Reflectivity & Reason;

- Reason upon reflections.

⇒ Stories of Knowledge → What knowledgeable people use to share it.

- Reflecting or recreating a living is done in some old paintings.
- Creativity is the desire to redo reality stepping away from it.
  - ↳ How old civilizations were creative and how they reflected upon themselves.
- Civilizations are enactments of ideas/imaginations.

⇒ Greatest Civilizations:

- Sinic
- Indic
- Egyptian
- Persian
- Islamic scholarship
- Greek "Wise Age"
- European Renaissance

— x —

Note: History of Ideas → Endarkened Humanity } we don't know much.
↳ Lightened realm of ideas

— x —

Stories of the Ideas of Inscription;

- Cuniforms 2600BC → Alphabets (Greeks traded) 1000BC → Writing (Inscription)

Note: Ashok's pillars of edicts for posterity.
↳ ex: piety to men (goodness / ways / views of Ashok)

Note: Persian & Urdu etc written from right to left.

— x —

- After the harappan script, there was a dark age for scripture, this was a golden age for oral inscriptions → Vedas, then came the Brahmi scripts.

~~Metho → Varshit~~

- To check slippage of sound in the transmission of recitation, atomic classes of sound were defined.

- Theory of euphony (coalescing & temporal slitting) of sounds were developed, since a lot of oral inscriptions were taking place.
  ↳ Punctuation rules etc came up

⇒ Actual rigveda was continuous pronounciation, now it follows a different recitation which is word by word.

— x —

Note:
Idea of Spread → we talk about a point as a logical entity.

— x —

Note:
Idea of Rules → Define logic for speech, maybe words next to each other can have altered pronunciation.

Note:
Nouns / Adjectives, all words come out of,

root + inflection
↓
Verb

—x—

* Theory of Panini → Rules to stitch/sew speech which is meaningful from consonants / vowels.

—x—

→ Certain sounds along with other certain sounds would together combine to be pronounced with another sound.

⇒ Backus-Naur Form → Meta syntax for formally expressing programming languages.

—x—

* Greek ('Being') & Indic ('Happening') centric math:

↓
- Ratios of numbers
- no 0 or -ve numbers
- Existance proofs (contradiction proofs)

↓
- Operations of numbers
- 0 & -ve numbers
- Algorismic procedures (to prove)

—x—

Note:
Numbers & Speech are discrete quantities

—x—

Note: Enlightenment, Renaissance periods
*

—x—

*Science vs Humanities:

- Induction → Not reliable knowledge
  Deduction → Not new knowledge
  Verification
  } Contribute to scientific theories

- Falsifiability → Science depends on this,
  ↓ Laws once proven to be false,
  (Modus Tollens) they will be amended / adjusted.
  (Science laws must be falsifiable)
  , else they are not science

*

⇒ Scientific theories are theories which are falsifiable but not falsified yet → Popper

———x———

Note: Syllogism → Deduction

———x———

* Abduction → The complex process which cannot be captured into an algorithm, this is used with proofs apart from Induction / Deduction.

———x———

⇒ Note: It is impossible in theory to falsify
* a theory / formulation. We can only practically falsify it.

*

———x———

- If the world is uniform, induction will work.

* We have abducted that the world is uniform so we believe in induction.