





The Tale of the ARMA Warriors

by Levasen Reddy

Once upon a time, in a distant land in the Kingdom of Stats lived two warrior clans known for their incredible fighting displays and complex techniques. These clans were either given the gift of forecasting or the ability to see into the future. And because of that gift, many people in that land desired to be part of one of those clans. The names of the two clans were AR and MA. The AR and MA clans were the protectors of the Kingdom of Stats. The Kingdom of Stats was one of the most amazing kingdoms in the world, with its wealth seated in its knowledge and analytics.

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The clans had many initiation processes that the people in the clan had to undergo to be accepted. In the MA clan, the people had to undergo a test of invertibility, which tested the strength of their relationship. Often, people had more than one relationship and were forced to restrict their relationship so that it could be one that was absolute and true. The AR clan had a test of stationarity. This test meant that the person had to prove their reliability and trust to the clan by showing them that they could function without depending on anybody. Due to the harsh nature of these tests, the people in these clans were the cream of the crop in the land and were seen as the most significant and strongest in the kingdom.



Over the years, the AR and MA clans had grown increasingly powerful, which also meant that they had many enemies. The enemy that proved the biggest threat to them was a clan by the name of non-stationary ARMA. This clan comprised those rejected by the AR and MA clans, who sought to bring destruction upon them. The non-stationary ARMA clan aimed to bring chaos into the kingdom by corrupting the AR and MA warriors and turning them into people who no longer had a sense of invertibility or stationarity. If the non-stationary ARMA clan were to be successful, the kingdom would lose its greatest warriors and fall prey to neighbouring kingdoms and invaders seeking to overtake the incredible Kingdom of Stats.

96 The AR and MA's greatest warriors all assembled in the great hall of the majesty to conjure up a plan and find a solution to fight against and nullify the advancing threats of the non-stationary ARMA clan, for they knew how powerful the non-stationary ARMA's corruption powers were. For weeks they pondered how they would counteract this with many ideas, but, in the end, nothing had come to bear. Just when all hope seemed lost, the majesty himself, with all his wisdom, brought about a solution that could save the kingdom. The solution was called differencing.

For this solution, the two clans, AR and MA, had to come together and form two super-beings called ARIMA. The chosen warrior from the AR clan would be called the $ARIMA(1,1,0)$ warrior or the ARI warrior.

On the other hand, the chosen warrior from the MA clan would be called the $ARIMA(0,1,1)$ warrior or the IMA warrior. These two beings would be the most powerful beings of the kingdom and have the power to destroy the non-stationary ARMA clan, as the ARI and IMA warriors could counter the ARMA clan's corruption powers.

But to become ARI and IMA warriors, they had to go through the most intense and stringent test: differencing. This process required their minds to be torn apart and rebuilt, and only the strongest warriors succeeded.

The day had come for the warriors from the AR and MA clans to come together and form these super beings as they could not do it without each other. With time running out before the attack of the non-stationary ARMA clan, it was of paramount importance that the test be done that day itself. Under the guidance of the monarch, the strenuous procedure began. The intensity of such a test caused the ground beneath them to shake and buildings to collapse around them.

Finally, when the dust had settled, two of the most powerful beings appeared: the ARI and IMA warriors. The sheer sight brought hope, courage, and relief to the clans and the kingdom, and it was at that very moment the majesty knew that they could win this battle.

The two warriors stood outside the kingdom's walls as they watched the non-stationary ARMA clan appear with great numbers and overwhelming force. But the ARI and IMA warriors looked unfazed. The non-stationary clan launched their first attack with a size greater than anybody could have ever imagined, and as their force attacked the ARI and IMA warrior, they were met with a thunderous bang. When the air had cleared up, all that was left was the ARI and IMA warriors standing seemingly untouched over the carnage that had just ensued. The non-stationary ARMA clan was shocked beyond belief and could not understand what had happened. Out of fear, they retreated as quickly as their first assault had ended, and the kingdom was saved.

Thanks to the monarch's wisdom, the non-stationary ARMA clan was defeated, and the kingdom was saved. The kingdom benefited from the attack as they now had two super-beings (ARI and IMA warrior) watching over the kingdom and protecting it against future threats and invaders.