# *ΣIM*

following *SIMv1_1 - Spatial Information Management*

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*Fearing for the reader,*
*response requested.*

W e operate directly on inequalities.

There is nothing in ΣIM that is not based on disequilibrium, also, nothing which can not be entertained by thermodynamics. ΣIM immediately releases the impoverished from the attendance to physical poverty, this a virtue it shares with television, QQ, Facebook, and Mao. It does little for changing an immediate reality in the short term, but it gives possibilities in a virtual economy for users over time. I will call them users because our gallery of uninvited ears will be cross if I name them something more meaningful. In absence, I will call them, us, <u>the orchestra</u>, and it sounds nice.

### Equality
Let us consider thermodynamic equilibrium first. It has no value, it can not degenerate, it may by accident produce local high energy regions.

### Inequality
ΣIM is composed of users - viewers, players, the orchestra who submit actions to a common forum. This forum is called a *multiverse*, which operates as a sequence of operations to bring an object *down* to its orchestra.

The fundamental action undertaken by members, and so therefor the fundamental inequality, is to hazard a quantity E to acquire an object O. This action is called bidding *up* the O (object). An O may subsequently be acquired by other members, possibly for a higher quantity of E. The value of an object is determined by members but is affected by its desirability, which may be how many other members view the object. Other factors affecting value are the effect of the object in the real world, or the object's capabilities. Objects are attached to neural networks, some networks are valuable for their inherent capabilities.

If we deal with these submitted actions in a formulaic manner, opportunity and prejudice will appear in a game designed to play by turns. In such a system players may acquire more or fewer resources at each turn.

ΣIM does not design much of a game, but games may take place in ΣIM by exchange between members. Both equality and ("social") inequality can take place in ΣIM. Modifications to the formation of inequality - equality and other structures can be afforded from two control methods: systemically in the software, by modifying the calculation of **C** (not the best way), and via agents who operate within the normal operational parameters of ΣIM. The second method is suitable, it is localized. See Nen's document <u>SIMv1_1 - Spatial Information Management</u> for the computation of **C** and its derivatives

**<u>ΣIM's Orchestra</u>**: The orchestra is composed of users, viewers, members who participate in ΣIM by modifying the state of objects. Viewers receive value by viewing objects.

**<u>Multiverse</u>**: ΣIM allows multiple simultaneous states for objects. All the states for a particular object O together are called its "*multiverse*":

**<u>Down</u>** (dn): When a multiverse times out through `auctionTimer`, the O's associated data (an OID) is updated and distributed to the orchestra via `finishAuction`. The auction is an entropy reduction process, it reduces possibilities to the singular. The OID takes on a new state and that state becomes a reality. This process is called *down*. This is the collapse of the multiple possibilities of an OID's multiverse into the physical reality which is received by an OID's orchestra.

## Business model.

ΣIM enjoins some part of the real - virtual exchange as people move into the virtual. The function of ΣIM requires that ΣIM accumulate attention and wealth, so that ΣIM may continue. It must maintain its own equilibrium, as life must. This as we note, requires a business model.

A business model derives from an economic gradient: from inequality. The modification of the gradient is the business model. Some gradients naturally move toward equilibrium (equality). But humans are, and all life is, active as agents enforcing inequality. It is inequality that allows us to eat, so we maintain it.

ΣIM allows moving toward social equality in a virtual economy as it allows exploration of simultaneous virtual possibilities. But ΣIM is capable of delivering a final reality in real space when multiverses come down, and this enforces again inequality in a real space (territoriality, physical resource allocation). We can hope however, that the multiverse process will increase participants and communicate new possibilities for the allocation of resources. By thermodynamic process occurring over time, the newly communicated possibilities will move into reality when it is thermodynamically possible.

Economy is a main part of society, and the basis for much of it. Being simple, ΣIM becomes building blocks to accomplish many functions that otherwise are apps. But you can build an app in ΣIM. You can build anything in ΣIM.

ΣIM is developed and run by Xixuan Laboratory, which is owned in part by Beijing Xixuan Corporation, and in part by Motiondial Corporation New York.

## Applications

Orchestra members (as viewers) receive value by viewing, this is the normal function of ΣIM. Some part of the value (energy, E) which is encoded in a ΣIM object "O" is given to a viewer of O on viewing. This is an incentive for members to participate, because they benefit by viewing the ΣIM environment, which is composed of predictions hopes and dreams. For example, I want a blue car, I will give 200 E for it, and it appears in the ΣIM world (it might look like a car or like a box depending on the creator), other members who view the car receive some E, a small amount, for viewing. If the car is a real car, then it has a contract attached to it, and at a time in the future that is specified, the car becomes real according to the contract.

In the purchase or creation of O (like the car for example), the value of O is determined, it is this value that is given to an orchestra member. If the value is high, like a Toyota, then a high value of E probably must be encoded into the O. Perhaps near the market currency value of the object. This E must be added into the ΣIM system, either as currency to account in New York or Beijing, or as electricity contracts.

### Energy (bp)

The simplest way to do a value exchange is exchanging future electricity for present electricity. ΣIM encodes future objects and attaches them to owners, the objects are virtual until they come down, at which moment they become real.

Energy E in ΣIM is electrons, which are the value of real electrons in the electrical utility marketplace (see bp). ΣIM energy E is directly exchangeable for electricity. This is interesting because ΣIM E is largely stored in the future, while real electricity from the utility electrical grid is seldom (2019) stored, it is used just at the time it is produced. So we are exchanging future electricity for present electricity.

### Temporary spaces, future spaces (ct)

The purpose of the CT application is to sell future options on territory (spaces). This was the original proposal from 2017.

### AdBlock information overlay (6W)

AdBlock sells virtual information advertising that appears on buildings, objects and virtual avatars. The experience of being in a place is different depending on what layer you are viewing. You choose the layer that you want. Viewers receive value by viewing.

### TempReal

Many objects don't need to be real. ΣIM can provide the same object virtually. Clothing, makeup, interior design. Like movies, they are temporary realities.

Good things are not easy. Easy things are not always the best possibility. We can note that human peak population probably happens in the next 100 years. But, most countries have already peaked, China peaks before 2025 according to official news. This means that the most human resources ever, happen now.

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