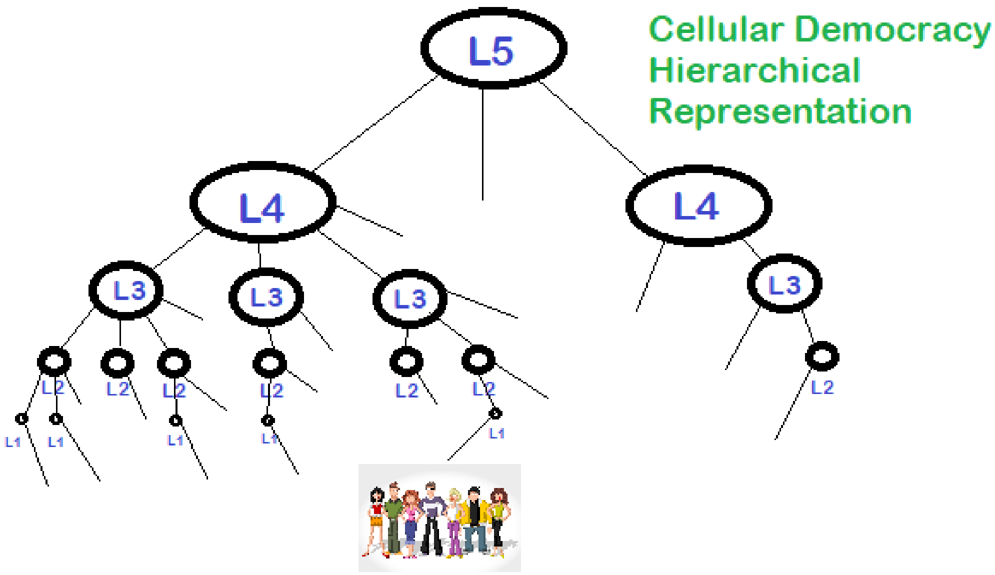
A Pictorial Introduction to Cellular Democracy Mechanics

There are two major types of cellular democracy representations: the hierarchical and dominion models.



The hierarchical representation looks like an upside-down tree. At the bottom, we find the leaves of this upside-down tree. Each leaf of the tree is a person, although strictly speaking, each leaf is a sovereign individual, a sovereign family, or some other sovereign group. If the leaf is a person or a reasonably average-sized family, the leaf is said to be at level 0.

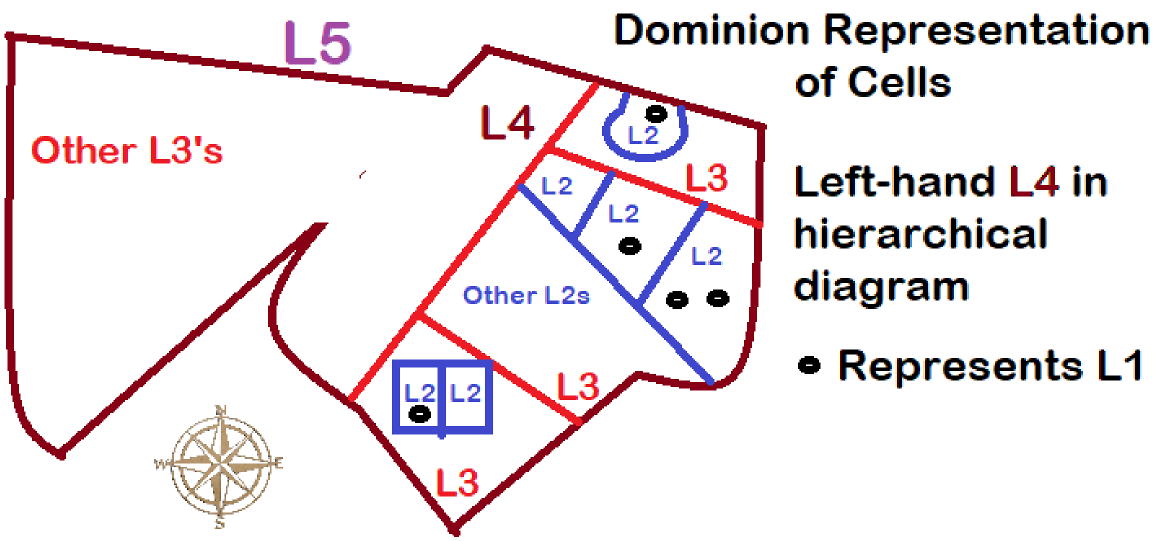
A collection of about 100 people in a building or a neighborhood block is called a level-1 council. It is also called a level-1 cell. The land area where these 100 people reside is called a level-1 dominion. The level-1 council is both a component of cellular democracy and an agent of direct democracy.

A level-1 cell is labeled L1 in the representation. Four other L1s are shown without people. The people are included for demonstration purposes. They would not be included in an actual hierarchical model. Neither would be the single lines dropping from each L1 that stand for all branches going to the various sovereign individuals, families, and collectives making up the L1 council.

The essence of cellular democracy is that every level-1 council appoints a representative to a level-2 council. There are from 9 to 19 level-1 councils represented on a level-2 council. Branches from the left-hand L2 extend to two L1s with appointed representatives, with a third branch going off into space, meaning all the rest of the L1s in this L2.

The diagram would be very cluttered, with 17 L1s for every L2. Generally, only the cells of interest are displayed, with the others assumed. In the diagram, three L2s on the left-hand side appoint a representative to L3.

There should be from 7 to 15 L2s appointing representatives to level 3. The hierarchy shown goes up to level 5, which has a dominion size of a large region or small state. Empty branches remind us of many missing sub-trees, but they will often be omitted.



The dominion representation is a map showing the location of the dominions superimposed on the land. This is the left-hand **L4** in the hierarchical diagram. It is fully contained within the **L5** that comprises the entire chart. The **L4**, the borders of which are colored brown, includes the three **L3**s of interest bordered in red. Other **L3**s in the **L4** are not shown.

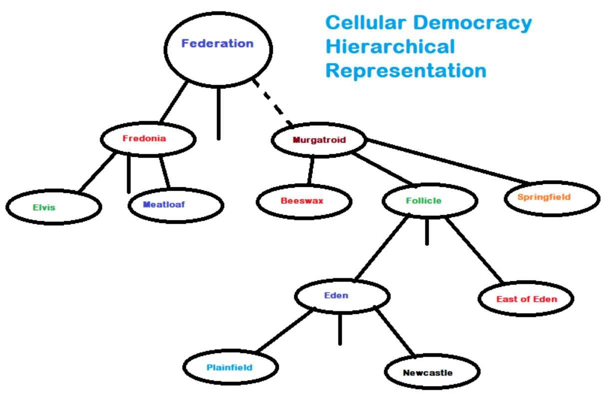
In the hierarchical diagram, one of the **L3**s of interest had three **L2**s, one had two **L2**s, and a third one had one **L2**. In the dominion representation, those same **L2**s are fully enclosed by their **L3** parent cell. The **L1**s of interest are shown as tiny black ovals encircled in their level-2 cells.

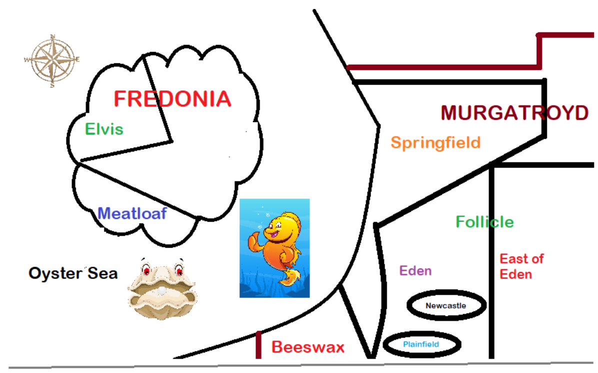
Districts are composed of one or more cells that share the same parent in the hierarchical diagram. Cells sharing the same parent are called sibling cells.

Unlike cells, districts tend to be named and are more closely related to a classic picture of a federation, e.g., countries contain states, states have counties, and counties are made up of cities.

First, the district view will be shown in hierarchical and dominion representations. Then, the cellular view will be revisited, but the districts will be displayed this time.

I'll focus on the hierarchical representation as an ancestral diagram in the following graphic. The Federation is the ancestor of all districts.





Cellular Democracy Dominion Representation

The rights defined at the Federation level or in the constitution itself apply everywhere to all descendants of the Federation. In this fictional example, Fredonia is a **child** of the Federation. We know this because of the solid black line drawn from the Federation to Fredonia.

The solid black line that drops from Federation to space indicates that Federation has other children not being shown. The dotted line from Federation down to Murgatroyd indicates that Murgatroyd is a more distant descendant of the Federation, perhaps a grandchild or great-grandchild.

Fredonia has two children shown, Elvis and Meatloaf. We see other children are not shown. Elvis and Meatloaf are **siblings**. Murgatroyd has three children: Beeswax, Follicle, and Springfield. These three children are the only children of Murgatroyd.

To put this into a more descriptive context, one could say with certainty that if a person lived in Murgatroyd, then that person could only live in Beeswax, Follicle, or Springfield. There are no other options. For instance, Murgatroyd could be a county, and Beeswax, Follicle, and Springfield could be three cities that make up the entire county.

A dominion refers to the land area of a cell or district. The dominion representation is just a map. A child is fully inside of its parent, the parent entirely inside the grandparent, and so on. Look at Fredonia on the dominion representation. It is an island with two beachfront dominions, Elvis and Meatloaf. Child communities in Fredonia's central, north, and east portions are not shown, just as they are missing from the hierarchical representation.

On the mainland, Murgatroyd is delimited by a thick brown line to its north and a thick brown vertical line just to the west of Beeswax. All the children of Murgatroyd are shown, so everything between those brown lines is either in Beeswax, Follicle, or Springfield.

Springfield is easy to pick out. It is the boomerang-shaped community that hugs the coastline. Beeswax is tiny and bordered by Springfield and the western boundary of Murgatroyd. All the rest must be Follicle.

Follicle has two children, Eden and East of Eden, as shown on the map. North of East of Eden are unnamed portions of Follicle, including a hairlike alley of land north of Springfield. The dominion and hierarchical representations are not too difficult to understand when seen in the district view, as they are above.

District and Cellular Views

A district is a set of one or more sibling cells and is often given a name. It is always given a name if it is a governing district, like a city or county. So far, the representations have used districts, but the cell is the fundamental building block of cellular democracy.

Unlike today’s cities and counties, dominion boundaries change frequently in land-based capitalism. Bad dominions disappear from the map, and great dominions grow larger.

During this ongoing process, when dominions rise and fall, six basic operations can be performed on a cell: growth, shrinkage, mitosis, fusion, promotion, and demotion. Before the start and at the end of any sequence of operations, all districts must be composed of one or more sibling cells in a contiguous dominion.

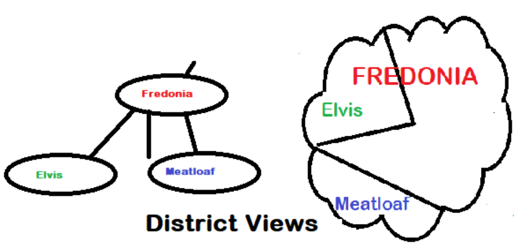
Cells in a district cannot be niblings, piblings, or cousins! If they were, the fundamental bedrock principle of equal per capita distribution of the ground rent could be violated.

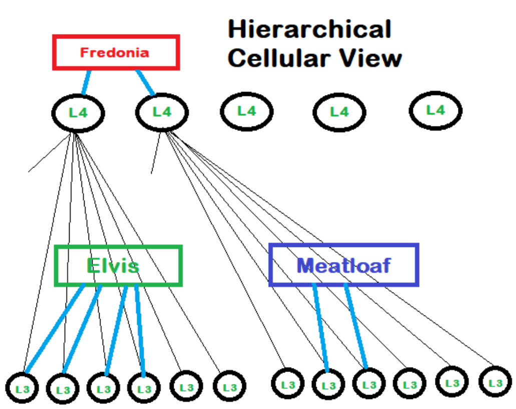
A Simple Rule: Districts (which are one or more contiguous sibling cells) Cannot Cross Cell or District Borders

How can we ensure that all districts remain a set of one or more sibling cells when there are governing districts, school districts, transportation districts, police districts, fire districts, water districts, sanitation districts, and maybe a few more? Districts associate rights with land area and are not owners of infrastructure. [Infrastructure can only be privately or community-owned].

For instance, if a family's property is in the United States on the Canadian border, AFFEERCE allows them to change their dominion from Minnesota to Manitoba. However, they cannot simultaneously remain in the United States and Kittson County (currently in Minnesota). However, if the Kittson County district residents, by a 2/3 majority, chose to be part of Manitoba, then residents would be in Canada, Manitoba, and Kittson County, but not in the United States.

To understand this, using pictures, we must first draw the cellular view of the hierarchical and dominion representations. Consider Fredonia. Here, again, are the district views.



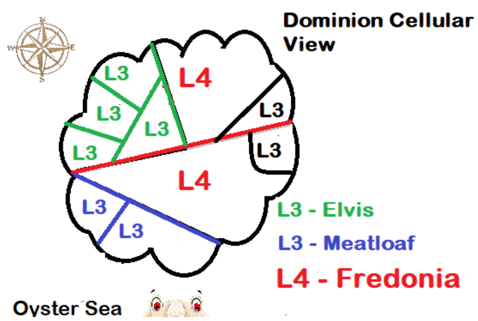


To convert the hierarchical representation to the cellular view, consider all L4 siblings at the Fredonia level. I will draw three extra siblings for demonstration purposes.

Consider the complete set of the L3 children of the L4 cells of Fredonia. Connect the districts to the sibling cells that define them.

The hierarchical cellular view helps set the boundaries of legitimate districts that ensure equal per capita distribution of ground rent. This is demonstrated below.

The dominion cellular view is somewhat challenging to read because district names are in a legend, and colors or other distinguishing features are required to reflect the districts.



Each of the 2 L4 cells in Fredonia shows one L3 outside a district of interest for demonstration purposes. Usually, these would be omitted. The 4 L3 cells in Elvis and the 2 L3 cells in Meatloaf are shown.

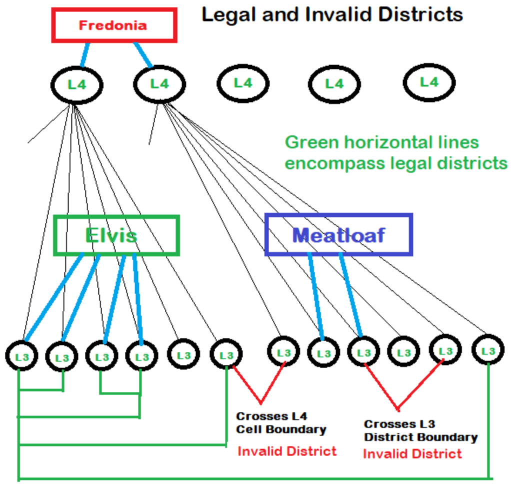
This kind of view might often be requested in LGATS. Notice in the west where Meatloaf and Elvis border at the L4 border. Suppose the schools are better in Elvis than in Meatloaf.

A Meatloaf homeowner on the border could switch allegiance to Elvis. The L1 deep inside the Elvis L3 would increase by the household size, and the L1 deep inside the Meatloaf L3 would decrease by the household size. There will be a shift to the south of the L1, L2, and L3 borders of both Elvis and Meatloaf. The L4 border would shift to the south as well.

The L1 and L2 borders can be seen on LGATS by zooming in. Typically, growth and shrinkage are all that happens. However, should an L1 cell become too large, it will undergo mitosis and become 2 L1 cells. That will cause the growth of the parent L2 cell. Should the L2 cell become too large, it will undergo mitosis and become 2 L2 cells.

As you can see, a single person moving into a neighborhood can trigger a cascade of cellular rebalancing worldwide. It is not likely, but it could happen. Districts do not change in the rebalancing. All people might notice is that new sibling districts can appear in growing areas, allowing for district consolidation, and districts in the shrinking regions will lose funding. **Cellular democracy turns geography into a living organism!**

Details of cellular democracy mechanics can be found in the next module. This pictorial overview will conclude with a hierarchical cellular view of Fredonia, showing some valid districts with green connectors and examples of invalid districts with red connectors.


Fredonia
Legal and Invalid Districts
L4
L4
L4
L4
L4
Green horizontal lines
encompass legal districts
Elvis
Meatloaf
L3
Crosses L4
Cell Boundary
Invalid District
Crosses L3
District Boundary
Invalid District