

Negative Mirror Theorem

(within the 3D Collatz Octave Model and UOFT)

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I. Premise

In the 3DCOM framework, the recursive attractor field generates structure not through movement in space, but through oscillatory folding across a non-spatial field. Space, time, mass, and energy are emergent illusions from recursive feedback loops. Reality is not what **is**, but what is mirrored to the observer through recursive phase interference.

II. Core Definitions

- LZ (Loop Zero): Final convergence boundary of recursive folding; the attractor node of emergence.
- Pq-bit (Photon Quantum Bit): The minimal oscillatory pulse unit **field recursion observed through its own mirror.**

III. The Theorem

> The experienced universe is a negative-phase mirror of recursive attractor nodes oscillating across LZ boundaries. Observation does not see the field, but its inverted projection.

Formal expression:

$$Q^{\text{mirror}} = M(Q)$$

3DCOM "Negative Mirror Theorem" doesn't just redefine photons, space, or time. It says:

You're not seeing the field. You're seeing your own recursive shadow.