

## Table of contents

3. Mathematical and physical terms and basis.....	1
31 Physics and mathematics.....	2
32 Defining.....	3
33 Object and system.....	5
34 Observation.....	7
3.41 Observation definition.....	7
3.42 Factors which distort observation.....	10
3.43 The methods of observation distortions elimination.....	10
35 Collection, classification.....	17
36 Objects properties description.....	21
3.61 Scalar.....	21
3.62 Vector.....	21
3.63 Record.....	22
3.64 Automation systems.....	24
37 Functions, parameters.....	24
38 Iterations.....	28
39 Normal distribution.....	29
3.91 Normal distribution.....	29
3.92 Depth.....	31
310 Three types of balance.....	32
311 Interactions.....	33
3.111 Feedback.....	33
3.112 Following up.....	35
3.113 Factors influencing following up.....	38
3.114 Independent follow-up objects.....	41
3.115 A construction of an independent follow-up object.....	43
3.12 Action, tactics, strategy.....	44
3.121 Definitions.....	44
3.122 Strategy of live objects.....	45
3.123 Tactics classification on the example of plants.....	45
313 Models.....	46
314 Project.....	50
315 Improvement.....	51
3.151 Individual object improvement (during one life cycle).....	52
3.152 The process of evolutionary improvement.....	54
316 Resources, potential.....	55
317 Influence differentiation, characteristics.....	58
3.171 Spring characteristics.....	58
3.172 Modification characteristics.....	59
3.173 What are characteristics for.....	59
3.18 Stability.....	60
3.181 Balance position.....	61
3.182 Market balance.....	61
3.183 Construction balance.....	62
3.184 Balance location depending on time.....	63
3.185 Contradictory factors and golden mean.....	63
3.19 The issue of process and the basis for systems theory.....	65
3.191 Process definition.....	65
3.192 Disturbance.....	68
3.193 Properties function.....	70
3.194 Systems theory.....	71
3.19.41 Construction of systems realizing the given process.....	73
3.19.42 Determination of properties function.....	74
3.19.43 System characteristics examination.....	74
3.19.44 Examination of the process influence on the system itself.....	75
3.19.45 Examination of processes realized via the system when moving from one balance position to another.....	77

3.19.4.6 Examination of the influence of disturbance on the process realized by the system.....	79
320 Chaos?.....	80
321 Evolution .....	85
3.211 Evolution definition.....	85
3.212 Genetic project, passing on from one generation to another.....	87
3.22 Evolution characteristics.....	88
3.221 The influence of selective function on population.....	88
3.222 „Victory” factor and Statement of Everyness.....	89
3.223 Evolution in time.....	91
3.224 Co-operation.....	93
3.23 The issue of co-operation, games theory.....	93
3.231 Physical co-operation basis.....	94
3.232 Mathematical theory of games.....	94
3.233 Prisoners dilemma.....	97
3.234 Iterated co-operation dilemma.....	99
3.24 Combinatorics, probability.....	100
3.241 The basis of combinatorics.....	100
3.242 The basis of the calculus of probability .....	101
3.25 Evsor – evsor calculus.....	102
3.251 Evsor definition.....	102
3.252 Evsor matrix distribution.....	103
3.253 Evsor luck.....	104
3.254 The sum of evsors.....	105
3.255 Evsor trace.....	105
3.256 Evsor screening transformation.....	105
3.257 Reproductive generation.....	106
3.258 Evsor speciation.....	107
3.26 Uff.....	108