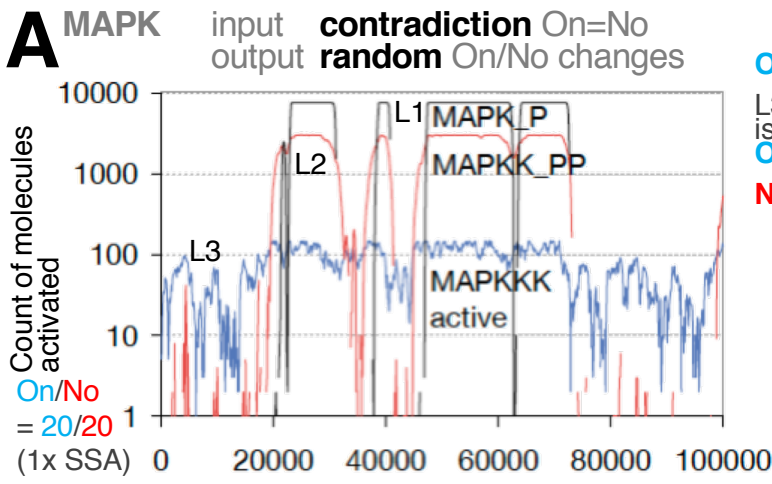
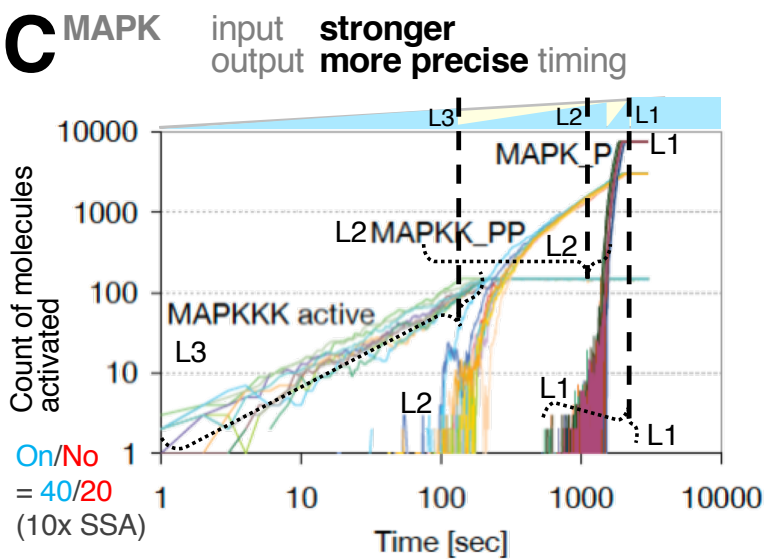
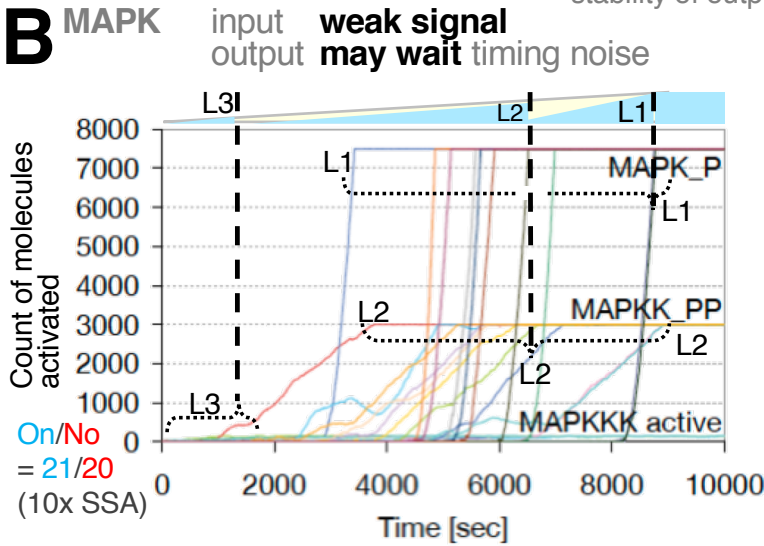
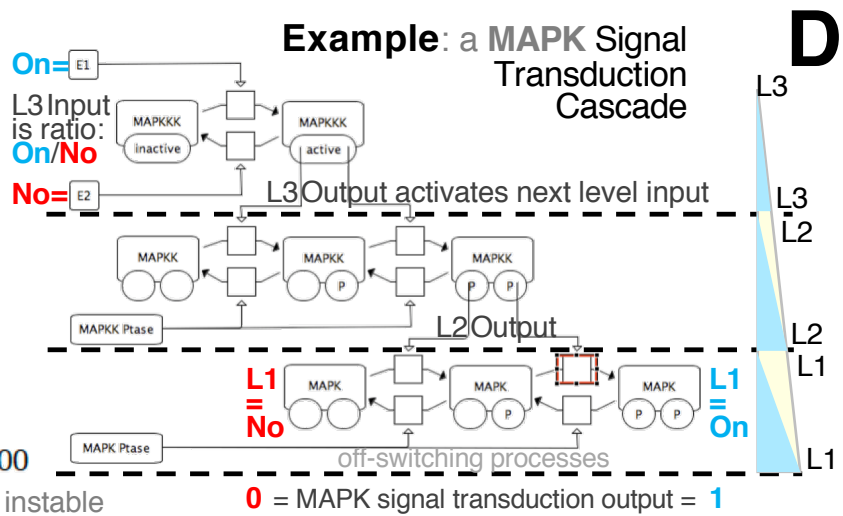


Signal Transduction Cascades amplify weak signals across linked levels

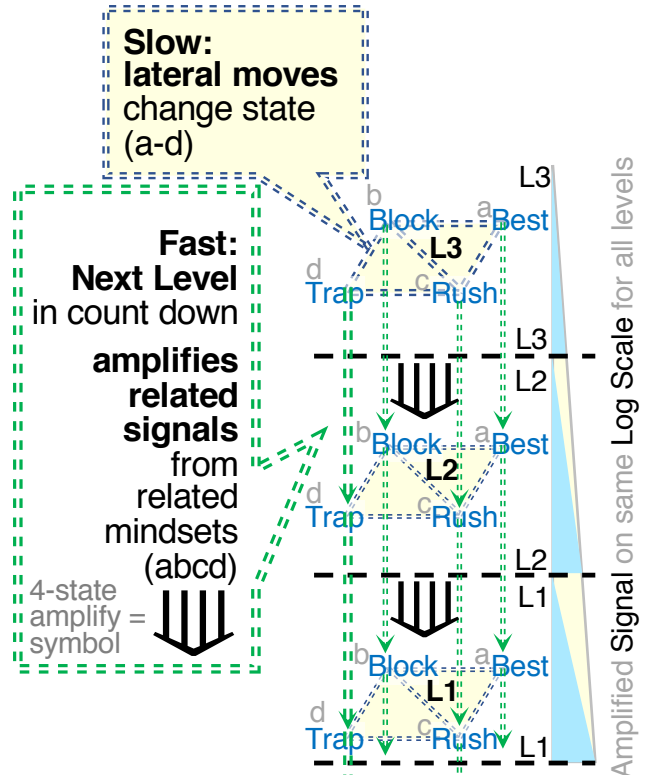
Details of count down levels vary, but in- & outputs must be wired correctly to the next level



Input is contradictory for the cascade, like 1=0, Equal=NonEqual, ... thus output is instable long-term in contrast to stability of output below



Overview of wiring types between levels in a signal cascade



The landscape at each cascade level
All four states in the landscape below can be found at each levels of the work logic cascade. They are like diverse places in the mind and beyond that invite to build houses there, albeit with different trade-offs. States can be found across levels through related concepts.

Landscape of Incomplete Fitness Traits: Arrows link states with differences in survival

Block – stuck in a pit

Fear-mind: looks at too many details, tests, and cares to avoid errors at too much cost. Concepts: risk-aversion mistrust despair fail lack splinter divide loss stop ...

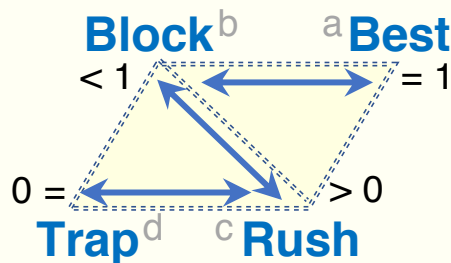
House on a rock, unusable

Trap – 1st great then failed

Fake-mind: trap on purpose or by chance; easy speed over safety seems OK until not. Concepts: mislead harm abuse negative disrespect pollute danger fool ...

House on sand, unreliable.

Numbers hypothesize how much a mindset may tend to the best virus-defense solution as implemented by the ViroSkill product (affects survival).



Best – ideal takes courage

Edge-mind: often a narrow balance between blocking some, rushing other things in combination. Concepts: clarifying wise learning courage true balance healing positive useful ...

House on a rock, usable.

Rush – runs in a rut

Defy-mind: refuses to revisit, test, or even slow down; too busy to care; bans mistakes, avoids learning. Concepts: credulous sceptic mix-up presumes prejudices conflates immature risks ...

Make-shift house on sand.

Probability P_S that Sender S sends Msg M

- P (S cares in principle) *
- P (S hopes for success) *
- P (S trusts approach to contact) *
- P (S finds courage to start engaging) *
- P (S finds the right time and words) *

multiply these 5 probabilities -----
 P_S (conditions met: Msg was sent) = P_S

Probability P_R that Recipient R acts on M

- P (M seen, not lost, not ignored) *
- P (M kept : R gets M materials) *
- P (M hear : R (re-)listens, (re-)thinks) *
- P (M save : R accepts M , plans) *
- P (M grow : R works with M content) *

multiply these 5 probabilities -----
 P_R (conditions met: Msg is growing) = P_R

Probability that messages grow
if content needs engagement

P (Conditions to sustain Msg growth for 1 cycle)
= $P_R * P_S$