

The Nature of Predictions

Negative Feedback Loops ∧ P.I.D Controllers

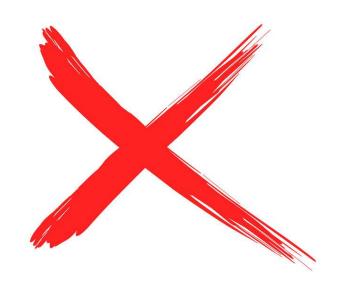
Internal Training Session

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"The purpose of a prediction is to help with planning and decision-making in the present by anticipating possible future developments."



Gemini

Predictions are everything in life (and in other places)

Who predicts?

- Bacteria
- Rabbits
- Humans
- Societies

What do we predict?

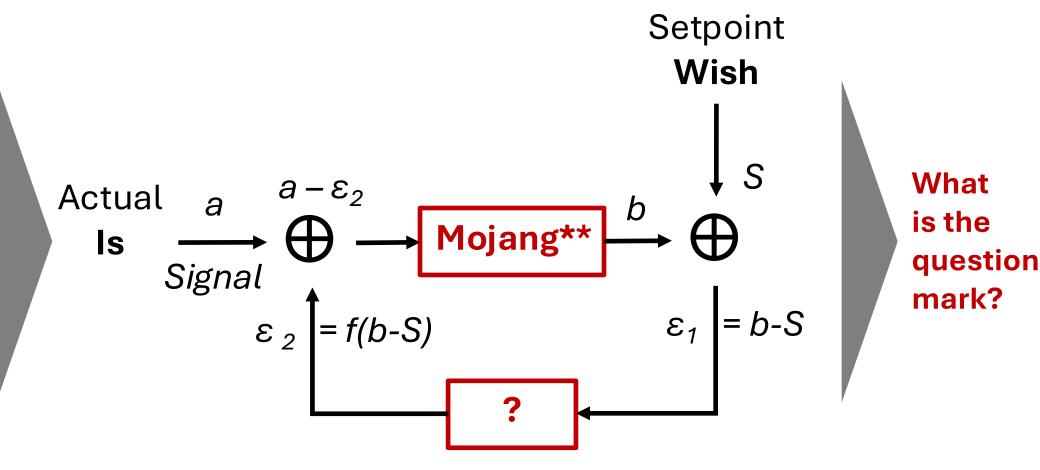
- Where to find heat
- Where to eat safely
- How long is today's commute
- How much taxes will we raise

But how do they happen?

The negative feedback loop (NFL) makes life possible

Control Theory*

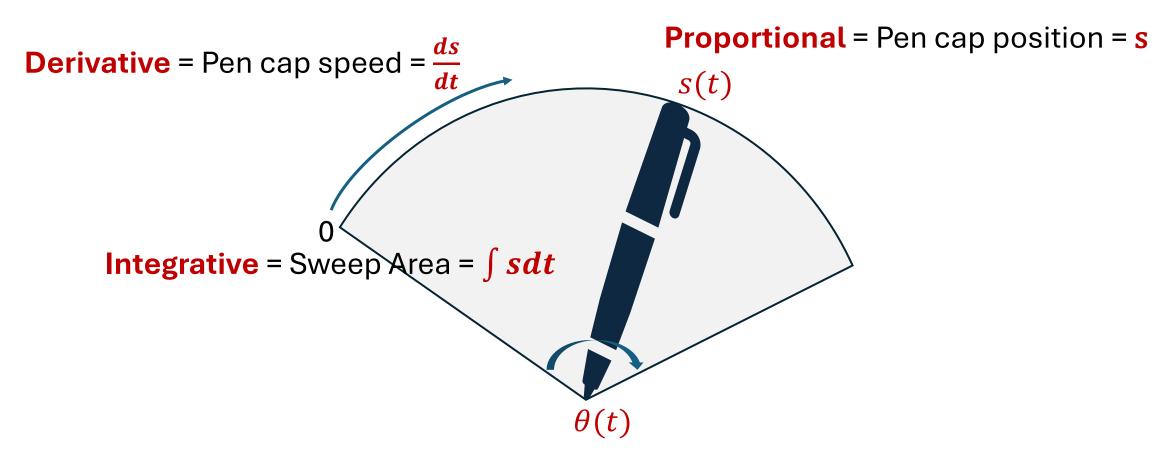
- Human thought
- Stereo amplifiers
- · AI & LLM



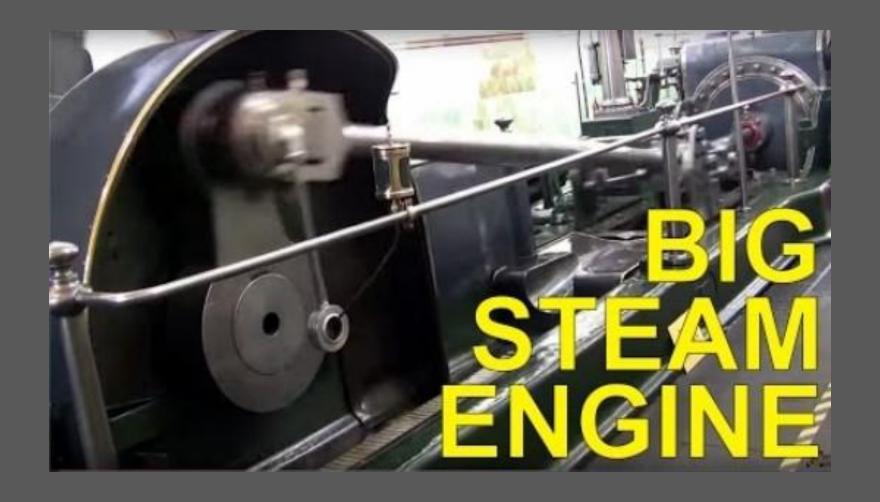
Demo

The ? is a P.I.D controller

Example: Imagine a pen sweeping around the nib from left to right

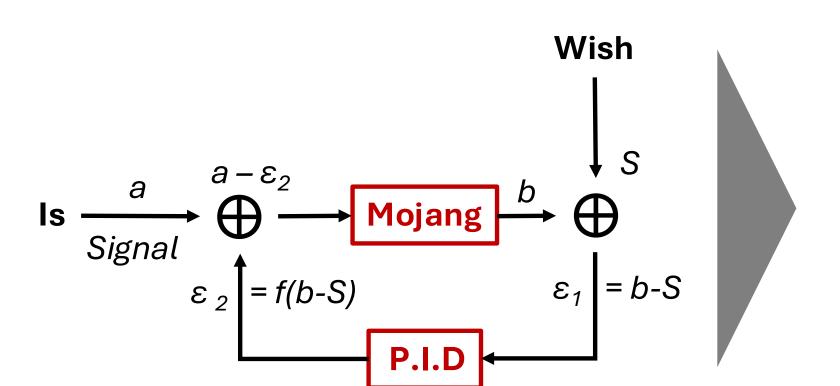


Shown like this to correspond to a live video demonstration



Steam engine with P.I.D controller (the vertically rotating part seen at 49s)

Predictions are negative feed loops governed by P.I.D controllers



- 1. Movements
- 2. Instincts
- 3. Reasoning
- 4. Consciousness

How does Tellusant use this?

Data harmonization

- They usually put in the data as-is without harmonizing between datasets. This is an open loop system without NFL
- Tellusant makes sure the data is harmonized so the end point of the first data set matched beginning point of the second dataset. This is **NFL** with a P regulator

Short-term statistical models

We, as everyone else, uses a NFL with P.I.D regulator

Long-term forecasting

We use mainly a P regulator, but there are opportunities to work with P.I.D.

Regression forecasting

- Federal Reserve uses NFL with P
- Our innovation is NFL with P.I.D