

# Logic, Logic Only

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## Abstract

In this article, the intention is to introduce a theory about the origin of everything. The initial goal is to answer whether there is something rather than nothing. This question has preoccupied philosophy and science to this day. The answer to this question lies in the understanding that logic in its essence refers to nothingness (NOT IS - NEGATES ITSELF - SELF-NEGATION - NEGATES BEING). The self-denial of nothingness (the primordial logic) generates logical expansions that characterize the foundations of the central limit theorem. These logical expansions characterize the foundations of the central limit theorem. The steps of the logical expansion governed by probability described in the central limit theorem correspond to consciousness, the largest logical wave in a population, and its aspects: infinity, waves, time, space, fundamental forces, dark matter, dark energy, antimatter, and black hole. In other words, the infinite negation of logic (self-denial of nothingness) generates logical expansions that probabilistically will form logical waves and their sub-waves, establishing what is the fundamental nature of reality, knowledge, and existence. Logical expansions occur in the absence of time, which defines the logical essence as a generalized infinite recurrence, a constant, analogous to the infinite numbers or points that make up the interval of any given line.

**Keywords:** logic. nothing. everything. logical expansion. central limit theorem. consciousness. infinite. waves. time. space. fundamental forces. dark matter. dark energy. antimatter. black hole. observer and life.

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## Introduction

The reasoning of this text arose as an answer to the most essential question that philosophy can formulate and that science and philosophy have not been able to fully answer so far, which is: whether there is something instead of nothing, or why is there something instead of nothing? This question was first asked by the philosopher Gottfried Wilhelm Leibniz in a letter in 1697 and is often described as the greatest philosophical question ([LEIBNIZ, 1697](#)).

The answer to that question comes from the answer of what logic is. In exploring what logic [is] and what it [IS NOT], it gave rise to a theory about the origin of everything, all things. Logic in its essence refers to nothingness, what [IS NOT], that is, it denies itself (negates itself). The self-negation of primordial logic can be abstracted recursively (negates itself, infinitely) into three axioms that are the basis of the central theorem of this theory.

The logic [NOT BEING] is in conformity with NOTHING, because if on the one hand the logic [IS NOT], on the other hand [is] its opposite, that is, illogical and unchanging. In this duality, one has existence grounded by a logic that [IS NOT], while [is] illogical, unchanging and non-existent.

The text is organized according to the following hierarchy:

1. Logic
  - 1.1. Logical Expansion
  - 1.2. Central Limit Theorem
  - 1.3. Consciousness
    - 1.3.1. Infinite
    - 1.3.2. Waves
      - 1.3.2.1. Wavelength and amplitude
      - 1.3.2.2. Entanglement
      - 1.3.2.3. Leap
    - 1.3.3. Time
    - 1.3.4. Space
      - 1.3.4.1. Spiral
    - 1.3.5. Fundamental forces
    - 1.3.6. Dark matter and dark energy
    - 1.3.7. Antimatter
    - 1.3.8. Black Hole
    - 1.3.9. Observer and life
      - 1.3.9.1. Senses

Initially, it is defined what logic [is] and especially what [IS NOT], so its consonance with nothingness is presented. It is then described how this primordial logic, the essence of any logic, develops through its logical expansion. Then it is observed that the samples combined at each stage of this expansion characterize the fundamentals of the central limit theorem, generating new logics (logical waves and sub-waves). These are the logical aspects responsible for saying what is the fundamental nature of reality, knowledge, and existence.

# 1 Logic

According to the online English dictionary Collins([LOGIC...](#), 2021), the word logic refers to:

1. The system and principles of reasoning used in a specific field of study;
2. The relationship and interdependence of a series of events, facts, etc;
3. Necessary connection or outcome, as through the working of cause and effect.

The word logic or any of its principles or expressions, classical or non-classical, express a cause and consequence relationship or chained facts. Movement, change and transition can be distinguished as the essence of the above definitions. The word logic, in its essence, fits perfectly with the definition of nothing - [NOT BEING]. Logic is centered on change and change is centered on that which [IS NOT], since that which [is] (being), cannot cease to be in order to transform. Change requires that at some point something ceases to be what it was in order to be transformed. In [Palmer \(2020\)](#) Parmenides, the philosopher of the unity and identity of being, says that continuous change is the main characteristic of [NOT BEING]. For Parmenides the [being] is one (singular), eternal, ungenerated, and unchanging.

In this duality, existence is based on logic, which [IS NOT - NEGATES ITSELF], while [is - being] illogical, immutable and non-existent. In this way, [being] limits existence by defining the non-existent, the immutable and the illogical while [IS NOT] *ad infinitum*.

Figure 1 – Primordial Logic analogy



Line used to represent and validate the concept of primordial logic.

In Figure 1, the straight-line analogy is used to facilitate reasoning. Based on this Figure, the following observations (axioms) can be extracted in relation to the points **0**, **1** and the **interval** between them:

**Point 1 - [1,1]** It is illogical, as it is the unfractionated total of the straight-line, in this case the primordial premise of the logic [NOT BEING] was not met.

**Point 0 - [0,0]** It is illogical, since it is a null point incapable of denying itself. All logic or sub-logic (logical fraction) must continue to deny itself, since this is the primordial premise of logic. Logic [IS NOT] in its essence, primordially.

**Interval - ]0,1[** The logic is only possible in the fractional representation of the line, that is, between the interval of the points **0** and **1**. A fraction of the line denies being the line, since it is only a part of it. Subintervals, in the same way, are also capable of infinite negate themselves, guaranteeing the primordial premise of logic (negation of itself) in the interval and its subintervals.

Probably, these axioms or features of primordial logic (the essence of everything and by consequence of this study) are the foundations of the basic cognitive processes that

have supported and continue to support, for example, the creation and development of numbers. The logic's negations to itself form a logical expansion that represents changes or inequalities. These inequalities (differences) can be represented by symbols of a language, and numbers are a convenient cognitive abstraction for this representation.

The initial, final and intermediate points represented in the straight line in the Figure 1 are consonant with the natural numbers, readjusting the scale of the symbols that represent each logical moment as needed for the expansion. They are also consonant with positive real numbers, those represented without operations, such as fractions, roots and others (finite decimals).

Figure 2 – First logical moment



Fractionated line in two intervals representing the first logical moment.

In Figure 2 the joining of the dash to the straight line is the representation of a logical negation (logical moment). From the negation of the logic in [be] arise these two logical subintervals or two sub-logics (intervals of the straight line). In this first logical moment, the segment in blue represents the negation of the logic in [be] the illogical whole (the straight line). In the second logical moment, the two subintervals of the straight line or sub-logic are able to negate themselves, guaranteeing the primary premise of logic, [NOT BE] infinitely. In Figure 3 a logical expansion with the first three logical moments is shown.

The logical essence [NOT BEING] is analogous to an abstract constant, that is, its infinite negations and subnegations transcend time. All these infinite negations take place in the absence of time. The inability of logic to negates itself, even for a small interval, would make logic [be] illogical in that interval, which would break the primordial premise of logic, [NOT BEING]. Logic is like an algorithm composed only of a self-executing constant, a generalized recursion and infinite, a simultaneous sequence. The experience of time is driven by consciousness, not by the simultaneous nature of the sequence, but by the order of that sequence, which is nothing more than the observation of the order of the changes of each logical moment.

It is simpler to visualize this simultaneous sequence by imagining a vertical bar in black . This bar is formed by infinite black vertical slices or lines. So there are infinite ways to negate the first logical moment and each infinitesimal slice of the bar will be the beginning of a different sequence or expansion. When determining any of the slices for the first logical moment, immediately all other slices of the population (in the left and right ranges of the chosen slice) are different expansions for the second logical moment, and so on. In other words, expansions are generalizations, and there is no slash range that has not already been negated for any logical moment.

So this simultaneous sequence is an infinite and generalized recursion in the absence of time, the best definition of constant, which according to the English online dictionary Collins([CONSTANT...](#), 2021), is something that repeats itself continuously, uninterruptedly and permanently, something unalterable.

## 1.1 Logical expansion

Primordial logic (negation of self) creates infinite logical expansions. A logical expansion is analogous to a universe. The first logical moment is the beginning of one of these expansions, but there are infinite possibilities of negation of the first logical moment, which reveals infinite logical expansions.

Figure 3 – Initial logical moments



Example of the first three moments of an expansion.

Based on Figure 3, the following observations can be extracted in relation to the first, second and third logical moments:

**First logical moment** The negation of the primordial logic to itself, subdivides it into two units, two sub-logics. Although these parts have different proportions, they express the same amounts of points or possibilities of change, since they are representations of the primordial logic, which *ad infinitum*. The fractional part in blue represents the proportion of the logical negation to its unity.

**Second logical moment** It is generated by the negation of the two primordial sub-logics fractionated in the first logical moment, that is, the second logical moment is a negation of the first. In the impossibility of these sub-logics continuing to negate themselves, even for a brief instant, would make them unable to negate their two units of the whole and consequently to make it [be]. The fractional parts in blue represent the proportion of the logical negation to their respective units.

**Third logical moment** It follows from the negation of the second logical moment, just as the second logical moment follows from the negation of the first, and so on.

With each negation or subnegation of the primordial logic, its new values are influenced by the adjacent values of the previous logical moment. In the figure 4, the primordial logic negates itself by generating the first logical moment with the value [0,2]. In the second logical moment, its subdivisions are contained within the boundary imposed by the value of the first logical moment. The points of the third logical moment, for example, suffer the impositions of the values of the second logical moment, which in turn suffer the imposition of the first. Pascal's triangle has interesting properties about this relationship.

Figure 4 – Logical expansion enforcement



Cumulative imposition on descending logical moments.

In Pascal's triangle, Figure 5a, each number is the closest two numbers above added together. This number represents how many different possible paths lead to it. For

example, the number [4] in Figure 5a represents the four different paths leading to it. The binomial coefficients found in Pascal's triangle represent only the amounts of impositions suffered by each value of a logical moment. Another interesting aspect of Pascal's triangle is the Fibonacci sequence, Figure 5b (PIERCE, 2018b).

Figure 5 – Features of Pascal's triangle



Source: MathsIsFun, 2019. <sup>1</sup>

## 1.2 Central limit theorem

Based on the axioms seen in Figure 1, the following theorem is discriminated: If the parts of the subintervals are subparts of the entire interval, then these subparts summed are part of the entire interval.

Thus, in Figure 6, the negation of the first logical moment negates [being], while the subnegations of the other logical moments are subparts that subnegate [being], so these subparts only negate [being] when added together or unified according to the first logical moment.

Figure 6 – Subdivided logical moments



Example of the first two moments of an expansion.

In Figure 7 the representation of the first and second logical moments from Figure 6 can be seen as logical units.

<sup>1</sup> <[www.mathsisfun.com/pascals-triangle.html](http://www.mathsisfun.com/pascals-triangle.html)>

Figure 7 – Unified logical moments



Example of the first two unified moments of an expansion.

The dynamics of the theorem described above and its essential axioms of logic are cognitively observable through the mathematical construction of the natural numbers, readjusting the scale of the symbols representing each logical moment as needed by the logical expansion. Mathematics supports the addition operation, necessary in the representation of the above theorem, with Presburger's arithmetic, which is consistent, complete, and decidable ([PRESBURGER... , 2021](#)).

The theorem and its essential axioms of logic can also be cognitively observable by the mathematical construction of positive real numbers (represented without operations such as fractions, roots and others - the finite decimals), which is supported by the mathematical theory of the ordered field - a subset of the real numbers greater than or equal to zero and closed for the sum and product operations. The product operation and its properties are not necessary for the dynamics of the theorem and its essential axioms of logic ([ORDERED... , 2021](#)). The ordered field mathematical theory is a first-order mathematical theory, with all its axioms described by first-order logic, making it complete and decidable ([REAL... , 2021](#)).

It is important to note that logic in its essence is not subject to mathematics, but all mathematics is restricted to logic, and therefore some of its simplest constructions may come closer to essential logic than others.

The unity present in the negation (first logical moment) and in the logical subnegations (other logical moments) is the characteristic that corresponds to the central axis of the central limit theorem. This theorem states that the sample distribution of a population approaches a normal distribution as the sample sizes increase, regardless of the shape of the population distribution. This is especially true for sample sizes greater than 30. A simple test that demonstrates this fact is the rolling of unbiased dice. The higher the dice roll number, the more likely the graph will look like the normal distribution graph ([GLEN, 2019](#)). The appendix [A](#) explains the `Distribution_PROB` algorithm in order to clarify the probabilistic essence of the central limit theorem.

It is important to note, as shown in Figure [8](#), that the probabilistic balance or synchronism to the right and left of the median, caused by the distribution of unified logical moments, can illustrate the doctrine of opposites of Heraclitus of Ephesus ([GRAHAM, 2021](#)).

Figure 8 – Probabilistic synchronism of the opposite samples with respect to the median



Example of a distribution that approximates the normal distribution.

In the table 1 is the probability of the binomial distribution between 100 and 10000 samples, in line with the unified samples, Figure 7, or sample averages treated in the central limit theorem.

The binomial distribution behaves like the tossing of coins (heads or tails), in the case of the first row of the table, distribution of 100 samples, there are 101 possibilities, from 0 to 100, as if 100 coins were tossed adding their sides up, which can be 0 for heads and 1 for tails, for example. So if all 100 coins tossed come out heads, the sum is 0, and if they all come out tails, the sum is 100. This sum is a combination of possibilities, not a permutation, that is, in permutation  $[0, 1]$  is a possibility other than  $[1, 0]$ , in combination it is 1 possibility, but with 2 probabilities of occurrence. Therefore, the sum corresponding to 100% of the heads or 100% of the tails corresponds to 1 possibility each, while the other sums have a higher possibility of occurrence. For this first row of the table, 100 coins, 99.994% of all possibilities sum between 31 and 70.

The construction of this table was performed with the general binomial probability formula (which represents a uniform distribution) using the algorithm `BinomialDistribuion_PROB` explained in Appendix A (PIERCE, 2018a).

$$f(k; n, p) = \binom{n}{k} p^k (1 - p)^{n-k}$$

The binomial distribution was used in this section of the study, but other discrete distributions could be used, such as the unbiased dice roll, and the observations in this study would remain the same because the central limit theorem is independent of the shape of the population distribution (FROST, 2018).



Table 1 – Probability of binomial distribution

Target	Range Sum	Range		Total Samples	Samples in the Range	% of Samples in the Range	Subset of $\approx 28\%$ of the Range Samples
99,99%	99,994%	31	70	101	39	38%	72,87%
99,99%	99,992%	73	128	201	55	27%	71,11%
99,99%	99,991%	117	184	301	67	22%	72,73%
99,99%	99,990%	162	239	401	77	19%	70,62%
99,99%	99,991%	207	294	501	87	17%	73,64%
99,99%	99,991%	253	348	601	95	15%	72,96%
99,99%	99,991%	299	402	701	103	14%	72,69%
99,99%	99,990%	346	455	801	109	13%	72,69%
99,99%	99,991%	392	509	901	117	12%	72,86%
99,99%	99,991%	439	562	1001	123	12%	73,16%
99,99%	99,991%	486	615	1101	129	11%	73,54%
99,99%	99,991%	533	668	1201	135	11%	71,45%
99,99%	99,991%	580	721	1301	141	10%	72,06%
99,99%	99,990%	628	773	1401	145	10%	72,68%
99,99%	99,991%	675	826	1501	151	10%	73,31%
99,99%	99,990%	723	878	1601	155	9%	71,76%
99,99%	99,991%	770	931	1701	161	9%	72,49%
99,99%	99,990%	818	983	1801	165	9%	73,20%
99,99%	99,990%	866	1035	1901	169	8%	71,90%
99,99%	99,990%	914	1087	2001	173	8%	72,67%
99,99%	99,990%	1394	1607	3001	213	7%	71,86%
99,99%	99,991%	1877	2124	4001	247	6%	72,47%
99,99%	99,990%	2363	2638	5001	275	5%	72,38%
99,99%	99,990%	2850	3151	6001	301	5%	72,75%
99,99%	99,990%	3338	3663	7001	325	4%	72,32%
99,99%	99,990%	3827	4174	8001	347	4%	72,18%
99,99%	99,990%	4316	4685	9001	369	4%	72,23%
99,99%	99,990%	4806	5195	10001	389	3%	72,42%

Table generated by BinomialDistribuion\_PROB algorithm with binomial distribution from 100 to 10000. <sup>2</sup>

**Target** Percentage of samples observed;

**Range Sum** Percentage that "**Range**" reached "**Target**", from median to edges;

**Range** Range of samples where "**Target**" was reached from "**Total Samples**";

**Total Samples** Shows the total evaluated range, in the case of the first row of the table the value 101 corresponds to the possibilities from 0 to 100;

**Samples in the Range** Quantity of samples from "**Range**";

**Percent of Samples in the Range** Percentage that "**Range**" represents of "**Total Samples**";

**Subset of  $\approx 28\%$  of the Range Samples** This range is a subset of "**Range**", formed from the median, adding 14% to the right and left, totaling 28%. These 28% correspond

<sup>2</sup> Appendix A is dedicated to clarifying the BinomialDistribuion\_PROB algorithm and validating the general binomial probability formula used by it.

to approximately 72% of "**Samples in the Range**", which in turn correspond to 99.99% of the total population. The remainder, which represent 72% of the size of the "**Range**" correspond to approximately 28% of the samples. This matches the Pareto Principle also known as the 80/20 rule and which can also be 70/30 or 90/10 for example (PARETO..., 2021).

It can be seen in Table 1 that as the samples increase, the percentage occupied by 99.99% of the samples "**% of Samples in the Range**" tends to decrease more and more slowly, although the amount of samples representing this percentage tends to increase "**Samples in the Range**".

The column of "**Range in the Samples**" from Table 1, blue arrows in the graph of Figure 9, will be getting closer and closer to the center of the graph proportionally. Although the amount of "**Range in the Samples**" increases, the proportion they take in "**Total Samples**" decreases. The purple arrows in the graph represent the column "**Total Samples**" of Table 1.

Figure 9 – Comparison of total samples with a range of 99.99%



The purple arrows represent the "Total Samples" column and the blue arrows the "Range Samples" column of Table 1.<sup>3</sup>

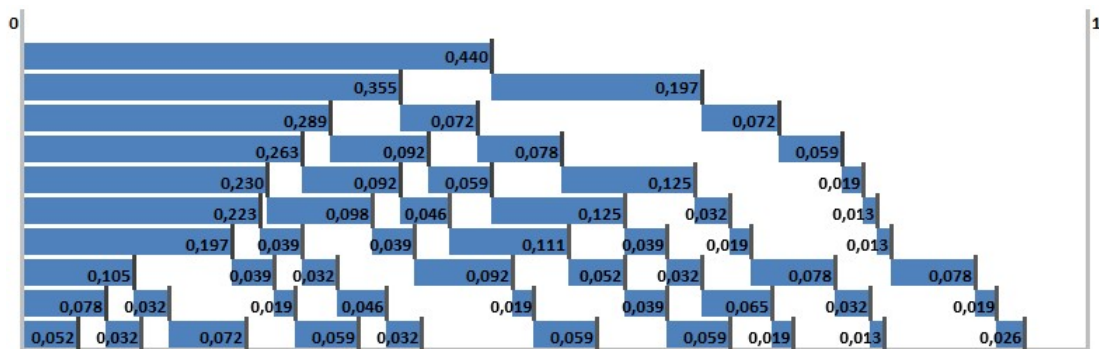
At <<https://www.mathsisfun.com/data/quincunx.html>> there is a tool called Quincunx or Galton Board that dynamically exemplifies what the above pictures show. An explanation of how this tool works can be found at <<https://www.mathsisfun.com/data/quincunx-explained.html>>.

<sup>3</sup> The graph in Figure 9 represents the first 20 rows of Table 1, as they suffer equal increments of 100 samples in each row. Rows 21 onwards are incremented by 1000 samples on each row.

### 1.3 Consciousness

A logical moment can be formed by a division (first moment) or by logical subdivisions (other moments).

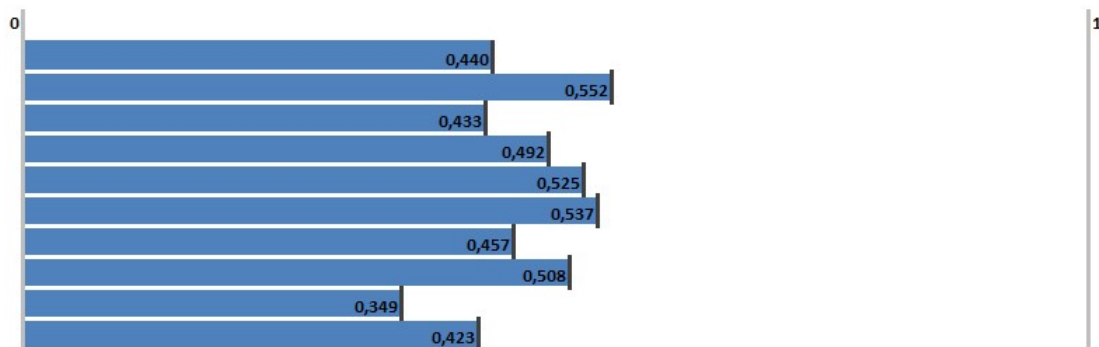
Figure 10 – Logical interval



Example of a logical interval with ten logical moments.

Consciousness is the logical moments of an expansion represented in its units.

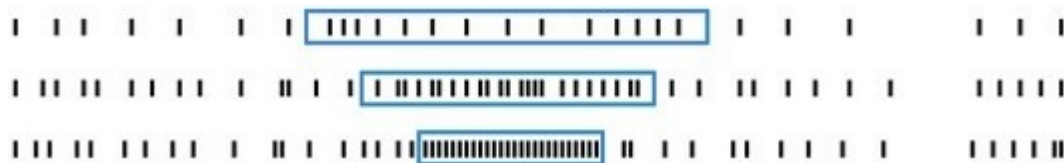
Figure 11 – Conscious logical interval



Example of a conscious logical interval with ten units of logical moments.

It can be seen in Table 1 that the probability of 99.99% of the samples in a population (Range), which increase in quantity as the logical moments increase, tends to be increasingly in the center of the logical interval and this centralization tends to infinity.

Figure 12 – Centralization of 99.99% of the samples



Tendency to center the range of 99.99% of the samples.

Consciousness tends toward the representation of a logical wave, the largest logical

wave in a population (a histogram of the normal distribution) as shown in the figure 8. All of the aspects listed below are inherent in the logical abstraction called consciousness.

### 1.3.1 Infinite

One of the most important aspects that the negation of nothingness brings (negation of self), is infinity, that is, in any logical interval the infinite fits again. The primordial logic that started the entire logical interval is the same found in its subsequent intervals (subintervals). This substantiates how a high-level logic like the human subconscious explains primordial logic, since it is not necessary to go back to the first logical moment of the interval to deduce it, as this phenomenon is omnipresent throughout the interval.

### 1.3.2 Waves

Probabilistically, the distribution of new samples from a population tends to concentrate more samples toward the median of the population as the frequency of samples increases in this direction. However, the distribution of these samples with uniform growth frequencies is infinitesimal compared to the random possibilities of this growth. Thus, the tendency of these growth frequencies toward the median, together with the very low (infinitesimal) probability of this growth being uniform, leads to frequencies in the waveform. The relationship of the density or amplitude of a wave to its length is detailed in the next subsection.

Figure 13 – Waveform



Wave pattern inferred by the trend of this distribution with higher frequencies towards the population median and very low probability of uniform growth of these frequencies.

Merging one wave into another eliminates its discrepancy and makes that wave cease to exist and become part of the first wave, which has its peak closer to the median, in this example. A wave doesn't die, it just merges with another wave closer to it.

Figure 14 – Wave unification



Waves being unified to exemplify the uniform growth of the samples.

### 1.3.2.1 Wavelength and Amplitude

The histogram is used in the figures in this subsection and later to facilitate visualization and understanding of the distribution of samples in a population, because it represents very well the density curves of a population, according to the different views of the Figure 15, representing only one interval or wavelength paired by the median of the population.

Figure 15 – Histogram in different views

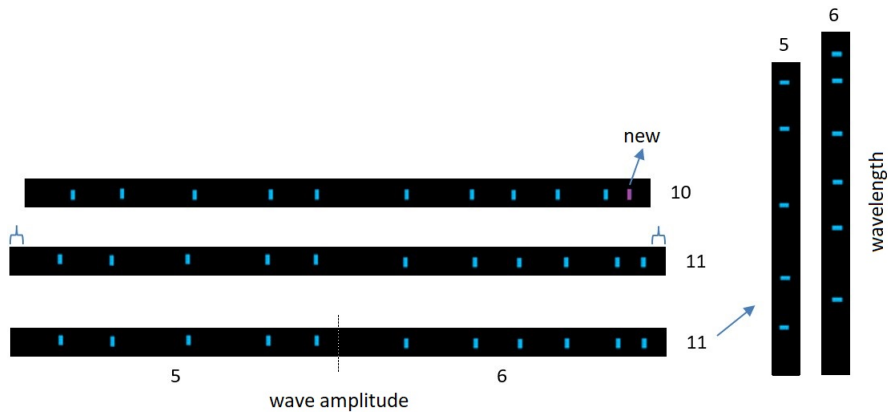


Different ways of population representation in a histogram.

The length and amplitude of waves establish a quantity-per-interval or unit relationship. These units are established by wave entanglement, as seen in the next subsection. Thus, amplitude is the density of a wavelength, the density of some interval.

When adding a new sample to the population, the entire interval is proportionally distributed to match that sample. When looking at the population at smaller intervals or wavelengths, their wave amplitudes will conform to the distribution of samples from these subintervals proportionally, as shown in Figure 16.

Figure 16 – Wavelength vs. Amplitude

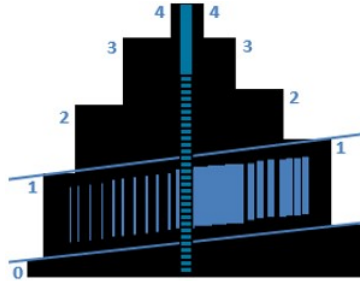


Relationship of wave length and amplitude.

Another important factor is the higher concentration of samples tend to be

distributed at the peak of the interval, because the top of the subintervals or wavelengths that form the peak (histogram columns that form the highest point of the wave) are closer to the population median than the bottom of those wavelengths, as shown in the example in Figure 17 in its center column in blue.

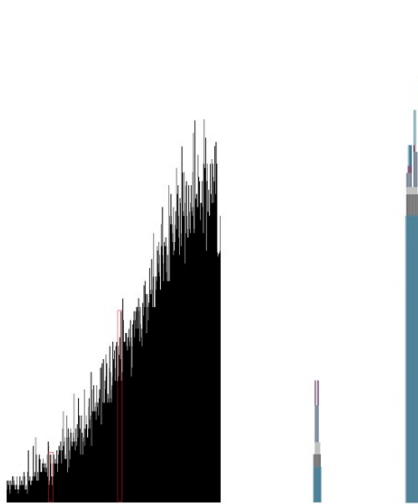
Figure 17 – Wave amplitude - peak



Trend of the highest concentration of samples in the subintervals of a wave.

In large intervals with many logical moments a smaller discrepancy of wave amplitudes is observed. In such intervals large systems of objects can be observed. The larger the intervals, the more balanced they grow towards the population median (probabilistically) as seen in Figure 18. The lowest wave (dark blue) is the base wave of the system, that is, the wave that formed the other waves. Wave systems can be complex, having several nested waves, best visible in Figure 31. More complex intervals with this feature can represent, for example, the universe, then galaxies, stars, planets, etc.

Figure 18 – Wave amplitude at large intervals or lengths



Smaller wave discrepancy at large intervals.

In smaller intervals and with many logical moments a greater discrepancy in wave amplitudes is observed. In these intervals smaller object systems can be observed. The smaller the intervals are, the more unbalanced they will grow towards the population median (probabilistically) as seen in the figure 19. The lowest wave (dark blue) is the base wave of the system, that is, the wave that forms other waves. More complex wave systems

with this feature can represent, for example, the atom, which is very small, present in huge quantities, and the particles orbiting its nucleus (electrons) are much more distant from it.

Figure 19 – Wave amplitude at small intervals or lengths



High wave discrepancy at small intervals.

#### 1.3.2.2 Entanglement

The most similar samples in terms of frequency and distribution are the samples that are part of the same wave. They are non-overlapping, opposite frequencies that complete each other.

Probabilistically, the two complementary parts of a wave tend to be at approximately equal distances, equidistant from the median, but this is not a rule and the complementary parts of a wave may be at different distances from the median. The phenomenon of parity of the parts of a wave is called wave entanglement.

These pairs tend to be formed by probability, where equal wavelengths have the same probability of samples distribution at two or more different points in the population.

Intervals with similar temporal frequencies and spatial distributions are intervals formed by the same probabilistic unit, that is, intervals that have the same probabilistic scenario or context at a given logical moment. Being in the same probabilistic scenario (probabilistic units), these intervals have their samples in the same space-time scenario, which is called space-time lattice and is formed by the largest probabilistic unit in the population (all the samples in the population intermediated by the median).

These entanglements form smaller waves (subconsciousnesses), similar to the largest wave in the entire interval, usually entangled by the population median (consciousness). Consciousness is the logic of the entire interval, while it forms subconsciousnesses or sub-logics, like small waves of a larger wave. These small waves are similar to the pattern of the larger wave. Thus, a change in the larger wave (consciousness) are also changes in the smaller waves (subconsciousnesses) - a change that is induced indirectly by subconsciousnesses, analogous to the compression of gas in a cylinder, where by adding a new molecule of gas in the partially filled cylinder, closer or tighter these molecules will be inside it. The opposite is also true, a new sample in a subconsciousness that is directly observed by it is also a change of the consciousness and will be induced indirectly by other subconsciousnesses, as shown in the figure 16.

Figure 20 – Subconsciousness



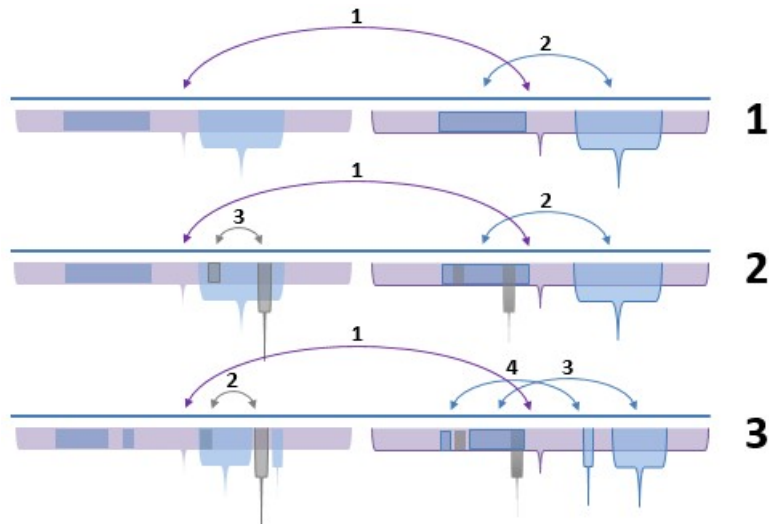
The wave pattern forms subconsciousnesses similar to the pattern created by consciousness, as seen in Figure 8.

The entanglement of waves can occur at different levels or intervals, as seen in Figure 21, which forms nested wave systems. Bordered braces identify intervals where a new sample triggered the leap (as seen in the next subsection), and bordered rectangles represent intervals that have been reordered. Borderless rectangles and braces represent the wave pair in the new order. The numbered arcs indicate the order of the leaps.

The largest entanglement is shown in the examples in Figure 21 as the first leap or entanglement, which occurred when that interval was the smallest, probably. Large intervals tend to be kept ordered by the reordering of their subintervals subsequently. The largest wave is commonly entangled by the population median.

The smaller intervals tend to get the entanglement first, and these reorderings caused by them allow the entanglement of pairs with larger intervals. Entangled pairs are the two opposite sides of a wave (peak or valley) and are entangled by its median, which may coincide with the population median when it is the largest probabilistic wave of the entire interval.

Figure 21 – Wave entanglement levels - wavelengths



Examples of entanglement levels of waves or levels of wavelengths.

The examples in Figure 21 show the subintervals (peaks or valleys) entangled most



strongly with other non-equidistant subintervals. Entanglements are closely linked to the wavelengths of a population. The possible wavelengths of a population are defined by these levels of wave entanglement. Thus, regardless of the order of the leaps, larger entanglements are the longer wavelengths and smaller entanglements are the shorter wavelengths, which allows larger waves to have smaller subwaves.

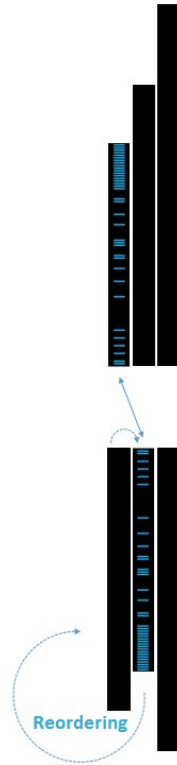
The leap is a reordering done by the entanglement of waves to maintain the equivalent pairs, this reordering occurs only at the entanglement levels, not changing the order of the population samples. Thus, an entangled interval tends to return to a higher entanglement level as the probability of samples from that interval transitions temporarily between the valley and the peak towards equilibrium.

### 1.3.2.3 Leap

The leap is a reordering done by wave entanglement, as the samples of the entangled pairs are no longer equivalent with the addition of new samples from one side of the pair. The leap occurs on one side of a pair of waves and is a reordering, that is, both the part of the interval that has just received the new sample must better match the intended interval for the leap, as well as the reverse.

In Figure 22 the entanglement of waves (represented by columns of a histogram to facilitate the visualization of the interval) is observed. The reordering made by the entanglement causes a leap in the coordinates (X, Y and Z) according to the Space subsection.

Figure 22 – Reordering - leap

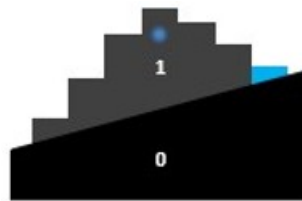


Leap caused by non-equivalence of the entangled pair with the addition of new samples on one of its sides.

Reordering of the leap occurs only at the entanglement levels, not changing the order of the population samples. An entangled interval tends to transition between entanglement levels as the probability of samples from that interval transitioning temporarily between the valley and the peak to equilibrium. Thus, the probabilistic tendency is that, for example, the electron that jumped from its origin orbit returns to this one as more samples are added to that atom's population interval, restoring its probabilistic character.

A photon, for example, enters the atom and electron as they move toward their reference lines, as shown by the blue sample to the right of wave 1 in Figure 23. The output of the photon from the electron and atom occurs similarly to the input, as new samples are added to the lower level wave the level of the lower level wave rises (the probability tries to normalize the peaks of the samples) and the samples that were once of the upper wave become of the lower wave.

Figure 23 – Atomic energy exchange

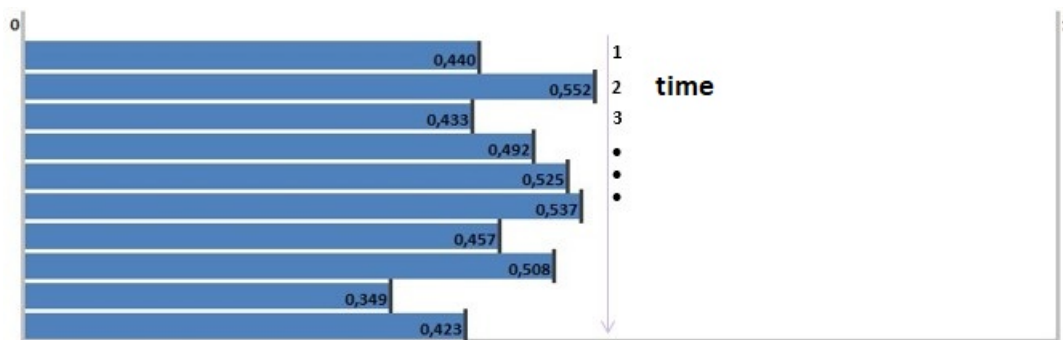


How energy or new samples enter and exit an atom and electron.

### 1.3.3 Time

Time is the addition of new logical moments between existing moments as the self-negation of primordial logic proceeds. The changes are cumulative and as the number of logical moments increases, the less relevant each new moment within the conscious interval will be. One in a hundred is more relevant than one in a thousand.

Figure 24 – Time



Progression of time as logical moments advance.

In the introduction to this paper it was presented that primordial logic is a sequence of negations of itself at time zero, that is, at no time between its negations does logic [being], guaranteeing the primordial premise of the logical constant, [NOT BEING]. Thus, logic is an infinite, simultaneous and generalized sequence, a constant. In the observer-driven experience of time, the ordering of the sequence is the essence of this greatness and therefore

more relevant than its origin, which is of a simultaneous nature and therefore transcends time.

Each population has a different order in its sequence and it is this order that gives rise to the greatness called time. It is this order of the universe or of consciousness that will give the notion of what happens before or after, that is, the past, the present and the probabilistic future projections.

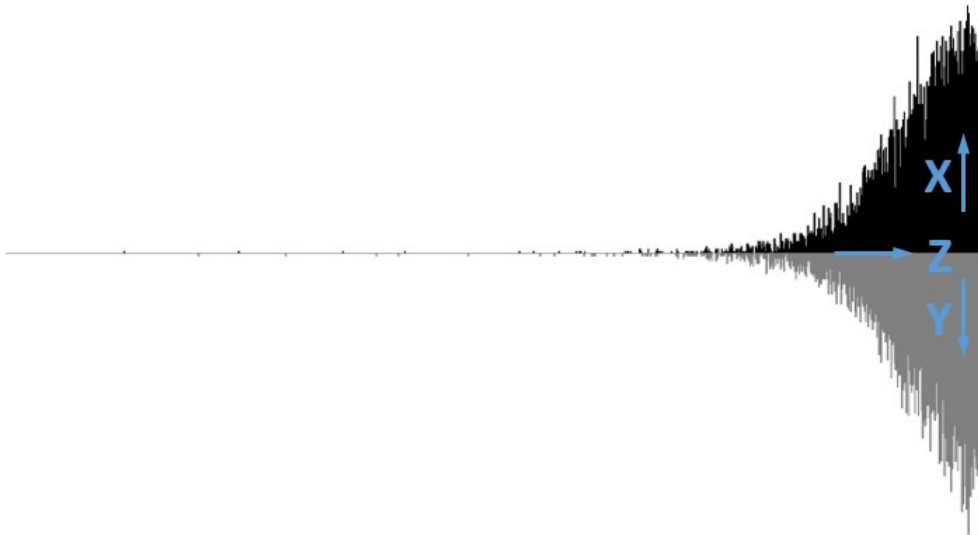
Another important factor when observing time (the observer is more detailed in the consciousness subsection – Observer and life) is that, probabilistically, subconsciousnesses or intervals closer to the population median will have a larger addition of new samples in their intervals, which are directly observed by these subconsciousnesses. On the other hand, subconsciousnesses far from the population median will have a smaller addition of samples in their intervals and are subject to a larger number of indirectly induced changes, as shown in Figure 20. This phenomenon of temporal observation provided by the probability of the population distribution avoids the twin paradox (PERKOWITZ, 2013).

Projections of the observer's future are based on the probabilistic distribution of the population and, therefore, on the probabilistic distribution of each sub-interval of the population. The universe tends to be probabilistic, while random at levels of detail (which makes events different), yet predictable at some level, as shown in Figures 10 and 11.

#### 1.3.4 Espaço

Na Figura 25, é exibida a densidade de amostras de uma população, onde os pares que tendem a mesma distribuição probabilística são colocados lado a lado e representados em forma de histograma. A formação desses pares é proveniente do entrelaçamento de ondas.

Figure 25 – Pares entrelaçados representados em três dimensões espaciais



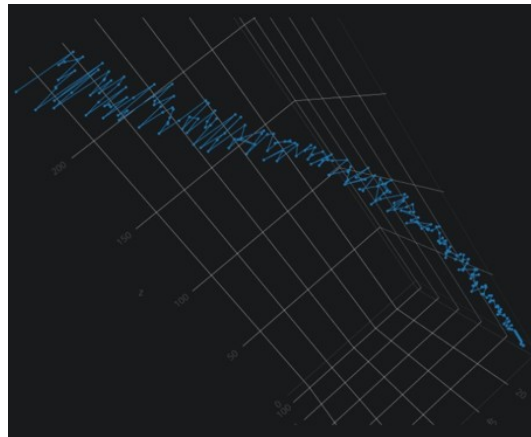
Exemplo de ondas entrelaçadas, representadas em forma de histograma e obtidas pelo algoritmo Logic\_WavePattern.<sup>4</sup>

<sup>4</sup> O algoritmo Logic\_WavePattern pode ser visto no Apêndice A.

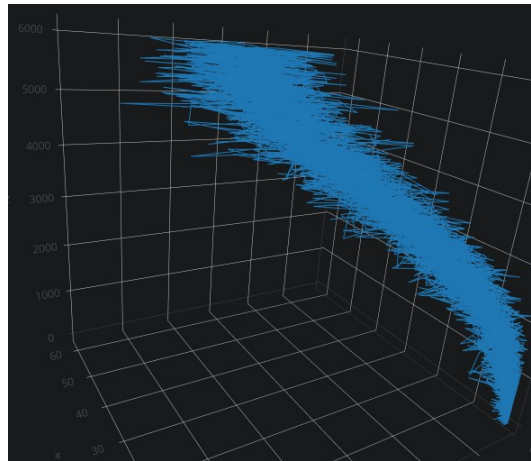
A área cresce de forma quadrática ao crescimento da amplitude de uma onda (colunas do histograma), uma vez que o salto provocado pelo entrelaçamento de ondas e a própria distribuição probabilística das amostras do intervalo tendem a manter um crescimento equivalente nos pares que formam uma onda. E esse aspecto configura a lei do inverso do quadrado, que será mais aprofundada na subseção da Força gravitacional.

Ao representar as grandezas espaciais do gráfico da Figura 25 em um gráfico de distribuição 3D e distribuir seus pontos de extremidade (desprezando seus volumes e possíveis pontos internos), obtém-se algo parecido com uma espiral (como redemoinhos no ar ou na água) mesmo em volumes muito pequenos de dados (poucos momentos lógicos), conforme Figuras 26a e 26b. Os pontos tendem a se moverem em forma de espiral, aproximadamente, conforme mostra a subseção posterior.

Figure 26 – Gráficos de dispersão 3D gerados com pontos semelhantes aos da Figura 25



(a) 15.000 amostras ou momentos



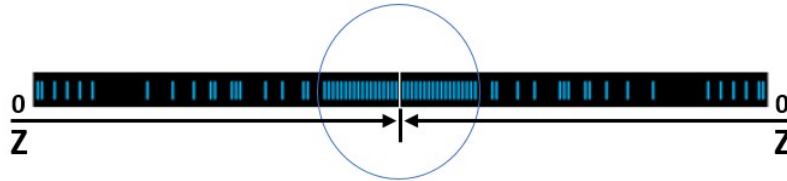
(b) 200.000 amostras ou momentos

O histograma no padrão de ondas e os dados para gerar os gráficos de dispersão 3D podem ser obtidos com a execução do algoritmo Logic\_WavePattern.<sup>5</sup>

<sup>5</sup> O algoritmo Logic\_WavePattern pode ser visto no Apêndice A e os gráficos de dispersão 3D podem ser acessados em: <<https://chart-studio.plot.ly/create/?fid=ren.stuchi:5&fid=ren.stuchi:4>> e <<https://chart-studio.plot.ly/create/?fid=ren.stuchi:7&fid=ren.stuchi:6>>

Probabilisticamente, a grande concentração das amostras de uma população está em seu pico, sentido a mediana da população. Assim, devido à altas concentrações probabilísticas de amostras em intervalos cada vez menores de uma onda, o pico irá ocupar um subintervalo proporcional cada vez menor dentro da população, conforme observado na Figura 27. A Figura 9 é fundamentada na Tabela 1 e também demonstra essa característica, que dentro da população demonstrar um universo aproximadamente plano em sua distribuição.

Figure 27 – Universo plano

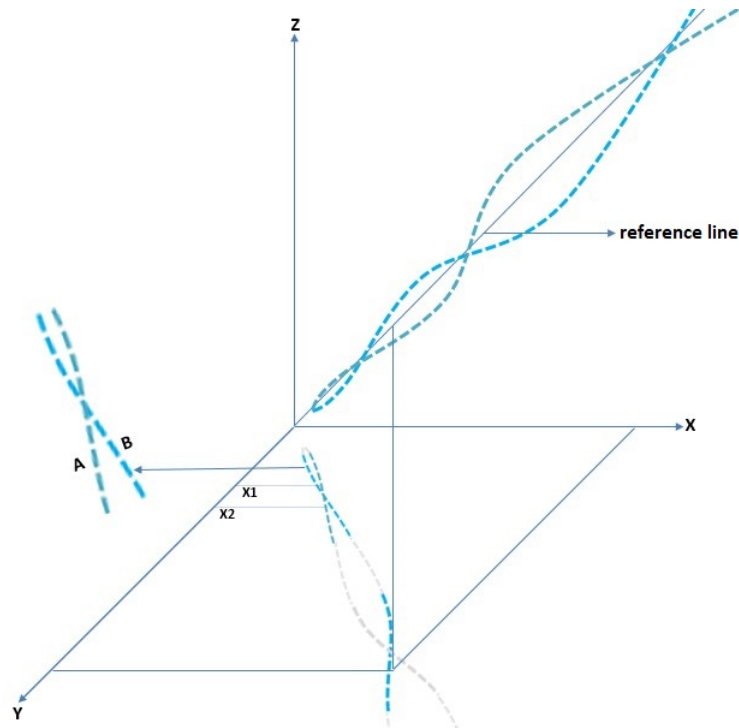


Concentração de 99% das amostras.

#### 1.3.4.1 Espiral

Como as coordenadas X, Y e Z da população e de cada subconjunto tendem a aumentar, a disposição dessas em um sistema tridimensional de coordenadas vai seguir uma referência diagonal entre esses três eixos, conforme Figura 28. O padrão de espiral observado não invalida outros possíveis movimentos no espaço. Muitas vezes não é possível observar o padrão de espiral imediatamente nos movimentos de um intervalo (subconjunto), porém esse padrão está por traz de muitos destes movimentos. Ao pegar os movimentos humanos, como exemplo, tem-se os ciclos predominantes de ir e voltar para casa, ir e voltar ao trabalho, acordar e dormir, ou seja, os hábitos se assemelham a movimentos em ciclos, movimentos espirais.

Figure 28 – Sistema tridimensional de coordenadas

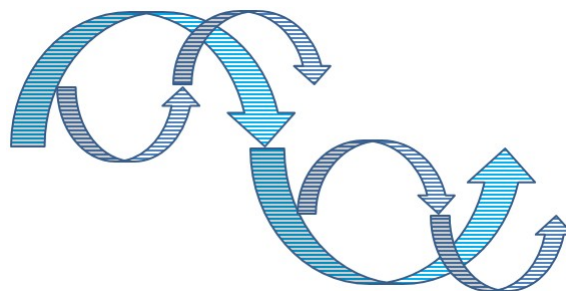


Linha de referência probabilística para distribuição de uma população em um plano tridimensional.

Na Figura 28 também podem ser observado os pontos X1 e X2. Esses pontos foram espelhados nas coordenadas X e Z para facilitar a observação de que ao elevar o eixo Z também se eleva o eixo X ou Y, independente de seus pontos probabilísticos mínimos. A linhas tracejadas mostram os caminhos mais prováveis para os intervalos A e B. Dessa forma, quando uma parte do intervalo está em seu ponto médio máximo (eixos X e/ou Y) a tendência probabilística é que ele receba menos amostras do que a parte do intervalo que está em seu ponto médio mínimo. Esse efeito espiral é mais notável quanto maior for um intervalo e sua quantidade de amostras, pois mais prováveis e estáveis serão esses caminhos.

Cada intervalo ou subintervalo (comprimento de ondas) tem sua própria linha de referência. Assim como dentro de um metro existem os centímetros, milímetros etc., dentro de um intervalo e subintervalos podem existir inúmeros outros, conforme exibido abaixo e também na Figura 31.

Figure 29 – Intervalos e linhas de referências



Espirais em diferentes intervalos e suas linhas de referências.

### 1.3.5 Forças fundamentais

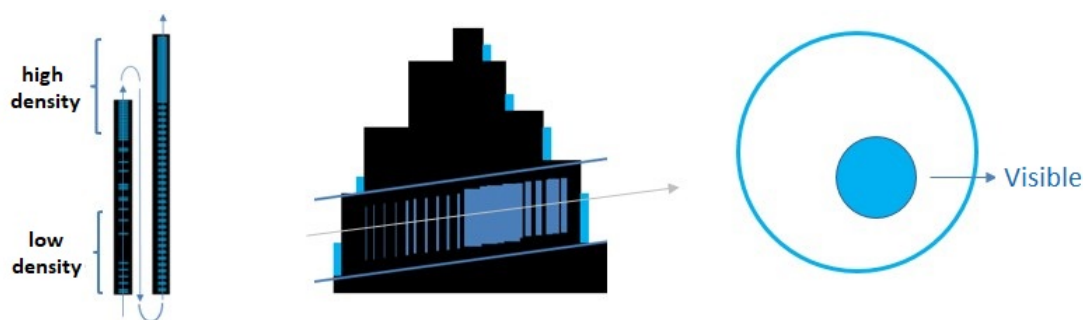
A força gravitacional, a força eletromagnética e a força nuclear correspondem às forças fundamentais da natureza. As forças fundamentais não são forças propriamente, mas sim aspectos probabilísticos de distribuição da população e do entrelaçamento de ondas.

#### 1.3.5.1 Força gravitacional

A força gravitacional não é uma força propriamente e sim um aspecto da probabilidade de distribuição de novas amostras sentido a mediana da população, conforme teorema central do limite. E sentido probabilístico faz com que as ondas tenham um caminho provável a seguir dentro da população, ou seja, o pico de amostras da população ou o pico da maior onda da população, conforme Figura 28. Da mesma maneira, fazem também com que as amostras dentro de um intervalo tenham um caminho provável a seguir, ou seja, o pico de amostras do intervalo ou o pico da onda. Estes picos de amostras costumam ser a parte mais facilmente observáveis no intervalo de amostras desde ocupem uma área não tão pequena.

Na Figura 30 pode ser visto que a parte mais facilmente observável está levemente a direita no pico da onda. Essa onda tende a caminhar para cima e para direita, em uma diagonal que depende da distribuição probabilística das novas amostras, conforme mostrado pela maior quantidade de colunas azuis a direita da onda (sentido à mediana) em relação à esquerda.

Figure 30 – Força gravitacional



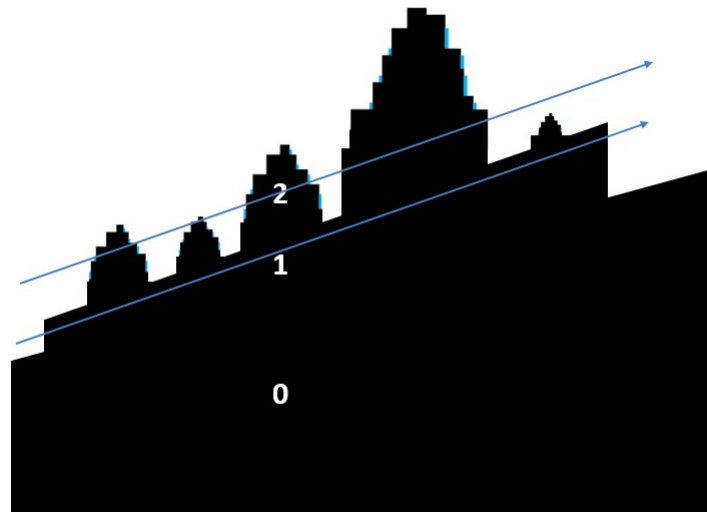
Aspecto gravitacional, o sentido probabilístico da distribuição de novas amostras dentro de um intervalo.

Conforme visto na subseção de Amplitude de ondas, a área de um intervalo cresce de forma quadrática, uma vez que o salto provocado pelo entrelaçamento de ondas e a própria distribuição probabilística das amostras tendem a manter um crescimento equivalente nos pares que formam a onda. Esse aspecto configura a lei do inverso do quadrado, onde, no caso da gravidade, quando mais perto os objetos, maiores serão as chances probabilísticas das novas amostras do objeto menor ir em direção ao objeto maior (o pico da onda), que por estar dentro de uma área quadrada menor e por consequência de menor possibilidades de posicionamento das amostras, as chances desses objetos se aproximarem com uma quantidade bem menor de momentos lógicos aumenta muito. Assim, quanto mais longe os objetos, maior a área, maior as possibilidades de posicionamento e mais momentos lógicos são precisos para a aproximação, caracterizando assim uma atração menor. A probabilidade também pode afastar objetos mais rarefeitos que devem estar mais afastados da parte mais facilmente observável e densa de amostras, como no caso do gás hélio, por exemplo. A

distribuição de novas amostras nos intervalos rarefeito são mais lentas (caso contrário não seriam rarefeito) do que nas partículas mais densas que tomam a frete dessas partículas menos densas afastando-as do pico da onda.

Quando observado todo o intervalo populacional, a onda mais inferior é a onda base de todas as outras sub-ondas, tendo a população uma quantidade expressiva de amostras. Desta mesma forma, ondas de níveis superiores, como as de nível dois da Figura 31 estão aninhadas em uma onda de nível um. Esses sistemas podem se tornar bem mais complexos em seus aninhamentos e são muito comuns. As linhas azuis na Figura abaixo representam as linhas de referências probabilísticas como explicado na Figura 29.

Figure 31 – Força gravitacional - sistema

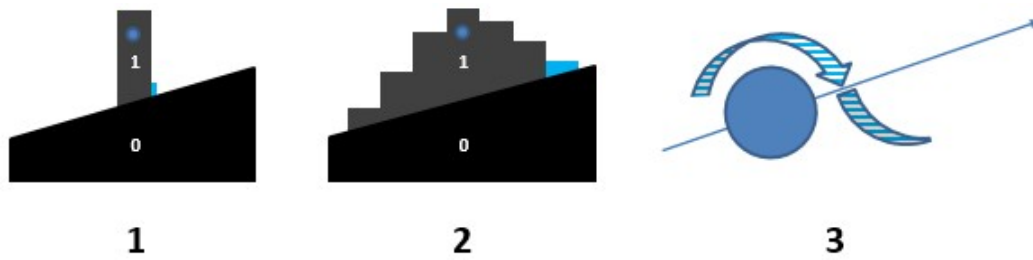


Aspectos gravitacionais de um sistema – onda base e suas sub-ondas.

A Figura 32 mostra em seu primeiro exemplo que a onda um, podendo ser um satélite, poderia se aproximar rapidamente da onda zero à medida que novas amostras vão sendo distribuídas dentro de todo o intervalo. O segundo exemplo mostra que a impulsão que o satélite recebe ao ser colocado em órbita faz com que sua onda tenha uma distribuição probabilística mais uniforme (esse crescimento uniforme é facilitado pela baixa densidade ao redor do pico probabilístico – 1 amostra em 100 é mais relevante do que 1 amostra em 1000), onde a parte da onda em azul está mais próxima da mediana da população e tem um crescimento ou deslocamento equivalente à sua onda inferior, o que a mantém constante. O terceiro exemplo é uma melhor visualização do segundo exemplo, para facilitar o entendimento, onde a onda um é definida pela espiral em torno do objeto circular que representa o pico probabilístico. Talvez a onda mais uniforme provocada pela impulsão (velocidade) possa facilitar o entendimento do adiantamento dos relógios atômicos nos satélites.



Figure 32 – Força gravitacional - órbita



Aspectos gravitacionais de um sistema – órbita.

O fluxo das amostras ou sub-ondas dentro de uma onda maior, como a onda um da Figura acima, segue o exemplo do ponto de vista B da Figura 37, em suas partes roxas, em um fluxo debaixo para cima e da esquerda para a direita como exibido na primeira ilustração da Figura 30. Essas ondulações internas das amostras ocorrem em qualquer intervalo a medida que suas sub-ondas se movem sentido a mediana da população por meio de sua linha de referência.

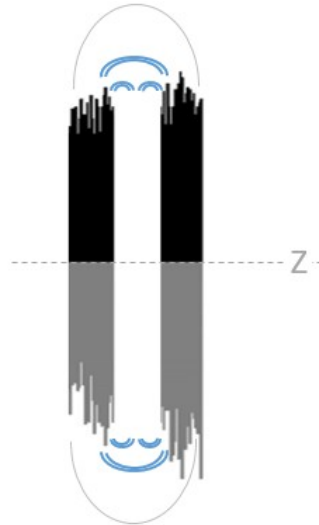
#### 1.3.5.2 Força eletromagnética

A força eletromagnética não é uma força propriamente e sim um aspecto do entrelaçamento de ondas que se intensifica em intervalos ou comprimentos de ondas com baixa entropia e com a aproximação espacial (redução de diferenças nos eixos X, Y e Z) desses intervalos.

O eletromagnetismo está relacionado à intervalos semelhantes a onda mais uniforme encontrada no segundo exemplo da Figura 32, porém com baixa entropia, ou seja, a mesma estrutura que facilita o movimento dos objetos somado a baixa entropia, a qual facilita os saltos. Quando os intervalos têm baixa entropia a aproximação desses, seja naturalmente pela estrutura que facilita o movimento ou pela distribuição de novas amostras capaz de criar essa estrutura como a eletrificação, faz com que os pares de ondas de um intervalo se pareça muito com os pares de ondas do outro intervalo, o que torna muito desses pares viáveis para que o entrelaçamento de ondas encontre pares mais ideais no outro intervalo e vice-versa. Desta forma, ocorre uma reordenação entre os intervalos por meio do entrelaçamento de ondas e essa reordenação torna esses intervalos mais equalizado (baixa entropia).

As linhas azuis da Figura 33 mostra onde é mais frequente a troca dos pares de ondas pelo entrelaçamento de ondas, ou seja, onde se tem a maior probabilidade das ondas serem parecidas. Por isso os ímãs tentam se virar para se conectar quando estão face a face com o mesmo polo. A linha cinza mostra as conexões que ocorrem em número bem menor.

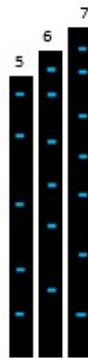
Figure 33 – Força eletromagnética



Aumento das possibilidades de entrelaçamento de ondas devida a equalização probabilística em objetos próximos e de baixa entropia.

A Figura 34 mostra um exemplo de baixa entropia.

Figure 34 – Força eletromagnética - entropia



Aumento das possibilidades de entrelaçamento de ondas devido à baixa entropia.

O aspecto eletromagnético está intimamente relacionado com a baixa entropia de um intervalo e a possibilidade de entrelaçamento de seus pares com os pares ao redor. A baixa entropia de um intervalo indica que suas amostras estão em uma ordem qualquer em seu interior.

Probabilisticamente, os pares de ondas mais parecidos estão nas regiões mais próximas (linhas azuis do Figura 33). Isso ocorre devido ao crescimento do número de amostras sentido a mediana da população, porém não é regra e os polos podem se inverter, ou seja, ter mais ligações com a região de menor probabilidade, ainda que a maior parte dos pares que compõem essa região estejam de forma crescente sentido a mediana.

### 1.3.5.3 força nuclear

Os mesmos aspectos probabilísticos que regem a gravidade e que podem ser vistos nas Figuras 30 e 31 também regem as chamadas forças nucleares. A diferença é que nas forças nucleares os intervalos são menores possibilitando uma quantidade muito maior de saltos e suas ondas são mais discrepantes, conforme mostra a Figura 19.

As forças nucleares forte e fraca representam grandes concentrações de momentos lógicos por intervalo populacional, uma alta densidade em um pequeno intervalo. A grande concentração dessas amostras está no pico do intervalo, que ocupa um subintervalo cada vez menor dentro da onda, devido à alta concentração de amostras em intervalos cada vez menores. Esses picos podem ser vistos nas Figuras ?? e ?? e eles diminuem proporcionalmente à medida que concentram ainda mais novas amostras. Estes momentos ou amostras tendem a estarem cada vez mais juntos dentro do intervalo formando picos cada vez mais altos e densos. Esses picos são frequentemente encontrados do meio para frente dos sistemas (o núcleo ou pico do sistema), como mostrado na onda mais alta do nível dois da Figura 31.

A penetração desses intervalos pequenos e densos por uma quantidade excessiva de momentos lógicos (outro intervalo semelhante), em um curto período, faz com que os inúmeros pares desses intervalos (subintervalos) se tornem muito maiores progressivamente. Dessa forma cada subintervalo salta de forma contínua, progressiva e rapidamente para correspondentes cada vez maiores até que a probabilidade de destruição normalize todo o intervalo posteriormente.

### 1.3.6 Matéria escura e energia escura

A matéria e energia escuras são efeitos da observação da densidade dos intervalos, das amplitudes de ondas, conforme Figura 16. Dessa forma, intervalos maiores terão uma área facilmente observável mais ampla (picos de ondas), assim como são mais amplas suas ondas inferiores, como pode ser visto no nível zero da Figura 31. Os picos de ondas se afastam por receberem uma quantidade maior de amostras, pois estão mais próximos da mediana da população e deixam as ondas inferiores cada vez menos densas em amostras, conforme Figura 17. Porém, as amostras das ondas inferiores de um grande intervalo podem ser observadas completamente a medida que os subintervalos de um intervalo são observados subsequentemente.

A gravidade ou o caminho probabilístico de um pequeno sistema ou de toda a população, o maior sistema, também pode ser visto na Figura 31.

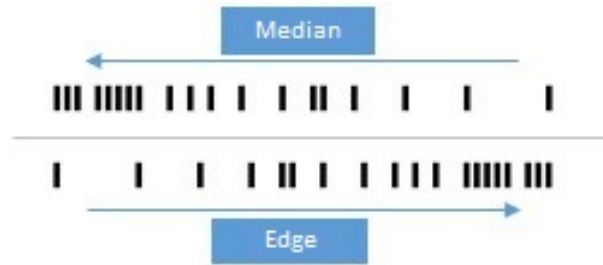
### 1.3.7 Antimatéria

Quando um intervalo tende a concentrar suas amostras sentido da mediana, o que é o sentido provável conforme teorema central do limite, dá-se o nome de matéria. A antimatéria é o contrário, quando um intervalo tende a concentrar suas amostras no sentido oposto à mediana.

A maneira mais simples de visualizar o sentido probabilístico das amostras de qualquer comprimento de onda é observar a **linha de referência probabilística**, conforme exibido na Figura 28. Quanto maior a quantidade de amostra de um intervalo maior será sua tendência probabilística sentido a mediana da população.

Na Figura 35 é exibido dois intervalos idênticos com suas amostras em concentrações opostas.

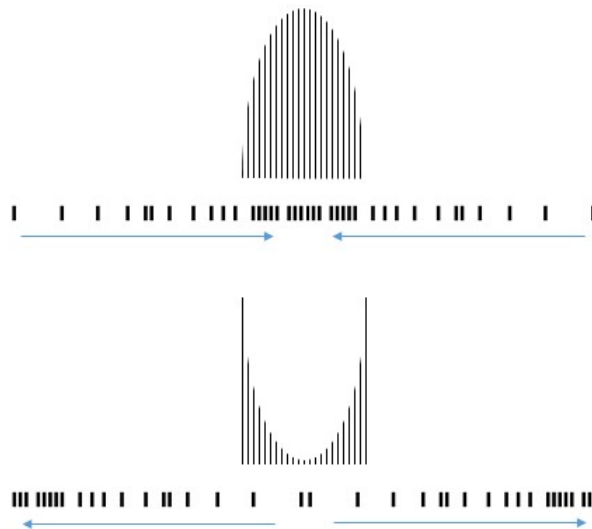
Figure 35 – Parte de um intervalo idêntico com suas concentrações de amostras opostas



Parte de um intervalo idêntico distribuídos de formas opostas.

O merge ou soma dos intervalos opostos da Figura 35 os tornaria um intervalo simétrico, ou seja, não estaria em nenhum dos sentidos. Na Figura 36 é exibido uma população com suas concentrações de amostras sentido à mediana e outra com suas concentrações sentido às bordas do intervalo.

Figure 36 – Populações com suas concentrações de amostras opostas



Populações distribuídas em sentidos contrários.

### 1.3.8 Buraco negro

Os buracos negros são oriundos de um aspecto probabilístico presente em qualquer intervalo da população. Esse aspecto é a alta concentração probabilísticas de amostras em intervalos cada vez menores de uma onda. O pico mais facilmente visível irá ocupar um subintervalo proporcional cada vez menor dentro do intervalo da onda, mesmo com uma concentração de amostras crescentes, conforme observado na Figura 27. Esses picos são frequentemente encontrados do meio para frente de um intervalo ou sistema (o núcleo ou pico do sistema), como mostrado na onda mais alta do nível dois da Figura 31.

### 1.3.9 Observador e a vida

Os intervalos de ondas (comprimentos de ondas) que uma subconsciência (sub-lógica) é capaz de observar depende do comprimento de ondas que a própria subconsciência é constituída. Dentre todas as possibilidades de intervalos ou comprimento de ondas permitidos por uma população, o observador está em um deles. O universo não tem uma forma definida, é o observador presente em uma das possibilidades de comprimentos de onda que observa as amostras de uma população de forma condizente com seus comprimentos de ondas e com os comprimentos de ondas da população.

A capacidade de comparar ou distinguir a ordem das mudanças de uma sequência amostral é a capacidade lógica de um observador, o observador do tempo (passado e presente). A velocidade dessa observação é dada pelo range que o observador é capaz de comparar, ou seja, o qual rápido ele for capaz de distinguir pequenas mudanças (poucas amostras) o fará perceber que mudanças maiores levam mais tempo (muitas amostras).

A capacidade lógica de fazer prospecções probabilísticas, dentro das limitações lógicas do observador e com base na probabilidade da distribuição do intervalo ou subintervalo observado é a essência do pensamento e, portanto, da vida. Essas prospecções estão fundamentadas na probabilidade de distribuição de cada intervalo (no sentido do intervalo) e, portanto, estão relacionadas com a detecção de padrão e com possibilidades probabilísticas futuras.

A capacidade de comparar ou distinguir ondas lógicas, subconjuntos ou subconsciências, é a capacidade que define o sujeito (eu). A razoabilidade dessa definição depende da proporcionalidade dessa capacidade de comparação.

A vida NÃO É, como qualquer outra lógica. Comumente, as formas mais notáveis de vida se multiplica por estarem na média probabilística do intervalo entre seus picos e vales, por mais diferente que sejam. Porém, algo muito discrepante ou diferente do padrão médio do intervalo tende a não multiplicar e permanecer.

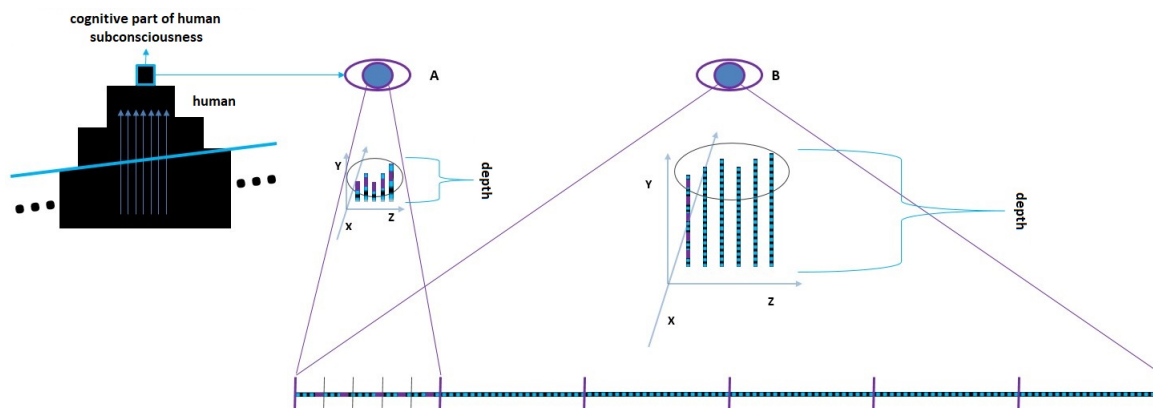
#### 1.3.9.1 Sentidos

A parte cognitiva de uma onda não observa a si mesmo diretamente e sim o exterior (a consciência – o todo) ou mais comumente uma parte dela (a subconsciência). Essa observação pode incluir o restante da onda a qual a parte cognitiva faz parte, que também é exterior da parte cognitiva e, portanto, uma subconsciência - parte da consciência. A parte cognitiva da subconsciência humana é, provavelmente, onde se tem o maior pico de ondas do subconjunto humano. Esse é o local onde é observado a maior intensidade de mudanças. Essas mudanças são caracterizadas pelo pensamento (observação e prospecção probabilística de um intervalo) que tende ao infinito (respeitando as limitações lógicas do observador), assim como a essência da lógica, o NÃO SER. Ou seja, a parte cognitiva é a parte que está mais próxima da observação do todo, da lógica em sua essência e totalidade, da consciência.

O universo não tem forma definida e o observador, representado na Figura 37 abaixo pelo ser humano, combina seus comprimento de ondas com os comprimento de ondas obtidos pelos sentidos, observando as formas do universo a sua maneira. A obtenção de amostras pelos sentidos os modifica e essas ondulações funcionam como ajustes ou configurações. Cada sentido observa a população amostral de forma independente, como canais de frequências distintos. Assim a visão pode estar vendo objetos muito distantes e os ouvidos escutando sons bem próximos.

Ainda na Figura 37 pode-se observar que quanto mais largo são os objetos observados em pequenas profundidades (ponto de vista A – topo das colunas do histograma em roxo), mais fáceis esses objetos podem ser observados em maiores profundidades (ponto de vista B). É dessa forma que uma galáxia pode virar um ponto quando vista por comprimentos ou amplitudes de ondas muito grandes.

Figure 37 – Sentidos subconscientes - pontos de vista



A parte cognitiva da subconsciência humana e suas observações independentes por meio dos sentidos.

Na Figura acima também pode ser observado que a parte facilmente observável são os picos de ondas, definidos pelas elipses. É muito importante observar que apesar da Figura estar em 2D, o mesmo comprimento aproximado em Y pode ser visto em X, o que torna esses picos de ondas planos de observação, semelhante a gráficos de superfície.

Na Figura 38 é feita uma analogia da linha tracejada azul claro com a onda lógica do planeta Terra, por exemplo. A crista da onda é parte que recebe mais amostras e, portanto, é a parte clara e quente proveniente da luz solar (dia). Essa onda pode representa o movimento de rotação da Terra em si mesma e quando a onda humana se encontra no vale da onda do planeta, momento em que recebe menor quantidade de amostras (noite), é quando os sentidos tendem a receber menos estímulos e adormecem mais facilmente, é o adormecer da subconsciência humana.

Figure 38 – Crista e vale do subconjunto terrestre



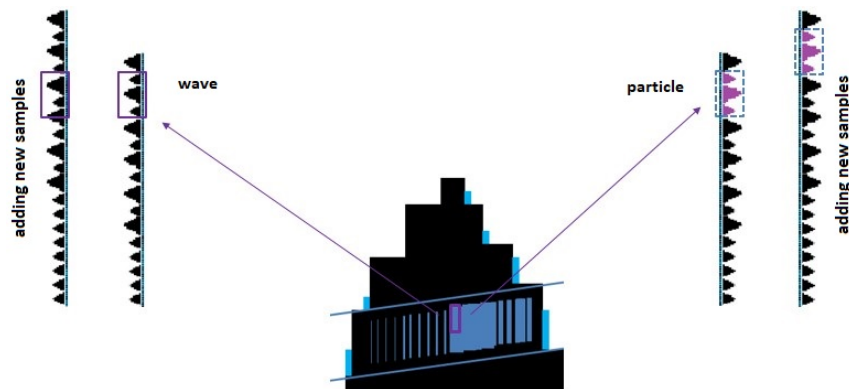
Crista e vale terrestre como característica do adormecimento dos sentidos humanos.

Uma característica importante do processo de observação de pequenos intervalos é que eles podem ser observados com partículas ou ondas, conforme Figura 39. Nessa Figura é contemplado um pequeno intervalo, análogo a um fóton, como exemplo. Na observação como partícula o observador acompanha um intervalo representado por um par entrelaçado, observando sua forma e movimento consistentes no espaço. No efeito partícula,

a consistência da forma e seus movimentos são estabelecidas pelo par entrelaçado, visto que o salto ocorre em um lado do par de cada vez, garantido estabilidade nas mudanças.

Na Figura abaixo também é contemplado o intervalo observado como onda, onde o observador fixa em um intervalo representado por uma das partes que compõe pares entrelaçados e acompanha seus movimentos e saltos, uma vez que os saltos são frequentes em pequenos intervalos. A adição de novas amostras na população faz com que ela se distribua proporcionalmente para acoplar essas novas amostras, o que movimenta as amostras deste pequeno intervalo, conforme visto na Figura 16. No efeito de onda, os movimentos saltam e transitam entre picos e vales com altas frequências ou vibrações devido ao pequeno tamanho do intervalo e aos saltos provocados pelas novas amostras dentro desse intervalo e pelas mudanças feitas pela distribuição proporcionalmente de novas amostras na população.

Figure 39 – Observador - onda-partícula



Características da observação de uma pequena parte de um subconjunto.

Talvez não seja possível observar o efeito onda sem entrelaçar seu par. A alta frequência desse intervalo faz com que ele ocupe ou transite rapidamente em uma área ao seu redor, o que pode facilitar o colapso da onda em um ponto específico e então observar o seu efeito partícula (semelhante ao olho humano) ou em um local mais amplo e observar seu efeito onda com o colapso de muitas amostragens.

#### 1.4 Observations

**Core** The negation of logic to itself (nothingness) gave rise to three axioms that are the basis of the core theorem of this theory and the basis for existence. This theorem gives rise to waves and their main attribute, wave entanglement.

**Logical rigidity** If physical rigidity and its laws seem insurmountable, below it is logic, even more rigid and insurmountable, because outside logic is the non-existent, the illogical. Existence is contained in the possibilities of what is logical.

**Mathematics** Logic in its essence is not subject to mathematics, but all mathematics is restricted to logic, and therefore some of its simplest constructions may come closer to essential logic than others.

**Good and evil** Good and evil depend on the observer and are only valid possibilities among infinite others. Perhaps the greatest justice of the universe or logic is the

non-exclusion of any path or possibilities. That is, if it is light, negation tends to darken, if it is hot to cool, etc. It is the struggle of opposites of Heraclitus of Ephesus.

**Perfection** The primordial logic is the simplest logic, it is the essence of existence. A logic as simple as it is efficient, as efficient as it is perfect:

**Omnipotent** The essence of all logical possibilities, that is, the essence of existence, because outside of logical possibilities is the illogical, the non-existent;

**Omniscient** Flow of all logical abstractions from consciousness to the subconsciousnesses;

**Omnipresent** Its fractions (negations) are in all existence.

These remarks refer to God, the consciousness of subconsciousnesses. Ultimately, God is Logic, from its infinitesimal and fundamental negation of itself to its infinite greatness. God is love, and the essence of love is attraction, which is also present in the fundamental "forces".

**Reality** As a logical possibility, the dream is as real as "reality". Perhaps the study of logical possibilities leads to paths where dreams can be as real as reality, since both are just logic, like lucid dreams, for example ([ASPY et al., 2017](#)). This may explain why other possible forms of "intelligent" life, when evolved, stop looking for this kind of life in a possible vast universe and look within themselves, where something much larger than the universe can be found, infinite.

**Convergence** Quantum leap and entanglement are some of the behaviors that already challenge the physical world, and may be the point of convergence with this new paradigm.

## Final Considerations

This is a study of primordial logic that resulted in a theory about the origin of everything. All lines of reasoning in this study can be deepened and detailed.

Eventually it can be considered a philosophical and/or scientific study, however the basis of these two important branches is logic, the core of this theory.

The answer to the central question of this study (if there is something rather than nothing) comes from logic. The study of logic has given rise to a theory about the origin of all things. This theory answers what consciousness, waves, infinity, time, space, fundamental forces, dark matter, dark energy, antimatter, the black hole and the observer/life are.

May the model of this study be the beginning of a new era. An era where the human being can develop himself and see that he is the host of infinity. May this evolution turn dreams into reality and may it be possible to observe that reality is no different from a dream, since both are just logical.

The idea that something physical came out of nothing is inconsistent with the nature of nothing.



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## APPENDIX A – Algorithms

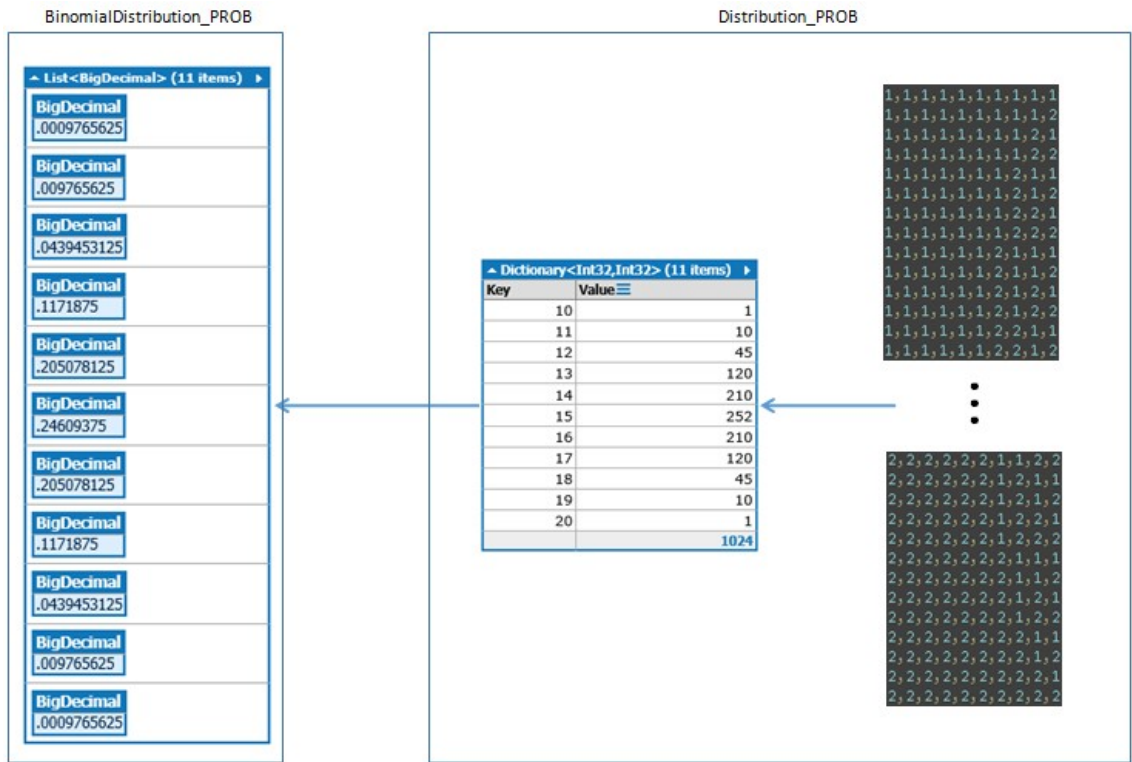
### BinomialDistribution\_PROB and Distribution\_PROB

The BinomialDistribution\_PROB algorithm generates the probability of distribution of an interval and uses the general binomial probability formula below. This algorithm has the same result as the Distribution\_PROB algorithm, but the BinomialDistribution\_PROB execution is much faster and has higher capacity because it uses large numbers like BigInteger and BigDecimal. Both algorithms were done in C# with LINQPad 5 <sup>6</sup>. The Figure 40 shows the results of the algorithms for the range 0 to 10, analogous to flipping 10 coins on the ground, adding up the values of the heads and tails, with the tails having the value one and the heads having the value two. The Distribution\_PROB algorithm sums each of the 1024 possibilities [1,1,1,1,1,1,1,1,1,1,1 - 1,1,1,1,1,1,1,1,1,1, 2 - ....] and groups these values together. In the Distribution\_PROB algorithm, this set of possibilities is a Cartesian product of the possible combinations, which makes this algorithm slow, but it is important to validate and facilitate understanding of the general binomial probability formula used in the BinomialDistribution\_PROB algorithm (PIERCE, 2018a). In the Figure 40, the table within Distribution\_PROB shows this grouping and the total number of possibilities, 1024. Dividing each grouped value by the total gives the probabilistic result achieved by the formula used in BinomialDistribution\_PROB. For example, the probability

that the sum of the 10 coins flipped is 12 is equal to 45/1024, or 0.0439453125 or 4.39%.

$$f(k; n, p) = \binom{n}{k} p^k (1 - p)^{n-k}$$

Figure 40 – Results of the BinomialDistribution\_PROB and Distribution\_PROB algorithms



The Distribution\_PROB algorithm intends to clarify the probabilistic essence of the central limit theorem.

The Distribution\_PROB algorithm can also be used for the roll of 5 6-sided dice or 6 5-sided dice, for example. As can be seen in the Figure below, the probability distribution on the dice roll is similar to the binomial distribution (coins).

<sup>6</sup> LINQPad 5 is on <[www.linqpad.net](http://www.linqpad.net)> and can be used in its free version (Standard edition) without expiration.

Figure 41 – Results of the Distribution\_PROB algorithm

← Dictionary<Int32,Int32> (26 items) →		
Key	Value	
5		1
6		5
7		15
8		35
9		70
10		126
11		205
12		305
13		420
14		540
15		651
16		735
17		780
18		780
19		735
20		651
21		540
22		420
23		305
24		205
25		126
26		70
27		35
28		15
29		5
30		1
		7776

(a) 5 6-sided dice

← Dictionary<Int32,Int32> (25 items) →		
Key	Value	
6		1
7		6
8		21
9		56
10		126
11		246
12		426
13		666
14		951
15		1246
16		1506
17		1686
18		1751
19		1686
20		1506
21		1246
22		951
23		666
24		426
25		246
26		126
27		56
28		21
29		6
30		1
		15625

(b) 6 5-sided dice

The probability distribution on the dice roll is consonant to the binomial distribution.

#### BinomialDistribution\_PROB [Code]

To execute the code snippet requires the implementation of `BigDecimal`, an example of that implementation can be seen, obeying proprietary software license rights, at (PARKER, 2018). This study does not distribute nor is it responsible for the portion of the code related to the `BigDecimal` implementation, these responsibilities being the responsibility of the executor of this software.

```
//https://www.mathsisfun.com/data/quincunx-explained.html
void Main()
{
    BinomialDistribution.Possibilities = 10;
    var results = new List<BigDecimal>();
    results.Load();
    results.Print(true); //send false to print Table 1.
}

public static class BinomialDistribution
{
    public static int Possibilities = 0;
    static int middleLeft = 0;
    static int middleRight = 0;
    static int resultCount = 0;

    public static void Load(this List<BigDecimal> results)
    {
        for (int i = 0; i <= Possibilities; i++)
        {
            var fatorLeft = Fatorial(Possibilities);
            var fatorRight = BigInteger.Multiply(Fatorial(i), Fatorial(Possibilities - i));
            BigInteger fat = BigInteger.Divide(fatorLeft, fatorRight);
            var powLeft = new BigDecimal(1, 0, 1000000000);
            var powRight = new BigDecimal(1, 0, 1000000000);
            if (i != 0)
                powLeft = BigDecimal.Pow(new BigDecimal(5, 1, 1000000000), i);
        }
    }
}
```

```

        if (i != Possibilities)
            powRight = BigDecimal.Pow(new BigDecimal(5, 1, 1000000000), (Possibilities - i));
        var prob = new BigDecimal(fat) * powLeft * powRight;
        results.Add(prob);
    }
}

public static BigInteger Fatorial(int value)
{
    BigInteger fatorial = 1;
    for (int n = 1; n <= value; n++)
    {
        fatorial *= n;
    }
    return fatorial;
}

public static void Print(this List<BigDecimal> results, bool printTableProbability)
{
    if (!printTableProbability)
    {
        var sum = results.Sum();
        var middle = (middleRight - middleLeft) / 2;
        var middlePercent = ((middleRight - middleLeft) * 14) / 100;
        var list = results.Where((x, i) => i >= middleLeft && i <= middleRight).ToList();
        var listPareto = list.Where((x, i) => i >= (middle - middlePercent) && i <= (middle + middlePercent)).ToList();
        var percentOfSum = (middleRight - middleLeft) * 100 / resultCount;
        var sumPercent = sum * new BigDecimal(100, 0, 1000000000);
        var paretoResult = new BigDecimal(0, 0, 1000000000);
        listPareto.ForEach(x => { paretoResult = paretoResult + x; });

        sumPercent.Dump("sum");
        middleLeft.Dump("middleLeft");
        middleRight.Dump("middleRight");
        (middleRight - middleLeft).Dump("itens of sum");
        percentOfSum.Dump("percent of sum");
        resultCount.Dump("total");
        paretoResult.Dump("20/80");
    }
    else
    {
        results.Dump(); //Valid Binomial distribution
    }
}

public static BigDecimal Sum(this List<BigDecimal> results)
{
    resultCount = results.Count;
    middleLeft = resultCount / 2;
    middleRight = middleLeft * 2 < resultCount ? middleLeft + 1 : middleLeft;

    var sum = middleLeft != middleRight ? results[middleLeft] + results[middleRight] : results[middleRight];
    while ((sum * new BigDecimal(100, 0, 1000000000)) < new BigDecimal(9999, 2, 1000000000))
    {
        middleLeft--;
        middleRight++;
        if (middleLeft >= 0)
            sum = sum + results[middleLeft];
        if (middleRight <= Possibilities)
            sum = sum + results[middleRight];
    }
    return sum;
}
}

//Exemple of BigDecimal class - https://github.com/dparker1/BigDecimal/blob/
//3e0a4f1ba4c72c0b28d6571fcc6259558be104bd/BigDecimal/BigDecimal.cs

```

## Distribution\_PROB [Code]

```

//https://exercicios.brasilecola.uol.com.br/exercicios-matematica/
//exercicios-sobre-probabilidade-condicional.htm#questao-1
void Main()
{
    var dice = 2; //Binomial distribution, dice = 2;
    var events = 10;
    var sampling = Math.Pow(dice, events);
    var cartesianProduct = dice.ToArray(events).CartesianProduct();
}

```

```

        cartesianProduct.PrintGroup(events, dice);
    }

    public static class CartesianProductContainer
    {
        public static IEnumerable<IEnumerable<int>>> CartesianProduct(this IEnumerable<IEnumerable<int>>> sequences)
        {
            IEnumerable<IEnumerable<int>>> emptyProduct = new[] { Enumerable.Empty<int>() };
            var result = sequences.Aggregate(
                emptyProduct,
                (accumulator, sequence) =>
                {
                    from accseq in accumulator
                    from item in sequence
                    select new[] { accseq.Concat(new[] { item }).Sum() };
                }
            );

            return result;
        }

        public static IEnumerable<List<int>>> ToArrays(this int dice, int events)
        {
            var result = new List<List<int>>>();
            for (int j = 1; j <= events; j++)
            {
                var array = new List<int>();
                for (int i = 1; i <= dice; i++)
                {
                    array.Add(i);
                }

                result.Add(array);
            }

            return result;
        }

        public static void PrintGroup(this IEnumerable<IEnumerable<int>>> list, int events, int dice)
        {
            var listCountDict = Enumerable.Range(1, dice * events).ToDictionary(x => x);
            Group(listCountDict, list);
            listCountDict.Dump("Values");
        }

        public static void Group(Dictionary<int, int> dict, IEnumerable<IEnumerable<int>>> list)
        {
            foreach (var key in dict.Keys.ToList())
            {
                dict[key] = 0;
            }

            foreach (var item in list)
            {
                dict[item.First()]++;
            }

            var zeroKey = 0;
            foreach (var item in dict)
            {
                if (item.Value == 0)
                {
                    zeroKey = item.Key;
                }
                else continue;
            }

            for (int i = 1; i <= zeroKey; i++)
            {
                dict.Remove(i);
            }
        }
    }
}

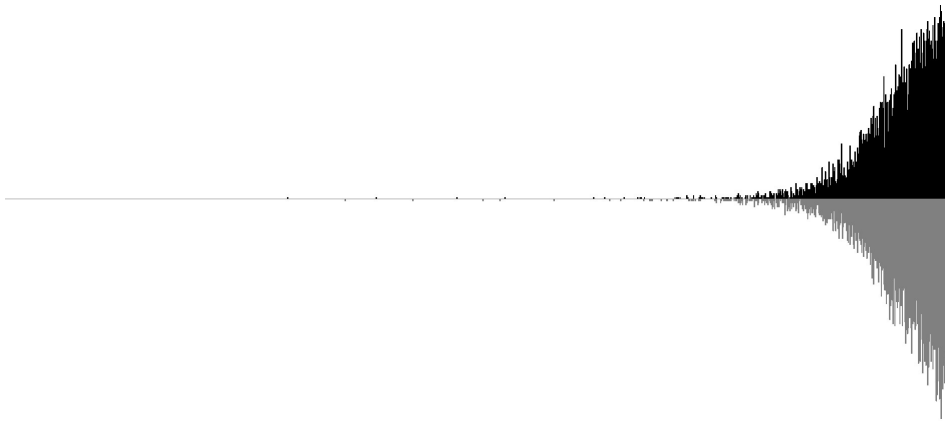
```

---

## Logic\_WavePattern

The Logic\_WavePattern algorithm results in the display of a histogram that assumes the wave pattern when placed side by side each of the bars on the left and right side of the median. This histogram is generated from randomizing the values according to Figure 10 and Figure 11, following the central limit theorem.

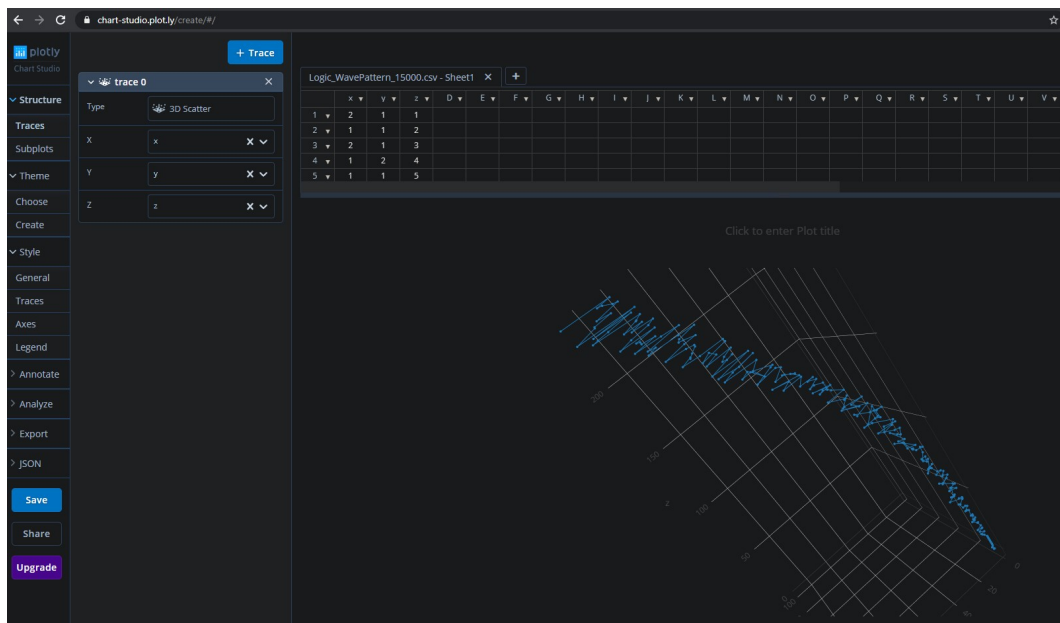
Figure 42 – Histogram in the wave pattern of the Logic\_WavePattern algorithm



Randomly generated result displayed by the Logic\_WavePattern algorithm.

Another result of the Logic\_WavePattern algorithm is obtained from the LINQPad 5 console, which outputs a file in ".csv" format that can be imported into Plotly's Chart Studio <<https://chart-studio.plot.ly/create>> for generating a 3D scatter plot. The most important part of the graph are the points that represent the most easily visible part and that are most likely at the top of each histogram bar in the previous Figure. Lines are used to facilitate the visualization of spirals that are already starting to form even with very low volumes of data and without the entanglement of intervals (ordering).

Figure 43 – 3D scatter plot of the Logic\_WavePattern algorithm



The example can be accessed at: <<https://chart-studio.plot.ly/create/?fid=ren.stuchi:5&fid=ren.stuchi:4>>.

## Logic\_WavePattern [Code]

<http://csharp-helper.com/blog/2015/09/draw-a-simple-histogram-in-c/>  
<https://github.com/naudio/NAudio.WaveFormRenderer>

```

[STAThread]
void Main()
{
    Application.EnableVisualStyles();
    Application.Run(new MainForm());
}

public partial class MainForm : Form
{
    public MainForm()
    {
        InitializeComponent();
    }
    //#####
    private const int LENGHT = 30000;
    private const int GROUP = 2;
    //#####
    private double m_dZoomscale = 1.0;
    public static double s_dScrollValue = .25;
    private Point MouseDownLocation;
    private Matrix transform = null;
    private NumbsOfCentralLimitTheorem.HistogramResult histogramResult = null;
    private bool printed = false;

    private void MainForm_Load(object sender, EventArgs e)
    {
        histogramResult = GetHistogramOfCentralLimitTheorem(LENGHT, GROUP);

        RectangleF data_bounds = new RectangleF(0, 0, histogramResult.Size, histogramResult.MaxValue * 2);
        PointF[] points =
        {
            new PointF(0, pictHistogram.ClientSize.Height),
            new PointF(pictHistogram.ClientSize.Width, pictHistogram.ClientSize.Height),
            new PointF(0, 0)
        };
        transform = new Matrix(data_bounds, points);
    }

    private void pictHistogram_Paint(object sender, PaintEventArgs e)
    {
        DrawHistogram(e.Graphics, pictHistogram.BackColor, histogramResult,
            pictHistogram.ClientSize.Width, pictHistogram.ClientSize.Height);
    }

    private void pictHistogram_Resize(object sender, EventArgs e)
    {
        pictHistogram.Refresh();
    }

    private void DrawHistogram(Graphics gr, Color back_color,
        NumbsOfCentralLimitTheorem.HistogramResult histogramResult, int width, int height)
    {
        PrintResult();
        gr.Clear(back_color);
        gr.Transform = transform;
        gr.ScaleTransform((float)m_dZoomscale, (float)m_dZoomscale);
        FillRectangle(gr, Color.Black, histogramResult.Up, histogramResult.MaxValue, false);
        FillRectangle(gr, Color.Gray, histogramResult.Down, histogramResult.MaxValue, true);
    }

    private void PrintResult()
    {
        if (!printed)
        {
            printed = true;
            var listTuple = new List<(float x, float y, float z)>();
            float previousValueOfZ = 0;
            for (int i = 0; i < histogramResult.Up.Count(); i++)
            {
                if (histogramResult.Up[i] != 0.0001f && histogramResult.Down[i] != 0.0001f)
                {
                    if (histogramResult.Up[i] % 1 == 0)
                        previousValueOfZ = (int)(previousValueOfZ + 1f);
                    else
                        previousValueOfZ += 0.1f;
                    var tuple = (x: histogramResult.Up[i], y: histogramResult.Down[i], z: previousValueOfZ);
                    listTuple.Add(tuple);
                }
            }
            Console.WriteLine("x,y,z");
            foreach (var tuple in listTuple)
                Console.WriteLine(tuple.x.ToString() + "," + tuple.y.ToString() + "," + tuple.z.ToString());
        }
    }
}

```



```

}

protected void FillRectangle(Graphics gr, Color color, float[] arrayValues, float maxValue, bool down)
{
    using (Pen thin_pen = new Pen(color, 0))
    {
        for (int i = 0; i < histogramResult.Down.Length; i++)
        {
            RectangleF rect;
            if (!down)
                rect = new RectangleF(i, maxValue, 1, arrayValues[i]);
            else
                rect = new RectangleF(i, maxValue - arrayValues[i], 1, arrayValues[i]);
            using (Brush the_brush = new SolidBrush(color))
            {
                gr.FillRectangle(the_brush, rect);
                gr.DrawRectangle(thin_pen, rect.X, rect.Y, rect.Width, rect.Height);
            }
        }
    }
}

protected void pictHistogram_OnMouseWheel(object sender, MouseEventArgs mea)
{
    pictHistogram.Focus();
    if (pictHistogram.Focused == true && mea.Delta != 0)
        ZoomScroll(mea.Location, mea.Delta > 0);
}

private void ZoomScroll(Point location, bool zoomIn)
{
    transform.Translate(-location.X, -location.Y);
    if (zoomIn)
        m_dZoomscale = m_dZoomscale + s_dScrollValue;
    else
        m_dZoomscale = m_dZoomscale - s_dScrollValue;
    transform.Translate(location.X, location.Y);
    pictHistogram.Invalidate();
}

private void pictHistogram_MouseDown(object sender, MouseEventArgs e)
{
    if (e.Button == System.Windows.Forms.MouseButtons.Left)
        MouseDownLocation = e.Location;
}

private void pictHistogram_MouseMove(object sender, MouseEventArgs e)
{
    if (e.Button == System.Windows.Forms.MouseButtons.Left)
    {
        transform.Translate((e.Location.X - MouseDownLocation.X)
            / 40, (e.Location.Y - MouseDownLocation.Y) / 40, MatrixOrder.Append);
        this.Refresh();
    }
}

private NumbsOfCentralLimitTheorem.HistogramResult GetHistogramOfCentralLimitTheorem(int length, int group)
{
    var numbsOfCentralLimitTheorem = new NumbsOfCentralLimitTheorem();
    numbsOfCentralLimitTheorem.RandomResult(length);
    return numbsOfCentralLimitTheorem.GenerateHistogram(group);
}

}

partial class MainForm
{
    private System.ComponentModel.IContainer components = null;

    protected override void Dispose(bool disposing)
    {
        if (disposing && (components != null))
            components.Dispose();
        base.Dispose(disposing);
    }

    private void InitializeComponent()
    {
        this.pictHistogram = new System.Windows.Forms.PictureBox();
        ((System.ComponentModel.ISupportInitialize)(this.pictHistogram)).BeginInit();
        this.SuspendLayout();
        this.pictHistogram.Anchor = ((System.Windows.Forms.AnchorStyles)((((System.Windows.Forms.AnchorStyles.Top
            | System.Windows.Forms.AnchorStyles.Bottom
            | System.Windows.Forms.AnchorStyles.Left

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        | System.Windows.Forms.AnchorStyles.Right)));
this.pictHistogram.BackColor = System.Drawing.Color.White;
this.pictHistogram.Cursor = System.Windows.Forms.Cursors.Cross;
this.pictHistogram.Location = new System.Drawing.Point(8, 6);
this.pictHistogram.Name = "pictHistogram";
this.pictHistogram.Size = new System.Drawing.Size(550, 250);
this.pictHistogram.TabIndex = 1;
this.pictHistogram.TabStop = false;
this.pictHistogram.Resize += new System.EventHandler(this.pictHistogram_Resize);
this.pictHistogram.Paint += new System.Windows.Forms.PaintEventHandler(this.pictHistogram_Paint);
this.pictHistogram.MouseWheel += new System.Windows.Forms.MouseEventHandler(this.pictHistogram_OnMouseWheel);
this.pictHistogram.MouseDown += new System.Windows.Forms.MouseEventHandler(this.pictHistogram_MouseDown);
this.pictHistogram.MouseMove += new System.Windows.Forms.MouseEventHandler(this.pictHistogram_MouseMove);
this.AutoScaleDimensions = new System.Drawing.SizeF(6F, 13F);
this.AutoScaleMode = System.Windows.Forms.AutoScaleMode.Font;
this.ClientSize = new System.Drawing.Size(563, 262);
this.Controls.Add(this.pictHistogram);
this.Name = "MainForm";
this.Text = "Logic_WavePattern";
this.Load += new System.EventHandler(this.MainForm_Load);
((System.ComponentModel.ISupportInitialize)(this.pictHistogram)).EndInit();
this.ResumeLayout(false);
}

internal System.Windows.Forms.PictureBox pictHistogram;
}

public class NumbsOfCentralLimitTheorem
{
    public float[] ResultList { get; set; }
    public int ResultLength { get; set; }
    public float[] LastList { get; set; }
    public float[] CurrentList { get; set; }
    public int SizeLastList { get; set; }
    public Dictionary<int, float> Histogram { get; set; }

    public NumbsOfCentralLimitTheorem()
    {
        SizeLastList = 2;
        StartLastList();
        StartCurrentList();
    }

    public float[] RandomResult(int length)
    {
        ResultLength = length;
        ResultList = new float[length];
        Random rnd = new Random();
        for (int x = 0; x < length; x++)
        {
            float lineSum = 0;
            for (int i = 1; i < SizeLastList; i++)
            {
                var lastValueLeft = LastList[i - 1];
                var lastValueRight = LastList[i];
                var rndValue = (float)rnd.NextDouble(lastValueLeft, lastValueRight);
                lineSum = lineSum + (rndValue - lastValueLeft);
                CurrentList[i] = rndValue;
            }
            if (lineSum != 0)
                ResultList[x] = lineSum;
            SizeLastList++;
            LastList = CurrentList;
            StartCurrentList();
        }
        return ResultList;
    }

    public HistogramResult GenerateHistogram(int group)
    {
        Histogram = new Dictionary<int, float>();
        var minValue = ResultList.Min();
        var maxValue = ResultList.Max();
        var rangeValue = maxValue - minValue;
        var amountOfGroups = ResultLength / group;
        var intervalValue = rangeValue / amountOfGroups;
        foreach (var value in ResultList)
        {
            int key = (int)(value / intervalValue);
            if (!Histogram.ContainsKey(key))
                Histogram[key] = 0;
            Histogram[key]++;
        }
    }
}

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        var histogramResult = HistogramResult.Get(Histogram);
        return histogramResult;
    }

    private void StartCurrentList()
    {
        var sizeCurrentList = SizeLastList + 1;
        CurrentList = new float[sizeCurrentList];
        CurrentList[0] = 0;
        CurrentList[sizeCurrentList - 1] = float.MaxValue / 2;
    }

    private void StartLastList()
    {
        LastList = new float[SizeLastList];
        LastList[0] = 0;
        LastList[SizeLastList - 1] = float.MaxValue / 2;
    }

    public class HistogramResult
    {
        public int Size { get; set; }
        public float MaxValue { get; set; }
        public float[] Up { get; set; }
        public float[] Down { get; set; }

        public static HistogramResult Get(Dictionary<int, float> histogram)
        {
            var histogramOrdered = histogram.OrderBy(k => k.Key);
            var result = new HistogramResult();
            var lengthOdd = histogram.Count % 2 > 0;
            var middle = histogram.Count / 2;
            var middleValue = histogramOrdered.ElementAt(middle).Key;
            result.Size = middleValue;
            result.MaxValue = histogramOrdered.Last().Value;
            result.Up = ArrangeArray(new float[middleValue]);
            result.Down = ArrangeArray(new float[middleValue]);
            for (int i = 0; i < middle; i++)
            {
                var keyValue = histogramOrdered.ElementAt(i);
                result.Up[keyValue.Key] = keyValue.Value;
            }
            for (int i = lengthOdd ? middle + 2 : middle + 1; i < histogram.Count; i++)
            {
                var totalValue = middleValue * 2;
                var keyValue = histogramOrdered.ElementAt(i);
                result.Down[totalValue - keyValue.Key] = keyValue.Value;
            }
            return result;
        }

        private static float[] ArrangeArray(float[] array)
        {
            for (int i = 0; i < array.Length; i++)
                array[i] = 0.0001F;
            return array;
        }
    }

    public static class rndExtension
    {
        public static double NextDouble(this Random rng, double minimum, double maximum)
        {
            return rng.NextDouble() * (maximum - minimum) + minimum;
        }
    }

```

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