

# Table of Known Moves

(Content Agnostic Molecular Structures)

(N=47)

## ATOMIC STRUCTURES AND ELEMENTS

<sup>1/4</sup> <b>Dio</b> Identity-Other Distinction [( ↔ )]	<sup>1/4</sup> 1.0 <b>Spw</b> Part-Whole System [( ↔ )]	<sup>1/4</sup> 1.0 <b>Rar</b> Action-Reaction Relation [( ↔ )]	<sup>1/4</sup> 1.0 <b>Ppv</b> Point-View Perspective [( ↔ )]
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## KNOWN JIGS

<sup>2/4</sup> 1.0 <b>Barbell</b> ○—○	<sup>2/4</sup> 1.0 <b>RD Barbell</b> ○—○	<sup>2/4</sup> 1.0 <b>Cycle</b> ...—○—○—...	<sup>2/4</sup> 1.0 <b>Dio List</b> (○(○...))(○(○...))	<sup>2/4</sup> 1.0 <b>Feedback Spine</b> ...○→○→○→○→...	<sup>2/4</sup> .67 <b>Evolutionary Tree</b> ○→○...	<sup>2/4</sup> .67 <b>Fishbone</b> ○→○...	<sup>2/4</sup> .67 <b>Hierarchical Tree</b> (○—(○...))...	<sup>2/4</sup> .54 <b>Bracket</b> (○↔○)→○...	<sup>2/4</sup> .50 <b>Compare and Contrast</b> ○↔○	<sup>2/4</sup> .50 <b>Dio Opportunity Cost</b> ○→(○(○(○...)))(○(○...))	<sup>2/4</sup> .50 <b>Feedback Loop</b> ○↔○	<sup>2/4</sup> .50 <b>Linear Feedback Process</b> ○→○→○...
<sup>2/4</sup> 1.0 <b>P-Circle</b> [○][○]...□	<sup>2/4</sup> 1.0 <b>n<sup>th</sup> order P</b> [○][○]□	<sup>2/4</sup> 1.0 <b>R-Circle</b> ○→*○...	<sup>2/4</sup> 1.0 <b>List</b> (○(○...))		<sup>2/4</sup> .67 <b>Metaphor</b> ○—○	<sup>2/4</sup> .67 <b>Simile</b> ○—○	<sup>2/4</sup> .67 <b>Sequence-Flow</b> ○→○...					
<sup>2/4</sup> 1.0 <b>Continuum</b> (○...○)	<sup>2/4</sup> 1.0 <b>P on Rs</b> [○](=—=)	<sup>2/4</sup> 1.0 <b>Table</b> (○(○...))→*○(○...))	<sup>2/4</sup> 1.0 <b>R 'n R</b> →*○(— — ...)		<sup>2/4</sup> .67 <b>Cause and Effect</b> ○→○	<sup>2/4</sup> .67 <b>Inference</b> ○→○						
<sup>3/4</sup> 1.0 <b>RDS Barbell</b> ○(↔)○	<sup>3/4</sup> 1.0 <b>Category</b> [○]*[○(○...)]	<sup>3/4</sup> 1.0 <b>Jig Mix and Match</b> (□↔□)	<sup>3/4</sup> 1.0 <b>P to S</b> [○]□→[(○(○...))]□	<sup>3/4</sup> .89 <b>Analogy</b> (○—○)→(○—○)	<sup>3/4</sup> .89 <b>Commonality by P</b> $\frac{(○(○...))(○(○...))}{(○(○...))(○(○...)) + (○(○...))} \rightarrow (○(○...))$	<sup>3/4</sup> .83 <b>Reverse Pigeonholing</b> ○ → (○(○)) → (○→(○))						
<sup>3/4</sup> 1.0 <b>R-Channel</b> (○(○...))→(○(○...))	<sup>3/4</sup> 1.0 <b>S of Rs</b> (— — ...)	<sup>3/4</sup> 1.0 <b>S to P</b> (○(○...))→[(○(○...))]□	<sup>3/4</sup> 1.0 <b>XY Graph</b> (○...○)→(○...○)									
<sup>3/4</sup> 1.0 <b>Part Party</b> (○(→*○...))	<sup>3/4</sup> 1.0 <b>RD Part Party</b> (○(→*○...))	<sup>3/4</sup> 1.0 <b>RDS Part Party</b> (○(→(→*○...))	<sup>3/4</sup> 1.0 <b>Rar Cycle</b> (○)→(↔↔)→(○)									
<sup>3/4</sup> 1.0 <b>D to RD</b> ○ → (○(○...))→(○(○...))	<sup>3/4</sup> 1.0 <b>NS to 1S</b> (○(→*○...)) → (○(→*○...))											
<sup>4/4</sup> 1.0 <b>RDSP Part Party</b> (○(→(→*○...))→*○(○...))	<sup>4/4</sup> 1.0 <b>RDSP Barbell</b> ○(↔)○	<sup>4/4</sup> 1.0 <b>DSRP Ecology</b> (○ ( ) - [ ])*□	<sup>4/4</sup> 1.0 <b>Max DSRP Ecology</b> (○ ( ) - [ ])*□									

**KEY**

Explicit DSRP No. (atomic no.)

Content Agnostic Ratio (CAR)

Jig Name

Physical Structure

table organized top-bottom by DSRP No.

table organized right-left by CAR No.

**Symbol Atomic Structures/Elements**

- Any structural symbol/set of symbols
- Dio (identity-other Distinctions). Variants include: ●
- Spw (part-whole Systems). Variants include: ( )
- Rar (action-reaction Relations). Variants include: →\*→\*
- [ ] Ppv (point-view Perspectives). [ ] is Ppoint and \_ is Pview.
- ( ) DS. A Distinction (Dio) that is also a System (Spw)
- RD. A Relation (Rar) that is also a Distinction (Dio)
- RS. A Relation (Rar) that is also a System (Spw)
- RDS. A Relation (Rar) that is also a Distinction (Dio) and a System (Spw)
- \* Multiplied across; carry-out across
- All; includes all of whatever follows it
- repeat out to n; etcetera; more
- transform; what precedes it is transformed to what follows it