Mindhive Technology

The mindhive, also known as the "Leviathan Brain" is a downstream biotechnological evolution of tsenlanese leviathan technology. Research on Mindhives began in YE 25, two years after the discovery of leviathans.

History and Background

In late YE 27, following the successful mapping of the Umarian Leviathan genome, and the growth of the first leviathan husks, the scientists had successfully been able to keep the flesh and even some organs alive. They were in envy of the Umarian Leviathans from which they had derived the technology, these living vessels ancient and beyond wise in their knowledge of the universes. They had the ability to grow any leviathan flesh or organ, they could even grow a brain that would keep the living ship alive, and that's where the intensity of the research pressured forwards. Using their similar to Soul Transfer-like technology [1], called Integrated Digitial Essence they successfully mapped an ancient Umarian Leviathan [2] brain from a captured specimen, successfully transferring the intelligent of ancient leviathans into their newly created bred specimens. By the end of YE 30, they were deriving intelligence from multiple Umarian sources, manipulating additional information, and mass-producing Mindhives for both military and civilian applications.

Mindhive technologies strictly adhere to tsenlanese technological responsibility and bans on asune dimensional leviathan technologies.

Landmarks and Progression

Here are some important landmarks in the development of Mindhives:

- YE 25 - The discovery of the Yogosha Chonyosa and Umarian Leviathans.
- YE 26 to YE 27 - Mapping of the Umarian Leviathan Genome.
- YE 27 - Growth and production of the first Norian Leviathan ships.
- YE 28 - First Mindhives were created.
- YE 29 - The application of ARIA is integrated technology into Mindhives.
- YE 29 - Creation of the Sthibon Symbiote.
- YE 30 - Full implementation of Mindhive Hierarchies.
- YE 32 - Mindhive sentience was fully recognized and citizenship status and rights were established.

The Chicken and The Egg

Up until this point in time, roughly the end of YE 28, the norians relied on a system very similar,and equal in function, to PANTHEON called ARIA. While ARIA would be maintained in conventional technology trees and applications it just did not hold the capability to keep complex leviathan husk designs sustained.

Switching from ARIA to Mindhives was not something that happened instantly, both had their drawbacks that had to be addressed and in the end, Mindhives became the mainstay.

ARIA had trouble in that Superconductive Quantum Interface Device (SQUID) interfaces caused headaches, information flow aperture sync issues with the norian mind. Essentially too much information just leads to being overwhelmed person and gave a hard reliance on volumetrics.

In YE 29, the breakthrough came but not through norian scientists by Mindhives they had created. The Mindhives collectively did their own research on norian vesper links and adjusted their own telepathy to work on an agreeable frequency and set of channels. This left only a few substantial problems with the technology; even with the ancient complexity mindhives were slower than ARIA's quantum computing and less efficient and powerful than sub-particle memory and FTL processing speeds. Once again the breakthrough to give solutions to these problems came from both norian scientists and the Mindhives.

The solution which fully became an application arrived late YE 29, ARIA's components would be broken down, and things like her processors and memory would be integrated into the Mindhives like cybernetic enhancements in some other species. Further enhancing this however was the Mindhive creation of the Sthibon symbiote. Mindhives like most systems, are capable of defending themselves and the integrity of their connections.

The Sthibon Symbiote

Is a mindhive-produced symbiotic grub-like biosynthetic entity, it is given to norians generally at birth. It creates an enhanced gateway between the host and the Mindhive, which allows for information to be slowed and controlled upon delivery to the mind of the host. This eliminated the overwhelming flow of information and assisted with vesper link interaction as well as visualization of things such as control interfaces. These symbiotes were mandatory for military service, and for the most part, are species-wide enhancements. There is however a 0.00001% chance of rejection which can trigger harmful immune responses and even death in some cases.

Possible Future Use

In YE 44 it is theorized that the Sthibon Symbiote may be adaptable to compatibility with PANTHEON, which will make norians even more preferred for service in the Star Army of Yamatai because they will be able to handle similar functions to Nekovalkyrja on a mental level and not have to use prosthetics to use some devices like other non-Nekovalkyrja species.

Mindhive Heirachies

Similar to PANTHEON and KAIMON, Mindhives work in hierarchies, except maybe with a little more collective complexities. Mindhives tend to rely on each other for additional information, additional processing power, and collective stability. A good example of this is that which applies to settlements. Larger, cluster Mindhives run cities, while smaller mindhives connected to them run neighborhoods,

buildings, or devices. They also control and operate systems that they are attached to like sensors, communications, and others which all vary depending upon the application. The first major Mindhive Hierarchy was created to run the planet Noria, its cities, neighborhoods, and homes were created in YE 30. Applications were simultaneously added to the military as well, to improve Noria's Leviathan fleets, thankfully in time for the start of the Void Wars.

A Recognition of Sentience; Citizenship

In YE 32, during the start of the Void Wars, Leviathan Mindhives were given recognition of their sentience and citizenship within the Norian Continuum. They were granted rights, the ability to decline military service, and even decide if they would accept to carry crews. This gesture created a more open dialog between Leviathans and their inhabitants and crews, which greatly increased the effectiveness of the technology in terms of cooperation.

Mindhives have been given oversight of their own production, applications, and social interactions.

Living Minds

Similar to leviathan husks, they are susceptible to illness should their immune system be compromised[3] or they take enough damage. The loss of a leviathan is handled just as intimately as the loss of a person in Tsenlan. Those lost in combat, natural disaster, etc are honored with rewards and memorials depending upon their role.

OOC Notes

Andrew created this article on 2022/10/27 22:30.

- This article was approved by Wes on 2022/10/28.[4]

Another OOC Note

This article is to serve as an overview of Leviathan-based Mindhive technologies, and provide insight into the history as well as research and application of the technology as it appears in the History of the Norian People and Nations. Actual applications, constructs, structures, systems, and components will be submitted individually through the NTSE.

[1]
The only difference between the norian and yamataian technology is that the norian technology maps the brain biologically, converts it to digital and then converts it back to biological
[2]
Umarian Wars
[3]

It depends on the mindhive type, which will be explained in individual submissions.

[4]

https://stararmy.com/roleplay-forum/threads/mindhive-technology.69465/#post-430254

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