



Ash Tree Reflex		
Natural Language Processing Encoding and Decoding	5	FALSE
Math Encoding and Decoding	1	TRUE
Physics Encoding and Decoding	4	FALSE
Natural Language Processing Encoding and Decoding	5	FALSE
Math Encoding and Decoding	1	TRUE
Cognition Encoding and Decoding	1	FALSE
Natural Language Processing Encoding and Decoding	2	FALSE
Math Encoding and Decoding	3	TRUE
Physics Encoding and Decoding	4	FALSE
Natural Language Processing Encoding and Decoding	5	FALSE
		1
		2
		3
		4
		5
TRUE	Ash Tree Reflex	

LeadEdge: [(Sw)+(Sw^n)+((b+b)*(a^2)/2)=r]	D3.e Grid Begin Draw Decision (D3.==(D3=(((b+b)*(a^2)/2)=(r+1)/2)-((b+b)*(a^2)/2)=r)=(D1+D2)))	D3.f Grid Draw Iteration (D3=(((b+b)*(a^2)/2)=(r+1)/2)-((b+b)*(a^2)/2)=r)=(D1+D2))	D3 Grid ((((b+b)*(a^2)/2)=(r+1)/2)-((b+b)*(a^2)/2)=r)=(D1+D2)
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D1 (Division 1)			
1			
D1 (Branch Iteration 1) Sub Wall (sw)	2		
D1 (Branch Iteration 2) Sub Wall (sw^n)	3		
D2 (Division 2) Redundancy Checking (Sw)+(Sw^n)+((b+b)*(a^2)/2)=r			
1			
D1 (Branch Iteration 1) Sub Wall (sw)	2		
D1 (Branch Iteration 2) Sub Wall (sw^n)	3		
D3 (Grid) = (Division 3)			
1			
Path (r) = (b+b)*(a^2)/2	-1		
Foundation {a = Perimeter} & {b = Grid}			
a (Begin)	-1		
b (Destination)	-1		

