Junko Enoshima IF CPI Feat Debunked (Sorta)
(By Aki_Ishi_2)

So, to start off, we have to explain what Junko Enoshima's CPI feat is.
In the Non-Canon Danganronpa IF novel, Junko operates dozens of monokumas at the same time, and fights the Ultimate Soldier, Mukuro Ikusaba in a battle, with her in the monokuma control room, controlling these monokumas.
The entire premise that Junko Enoshima controls all the monokumas simultaneously, though, is flawed.
If we take into account the small size of the control room, that needs to also serve more functions than simply controlling monokuma (we know Junko controlled the monokumas from the smaller room, so that she could view the cameras).
As such, we can reason out that this feat, since there is no WMI involved, as it is impossible to control all the monokumas at once, as Junko also does not have more than two hands, is flawed, or is it?
What we can assume, though, is that Junko is processing every single Monokuma at the same exact time, all the while predicting Mukuro's next move and attack. In essence, Junko does use CPI, as she needs to control all the movements of the monokuma that is attacking Mukuro, while also trying to predict Mukuro's future attacks.

What Junko is, essentially, doing, is simple: She is processing two robots at once max, as she only has two hands, and the movement of the monokumas would be very complex, and she would not be able to operate more than one with one hand. In essence, her WMI/CPI feat is simple, because what she is processing at the same time is:

1. Mukuro's future attacks.
2. Two Monokuma's at once.
3. The complex movements of all Monokuma's

But this is where her WMI/CPI ends. Everything else is pure, unrealistic PSI, as Junko, who is *seemingly* operating dozens of monokumas at once, does not actually do that, but instead processes everything above, and moves on to the next monokumas in seconds.
What she keeps in her working memory is about 11.200~ things at once, instead of much, much more, and instead simply processes everything at a superhuman speed, working incredibly fast, and possibly processing things faster than a supercomputer.
If we were to try and take how much she processes into account, we would have this:

1. Mukuro's possible moves within a second, which should be about 140~ (As she had fought Sakura Ogami, who is the Ultimate Martial Artist, and mostly fights MMA, and should have multiple potential moves to use).
2. Two Monokuma's per 0.1 seconds, which would be twenty monokumas per second.
3. Every conceivable way the monokumas would attack, and we would know Junko is actively calculating Mukuro's attacks the same way she fought Madarai, through inductive reasoning. As such, she is desperately trying to attack a foe much stronger than Madarai using the monokumas. In essence, that would be around 40~ ways she is

processing the monokumas attacking, as Mukuro is actively destroying them as she goes on.

In conclusion, she processes different possibilities of attack patterns, which would amount to 20*140*40~, which would be 112.000 moves per second. This is considering the useless moves that Junko is filtering out. As such, her WMI is holding about 11.200~ movements at once, due to the fact that she still needs to process two monokumas at once. Which is 40*2*140, which is 11.200 possible attack patterns.

In essence, while her CPI feat is not fully debunked, we have a rough estimate strong enough to understand that Junko's active PSI is 112.000 moves per second, and her WMI is 11.200 moves at once.

Thank you for reading my doc, good people of SCD.