

- Equilibrium
  - Stable Equilibrium
  - Local stability
  - Bistability
  - Static vs Dynamic Equilibrium
  - Timescale separation
  - Half-Life = Equilibration Time
- Oscillations & Waves
  - Driving & Resonance
  - Limit cycles
  - Shock formation
- Economics
  - Incentives
  - Nonzero-sum game & threats
  - Markets
  - Opportunity cost
  - Price = opportunity cost
  - (Implicit) rate of return
  - Increasing vs decreasing marginal returns
  - Externalities
  - Principal-agent & pooling
  - Signalling & inability to communicate
  - Schelling points
  - Relative advantage
  - Variation in value of money
  - Capital accumulation
  - (Generalized) Efficient Markets
- Others
  - Markov blanket & Mediators
  - Free body diagrams
  - Sparsity, circuits & message passing
  - Conditioning, sensitivity & numerical stiffness
  - Separability (optimization)
  - Separability (PDEs)
  - Slackness/tautness & shadow prices
  - Bottlenecks/rate-limiting step
  - Local approximation
  - Propagation (as in DP)
  - Potential field
  - Local conservation
  - Symmetry

- Shock response (as in control theory)
- Big-O
- NP-completeness
- Random walk
- $\sqrt{n}$  noise
- Convexity
- Search
- Noise-induced drift/bias (as in Ito)
- Over/underdetermination

(This list will probably change over time)