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. Jump

      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
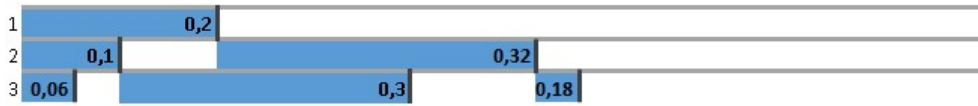
Example of the first three moments of an expansion.

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
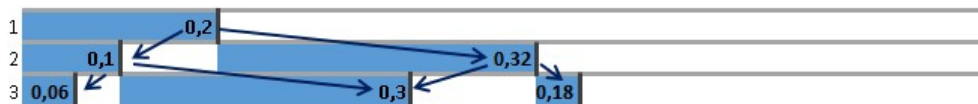
Cumulative imposition on descending logical moments.

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

(a)   (b)

Source: MathsIsFun, 2019. [1]

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.

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 Presburguer'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 ≈ 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. [2]

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 ≈ 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

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[2] 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. [3]

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>.

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[3] 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).
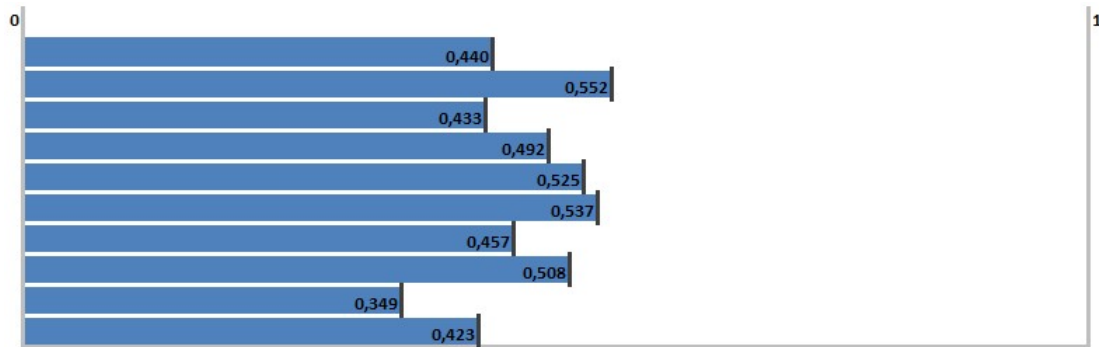
Figure 10 – Logical interval
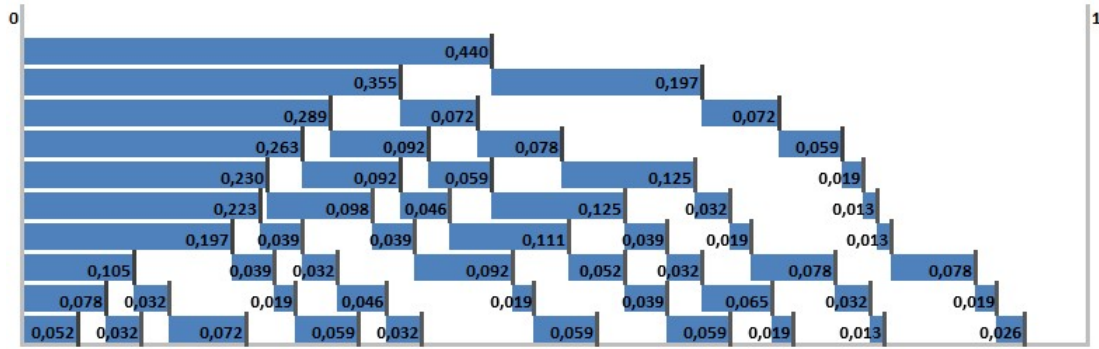
Example of a logical interval with ten logical moments.

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.

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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
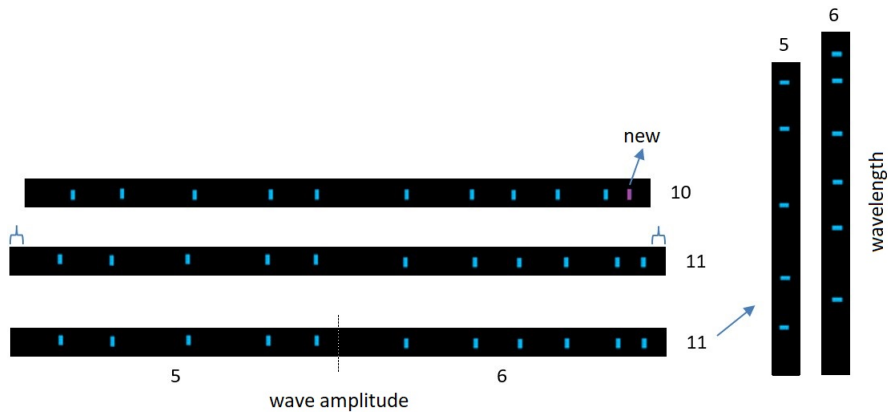
Relationship of wave length and amplitude.

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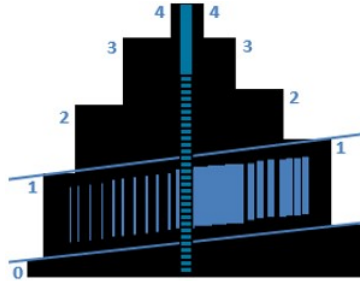
Trend of the highest concentration of samples in the subintervals of a wave.

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
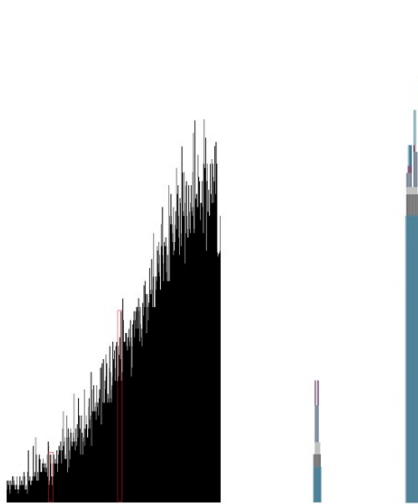
Smaller wave discrepancy at large intervals.

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 jump (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 jumps.

The largest entanglement is shown in the examples in Figure 21 as the first jump 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
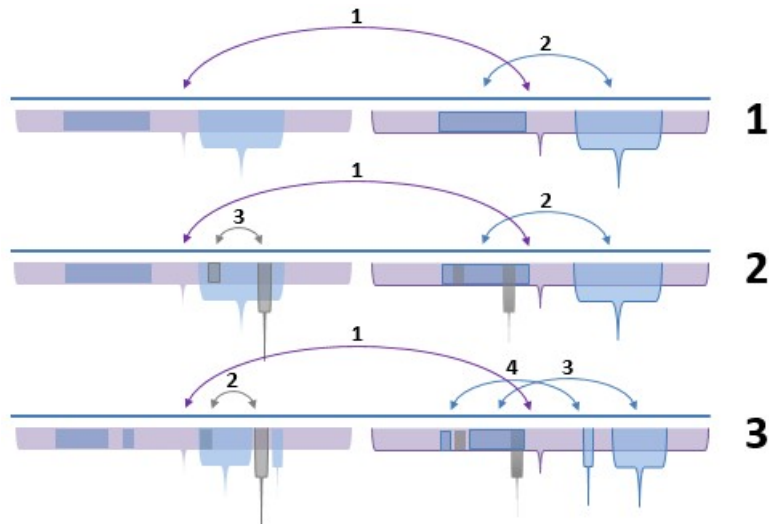
Examples of entanglement levels of waves or levels of wavelengths.

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

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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 jumps, larger entanglements are the longer wavelengths and smaller entanglements are the shorter wavelengths, which allows larger waves to have smaller subwaves.
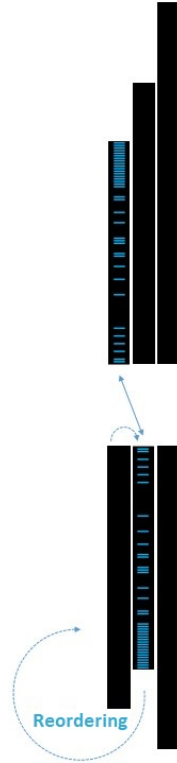
The jump is a reordering done by the entanglement of waves to maintain the equivalent pairs, this reordering occurs only at the entanglement levels, not changing the order of the population samples. Thus, an entangled interval tends to return to a higher entanglement level as the probability of samples from that interval transitions temporarily between the valley and the peak towards equilibrium.

1.3.2.3 Jump

The jump 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 jump 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 jump, 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 jump in the coordinates (X, Y and Z) according to the Space subsection.

Figure 22 – Reordering - jump

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

Reordering of the jump 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
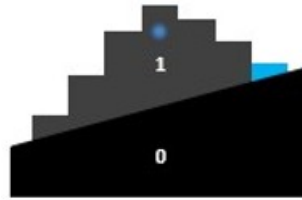
How energy or new samples enter and exit an atom and electron.

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
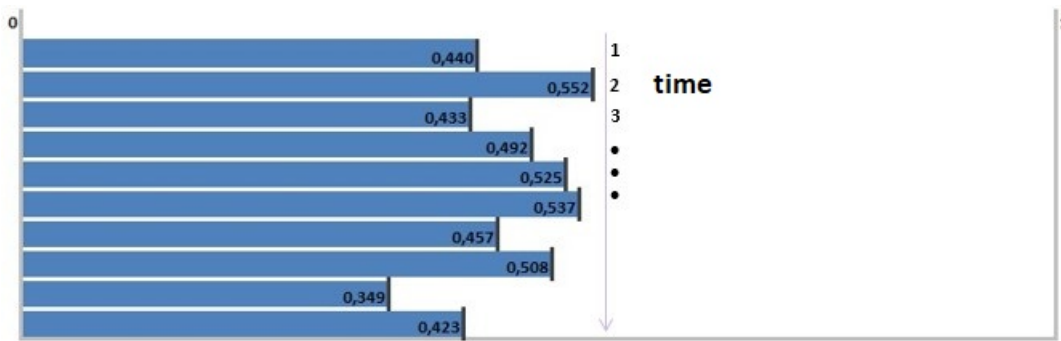
Progression of time as logical moments advance.

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 each sequence is the essence of this logical quantity and

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

Each population has a different order in its sequence and it is this order that gives rise to the logical quantity 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 prospections.

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).

Prospections 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 Space

In Figure 25, the sample density of a population is shown, where pairs tending to the same probabilistic distribution are placed side by side and represented in histogram form. The formation of these pairs comes from wave entanglement.

Figure 25 – Entangled pairs represented in three spatial dimensions
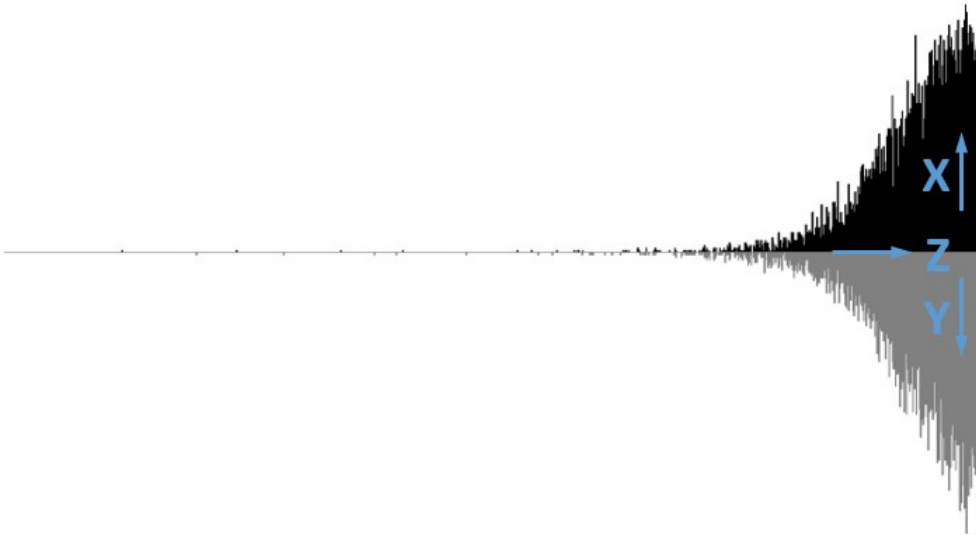

Example of entangled waves, represented in histogram form and obtained by the Logic_WavePattern algorithm. [4]

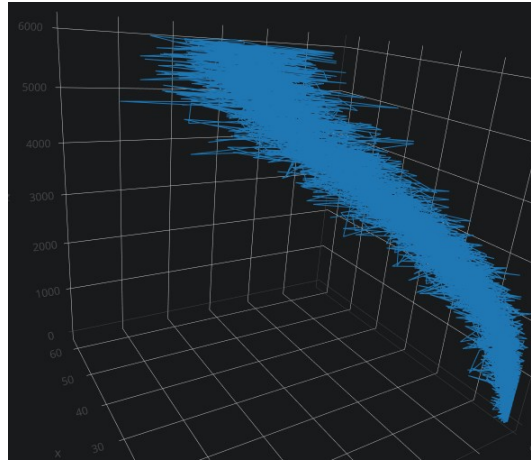[4] The Logic_WavePattern algorithm can be seen in Appendix A.

The area grows quadratically to the increase in the amplitude of a wave (columns of the histogram), since the jump caused by the entanglement of the waves and the probabilistic distribution of samples in the interval naturally tend to maintain an equivalent growth in the pairs that form a wave. This aspect configures the inverse square law, which will be further explored in the subsection of Gravitational force.

By plotting the spatial dimensions of the graph of Figure 25 on a 3D distribution graph and distributing their endpoints (neglecting their volumes and possible internal points), something like a spiral is obtained (like eddies in water or air), even on very small data volumes (few logical moments), as in Figures 26a and 26b. The points tend to move in a spiral shape approximately, as shown in the next subsection.

Figure 26 – 3D scatter plots generated with points similar to Figure 25
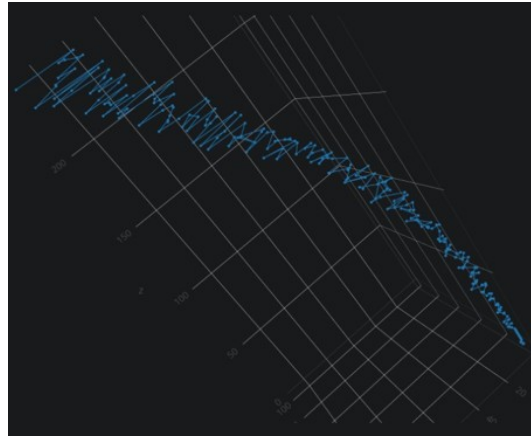
(a) 15,000 samples or moments

(b) 200,000 samples or moments

The histogram on the wave pattern and the data for generating the 3D scatter plots can be obtained by running the Logic_WavePattern algorithm. [5]

Probabilistically, the high concentration of samples in a population is at its peak,

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[5] The Logic_WavePattern algorithm can be seen in Appendix A and the 3D scatter plots can be accessed at: <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>

towards the median of the population. Thus, due to the probabilistically high concentrations of samples in smaller and smaller intervals of a wave, the peak will occupy a smaller and smaller proportional subinterval within the population, as seen in Figure 27. Figure 9 is based on Table 1 and also demonstrates this characteristic, that within the population it can demonstrate an approximately flat universe in its distribution.

Figure 27 – Flat universe
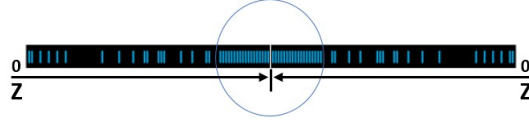
Concentration of 99% of samples.

1.3.4.1 Spiral

As the X, Y, and Z coordinates of the entangled pairs of a population tend to increase, their arrangement in a three-dimensional coordinate system will follow a diagonal reference between these three axes, as shown in Figure 28. The observed spiral pattern does not invalidate other possible movements in space. Often, it is not possible to immediately observe the spiral pattern in the movements of an interval (subset), yet this pattern underlies many of these movements. Taking human movements, for example, there are predominant cycles of going and coming home, going to and from work, waking up and sleeping, that is, habits are similar to movements in cycles (spiral movements).

Figure 28 – Three-dimensional coordinate system
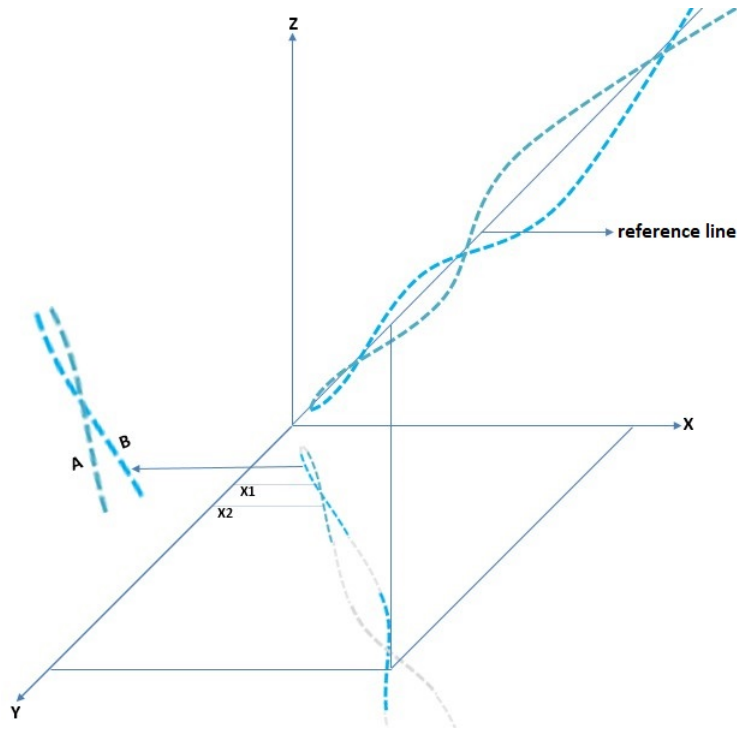
Probabilistic reference line for distribution of a population in a three-dimensional plane.

In Figure 28 points X1 and X2 can also be observed. These points were mirrored in the X and Z coordinates to make it easier to observe that raising the Z axis also raises the X or Y axis, regardless of their minimum probabilistic points. The dashed lines show the most probable paths to the A and B intervals. Thus, when a part of the interval is at its maximum midpoint (X and/or Y axes) the probabilistic tendency is that it receives fewer samples than the part of the interval that is at its minimum midpoint. This spiral effect is more noticeable the larger an interval and its quantity of samples, as the more probable and stable these paths will be.

Each interval or subinterval (wavelength) has its own reference line. Just as within a meter there are centimeters, millimeters, etc., within an interval and subinterval there can be numerous other subintervals, as shown in Figure 31.

Figure 29 – Intervals and reference lines

Spirals at different intervals and their reference lines.

1.3.5 Fundamental forces

The gravitational force, the electromagnetic force and the nuclear force correspond to the so-called fundamental forces of nature. These fundamental forces are not forces as such, but probabilistic aspects of population distribution and wave entanglement.

1.3.5.1 Gravitational force

The gravitational force is not a force itself, but an aspect of the probability distribution of new samples towards the median of the population, according to the central limit theorem. This probabilistic direction causes waves to have a probable path to follow within the population, that is, the peak of the samples in the population or the peak of the largest wave in the population, as shown in Figures 28 and 29. Similarly, they also make the samples within a subinterval have a probable path to follow, that is, the peak of the samples in the subinterval (peak of this wave). These sample peaks are usually the most easily observable part of a wave, since they occupy a not-so-small area.

In the Figure 30 it can be seen that the most easily observable part is slightly to the right at the peak of the wave. This wave tends to move up and to the right in a diagonal that depends on the probabilistic distribution of the new samples, as seen by the larger number of blue columns to the right of the wave (toward the median) relative to the left.
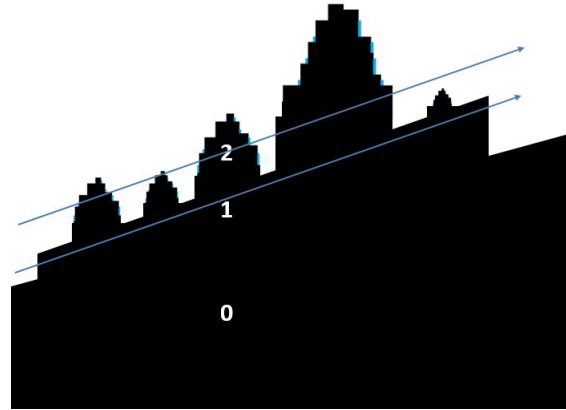
Figure 30 – Gravitational force
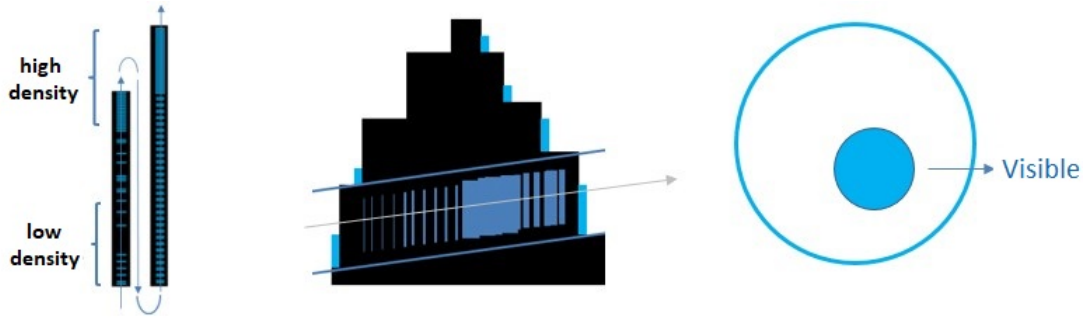
Gravitational aspect - the probabilistic direction of the distribution of new samples within an interval.

As seen in the Wavelength and amplitude subsection, the area of an interval grows quadratically, since the jump caused by the entanglement of the waves and the probability distribution of the samples tends to maintain an equivalent growth in the pairs that form a wave. This aspect configures the inverse square law, where, in the case of gravity, the closer the objects, the greater the probabilistic chances of new samples of the smaller object heading towards the larger object (since the larger object tends to be the peak of wave - the probabilistic direction within the wave). Thus, for being within a smaller square area and, consequently, having less possibility of movement, it ends up increasing the chances of these objects approaching with a much smaller amount of logical moments. On the other hand, the more distant the objects, the larger the area, the greater the positioning possibilities and the more logical moments are needed for the approach, featuring less attraction. Probability can also drive away more rarefied objects that should be further away from the denser and more easily observable part of a wave, as in the case of helium gas, for example. The distribution of new samples in the rarefied intervals is slower than in the denser intervals (otherwise they would not be rarefied), so these dense particles receive more samples in a shorter amount of time, occupying the front of the less dense particles.

When looking at the entire population interval, the lowest wave is the base wave of all the other sub-waves, with the population having a significant amount of samples. Similarly, higher-level waves such as the level two in Figure 31 are nested within a level one wave. These systems can become much more complex in their nesting and are very common. The blue lines in the Figure below represent the probabilistic reference lines, as explained in Figure 29.

Figure 31 – Gravitational force - system

Gravitational aspects of a system - base wave and its sub-waves.

Figure 32 shows in its first example that wave 1, which could be a satellite, can rapidly approach wave 0 as new samples are distributed within the entire interval. The second example shows that the impulse the satellite receives when placed in orbit causes its wave to have a more uniform probability distribution (this uniform growth is facilitated by the low surrounding density, further away from the probabilistic peak - 1 sample in 100 is more relevant than 1 sample in 1000), where the part of the wave in blue is closer to the population median and has a growth or displacement equivalent to its lower wave, which keeps it constant. The third example is a better look at the second example, for ease of understanding, where wave 1 is defined by the spiral around the circular object representing the probabilistic peak. Perhaps the distribution of the samples at the peak, which is larger and the wave more uniform caused by the impulse (speed), can facilitate the understanding of the advance of atomic clocks on satellites.

Figure 32 – Gravitational force - orbit
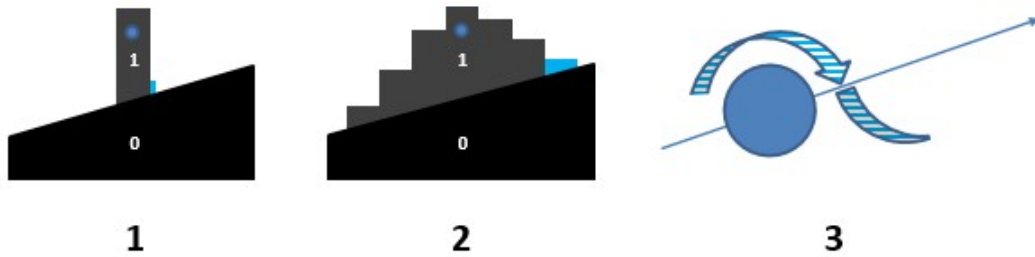
Gravitational aspects of a system - orbit.

1.3.5.2 Electromagnetic force

The electromagnetic force is not a force in itself, but an aspect of the entanglement of waves that intensifies at intervals or wavelengths with low entropy and with the spatial approximation (reduction of differences in the X, Y and Z axes) of these intervals.

Electromagnetism is related to intervals similar to the more uniform wave found in the second example in Figure 32, but with low entropy, that is, the same structure that facilitates the movement of objects added to the low entropy, which facilitates jumps. When

intervals have low entropy, their approximation, either naturally through the structure that facilitates movement or through the distribution of new samples capable of creating this structure, such as electrification, makes the wave pairs of one interval very similar to the wave pairs of the other interval, which makes many of these pairs viable for wave entanglement to finding more ideal pairs in the other interval and vice versa. In this way, a rearrangement occurs between the intervals through wave entanglement, and this rearrangement makes these intervals more equalized (low entropy).

The blue lines in the figure 33 show where the exchange of wave pairs by wave entanglement is most frequent, that is, where the waves are most probable to be similar. This is why magnets try to rotate to connect when they are face to face with the same pole. The gray line shows connections that occur in a much smaller number.
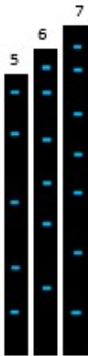
Figure 33 – Electromagnetic force
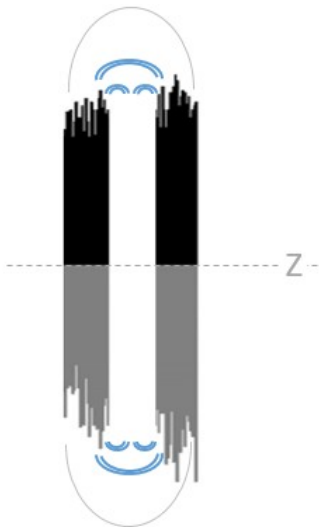
Increased possibilities of wave entanglement due to probabilistic equalization in close and low entropy objects.

Figure 34 shows an example of low entropy.

Figure 34 – Electromagnetic force - entropy

Increased possibilities for wave entanglement due to low entropy.

The electromagnetic aspect is closely related to the low entropy of an interval and the possibility of entanglement of its pairs with surrounding pairs. The low entropy of an interval indicates that its samples are in some sort of order within it.

Probabilistically, the most similar wave pairs are found in the closest regions (blue lines in the figure 33). This occurs due to the growth of the number of samples towards the median of the population, however it is not a rule and the poles may reverse, that is, have more connections with the region of lower probability, even though most of the pairs that make up this region are increasing towards the median.

1.3.5.3 Nuclear force

The same probabilistic aspects that govern gravity and can be seen in Figures 30 and 31 also govern the so-called nuclear forces. The difference is that in nuclear forces the intervals are smaller allowing a much larger amount of jumps and their waves are more discrepant, as shown in Figure 19.

Strong and weak nuclear forces represent large concentrations of logical moments per population interval, a high density in a small interval. The large concentration of these samples is at the peak of the interval, which occupies a smaller and smaller subinterval within the wave, due to the high concentration of samples in smaller and smaller intervals. These peaks decrease proportionally as they concentrate even more new samples. These moments or samples tend to be closer and closer together within the interval forming increasingly high and dense peaks. These peaks are often found from the middle to the front of systems (the core or peak of the system), as shown in the largest level two wave in Figure 31.

The penetration of these small and dense intervals by an excessive amount of logical moments (another similar interval), in a short period, causes the countless parts of these pairs of waves to become progressively much larger. In this way, each subinterval jumps continuously, progressively, and rapidly to the larger and larger correspondents until the distribution probability normalizes the entire interval later.

1.3.6 Dark matter and dark energy

Dark matter and dark energy are effects of observing the density of intervals, the wave amplitudes, as shown in Figure 16. In this way, larger intervals will have a wider and easily observable area (wave peaks), as are their lower waves, as seen at level zero in Figure 31. The wave peaks move farther apart because they receive a greater amount of samples, as they are closer to the population median and make the lower waves less and less dense in samples, as shown in Figure 17. However, the lower wave samples of a large interval can be fully observed (although extremely sensitive) as the subintervals of an interval are observed subsequently, as the viewpoints in Figure 37.

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
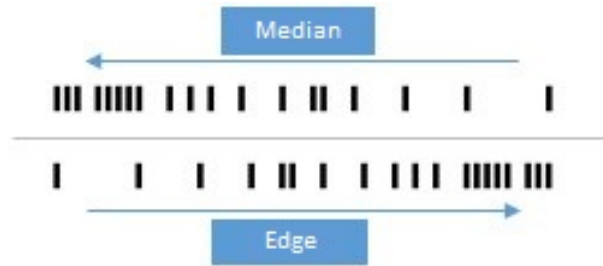
Parte de um intervalo idêntico distribuídos de formas opostas.

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
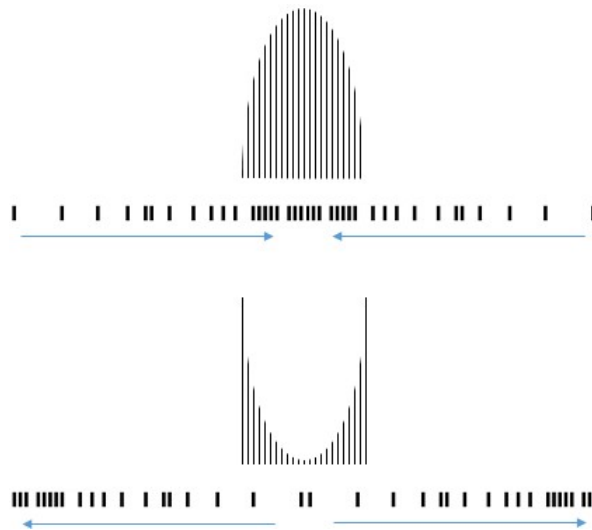
Populações distribuídas em sentidos contrários.

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 <u>NÃO É</u>, 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 <u>NÃO SER</u>. 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
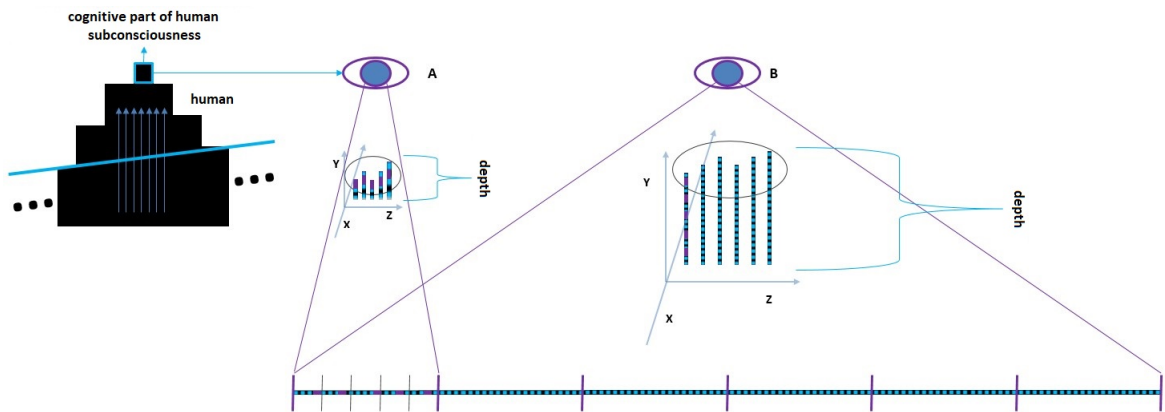
A parte cognitiva da subconsciência humana e suas observações independentes por meio dos sentidos.

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
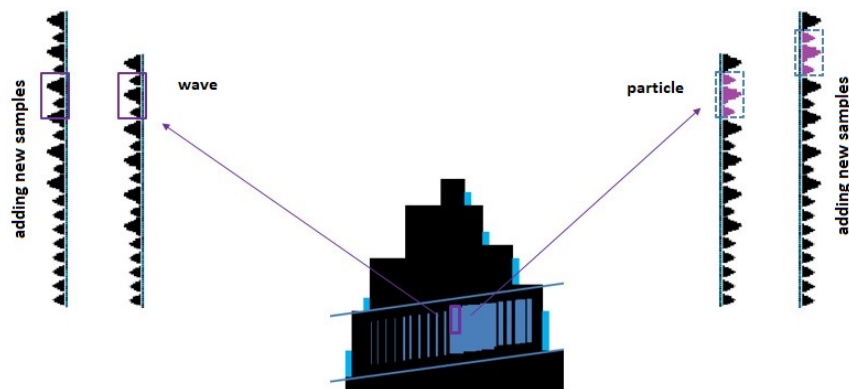
Características da observação de uma pequena parte de um subconjunto.

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 jump 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 [6]. 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 - 1,1,1,1,1,1,1,1,1,1,1, 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
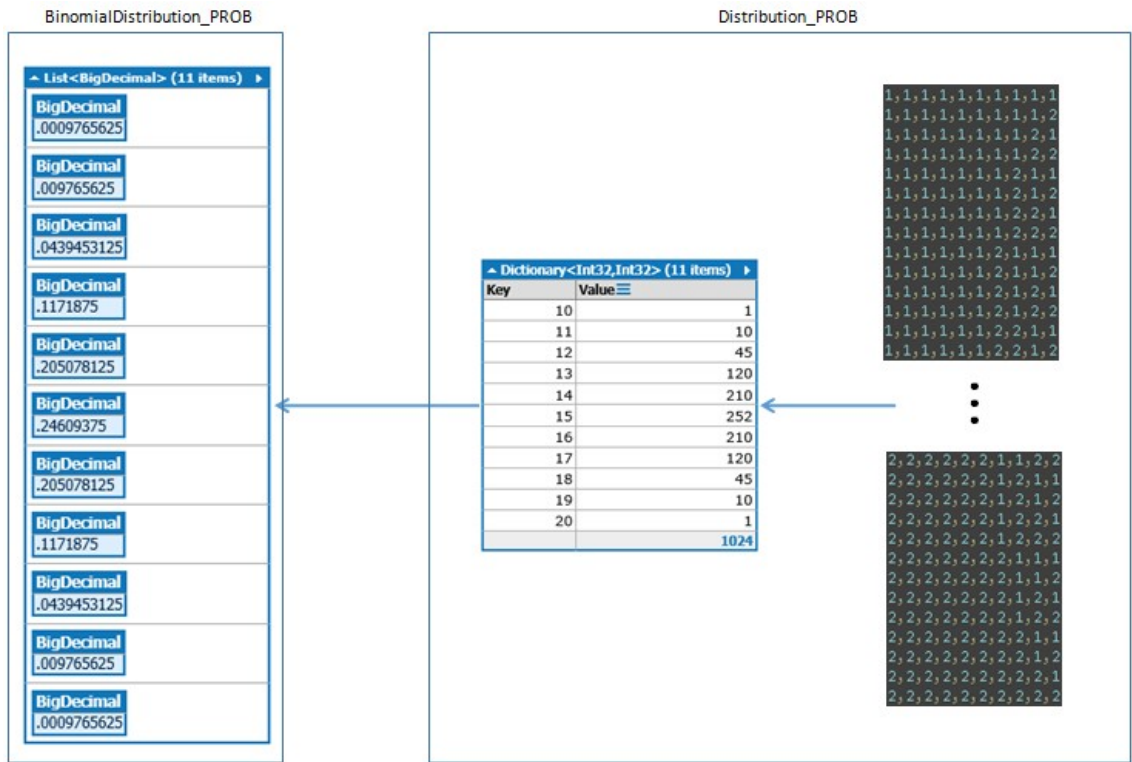
The Distribution_PROB algorithm intends to clarify the probabilistic essence of the central limit theorem.

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).

---

[6]   LINQPad 5 is on <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()
{
    BinomailDistribuition.Possibilities = 10;
    var results = new List<BigDecimal>();
    results.Load();
    results.Print(true); //send false to print Table 1.
}

public static class BinomailDistribuition
{
    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);
```

35

```csharp
                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)).T
                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]

```csharp
//https://exercicios.brasilescola.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.ToArrays(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);
    }
}
```
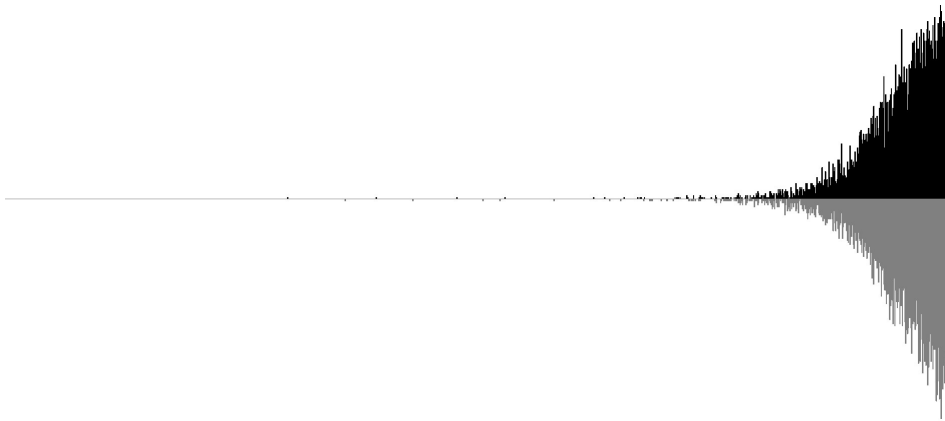
Logic_WavePattern

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.
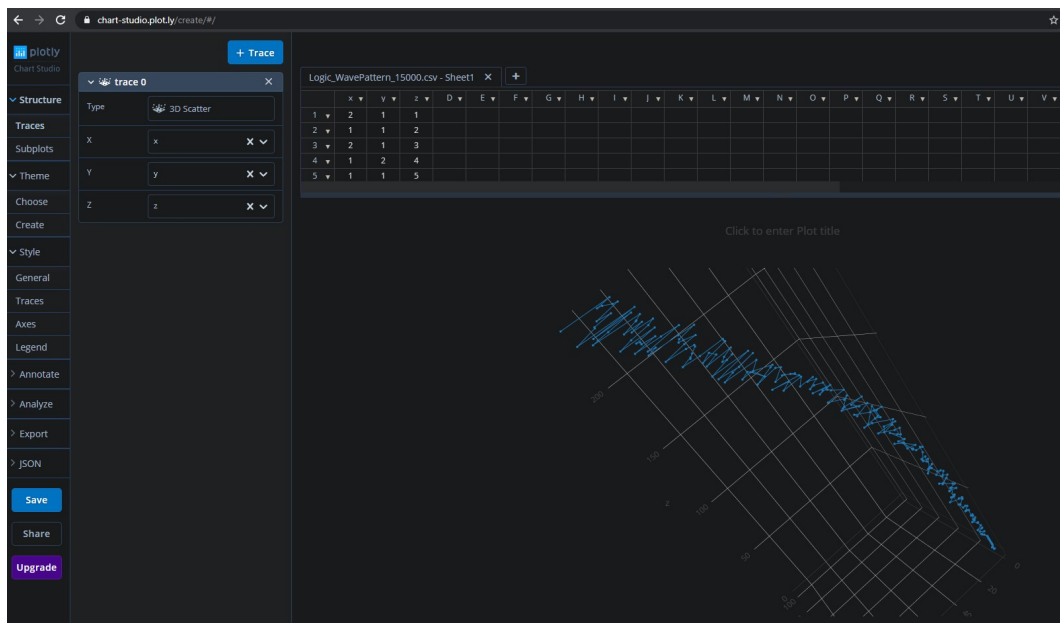
Figure 42 – Histogram in the wave pattern of the Logic_WavePattern algorithm

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://csharphelper.com/blog/2015/09/draw-a-simple-histogram-in-c/
//https://github.com/naudio/NAudio.WaveFormRenderer
```

```csharp
[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());
    }
```

```csharp
    }

    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)
```

```csharp
                | 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]++;
            }
```

```csharp
      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 = histogram.OrderBy(k => k.Value).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;
    }
  }
}
```