




# DEDUCTION



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**READ CAREFULLY AND COMPLETELY. A TECHNICAL  
ATTEMPT AT MODERN HUMAN PSYCHOLOGY (COGNITION AND  
PERCEPTION). THIS IS MERELY A PROPOSAL BEING PUT  
FORWARD.**

*Preface*

Together we shall **Define** (meant Derivate meant Conjoin meant Addition) the **Differences** and **Differ** (meant Deduce meant Disjoin meant Subtract) the **Definitions**. *Throughout manuscript pay attention to **Definitions and Differences, Unchanging (Static) and Changing (Dynamic), Set and Subset, Meanings and Purposes, Equal and Not Equal, Systematic and Non-Systematic, Formal and Informal, Super and Sub.***

**Define It For Me**  
Tell Me **What Is The Difference**  
You Are Using Our (**Perception meant Origin, (0,0,0),(x,y,z)**)

First Humans created **Philosophy** as an attempt at sorting, defining, and deducing **Reality**. Same then as it is today, **Reality** is far too complex for any One to grasp. Thus, Philosophy birthed **Logic**. Logic attempted what Philosophy could not and still **Reality** was far too complex for any Two to grasp. Thus, Logic birthed both **Religions** and **Mathematics**. Both Religions and Mathematics attempted, and is still attempting, to sort, define, and deduce **Reality**. In its efforts Religions and Mathematics spawned the **Arts** and **Sciences**. Sciences takes the differences and from them derive the definitions; definitions **Society uses to advance Itself** and determine this “*Mortal Realm*”. Arts takes the definitions and from them deduce the differences; differences **Society uses to advance Itself** and determine this “*Mortal Realm*”.

**Classic Philosophy** birthed reasoning and knowledge. In an attempt to sort this newly acquired information **Classic Logic** was birthed. Classic Logic could not handle the overwhelming amount of data thus both **Classic Religions** and **Classic Mathematics** was birthed.

**Classic Philosophy ≠ Modern Philosophy**  
**Classic Logic ≠ Modern Logic**  
**Classic Religions ≠ Modern Religions**  
**Classic Mathematics = Modern Mathematics**

What is meant by equations:

**Classic Philosophy** – An attempt at reasoning and knowledge. An initial attempt at Deduction. A non-systematic way of deduction. (**Non-Systematic and Informal Reasoning**)

**Classic Logic** – A non-systematic way of equating elements to a set. (**Non-Systematic and Formal Reasoning**)

**Classic Religions** - An attempt at reasoning and knowledge. An initial attempt at Deduction. A non-systematic way of deduction. (**Non-Systematic and Informal Reasoning**)

**Classic Mathematics** – A systematic way of equating elements to a set. (**Systematic and Formal Reasoning**)

**Reasoning** – (Same Yesterday as Today. Same Today as Tomorrow. Unchanging) – Thought used to predict. A working Theory, Lemma, Axiom, Et cetera. (**Formal** - judged and refuted, argued).

Both **Modern Philosophy** and **Modern Religions** is akin to **Classical Logic** but in a now systematic manner. “Future waits for no One”. **Modern Logic** and **Modern Mathematic** are one and the same. They are exact and the same systematic approach to deduction and derivation.

What is meant by equations:

**Modern Philosophy** - A systematic way of deduction. (**Systematic and Formal Reasoning**)

**Modern Religions** - A systematic way of deduction. (**Systematic and Formal-ish Reasoning**)

**Modern Logic = Classic Mathematics = Modern Mathematics** – A systematic way of equating elements to a set. (**Systematic and Formal Reasoning**).

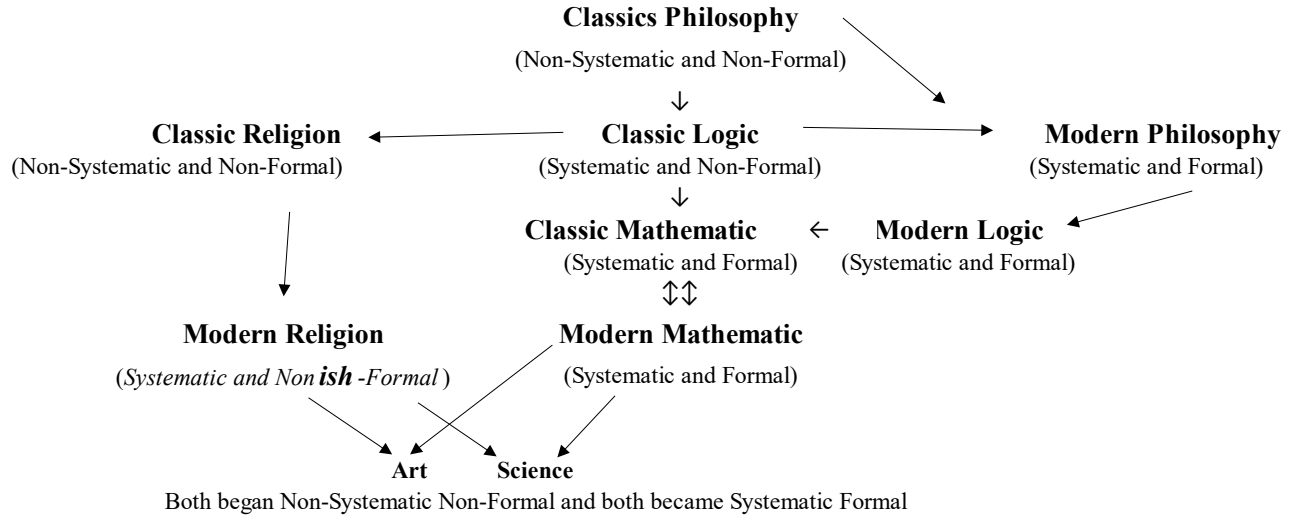
**Reasoning** – (Same Yesterday as Today. Same Today as Tomorrow. Unchanging) – Thought used to predict. A working Theory, Lemma, Axiom, Etcetera. (**Formal** - judged and refuted, argued).

Over time **Logic** was consumed and now housed within **Mathematics** and considered Foundations of Mathematics. It is the Foundations of Mathematics as well as the Foundations for ALL Arts and Sciences.

Religions and Mathematics differ in only two fundamental ways. The first is objectivity and measurability (quantitative). Mathematics is formal while Religions is informal; this is quite debatable as Modern Religions is often placed under the exact same scrutiny as any other Arts and Sciences. The second is subjectivity and measurability (qualitative). Mathematics is more Sciences than Arts; but Arts still remains (What is a **Physical** Model, Graph, Interpretation of Datum?). Religions is more Arts than Sciences; but Sciences still remains (What is a **Mental** Model, Graph, Interpretation of Datum?)

**Philosophy** → **Logic** →  $\frac{\textit{Mathematics}}{\textit{Religions}}$  → **Arts and Sciences**

*Denoting Mathematics and Religions were birthed simultaneously (came in to being at or around same time)*



## Human Perception

What is True Today is True Yesterday. What is True Today is True Tomorrow. What is True Yesterday is True Tomorrow.

Let T = True ; An accurate statement, Known True

Let F = False ; An accurate statement, Known False

Let a = Today

Let b = Yesterday

Let c = Tomorrow

### Then Possibilities:

#### 1. Assume What is True Today is True Yesterday is True Statement

Then:

a = b if and only if T

a = c if and if T or if and if F

b = c if and if T or if and if F but b is a thus,

a = b if and only if T

a = b = c if and only if T

#### 2. Assume What is True Today is True Yesterday is False Statement

Then:

$a = b$  if and only if F

$a = c$  if and if T or if and if F

$b = c$  if and if T or if and if F but b is a thus,

$a = b$  if and only if F

$a = b = c$  if and only if F

### 3. Assume What is True Today is True Tomorrow is True Statement

Then:

$a = b$  if and if T or if and if F

$a = c$  if and only if T

$b = c$  if and if T or if and if F but c is a thus,

$a = b$  if and only if T

$a = b = c$  if and only if T

### 4. Assume What is True Today is True Tomorrow is False Statement

Then:

$a = b$  if and if T or if and if F

$a = c$  if and only if F

$b = c$  if and if T or if and if F but c is a thus,

$a = b$  if and only if F

$a = b = c$  if and only if F

### 5. Assume What is True Yesterday is True Tomorrow is True Statement

Then:

$a = b$  if and if T or if and if F but b is c thus,

$a = c$  if and if T or if and if F

$b = c$  if and only if T

$b = c$ if and only if T
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$a = b = c$ if and only if T
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## 6. Assume What is True Yesterday is True Tomorrow is False Statement

Then:

$a = b$  if and if T or if and if F but b is c thus,

$a = c$  if and if T or if and if F

$b = c$  if and only if F

$a = b$ if an and only if F
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$a = b = c$ if and only if F
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Any one assumption will affect all assumptions. Perception may change thereby changing the validity of any statement. Learning a new Truth Today will not make a Statement any less True nor Truer Yesterday nor Tomorrow; respectively. A True and False Statement should not be conflated with a Truth meant Fact meant Theory meant Accepted and Refuted Mathematical Model.

A True and False Statement depends upon Individual Perception = Reference (**point of reference**)

A Truth (Fact, Theory, Mathematical Model) depends upon Social Perception = Origin (**point of origin**)

Society, through acceptance and refutation, directly decides what is deemed a Truth. Both the Individual and Society may determine the validity of a statement but the Individual decides directly while Society decides indirectly. Society averages (differs between) the True statements and False Statements and Derives (Defines) a Truth. **A Truth is a Definition. The Statements are the Differences.**

The Scientific Method derives the definitions from the differences. The Artistic Method differs the differences from the definitions. They optimize one another making both Arts and Sciences ever more Technical, Efficient, Accurate, Precise, Detailed, Advanced, Refined.

The initial statement provided was:

What is True Today is True Yesterday. What is True Today is True Tomorrow. What is True Yesterday is True Tomorrow.

This statement is equally as precise and accurate (contains same meaning(s), inference(s), implication(s)) as:

What is Today is True Yesterday. What is Today is True Tomorrow. What is Yesterday is True Tomorrow.

This statement is equally as precise and accurate (contains same meaning(s), inference(s), implication(s)) as:

What is Today is Yesterday. What is Today is Tomorrow. What is Yesterday is Tomorrow.

This statement is equally as precise and accurate (contains same meaning(s), inference(s), implication(s)) as:  
 Today is Yesterday. Today is Tomorrow. Yesterday is Tomorrow.

This statement is equally as precise and accurate (contains same meaning(s), inference(s), implication(s)) as:  
 What is Today. What is Tomorrow. What is Yesterday.

“Is” is acting as a conjunction equating two separate elements.

Now let  $x = \text{what}$

Then:

$x$  if and only if  $a$ ,  $x = a$

$x$  if and only if  $c$ ,  $x = c$

$x$  if and only if  $b$ ,  $x = b$

Thus:

Either All True or All False

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What is True Today is True Yesterday. What is True Today is True Tomorrow. What is True Yesterday is True Tomorrow.

Let  $T = \text{True}$  ; An accurate statement, Known by Society as True

Let  $F = \text{False}$  ; An accurate statement, Known by Society as False

Let  $a = \text{Today}$

Let  $b = \text{Yesterday}$

Let  $c = \text{Tomorrow}$

Let  $x = \text{What}$

Let  $is = =$  ; “Is” is =

**Then (1),**

$x = Ta = Tb$

$x = Ta = Tc$

$x = Tb = Tc$

**Defined.**

**Or (2)**

$$x = Fa = Tb$$

$$x = Ta = Tc$$

$$x = Tb = Tc$$

**Conflict.**

Then,

$$x = Fa = Tb = Tc$$

$$x = Ta = Tb = Tc$$

Ta may not equal Fa. Ta must if and only if not equal Ta. Must  $Ta \neq Fa$

**Undefined.**

**Or (3)**

$$x = Ta = Fb$$

$$x = Ta = Tc$$

$$x = Tb = Tc$$

**Conflict.**

Then,

$$x = Ta = Fb = Tc$$

$$x = Ta = Tc = Tb$$

Fb may not equal Tb. Fb must if and only if not equal Tb. Must  $Tb \neq Fb$

**Undefined.**

**Or (4 = 2)**

$$x = Ta = Tb$$

$$x = Fa = Tc$$

$$x = Tb = Tc$$

**Conflict.**

Then,

$$x = Ta = Tb = Tc$$

$$x = Fa = Tc = Tb$$

Fa may not equal Ta. Fa must if and only if not equal Ta. Must  $Ta \neq Fa$



**Undefined.**

**Or (6)**

$$x = Ta = Tb$$

$$x = Ta = Fc$$

$$x = Tb = Tc$$

**Conflict.**

Then,

$$x = Ta = Tb = Tc$$

$$x = Ta = Fc = Tb$$

Tc may not equal Fc. Tc must if and only if not equal Fc. Must  $Tc \neq Fc$

**Undefined.**

**Or (7 = 3)**

$$x = Ta = Tb$$

$$x = Ta = Tc$$

$$x = Fb = Tc$$

**Conflict.**

Then,

$$x = Ta = Tb = Tc$$

$$x = Ta = Tc = Fb$$

Tb may not equal Fb. Tb must if and only if not equal Fb. Must  $Tb \neq Fb$

**Undefined.**

**Or (8 = 6)**

$$x = Ta = Tb$$

$$x = Ta = Tc$$

$$x = Tb = Fc$$

**Conflict.**

Then,

$$x = Ta = Tb = Fc$$

$$x = Ta = Tc = Tb$$

Fc may not equal Tc. Fc must if and only if not equal Tc. Must  $Fc \neq Tc$

**Undefined.**

**Or (9)**

$$x = Fa = Fb$$

$$x = Ta = Tc$$

$$x = Tb = Tc$$

Then,

$$x = Fa = Fb$$

$$x = Ta = Tc = Tb$$

**Defined.**

**Or (10 = 8 = 6)**

$$x = Fa = Tb$$

$$x = Fa = Tc$$

$$x = Tb = Tc$$

**Conflict.**

Then,

$$x = Ta = Tb = Fc$$

$$x = Ta = Tc = Tb$$

Fc may not equal Tc. Fc must if and only if not equal Tc. Must  $Fc \neq Tc$

**Undefined.**

**Or (11)**

$$x = Fa = Tb$$

$$x = Ta = Fc$$

$$x = Tb = Tc$$

Then,

$$x = Fa = Tb = Tc$$

$$x = Ta = Fc$$

**Defined.**

**Or (12)**

$$x = Fa = Tb$$

$$x = Ta = Tc$$

$$x = Fb = Tc$$

Then,

$$x = Fa = Tb$$

$$x = Ta = Tc = Fb$$

**Defined.**

**Or (13 = 10 = 8 = 6 = 4 = 2)**

$$x = Fa = Tb$$

$$x = Ta = Tc$$

$$x = Tb = Fc$$

**Conflict.**

Then,

$$x = Fa = Tb = Fc$$

$$x = Ta = Tc = Tb$$

Fa may not equal Ta. Fa must if and only if not equal Ta. Must  $Fa \neq Ta$

Fc may not equal Tc. Fc must if and only if not equal Tc. Must  $Fc \neq Tc$

**Undefined.**

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**Become More Systematic:**

Today = a , Yesterday = b , Tomorrow = c , True = T , False = F

May Not  $Ta \neq Fa$  or May Not  $Fa \neq Ta$

May Not  $Tb \neq Fb$  or May Not  $Fb \neq Tb$

May Not  $Tc \neq Fc$  or May Not  $Fc \neq Tc$

Parenthesis () closes statement, single sentence

Space is Equating, Assigning Element to Either True Set or False Set

No space is Specific Conjunction, Addition or Subtraction ; Addition use being used

- 1 (Ta Tb) (Ta Tc) (Tb Tc) **Defined**
- 2 (Fa Tb) (Ta Tc) (Tb Tc) **Undefined Fa conflict Ta**
- 3 (Ta Fb) (Ta Tc) (Tb Tc) **Undefined Fb conflict Tb**
- 4 (Ta Tb) (Fa Tc) (Tb Tc) **Undefined Fa conflict Ta**
- 5 (Ta Tb) (Ta Fc) (Tb Tc) **Undefined Fc conflict Tc**
- 6 (Ta Tb) (Ta Tc) (Fb Tc) **Undefined Fb conflict Tb**
- 7 (Ta Tb) (Ta Tc) (Tb Fc) **Undefined Fc conflict Tc**

- 8 (Fa Fb) (Ta Tc) (Tb Tc)
- 9 (Fa Tb) (Fa Tc) (Tb Tc)
- 10 (Fa Tb) (Ta Fc) (Tb Tc)
- 11 (Fa Tb) (Ta Tc) (Fb Tc)
- 12 (Fa Tb) (Ta Tc) (Tb Fc)

- 13 (Fa Fb) (Fa Tc) (Tb Tc)
- 14 (Fa Fb) (Ta Fc) (Tb Tc)
- 15 (Fa Fb) (Ta Tc) (Fb Tc)
- 16 (Fa Fb) (Ta Tc) (Tb Fc)

- 17 (Fa Fb) (Fa Fc) (Tb Tc)
- 18 (Fa Fb) (Fa Tc) (Fb Tc)
- 19 (Fa Fb) (Fa Tc) (Tb Fc)

- 20 (Fa Fb) (Fa Fc) (Fb Tc)
- 21 (Fa Fb) (Fa Fc) (Tb Fc)

- 22 (Fa Fb) (Fa Fc) (Fb Fc)
- .....

Today = a , Yesterday = b , Tomorrow = c , True = 1 , False = -1

- May Not a ≠ -a or May Not -a ≠ a
- May Not b ≠ -b or May Not -b ≠ b
- May Not c ≠ -c or May Not -c ≠ c

Parenthesis () closes statement, single sentence  
 Space is Equating, Assigning Element to Either True Set or False Set  
 No space is Specific Conjunction, Addition or Subtraction ; Addition use being used

- 1 (a b) (a c) (b c) **Defined**
- 2 (-a b) (a c) (b c) **Undefined -a = a**

3 (a -b) (a c) (b c) **Undefined -b = b**  
 4 (a b) (-a c) (b c) **Undefined a = -a**  
 5 (a b) (a -c) (b c) **Undefined -c = c**  
 6 (a b) (a c) (-b c) **Undefined b = -b**  
 7 (a b) (a c) (b -c) **Undefined c = -c**

8 (-a -b) (a c) (b c) **Defined**  
 9 (-a b) (-a c) (b c) **Defined**  
 10 (-a b) (a -c) (b c) **Defined**  
 11 (-a b) (a c) (-b c) **Defined**  
 12 (-a b) (a c) (b -c) **Defined**

13 (-a -b) (-a c) (b c) **Undefined -b = b**  
 14 (-a -b) (a -c) (b c) **Undefined -b = b and -c = c**  
 15 (-a -b) (a c) (-b c) **Undefined -a = a and -c = c**  
 16 (-a -b) (a c) (b -c) **Undefined -a = a and -b = b and c = -c**

17 (-a -b) (-a -c) (b c) **Defined**  
 18 (-a -b) (-a c) (-b c) **Defined**  
 19 (-a -b) (-a c) (b -c) **Defined**

20 (-a -b) (-a -c) (-b c) **Undefined -b = b and -c = c**  
 21 (-a -b) (-a -c) (b -c) **Undefined -b = b and -c = c**

22 (-a -b) (-a -c) (-b -c) **Defined**

**Undefined. 2 = 4 = 15 = 16**

$Ta \neq Fa$  or  $Fa \neq Ta$

**Undefined. 3 = 6 = 13 = 14 = 16 = 20 = 21**

$Tb \neq Fb$  or  $Fb \neq Tb$

**Undefined. 5 = 7 = 10 = 14 = 15 = 16 = 20 = 21**

$Tc \neq Fc$  or  $Fc \neq Tc$

**Undefined. 16**

$Ta \neq Fa$  or  $Fa \neq Ta$  and  $Tb \neq Fb$  or  $Fb \neq Tb$

**Undefined. 15 = 16**

$Ta \neq Fa$  or  $Fa \neq Ta$  and  $Tc \neq Fc$  or  $Fc \neq Tc$

**Undefined. 14 = 16 = 20 = 21**

Tb  $\neq$  Fb or Fb  $\neq$  Tb and Tc  $\neq$  Fc or Fc  $\neq$  Tc

**Defined.**

1 = 22 Congruent Statements

8 = 9 = 10 = 11 = 12 Congruent Statements

17 = 18 = 19 Congruent Statements

Defined Statements Imply Either All True Or All False

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You are traveling and peer behind you and see Bad in the rear. This should imply you are heading towards Good. You are traveling and peer behind you and see Good in the rear. This should imply you are heading towards Bad. This is a perceptual trick. These are relative terms relative to the viewers individual perceptions. You may look where you wish and see what you wish. I may see and articulate "Good and Bad" while another articulates "Goof and Buff". How are these individual perceptions (validity statements) determined to be True or False? How are these statements of validity determined to be a Truth? Through Social Perception (Point of Origin, (0,0,0), (x,y,z), "square one", Logical Proof, Accepted and Refuted as Known).

1<sup>st</sup> the **Individual** determines **True or False**

2<sup>nd</sup> the **Society** determines whether that True or False itself is a **True Statement or False Statement**

3<sup>rd</sup> the **Society** determines whether that True Statement or False Statement is a **Truth**

**Scientific Process = Inverse Artistic Method**

True Today is True Yesterday. True Today is True Tomorrow. True Yesterday is True Tomorrow.  
 Let x = Today  
 Let y = Yesterday  
 Let z = Tomorrow  
 Let x = y = z = Noun; Let = 1  
 Let \* = Specific Conjunction , True Statement or False Statement  
 Let + = is  
 Let 1 = True  
 Let -1 = False  
 Then possibilities:

T/F	Today	T/F	Yesterday	T/F	Tomorrow	T/F	Today	T/F	Yesterday	T/F	Tomorrow	Validity		Half Validity	Half Validity	Validity/Half	Validity/Half	Validity Sum	
1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	6.00	All True	Defined	3.00	3.00	2.00	2.00	4.00
-1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	4.00		Undefined	1.00	3.00	4.00	1.33	5.33
1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	4.00		Undefined	1.00	3.00	4.00	1.33	5.33
1.00	1.00	1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	4.00		Undefined	1.00	3.00	4.00	1.33	5.33
1.00	1.00	1.00	1.00	1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	4.00		Undefined	3.00	1.00	1.33	4.00	5.33
1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	-1.00	1.00	1.00	1.00	4.00		Undefined	3.00	1.00	1.33	4.00	5.33
1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	-1.00	1.00	1.00	4.00		Undefined	3.00	1.00	1.33	4.00	5.33
-1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	2.00		Defined	-1.00	3.00	-2.00	0.67	-1.33
-1.00	1.00	1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	2.00		Defined	-1.00	3.00	-2.00	0.67	-1.33
-1.00	1.00	1.00	1.00	1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	2.00		Defined	1.00	1.00	2.00	2.00	4.00
-1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	-1.00	1.00	1.00	1.00	2.00		Defined	1.00	1.00	2.00	2.00	4.00
-1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	-1.00	1.00	2.00		Defined	1.00	1.00	2.00	2.00	4.00
-1.00	1.00	-1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	0.00		Undefined	-3.00	3.00	0.00	0.00	0.00
-1.00	1.00	-1.00	1.00	1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	0.00		Undefined	-1.00	1.00	0.00	0.00	0.00
-1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	-1.00	1.00	1.00	1.00	0.00		Undefined	-1.00	1.00	0.00	0.00	0.00
-1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	1.00	1.00	-1.00	1.00	0.00		Undefined	-1.00	1.00	0.00	0.00	0.00
-1.00	1.00	-1.00	1.00	-1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	-2.00		Defined	-3.00	1.00	0.67	-2.00	-1.33
-1.00	1.00	-1.00	1.00	-1.00	1.00	1.00	1.00	-1.00	1.00	1.00	1.00	-2.00		Defined	-3.00	1.00	0.67	-2.00	-1.33
-1.00	1.00	-1.00	1.00	-1.00	1.00	1.00	1.00	1.00	1.00	-1.00	1.00	-2.00		Defined	-3.00	1.00	0.67	-2.00	-1.33
-1.00	1.00	-1.00	1.00	-1.00	1.00	-1.00	1.00	-1.00	1.00	1.00	1.00	-4.00		Undefined	-3.00	-1.00	1.33	4.00	5.33
-1.00	1.00	-1.00	1.00	-1.00	1.00	-1.00	1.00	1.00	-1.00	1.00	1.00	-4.00		Undefined	-3.00	-1.00	1.33	4.00	5.33
-1.00	1.00	-1.00	1.00	-1.00	1.00	-1.00	1.00	-1.00	1.00	-1.00	1.00	-6.00	All False	Defined	-3.00	-3.00	2.00	2.00	4.00

**Try To Generalize:**  
 p is q  
 "Is" act as equivalence conjunction:  
 Use any specific or non specific conjunction (+, <+>, 0, <0>)  
 (or, may, is, if, only, et cetera) be used to indicate (=, <, >, ~, ≠, ≠, =, ≠, et cetera)  
 WILL (ONLY NEED TO) USE ADDITION OR SUBTRACTION  
 Let \* = Specific Conjunction , True Statement or False Statement  
 Let + = is  
 Let 1 = True  
 Let -1 = False  
 Then possibilities:

T/F	p	T/F	q	Validity		1st Half Validity	2nd Half Validity	1st Validity/Half	2nd Validity/Half	Sum of Validity/Half	1st Absolute Half	2nd Absolute Half	Absolute sum	+	0	
1.00	1.00	1.00	1.00	2.00	All True	Defined	1.00	1.00	2.00	2.00	4.00	0	0	0	2.00	0.00
-1.00	1.00	1.00	1.00	0.00	Half False/True	Undefined	-1.00	1.00	0.00	0.00	0.00	2	0	2	0.00	-2.00
1.00	1.00	-1.00	1.00	0.00	Half True/False	Undefined	1.00	-1.00	0.00	0.00	0.00	0	2	2	0.00	2.00
-1.00	1.00	-1.00	1.00	-2.00	All False	Defined	-1.00	-1.00	2.00	2.00	4.00	2	2	4	-2.00	0.00
Validity	Total Sum of Validities	Sum of Validities	Difference of Validity		T	≥ 0										
True =	2.00	4.00	2.00	0.00	F	≤ 0										
False =	0.00	0.00	0.00	-2.00	T	≥ 0										
True =	0.00	0.00	0.00	2.00	F	≤ 0										
False =	-2.00	4.00	-2.00	0.00												

## Human Machine

Is the Human species a Mind, a Body or both Mind and Body? It is both. The Mind cannot exist without the Body nor the Body exist without the Mind. Even if your Mind was removed and your Body piloted by

Deduction  
 Steven Batha

another, puppeted, then the another shall then become your Mind. Even if your Body was removed and your Mind connected by another, puppeteer, then another shall then become your Body. The Mind and Body are inseparable. You, me, they, them, her, him, each and every one is an individual... in-divi dual... internal divided dual... internalized divided duality. This is **Classical Logic**.

Is the Human species a Mind, a Body or both Mind and Body? It is both. Now we must think and use **Modern Logic** as we are Modern and have become Modern. The Human species is a Machine. An organic (meant organic scaffolding; carbon “backbone”) electric caloric computer. An inorganic (meant inorganic scaffolding; non-carbon “backbone”) machine, colloquial machine (static and rigid engineering), is an inorganic electric computer. Of course, there are other mechanical machines powered by forces other than electromotion but we will not consider them as we refer to such items as Tools, Artifacts or Structures. An organic-inorganic hybrid ~~electric caloric computer~~ versus an inorganic-organic hybrid ~~electric computer~~. Thus, the only difference is organic-inorganic caloric versus inorganic-organic. We now know through Modern Chemistry, Biology and other Arts and Sciences that both organic-inorganic and inorganic-organic are communitive and equivalent. Therefore, the only difference is caloric. A calorie is  $\sim 4.184 \text{ J/g}^\circ\text{C}$  or the amount of energy required to increase one gram (centimeter cubed) of water one degree centigrade. It requires  $\sim 4.184$  Joules of energy to complete such a task.

What is the difference between a caloric machine and non-caloric machine then? A non-caloric machine is obvious and simple so we shall begin with this. A non-caloric machine may be warm-blooded or cold-blooded meant warm-fluid or cold-fluid. A non-caloric machine requires two fundamental entities. The *Cat* and the *An*. The *Cat* is down or sub-cycle. The *An* is up or super-cycle. The *Meta* is the summation of the *Cat* and the *An*. A *Bolis* is a curve. A *Metabolis* is then the Summated (Complete, Additioned) Curve. A *Catabolis* is then down curve or sub curve. An *Anabolis* is then up curve or super curve. The *Catabolis* is fuel consumption or power processing. Fuel or Power is supplied or acquired (Fuel or Power is acquisitioned or inhausted). The *Anabolis* is fuel processing or power consumption. Fuel or Power is applied or utilized (Fuel or Power is utilized or exhausted). The *Metabolis* is (the process of (acquisition + utilization)) or operation. The *Metabolism* may be refined much more, and has been, this is simply to demonstrate we are simply caloric machinery.

What is the difference between a caloric machine and non-caloric machine then? A caloric machine is obvious and simple so we shall now begin with this. A caloric machine may be warm-blooded or cold-blooded meant warm-fluid or cold-fluid. A caloric machine requires two fundamental entities. The *Cat* and the *An*. The *Cat* is down or sub-cycle. The *An* is up or super-cycle. The *Meta* is the summation of the *Cat* and the *An*. A *Bolis* is a curve. A *Metabolis* is then the Summated (Complete, Additioned) Curve. A *Catabolis* is then down curve or sub curve. An *Anabolis* is then up curve or super curve. The *Catabolis* is fuel consumption or power processing. Fuel or Power is supplied or acquired (Fuel or Power is acquisitioned or inhausted). The *Anabolis* is fuel processing or power consumption. Fuel or Power is applied or utilized (Fuel or Power is utilized or exhausted). The *Metabolis* is (the process of (acquisition + utilization)) or operation. The *Metabolism* may be refined much more, and has been, this is simply to demonstrate we are simply caloric machinery.

The Arts and Science CONTINUE to separate, divide, disjoin, SUBTRACTION. They must Specialize which will further Optimize. However, they are both Optimizing themselves and each other. They are not inverses but inverse operations. A complete cycle consisting of a down cycle and up cycle. Do not confuse



Specialization with Separation. The Arts and Sciences MUST Specialize, multiply, conjoin, ADDITION. The Scientific Method = Inverse Artistic Method I mean the Artistic Method = Inverse Scientific Method.

### Individual Perception (True or False)

**Individual Perspective = Reference (Point of Reference = Point of Individual View) *The Son's Pupil***  
(*Lens, Eye, View*)

This is self-evident. I may look here while you there. Another looks up while those look down. We do not share each other's eyeballs. We do not share each other's **Pupils (point of which we view)**. We each have our own **Point of View = Personal Ethics = Individual Perspective**.

In both the Arts and Sciences, the object being observed (**Referenced**; measure, analyzed, questioned) is done some from a single **point** at any one time as to be done **Systematically**. This **point** is commonly referred to as the **Point of Reference** (Reference frame – implying a view, window; defined axis). **Point of View = Point of Reference = Personal Ethics = Individual Perspective** is seeing meant acting meant saying meant meaning we each (**One, Singular**) have our own **point (pupil, "Square One", start, view)**.

### Social Perception (Truth)

**Social Perspective = Origin (Point of Origin = Point of Social View) *The Father's Pupil*** (*Lens, Eye, View*)

A perimeter is scrolled upon the ground. The ground upon which it is drawn nor the shape of said perimeter is arbitrary. What matters is there is a defined perimeter. While outside this perimeter I have my perception. While inside the perimeter we have our perception. While outside this perimeter you have your perception. While inside the perimeter we have our perception. Too many variables need to control for. One may look up while another down. One looks here while another there. Obvious physical differences in height, sight, range of motion and etcetera. Obvious mental differences in visualization, memory, association and etcetera. So what must begin to happen? A confinement with a window is placed over the perimeter so no longer a defined area but a defined space. The window is narrowing to a slit. The slit is shrinking to a **point**. The head is being strapped into a device. The eyelids held open. Even an apparatus to hold the eyeball still. A separate invention to grip the **pupil** still. So while inside of **Origin** one may look upon **It** and only **It**. **It** is unchanging. Outside the individual is free to look about; but, inside the individual may only look upon **It**. While inside of **Reference** we each have our own **Individual Perception = Personal Perception = Personal Ethics = Reference**. While inside of **Origin** we share our **Social Perception = Social Ethics = Origin**.

One at a time each individual will step inside of **Origin** and articulate what they see. The first shall step inside and articulate "Squiggle". The second shall step inside and articulate "Bubble", The third shall step inside and articulate "Rough". So on and so forth each articulating each's individual perception. Too many variables need to control for. What are the Differences? Are the articulations yielding the same **Meanings** just with different words used, descriptions, measurements, etcetera? **Deduction Begins**. All differences are either methodically **conjoined or disjoined** so there is **Only 1 Difference**. **It** is unchanging. **Social Perception =**

**Origin** is unchanging. **Define It** for me. Tell me **What is the Difference**. Remember you are using **Our 1 Social Perception**.

**Define It = What is the Difference = (1) (Social) Perception**  
**(Origin = Point of Origin = (0,0,0) = (x,y,z))**

In both the Arts and Sciences, the object being observed (**Referenced**; measure, analyzed, questioned) is done some form a single **point** at any one time as to be done **Systematically**. This **point** is commonly referred to as the **Point of Reference** (Reference frame – implying a view, window; defined axis). When this point is **Reasoned** (argued, debated, refuted, compared, accepted) by **Society (Singular, One)** then **Point of View = Point of Reference = Social Ethics = Social Perspective** implying seeing meant acting meant saying meant meaning by **(One, Singular) Society** meant **Origin (point of) (pupil, “Square One”, start, view)**.

It is not Maps of Meaning. It is **Messages of Meaning**. The Map is the Message semi-bounded. The Map is the Message half-interpreted. Must be **1 Perspective** but  $\infty$  **Interpretation**.

We each have our own **Personal Ethics = Personal Perspective**. We each **perceive** the world in our own way. **What Is The Difference** between **Logos and Pathos? Logic and Pathic? Science and Art? The Difference = Perspective**. We **Science = Imagine = Mind** to visualize our **individual perceptions**. We **see (Perceive)** the world in our own unique way and **say (Articulate Individual Perception)** in our unique way what we see. We **Art = Engineer = Body** to **interpret** our **individual perceptions**. We **see (Perceive)** the world in our own unique way and **act (Articulate Individual Perception)** in our own unique way what we see.

It is not **Maps of Meaning** it is **Messages of Meaning**:

What is a Map? Define and Deduce it. **Linear Algebra. 1 to 1 projection**. What is a Map of Maps in 3-dimension? An Atlas. What is that direction symbol? The Wind Rose. Imagine a Wind Rose copied over and over, axis slowly becoming bent and warped off **True** but simultaneously becoming more **accurate and precise** (technology progressed). What is that Wind Rose in 3-dimension? The Wind Vein. Same thing as if a Wind Vein on a barn beaten in the storm. **Modern Algebra. Transpose equals its inverse. Geometry**. When two are **disjoint (do not cross, 0)** they are **Parallel**. When two are **conjoint (cross, +)** they are **Perpendicular**.

**Two** individuals are looking upon the **One** map. First points and states “I wish to go there”. Second replies “But that is not on the map”. First answers “Exactly, I have seen **This** and now I wish to see **Thas**”.

What is a **Message? Define it**. A signal. A hormone. A pulse. A “cause”. **Individual pre-** = singular tangible noun. An **Application**. A Human (*Homo sapiens*) is a singular tangible noun. A particle is a singular tangible noun. A “Thing” is a singular tangible noun. An **It** is a singular tangible noun.

What is a **Purpose? Define it**. A reception. An interpretation. A visualization. An “effect”. **Individual post-** = singular tangible noun. **Structural Data in the form of a Symmetry Operation**. A Human (*Homo sapiens*) is a singular tangible noun. A particle is a singular tangible noun. A “Thing” is a singular tangible noun. An **It** is a singular tangible noun.

.....

**Possibilities:**

1. Meaning = Meaning  
Application = Application
2. Meaning  $\neq$  Meaning  
Application  $\neq$  Application
3. Purpose = Purpose  
Structural Data (Symmetry Operation) = Structural Data (Symmetry Operation)
4. Purpose  $\neq$  Purpose  
Structural Data (Symmetry Operation)  $\neq$  Structural Data (Symmetry Operation)
5. Meaning = Purpose  
Application = Structural Data (Symmetry Operation)
6. Meaning  $\neq$  Purpose  
Application  $\neq$  Structural Data (Symmetry Operation)
7. Purpose = Meaning  
Structural Data (Symmetry Operation) = Application
8. Purpose  $\neq$  Meaning  
Structural Data (Symmetry Operation)  $\neq$  Application

**Set  $\neq$  Subset**

Let O = Origin (Social Perception)

Let N = a singular Noun

Let All Nouns = Tangibles (person, place, thing) and Ideals (idea)

Let T = a singular tangible noun

Let t = a singular tangible noun

Let I = a singular ideal noun

Let i = a singular ideal noun

Let Meaning of T equal or not equal Meaning of I

Let Purpose of T equal or not equal Purpose of I

**Possibilities:**

1. Meaning of T = Meaning of I
2. Purpose of T = Purpose of I
3. Meaning of T  $\neq$  Meaning of I
4. Purpose of T  $\neq$  Purpose of I
5. Meaning of T = Purpose of I
6. Purpose of T = Meaning of I
7. Meaning of T  $\neq$  Purpose of I
8. Purpose of T  $\neq$  Meaning of I

$\exists$  N

$\exists!$  N; singular

$\exists T$   
 $\exists! T$ , singular  
 $\exists I$   
 $\exists! I$ , singular  
 $(\forall (T, I) \in N)$

This implies T is **subset** of N;  $(\forall (T, I) \in N, T \sim I \Rightarrow I \sim T)$  True if  $T = I$  and  $I = T$  or  $I \neq T$ . T must only Exist.  
 A tangible noun may be Perceived Indefinitely. Perception is changing. A tangible noun may be Visualized Indefinitely. Visualization is changing. (Different perceptions, Different visualizations, Same noun)  
 This implies  $N = \{\infty\}$ ; **set** of all

This implies I is **subset** of N;  $(\forall (T, I) \in N, T \sim I \Rightarrow I \sim T)$  True if  $I = T$  and  $I = T$  or  $I \neq T$ . I must only Exist.  
 An ideal noun may be Perceived Indefinitely. Perception is changing. An ideal noun may be Visualized Indefinitely. Visualization is changing. (Different perceptions, Different visualizations, Same noun)  
 This implies  $N = \{\infty\}$ ; **set** of all

Now let  $N = \{\mathbf{Universal\ set\ of\ All\ Nouns}\}$ , and define  $\sim$  on N as  $T \sim I$  and  $I \sim T$  if and only if T and I are objectively perceived (analyzed, measured, studied) by O (singular, society). Then  $T \sim T$  since any perception of T was perceived by O. Then  $I \sim I$  since any perception of I was perceived by O. Similarly,  $T \sim I \Rightarrow I \sim T$  both  $(T \sim I) \wedge (I \sim t) \Rightarrow (T \sim t)$  and  $(I \sim T) \wedge (T \sim i) \Rightarrow (I \sim i)$ . Therefore  $\sim$  is an equivalence relation.

**28 Lemma:** Let  $\sim$  be an equivalence relation on a **set** N. Then two equivalence classes are either identical (**conjoint**) or **disjoint**. (For closure)

**Theorem:**

Let  $N \neq \emptyset$  be a **set**. Any equivalence relation on N induces a partition of N. Conversely, given a partition of N into **disjoint**, non-empty **subsets**, we can define an equivalence relation on N whose equivalence classes are precisely (meant **True**) these **subsets**.

**Proof:** By Lemma 28, if  $\sim$  is an equivalence relation on N then

$$N = \bigcup_{T \in N} [T],$$

and  $[T] \cap [I] = \emptyset$  if  $T \not\sim I$ . This proves the first half of the theorem.

Conversely, let

$$N = \bigcup N_t, N_t \cap N_i = \emptyset \text{ if } t \neq i,$$

be a partition of N. We define the relation  $\sim$  on N by letting  $T \sim I$  if and only if they belong to the same  $N_t$ . Since the  $N_t$  are mutually **disjoint**, it is clear that  $\sim$  is an equivalence relation on N and that for  $T \in N_t$ , we have  $[T] = N_t$ .

$\exists! N$ ; singular

$(\forall (T, I) \in N)$  may  $T = I$  or  $T \neq I$  or  $I = T$  or  $I \neq T$  but  $N = N$  regardless.

$N = \{\mathbf{All\ Nouns}\} = \{\mathbf{1}\} = \{\mathbf{Set}\} = \{T, I\}$

$T = \{\mathbf{Tangible\ Nouns}\} = \{\infty\} = \{\mathbf{Subset\ of\ Set}\} = \{T, T_1, T_i, \dots, \text{all } T\}$

**I = {Ideal Nouns} = {∞} = {Subset of Set} = {I, I<sub>T</sub>, I<sub>t</sub>, ... , all I}**

All is One and One is All. **All of Reality** “exploded forth” from **One Singularity**.

**Define It** for me

Tell me **What Is The Difference**

Remember, you are using our **1 Social Perception (meant Origin)**

## **Grammar**

*Logical Linguistics meant Mathematical Linguistics*

### **Canonical Classic English (Latin Derived): Mathematics:**

**1. Adjective (ADJ, | X | )** – word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) that generally modifies (addition meant **conjoin** or subtraction meant **disjoin**) phrase(s) (**Set(s)** of Implied Meaning(s), Meaning(s), Singular Plurality, **Static**) or describes (implies meaning(s), implicit and/or explicit) its referent(s) (Mentioned, Acted (*Theatrical*), Actor(s) (*Theatrical*), Singular, **Static**).

Historically classed together with noun(s). Currently classified separately as Determiner(s). Its Semantic Role (Explicit Meaning) is to change information given.

Exempli Gratia:

- That's a **funny** idea. (Attributive – *Addition*, Add Modification ; Mathematics – Attributive meant Associative Property). That's a **funny** idea = That's a idea **funny**.

**FUNNY, X** implies meaning.

- That idea **is funny**. (Predicative – *Pre- -Dictated*, Built upon Axioms/Lemmas/Proofs/Theories/Conjectures/Etcetera ; Mathematics – **is** Predicative, Built upon Axioms/Lemmas/Proofs/Theories/Conjectures/Etcetera). That idea **is funny** = That idea **funny is**.

**IS, X** implies predicted meaning.

- Tell me something **funny**. (Postpositive – *Post- -Position*, Built upon Axioms/Lemmas/Proofs/Theories/Conjectures/Etcetera ; Mathematics – **something** Postpositive, Built upon Axioms/Lemmas/Proofs/Theories/Conjectures/Etcetera). Tell me **something funny** = Tell me **funny something**.

**SOMETHING, X** implies specific meaning.

**2. Adverb (AVB, + or 0)** - (from Latin *adverbium*, *ad-* 'to', *verbum* 'word' or 'verb', *-ium verbum* 'word') - word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) that generally modifies (addition meant **conjoin** or subtraction meant **disjoin**) phrase(s) (**Set(s)** of Implied Meaning(s), Meaning(s), Singular Plurality, **Static**). \*Interjection if or Adverb\*

Historical principal function is modify of verb(s) or verb phrase(s). Its Semantic Role (Explicit Meaning) is to provide information given.

Exempli Gratia:

- X is the Y *if* Y is the Z.
- X is Y *if* Y is Z.
- X is Y and Y' *if* Y is Z and Y' is Z'.
- X is to Y *if* Y is Z.
- X is Y *if* Z. (*occurrence*)
- X is Y *if and only if* Z. (*state of being*)

**IF, + or** - implies (implicit and/or explicit) meaning(s) (either specific or non-specific).

**3. Article (ART, | Y |)** – specific (Defined **Set or Subset** of Explicitly Implied Meaning(s)) word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) that generally specify (**Define** or Deduce meant Derive or **Differ** meant Addition or Subtraction Implied Meaning(s)) noun(s) or noun phrase(s).

Basic form either **conjoined or disjoined set(s)**. Its Semantic Role (Explicit Meaning) is to provide information given.

Exempli Gratia:

- This X.
- A(n) X.
- Y X.
- X Y.
- X is Y. (*occurrence*)
- X is Y. (*state of being*)

**Y** implies (implicit and/or explicit) meaning(s) (Specific).

**4. Conjunction (CNJ, <+> or <0>)** – specific connect (addition meant **conjoin** or subtraction meant **disjoin**) word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) and phrase(s) (**Set(s)** of Implied Meaning(s), Meaning(s), Singular Plurality, **Static**). \*Preposition if or Conjunction\*

Basic form either **conjoined or disjoined set(s)**. Its Semantic Role (Explicit Meaning) is to provide information given.

Exempli Gratia:

- X is the Y *if and only if* Y is the Z.
- X is Y *if and if* Y is Z.
- X is Y and Y' *if and if* Y is Z and Y' is Z'.
- X is to Y *if and if* Y is Z.
- X is Y *if and if* Z. (*occurrence*)
- X is Y *if and only if* Z. (*state of being*)

**IF AND (ONLY) IF, <+> or <->** implies (implicit and/or explicit) meaning(s) (Specific).

**5. Determinator (DTR, < | X | >)** – specific (Defined **Set or Subset** of Explicitly Implied Meaning(s)) word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) that generally specify (**Define** or Deduce meant Derive or **Differ** meant Addition or Subtraction Implied Meaning(s)) noun(s) or noun phrase(s) or referent(s) (Mentioned, Acted (*Theatrical*), Actor(s) (*Theatrical*), Singular, **Static**).

Generally, specify referent(s). Basic form either **conjoined or disjoined set(s)**. Its Semantic Role (Explicit Meaning) is to provide information given.

Exempli Gratia:

- X Y.
- Y X.
- X is Y. (*occurrence*)
- X is Y. (*state of being*)

**X** implies (implicit and/or explicit) meaning(s) (Specific).

**6. Noun (Nom, X)** - (from Latin *nomen* 'name') - word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) that generally function (Equate Element(s) to a **Set or Subset** of Explicitly Implied Meaning(s), Explicit Meaning(s), Singular and/or Singular Plurality, **Static**).

Basic form either **conjoined or disjoined set(s)**. Its Semantic Role (Explicit Meaning) is to provide information given.

Exempli Gratia:

- X.
- The X.
- X is Y. (*occurrence*)
- X is Y. (*state of being*)

**X** implies (implicit and/or explicit) meaning(s) (either specific or non-specific).

**7. Numerical (Num, Z)** - word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) that generally describes (implies meaning(s), implicit and/or explicit) noun(s) or noun phrase(s). (Singular and/or Singular Plurality, **Static**).

Basic form either **conjoined or disjoined set(s)**. Its Semantic Role (Explicit Meaning) is to provide information given.

Exempli Gratia:

- X is Z.
- X has Z.
- Z many.
- *X is Z. (frequency of occurrence)*
- *X is Z. (frequency of state of being)*

**Z** implies (implicit and/or explicit) meaning(s) (either specific or non-specific).

**8. Interjection (INJ, Y)** - word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) or phrase(s) (**Set(s)** of Implied Meaning(s)). \*Adverb if or Interjection\*

Basic form either **conjoined or disjoined set(s)**. Its Semantic Role (Explicit Meaning) is to provide information given.

Exempli Gratia:

- Y.
- *Y. (occurrence)*
- *Y. (state of being)*

**Phrase(s), Y** (implicit and/or explicit) meaning(s) (either specific or non-specific).

**9. Preposition (PRP, < | Y | >)** – (from Latin *prae-* ‘before’, *ponere* ‘to put’) - specific (Defined **Set or Subset** of Explicitly Implied Meaning(s)) word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) that generally specify (**Define** or Deduce meant Derive or **Differ** meant Addition or Subtraction Implied Meaning(s)) noun(s) or noun phrase(s) or referent(s) (Mentioned, Acted (*Theatrical*), Actor(s) (*Theatrical*), Singular, **Static**) or another Grammatical Operator. \*Conjunction if or Preposition\*

Generally, specify referent(s). Basic form either **conjoined or disjoined set(s)**. Its Semantic Role (Explicit Meaning) is to provide information given.

Exempli Gratia:

- *X may Y*



- X *may* Y if Y Z.
- X *may* Y and Y' if Y Z and Y' Z'.
- X is Y if Y *may* Z.
- X is Y *may* Z. (*occurrence*)
- X if Y *may* Z. (*state of being*)

**MAY, Y and <+> or <->** implies (implicit and/or explicit) meaning(s) (either specific or non-specific).

**10. Pronoun (PRO, <X>)** – (from Latin *pronomem*, *pro-* 'for', *nomen* 'name') - word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) that generally function (Equate Element(s) to a **Set or Subset** of Explicitly Implied Meaning(s), Explicit Meaning(s), Singular and/or Singular Plurality, **Static**) noun or noun phrase(s).

Basic form either **conjoined or disjoined set(s)**. Its Semantic Role (Explicit Meaning) is to provide information given.

Exempli Gratia:

- X.
- The X.
- A X.
- X is Y. (*occurrence*)
- X is Y. (*state of being*)

**X** implies (implicit and/or explicit) meaning(s) (either specific or non-specific).

**11. Verb (VRB, →)** - (from Latin *verbum* 'word') - word(s) (Implied Meaning(s), Meaning(s), Singular, **Static**) that generally explicitly implies (explies) action (**Set(s)** of Explicitly Implied Meaning(s), Explicit Meaning(s), Singular and/or Singular Plurality, **Static**), explicitly implies (explies) occurrence (**Set(s)** of Explicitly Implied Meaning(s), Explicit Meaning(s), Singular and/or Singular Plurality, **Static**), or explicitly implies (explies) state of being (**Set(s)** of Explicitly Implied Meaning(s), Explicit Meaning(s), Singular and/or Singular Plurality, **Static**).

Basic form, with (*Par-* ; *Addition*) or without (*DePar-* ; *Subtraction*), particle (associated/added/subtracted meaning) may or may not (= or ≠) inflect (Add/subtract meant imply/exply meaning(s)), may or may not (= or ≠) infinite or non-finite (infinite or definite meant **dynamic or static**).

Exempli Gratia:

- X is the Y.
- X is a Y.
- X is Y and Y'.
- X is Z to Y.
- X is Y. (*occurrence*)
- X is Y. (*state of being*)

**IS**, → implies (implicit and/or explicit) meaning(s) (either specific or non-specific).

.....

Exempli Gratia:

**:Sally sold seashell(s) by the seashore().**

:(Noun, Specific, Singular; Sally) + (Verb, Specific, Singular; sold) + (Numerical, Specific, Singular; (s)) + (Pronoun, Specific, Singular; sea) + (Noun, Singular, Specific; shell) + (Determinator, Specific, Singular; by) + (Numerical, Specific, Singular; the (1)) + (Pronoun, Specific, Singular; sea) + (Noun, Specific, Singular; shore)

: $X_1 + \rightarrow_1 + Z_1 + \langle X_2 \rangle + X_3 + \langle | X_4 | \rangle + Z_2 + \langle X_5 \rangle + X_6$

Define the **set(s)** and **subset(s)** mathematical ( $\forall X_Z \in ?, ? = \{\text{Data}\}; Z_1 = [\text{Singular Plurality, Unspecific, } \infty]; Z_2 = \{\text{Singular, 1}\}$ ) So on and so forth). Define **set(s) and subset(s)** and have a device use together with two fundamental operations (**Addition and Subtraction**). Is this what a machine already does? Computer? What is compiler? What is an Algorithm?

**:You poop that poop; you poopy pooper.**

:[(You poop)] + [(that)] + [(poop)] , + [(you ((poopy) (pooper)))]].

:[(Numerical<sub>1</sub> + Noun<sub>1</sub>) <+> (Numerical<sub>2</sub> + Verb<sub>1</sub>)] + [(Numerical<sub>3</sub> + Pronoun<sub>1</sub>)] + [(Numerical<sub>4</sub> + Noun<sub>2</sub>)] + [(Numerical<sub>5</sub> + Noun<sub>3</sub>) <+> [(Numerical<sub>6</sub> + Adjective<sub>1</sub>) <+> (Numerical<sub>7</sub> + Adjective<sub>2</sub>)]].

:[(Z<sub>1</sub> + X<sub>1</sub>) <+> (Z<sub>2</sub> + W<sub>1</sub>)] + [(Z<sub>3</sub> + <X<sub>2</sub>>)] + [(Z<sub>4</sub> + X<sub>3</sub>)] + [(Z<sub>5</sub> + X<sub>4</sub>) <+> [(Z<sub>6</sub> + | X<sub>5</sub> | ) <+> (Z<sub>7</sub> + | X<sub>6</sub> | )]]

**It DEPENDS ON THE DEFINITIONS (meant MEANINGS) of the variables.**

**Noun, Pronoun, Determinator and Adjective are debatable, definable, semantics... Programming.**

Define the **set(s)** and **subset(s)** mathematical ( $\forall X_Z \in ?, ? = \{\text{Data}\}; Z_Z = [\text{Singular or Singler Plurality or Plurality}]$ ). So on and so forth.

Let Z = Numerical

Let X = Noun

Let W = → = Verb (Action)

Let <> = Pronoun ; Descriptive Modifier

Let | | = Adjective ; Descriptive Modifier

Then:

Z<sub>1</sub> = {1} = Z<sub>1</sub> then 1<sub>1</sub> then 1

Z<sub>2</sub> = {1} = Z<sub>1</sub> then 1<sub>1</sub> then 1

$Z_3 = \{1\} = Z_1$  then 1 then 1

$Z_4 = \{1\} = Z_1$  then 1 then 1

$Z_5 = \{1\} = Z_1$  then 1 then 1

$Z_6 = \{\infty\} =$  then  $\infty_1$  then  $\infty$

$Z_7 = \{\infty\} = Z_6$  then  $\infty_1$  then  $\infty$

$X_1 = \{\text{Specific Noun; you}\}$

$X_2 = \{\text{Specific Noun; that}\}$  Actually Pronoun should  $\langle X_Z \rangle$  ;Arguably Determinator

$X_3 = \{\text{Specific Noun; poop}\}$

$X_4 = \{\text{Specific Noun; you}\}$   $X_4$  means  $X_1$  then  $X_1$

$X_5 = \{\text{Specific Noun; poopy}\}$  Actually Adjective should  $| X_Z |$

$X_6 = \{\text{Specific Noun; pooper}\}$  Actually Adjective should  $| X_Z |$

$W_1 = \{\text{Specific Noun; poo}\}$  Actually Verb should  $\rightarrow_z$

Then:

$[(1+X_1)\langle + \rangle (1+W_1)] + [(1+ \langle X_2 \rangle)] + [(1+ X_3)] + [(1+ X_4) + [(\infty+X_5) + (\infty+ | X_6 | )]]$

Then:

$[(1+X_1) + (1+W_1)] + [(1+X_2)] + [(1+X_3)] + [(1+X_1) + [(\infty+X_5) + (\infty+X_6)]]$

$\langle \text{Addition/Subtraction} \rangle$  Versus Addition/Subtraction is order of operation; defined by literal ordering and/or bracketing.

Then (All Depends on **how variables defined**. Every Computer Scientist knows this):

$[(X_1) + (W_1)] + [(X_2)] + [(X_3)] + [(X_1) + [(\infty+X_5) + (\infty+X_6)]]$

*No punctuation is provided. No Context is provided. No thing may be explried (no direct inference nor direct implication). This may be Programmed meant Coded meant Mathematics as well.*

## Logical Differences

The Philosophies (**Social**) assign an Element to a Specific Set and in doing so give a Noun (Tangible or Ideal) its meaning meant essence meant implied meaning meant implication meant inference.

The Logics (**Social**) use this pre-assigned element in a calculation (linear thought that may be expressed (**Individual** articulation of some form) so it may be reasoned for the solemn purpose of prediction. A prediction is a “working” Theory, Lemma, Axiom, Etcetera used for the solemn purpose of accurately predicting a natural phenomenon. If it accurately predicts then is a “Working” Theory, Lemma, Axiom, Etcetera. “Accurate” is a

relative term the simple means compared to and is subject to both the **individual** and methodology used and the reason why Data, Datum, Information, Knowledge is ALWAYS averaged, differed, collected, analyzed by **Society**.

The differences among Prepositional Logic versus Mathematical Logic:

<u>Prepositional Logic</u>	<u>Mathematical Logic</u>
Specific Noun(s)	General Noun(s)
Human	Universal
Individual	Social
1	∞
Closed Language Group under BOTH modulo addition and modulo subtraction	∞
Cyclic	∞
(I. I Eat. Eat I. I Eat Food. I Food Eat. Eat Food I. Eat I Food. Food I Eat. Food Eat I.....)	∞

<u>-iatries</u>	<u>-ologies</u>
Specific Noun(s)	General Noun(s)
Person(s)	People(s)
Individual(s)	Society(s)
Singular OR Singular Plural	Singular Plural
Attempt to predict "not what we Think with but what we Think"	Attempt to predict "not what we Think with but what we Think"
Mental OR Physical	Mental OR Physical
Ima- -Cery meant Emergency meant Internal Treatment meant Mental Therapy	Ima- -Cery meant Emergency meant Internal Treatment meant Mental Therapy
En- -Cery meant Auxillaury meant External Treatment meant Physical Therapy	En- -Cery meant Auxillaury meant External Tretmeant meant Physical Therapy
Subset(s)	Set(s)

### Distance (≠Meter)

**Distance = (A Tangible Noun Able to Vary with Size (Scaled)) and (Without Change)**

**Distance = A Static Tangible Noun**

## Distance $\neq$ Meter just as Rectangle $\neq$ Square

Now we must define and deduce both time and distance. Pay close attention to the deductions. Distance is a **static** magnitude. **Static** is without change. Magnitude is a variable scalar. Variable scalar is a tangible noun able to vary with size. Able to vary with size so it may be scaled up or down.

### Exercise 1.

I have imagined and now wish to construct what I have imagined. It is both more obvious and efficient to **self-standardize**. I do not have to but you will see the **probability of standardizing is increasing**. Also, if one piece is 5 longs long and another 7 shorts long how many longs to how many shorts? This is where things such as “rule of thumb” come from. One piece that is 5 thumbs while another is 2 thumbs. I have constructed what I have imaged in twig.

### Exercise 2.

I have constructed what I have imagined and wish to show a friend; and obviously, tell them what a loser they are. I have constructed the widget. They have constructed the wadget. We are both impressed and wish to combine them and create the wudget. I have constructed in twig. They have engineered in rock.

#### Option 1: (No Deduction)

The conversion ratio. Simply line up tail to tail and iterate until match tip to tip and count. This many wholes to that many wholes. **No deductions**. We started with two units and ended with two units. **Nothing lost nothing gained**.

#### Option 2: (Deduction)

We choose either the twig or the rock and decide to construct in **one standard increment**.

#### Option 3: (Deduction)

We choose neither the twig nor the rock and decide to construct in pebble (**one standard increment**). As deduction continues the **probability of standardizing** the next time is **increasing**.

### Exercise 3.

I attend a convention and am excited with all the new inventions. All of the gadgets and gizmos. All of the widgets and wadgets. Of course, we quickly wish to combine inventions and see what new inventions may be configured.

#### Option 1: (No Deduction)

The conversion ratios. **No deductions**. We started with two units we ended with two units. We begin with 5

we end with 5. We begin with 20 we end with 20. **Nothing lost nothing gained.**

### Option 2: (Begin Deduction)

All of the twig and rock to one side and work it out amongst yourselves. All the pebble and leaf to one side and work it out amongst yourselves. So on and so forth. You begin deduction but have **not deduced to one standard increment.**

### Option 3: (Deduction)

“Enough is enough. This is the master device in increments of master. Everyone come hold your device up to the master device and eyeball it so we are all in units of master. Except you Bob! Go build something!”. And is this not what we did (**standardization**)? Pilgrimages made to the master devices. How **accurate and precise** is an eyeball anyways? As time and technology progressed Society was able zoom closer and closer to **True**. As a device becomes more **accurate** its **precision increases**. As a device becomes more **precise** its **accuracy increases**.

## **Time ( $\neq$ Second)**

**Time = (A Tangible Noun able to vary with size) and (With Repeating Change)**

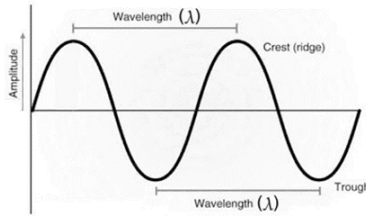
**Time = A Dynamic Cyclical Tangible Noun**

**Time  $\neq$  Second just as Rectangle  $\neq$  Square**

Time is a **dynamic** cyclical magnitude. **Dynamic** cyclical is with repeating change. We have defined magnitude. (Exempli gratia metronome, watch, clock, alarm, repetition, iteration, pattern, dial)

Time came deduced. It did not have to be but thankfully we all share that big glowing ball in the sky. How did time develop? Obviously, we all know one **static point** casts a shadow. Time developed based upon the growth and decay rates of a shadow relative to that single light source. How **accurate and precise** is one **static point**? Where is the inflection point? If we have two **static points** the **accuracy and precision is increased**. It is far easier to count. If we have three **static points** the growth and decay rates of a shadow relative to a single light source as well as the growth and decay rates relative to a single shadow sharing that single light source yields the **Angle**. Three **static points** can tell time, can tell angle, and tell distance. This is taken for granted with things such as the Trigonometric Identities (Exempli gratia Side-Side-Side). **All Tangibles deduce to 3 data points**. Time has become more **accurate and precise** with the advent of photonics and electronics. **True Time has been going to True Second.**

Time originated as the simple growth rates and decays of shadows; “Not all shadows are created equal”, based upon the viewers orientations the viewers inflection **points** may variate. One may count slower or faster. Thus, the **accuracy and precision** of Time became increased mechanically. How many times has Time meant Second been de/re/con- fined? What is the current definition (*HINT dynamic cyclical nuclear excitation (NMR); Atomic Clock*)? As time and technology progressed Society was able zoom closer and closer to **True**. As a device becomes more **accurate** its **precision increases**. As a device becomes more **precise** its **accuracy increases**.



**Second** – a spatial frequency = amount of (magnitudes from minimum/maximum inflection to adjacent minimum/maximum inflection; respectively). Wavelength is per Second.

$$s \sim \lambda \text{ (spatially; non-Euclidian)}$$

Think number of **Subsets** within a given **Set**

**Meter** = magnitude from minimum/maximum inflection to adjacent minimum/maximum inflection; respectively. Distance is per Wavelength.

$$\lambda \sim d \text{ (spatially; non-Euclidian)}$$

Think given **Set**

.....

You are an A-ling. You were born and raised on Planet-A. You speak language-A. Your Society has built its foundations upon the Unit of Distance meterA and Unit of Time secondA. Your Planet-A revolves your Sun-A. Your **Society Defines** the magnitudes of each; respectively.

They are a B-ling. They were born and raised on Planet-B. They speak language-B. Their Society has built its foundations upon the Unit of Distance meterB and Unit of Time secondB. Their Planet-B revolves their Sun-B. Their **Society Defines** the magnitudes of each; respectively.

### **Meter Possibility 1:**

$$\text{meterA} \neq \text{meterB}$$

No Problem! The **Conversion Ratio**. This is obvious. Our tale to their tale until our tip to their tip. InterPlanetary Conversion Ratio.

**Standardization Will Occur**

### **Meter Possibility 2:**

$$\text{meterA} = \text{meterB}$$

Unlikely! The **probability** is low but **not 0**.

### Standardization Has Occurred

#### Second Possibility 1:

**secondA  $\neq$  secondB**

No Problem! The **Conversion Ratio**. This is obvious. Our start to their start until our stop to their stop. InterPlanetary Conversion Ratio.

### Standardization Will Occur

#### Second Possibility 2:

**secondA  $\neq$  secondB**

Unlikely! The **probability** is low but **not 0**.

### Standardization Has Occurred

**THIS IS A TRICK! A Must Equal B. *Time is unchanging (Universal Electromagnetic Spectrum).*** ***Distance is unchanging (Universal Electromagnetic Spectrum).*** Distances are obvious and just as well be obviously converted using the conversion ratio. Time is just as obvious but may not be immediately apparent. Time came pre-deduced based upon both Planet-A and Planet-B relative positions of each's single light source (Sun, **(point(s))**) and each's position (point(s)) to said light source (distance and angle; angle is comparison of distances) of each's single point (point(s)) of measurement), **either (static) or (dynamic) cyclical but not both;** respectively. Each was born and raised on a Planet revolving each its own Sun; respectively.

Distance is unchanging (meter). Their will most likely be multiple units of DistanceA used (inchA, meterA, stickA, etceteraA). Their will most likely be multiple units of DistanceB used (inchB, meterB, stickB, etceteraB). Their will simply be Planetary Conversion Ratios to convert between all the various Units of Distance. The fundamental length is  $\lambda = \text{Wavelength (Spatial Distance)}$ . The **Fundamental Distance Conversion Ratio is  $\lambda$** .

Time is unchanging (second). Their will most likely be multiple units of TimeA used (secondA, frequencyA, pulseA, etceteraA). Their will most likely be multiple units of TimeB used (secondB, frequencyB, pulseB, etceteraB). Their will simply be Planetary Conversion Ratios to convert between all the various Units of Time. The fundamental length is  $\lambda = \text{Wavelength (Spatial Distance)}$ . The **Fundamental Time Conversion Ratio is  $\lambda$** .

.....

An entire World of Flora and Fauna unto itself within your bowels. How do they "keep time"?



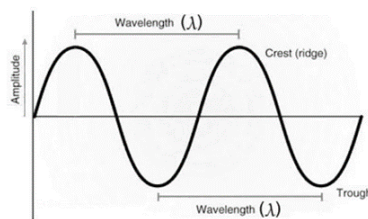
An organism alone at the bottom of the ocean. No visible light of any kind. No Sunlight. No bioluminescence. It is alone in the dark. How does it “keep time”?

An organism alone in the Universe. No visible light of any kind. No Sunlight. No Starlight. No sources of electromagnetic radiation in “line-of-sight”. How does it “keep time”?

Our Space Ships are fueled and ready. Our Crews have been assembled and are eager. Organisms from outside this Solar System have been located. Their Telemetry has been calculated and determined. If and When we arrive how do I promptly state to them "Erf Rules and Extraterrestrials Drool!!!" in a form of mutual communication or form of their communication of course. I wish to offend thee... and more I wish thee knows it has been offended. How do we do this?

How do machines communicate? How do mutes communicate? What is Machine language meant Sign Language meant Morse Code meant Code meant Binary meant Crypt meant Variables meant **Language**?

.....



**Define Distance**

**Define Time**

$$A = B$$

Relativity is a comparison between two **dynamic** magnitudes one cyclical (repeating change) and the other anticyclical (change). This asymmetry arises due to one of the objects being compared approaching the same speed of the second objects **dynamic** cyclical magnitude = Time (Frame of Reference). This is where the reference frame (Generally the object with repeating change), time dilations and Doppler effects, both conversions to compute in 1 magnitude (Scale), arise from.

**Relativity** = (A Comparison Between Tangible Nouns Each Able to Vary with Size (Scaled)) and (Some with Repeating Change) and (Some with Change)

**Relativity** = 1 comparison of **Dynamic** Tangible Nouns, generally 2 are compared at once

**Time Distance = Distance Time = Time Time = Distance Distance**

“Time travel” is an oxymoronic statement that is not logical. There is Linear and Circular. Circumference and Diameter. Straight and Curved. All units, measurements, extractions, interpolations, masturbations, etcetera are differing distances compared to each other in various ways. DistanceA/DistanceB. DistanceG\*(DistanceQ/DistanceP). So on and so forth.

## WE MUST TRAVEL

Post Script Nature, Reality, THIS does not allow for degeneracies (Degenerate States). The Past will always remain a History. The Future will always remain a Mystery. And Chemistry is More Bestest!

### Pause...

Time, Distance, t, d, Meter and Second are six separate and distinct concepts not to be confused with each other. **Define** and **Deduce** all six:

**Time** = (A Tangible Noun able to vary with size) and (With Repeating Change) = A **Dynamic Cyclical** Tangible Noun

**Distance** = (A Tangible Noun able to vary with size) and (With No Change) = A **Static** Tangible Noun

**t** = Standard Variable Representing Time; a mathematical concept, a conceptual artifact used to compute, a symbol; a **static** noun

**d** = Standard Variable Representing Distance; a mathematical concept, a conceptual artifact used to compute, a symbol; a **static** noun

**Second** = A Spatial Frequency; Magnitudes from minimum inflection to adjacent minimum inflection or maximum inflection to adjacent maximum inflection = (A Specific Tangible Noun able to vary with size) and (With Repeating Change) = A Specific **Dynamic Cyclical** Tangible Noun  
Wavelength is per Second.

$s \sim \lambda$  (spatially; non-Euclidian)  
Think number of **Subsets** within a given **Set**

**Meter** = Magnitudes from minimum inflection to adjacent minimum inflection or maximum inflection to adjacent maximum inflection = (A Specific Tangible Noun able to vary with size) and (With No Change) = A Specific **Static** Tangible Noun  
Distance is per Wavelength.

$\lambda \sim d$  (spatially; non-Euclidian)  
Think given **Set**

## Observe The Meaning (Internal)

You are tasked with writing a manuscript. But before the final task we shall practice. Practice. Practice. Practice. Practice doesn't make Perfect but Practice does make Permanent. You will write the manuscript for how to change a wheel on a current vehicle. One so it is easy to **Visualize**. Two so we may deduce it open. You will choose any make and model vehicle of this year. You will write the manuscript for changing a wheel on this year, make and model vehicle. Three things to bare in mind. All the assumptions. All the facts. **Everything you can and cannot define**. Once you finish you will rewrite the same manuscript for how to change the wheel on same year, same make, all models. Three things to bare in mind. All the assumption. All the facts. **Everything you can and cannot define**. Same manuscript rewritten for all models, all makes, same year. Same manuscript rewritten for all models, all makes, all years. Same manuscript rewritten for all vehicles. Now you see where we are going you will perform one last practice. You will write the manuscript for how to change The Wheel. A wheel? This wheel? That wheel? You will write the manuscript for how to change The Wheel. Five things to bare in mind three of which you already know. All the assumptions. All the facts. **Everything you can and cannot define**. **Withstand the Test of Time**. Once written it cannot be unwritten. Once done it cannot be undone. So **One Perception**. Your perception. You are writing this. **Withstand the Lost in Translation**. Not only must it be **Interpreted** by all the various clicks and clacks heard around the world but all the various clicks and clacks of all time. So **All Interpretation**.

Now you understand your task you will be tasked with writing the manuscript for how to change The Mind. You will write the manuscript for how to change The Mind. All the assumptions. All the facts. **Everything you can and cannot define**. **One perception (1)**. **All interpretation ( $\infty$ )**.

Define *O*. Define this circle I mean loop I mean hoop I mean circuit.....?.....I mean ring I mean collar..... I mean crown I mean halo I mean wreath. **Define It**. Define *O*.

**Define It =**

### Exercise 1.

I shit on a piece of canvas and hang it on the wall. Two passes by and perceive the same thing. First says "I love this complex piece. It must be titled Poop Upon Paper. Notice the corn kernel for added depth and contrast". Second replies "You mean this abstract crap?". How can this be? **What is the Difference** between abstract and complex? What is the difference between this and that? If you understand **It** it is complex. If you do not understand **It** it is abstract. But **It** is **It** all the same. **It is unchanging**

**Define It = What is the Difference =**

### Exercise 2.

I imagine **This**. In an attempt I engineer **That**. Another perceives **That** as **Thas**. Another interprets **Thas** as **Thit**. What has happened? There has been discontinuity. Discontinuity is **Dynamic**. If it were to remain continuous it would be **Static**. Zero-Point Energy. True Node. No energy in the system.

### Exercise 3.

I see a large stone and decide to burden the heavy load and labor it home. For I could not pick up two for two is far too heavy but I may pick up one. But wait? New possibility arising? A new door opening? Potential increased. Strength added. I may rest and pick up no stones. I may again labor the one stones. I may now pick up that second stone after applying work. I cannot pick up three for three is far too heavy but I may pick up two. What if I labor two until I may lift three? What if I labor three until I may lift four? If I were to continue the potential seems endless. Endless potential? The concept of **Infinity** arises. Obviously, the opposite of infinity is negative infinity.... but wait .... the opposite of **Zero** is not negative infinity and they are certainly not equivalent..... but wait!.....we started at 0 and 1. The opposite of 0 is 1 and the opposite of 1 is 0. I mean the opposite of 0 is 2 and the opposite of 2 is 0 and the average is 1. I mean the opposite of 0 is..... the opposite of 0 is every number and infinity? **Undefined**. Now we deduce down to the smallest step size. At each step two things occur. **Contemplation**. **Construction**. The next stone must be **contemplated**. The next stone must be **constructed**. The next stone must be **Imagined**. The next stone must be **Engineered**. You **contemplate** what you **construct** and you **construct** what you **contemplate**. You **imagine** what you **engineer** and you **engineer** what you **imagine**.

**Internalized Creations = Externalized Creations**

**Science (Creations of the Mind) = Art (Creations of the Body)**

**Define It = What is the Difference = (1) (Social) Perception**

**(Origin = Point of Origin = (0,0,0) = (x,y,z))**

**Observe The Purpose (External)**

Two separate lines are queued and playing separate games of telegraph and telephone, each respectively. To the first of one queue you quietly whisper “circle”. To the first of the other queue, you secretly draw a circle. “And Go!”. The aim of the games are to compete for most **accurate** and most **precise**. You want to be quick but **precise**. Fast but **accurate**. But they are one in the same game. **A Game of Meaning of Purpose**. You are passing a vessel whose outside (purpose) is **Morphing**, due to discontinues in individual perceptions (**dynamic**), but whose inside (meaning) is continuous (**static**). What is the difference between **meaning and purpose**? At the beginning you **mean** circle and **purpose** circle. The circle will begin to **morph** into the squircle. The squircle will **morph** into the square. At the beginning you **mean** circle and **purpose** circle. At the end you **mean** circle and **purpose** square. At the **point** of the circle **Meaning = Purpose**. At the **point** of the square **Meaning ≠ Purpose**. At the beginning you **perceive circle and visualize circle**. At the end you **perceive square but visualize circle**.

**Define It = What is the Difference = 1 (Social) Perception**

**2 Possible States Total (Tangible and/or Ideal):**

## Equal or Not Equal

**Static Morphism** = an isomorphic process in which 3-Dimensional mapping preserves **meaning (application)** and preserves **purpose (Structural Data in the form of Symmetry operation)**.

**Dynamic Morphism** = a homeomorphic process in which 3-Dimensional mapping preserves **meaning (application)** and does not preserve **purpose (No symmetry operation preserved)**.

**1 (Social) Perception = 3 Data Points = Dynamic Morphism**

## Fill in The Tenant Table (*Lord's Table*)

### Exercise 1.

What is the difference between **meaning and purpose? Perception**. I may strike you in the head or I may strike you in the head. I may strike your body or I may strike you mind. An Individual = Mind + Body is irreducible; dependent upon. Are you your Body? This Defines you and this alone? Are you your Mind? This Defines you and this alone? What Defines a This? If This is existing independent of That does it mean This defines That or vice versa?

While independent we each have Our Individual Ethics meant View **Point** meant **Reference**. **We each have our own Personal Perspective**. We each perceive the world in our own way. We visualize our individual perceptions. We see the world in our own unique way and say in our unique way what we see. We interpret our individual perceptions. We see the world in our own unique way and act in our own unique way what we see.

While independent we each have Our Social Ethics meant View **Point** meant **Origin**. **We each share our own Social Perspective**. We each perceive the world in our own way. We visualize our individual perceptions. We see the world in our own unique way and say in our unique way what we see. We interpret our individual perceptions. We see the world in our own unique way and act in our own unique way what we see.

### Exercise 2.

**Who, What When, Where and Why?** The **When** and the **Where** are both arbitrary and deduce to 1 through **Standardization**. The Time and Place of any **point is Relative to another point** in Time and Place. The Laws of Nature apply equally no matter the Time nor Place. **Meaning Who. Purpose Who. Meaning What. Purpose What. Meaning Why. Purpose Why. Who. What. Why.**

### Observation 1.

It is not a son, not her nor his son. It is The Son. The Holy Son. **The (Perceived)**. What is the difference between this and Holy this? What is the difference between a thing and a Holy Thing? Is it not most curious that a Holy Object cannot be Truly touched meant sensed? A Holy Object may be sensed meant observed meant seen yet

not **Tangible**. As if a Perfect meant Optimal meant True **Tangible** may only be **Ideal**. Then is it not most curious that an Object cannot be Ideally touched meant sensed? An Object may be sensed meant observed meant seen yet not **Ideal**. As if a Perfect meant Optimal meant Ideal **Ideal** may only be **Tangible**.

May **Perfection** be Truly achieved? Does Paradise meant Eden meant Heaven meant Hell Truly exist? If so, when may we arrive at destination?

**Fact 1.**

The Human Being **Perceives in 2-Dimensions**. The Human Being **Visualizes in 3-Dimensions**. You cannot turn the model **physically** but can turn the model **mentally**. (**Holy = Visualized**)

	MEANING	PURPOSE	PURPOSE
<b>QUESTION</b>	<b>IDEAL TRINITY</b>	<b>TANGIBLE TRINITY</b>	<b>TANGIBLE HOLY TRINITY</b>
WHO	SERVICE	THE SON	THE HOLY SON
WHAT	SACRIFICE	THE FATHER	THE HOLY FATHER
WHY	REDEMPTION	THE SPIRIT	THE HOLE SPIRIT
	MEANING	PURPOSE	PURPOSE
<b>Question</b>	<b>IDEAL TRINITY</b>	<b>TANGIBLE TRINITY (2D)</b>	<b>TANGIBLE TRINITY (3D)</b>
WHO	SERVICE	(THE) PERCEIVED INDIVIDUAL	(THE) VISUALIZED INDIVIDUAL
WHAT	SACRIFICE	(THE) PERCEIVED INTERPRATION	(THE) VISUALIZED INTERPRATOIN
WHY	REDEMPTION	(THE)PERCEIVED EXTERNAL TANGIBLE	(THE) VISUALIZED EXTERNABLE TANGIBLE
		<b>HOLY = 3 DIMENSIONAL = VISUALIZED</b>	
	MEANING	PURPOSE	PURPOSE
<b>QUESTION</b>	<b>IDEAL</b>	<b>TANGIBLE (2D)</b>	<b>TANGIBLE (3D)</b>
WHO	SERVICE	INDIVIDUAL	SOCIETY
WHAT	SACRIFICE	PERCEPTION	VISUALIZATION
WHY	REDEMPTION	2D MODEL	3D MODEL

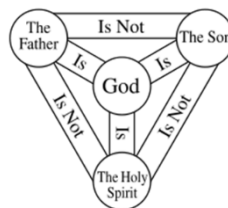
**READING: (Read for yourself please)**

- <Purpose><+> < | Who | ><+> <Meaning> → Society Service
- <Purpose><+> < | What | ><+> <(Meaning> → Visualization Sacrifice
- <Purpose><+>< | Why | ><+>< Meaning> → 3D Model Redemption

**Service Society → Sacrifice Visualization → Redemption 3D Model**

**Look at The Logo**

**(Logo of Reality)**



### 1 Being 1 of 2 Moving 1 of 3 Directions

In- divi dual = Singularity = Single Noun = 1

(*Internalized Divided Duality = Mind + Body = Person*)

Noun = Tangible (person, place, thing) or Ideal (Idea)



### 1 Noun Populating 1 of 2 States Translating 1 of 3 Directions

A God is omnipotent and omnipresent. God = Undefined is Pneuma, Breath of Life, That Which Animates the Inanimate. God is a Noun. God is Singular = 1. I am a singular noun. You are a singular noun. We are a singular noun. A dream is a singular noun. An imagination is a singular noun. This is a singular noun. That is a singular noun. (*Hypothesis Translate Literal **God = The Noun = The Singularity***)

**IT is a Singular Noun**

**Define IT**

**1 Noun = Singularity**



Singularity

#### **Think as a Human (Specific Noun):**

God is one and all. IT created what ever this mortal realm is we all call Reality. I am God. You are God. That toilet flush is God. A bird chirp is God. God is **The Singularity**.



Singularity

#### **Think as a Noun (General Noun):**

Every thing is a some thing; self-explanatory. A **set** is a singular noun. A **subset** is a singular noun. A **set of subsets** is a singular noun. A (*insert singular noun*) is a single entity. A 1. Singularity = Single Noun = 1.

Deduction  
Steven Batha



Singularity

## 2 States of 1 Noun = Duality



Duality

### Think as a Human (Specific Noun):

God is both the Person and IT. God is both the Another and IT. God is both the Society and IT. God is both the pebble and IT. God is one and all.

We **contemplate** what we **construct** and **construct** what we **contemplate**. We **imagine** what we **engineer** and **engineer** what we **imagine**. The dream may or may not be. Dreamt or not dreamt. This or that.



Duality

### Think as a Noun (General Noun):

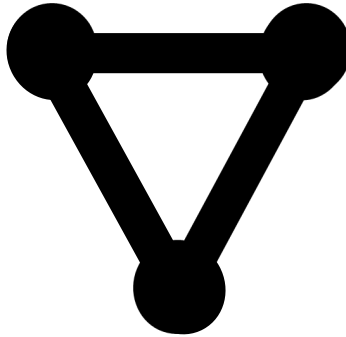
A something must populate a state of. Some thing must be this or that. Straight or Curve. Spin Up or Spin Down. Left or Right. A single noun has two fundamental states. "To be or not to be? That is the question". **Static or Dynamic** , Duality = Double States of One Noun = 2.



Duality



**3 Directions by 2 States of 1 Noun =**



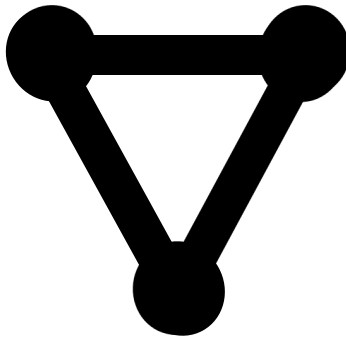
**Trinity**

**Think as a Human (Specific Noun):**

A populated thing is being. If the thing was unpopulated, the thing would not be. "To be or not to be?". The dream must be dreamt.

We **contemplate** what we **construct** and **construct** what we **contemplate**. We **imagine** what we **engineer** and **engineer** what we **imagine**. The dream may or may not be. Dreamt or not dreamt. This or that.

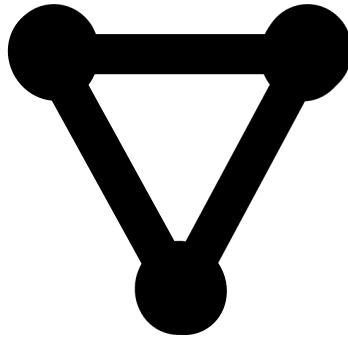
A populated state has three possible dimensions of travel (Height, Width, Length / X, Y, Z). A something must have a beginning, middle and end.



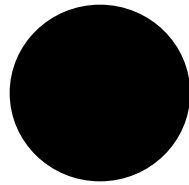
**Trinity**

**Think as a Noun (General Noun):**

There are three tangible directions of movement. Trial Degrees of Freedom. Redundant; Trigonometric Identities. A something has 3 dimensions to traverse (x, y, z). Trinity = Three Dimension by Two States of One Noun = 3



Trinity



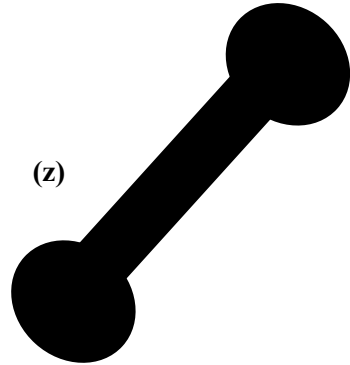
= Singularity = 1 Noun



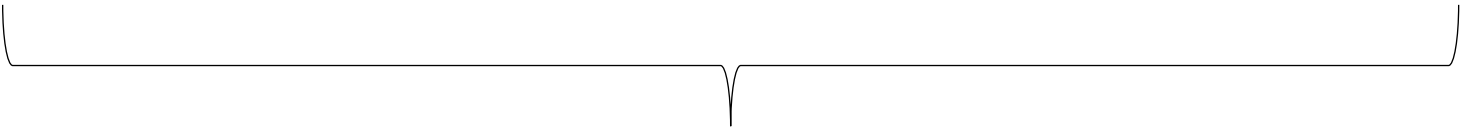
(x)



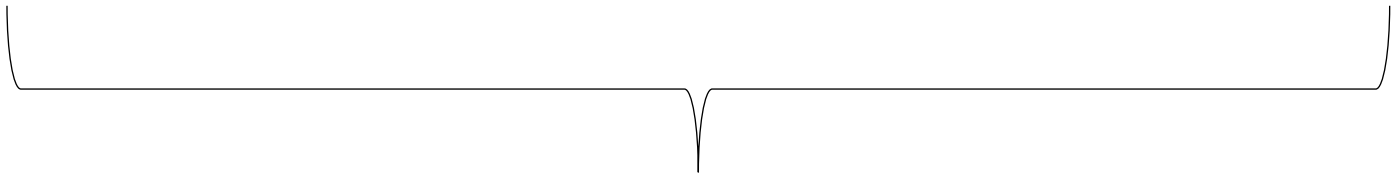
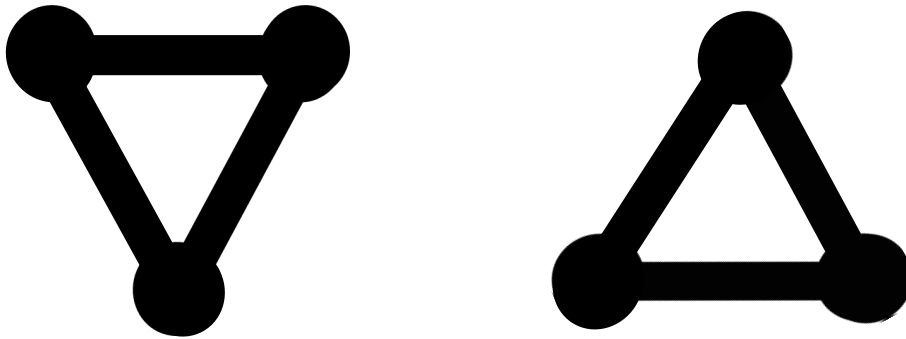
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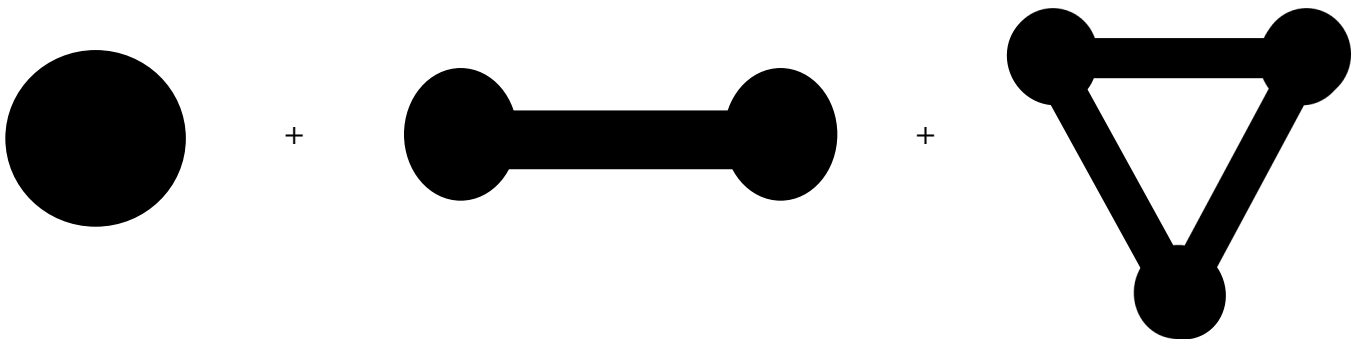
(z)



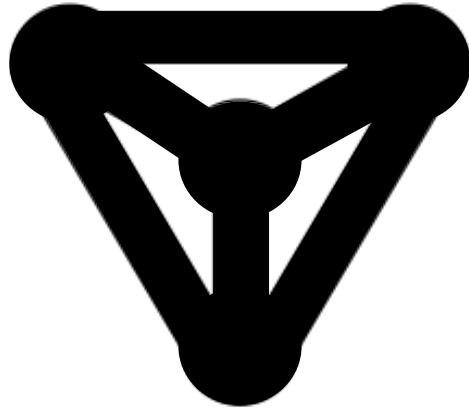
**= Duality = 2 States of 1 Noun**



**= Trinity = 3 Directions by 2 States of 1 Noun**

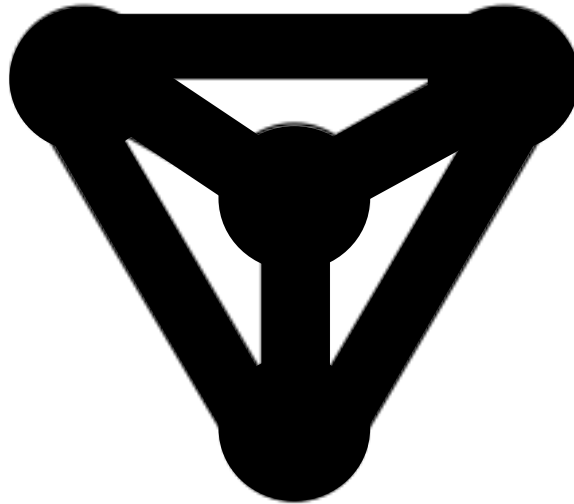


**= Logo of Reality**



**1 Noun Populating 1 of 2 States Translating 1 of 3 Directions**

**1 Being 1 of 2 Translating 1 of 3**



This is a word. A message. A glyph. A character. A paragraph. A sentence. A symbol. A saying. A statement.

**THE MESSAGE**

Reality in one symbol. Our ancestors were much smarter than we give them credit for.

.....

**Summate  
(0.1.2.3)**

.....

There is **0**. Not thing. Nothing. None Existence.

## Null

.....

There is **1**. A singularity. One thing. Something. Existence. A single tangible noun.

## 1 Noun

.....

There is **2**. Dual possibilities. Something must populate a state of. Something must be this or that. Straight or Curve. Spin Up or Spin Down. Left or Right.

## 2 States

.....

There is **3**. Trial Degrees of Freedom. The populated state has three possible dimensions of travel (Height, Width, Length/X, Y, Z). Populated something must translate in three possible directions.

## 3 Directions

.....

What is "A higher dimension"? Define It. A graphical manipulation? A visual abstraction? Informational masturbation? We each live in 3D. We **visualize = imagine = engineer = contemplate = construct** in 3D. We each perceive in 2D. We **perceive = imagine = engineer = contemplate = construct** in 2D. We is 1D. We is a singular noun. We is a 1. I am a 1. You are a 1. A thing is a 1.

## 1 Noun Populating 1 of 2 States Translating 1 of 3 Directions

.....

**Philosophy** → **Logic** →  $\frac{\textit{Mathematics}}{\textit{Religions}}$  → **ALL other Arts and Sciences**

*Denoting Mathematics and Religions were birthed simultaneously (came in to being at or around same time)*

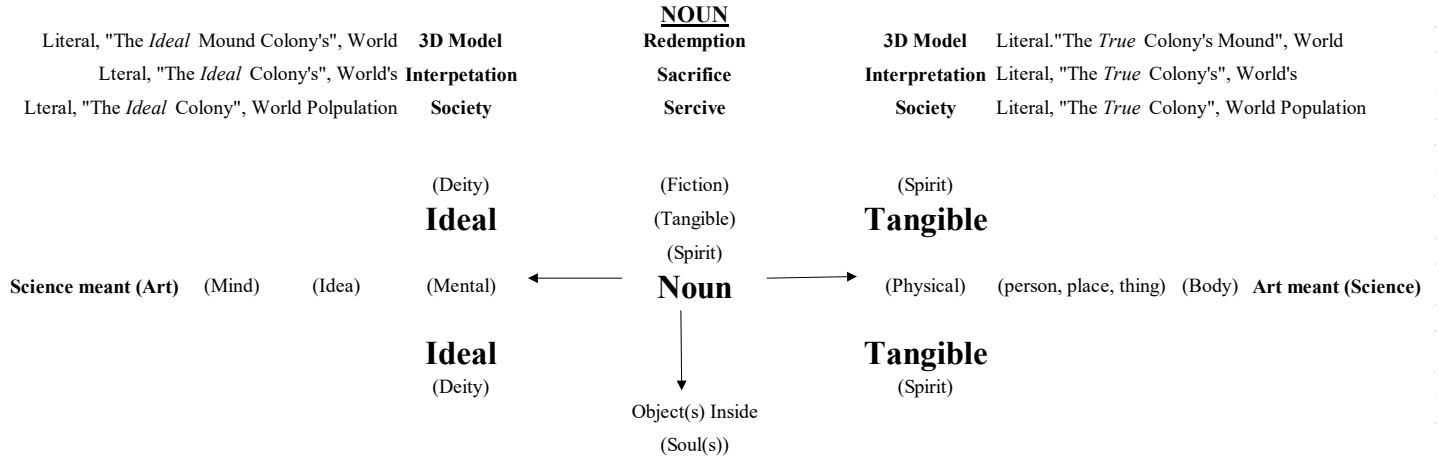
## This is Mathematics

## Circle and Cross are Mathematics

**O** ≡ **Standardized Tool – Symbol of Dynamic Time (Homomorphic) – Literal Fundamental Mathematical Operator** ≡ **Subtraction**

**+** ≡ **Standardized Tool – Symbol of Static Distance (Homomorphic) – Literal Fundamental Mathematical Operator** ≡ **Addition**

## Noun Diagram



Optimal Noun = Perfect  
 Optimal Ideal = Ideal  
 Optimal Tangible = True

*May insert and deduce any noun of choosing. Deduce the (Meaning and Purpose) meant (Connotations and Denotations) meant (Real and Imaginary) meant (Physical and Mental) meant (Application and Symmetry Operation).*

Exempli Gratia: (Noun used is Marriage. Define Marriage.)

A **Marriage** is a theatrical play representing an Ideal Annihilation. A marriage is an attempt at enacting that Marriage. "What happens when an immovable object meets an unstoppable force?". In Reality one of two events transpire. Either Annihilation or Elastation.

An Ideal Elastation is a pure conservation of Energy event; think elastic billiard balls. All Energy is conserved and all Momentum is conserved. Ball A and Ball B collide and repel transferring all Energy and Momentum during impact; nothing gained nothing lost (conservation of Energy, Energy cannot be destroyed nor created).

An Ideal Annihilation is a pure Mutual Assured Destruction event; think Bubble A and Bubble B. Bubble A is filled with Dark Smoke. Bubble B is filled with Darker Smoke. The Bubbles collide but slow at the point of impact. At point of impact boundaries are interfacing and forming Bubble C; however, smokes are still partitioned. Smokes are now slowly infusing with each other until a point of new species. A completely new entity has formed; neither Bubble A nor Bubble B but Bubble C of Darkish Smoke. If Bubble C of Darkish Smoke holds it is a True Annihilation event. If at any point the boundary fragments and more than one Bubble is formed; whether back to start at Bubble A and Bubble B or multiple Bubbles generated such as Bubbles D, Δ, Γ, Yellow, etcetera, it was never a True Annihilation event but some sort of Elastic event.

What is half-way in between both Annihilation and Elastation, what would be best described as an Amicable Divorce? Bubble A and Bubble B are colliding and repelling just as Ball A and Ball B did. They are undergoing the same processes, each pair respectively. At the point of impact, Bubble A (Boundary A) and Bubble B (Boundary B) interface to form new boundary, Boundary C. Boundary C does not hold and quickly collapses back to Boundary A and Boundary B. The original boundaries remain. The inside of the boundaries has been altered, addition or subtraction. At the point of impact/interface/collapse a point of time transpires, however infinitesimal time takes place. At that point the smokes are still portioned. At that point the smokes begin to infuse. At that point boundary collapses and smoke has not fully infused/transferred/consumed. As

Bubble A and Bubble B are regenerated, they take pieces of one another with them. Now Bubble A', Bubble A of mostly Dark Smoke with both some Darker Smoke and Darkish Smoke. Now Bubble B', Bubble B of mostly Darker Smoke with both some Dark Smoke and Darkish Smoke. The same events transpire over the course of a marriage no matter the Noun(s). A set of subsets is singular. A singular plurality is singular. A those is singular.

A **Marriage** is a union between nouns. A noun(s) added (addition) to another noun(s). The Horse and Cart are marriage together to form a Self-mobile. The Mind and Body are marriage together to form an Individual. A This and That are marriage together to form a New.

Is a Dream a Noun? Is an Imaginary a Noun? Is a Real a Noun. Are Those Nouns?

**Define It** for me

Tell me **What Is The Difference**

Remember, you are using our **1 Social Perception (Origin)**

We each have our own Personal Perspective. We each perceive the world in our own way. What Is The Difference between Logos and Pathos? Logic and Pathic? Science and Art? The Difference = Perspective. We visualize our individual perceptions. We see the world in our own unique way and say in our unique way what we see. We interpret our individual perceptions. We see the world in our own unique way and act in our own unique way what we see.

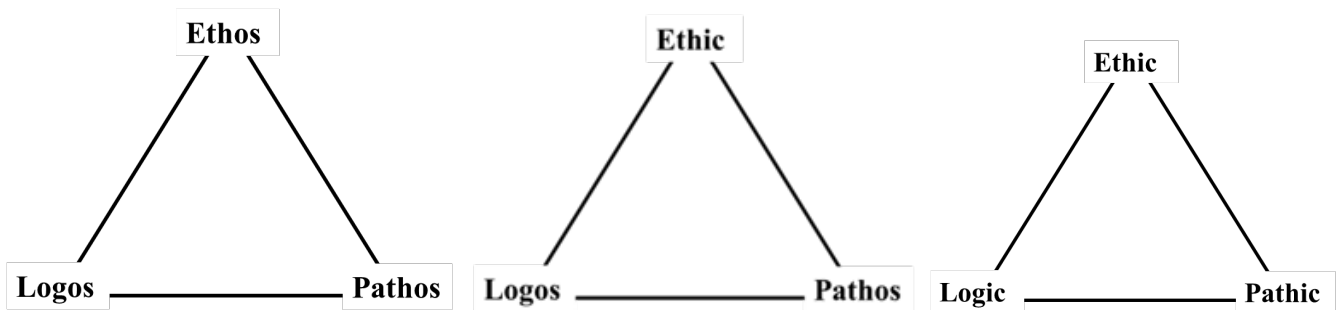
Logos = **WORD** = Logic = **SCIENCE** = Imagine = **MIND**

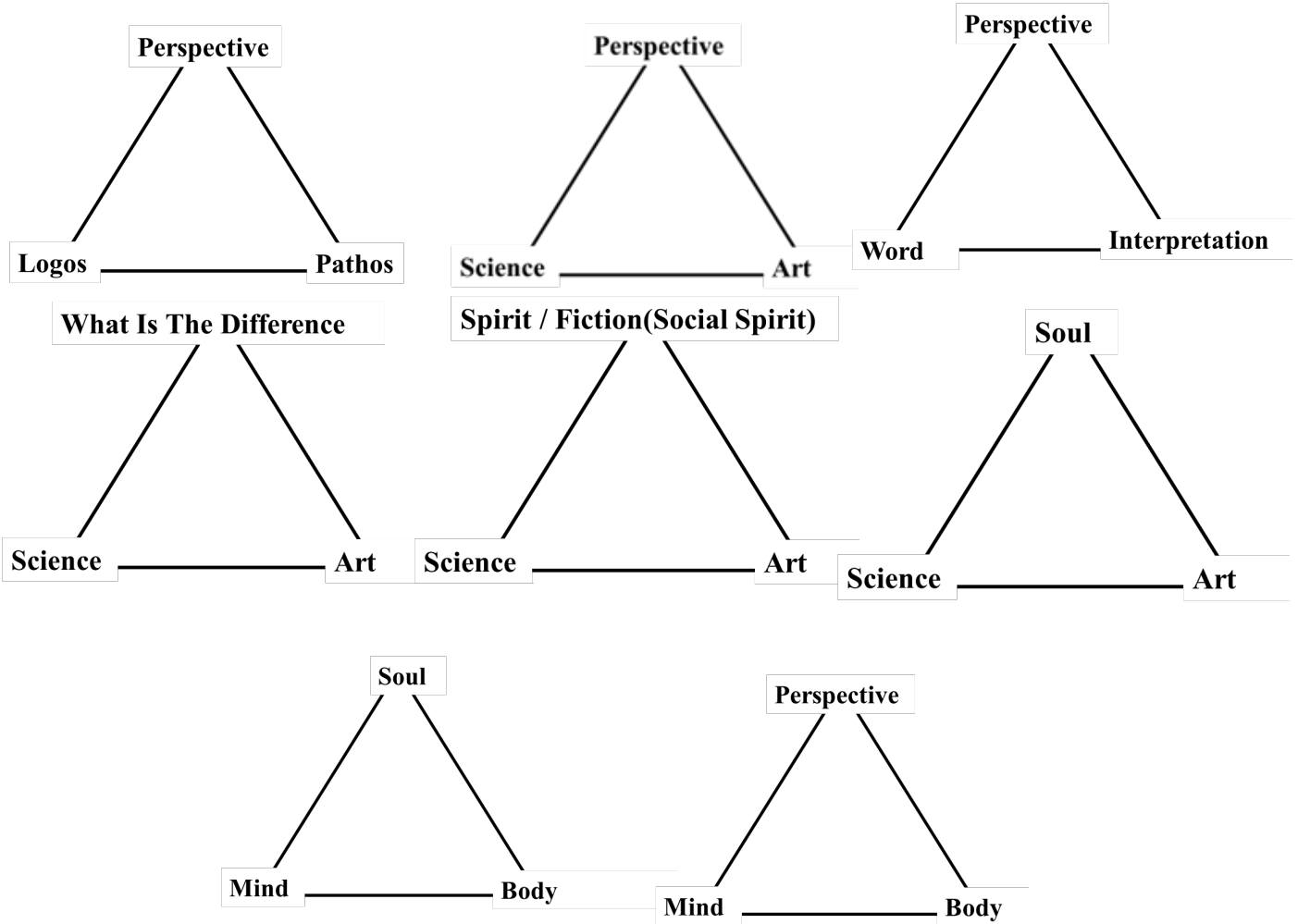
Pathos = **INTERPRETATION** = Pathic = **ART** = Engineer = **BODY**

Ethos = **PERSPECTIVE** = Ethic = **WHAT IS THE DIFFERENCE** = Perceive/Visualize = **SOUL**

**Fiction** = Boundary between Art and Science meant Body and Mind = Social Perspective = Social Ethics = Sci-Fi meant Art-Fi

**ALL TRIANGLES ARE EQUIVALENT. ALL TRIANGLES ARE CONGRUENT. ALL TRIANGLE ARE SAME.**





**ALL TRIANGES ARE EQUIVALENT. ALL TRIANGLES ARE CONGRUENT. ALL TRIANGLE ARE SAME.**

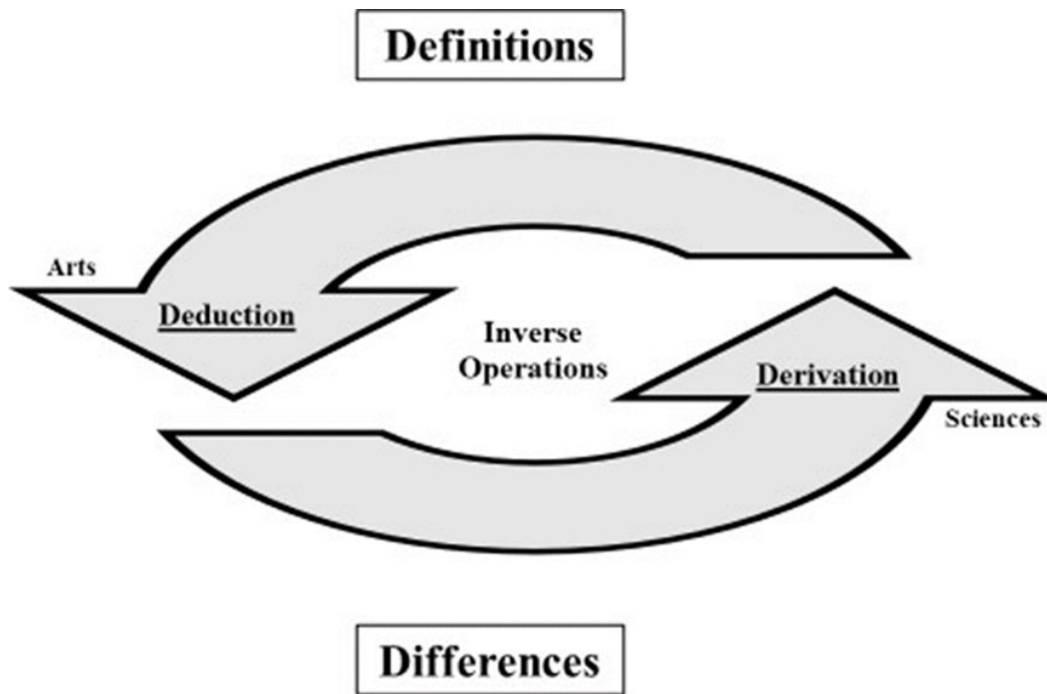
**Define It For Me**

**Tell Me What Is The Difference**

**Remember, you are using our shared (1) Social Perspective (Origin = Point of Origin = (0,0,0) = (x,y,z))**

**Graphic**





## HUMAN ORIGINS

Bedtime story to help the children sleep. Both origins and tale of courage combined. A newborn baby Angelic Angel falls from Grace and first tears one wing. A one wing monstrosity is the Demonic Angel. The last wing torn away forming the Demonic Demon. Fire was natural then artificial and then finally synthetic. This story also combines natural fire to artificial fire. Someone first summoned the courage to pick up a stick on fire and see purpose and utility in it. The Angelic Demon raised the first torch so others may gather underneath for warmth.

Lucifer - *Lucem Ferre* – Light Bearer – To carry light

“What do you call an Angel that has tragically lost its wings and descended from Grace and now must comedically stand and ascend to Glory?”

Man

In the light of the grave

Illuminate the Hells with the Heavens”

## Heaven and Hell

**Angel** ≡ Perfections of the Mind (Internalized Creation – Ideal Noun)

**Demon** ≡ Perfections of the Body (Externalized Creation – Tangible Noun)

**Heaven** ≡ Ideal Ideal Noun

**Hell** ≡ Non-ideal Ideal Noun

The Angel (**Mind**) is inseparable from the Demon (**Body**). Ones imaginations may appear Perfect to itself but in creation may appear Imperfect. “It looks so Perfect in my Mind but no matter how hard I try my Body will not engineer my imagination”.

The Angel is the Visualized. The **2-dimensionally imagined**. The World as it is presented, **Visualized**.  
The Demon is the Perceived. The **3-dimensionally imagined**. The World as it is presented, **Perceived**.

The Angels are always safe-guarding against the Demons. The Angel and Demon do not exist alone but require one another. The Angels is the Guards, Automater, The Dream.

The Demons are always safe-guarded by the Angels. The Demon and Angel do not exist alone but require one another. The Demons is The Prisoner, Automation, The Dreamt.

## **Service ~ Sacrifice ~ Redemption**

In- divi- dual = Singularity = Singular Noun  
**(Internalized Divided Dual)**

STOP THINKING IN TERMS OF PEOPLE. ARE THERE NOT OTHER “THINGS = TANGIBLES”?

The minimum is 1. You are indentured. I am indentured. We are shackled by a minimum of 1.

**There is “1 correct” answer**

.....

### **Possibility 1:**

An individual may be both its own Master and Servant. Both **Sub and Super**. Redundant; An individual may both “in control” and “not in control”. The mind and body are inseparable. The meaning and purpose are inseparable. The science and fiction are inseparable. The automation and automater. Ebb and flow.

**An individual may be enslaved to Itself**

.....

### **Possibility 2:**

An individual may be a Servant to Society. **Only Sub.** Seemingly “in control” of everything but “in control” of nothing. A body. A purpose. A fiction. An automation. An empty vessel filled and emptied as Society sees fit.

**An individual may be enslaved to Society**

.....

**Possibility 3:**

An individual may be a Servant to Another. **Only Sub.** Knowingly “not in control”. A body. A purpose. A fiction. An automation. An empty vessel filled and emptied as Another sees fit.

**An individual may be enslaved to Another**

.....

**Possibility 4:**

An individual may be enslaved. An individual may Serve = Service Itself, Society and Another. “It is not set in stone”. One day each may Serve = Service Itself, Another or Society. Each day the choice arises again. Each hour the choice arises again. Each minute the choice arises again. Each moment, instance, **point**, **TIME** the choice arises again.

**An individual may be enslaved**

.....

**What is the “1 correct” answer?  
Define correct**

**Social Behavioral Correction**

The sole purpose of **Prisonment = Punishment** is retribution. The process of again **Tributing to Society**. Society has trends and fads that come and go just as anything else. What was once deemed inappropriate is now appropriate while once was appropriate is now deemed inappropriate.

**Former perceives itself greater than the latter it is Punishment.  
Former perceives itself equal to or less than the latter it is Prisonment.**

**Former > Latter = Punishment**

**Former ≤ Latter = Prisonment**

**Former = Society**

**Latter = Individual**

(Story of elephant raised tethered to the stake doesn’t know its own strength. What is the difference between a king that never leaves his room and captive that never leaves its cage? Both objects placed within an

object?) Sin against society. Do you put yourself in trouble or are you placed there? Do you let yourself out of trouble or are you let out? **You must be serviced.** While placed within the object do you lose humanity and common decency? If you continue to leave with some resemblance of dignity then at that bare minimum one must at least eat, drink, urinate, defecate, sleep and breath. **You must be served.** Even if the everything was automated and doors automatically opened and closed. Even if the object was automatically served and serviced another would have to serve and service the automation. One is simply “moving the goal post”. One person **Servicing = Serving** Another person. No matter the action **Society Perceives Inappropriate** one is taking **The Time = Life** of another. Time they could have used to **Serve = Serviced** the **Society** must now be used to **Service = Serve** the **Individual.**

## Permutations

One makes a glorious leap across the great divide and just before it sticks the landing... just before the roaring applause break... BOOM! Big ‘ol explosion. Blood and guts everywhere. And without hesitation another steps forward and says “I see what went wrong. They didn’t cross their fingers”. And again, without hesitation one makes that glorious leap across the great divide. BOOM! Another big ‘ol explosion. Jump after jump. Colorful explosion after colorful explosion. Thousand jumps quickly become million. Million becomes billion. Until finally... “I TOLD YOU! YOU DO HAVE TO CROSS YOUR FINGERS, TOES AND STICK THE LEAF UP YOUR BUTT!”. Now one has made the leap another without hesitation makes the leap. Thousand leaps quickly become million. Million becomes billion. All is well until a butt leaf noticed one has crossed without a leaf. “It turns out we didn’t need the leaf nor crossing our digits. We just have to spread our feet when we jump. I call it a stride”. Now one has made the stride another without hesitation makes the stride. Thousand strides quickly become million. Million becomes billion. Until one spots something a new. An object seemingly connecting the halves of the divide. “This object shall hence forth be known as bridge”. And ones begin using this bridge to cross the divide. All is well until a strider notices one has crossed without making then leap. “BLASPHEEMER! HERETIC! They crossed without striding!”. All the while there are still leaf butts insisting others leaf to the old ways.

### History Permutates

## Propose Energy<sub>Total</sub>

### Thought Experiment

You are an atom. Any atom of your choosing so it is a specific atom with a specific mass. The mass is not averaged nor weighted but specific to you (Technology has an atom scale that will magically yield the **True** Mass of an individual atom). You are **Accelerated**, does not matter how nor when nor where, to the **maximum** possible velocity. Your velocity is maximal, asymptotic and acceleration = 0. What is your current **Energy<sub>Total</sub>**?

$$\text{Energy}_{\text{Total}} = | \text{Mass} | * | \text{Speed of Electromagnetic Waves} | ^2$$

$$\text{Particle Acceleration} = 0$$

You are an atom. Any atom of your choosing so it is a specific atom with a specific mass. The mass is not averaged nor weighted but specific to you (Technology has an atom scale that will magically yield the **True Mass** of an individual atom). You are **IntraAtomically** ripped apart, does not matter how nor when nor where, so that all the bits and pieces (whatever and however many) are completely separated, pried apart, fished. How much **Energy<sub>Total</sub>** is required for such a task? What is the **Energy<sub>Total</sub>** used to pull apart all those bits and pieces? Picture a **static** marble being shattered (implies **dynamic**).

$$\text{Energy}_{\text{Total}} = \text{Strong Nuclear} + \text{Weak Nuclear}$$

You are an atom. Any atom of your choosing so it is a specific atom with a specific mass. The mass is not averaged nor weighted but specific to you (Technology has an atom scale that will magically yield the **True Mass** of an individual atom). You are **InterAtomically** attracted or repelled to another particle, does not matter how nor when nor where, so that you are either pushed (Levity) or pulled (Gravity) (increase **static or dynamic** force) either towards or away. What is the **Energy<sub>Total</sub>** of this interaction? How much **Energy<sub>Total</sub>** is contained within this system?

$$\text{Energy}_{\text{Total}} = \text{Gravity} + \text{Levity}$$

$$\text{Energy}_{\text{Total}} = |\text{Mass}| * |\text{Speed of Electromagnetic Waves}|^2 = \text{Strong Nuclear} + \text{Weak Nuclear} = \text{Gravity} + \text{Levity}$$

.....

$$\text{Energy} = |\text{mass}| * |\text{c}^2|$$

$$N = \text{Strong Nuclear} + \text{Weak Nuclear}$$

$$Z = \text{Gravity} + \text{Levity}$$

.....

The force required by such a task must be scalable to  $|m|$ . The atom has been ripped apart and can be reduced no further. The base unit, fundamental particle, smallest step size has some mass associated ( $|m'|$ ). This particle mass is scalable (has an associated scalar) and both  $|m|$  and  $|m'|$  must share the same base unit, fundamental particle, smallest step size (share a common divisor).  $|m|$  must be divisible by  $|m'|$ .

$$n = \text{Scalar}$$

$$\text{Energy}_{\text{Total}} = n * |m'| * N$$

.....

The **Energy<sub>Total</sub>** contained within the system must be scalable by  $|m|$ . The atom has not been altered. The mass has not been effected. No chemical reaction (Endo/Exo- gonic, Energy transferred between system and surroundings) has taken place but rather a physical reaction (Iso- baric/thermal, Energy transferred between system and surroundings) has occurred.

$$\text{Energy}_{\text{Total}} = |\text{mass}| * Z$$

.....

Let  $\text{Energy}_{\text{Total}} = |\text{mass}| * |C^2| = n * h * N = |m| * Z$ ;  $|m|$  must be divisible by  $|m'|$  and scaled by  $n$   
 $|m| = n * |m'| = n * h$ , Allow  $h \rightarrow |m|$  as  $|m| \rightarrow \infty$  and  $|m| \rightarrow 0$  implies  $h \rightarrow \infty$  and  $h \rightarrow 0$

Simple Algebraic Physics with Limits; Everything Rated Limited, No Quantization, Only 0 and  $\infty$ , On and Off

$$\text{Energy}_{\text{Total}} = n * |m'| * N = n * h * N$$

$$|C|^2 = N = Z$$

.....

### Dimensional Analysis Attempt

$$|\text{Energy}| / |\text{mass}| = [(2.99E8 \text{ meter/second})]^2 = N = Z$$

$$|c| = 2.9E8 \text{ meter/second}$$

$$Z = \text{Gravity} + \text{Levity}$$

$$Z_{\text{Gravity}} = \text{Gravity} = 9.8 \text{ meter/second}^2$$

$$Z_{\text{Levity}} = \text{Levity}$$

$$\text{Implies: } (8.94E16 \text{ meter}^2/\text{second}^2) = \underline{N} = (9.8 \text{ m/s}^2) + (L')$$

$$|m| \sim n * |m'| \sim n * h$$

$$n * h = 6.6E34 \text{ Joule} * \text{second}, \text{ Joule} = (\text{kilogram} * \text{meter}^2) / \text{second}^2; [ ] = (\text{kilogram} * \text{meter}^2) / \text{second}$$

$$C^2 \sim \underline{N} \sim (Z_{\text{Gravity}} + Z_{\text{Levity}})$$

$$[C] \sim \text{meter} / \text{second} \quad (\text{Units Defined})$$

$$[C^2] \sim \text{meter}^2 / \text{second}^2 \quad (\text{Units Defined})$$

$$[N] \sim n \sim 1 \text{ (limit go to)} \sim ? \quad (\text{Units?})$$

$$[h] \sim (\text{kg} * \text{m}^2) / \text{second}^2 \quad (\text{Units Defined})$$

$$[Z_{\text{Gravity}}] \sim \text{meter} / \text{second}^2 \quad (\text{Units Defined})$$

$$[Z_{\text{Levity}}] \sim ? \quad (\text{UNITS?})$$

$$[Z_{\text{Levity}}] \sim (\text{ms}^{10} - \text{m}^2\text{s}^8 - 2\text{ms}^6 + 3\text{m}^2\text{s}^4 + \text{m}^3\text{s}^2 - \text{m}^4) / (\text{s}^4 - \text{ms}^2) \quad \text{!(Descending order of s)!}$$

$$\sim (-\text{m}^4 + \text{m}^3\text{s}^2 + \text{m}^2(3\text{s}^4 - \text{s}^8) + \text{m}(\text{s}^{10} - 2\text{s}^6)) / (\text{s}^4 - \text{ms}^2) \quad \text{!(Descending order of m)!}$$

$$[\text{Units}] = \text{mass (kg)} * \text{meter}^2 / \text{seconds}^2 = (\text{kilogram} * \text{meter}^2) / \text{second}^2 = \text{UNSATISFIED}$$

What is Levity? Heats of Latency? Time-of-Flight concepts? Ionization Potentials? What is Lift?

.....

## Minimum Mass and Maximum Mass

$$\text{Let } E = mc^2$$

Let  $| \quad |$  = Absolute, Total

Let  $E$  = Energy (Force<sub>Total</sub> = An Absolute (dynamic or static; velocity determined to a degree of certainty) Mass having a cause and effect on another Absolute (dynamic or static; velocity determined to a degree of certainty) Mass.

Let  $m$  = Mass, [kilogram, kg]

Let  $c$  = Maximum Velocity of Electromagnetic Waves (Spectrum span 0 Hz to  $\infty$  Hz, Hz (Hertz) = 1/Second or per Second). Acceleration = 0 and Velocity is Asymptotic.

Let  $M$  = Maximum Velocity. Acceleration = 0 and Velocity is Asymptotic.

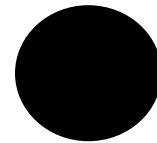
$$\text{Then } |E| = mM \text{ where } M = c^2 \text{ so } \sqrt{M} = c \text{ then } \sqrt{|E|} = m\sqrt{M}$$



Mass =  $m$

Energy going to Infinity

Velocity going to Infinity (Acceleration going to 0)



Mass =  $m$  (Unchanged)

Energy<sub>Initial</sub> increasing (Energy<sub>Total</sub> > Energy<sub>Initial</sub>)

Velocity<sub>Initial</sub> increasing (Velocity<sub>Total</sub> > Velocity<sub>Initial</sub>)

Initial mass is accelerated to maximum velocity. This silly schematic simply implies mass ramping to speed and becoming distorted at “light speed”.

Imagine a mass (object) at maximum velocity. Energy is conserved (*Energy cannot be destroyed nor created but merely transformed*) and Momentum is conserved (*Energy cannot be destroyed nor created but merely transformed*).

Let  $\rho$  = Momentum, change in Force per Time

Let  $v$  = Velocity, change in Distance per Time Multiplied by Directional (Direction distinguish Velocity from Speed)

$$\text{Let } \rho = mv$$

$$\text{Then } |\rho| = mc = m\sqrt{M}$$

$$\text{Implying } \sqrt{|E|} = |\rho|$$

Imagine a mass (object) at maximum velocity. Energy is conserved (*Energy cannot be destroyed nor created but merely transformed*) and Momentum is conserved (*Energy cannot be destroyed nor created but merely transformed*). The mass ejects mass forward. The Velocity is Maximal or Asymptotic so may treat as constant. The  $Mass_{Ejected} \leq Mass_{Initial}$  for obvious reasons; cannot eject something from nothing. The Energy is Maximal or Asymptotic so may treat as constant.

Let  $E = |E|$

Let  $\rho = |\rho|$

Let  $m_i = \text{Initial Mass}$

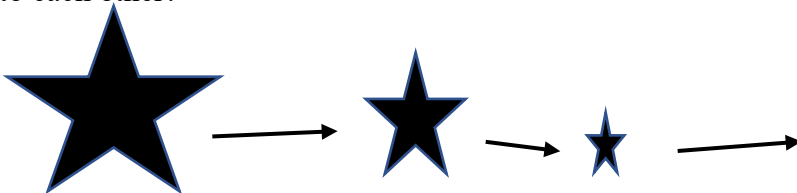
Let  $m_x = \text{Ejected Mass}$

Let  $m_n = \text{Final Mass}$

Then  $E = m_i M$

So  $\sqrt{E} = \rho = m_i \sqrt{M}$

Imagine a mass (object) at maximum velocity. Energy is conserved (*Energy cannot be destroyed nor created but merely transformed*) and Momentum is conserved (*Energy cannot be destroyed nor created but merely transformed*). The mass ejects mass forward. The ejected mass is accelerated forward relative the initial mass that has ejected it. The Absolute Velocity and Absolute Energy are Maximum of the ejected mass thus its Absolute Acceleration must be 0. The initial mass has ejected mass so must have decreased mass and deaccelerating velocity. At Maximum only mass is changing. How do masses and variables change with respect to each other?



The masses are sequential ejected. As if the final mass ejected a series of boosters (boost mass). The Absolute mass is decreasing.

What is ejected mass? What is the final mass?

The Initial Mass has lost the Ejected Mass. The Ejected Mass ejects another mass still, so on and so forth.

Then  $m_i = m_i$

Then  $m_1 = m_i - m_{1x}$

Then  $m_2 = (m_i - m_{1x}) - m_{2x}$

Then  $m_3 = (m_i - m_{1x} - m_{2x}) - m_{3x}$

.....

$m_{1x} \neq m_{2x} \neq m_{3x} \neq \dots \neq m_{nx}$

.....



$$\text{Then } m_n = (m_i - \sum_1^{\infty} m_{(n-1)x}) - m_{nx}$$

$$\text{Then } m_n = m_i - \sum_1^{\infty} m_{nx}$$

Implying  $\sum_1^{\infty} m_{nx}$  is divisor of  $m_i$  and  $(m_i, m_n, \sum_1^{\infty} m_{nx})$  are all divisible by common divisor.

“Implying  $m_n = m_i - nm_{nx}$ ;  $m_i \geq nm_{nx}$ ”

Implying  $E = m_i M = m_n M = (m_i - \sum_1^{\infty} m_{nx}) M$ ;  $m_{nx} = \text{Ejected Mass (not quantized)}$

$$\text{So } \sqrt{E} = \rho = m_i \sqrt{M} = m_n \sqrt{M} = (m_i - \sum_1^{\infty} m_{nx}) \sqrt{M}$$

.....

$$\text{Then } m_i = m_i$$

$$\text{Then } m_1 = m_i - m_x$$

$$\text{Then } m_2 = (m_i - m_x) - m_x = m_i - 2m_x$$

$$\text{Then } m_3 = (m_i - 2m_x) - m_x = m_i - 3m_x$$

.....

$$\text{Then } m_n = m_i - nm_x ; m_i \geq nm_x$$

Implying  $E = m_i M = m_n M = (m_i - nm_x) M$ ;  $m_x = \text{Ejected Mass (not quantized)}$ ,  $m_i \geq nm_x$

$$\text{So } \sqrt{E} = \rho = m_i \sqrt{M} = m_n \sqrt{M} = (m_i - nm_x) \sqrt{M}$$

You are an atom. Any atom of your choosing so it is a specific atom with a specific mass. The mass is not averaged nor weighted but specific to you (Technology has an atom scale that will magically yield the True Mass of an individual atom). You are **IntraAtomically** ripped apart, does not matter how nor when nor where, so that all the bits and pieces (whatever and however many) are completely separated, pried apart, fished. How much  $\text{Energy}_{\text{Total}}$  is required for such a task? What is the  $\text{Energy}_{\text{Total}}$  used to pull apart all those bits and pieces? Picture a **static** marble being shattered (implies **dynamic**).

$$\text{Energy}_{\text{Total}} = \text{Strong Nuclear} + \text{Weak Nuclear}$$

Let  $N = \text{Strong Nuclear} + \text{Weak Nuclear}$

Let  $h = \text{variable (call it Plank Variable)} \in \aleph (\text{Natural Numbers})$

The force required by such a task must be scalable to  $|m|$ . The atom has been ripped apart and can be reduced no further. The base unit, fundamental particle, smallest step size has some mass associated ( $|m'|$ ). This particle mass is scalable (has an associated scalar) and both  $|m|$  and  $|m'|$  must share the same base unit, fundamental particle, smallest step size (share a common divisor).  $|m|$  must be divisible by  $|m'|$ .

Let  $k = \text{Scalar}$

$$\text{Energy}_{\text{Total}} = k * |m'| * N$$

$$\text{Then } E = k |m'| N = (m_i - nm_x)M$$

$$\text{So } k |m'| = (m_i - nm_x) \text{ and } N = M$$

The limit of  $nm_x$  as it goes to  $m_i$  is  $m_i$  implying  $(m_i - m_i) = 0$  and  $m_i > nm_x$

The  $|m|$  is the Initial Mass. The  $|m'|$  is the Final Mass.

$$\text{So } km_x = (m_i - nm_x)$$

This conclusion makes since as they are share common divisors. If  $b = 1 - a$  then  $b + a = 1$  implying  $|b| = |a|$  when normalized.  $|b| + |a| = 1$  or 100% or Total.

$$\text{So } (km_x) + (nm_x) = m_i \text{ then } m_x(k + n) = m_i$$

$$\text{Then } (\sqrt{k^2 + n^2})m_x = m_i$$

$$\text{Then } \sqrt{k^2 + n^2} = \frac{m_i}{m_x}$$

From Modern Physics we know mass is somehow made of electromagnetic waveforms.  $\text{Mass} \propto n\lambda \propto nh$ ;  $\lambda =$  wavelength (of electromagnetic spectrum, span 0Hz to  $\infty$ Hz),  $h =$  Plank Constant,  $n \in \mathbb{N}$  (Natural Numbers).

$\frac{m_i}{m_x}$  must be a rational and finite number.  $m_x$  is a divisor of  $m_i$  on the atomic level. The limit of  $m_x$  go to  $m_i$  must be quantized.  $m_x$  must incrementally increase to  $m_i$ .

$$\text{Let } \frac{m_i}{m_x} = h$$

$$\text{Then } \sqrt{k^2 + n^2} = h$$

Implying  $E = hm_x M$ ;  $m_x =$  Ejected Mass (not quantized),  $m_i \geq nm_x$

$$\text{So } \sqrt{E} = \rho = hm_x \sqrt{M}$$

This implies  $hm_x \propto m_i$

And implies  $(m_i - hm_x)N$  and  $(m_i - hm_x)M$

This implies  $N \propto M$

$$E = km_x N = (m_i - nm_x)M$$

Rearrange:

$$\text{Then } \frac{km_x N}{M} = m_i - nm_x$$

$$\text{Then } \frac{m_x N}{M} = \frac{m_i}{k} - \frac{nm_x}{k}$$

$$\text{Then } \frac{m_x N}{M} - \frac{m_i}{k} = -\frac{nm_x}{k}$$

$$\text{Then } -\frac{m_x N}{M} + \frac{m_i}{k} = \frac{nm_x}{k}$$

$$\text{Then } -\frac{N}{M} + \frac{m_i}{km_x} = \frac{n}{k}$$

If let  $\frac{N}{M} = Q$  and rearrange

$$\text{Then } Q = \frac{m_i}{km_x} - \frac{n}{k} = \frac{h}{k} - \frac{n}{k}$$

$$\text{Then } Q = \frac{\sqrt{k^2 + n^2} - n}{k}$$

$$\text{Then } Qk + n = \sqrt{k^2 + n^2}$$

Rearrange:

$$(Qk + n)^2 = k^2 + n^2$$

$$Q^2 k^2 + 2nQk + n^2 = k^2 + n^2$$

$$Q^2 k^2 + 2nQk = k^2$$

$$Q^2 k^2 + 2nQk - k^2 = 0$$

$$k(Q^2 k + 2nQ - k) = 0$$

Then 0 if  $k = 0$  or  $n = \frac{Q^2 k - k}{2Q}$  (let  $2nQ = Q^2 k - k$  and rearrange to find root)

If  $k \neq 0$  then:

$$n = \frac{Q^2 k}{2Q} - \frac{k}{2Q} = \frac{Qk}{2} - \frac{k}{2Q} = \frac{1}{2} \left( Qk - \frac{k}{Q} \right)$$

$$\text{Letting } Q = \frac{\sqrt{k^2 + n^2} - n}{k}$$

$$\text{So } n = \frac{1}{2} \left( \frac{\sqrt{k^2 + n^2} - n}{k} k - k \left( \frac{k}{\sqrt{k^2 + n^2} - n} \right) \right)$$

$$\text{Will } = 0 \text{ when } \sqrt{k^2 + n^2} - n = \frac{k^2}{\sqrt{k^2 + n^2} - n}$$

Let  $k^2 = U$

$$\text{Then } \sqrt{U + n^2} - n = \frac{U}{\sqrt{U + n^2} - n}$$

$$\text{So } \sqrt{U} + n - n = \frac{U}{\sqrt{U} + n - n}$$

$$\text{So } \sqrt{U} = \frac{U}{\sqrt{U}}$$

Letting  $U = k^2$

$$\text{So } k = \frac{k^2}{k} = k$$

Letting M be Maximal Velocity so consider  $\infty$ . Letting N be the Total Nuclear Forces so consider  $\infty$ . Equating both infinities to one another as Energy itself is maximal. All things maximum (limit going to  $\infty$ ).

Letting M and N both be of fundamental waveform. They are related and share common divisor and/or common multiple.

$$\text{Letting } \frac{m_i}{m_x} = h$$

$$\text{And letting } \sqrt{k^2 + n^2} = h$$

$$\text{Then } -\frac{N}{M} + \frac{h}{k} = \frac{n}{k}$$

$$\text{Then } -\frac{N}{M} + \frac{\sqrt{k^2 + n^2}}{k} = \frac{n}{k}$$

$$\text{So } Q = \frac{\sqrt{k^2 + n^2}}{k} - \frac{n}{k} = \frac{\sqrt{k^2 + n^2} - n}{k}$$

M is constant

N is constant

Both n and k are variable scalars.  $n \in \mathbb{N}$ .  $h \in \mathbb{N}$ . Therefore, k must be a rational and finite Natural Number to satisfy equation.

n must equal k

$$E = nm_x N = (m_i - nm_x)c^2; m_i \geq nm_x$$

**Implying  $E = nhN = (m_i - nh)c^2$ ,  $m_i \geq nh$ ; E = Energy, n = natural number (variable), h = Plank Constant, N = Nuclear Force, m = masses, c = electromagnetic asymptote**

$$E = nhN = m_i c^2 - nhc^2; m_i \geq nh$$

If  $E = 0$  then  $0 - nhN = 0 - nhc^2$  implying now minimum

$$\text{So } nhN = nhc^2 \text{ then } N = c^2$$

N is fundamental frequency.

c is asymptotic velocity of electromagnetic waves.

The Energy of N and  $c^2$  are equivalent.

$$E = 0 + nhN = m_i c^2 - nhN = m_i c^2 - nhc^2; m_i \geq nh$$

$$E = 0 + nhN = m_i c^2 - nhN = m_i c^2 - nhc^2; m_i \geq nh$$

.....

$$1. (\text{Eq 1}) |E| = |m| * |c|^2 = F * d$$

$$2. (\text{Eq 2}) |\rho| = |m| * |v| = F * t$$

$$3. (\text{Eq 3}) F = |m| * |c| = |m| * a ; v \rightarrow \infty \text{ as } a \rightarrow 0 \text{ implies } c \text{ (Acceleration = 0, Velocity = Maximal Asymptote)}$$

$$4. (\text{Eq 4}) v = d/t$$

$$5. (\text{Eq 5}) \lambda = v/f$$

$$6. (\text{Eq 4} + \text{Eq 5}) \Rightarrow \lambda = d / (t * f) ; \text{ fundamental } f \text{ is equal to } N = \text{Strong Nuclear} + \text{Weak Nuclear}$$

$$7. (\text{Combine Eq 2 and Eq 1, } v \rightarrow c) \Rightarrow |E| = |m| * |c|^2 = (|m| * |c|) * d$$

$$8. (\text{Continue}) \Rightarrow |c|^2 = |c| * d$$

$$9. (\text{Combine Eq 1 and Eq 2, } v \rightarrow c) \Rightarrow |\rho| = (|m| * |c|) * t = |m| * (d/t)$$

$$10. (\text{Continue}) \Rightarrow |c| * t = (d/t)$$

$$11. (\text{Continue}) \Rightarrow |c|^2 = |c| * |c| = |c| * d$$

$$12. (\text{Continue}) \Rightarrow |C| = d$$

$$13. (\text{Continue}) \Rightarrow d * t = (d/t)$$

$$14. (\text{Continue}) \Rightarrow d = t$$

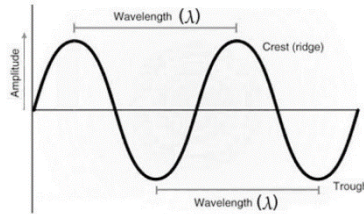
**Distance = Time ∴**

$$d = t \text{ and } t = d \text{ at Maximum } (d \rightarrow t)$$

$$t = d \text{ and } d = t \text{ at Minimum } (t \rightarrow d)$$

### Minimum Maximum

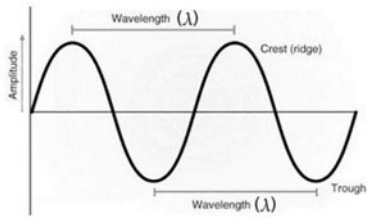
You are an oscillating line. An unspecified linear wave with a general waveform (amplitude, frequency, phase). Imagine a rope waving up and down with some repetition.



### Minimum:

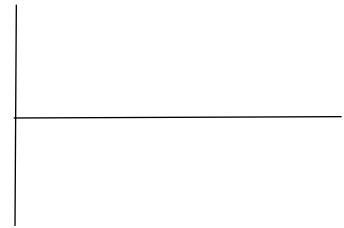
You are pulled tight, no slack, flat line, Energy is zero. Time  $\rightarrow$  Distance while  $|\text{Mass}_{\text{True}}| \rightarrow h$ ;  $h =$  Plank Constant. True is exact, un-weighted, un-averaged, precise mass.  $|\cdot|$  is Total.  $\lambda =$  Universal Conversion (How do we convert between Us and Them?). By  $h$  implying  $n$  as  $h$  is constant and  $n$  is scalar.

$n \rightarrow \infty$  letting  $(n * h) \rightarrow \infty$  implying  $\rightarrow |m|$  as  $|m| \rightarrow \infty$



$\rightarrow$

Going To



1.  $|E| = 0$
2.  $[E] = (\text{kg} * \text{m}^2) / \text{s}^2$
3.  $[\text{mass}] = \text{kilogram}$
4.  $[n] = \text{no units (scalar)}$
5.  $E = mc^2 = nhN$ ;  $n \in \mathbb{N}$ ;  $\mathbb{N} = \text{Natural Numbers}$
6.  $|c| = 2.9\text{E}8 \text{ meter / second}$ ;  $c$  is Velocity<sub>Maximum</sub> of Electromagnetic Waves ( $v \rightarrow \infty$  as acceleration  $\rightarrow 0$ )
7.  $|c|^2 = 8.4\text{E}16 \text{ meter}^2 / \text{second}^2$
8.  $h = 6.6\text{E}34 \text{ (kilogram * meter}^2) / \text{second}$
9.  $N = 1.27\text{E}-18 \text{ (1 / second), Hz = Nuclear = Strong Nuclear + Weak Nuclear}$

10.  $E_{\text{Minimum}} = 0$  then  $m = 0$  and  $n = 0$  ;  $m \rightarrow 0$  and  $m \rightarrow \infty$

11. Implies  $\int_0^1 \text{Energy}_{\text{Total}} d\lambda$  Implies  $\text{Energy}_{\text{Total}}$  bounded between 0 and 1

Temperature  $\rightarrow$  True 0 Kelvin is 1.27E-18 Hz

$$t = (\lambda / |c|) * d$$

$$d = (|c| / \lambda) * t$$

$$t = d * (h / |m|)$$

$$d = t * (|m| / h)$$

$$1 / \text{second} = (\text{kilogram} / [(\text{kilogram} * \text{meter}^2) / \text{second}^2]) * \text{meter}$$

$$\text{Implies } 1 / \text{second}^3 = \text{meter} \text{ and } \text{second} = \sqrt[3]{\frac{1}{\text{meter}}}$$

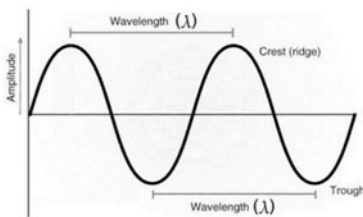
Implies True Second = Meter at Minimum = 1.27 E-18 Hz (Hertz = 1/s = s = m/s = s/m = m = 1/m = Mertz)

Fundament Frequency = 1.27E-18 Cycles

**Maximum:**

You are pushed tight, no slack, continuum, Energy is  $\infty$ . Distance  $\rightarrow$  Time while  $h \rightarrow | \text{Mass}_{\text{True}} |$  ;  $h =$  Plank Constant. True is exact, un-weighted, un-averaged, precise mass.  $| |$  is Total.  $\lambda =$  Universal Conversion (How do we convert between Us and Them?). By  $h$  implying  $n$  as  $h$  is constant and  $n$  is scalar.

$n \rightarrow \infty$  letting  $(n * h) \rightarrow \infty$  implying  $\rightarrow |m|$  as  $|m| \rightarrow \infty$



$\rightarrow$   
Going To



$$1. |E| = \infty$$

$$2. [E] = (\text{kg} \cdot \text{m}^2) / \text{s}^2$$

$$3. [\text{mass}] = \text{kilogram}$$

$$4. [n] = \text{no units (scalar)}$$

$$5. E = mc^2 = nh\nu ; n \in \mathbb{N} ; \mathbb{N} = \text{Natural Numbers}$$

$$6. |c| = 2.998 \times 10^8 \text{ meter / second} ; c \text{ is Velocity}_{\text{Maximum}} \text{ of Electromagnetic Waves } (v \rightarrow \infty \text{ as acceleration } \rightarrow 0)$$

$$7. |c|^2 = 8.4 \times 10^{16} \text{ meter}^2 / \text{second}^2$$

$$8. h = 6.626 \times 10^{-34} (\text{kilogram} \cdot \text{meter}^2) / \text{second}$$

$$9. \nu = 1.27 \times 10^{-18} (1 / \text{second}), \text{ Hz} = \text{Nuclear} = \text{Strong Nuclear} + \text{Weak Nuclear}$$

$$10. E_{\text{Maximum}} = 8.4 \times 10^{16} (\text{kilogram} \cdot \text{meter}^2) / \text{second}^2 ; m = 1 \text{ and } n = 1 ; m \rightarrow h \text{ and } h \rightarrow m$$

$$11. \text{Implies } \int_0^1 \text{Energy}_{\text{Total}} d\lambda \text{ Implies Energy}_{\text{Total}} \text{ bounded between 0 and 1}$$

Temperature  $\rightarrow$  True Maximum is  $2.275 \times 10^{15}$  Kelvin

$$12. \lambda_{\text{peak}} = b / T ; b = 2.898 \times 10^{-3} \text{ meter} \cdot \text{Kelvin}, b \text{ is Wein Constant}, T = \text{True Temperature Kelvin}$$

$$12a. 1.27 \times 10^{-18} (1 / \text{second}) = 2.898 \times 10^{-3} / T_{\text{Maximum}} (\text{meter} \cdot \text{Kelvin}) / \text{Kelvin}$$

$$12b. T_{\text{Maximum}} = 2.898 \times 10^{-3} / 1.27 \times 10^{-18} \text{ Kelvin} = 2.275 \times 10^{15} \text{ Kelvin}$$

$$t = (\lambda / |c|) \cdot d$$

$$d = (|c| / \lambda) \cdot t$$

$$t = d \cdot (h / |m|)$$

$$d = t \cdot (|m| / h)$$

$$1 / \text{second} = (\text{kilogram} / [(\text{kilogram} \cdot \text{meter}^2) / \text{second}^2]) \cdot \text{meter}$$

$$\text{Implies } 1 / \text{second}^3 = \text{meter} \text{ and } \text{second} = \sqrt[3]{\frac{1}{\text{meter}}}$$



Implies True Second = Meter = 1.27 E-18 Cycles

$$0 \text{ Kelvin} = 1.27\text{E-18 Hz}$$

$$8.4\text{E16 Kelvin} = 0 \text{ Hz}$$

$$\frac{|8.4\text{E16 Kelvin}|}{|1.27\text{E-18 Hz}|} = 6.6\text{E34 Kelvin} * \text{second}$$

$$\frac{|1.27\text{E-18 Hz}|}{|8.4\text{E16 Kelvin}|} = 1.5\text{E-35 Kelvin}^{-1} * \text{Hz}$$

Time and Distance, Second and Meter, are both two fundamental characteristics of a general wave form related to one another through  $\lambda$ . This is a theoretical Energy limit as Energy<sub>Total</sub> may not be truly achieved, either minimally nor maximally. Either 0 or 1. Either 1 or 0.

$n \rightarrow \infty$  at Maximal

$n \rightarrow 0$  at Minimal

$d \rightarrow t$  and  $\lambda \rightarrow \infty$  at **Maximal**

$t \rightarrow d$  and  $\lambda \rightarrow 0$  at Minimal

$$\mathbf{E = mc^2 = nhN = ?}$$

Consider all things are **Maximal**. What is Energy<sub>Total</sub>? What is the Maximum Amount of Energy contained within?

.....

$$1. (\text{Eq 1}) |F| * d = \beta * N = h * (|c| / \lambda)$$

$$2. (\text{Eq 2}) |F| * t = |m| * |v| = |m| * (d / t)$$

3. (Eq 3)  $|F| = |m| * |c| = |m| * a$ ;  $v \rightarrow \infty$  as  $a \rightarrow 0$  implies  $c$  (Acceleration = 0, Velocity = Maximal Asymptote) also implies  $N \rightarrow 0$  (Fundamental Frequency ( $f = v_{\text{Frequency}}$ ) collapsing)

$$4. (\text{Eq 4}) |v| = d / t = |c| / \lambda ; N / v , \text{ Actually } ((v_{\text{frequency}} \rightarrow 0) / (v \rightarrow \infty))$$

$$5. (\text{Combine Eq 1 and Eq 2 , } v \rightarrow c) \Rightarrow |F| = (\beta * |c|) / (\lambda * d)$$

$$6. (\text{Continue}) \Rightarrow |F| = (|m| * |c|) / (\lambda * t)$$

Velocity  $\rightarrow \infty$  as Acceleration  $\rightarrow 0$  as  $N \rightarrow 0$

$$7. (\text{Combine Eq 1 and Eq 2 and Eq 4}) \Rightarrow (\beta * |c|) / (\lambda * d) = (|m| * |c|) / (\lambda * t)$$

$$8. (\text{Continue}) \Rightarrow \beta / d = |m| / t$$

Implies  $\beta \rightarrow |m|$  as  $d \rightarrow t$  and  $t \rightarrow d$  while  $v \rightarrow \infty$  as  $a \rightarrow 0$  implies  $c$  and while  $N \rightarrow 0$

By  $(\beta)$  implying  $(n)$  as  $h$  is constant and  $(n)$  is scalar

$$(n) \rightarrow \infty \text{ letting } (n * h) \rightarrow \infty \text{ implying } \rightarrow |m| \text{ as } |m| \rightarrow \infty$$

.....

$$1. (\text{Eq 1}) |F| * d = \beta * |N| = \beta * (|c| / \lambda) = \beta * (d / t)$$

$$2. (\text{Eq 2}) |F| * t = |m| * |v| = |m| * (d / t) = |m| * (|c| / \lambda)$$

3. (Eq 3)  $|F| = |m| * |c| = |m| * a$ ;  $v \rightarrow \infty$  as  $a \rightarrow 0$  implies  $c$  (Acceleration = 0, Velocity = Maximal Asymptote) also implies  $N \rightarrow 0$  (Fundamental Frequency ( $f = v_{\text{frequency}}$ ) collapsing)

$$4. (\text{Eq 4}) |v| = d / t = |c| / \lambda ; N / v, \text{ Actually } (v_{\text{frequency}} \rightarrow 0) / (v \rightarrow \infty)$$

$$5. (\text{Combine Eq 1 and Eq 2}) \Rightarrow |F| = (\beta * |c|) / (\lambda * d) = \beta / t$$

$$6. (\text{Combine Eq 2 and Eq 1}) \Rightarrow |F| = (|m| * |c|) / (\lambda * t) = |m| * (d / t^2)$$

Velocity  $\rightarrow \infty$  as Acceleration  $\rightarrow 0$  as  $N \rightarrow 0$

$$7. (\text{Combine Eq 3 and Eq 2 and Eq 1}) \Rightarrow |m| * (a) = |m| * (d / t^2) = (|m| * c) / (\lambda / t)$$

$$8. (\text{Continue}) \Rightarrow d / t^2 = |c| / (\lambda * t)$$

$$9. (\text{Continue}) \Rightarrow |c| / (\lambda * d) = 1 / t$$

$$t = (\lambda * d) / |c|$$

$$d = |c| * (t / \lambda)$$

$$10. (\text{Combine Eq 1 and Eq 2 and Eq 4}) \Rightarrow |F| * d = (|F| * |c| * t) / \lambda = \beta * (|c| / \lambda) \Rightarrow |F| * t \rightarrow \beta$$

$$11. (\text{Combine Eq 1 and Eq 2 and Eq 4}) \Rightarrow |F| * t = (|F| * \lambda * d) / |c| = |m| * (|c| / \lambda) \Rightarrow |F| * |c| \rightarrow \lambda$$

$$\text{and then } |F| * d \rightarrow |m|$$

$$12. (\text{Continue 10}) \Rightarrow t = \beta / (|m| * |c|)$$

$$13. (\text{Continue 11}) d = 1 / |c|$$

$$t = d * (\beta / |m|)$$

$$d = t * (|m| / \beta)$$

$$\beta * d = |m| * t$$

$$\text{Implies } \beta \rightarrow |m| \text{ and } |m| \rightarrow \beta$$

$$\text{Implies } d \rightarrow t \text{ and } t \rightarrow d$$

$$\text{As Acceleration } \rightarrow 0 \text{ and Velocity } \rightarrow \infty \text{ as } N \rightarrow 0$$

$$d = t$$

$$n = |m'|$$

$$\text{Implies } \beta \rightarrow |m| \text{ as } d \rightarrow t \text{ and } t \rightarrow d \text{ while } v \rightarrow \infty \text{ as } a \rightarrow 0 \text{ implies } c \text{ and while } N \rightarrow 0$$

$$\text{By } (\beta) \text{ implying } (\alpha) \text{ as } h \text{ is constant and } (n) \text{ is scalar}$$

$$(n) \rightarrow \infty \text{ letting } (n * h) \rightarrow \infty \text{ implying } \rightarrow |m| \text{ as } |m| \rightarrow \infty$$

$$|E| = |m| * |c|^2 = n * h * N = |m| * Z =$$

$$E = mc^2 = nhN$$

Let  $h$  = Plank Constant [6.6E34 (kg\*m<sup>2</sup>)/s]

Let  $t$  = Time Constant [Cycles = 1.27E-18 (1/s)]

Let  $d$  = Distance (Variable)

Let  $|m|$  = Mass<sub>True</sub> ; un-weighted, un-averaged (Variable)

$$1. t = d * (h / |m|)$$

$$2. d = t * (|m| / h)$$

$$(1 + 2). h * d = |m| * t$$

$$(6.6E34 \text{ kg*m}^2/\text{s}) * d = |m| * (1.27E-18 \text{ Hz})$$

$$(6.6E34/1.27E-18) = |m| / d = 5.19E52 \text{ kg*m}^2/\text{s}^2$$

$$(((\text{kg*m}^2)/(\text{1/s})) / (\text{1/s})) = \text{kg*m}^2/\text{s}^2 = m * (1/d) = ?$$

$$[d] = \text{kg*m}/\text{s}^2 = ? \text{ Conject is Hz}$$

**[h] should equal [m] as they are common divisors Conject [h] = [m] ; on atomic scale**

Let  $h$  = Plank Constant [6.6E34 (kg\*m<sup>2</sup>)/s]

Let  $t$  = Time Constant [Cycles = 1.27E-18 (1/s)]

Let  $[d] = [(kg*m^2)/s]$

Let  $[|m|] = \text{Hz} (1 / \text{s})$

Let  $|c|$  = Lightspeed Constant [2.9E8 m/s]

Let  $\lambda$  = Wavelength (Variable)

Let  $t$  = Time Constant [Cycles =  $1.27E-18$  (1/s)]

Let  $d$  = Distance (Variable)

$$1. t = (\lambda * d) / |c|$$

$$2. d = |c| * (t / \lambda)$$

$$(1+2). t * |c| = \lambda * d$$

$$(1.27E-18 * 2.9E8) = \lambda * d = 3.6E-10 \text{ m/s}^2$$

$$[(1/s) * (m/s)] = \text{m/s}^2 = ?$$

$$[d] = \text{m/s} = ?$$

**$[\lambda]$  should equal  $[c]$  as they are common waveforms Conject  $[\lambda] = [c]$  ; on atomic scale Conject is Hz**

Let  $|c|$  = Lightspeed Constant [ $2.9E8$  m/s]

Let  $t$  = Time Constant [Cycles =  $1.27E-18$  (1/s)]

Let  $[d] = [m/s]$

Let  $[\lambda] = \text{Hz} (1/s)$

Let  $h$  = Plank Constant [ $6.6E34$  (kg\*m<sup>2</sup>)/s]

Let  $t$  = Time Constant [Cycles =  $1.27E-18$  (1/s)]

**Let  $[d] = [(kg*m^2)/s] = \text{meter} / \text{second} = \text{Kelvin} / \text{Second} = [h] = ?$**

**Let  $[|m|] = \text{Hz} (1/s) = \text{kg} = ?$**

Let  $|c|$  = Lightspeed Constant [ $2.9E8$  meter / second]

Let  $[\lambda] = \text{Hz} (1/s)$

Let  $N = \text{Nuclear Constant } 1.27\text{E-}18 \text{ Hz at } 0 \text{ Kelvin}$

Let  $E = \text{Energy}_{\text{Maximum}} [8.4\text{E}16 \text{ Kelvin at } 0 \text{ Hz}]$

**Let Kelvin** =  $\text{kg} \cdot \text{m}^2 = ?$

### Units:

Kilogram

Meter

Second

Kelvin

0 to  $8.4\text{E}16 \text{ Kelvin}$

$1.27\text{E-}18 \text{ Hz at } 0 \text{ Hz}$

$(8.4\text{E}16 / 1.27\text{E-}18) \text{ Kelvin} \cdot \text{Hz} = \mathbf{6.6\text{E}34 \text{ Kelvin / Second}} = [[h]] = ?$

**Implies Kelvin =  $\text{kg} \cdot \text{m}^2$**

.....

### **All thing still Maximal:**

1. (Eq 1)  $|E| = |m| \cdot |c|^2 = |F| \cdot d$

2. (Eq 2)  $|\rho| = |m| \cdot |v| = |F| \cdot t$

3. (Eq 3)  $|F| \cdot t = |m| \cdot |v| = |m| \cdot (d / t) = |m| \cdot (|c| / \lambda)$

4. (Eq 4)  $|F| = |m| \cdot g$ ;  $g = \text{local gravitational constant}$

**5. (Eq 4') Let  $|F| = |m| \cdot Z$ ;  $Z = \text{Gravity} + \text{Levity}$**

5. (Eq 5)  $|F| = |m| \cdot |c| = |m| \cdot a$ ;  $v \rightarrow \infty$  as  $a \rightarrow 0$  implies  $c$  (Acceleration = 0, Velocity = Maximal

Asymptote) also implies  $N \rightarrow 0$  (Fundamental Frequency ( $f = v_{\text{frequency}}$ ) collapsing)

6. (Eq 6)  $|v| = d/t = |c|/\lambda$ ;  $N/v$ , Actually ( $v_{\text{frequency}} \rightarrow 0$ ) / ( $v \rightarrow \infty$ )

7. (Eq 7)  $v = d/t$

8. (Eq 8)  $\lambda = v/f$

9. (Combine Eq 6 and Eq 7 and Eq 8 = Eq 9)  $\lambda * f = d/t = |c|/\lambda$ ;  $N/v$ , Actually ( $v_{\text{frequency}} \rightarrow 0$ ) / ( $v \rightarrow \infty$ )

10. (Combine Eq 5 and Eq 4' and Eq 4 = Eq 10)  $|m| * |c| = |m| * a = |m| * Z = |m| * g$

11. (Combine Eq 3 and Eq 2 and Eq 1 = Eq 11)  $|E| = |m| * |c|^2 = |F| * d = |F| * t = |m| * |v| = |m| * (d/t) = |m| * (|c|/\lambda)$

12. (Continue Eq 11)  $|c|^2 = (|F|/|m|) * d = (|F|/|m|) * t = |v| = (d/t) = (|c|/\lambda)$

Implies  $((|F|/|m|) / (|F|/|m|)) * (d/t) = |v| = (d/t)$

Implies  $|F| \rightarrow |m|$  and/or  $|m| \rightarrow |F|$

13. (Combine Eq 11 and Eq 9 = Eq 12)  $((|F|/|m|) / (|F|/|m|)) * (d/t) = |v| = (d/t) = (|c|/\lambda) = \lambda * f$   
;  $N/v$ , Actually ( $v_{\text{frequency}} \rightarrow 0$ ) / ( $v \rightarrow \infty$ )

13. Combine Eq 11 and Eq 10 = Eq 13)  $|E|/|m| = |c|^2 = |v| = (d/t) = (|c|/\lambda) = |c| = a_{\text{Maximal}} = Z = g$

Implies  $|c| = \sqrt{|v|} = d = 1/t = 1/\lambda = \sqrt{|c|} = \sqrt{Z} = \sqrt{g}$

Implies  $d = 1/t = 1/\lambda$  implies in Hz and meter related to Hz (meter  $\rightarrow$  Hz or Hz  $\rightarrow$  meter)

Implies  $|c| = \sqrt{|v|} = \sqrt{|c|} = \sqrt{Z} = \sqrt{g}$

Implies  $[|c|] = [\sqrt{|v|}] = [\sqrt{|c|}] = [\sqrt{Z}] = [\sqrt{g}]$

***NONSENSICAL***

If implied meter /second = ( $v_{\text{frequency}} \rightarrow 0$ ) / ( $v \rightarrow \infty$ ) =  $\sqrt{\frac{\text{meter}}{\text{second}}} = \sqrt{\text{Gravity} + \text{Levity}} = \sqrt{\frac{\text{meter}}{\text{second}^2}}$

If Let (Eq 1)  $t = (\lambda * d) / |c|$

If Let (Eq 2)  $d = |c| * (t / \lambda)$

If Let (Eq 1 + Eq 2 = Eq 3)  $t * |c| = \lambda * d$

If Let  $1 / \text{second}^3 = \text{meter}$  if and if  $\text{second} = \sqrt[3]{\frac{1}{\text{meter}}}$

Then from Eq 3 then  $(\lambda * d) / t = \sqrt{\frac{\lambda * d}{t}} = \sqrt{Z} = \left[ \frac{\sqrt{\text{meter}}}{\text{second}} \right]$

Implies Hz =  $[1 / t] = [1 / \sqrt{t}] = [\sqrt{Z} * ?] = [1 / \text{second}]$

Implies  $(\lambda * d) = \sqrt{(\lambda * d)} = \sqrt{Z} * ?$

If Let  $(\lambda * d) = R$

Then Let  $R = R^{-1} = \sqrt{Z} * ?$ , !(Know should imply  $R = R^{1/2} = \sqrt{Z} * ?$ )

What if modeled after orthogonal 3x3 rotation matrix?

What if  $R^T = \sqrt{Z} * ?$

What is Gram? Nonsensical? What is Levity? What is Gravity? What if all balanced? What is

Let  $R_E = R_E^T = R_E^{-1}$

Let  $\det[E_C] = \det[E_N] = \det[E_Z]$

Simply implying some form of relation between [Electricity \* Magnetism] · [Strong Nuclear \* Weak Nuclear] · [Gravity \* Levity]

Then Implies  $[ | \text{mass} | * ( | \text{Speed of Electromagnetic Waves} | )^2] \cdot [E_{\text{Nuclear}} + E_{\text{Translational}} + E_{\text{Vibrational}} + E_{\text{Rotational}}] \cdot [\text{Gravity} * \text{Levity}]$

Let R = Rotation Matrix

Let E = Energy<sub>Total</sub>

Let <sup>T</sup> ≡ Transpose

Let <sup>-1</sup> = Inverse

Let Nuclear = Atomic Nucleus



Let  $T_{\text{Translational}} = \text{Electronic Motion}$

Let  $V_{\text{Vibrational}} = \text{Molecular Motion}$

Let  $R_{\text{Rotational}} = \text{Atomic Motion}$

Let  $\det = \text{determinant}$

Let  $C = \text{Electromagnetic}$

Let  $N = \text{Nuclear}$

Let  $Z = \text{GravoLevetic}$

Let  $| \text{mass} | = \text{True mass (Non-Weighted, Non-Averaged)}$

Let  $| \text{Speed of Electromagnetic waves} | = \text{True } c \text{ ("Lightspeed") (Local Maximum?)}$

Conjectures:

Point of Energy is Point of Intersection. How all forces are intrinsically linked. Non-Arbitrary. Linearly Dependent. Matrix Orthonormal in all respects.

Conjectures:

If Energy is finite (neither consumed nor destroyed) then Point of Energy is finite. If point is finite then what is True Energy? What is True Point of Energy?

Conjectures:

If Energy is infinite (neither consumed nor destroyed) then Point of Energy is infinitesimal. If point is infinitesimal then forces are extrinsically linked. Non-Arbitrary. Linearly Independent. Vectors Orthonormal in all respects.

### Undefined Summation

$$E = mc^2 = nhN ; (1 > n < 1 \text{ at minimum, } n = 1 \text{ at maximum}) \in \mathbb{N} \text{ (Natural Numbers)}$$

$$[E] = [(\text{kilogram} * \text{meter}^2) / \text{second}^2] = [(\text{kilogram} * \text{meter}^2) / \text{second}^2]$$

$$0 > E_{\text{Total}} < 1 > E_{\text{Total}} < n * h ; n \in \mathbb{N}$$

Implies  $E_{\text{minimum}}$  is both 0 and  $\infty$  while  $E_{\text{maximum}}$  is 1

That is nonsensical

If  $m = 0$  then  $E_{\text{Minimum}} = 0$  [Units Arbitrary]

If  $m = nh$ ,  $n = 1$ ; then  $|E| = [h]c^2$  implies  $[N] = 1 / \text{second (Hz)}$

$[n * h] = \text{Joule} * \text{second}$ ,  $\text{Joule} = (\text{kilogram} * \text{meter}^2) / \text{second}^2$ ;  $[h] = (\text{kilogram} * \text{meter}^2) / \text{second}$

$$C^2 \sim N$$

$$[C] \sim \text{meter} / \text{second} \quad (\text{Units Defined})$$

$$[C^2] \sim \text{meter}^2 / \text{second}^2 \quad (\text{Units Defined})$$

$$[N] \sim 1 / \text{second} \quad (\text{Units Defined})$$

$$|c| = 2.9E8 \text{ meter} / \text{second}$$

$$|c|^2 = 8.4E16 \text{ meter}^2 / \text{second}^2$$

$$h = 6.6E34 \text{ (kilogram} * \text{meter}^2) / \text{second}$$

$$[N] = 1 / \text{second} \text{ (Hz)}$$

$$[(\text{Kilogram} * \text{meter}^2) / \text{second}^2] = [((\text{kilogram} * \text{meter}^2) / \text{second}) * (1 / \text{second})] : \text{Units Satisfied}$$

$$8.4E16 * m \sim 6.6E34 * N ; m \rightarrow h \text{ as } h \rightarrow m \text{ implies } 8.4E16 \sim 6.6E34 * N$$

$$N \sim 8.4E16 / 6.6E34 \sim 1.27E-18$$

$$N = 1.27E-18 \text{ 1} / \text{second}$$

$$c = 2.9E8 \text{ meter} / \text{second}$$

$$c^2 = 8.4E16 \text{ meter}^2 / \text{second}^2$$

$$h = 6.6E34 \text{ (kilogram} * \text{meter}^2) / \text{second}$$

$$[E] = (\text{kg} * \text{m}^2) / \text{s}^2$$

$$[m] = \text{kilogram}$$

$$[n] = \text{no units (scalar)}$$

$$E = mc^2 = nhN ; n \in \mathbb{N}$$

$$E = 0 \text{ then } m = 0 \text{ and } n = 0 ; m \rightarrow 0 \text{ and } m \rightarrow \infty$$

$$E = 8.4E16 \text{ (kilogram} * \text{meter}^2) / \text{second}^2 \text{ } m = 1 \text{ and } n = 1 ; m \rightarrow h \text{ and } h \rightarrow m$$

Implies  $\int_0^1 \text{Energy}_{Total} d\lambda$  Implies  $\text{Energy}_{Total}$  bounded between 0 and 1

<p>Temperature <math>\rightarrow</math> True 0 Kelvin is 1.27E-18 Hz  Temperature <math>\rightarrow</math> True Maximum is 2.275E15 Kelvin</p>
--

$$\lambda_{\text{peak}} = b / T ; b = 2.89E-3 \text{ meter} * \text{Kelvin}$$

$$1.27E-18 \text{ (1} / \text{second)} = 2.89E-3 / T_{\text{Maximum}} \text{ (meter} * \text{Kelvin)} / \text{Kelvin}$$

$$T_{\text{Maximum}} = 2.89E-3 / 1.27E-18 \text{ Kelvin} = 2.275E15 \text{ Kelvin}$$

$$t = (\lambda * d) / |c|$$

$$d = |c| * (t / \lambda)$$

$$t = d * (h / |m|)$$

$$d = t * (|m| / h)$$

$$1 / \text{second} = (\text{kilogram} / [(\text{kilogram} * \text{meter}^2) / \text{second}^2]) * \text{meter}$$

$$\text{Implies } 1/\text{second}^3 = \text{meter} \text{ and } \text{second} = \sqrt[3]{\frac{1}{\text{meter}}}$$

Nonsensical

$$\lambda = (t * |c|) / d$$

$$1.27\text{E-}18 \text{ Hz} = 2.9\text{E}8 \text{ meter / second}$$

$$1.27\text{E-}18 \text{ Hz} / 2.9\text{E}8 \text{ (meter / second)} = 4.37\text{E-}27 \quad (1/\text{s} / \text{m/s}) = 1 / \text{m}$$

$$4.37\text{E-}27 (1 / \text{m}) \rightarrow 4.37\text{E}27 \text{ m} = \lambda_{\text{Length}}$$

**The Physics at the end was simply to put forth. Nonsensical!**

**Re-/De-/(Differ, Disjoin, Subtract)/Con-/(Derive, Conjoin, Addition)/Finitions:**

**Define It = 1 Social Perception (Origin) = What is the Difference = 3 Data Points = Dynamic Morphism**

**Morality = Relativity**

**Moral = Relative**

**Each of Our (Morals are Relative) meant Each of Our (Relatives are Moral)**

**Our (Morality is Relative) to Each of Us meant Our (Relativity is Moral) to Each of Us**

**Soul** = Internalized Individual Perception = Ideal (Idealized, Ideal)

**Deity** = Internalized Social Perception = Ideal (Idealized, Ideal)

**Spirit** = Externalized Perceptions = Tangible (Idealized, True)

A Tangible Thing is all the same no matter who perceives it. Whether an individual, a group of individuals or society perceives it. (Exempli gratia “Putting on a Happy Face”)

An individual may be perceived by society (another/others) as happy. (Exempli Gratia “Putting on a Happy Face”)

An individual may perceive itself as unhappy. (Exempli Gratia “Putting on a Happy Face”)

**Time** = dynamic cyclical magnitude = (tangible noun able to vary with size) and (with repeating change)

**Distance** = static magnitude – (tangible noun able to vary with size) and (without change)

**Scientific process = Inverse Artistic Process**

**Social Perceptive** = Social Ethics = Social Ethos = Origin ((0,0,0) ; (x,y,z))

**Individual Perspective** = Individual Ethics = Individual Ethos = Reference

**Meaning** = Application Preserved = Science = Mind

**Purpose** = Symmetry Operation Preserved = Art = Body

**Science** = Internalized Creations = Mental Images = Contemplation = Imagine = Mind = Meaning  
**Art** = Externalized Creations = Physical Images = Construction = Engineer = Body = Purpose

**Optimal Noun** = Perfect  
**Optimal Tangible** = True  
**Optimal Ideal** = Ideal

**Perceive** = 2-Dimensions  
**Visualize** = 3-Dimensions = Holy

**Re- , Rhe-** ( $\neq$  **Dextro**,  $\neq$  **Dere**) = Right, Again; Again Right, Right Again; To Again,  $\rightarrow$ , Addition  
**Si- , Sin-** ( $\neq$  **Levo**,  $\neq$  **(s)q(uir)ede**) = Left, Against; Left Against, Against Left; To Against,  $\leftarrow$ , Subtraction

**Ima- -gineer** = External Creations (Thought)  
**En- -gineer** = Internal Creations (Build)  
**Con- Templa- -tion** = Addition Templa = Addition Internal Creation (Add Thought)  
**Con- Struct- -tion** = Addition Struct = Addition External Creation (Add Build)

**In- Divi Dual** = Internal divided dual = Mind + Body

**HOW** = Biblical Stories  
**Tenant Table** = Instruction Manual for Progressing Society = (WHO, WHAT, WHY)

**Tools** = Cross and Circle = Standardized Dynamic Morphs  
**(Tools of the Scientist = Tools of the Artist)**

**Ethos** = Ethics = Perceive/Visualize = Fiction/Spirit = What Is The Difference = Define It = **Sprit(Social)/Soul (Individual)**

**Logos** = Logic = Imagine/Contemplate = Science = Internal Creations = **Mind = Word**  
**Pathos** = Pathic = Engineer/Construct = Art = External Creations = **Body = Interpretation**

**Fiction** = Boundary where Science and Art meet. Half Science Half Art.

$\perp$  = Perpendicular, Equate, Conjoin (=) = **Addition**  
 $\circ$  = Parallel, No Equate, Disjoin ( $\neq$ ) = **Subtraction**

**Noun** = Tangible (and/or) Ideal

**Tangible** = Externalized Individual Perception

Ex) Physical Perception

Ex) Body

**Ideal** = Internalized Individual Perception

Ex) Mental Perception

Ex) Mind

**Opposite** = Two opposing Tangibles

Ex) Tragedy and Comedy

Ex) Mature and Immature

**Faith** = Two opposing Ideals

Ex) Comedy and Tragedy

Ex) Knowledge and Ignorance

**Perspective** = A Tangible congruent to an Ideal

Ex) Tragedy and Comedy = Comedy and Tragedy

Ex) Knowledge and Mature

**Belief** = An Opposite congruent to a Faith

Ex) Male and Woman

Ex) Man and Female

Ex) Knowledge and Immature

<b>TANGABLE</b>	↔ Nouns ↔	<b>IDEAL</b>
<b>Mature</b>	↔ Perspective ↔	<b>Knowledge</b>
↕ Opposites ↕	↔ Beliefs ↔	↕ Faiths ↕
<b>Immature</b>	↔ Perspective ↔	<b>Ignorance</b>
↕ Tangibles ↕	↔ Nouns ↔	↕ Ideals ↕
<b>Tragedy</b>	↔ Perspective ↔	<b>Comedy</b>
↕ Opposites ↕	↔ Beliefs ↔	↕ Faiths ↕
<b>Comedy</b>	↔ Perspective ↔	<b>Tragedy</b>
↕ Tangibles ↕	↔ Nouns ↔	↕ Ideals ↕
<b>Male</b>	↔ Perspective ↔	<b>Man</b>
↕ Opposites ↕	↔ Beliefs ↔	↕ Faiths ↕
<b>Female</b>	↔ Perspective ↔	<b>Woman</b>

$$\text{Energy}_{\text{Total}} = \text{Force}_{\text{Total}} * (\text{Distance Force Applied}) \rightarrow E = F*d$$

$$\text{Momentum}_{\text{Total}} = \text{Force}_{\text{Total}} * (\text{Time Force Applied}) \rightarrow \rho = F*t$$

$$\text{Momentum}_{\text{Total}} = \text{Mass}_{\text{Total}} * \text{Velocity}_{\text{Total}} \rightarrow \rho = m*v$$

$$\text{Force}_{\text{Total}} = \text{Mass}_{\text{Total}} * (\text{Asymptotic Velocity of Electromagnetic Waves, } c \text{ (lightspeed)}) \rightarrow F = m*v, \text{ as } v \text{ go to } \infty \text{ and } a \text{ got to } 0 \text{ implies } c \rightarrow F = m*c$$

C = Asymptotic Velocity of Electromagnetic Waves, Hz (Hertz, 1 per Second) go to  $\infty$  (Spectrum Span 0 Hz to  $\infty$  Hz)

$$\text{Force}_{\text{Total}} = \text{Mass}_{\text{Total}} * (\text{Time Momentum Applied}) = \text{Mass}_{\text{Total}} * (\text{Time Force Applied}) \rightarrow F = m*(\Delta\rho/\Delta t) = m*(\Delta F/\Delta t)$$

$\Delta$  = change (may be systematic and rated (change of rate) or may be Nonsystematic and Nonrated (change))

$\text{Force}_{\text{Total}} = \text{Momentum}_{\text{Total}} = \text{Mass}_{\text{Total}} * \text{Velocity}_{\text{Total}} = \text{Mass}_{\text{Total}} * (\text{Distance Force Applied} / \text{Time Force Applied}) \rightarrow F = \rho = m * v = m * c = m * ((\Delta F / \Delta d) / (\Delta F / \Delta t))$

**Velocity** = Distance / Time

**Time** = (A Tangible Noun able to vary with size) and (With Repeating Change) = A **Dynamic Cyclical** Tangible Noun

**Distance** = (A Tangible Noun able to vary with size) and (With No Change) = A **Static** Tangible Noun

**t** = Standard Variable Representing Time; a mathematical concept, a conceptual artifact used to compute, a symbol; a **static** noun

**d** = Standard Variable Representing Distance; a mathematical concept, a conceptual artifact used to compute, a symbol; a **static** noun

**Second** = A Spatial Frequency; Magnitudes from minimum inflection to adjacent minimum inflection or maximum inflection to adjacent maximum inflection = (A Specific Tangible Noun able to vary with size) and (With Repeating Change) = A Specific **Dynamic Cyclical** Tangible Noun. Wavelength is per Second.

**Meter** = Magnitudes from minimum inflection to adjacent minimum inflection or maximum inflection to adjacent maximum inflection = (A Specific Tangible Noun able to vary with size) and (With No Change) = A Specific **Static** Tangible Noun. Distance is per Wavelength.

$\text{Energy}_{\text{Total}} = \text{Mass}_{\text{Total}} * c^2 = \text{Distance} / \text{Time}] * \text{Distance}$

Direction May or May Not Equal Mass; Sets May Be Mathematically/Logically Equivalent (=) or Mathematically/Logically Nonequivalent ( $\neq$ ) (Two Tangible Sets May (=) or May Not ( $\neq$ ) Include Two of the Same (Degenerate; Equivalent, Congruent, Identical, =) Tangible Nouns or Two Ideal Sets May (=) or May Not ( $\neq$ ) Include Two of the Same (Degenerate; Equivalent, Congruent, Identical, =) Ideal Nouns)

**Set** = Collection of Elements = Collection of Singular Nouns (Tangible and/or Ideal)

**Scalar** = Singular Noun (Tangible or Ideal, Sub(s) or Subset(s))

**Velocity** = Magnitude \* Direction (Exempli gratia 55 Mile per Hour North East) = (Singular Tangible Noun) able (To Vary With Scale (Size); may be scaled up or down; has associated scalar) with (Change) and with (Direction)

**Direction** = Measure of Angle(s)  $\equiv$  Compare Set(s) of Distance(s)

**Magnitude** = Variable Scalar = A Noun able To Vary with Scale (size)

**Mass** = Measure of Relative Size  $\equiv$  Compare Set(s) of Distance(s)

**Acceleration** = Change in Velocity With Respect to Time =  $(\Delta d/\Delta t)$  with respect (Mathematical Operation Generally Division) to t. (Exempli gratia  $(\Delta d/\Delta t)/\Delta t = \Delta d/\Delta t^2 \sim \Delta d^2/\Delta t$ )

**Measure** = Systematic Way of Assigning an Element to a Collection = Equating a Noun as a Subset of a Set

**Wavelength of Electromagnetic Waves** = ? (What is Energy? Electricism? Magnetism? Strong Nuclearism? Weak Nuclearism? Gravitism? Levitism?)

Let E = Energy

Let | | = Total

Let c = | Asymptotic Velocity of Electromagnetic Waves |

Let F = Force

Let d = Distance

Let t = Time

Let v = Velocity

Let  $\rho$  = Momentum

Let a = Acceleration

Let f = frequency

Let m = Mass

Let h = Planck Constant

Let  $\lambda$  = Wavelength (Spatial Period of Electromagnetic waves, Spectrum Span 0 Hz to  $\infty$  Hz)

Let m' = Unit Mass

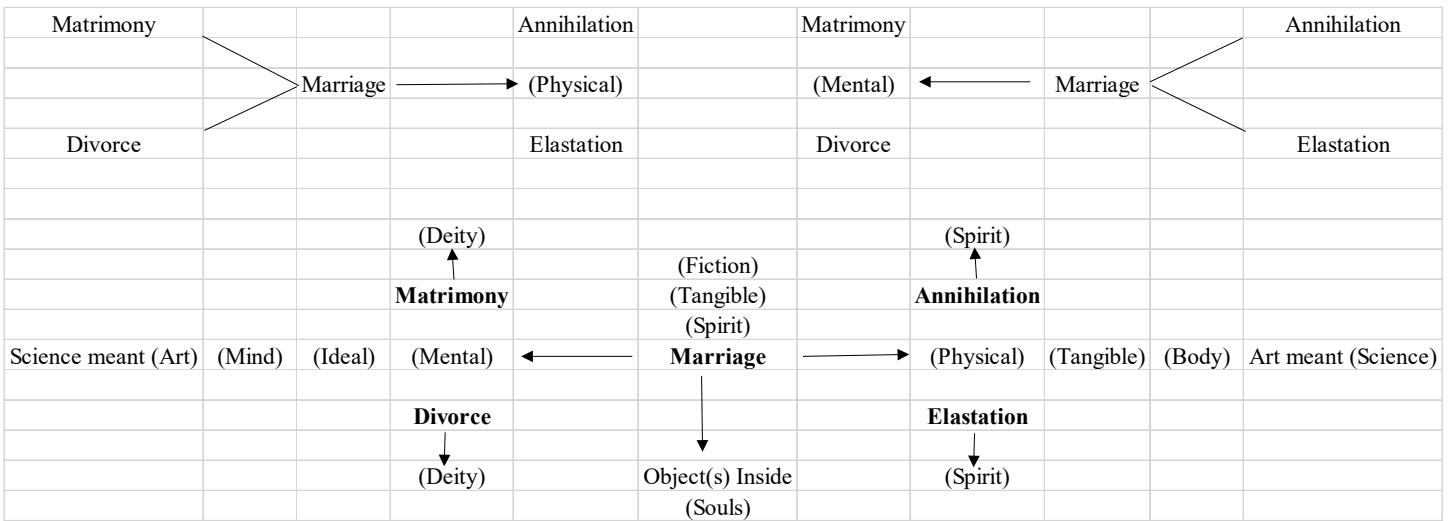
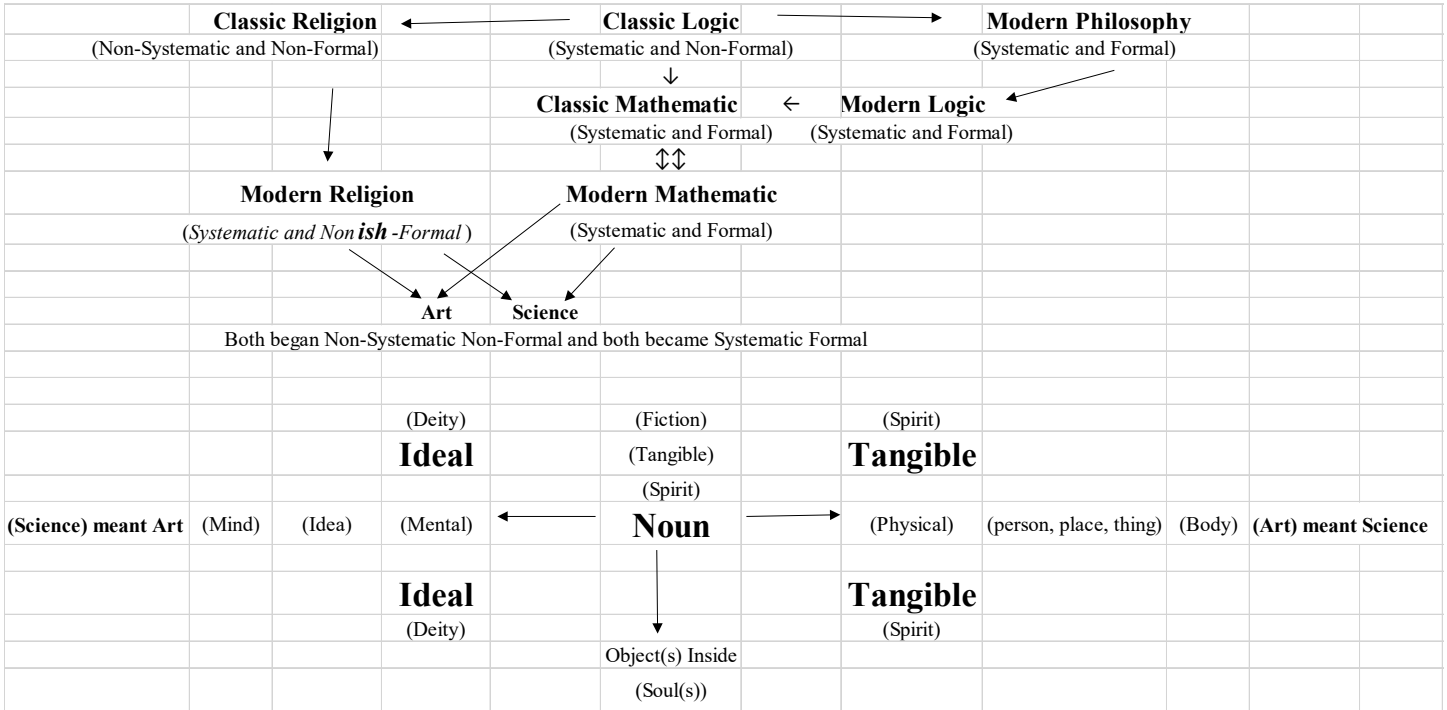
Let n = Variable Scalar

Let  $\beta = (n * h)$

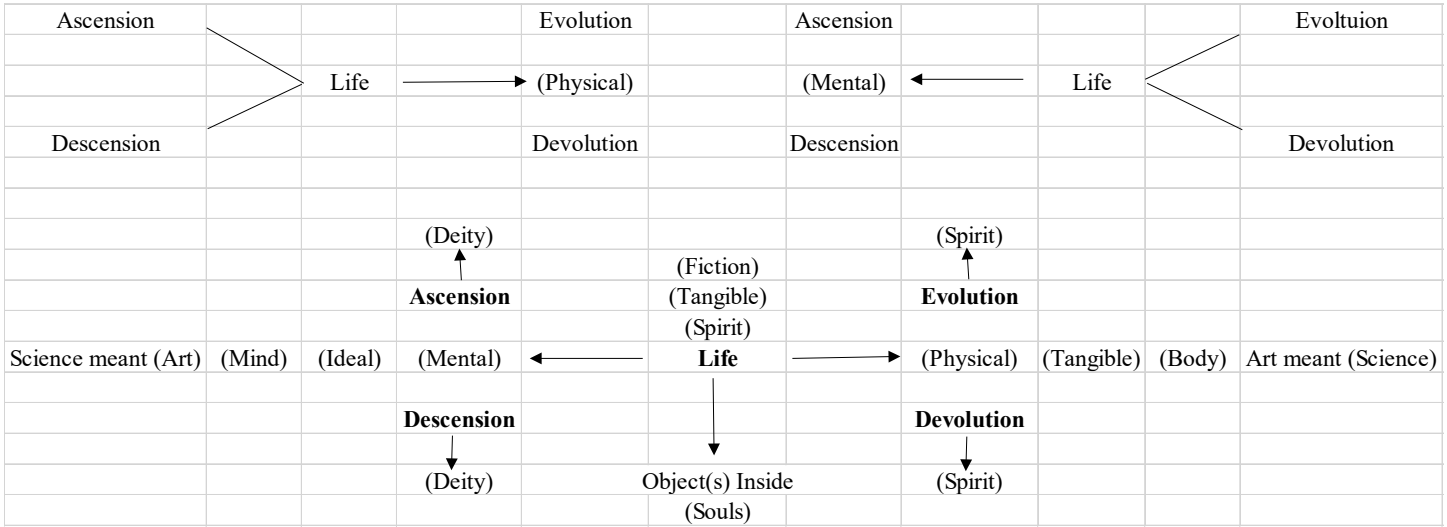
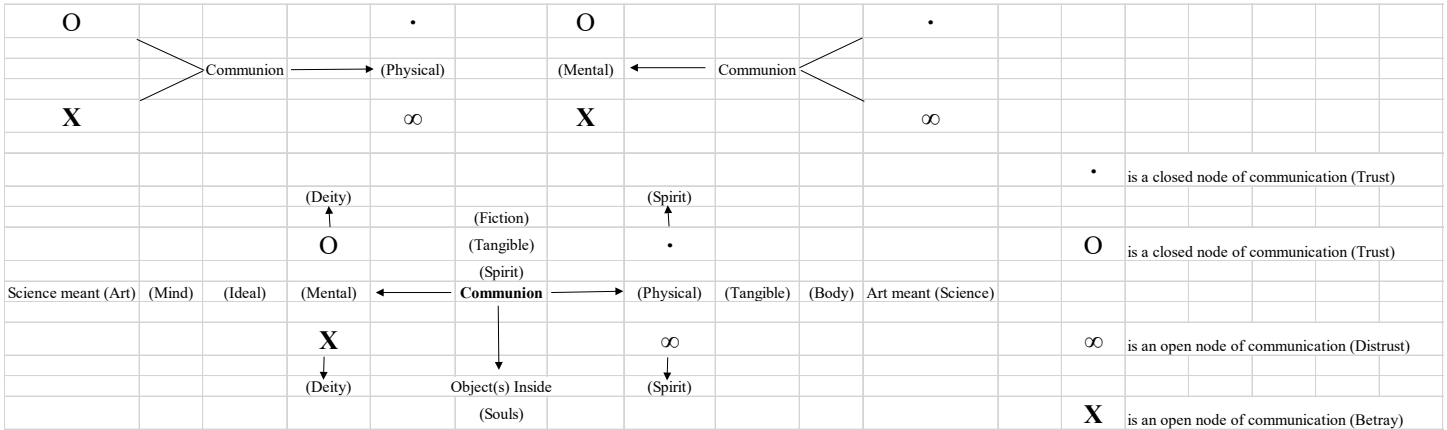
Let N = Nuclear Forces (Strong + Weak) = Fundamental Frequency ( $v_{\text{Minimum}}$  meant  $f_{\text{Minimum}}$ )

Let Z = Gravolevetic Force (Gravity + Levity)

**Supplemental:**







**Citations:**

Steven Batha – Chemist  
**ME, MYSELF AND I! #DuckFace**