

# ADEPT Rivulets: Algorithmic and Ontological Determinants

	Translation Nature (T) (2 <sup>nd</sup> consid.)	Aether Nature (H) (1 <sup>st</sup> consid.)	Light Nature (L) (3 <sup>rd</sup> consid.)	Ground Nature (G) (3 <sup>rd</sup> consid.)	Being Nature (G) (3 <sup>rd</sup> consid.)					
Ascription Pool	SAT Mark 0,1,(2),(3),(4)	MAT Index 0,1,(2),(3),4	SAH Essence 1,(2),(3),(4)	MAH Identity 1,(2),(3),4	SAL Projection (4),(5),6,(7),(8)	MAL Emanation 4,(5),6,(7),(8)	SAG Item (4),5,6,(7),(8),(9)	MAG Label 4,5,6,(7),(8),(9)	SAB Persona (4),5,6,(7),(8),9	MAB Name 4,5,6,(7),(8),9
Description Pool	SDT Type 0,(1),(2),3,(4)	MDT Icon 0,(1),(2),3,4	SDH Purpose (1),(2),3,(4)	MDH Kind (1),(2),3,4	SDL Reflection (4),(5),(6),(7),8	MDL Illumination 4,(5),(6),(7),8	SDG Genre (4),5,(6),(7),8,(10)	MDG Form 4,5,(6),(7),8,(10)	SDB Character (4),5,(6),(7),8,10	MDB Attribute 4,5,(6),(7),8,10
Entity Pool	SET Negation 0,2,(4)	MET Sign 0,2,4	SEH Notion 2,(4)	MEH Theory 2,4	SEL Singularity (4),(5),7	MEL Vision 4,(5),7	SEG Concept (4),5,7,(9),(10)	MEG Element 4,5,7,(9),(10)	SEB Condition (4),5,6,7,8,9,10	MEB Language 4,5,6,7,8,9,10
Process Pool	SPT Token 0,1,(2),3,(4)	MPT Symbol 0,1,(2),3,4	SPH Action 1,(2),3,(4)	MPH Cause 1,(2),3,4	SPL Radiation (4),(5),6,(7),8	MPL Point 4,(5),6,(7),8	SPG Position (4),5,6,(7),8,(9),(10)	MPG Order 4,5,6,(7),8,(9),(10)	SPBx Interaction (4),5,6,(7),8,9,(10) SPBy Interaction (4),5,6,(7),8,(9),10	MPBx Relation 4,5,6,(7),8,9,(10) MPBy Relation 4,5,6,(7),8,(9),10
	Shadow Depth Cryptic Surface	Manifest Depth Signify Surface	Shadow Depth Initiate Surface	Manifest Depth Assign Surface	Final Depth Value Surface	Final Depth Record Surface	Shadow Depth Associate Surface	Manifest Depth Implement Surf.	Shadow Depth Integrate Surface	Manifest Depth Establish Surface

For the three letter ADEPT rivulet notation, the first letter represents a Depth, the second a Pool and the third a Nature. Each rivulet is also given a descriptive name (ie. Mark is the SAT rivulet, or "Shadow Ascription of Translation")

Depths: Shadow (S) Manifest (M) Final (F)	Pools: Ascription (A) Description (D) Entity (E) Process (P)	Natures: Translation (T) Aether (H) Light (L) Ground (G) Being (B)	Algorithmic Steps are indicated by numbers 0-10 and parenthesis represent a negative or unequal result for the step while non-parenthetical numbers represent an affirmative or equal result for the step. Unlisted steps are non-determinative for the specified rivulet (because of channel considerations)
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