Conquest in the true world and the T3, T2 and T1 graphs

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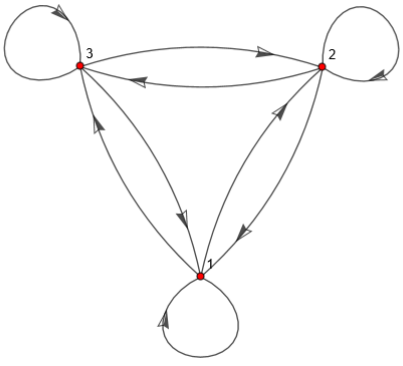
Abstract

In this paper, I describe conquest in the true world and the T3, T2 and T1 graphs.
The paper ends with "The End"

Introduction

In a previous paper, I've described the generalized rate equation of the true world and a solution.
Contrary to popular belief, **conquest** is possible in the true world because conquest is also a truth of the true world.
Whenever x true nations eliminate the remaining $(4-x)$ nations of the true world, the true world reduces further and become even more true.
Conquest is **easy** when $x = 3$, i.e., with three true nations attacking and defeating the fourth true nation in an **unfair war**.
Conquest is **fair** when $x = 2$, i.e., with two true nations attacking and defeating the two remaining true nations in an **allied war**.
Conquest is **difficult** when $x = 1$, i.e., with one true nation attacking and defeating the three remaining true nations in a **survivalist war**.
Therefore, in this paper, I describe the T3 graph, the T2 graph and the T1 graph.

The T3 graph

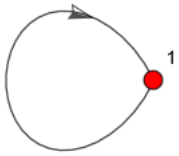


The set of vertices in the T3 graph are $\{1, 2, 3\}$.
The set of edges in the T3 graph are
$\{1 \to 1, 1 \to 2, 1 \to 3, 2 \to 1, 2 \to 2, 2 \to 3, 3 \to 1, 3 \to 2, 3 \to 3\}$.

The T2 graph

The set of vertices in the T2 graph are $\{1, 2\}$.
The set of edges in the T2 graph are $\{1 \to 1, 1 \to 2, 2 \to 1, 2 \to 2\}$.

The T1 graph



The set of vertices in the T1 graph are $\{1\}$.
The set of edges in the T1 graph are $\{1 \to 1\}$.

The End