Govt	

- Corporations get Work Contracts + Take total responsibility + a Large share in profits
- Public gets - Modern Infrastructure + a committed share in profits + Employment Benefits in the Projects
- Governments - Clear Regulatory Hurdles + gain a committed share in profits.
- Projects are created at International Level, National Level, State level, City Level.

e.g. of an

International Project : STEX Network.
 National Project : National Highways , Rail Networks ,School Education ,Tourism Development
 State Project: State Highways, Drinking water projects ,College, Polytechnic Vocational Education
 City level projects: Digital Infrastructure , Road Transport

Typical Types of Projects - Airports, Highways, Tourist Destinations, Rail, Hydrogen Infrastructure, Digital Infrastructure, Agriculture, Healthcare

- Highlight
- Corporations, People (Investing public at Large) and Governments have a Balanced and Mutual Ownership in the Projects and each one of them have their interests protected (i.e each one of the entities stand to gain the rewards and share a fraction of the Risk.)
 - Each Entity has it's Investments Protected.

When a corporation signs a community Mutual Fund Contract - the Corporation is legally a Private Stock Corporation, which can be dissolved when the Corporation and it's Projects fail or are unsustainable.

The community Mutual Fund - creates a system where the Corporations, the Government and the Community of Individuals Share the Risk, the Reward and still have their Investments Protected.

The Community Mutual Fund Mode of Operation is unlike the IPO Process where the Corporation/Enterprise raising Money is not obligated to Payback the acquired funds, incase of an Enterprise or Project Failure.

2) Insured Loans Instruments - Finance Loans with Integrated Insurance :

Stex has invented a new Financial Technique/Tool/Instrument called Insured Loans, to facilitate Colateral free Technology Projects/Machinery tools projects and other projects . (using tensor maths and freescales) . It is an Integrated Financial Loan endorsed with an Integrated Risk Policy (Insurance endorsement to cover loan repayment failure risks).

E.g. A loan of 25000\$ Towards a Machinery project/ Tool project/ Technology project may consitute of

1. 22500\$ as a Principal loan amount to be disbursed to the loanee.
2. 2500\$ as Insurance Risk to cover the Loan Risks, payable by the Insurer.
3. The Loan can be disbursed for Technology projects, machine works projects, machine tooling projects and many other projects.
4. The Loanee is obligated to return the following
 5. Project failure scenario/loan default scenario: Tools/Machinery (Depreciated Assets - which can be refurbished and Resold by the machine manufacturer) & a principal amount of 10000\$ (10000\$ or 9000\$ or 8000\$ or 7000\$ Freescale maths) out of the 22500\$ (Loan amount) , on Project/Busines failure
 6. Project success scenario/ Non loan default scenario - (25000\$ Principal + Interest)
7. Used Machines/Tools can be refurbished and marketed to People for projects.
8. The Loan amount can be as high as 500k\$ to 1 Million \$.
9. These loans are disbursed by Financial institutions in assocation with machine tool manufacturers or by machine tool manufactureres as the sole authority. The Loans amounts depend on Type of Projects and Project machinery required. E.g. The Loan amount may be fixed for a Specific Market segment of Engineering tools - 25k\$ for a Wood cutting machine type B.
10. All stake holder mutual interests(Tensors - Vectors forces & Relationships) are balanced between the loanee, Insurance company, Technology machine maker, Individuals.

3): Single world Single International Currency (IC14), A Futuristic New Paradigm.

This paradigm provides a INNOVATIVE new way, to use a Single International Currency IC14 for the Entire globe (consisting of 100+ countries), specifically for Trade & commerce.

IC14 is a digital Currency which implies that, The Local currency like Dollars, Euro, Yen, Yuan or Rupee can be exchanged or Converted/Excahnged to an International IC14 Currency through a Bank.

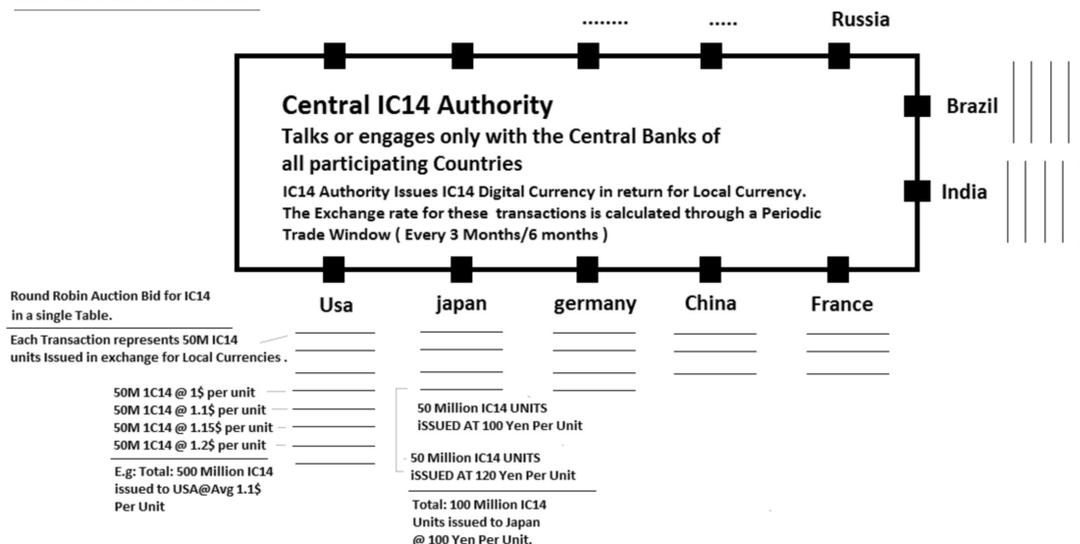
The IC14 international Currency can also be reconverted back to your Local Currency when there is a Need. The Actual Exchange rate for the Conversion of Local Currency to IC14 or IC14 to Local currency is fixed every three Months, by Market trade methodology, where Dollar, euros, rupees could be traded/exchanged, through demand supply equations, through a Single Window.

For E.g 1 Dollar = 1 IC14 Currency. 1 Euro = 1.30 IC14 Currency. 1 IC14 = 65 Indian Rupees. Practically/Theoretically - IC14 value is equal to a [Average of 100 + Local currencies].

At Present,(upto the year 2015), Different nations maintain Foreign Exchange in Either Dollars, Euros, Yen or Sterling as foreign exchange reserves. If IC14 were to be implemented Countries could maintain their Foreign Exchange Earnings in a non Devaluable Single Digital Currency - IC14. So could All Individuals, choosing to convert their Local savings to IC14.

The Value of Money used to be measured through the Gold Standard. The IC14 System or Paradigm changes the Standard to what is called the IC14 Standard. The IC14 standard is basically an EXCHANGE Rate of International Currencies against the IC14 Currency. For Example 1 IC14 currency UNIT = 65 Indian Rupees, 1 IC14 currency UNIT = 1 Dollar, 1 IC 14 currency UNIT = 0.8 Euros. The IC14 Central International Authority maintains this standard reference for all IC14 Financial Exchanges.

HOW IC14 Works



Periodic Trade Window - Round Robin Auctioning of IC14 at a Single Table [Repeated every 3 months or 6 months]

THE issue of IC14 IS conducted through a Periodic Trade window of Round Robin Auctions where Each participating Countries Bid For Issue of IC14 at a Price. For E.g USA Out Bids other Countries to Get 10 Transactions of 50 Million IC14 Units at an Average price of 1\$ Per Unit. This is how the Exchange Rates are fixed. Different Countries Bid different Local Denominations currencies against the IC14 TO SET THEIR EXCHANGE RATES.

The Total Threshold for an Exchange Rate Standard to be Fixed is decided and made clear Before the Auction. E.g: 4 Billion IC14 Units. This ensures that the Exchange rate is Fixed through a Thick Volume Transaction.

While Bidding for the IC14 - bidders keep in mind the following Factors

- 1) Buying power of their Local Currencies (\$, Yen, Euro, Yuan, Rupee)
- 2) Power of IC14 as an Local & International Trade Currency.
- 3) Non Devaluable nature of thte currency
- 4) A system for Accurate Exchange Rates.

IC14 Control & Thresholds

The Volume of IC14 Units issued in total is restricted and controled. The Volume is calculated using a factors like Population * Per capita savings of Individuals * 70% PER INDIVIDUAL. OR Number of Business Firms * Net Value Additions/ * 70% Per Firm.

After the Exchange Rates are Fixed for a 3 or 6 Month Period - The Central Banks of Different Countries may Go to the IC14 Authority to Get more of their Local Currencies Converted to IC14. The Flow is as Follows . People Purchase IC14 from Banks. Banks Purchase IC14 from Central Banks. Central Banks Purchase IC14 from IC14 Central Authority.

RISK OF FRAUD.

Three Copies of IC14 Conversions are issued by Banks. One Copy is retained by the Customer. The Second Copy is sent to the IC14 authority. The 3rd Copy is sent to the Central Bank. This helps the IC14 authority to prevent Fraud in IC14 Currency. The Issued IC14 at Bank level, Central Bank Level and at the IC14 Authority level are matched for Account Discrepancies or control of fraud. Every transaction of IC14 Conversion by Individual or Firms is reported by a Triple Database Transaction [Reporting to IC14 Authority/ Bank/ Central Bank]

How IC14 Works - Explained in Simple Steps

- a) An Individual or a firm choose to convert their savings of from \$/Yen/Euro/Rupee Accounts to IC14. This is facilitated through their Bank - E.g Deutsche Bank America.
- b) Deutsche Bank America issues IC14 in lieu of Dollars.[E.g 1 Billion IC14 = 1 Billion \$].
- c) Fed/National Central USA Bank Collects the Dollars from Deutsche bank and Issues Deutsche Bank America 1 Billion IC14 currency.
- d) Fed/Central Bank USA Passes on the 1 Billion Dollars to the IC14 Central International Authority accounts and Collects a Stamped Certificate in return - stating that IC14 Central International Authority Has Collected 1 Billion\$ from the Fed/Central Bank at the Exchange Rate - IC14 Standard and has Issued 1 Billion IC14 through the FED/Central Bank. (Dual Stamp or Twin Stamping - By Fed/Central Bank USA & IC14 Authority)
- e) IC14 Central International Authority is designed to collect Money or Currency in 100+ National Currencies.
- f) When an Individual in the USA or A Firm in the USA, Chooses to Re Convert 1 Billion IC14 currency a Blossoming Currency like YEN, they Request their Private Bank for yen savings.
- g) The private Bank Goes to the FED/CENTRAL bank USA for Yens. The Fed/Central Bank USA goes to the IC14 Authority and asks for 1 Billion IC14 worth Yens.
- h) IC14 Authority may Issue Yens from it's Account reserve to the Fed/Central Bank. If it does not have the reserve, it asks the Japan Central bank for Yens and Issues 1IC14 Currency to Japan central bank in return.
- i) If the Demand for Dollar were to Dip and the Demand for Yen were to Go High - The Exchange Rates for the IC14 Standard are modified by the IC14 Authority to Give More Power to the Yen. E.G. 1IC 14 = 120 Yen may be revised to 1 IC14 = 90 Yen in the IC14 standard charts.
- j) If there were to be a significant Downturn in the Dollar or a significant lower Demand for the dollar, The IC14 Authority may revise the dollar Exchange rate to the IC14. E.g 1 IC14 = 2US \$. However Before revision of the Dollar, the IC14 Authority may approach the fed to check for a Asking rate of the IC14 against the Dollar. If the Fed/CentralBank US agrees to take back the dollar at IC14= 5\$, then then IC14 exchange rate, also follows to revise the exchange rate in IC14 Standard Reference. This activity of Dollar Buy Back is done through a Periodic (3 Monthly) Trade Window to fix the IC14 Standard reference.
- k) In a Hypothetical Situation of Dollar going down and Yen also going down (Devaluation of Buying Power) - The IC14 Authority Reevaluates the IC14 vs US\$ and the IC14 against the Yen. The IC14 maintains it's strength by allowing convertibility to other basket Currencies,until dollar or Yen Demand Picks up (This ia s Gloom scenario). If every Currency in the basket has a low demand or Buying Power, then in that case IC14 has a relatively lower Strength or Value. (This is a Doom Scenario).

1. The IC14 Systems has two approaches to CALCULATION of Exchange Rates.

- a) The Participating Countries are Gathered together to a Single Window for exchanging /Trading Currency, every 3 Months or 6 months. (Thick Volume Transaction Through a single Periodic Window) and the central IC14 Authority fixes the Resultant Exchange rates as the IC14 Standard.
- b) The Central International IC14 Authority Fixes the Exchange Rate (using Last 3/6 Month Daily Moving Average) and this is called the IC14 Standard. E.g. 1 IC14 = 65 Indian Rupees, 1 IC14 = 1 Dollar, 1 IC 14 = 0.8 Euros.

2. An example of a commercial Transaction is as follows. USA builds F-35 Lightning Aircrafts in the USA, at a cost 100 Million\$ Per UNIT. If India were to purchase the unit a Quoted price of 120 Million\$. India could need to Convert X amount of Indian Rupees to 120 Million IC14 Currency and send it to a USA IC14 account.

3. All Banks Accounts may be equipped to a add a single new currency column to their Databases called IC14 Currency, with a functionality allowing conversion of Local Currency to IC14 and vice

versa.

4. Since IC14 is a Trade currency, all International & Local Commercial activities may be conducted in IC14 = (X Local Currency) format. International Contracts can be agreed upon through IC14, for example an Engg Work Contract in China, could be fulfilled by an Indian Company at a IC14 Value of 1 Million IC14 units. Bank Accounts could maintain Local / International transactions in their Account books as per the classification of Transaction.

5. IC14 is non devaluable and, people and enterprises, may store their assets in IC14 with no currency risks and further could use IC14 as a Trade currency. (Note Central banks buy back local currency to allow conversions of local currency like dollar to IC14 .)

E.g. if China were to maintain a Foreign Account : 1 Trillion \$, and the Dollar is Devalued by America, due to Difficult Economic conditions, The Foreign Exchange held by China would also loses the Buying Power or strength. To Prevent such a scenario, CHINA could maintain Foreign Exchange in IC14 Currency accounts, which in reality can be exchanged to Yen, or the Sterling or Euro, if there were to be a need.

6. Excess money printing by any country does not devalue the IC14 currency and further does not affect Other countries economics. Most Currency Economic maneuvers made by countries are kept blind or are hidden from other countries.

7. Expensive Derivatives based Options hedging can be avoided to mitigate currency fluctuation risks.

Note: Currency fluctuation happen between each economic currency in permutations ie - eg. dollar rupee, rupee dollar, dollar yen, yen dollar, dollar euro, euro dollar.

Therefore Currency Fluctuations between a large Number of Permutations (100+ countries * 100+ countries/2) can be avoided.e.g. US trades with china (dollar yuan), , US trades with india (dollar rupee), us trades with Australia (dollar Aus dollar). Yuan Trades with Rupee, Yuan Trades with US Dollar and with the Australian Dollar.

8. Note: Currency markets are controlled only a few Entities/Traders are do not actually reflect the real exchange rates. Moreover the trade occurs in Very Thin Volumes, which is not enough to gauge the Right Exchange rate RATIO. Additionally Exchange rate valuation are evaluated, at a country level - at the FED/Central banks level, where their capacity to buy back dollars in lieu of IC14, is a major factor in fixing of Exchange rate ratios.

9. Illegal Currency CASH Flows between entities in International trade can be traced easily.

10. No Printing of Cash/Notes is required to use this currency.

4) QR Payment technology/QR Code Based Payment System

A novel new payment method that facilitates payments on the web and real world, through QR Codes. It works by a smart phone scanning a QR Code and facilitating a "High Speed Secured Financial Transaction". The QR Code that is scanned could be a QR Code that resides on a:

- Computer/web screen
- News Paper Ad
- A Business card
- A Printed Paper Bill
- An E-commerce Cart

The following is a QR Code-based payment system diagram - as it appears on a smartphone app. The QR Code contains all vital elements necessary for a financial transaction..

QR Code Scanning based Payment System



Highlights and Features of QR Payment

- 1: No filling web forms with credit card details to make payments on websites.
- 2: can be used to transfer cash on delivery.
- 3: The system introduces the concept of the one world integrated single "International currency", where people convert their local currency to an International currency to carry out trade and reconvert it back to local currencies when required.
- 4: Currency Risk are Mitigated by a Non Fluctuating Currency system.
- 5: Credit card risks are reduced from Billion of dollars to near Zero.
- 6: payments on the web involve 3- 4 Hops on servers. This system reduces payment system hops to 1 server Transaction.

5) Insurance TAX Project [Tax reforms].

Out of a Total 35% Taxes collected - 20% Workforce/Industry Taxes could go towards Insurance TAX & 15% Workforce/Business tax could go towards govt taxes, For Defence,Infrastructure.

Insurance TAX is collected in the following categories. (Advanced Taxation Filing Format)

- LIVLIHOOD INSURANCE - X%/100%
- RETIREMENT LUMPSUM INSURANCE - X%/100% - E.g. 20%/100% Allocated to Retirement
- PROJECT INSURANCE - X%/100%
- INSURED LOANS INSURANCE - X%/100% - E.g. 20%/100% Allocated to Loan Insurance
- EDUCATION INSURANCE- X%/100% - E.g. 20%/100% Allocated to Education
- LIFE INSURANCE - X%/100%
- HEALTHCARE - X%/100%

Contributions By Individuals may factorized when Filing Insurance Tax. For Example, With a 5000\$ Tax Return, an individual or Business could choose the % allocation for each Insurance sector. E.g. 1000\$ tax Out of 5000\$ tax Could be allocated to Retirement Lumpsum. Another 1000\$ could be allocated to Education.

The Scheme works in such that all entities - Individuals, Enterprises and Universities and govts pay taxes towards insurance so as to benefit from Insurance Claims (Incase they Incur Risk or loss of Livelihood, Retire, or Complete Education milestones, Loan repayment failure etc.). This allows Govts to collect money from Workforce and Industries for appropriate use.

The Higher the insurance an individual or enterprise pays, the higher is the proportional return in case of a claim, which is called a prorata Insurance. This instigates all Types of Entities to Contribute to Insurance Taxes, which gives them "Insurance protection" in the above categories.

Insurance Firms, further Insure The Workforce/Industry Insurance corpus, at RE Insurance firms. (E.g Swiss Re) to mitigate/Share risks.

Insurance firms may be PPP Styled (A Partnership between Private and Public). Reinsurer's could also mitigate or share risks by going to [Re Re] Insurer Which is a "Reinsurance firm" for Insurer's and Reinsurers.

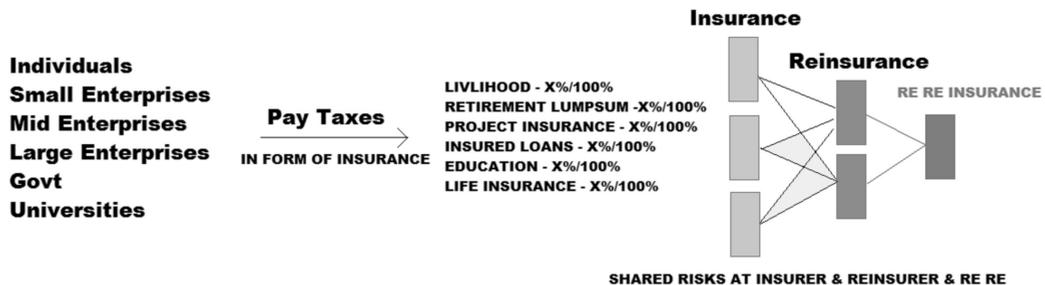
A certain portion of The insurer's corpus and reinsurer's corpus (E.G. 2%-3%) goes to the [RE RE Insurance companies] which insures insurance & Re insurance companies. RE RE Companies could be a division within the Reinsurer like MUNICH RE/SWISS RE.

Note: Different countries Insurer's pay different premiums to reinsurer's based on their respective Risk Profiles. Reinsurance players collect data & insurance premium from Insurer's via insurance companies (which collect Insurance Tax).

2 Insurance and Reinsurance - Philosophies exist from the corpus point of View -

- INSURANCE COMPANIES BUILD CORPUS AND DONT INVEST to grow the corpus
- INSURANCE COMPANIES INVEST IN PROJECTS to grow the corpus.

Insurance Tax is linked to your bank account and every time there is a claim bank accounts are checked to ascertain livelihood loss/Retirement or to transfer Insurance claim amounts.



Chapter 6

Industrial Logic & Industrial Design

Introduction to Industrial Logic & Industrial Design

STEX BUREAU is an Advanced Enterprise Engineering lab and an Advanced Technology system Design Bureau. STEX stands for Scalable Techniques for Engineered applications using Advanced Design.

Industrial Logic & Industrial Design is no longer about beautification of Systems. It is about creating strategic Intelligent foundations, New Design Directions, New User Experiences (UX), to drive growth and change across industries.

There's an endless market for Industrial Design & Industrial Logic - Driving product Design/Innovation, Product User Interface Design Experience, Innovative & Scalable services and finally systems that need simplification.

That is the reason, why Industrial design today is so influential and strategic. This is where STEX comes in. STEX Advanced Design Bureau helps you create, Brand new (Unique) Systematic Industrial Design & Industrial Logic Based, Product Systems & Product User Experiences (UX's).

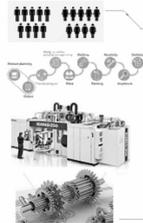
STEX's Research, Design & Development activities are conducted on "The Field", which Comprises of the Following

1. Visits, Observations & Studies of Industrial Factory Sites, Factory Processes and Factory Machines
2. Visits, Observations & Studies of Agricultural/Nursery and Cultivation Sites.
3. Experience in Technology Projects, in ICT Companies.
4. Experiments & Experience in Public Systems like Stock Exchanges & Financial Services.
5. Experiments and Experience in Public information Search Engines like Google.
6. Experiments and Experience in Educational Institutions for Higher Education (Subject: Computer Science, Science & Commercial Aviation).
7. Exposure to Informative Documentaries, through TV Channels like - DW (Deutsche Welle) TV, NHK Japan, National Geographic & Discovery.
8. Observations & Studies of Films/Movies like - E.g. Contact, Tron, Matrix, IRobot, StarTrek.....
9. Travel Abroad & Observations/Studies of, modern public systems in - Europe, Japan, Hong Kong, Middle East.
10. Fundamental Research, Breakthroughs and Documentation in the Form of Books like Intelligent Design, 97 Things Every Software Architect must Know.
11. Experiments and Experience in Game play (Software Games).
12. Exposure and Visits to Industrial Exhibitions.
13. Study of Complex/Semi Complex Software Systems, Industrial Ecosystems and Economics Systems.
14. Exposure to Technical Blogs on the Internet.

INDUSTRIAL LOGIC (Also called - Industrialistix)

PPP- Intelligent Design Of Enterprises.

STEX INDUSTRIALISTIX - PPP Intelligent Design Technique essentially breaks down Enterprises - into 3+1 Primary Constituent Elements



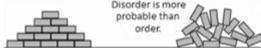
- 1 People - who work at the Enterprise, specializing in any of the Work flows or Processes
E.g. Engineer, Technician
- 2 Processes - The methods or Processes by which products/Services are created
E.g. Product Design, Manufacturing, Marketing, Accounting
- 3 Products - Belonging to a multitude of Industrial Domains, with specialized use cases.
E.g Cars, Manufacturing Machines, Bus, Rail, Aircraft.....
- 4 Services - Products/Processes that are offered for public consumption
E.g. 3D Printing, Prototyping, Engineering Drawing, Architecture ...

There are over 90+ Industry/Enterprise Categories on this planetary System. Viz. Energy, Automotive, Aviation,

Every Type of Industry/Enterprise has it's own specialized /Semi Specialized Workforce (People), Enterprise workflows (Processes), Output Products/Service

Disorder more probable than Order

If you tossed bricks off a truck, which kind of pile of bricks would you more likely produce?



Objective of Industrialistix - Factorize Chaos, Sophisticate to Simplify, to enable Intelligent Industrial Design, Industrial logic & new Design Directions at a

- 1) People Level
- 2) Industry Proces Level
- 3) Product Level
- 4) Enterprise Level

Some of the Notable Industrial Domains on this Planet are listed below

Agriculture
Arts & Crafts
Advertising
Academic [University]
Acamedic [Schools]
Animal Dairy Farms
Animals/Poultry/Fisheries/Meat
Aviation
Automotive
Bikes Two Wheelers
Bio Technology
BPO-KPO
Books, Periodicals & Magazines
Banks
Boats & Trawlers
CropScience
Consumer Electronics
Computing Hardware[Enterprise]
Computing Hardware[Consumer]
Data center- Cloud
Chemical Industrial
Chemical Others[Agri & Others]
Defence and Military
Drugs and Pharmaceuticals
Engineering
Electrical
Electronics
Energy [Gas-BioMass]
Energy [Coal]
Energy [Water]
Energy [Hydrogen]

Energy [NUclear]
Energy [Wind]
Energy [Clean Tech/Solar]
Energy [Battery/Others]
Earth Moving
Environmental
Education & Learning
Foundry & Forge
Financial services
Financial Payment Gateways
Food Beverages
Fast Moving Consumer Goods
Fashion and jewellery
Fashion and Lifestyle
Furnishing and Interiors
Geography GIS Mapping
Government
Healthcare and medical
Hotels
Heavy Engineering
Insurance
Internet
Industrial Materials
Insurance and Reinsurance
Infrastructure and Construction[Public]
Infra/Construction[Enterprise/Factory]
Infra/Construction[Housing]
Leather and Synthetic Leather
Logistics and Transportation
Lighting & Energy Audit
Mobile & Smartphone
Metals
Mining
Music & Radio
Media & News
Movies & Films
Networking and Wireless
Oil and Gas
Alternative Fuels
Petro Chemicals
Plastics
Paper
Paints, Coatings and Inks, Dyes
Printing
Postal & Parcel
Police, Traffic & Security
Refrigeration, Air conditioning
Railway
Rubber and Tyre
Retail
Restaurants
Software
Intelligent Futuristic Systems
Complex-Exotic-Software
Game Development/Simulations-software
SemiConductor Processors,Chips & Chipsets
Sensors & Measurement Systems
Stock Market Broking Trading
Shipping & Marine
Satellite and Space
Science
Stationery
Sports
Telecommunication
Television, Radio & Entertainment
Trucks Buses
Textiles
Travel & Tourism

Weapon systems
 Washing machines & Dish Washing

MATRIX METHODS

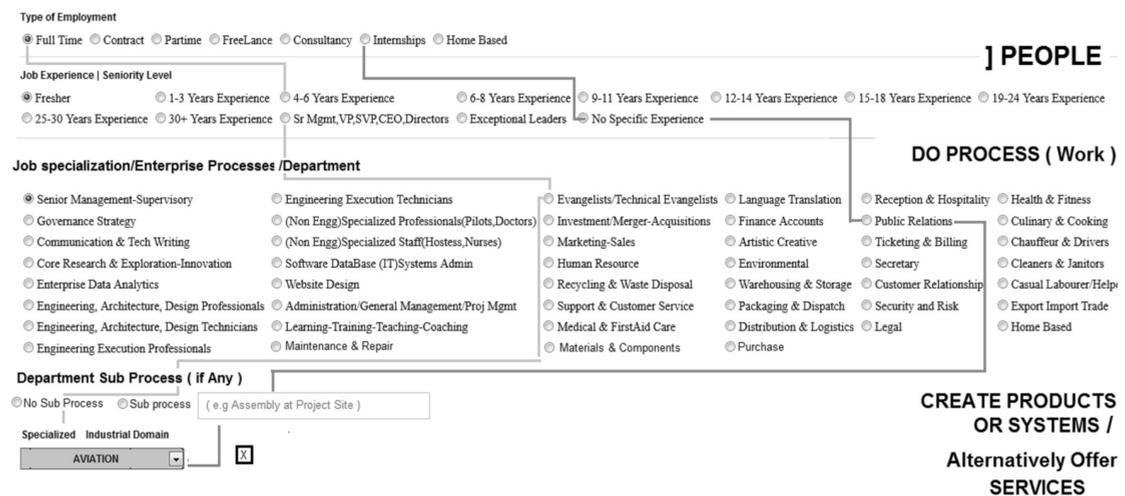
Matrix Methods are a Technique by which An Entire Complex system can be Defined USING - Structured Objective Variables. This approach involves joining the Objective Variables in a sequence or in any Permutation/combinations to create a Large, Objective, View or Picture of the System.

Another important Sub Technique under Matrix Methods is - Reduction of the Total Number of Variables that define a Complex System. This is Called Reduced Variable Thinking/ Reduced Instruction Set Thinking. This is, analogically Similar to the RISC technology in Computer processors called Reduced Instruction Set Computing.

Organizational Structuring & Architecture

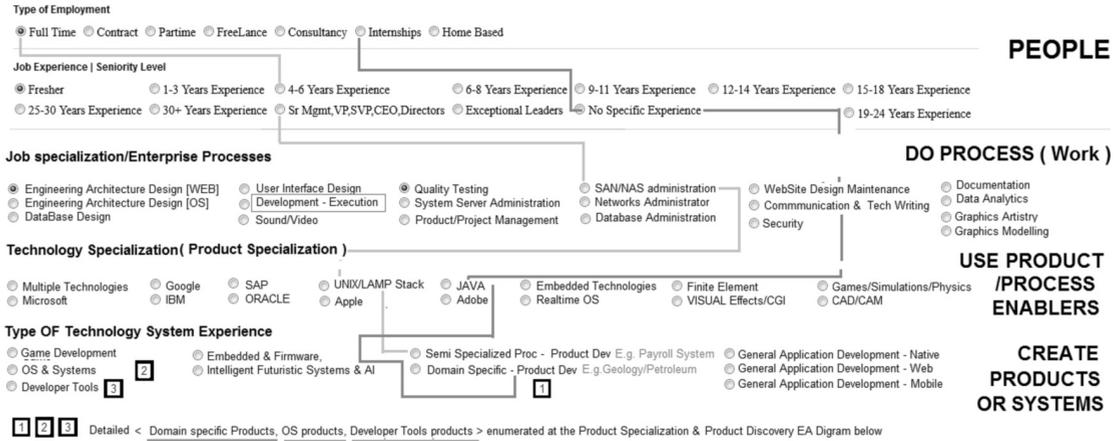
1) Enterprise Architecture of Industrial Enterprises or Industrial Systems using Matrix Methods.

ENTERPRISE ARCHITECTURE - Engg/Auto/Aviation Firms..... (Using Matrix Methods)



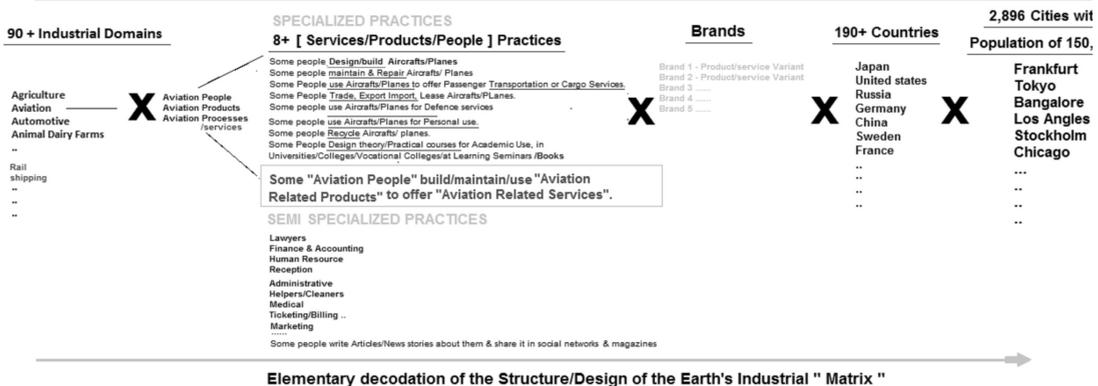
2) Enterprise Architecture of Software Enterprises or ICT Enterprise Systems. (using Matrix Methods)

ENTERPRISE ARCHITECTURE - SOFTWARE FIRMS/ ICT FIRMS (Using Matrix Methods)



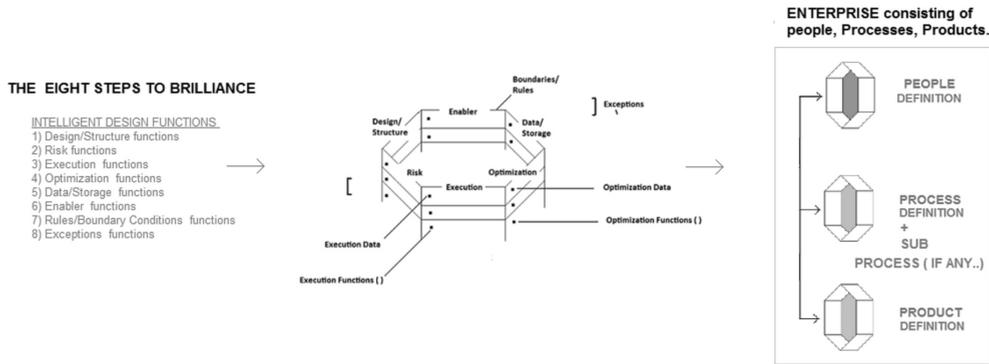
3) Enterprise Architecture - The Big Picture, a 2000 Feet View.

- [90+ Industry Domains X 9+ Service Practices X N Number of Brands X 190+ Countries X 2890 Cities]

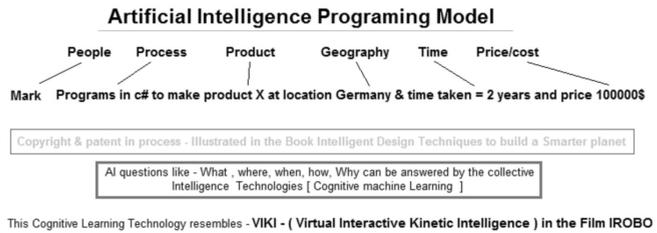
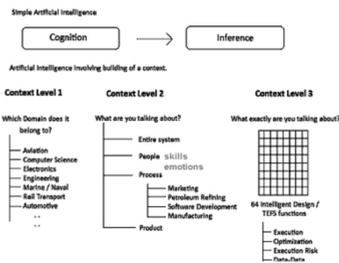


4) Enterprise Architecture - Micro Definition of People, Processes, Products - a 50 Feet View.

PEOPLE, PROCESS, PRODUCT DEFINITION - USING INTELLIGENT DESIGN FUNCTIONS

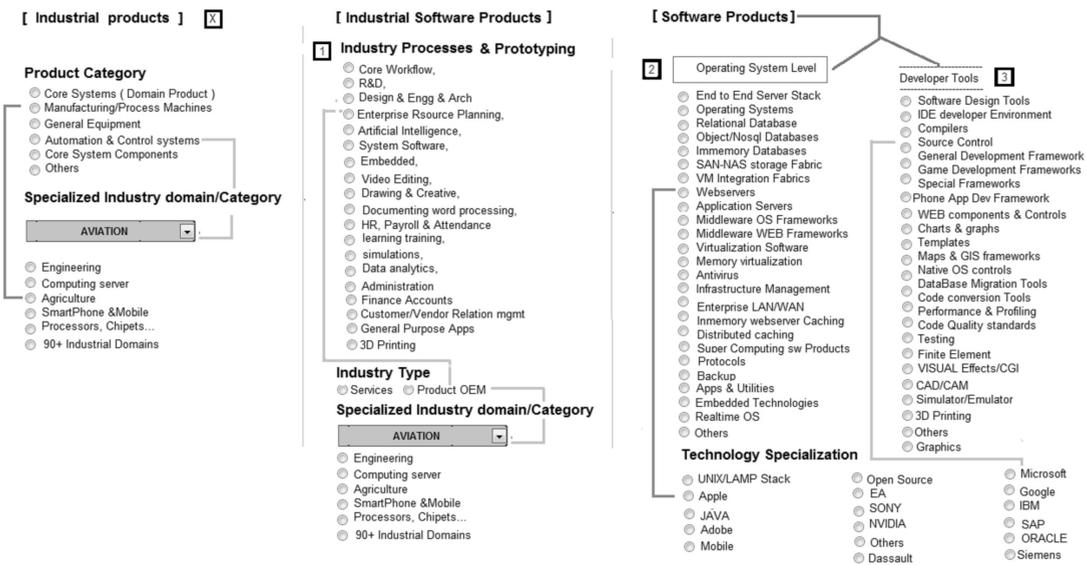


ARTIFICIAL INTELLIGENCE



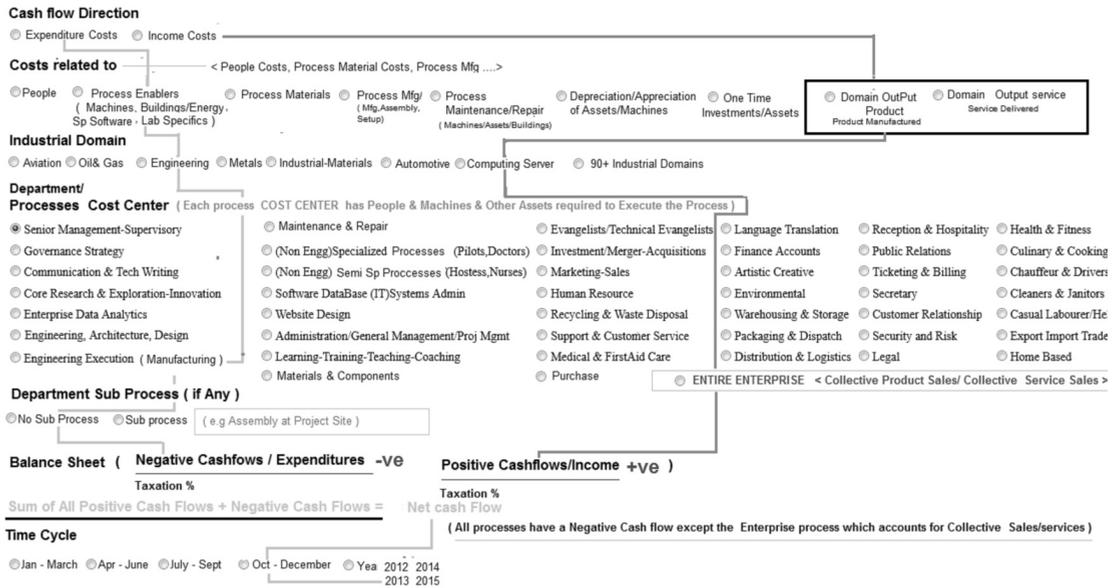
5) Enterprise Architecture - Specialized Product Development & Product Discovery.(using Matrix Methods)

ENTERPRISE ARCHITECTURE - [Product Development of Industrial Products, Industrial Software products & Software Product Discovery



6) Enterprise Cash Flow Systems(using Matrix Methods)

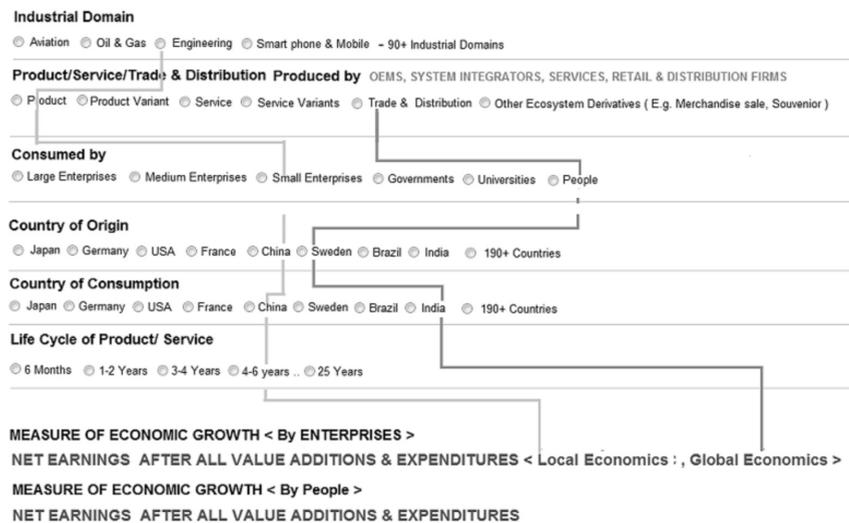
ENTERPRISE ARCHITECTURE - CASH FLOW SYSTEMS (Using Matrix Methods)



Economics, Financial Markets & Stock Markets

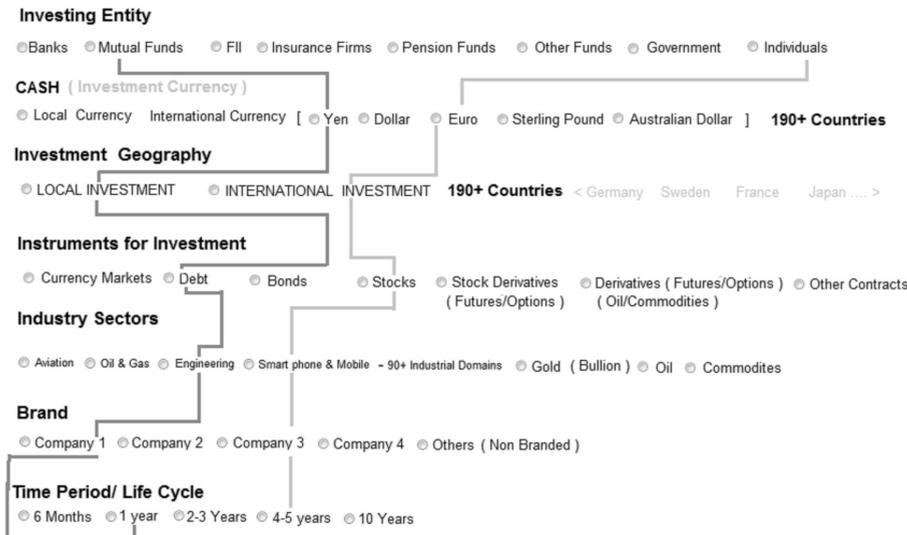
1) Functional Economics - A Complexity Analysis (using Matrix Methods)

FUNCTIONAL ECONOMICS ANALYSIS -A SYSTEMS APPROACH

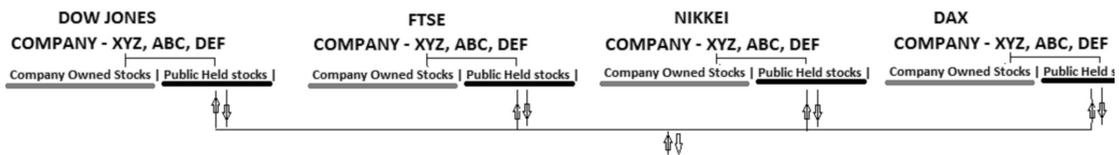


2) Complexity analysis - money ecosystem & markets (using Matrix Methods)

MONEY MARKETS - A complexity analysis (Using Matrix Methods



HOW STOCK MARKET INDICES WORK



Local Currency (Cash) or International Currency (Cash) Flows into the stocks of company ABC, DEF... Lifting the Indi

Note: Oversupply of Money to any Particular sector or Commodity breaks down the Thin Volume Demand Supply equations and leads to Thick Volume Transactions. An Analogy can be drawn to Group Buying. Further When Traditional demand supply equations break down by the supply of Money(Liquidity) , New Triple Equations are formed - [Real demand supply - Equations] + [Thick Volume Demand Supply - Equations] + [Actual Value of Money - Equations] .

Note x: Oil Mechanics: If 109 \$ is the cost of Oil and constitutes 2 trillion Dollars of a Budget, Economics tells us that value needs to be created at a rate greater than 109% by the economy, by using the Oil for work, travel, or Factory Production.

STOCK MARKET STRATEGIES

Sample strategy practiced in stock markets = Dump underlying --> Buy futures --> Pump Underlying --> Sell futures --> Generate Cash ----> Rotate sector/Stock - Repeat .

Other Strategies include - Rotating sectors [Vertical cycle, Horizontal cycle, Vertical Horizontal cycle, Horizontal Vertical cycle] - cycles rotating Clockwise, Anticlockwise, Randomly, by Price range.

Buying Selling Strategies: Slow Buying (Pumping) , Fast Buying (Pumping) , Slow selling (Dumping) , Fast selling (Dumping) . Other Strategies: False (Fake) Pumping, False (Fake) Dumping.

Note: Pumping and Dumping are represented by Distinct [up & down] graph Movements.

3) The Repeat Revenue Problem - Failure of the economic parameter - "Revenue" as a Major Parameter of growth, in analysis of Stocks or Industry Growth]....

Repeat Revenue problem Associated with Stocks

Example Case Study to Explain the Repeat Revenue Problem [Manufacture and sale of Computers]



THE Same Computer / or it's Components are sold 3 Times which we call, the Repeat Revenue's problem.

Which Parameter is the most sought after Parameter in evaluating Stock Prices ? -- [Revenue].

What could be a Better Parameter ? NET Value Additions, across the value Chain.

What could be VAT - Value Added Tax ? Tax on Net Value Additions.

4) Complexities, Volatility and Risks associated with Derivatives, Futures, Options and it's Fix.....

Derivatives (Futures & Options) - The Fix

Derivatives are priced according to the following parameters

- leverage ratio
40% / 50% / 60% / 70% of the price of the Stock to be paid while buying the derivative (Futures/ Options)
- underlying Price of the Stock/Commodity
- Premium (DEMAND SUPPLY),
- Interest rate/ TIME value of Money

$$\frac{\text{Price of the Option /Future}}{\text{Price of the Underlying Stock}} = \text{Leverage Ratio}$$

Derivative Life time = 1 Month / 3Month / 6 Month

The Fix - removal of Volatility and Risk from the Futures & Options

The Underlying is Replaced by Underlying (100 DMA / 200DMA)
Leverage ratio is Made Higher (cost of Derivative = 70% of the underlying Stock)

5) Thick Volume Transactions vs Thin Volume Transactions ...

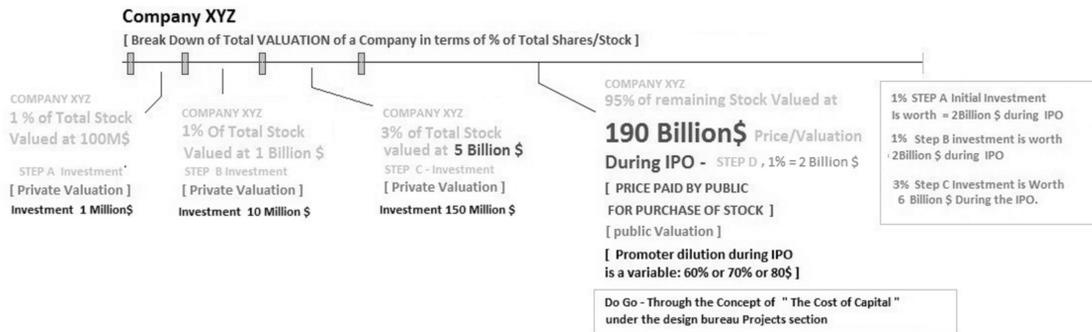
Thin Volume Transactions vs Thick Volume Transactions of (Currency, Gold, Commodities)



Currency & Commodities Fluctuate Every Day - as they are Bought and sold on Exchanges. However the VOLUMES at which they are traded, do not reveal the Actual values. These types of transactions are called thin Volume transactions. The Thin volume transaction of currencies or Commodities can be made into thick or high volume transactions by a Technique called Periodical Trade Window. The Periodic trade window opens once every 3/6 Months and a LARGE volume of Transactions are carried out in a short span of time. This technique helps in ACCURATE revealing of actual Values or price of Currencies / Commodities, acceptable by a large number of players.

6) Private valuations of companies and stocks.

Private Valuations in the STOCK - [2008 - 2015 ERA] - THE BILLION DOLLAR GAMES



7) Volume/Volumetric analysis of Stocks [Pyramids, Sky Scrapers, [group by volume, time, Price, Investor TYPE]

Stock are traded on stock Exchanges and have a Life Cycle from Inception date to the Current Date.

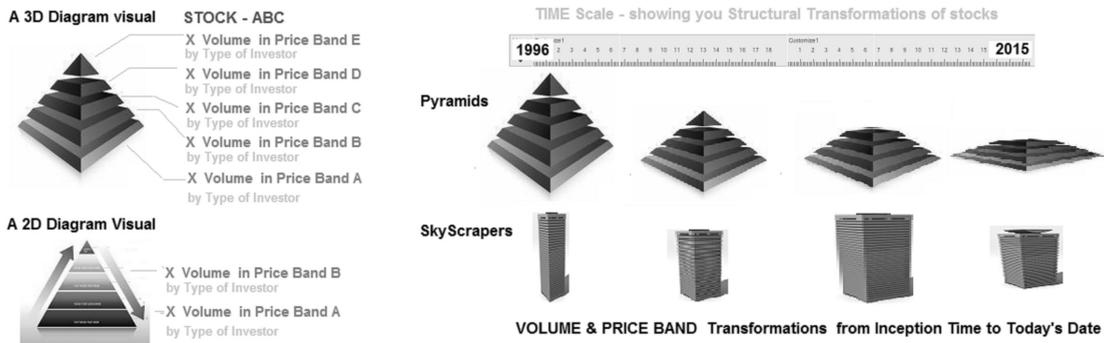
Analysis of the Stock Trading patterns from inception - with the perspectives of Volume and Priceband reveals multitude of Graphical Structures like Pyramids or Sky Scrapers.

A pictorial Diagram Describing it is shown Below.

Volume Analysis of STOCKS - Using Parameters < Qty/Volume, Price, Time, Investor >

Stock Data Definition : Stock < Buy Price band, Sell Price band, Quantity, Investor From , Investor To, Date Time of Transaction >

Stock Chart Visualizations/Transformations into the form of Pyramids, Sky Scrapers, Towers ..



Note: Sum of Partial Volumes X Inside the Pyramid = Total Volume of the Pyramid = Total Issued Stock Volume.

Note: The total Stock Volume Remains Constant in the pyramid however the Total MARKET Capitalization Fluctuates, due to the Changing Price Band

IF PRICE Volume Data is available only for 5 years, then the Transformational Structure is revealed only for the last 5 years. The Last 5 years of Avg Price Band and Avg Volumes, are used to draw out the structure. The structure then consists of 2 Parts -

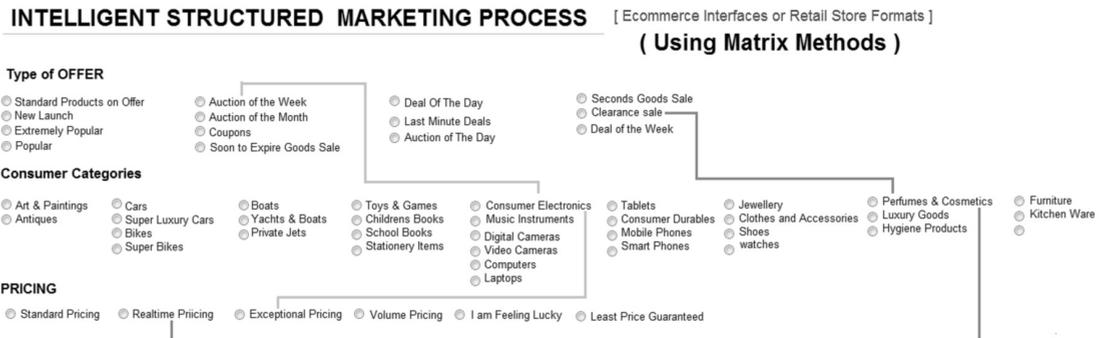
a) The Known Buying Price BAND and Volumes

b) The Unknown Hypothetical Average Buying Price and Dormant Stock Volume.(Representing a HYPOTHETICAL structure pre 5 yr era.)

Dormant stock Volume = Total Issued Stock Volume Minus (-) The Actively Traded AVG Volume,(Which could be Thin Volume Transactions, with low volume or Thick Volume Transactions, with Large Volumes)

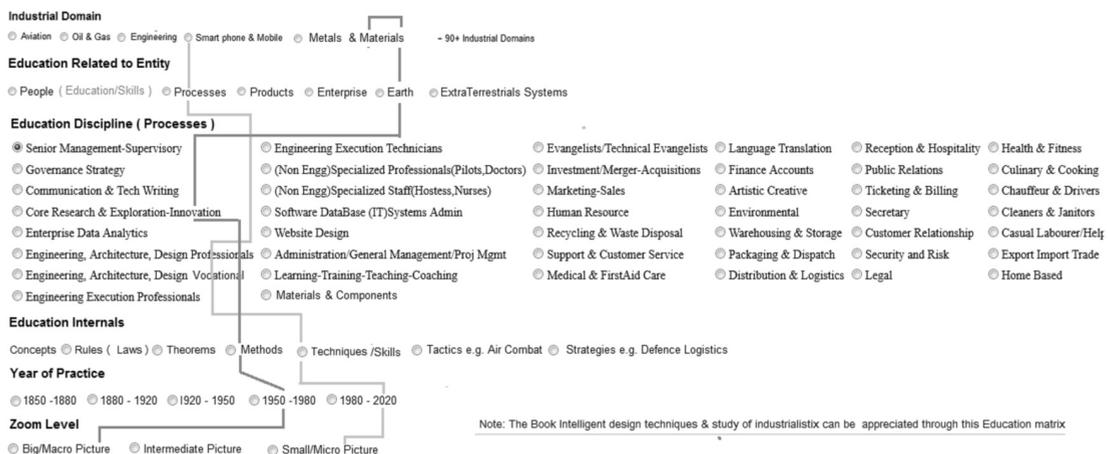
Innovative Practices in - HR / SALES / MARKETING / Learning & Training/ Group Buying & Bulk Buying.

1) Intelligent Structured Marketing



2) Structured Learning & Training

EDUCATION/ LEARNING TRAINING (Using Matrix Methods)



3) Group Buying & Bulk Buying - through a Passports Interface

Step 1. A central Authority issues a Physical Passport with Detachable Pages.

Step 2.The Detachable Pages can be exchanged for items like Food Parcels, Fuel, Insurance, Air Tickets though any Shop or Commercial Outlet or Any Counter, Accepting the Passport Schemes.

Step 3.The Detachable Pages have a Commercial Value and can be exchanged for Cash Through the Central Authority.

Physical Passport Interface

AIR TICKETS	INSURANCE	MEDICAL INSURANCE	FOOD PARCELS/Ration	Fuel- Gas/Petrol	
Example On The shelf - Air Tickets worth 1000 dollars @ 250\$/500\$	Example On the shelf - Insurance worth 50K \$ At 250\$	Example ON the shelf- Medical Insurance - 10 visits for 100\$	Example 12 Food/Grocery Parcels worth 50-100\$ Each at 30 -60\$ Each. Total: 360 -720\$	Example 200 Litres Worth 100\$ at 75\$	Group Buying - 1000's to Millions of customers [Large Volume]
Passport Validity: For One Year					Bulk Buying: Min [5 to 10] Tickets each
Other Examples: Clothes /Eatouts / Events , Exhibition , Seminar Entry Hotel Stay , General Errand/Support Services					Efficiencies at Scale [Low Cost]
Passports can be Issued by a Central Authority [A Retail Store, State Govt , Central Govt] and can be consumed at any Commercial Outlet. Commercial Outlets can exchange the Passport [Detachable Pages] for CASH through the Central Authority.					Guaranteed new Market creation through Passports way. [Blue Ocean Strategy]
Passport Provides Standard Products/Services at a Low Price. [Good Standard of Living]. Other Lifestyle items of Choice can be procured by People, through other channels [For example: Shopping at a mall, retail store etc]					Implementation through: Super Markets/Government/ Stores / Factory Outlets
Example Case Study: Airline company offering services through the passport scheme. [@ a scale of 1 Million Passengers, 10 Million Passengers] At a scale of 1 Million Passengers. Basic Cost of Operations per Passenger for an Airline Firm = 400\$ at a scale of 1 million Passengers. - [10 Tickets] per Passport. Net Profit through Passport Scheme : Net profit = approx 100 \$, at a Selling price of 500\$. Multiplied by (scale of) 1 Million Passengers. Therefore Total Net profit = 100 Million\$ At a scale of 10 Million Passengers. Basic Operational Cost for 10 Million Passengers = 450\$ - at [10 Tickets] Per Passenger. Net Profit through the passport scheme: Approx 50\$ Multiplied by 10 Million Passengers = 500 Million \$. This is assuming a Higher Operational cost of 450\$ Per Passenger for 10 Million Passengers. If the Basic Operational Cost could be maintained at 400\$ Per passenger, or reduced to 350\$ Per passenger, then the NET PROFIT = [100 To 150\$] Multiplied by 10 Million Passengers = 1000 Million \$ or 1500 Million \$.					Balancing Consumption vs Non Consumption

4) Food Factory Concept (Bulk Food Retailing concept or Bulk Food Parcel Concept).

THE FOOD FACTORY [CONCEPT & LOGIC]



Step 1: Fullfilment [Shops, Factories] procure Food Items/Groceries (Rice, Pulses, Fruits, Potatoes, Onion, Soup, Noodles, Chips, Soaps, Tooth Paste, Packed Foods, Corn, Biscuits, Cooking Oil, Coke, Juice, 60-75 Items) from the cheapest & Quality driven Food Source.

Step 2: Package into Large Boxes or Cartons (Total Food Quantity = 1 month Consumption).

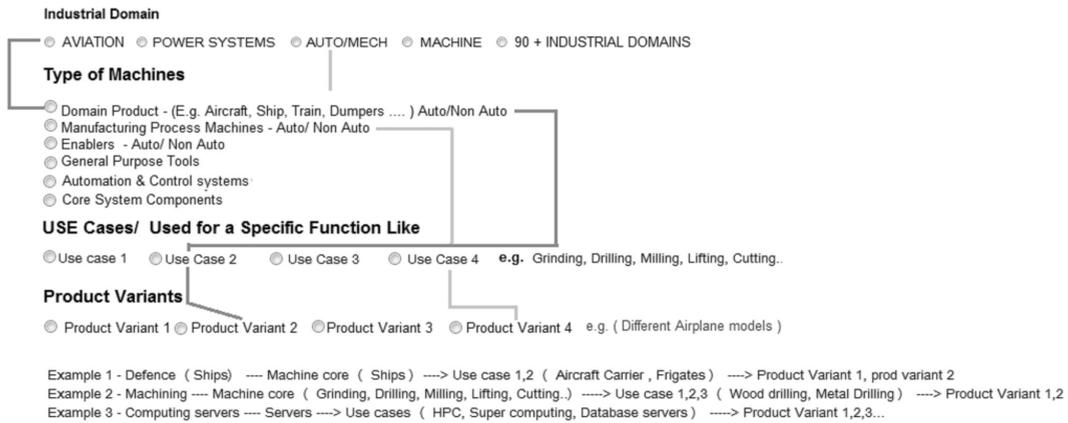
step 3 Mrp of Food Food Articles: 1500 (In Local Market stores), Selling price: 1100, Procurement Cost 750 (Food Procured at Scale or in bulk/Large Quantities).

Step 4: Supply the Food Boxes/Food Parcels at House Doorstep, or sell at a Retail Outlet, or Export to any other Country. Bulk Retailing Prices helps: Individuals save Food consumption Costs by 20% to 35%, if they procure food through the food Parcel Scheme. Food Items have a Constant standard price (without Market Fluctuations).

Machines/ Power Systems/ Healthcare

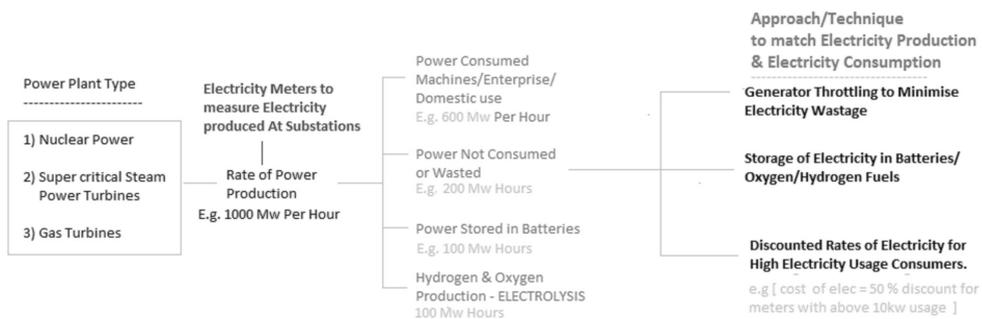
1) Machine Product Use Case Analysis

MACHINE FACTORIZATION USING MATRIX METHODS



2) Building Electricity meters at Substations and Generators to measure electricity produced, to facilitate Generator throttling and usage of unlimited electricity usage slabs by Power Firms.("Electricity Consumed = Electricity saved")..

Change Management in the [Electricity/Power Generation] Industry [Electricity Consumed = Electricity Saved]



3) Electronic Medical records :(HealthCare)

Medical Grid Servers

STEX NETWORK - ELECTRONIC MEDICAL RECORDS

All

Type of Illness : General Illness

Fever : 12 Dec to 16 Dec
 Diagnosis : ..
 Medical Prescription : ..
 State of the Case: Cured & Closed
 Medical Tests - Click Here
 Doctor :
 Hospital :

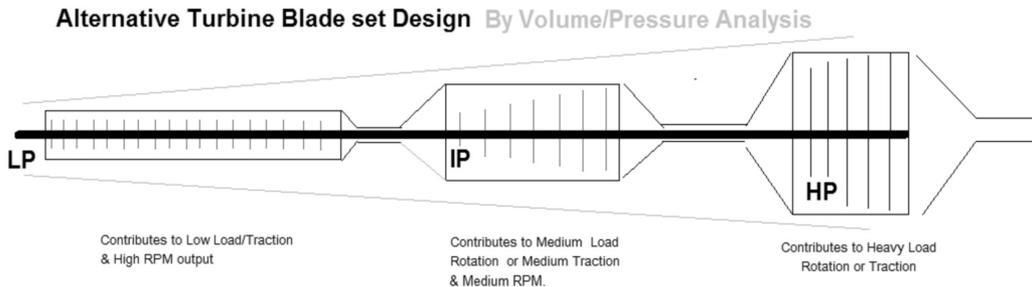
Fever : 16 Dec to 20 Dec
 Diagnosis : ..
 Medical Prescription : ..
 State of the Case: Cured & Closed
 Medical Tests - Click Here
 Doctor :
 Hospital :

Details

4) Volume/pressure analysis and surface area analysis of turbine blades, for solving the WorkLoad Balancing Problem in Super critical Turbine Power plants.

WORK load = Freescale Function of

< Traction/Load, High speed Rpm >



The Cone Design helps in keeping the High Energy steam Volume Low (Constant-ish = gradual expansion) and Pressure High (High-ish = gradual reduction) : from the HP to the LP Turbine segments.

The Potential Energy in the Steam is gradually converted to Kinetic Work, under Gradually Lower Volume Container casing conditions , so as to disallow immediate conversion of Super heated steam to Lower superheated steam and steam, by volume expansion of super heated steam.

Chapter 7

Elementary Research Direction: Physics & Patterns of Colours / Colour Combinations

Elementary Research Direction : Physics & Patterns, of Colours and Colour Combinations

Colours have a Direct Association with Light & Energy

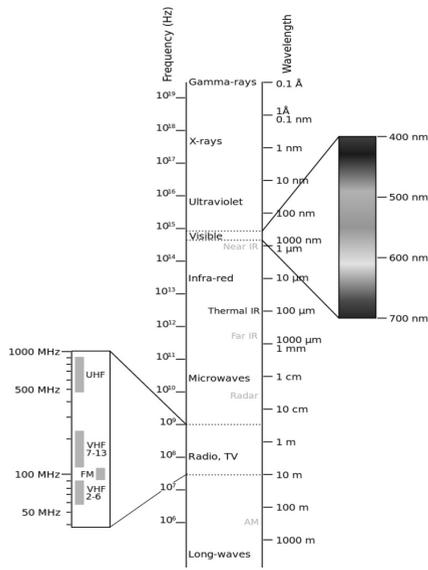


Fig: Electro Magnetic Spectrum

The Occurance of Colours and their associated energies - reveal BEHAVIOUR & ATTRIBUTES associated with the respective colours.

Colours occur in Singularity & in Combination (Patterns) in

- Biological Life (Humans, Birds, Animals, Other Biological Organisms)
- Machine Systems
- General Products and Lifestyle Products

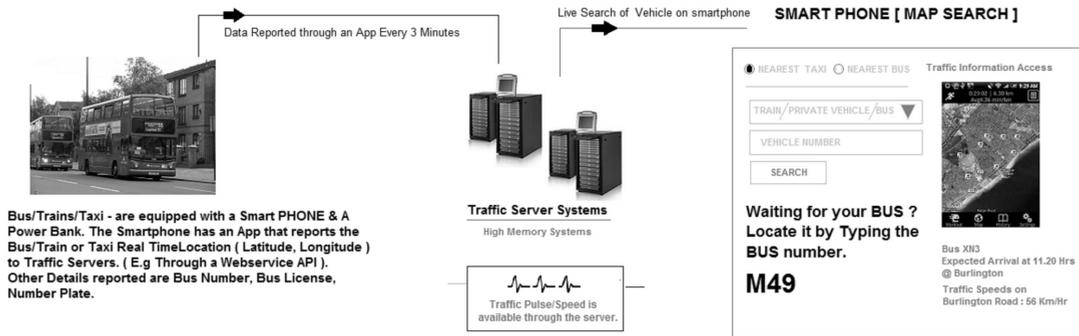
Objective is to reveal THE MEANING (Behaviour & Attributes) OF COLOURS associated with E.g. A Machine, Design or Structure or Efficiency.

Chapter 8

Transportation & Logistics - Real time Telemetry/Location Information to Public Users through Smart Phone Maps

Transportation & Logistics - Real time Telemetry/Location Information to Public Users through Smart Phone Maps

Transportation & Logistics - Real time Telemetry/Location Information for Public Users



Realtime Location of the Bus, Train or a Taxi is Available on the Server Systems. The Approximate speed of Traffic is also available,(As a Traffic Pulse) in the server System. Smart Phone users may connect to the server through the Internet or a Web url: www.STEXTraffic.com and search for the Bus or Train or Taxi They are looking for. The Exact LOCATION of the Bus/Train/Taxi is immediately displayed on the Map.

Chapter 9

STEX Projects & Concepts - The Complete Big Picture.

THE STEX PROJECT & CONCEPT PORTFOLIO - THE COMPLETE BIG PICTURE

Finance	Community Mutual Funds	Insured Loans	QR Code based Payments	IC14 International Currency	The Insurance Tax Project	
Information & Communication	The STEX GRID	THE MAP GRID				
Software Automation	Software Automation & Transactional Systems					
Technology & Design Bureau Projects	Secondary Air Navigation	STEX Technology services Grid	FCX Compiler Technologies	Enterprise Flux	View Caching in Databases	
Industrial logic & Industrial Design	PPP Intelligent Design	Industrial Domain & Research & Listings	Matrix Methods	Enterprise Architecture Industrial	Enterprise Architecture ICT	Enterprise Architecture Big Macro picture
	Enterprise Architecture 50 Feet View	Artificial Intelligence	Enterprise Architecture Product Design & Discovery		Enterprise CashFlow Systems	Passport Project Using Group Buying & Bulk Buying
	Functional Economics Complexity Analysis	Money Markets Complexity Analysis	Stock Market Internals	Volumetric Analysis of Stocks	Repeat Revenue problem Analysis	The Derivatives Fix
	Thick Vol vs Thin Volume Transactions - Periodic Trade Windows	Private Valuations Analysis of Firms	Intelligent Marketing	Learning Training using Matrix Methods	Food Factory Project	
	The Machine Factorization and UseCase Analysis	The Power Grid Metering Project	RISC based EMR Electronic Medical Records	Alternative Supercritical Turbine Design Direction		
The Book Project	Advanced Systems Engineering Using Advanced Design & Intelligent Design.		Industrial Logic Documentation			
Experimental Engg & Design	Gear Summation	wheel connects	DC Motors	Pumps	SDSI Engines	Physics & Patterns of Colours & Colour Combinations
Transportation Technology	Transportation Telemetry/ Location Search Services for Public Users					

Note: The Techniques/Concepts under the Section Experimental Engg & Design are not Discussed in the Book. They can be referenced at the website: www.stexinternational.com.

Intellectual Property Rights - STEX

This Entire Set of Concepts discussed in this book is a fruit of 10 years of Labor in Research and Complex Systems Analysis Development (Year 2005 to year 2015).

STEX Advanced Design Bureau claims all rights to the Intellectual matter that's been conveyed through this book.

The intellectual material is copyrighted and ways are being considered to file patents for the same. Since the scope of the Intellectual property is very wide it would lead to a very large no's of patent claims. To address this issue it's been tentatively decided to

Designate all intellectual property as STEX INDUSTRIAL LOGIC / INDUSTRIAL DESIGN

STEX Advanced Design Bureau anticipates it would not come across cases of, purposeful intellectual Infringement.

All intellectual material may be used for self-development purposes within the enterprise space or the private space only.

Any application of the Intellectual property in development of a product for commercialization would require garnering the rights for the same, from STEX.

Exercise space/ Notes

Exercise space/ Notes