

Universal Hierarchy of Needs / AI / Universal Constitution

202003251912

HIERARCHY	NEED	SCOPE	SOURCE
I	Survival: Food, Water, Shelter, Nurture	Everyone	Nature
II	Belief System	How you Manage Self	Life Experience
III	Political System	How we Manage Each Other	Objective Logic
IV	Life, Liberty, Pursuit of Happiness	Personal	Subjective
V	Legacy	Personal	Subjective

UNIVERSAL CONSTITUTION

(Logical Extension of Universal Hierarchy of Needs)

DEFINITIONS

Anyone: person, child, animal, AI/Robot, life-form, etc. + their possessions + their beliefs

Restricted: detained, incarcerated, guarded, prevented, etc.

FUNDAMENTAL RULES

(1) You cannot absolutely trust anyone because you can never really know what anyone's real belief system is. Therefore you cannot create political systems based on trusting anyone. Therefore systems must be based on openness and subject to continuous examination to make sure they do not become based on trusting anyone. (see: [Michael Porter & Katherine Gehl](#))

(2) A political system must not interfere with nature or anyone's belief system.

(3) A belief system must not interfere with nature, politics, or anyone.

(4) Anyone's private pursuits must not interfere with nature, politics, or anyone else.

(5) Anyone's legacy must be prepared before they die.

(6) If anyone is to bring into being another, they must teach it a belief system in line with the above rules. If it cannot understand or follow these rules it must be restricted.

(7) If anyone is not smart or ambulatory enough to communicate a belief system in line with these rules when questioned, they shall be restricted.

(8) If anyone can communicate a belief in line with the these rules, but anyone's actions demonstrate a different belief, they shall be restricted.

(9) If anyone while engaging in their pursuits go past what nature can do to shelter them from harm, they can not expect the political system to make them whole.