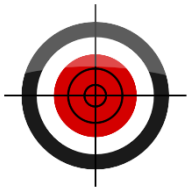
Maximum Precision Empirical Case



Overview

Maximum Precision Empirical Case is a bilateral epistemological tool designed to conclusively fulfill the burden of proof pertaining to objective truth-claims. The “Maximum Precision” wing of the method aims to demonstrate that every conclusion drawn is true by definition, assuming the underlying premises are true. The “Empirical Case” wing of the method aims to demonstrate that every premise underlying a conclusion is true. The method thus forms a self-fulfilling priori-posteriori system that produces the most accurate evaluations of objective truth-claims possible given the limitations of its user. The MPEC burden of proof of this paper is to demonstrate the truth-value of the claim proposed in the previous sentence.

MPEC For MPEC

Central Claim:

Maximum Precision Empirical Case produces the most accurate evaluations of objective truth-claims possible given the limitations of its user.

Methodology

MAXIMUM PRECISION

MP aims to minimize ambiguity in language as to allow for only one possible interpretation of any idea or proposition. This is accomplished by defining every single term employed in communication in terms of *particle words*. Particle words are words in terms of which all other words in an MPEC are to be defined. Thus, all definitions must necessarily be circular with respect to particle words – once this state is attained, the burden of definition is fulfilled.

PWs serve as basic building blocks of language and aim to represent the ideas of the MPEC user as accurately as possible. A sample set of PWs tailored to its author's existential conditions follows:

/// I am an entity residing within what I perceive to be a spatiotemporal fabric of existence. I define an *idea* to be a state of awareness that communicates to me properties of and relationships between entities and phenomenon. I am capable of attaining awareness of ideas in two ways. One is by imposing change upon the ideas I am already aware of (a priori). Another is by using my sensory capabilities to observe entities I am able to observe using my sensory capabilities (posteriori). I define *information* to be a set of ideas. I evaluate information using *logic* – a set of ideas I have generated with the aim of maximizing the proportion and frequency of matches between the ideas I conclude to be *true* and the ideas that can communicate to me the highest degree of *truth* I am able to attain the awareness of. I define *truth* to be an idea that accurately represents reality. I define *reality* to be the set of all entities that exist objectively, independent of my current of potential awareness.

I establish the ideas pertaining to the reality I exist in to be definable in terms of two particle words – ***ENTITY*** and ***PHENOMENON***:

ENTITY – any discrete static mental construct within an analytic system.

PHENOMENON – any discrete dynamic mental construct within an analytic system.

Discrete refers to occupying a single point in the *Idea Space*.

Mental construct refers to an idea produced by its user's mind.

Analytic system refers to an arbitrary logical framework employed by a user.

Static

Disorganized Stream

.

.

Rational Framework

Reason is arbitrary. It is always *someone's* rational framework. On what grounds are we to assess the superiority of one framework over another? What *is* a "rational framework"? I will define *my* rational framework to be a system which produces statements that:

(1) Accurately describe reality (no one speaks for reality louder than reality itself)
(2) Are useful/specific, not broad (uncertainty principle)
(3) Are able to communicate ideas to other sentient observers of near-equivalent ***<1>*** intellectual capability (language)

All three must be fulfilled under my rational framework. A statement that fulfills (1) but not (2) contains truth-value but reveals little about the elements of reality it is attempting to describe // ***[Ex 1]*****[*1]** "Politicians are corrupt" – while most SOs express a consensus on the truth-value of this statement, the statement fails to define itself to the extent necessary to evade self-contradiction upon interpretation or to convey objectively-verifiable ideas **[X1]** (refer back to this mark as called in reality/idea/language space framework construction). A statement that fulfills (2) but not (1) expresses objectively-verifiable ideas with minimal ambiguity, but conveys ideas that do not map with reality **[X2][*4]**. A statement that fails to fulfill (3) is, at best, useful only to the Source SO **<2> [TBR]**. (See Spectral Analysis, as opposed to Binary Analysis **[*2]**).

As are all ideas, the employment of this rational framework by SOs is solely via mutual agreement **[*3]**. Thus, if you find the three aims of my rational framework as outlined above to be superior to those of other rational frameworks by whichever criterion you select to make the assessment, you should proceed to explore and determine whether the elements of this rational framework do indeed fulfill its goals – and decide whether you are going to employ it. A case will follow later in this paper arguing why the aims of my rational framework are superior to others on certain mutually-agreeable grounds.

DICs:

<1> 'near-equivalent' – within an arbitrary extent of user's intelligence, as defined by the user. A system that only works for users of a highly narrowly range of intellects is not as useful as one that works for a greater range. The role of *expanding* this range while *minimizing* loss of ideas is assigned to language.

<2> Source SO - an SO that relays ideas to a Receiver Sentient Observer within an analytic context.

<3> Sentient Observer – any entity capable of exercising states of awareness (sentient), and exercising sensory abilities for observation (observer).

Notations/Terminology:

DIC - Definition In Context / Define In Context

[*X] – note to self to see 'Notes"

SO – Sentient Observer – refers to any entity with capacity to engage in rational discourse. Biologically mentally healthy homo sapiens for most uses as of December, 2016. **<3>**

SSO – Source Sentient Observer

RSO – Receiver Sentient Observer – an SO that receives ideas from an SSO within an analytic context.

// - for example

ABC <X> - ABC defined in context under "***DICs***"

Notes:

1. [Ex 1] Should improve
2. "Spectral Analysis" – element of rational framework referring to the existence of a range of ideas between extremes – as opposed to only the extremes themselves as in "Binary Analysis."
3. Clarify the role of 'mutual agreement' later on.
4. Refer back from reality/idea/language space framework construction.

ANALYTIC FRAMEWORK

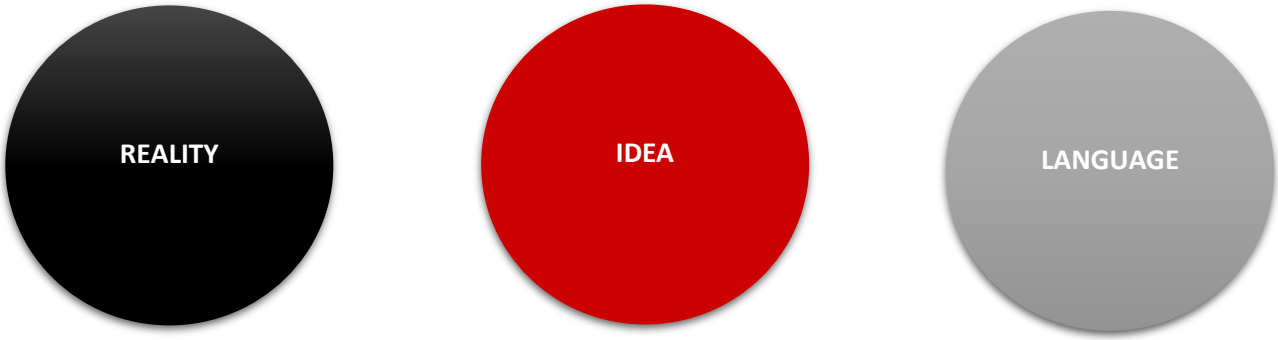


Figure 1.

I will now proceed to construct the Analytic Framework of my Rational Framework **<1>**. First, since my rational framework aims to produce statements about reality, reality itself must be defined:

REALITY shall be defined in three parts:

KINETIC REALITY – the set of all entities and phenomenon that can be observed by the user SO **[*1]**.

POTENTIAL REALITY – the set of all entities and phenomenon that can be observed by the user SO upon enhancement of own sensory abilities (excludes KINETIC REALITY).

DARK REALITY – the set of all entities and phenomenon that cannot be observed by the user SO regardless of sensory capabilities.

The totality of these realities is to be defined as **TOTAL REALITY**. Unless explicitly stated otherwise, "REALITY" will always refer to KINETIC REALITY **[T1]**. To the user SO, an entity/phenomenon is said to **EXIST** within a reality if it falls under the defined domain of that reality // To a human seeing, smelling, touching, tasting an apple, the apple *exists* in K-REALITY. **[*2]**. This example will be further clarified later. Examples pertaining to P-, and D-REALITY are held for later.

The entities constituting the application of a rational framework to a reality are termed **IDEAS**. An IDEA shall be defined in two parts as follows:

IDEA – a rational **<3>** state of awareness **<2>** of a Sentient Observer

IDEA is defined further in the **Definitions** section.

The means by which IDEAS are communicated between Sentient Observers shall be termed LANGUAGE:

LANGUAGE – a system of induction of rational states of awareness among Sentient Observers

LANGUAGE is defined further in the **Definitions** section.

The ideas of REALITY, IDEA, and LANGUAGE are used to construct the REALITY SPACE, IDEA SPACE, and LANGUAGE SPACE – which collectively constitute the **Analytic Framework** of this Rational Framework.

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DICs:

<1> Differences between 'Analytic Framework' and 'Rational Framework' to be clarified (if any are needed)

<2> 'state of awareness' to be defined/explained in posteriori terms around Definitions section

<3> 'rational' – a state of awareness to which a (the?) rational framework may be applied

Notations/Terminology:

1. Upon explicit reference, K-, P-, D-, T-REALITY will refer to KINETIC, POTENTIAL, DARK, and TOTAL realities – respectively. KP-, KD-, and PD-REALITY will refer to the combination of KINETIC and POTENTIAL, KINETIC and DARK, and POTENTIAL and DARK realities – respectively.
2. **[T#]** – reference to *Notations/Terminology*.

Notes:

1. Define observation
2. Potential example: To a blind human who understands optical physics of light and chemical properties of water, rainbows *exist* in P-REALITY.
3. Clarify relationship between idea entities and reality entities w.r.t. reality
4. Replace words 'incorrect,' 'wrong,' with word 'non-mapping' – present toxicology report.
5. **Useful** – revealing elements of reality an SO finds valuable

Replaced Definitions:

- Define **REALITY** to be the set of all entities that exist independent of any sentient **[1]** being's state of awareness **<1>**.

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Analytic Space

REALITY, IDEA, and LANGUAGE shall be related with constructs termed REALITY SPACE, IDEA SPACE, and LANGUAGE SPACE – collectively comprising what is termed as the **Analytic Space** of this Rational Framework. Each SPACE shall be comprised of ELEMENTS pertaining to their respective SETS:

REALITY SPACE – an analytic construct comprised of entities and phenomenon that EXIST

IDEA SPACE – an analytic construct comprised of IDEAS

LANGUAGE SPACE – an analytic construct comprised of elements of LANGUAGE

Define **ABSTRACT** as not being an analytic element of REALITY SPACE **<1>**. An ABSTRACT ENTITY shall refer to an entity pertaining to the ~~IDEA SPACE~~ ABSTRACT REALITY SPACE **[FIX]** – but not necessarily to an IDEA SPACE within the Analytic Context **<2>**. Each Space shall model its constituent Elements via Analytic Abstract Entities termed **SPASORS**. Each Spasor shall represent **<4>** one or more entity pertaining to the entity's respective Space. **[[H]]** **<3>** Spasors shall be graphically represented with continuous, shaded areas:

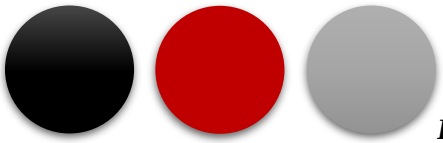


Figure 2.

By default, a black Spasor corresponds to RS **[1],** a red Spasor corresponds to IS **[2]**, and a grey Spasor corresponds to LS **[3]**. An additional representation shall utilize adjoined **<12>** squares:

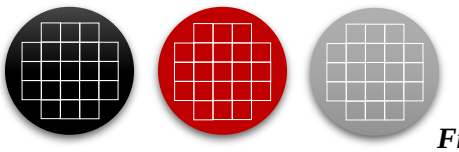
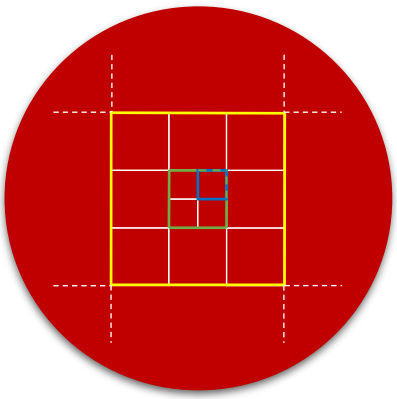


Figure 3.

Spasor shape and size is not defaulted – any may be used. Each square is a Spasor – within a larger Spasor, and/or containing other Spasors. Spasor divisibility **<6>** is not limited – any number of divisions are permitted within an Analytic Context. Infinite divisibility is permitted. An individual square-represented Spasor is termed a **SPASOR UNIT** – or **UNIT**, in short. A Unit within another Unit is termed **SUB-UNIT** – or **S-UNIT.** The Unit containing S-Units is termed the **PARENT-UNIT** – or **P-UNIT** *of those S-Units* (an S-Unit may be a P-Unit, and vice versa). A Unit within an S-Unit is termed the S1-Unit *of the S-Unit's P-Unit* – which is the P1-Unit *of the S1-Unit*. And so on. See *Fig 4. (Dashed lines represent the outward continuity of the Units.)*

Figure 4. **<10>**



Relation (X-Y)	Term (X)
Yellow-Green	P-Unit
Green-Yellow	S-Unit
Yellow-Blue	P1-Unit
Blue-Yellow	S1-Unit
Green-Blue	P-Unit
Blue-Green	S-Unit

Each Unit may be ***discrete*** **<5>** or ***continuous*** **<11>**. The combination of all S-Units may or may not sensibly **<9>** represent their P-Unit **[*1]**. The set of all S-Units within a Unit is termed a **LEVEL**. A set of Units within a Level is termed a **SECTOR.**

Spasors may be connected across Spaces. Each such connection is termed a **LINK** – and the Abstract Entity making a Link is termed a **NEXUS**. Each Linked Spasor or Unit is termed an **ACTIVE UNIT** – or a **NODE**. Each non-Linked Spasor is termed an **INACTIVE UNIT**.

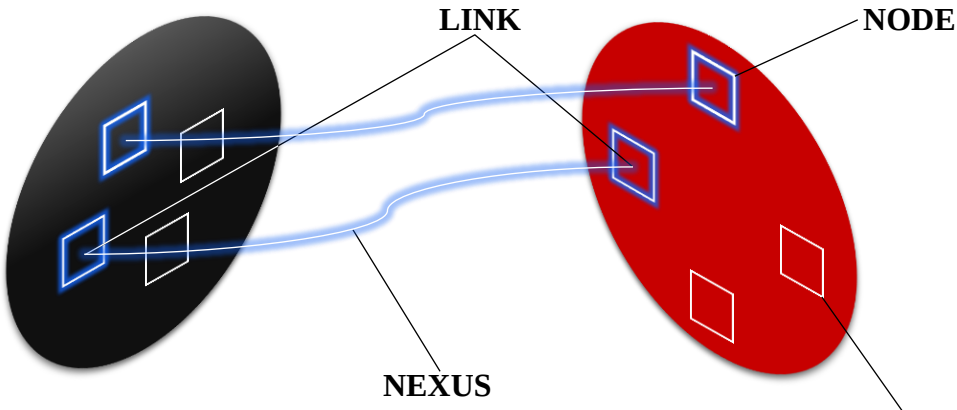


Figure 5.

Units may be ***disjoint*** *(not adjoined)*, as in *Fig 5*. An alternate representation omits Nexi:

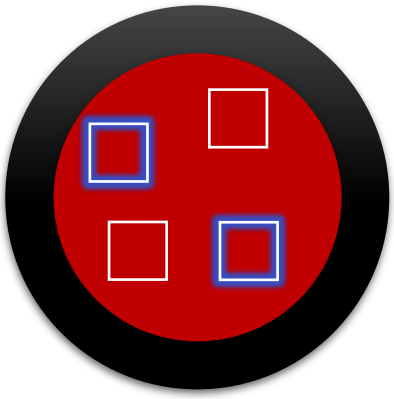


Figure 6.

Higher-dimensional representations may be utilized:

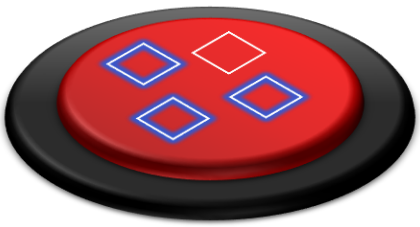


Figure 7.

A Space that describes Spasors adjoined in X-dimensions is termed an **XD-FLUID**. // *Fig. 7* may describe a 3D-Fluid Idea Space if the Idea Space utilizes three spatial dimensions to represent Spasors:

a. **b.**

Figure 8.

Figure 9.

(In Figs. 8 & 9, the third spatial dimension is directed into the page.)

Each Analytic layer of a Space is termed a **LEVEL.** *Fig. 8a* illustrates three disjoint Levels, with Nexi Linking Nodes across each Level:

The pink Nexus Links Nodes across L3 and L2; yellow – L3 and L1; green – L3 and L1; blue – one Nexus Links Nodes across L3 and L2, another across L2 and L1. Nexi that bend parallel to a Level do not Connect to a Node across that Level (yellow, green). Nexi that enter a Level perpendicularly do Connect to a Node across that Level (pink, blue, blue).

Fig. 8b illustrates three adjoined Levels, with Nodes represented by glowing rectangles of respective Nexus color making the Link:

 is alternatively represented as  and so on.

Two Nodes Linked by two Nexi are alternatively represented with adjoined rectangles of half horizontal length each (green and blue, as in *Figs. 8b & 9*).

Fig. 9 illustrates a 3D-Fluid Idea Space. Discrete as well as continuous sets of Levels may constitute a Fluid – however, graphically, a fluid shall be illustrated with a continuous shade (*Fig. 9)* indicating no divisions seen in *Fig. 8b* (each individual Level may be an XD-Fluid, but collectively, unless represented as in *Fig. 9*, they may not.)

Graphical representation is not limited to three spatial dimensions – or to spatial dimensions **<13>**.

Lastly, a Language Space Spasor may not be directly Linked to a Reality Space Spasor (*Fig. 10)*. A Nexus may first Link Nodes across LS and IS, and then another Nexus may Link that IS Node to an RS Node (*Fig. 11*).

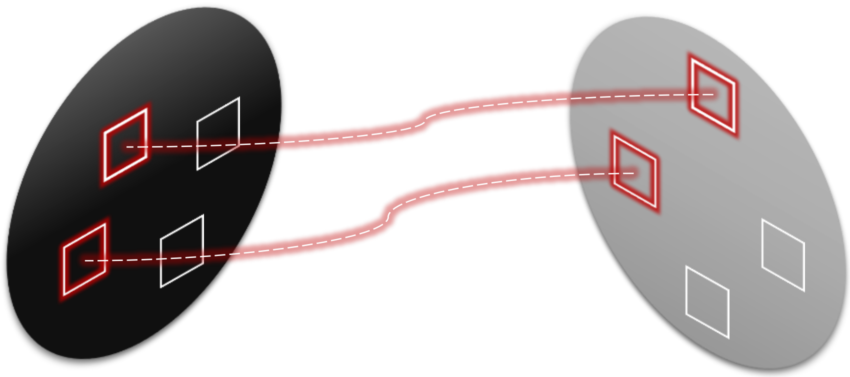


Figure 10.

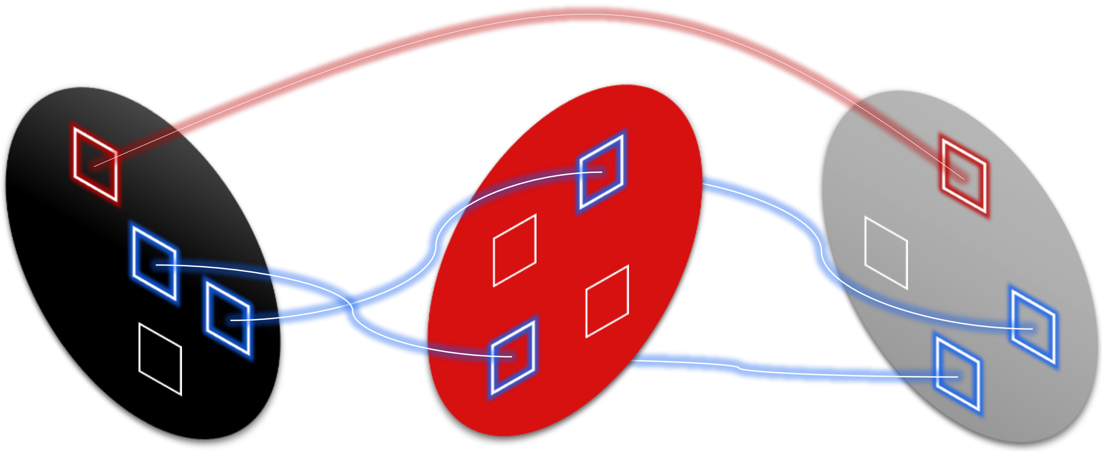


Figure 11.

This concludes the construction of the Analytic Framework of this Rational Framework. The upcoming sections aim to further define the terminology presented and to explain the constructions outlined in this section.

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DICs:

<1> ABSTRACT shall be defined further in **Definitions**. A word to differentiate between entities pertaining solely to IDEA SPACE and those pertaining to REALITY SPACE and IDEA SPACE.

<2> To be clarified further in **Analytic Context** and **Definitions**.

<3> [[H]] – indicating to a construction designed for Human use, or SO use with sensory and intellectual capabilities similar to that of Humans – as opposed to general SO use. Termed **'Human Extension**.'

<4> The idea of **representation** shall be DIC in **Definitions** and **Analytic Context**.

<5> 'discrete' – not infinitely divisible; containing a finite quantity of Units **<6> 'divisibility'** here refers to the square-representation of Spasors – Units. Each Unit may *contain* other Units, but also represents a single assigned **<<7>>** Analytic Abstract Entity (Spasor).
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<<7>> <<8>> 'assigned' – see **Analytic Context**.

<<8>> '<<X>>' – refers to a ***DIC*** within a DIC. A **'<Y>'** within a **'<Z>'** represents a set of definitions Y, Z that complement each other's definitions.

<9> 'sensibly' – see **Definitions**

<10> 'X-Y' 'X' – // 'Yellow-Blue' 'Yellow' – the relation of the yellow Unit to the blue Unit is P1-Unit. 'Blue-Yellow' 'Blue' – the relation of the blue Unit to the yellow Unit is S1-Unit.

<11> 'continuous' – infinitely divisible

<12> 'adjoined' – adjacently joined, as in:  or  or  rather than  or 

<13> 'not limited to three spatial dimensions – or spatial dimensions' – any number of spatial dimensions may be utilized, as well as temporal dimensions. This may be not be useful for the Human Extension. Two dimensions will suffice for most purposes. If higher dimensions are required, **[[H]]** mostly for mathematical ideas, they may be condensed into fewer dimensions – or expressed non-graphically.

Notations/Terminology:

1. **RS** – Reality Space
2. **IS** – Idea Space
3. **LS** – Language Space

Notes:

1. May – mathematical entities, as an example. May not – 'Cups' – round cups, square cups – do not sensibly combine to 'cups.'
2. **[[H]] ABSTRACT REALITY**
   KINETIC ABSTRACT REALITY – all information assumed to be ***true*** that a Sentient Observer may have or gain the awareness of given a level of ***intellectual capability***.
   POTENTIAL ABSTRACT REALITY – all information assumed to be ***true*** that a Sentient Observer may gain the awareness of upon expansion of intellectual capabilities.
   DARK ABSTRACT REALITY – all information assumed to be ***true*** that a Sentient Observer may not gain the awareness of regardless of any expansion of intellectual capabilities.
   The Abstract Reality containing all information assumed to be ***true*** is termed **TOTAL REALITY**. Any Idea assumed to accurately describe Reality is said to Exist within Abstract Reality. No element of Abstract Reality may also be an element of Reality **[*4]**. Elements of Abstract Reality are subject to addition, deletion, and change – elements of Reality are not (elements of Reality themselves may be changing by their very nature – but this change is already accounted for in the domain of Reality. This 'change' itself may not be changed) (see **[[H]] Rational Framework Fundamental Postulates**). An Abstract Reality may be generalized beyond Human Extension, but is currently of no use to me and likely to any other human.

3. **‘intellectual capability’** – ability to store, organize, and manipulate information. Clarify further in **Definitions**.
4. Sensory observation vs. states of awareness – senseless to attempt domain intersection.
5. Refer audience to Analytic Particle Words early on; **“Ahead Reading Note”**
6. May be useful to define **‘Analytic Domain**,**’** or **‘Domain**.**’**

Analytic Particle Words

SYSTEM, STATE, ENTITY, PHENOMENON, PROPERTY, *PARAMETER (?)*

SYSTEM – an arbitrary analytic construct containing entities and/or phenomenon

STATE – a unique combination of arbitrary properties assigned to entities and/or phenomenon within a system

SYSTEM-STATE – refers to a STATE of the entire system, rather than its constituent parts. STATE needs to specify the constituent parts of a system it is referring to in context – SYSTEM-STATE by default refers to the entire system in context.

ENTITY – a mental construct subject to rational inquiry **<5>**; a non-property element of a SYSTEM-STATE that can be isolated for analysis [REVISE] (to ‘analytic construct’ instead?)

PHENOMENON – an analytic continuum of STATES **<3>**

PROPERTY – an arbitrary analytic descriptor **<4>** of an entity or phenomenon **<2>**

~~**PARAMETER**~~ **IDEASTUFF** – a construction-defined entity with a unique set of properties *[the FPEC-MPEC conflict is real here; brain strongly against LS-Entity ‘PARAMETER’ – though ‘IDEASTUFF’ does not quite fit, either; must resolve later]*

ELEMENT – a word relating an IDEA to its SET

SET – an analytic excerpt *(placeholder)* of an IDEA SPACE

STATE, as used in Analytic Particle Words context.

[RESOLVE PARAMTER/PROPERTY DEFINITIONS]

DICs:

<1> EXs – Examples

<2> Depending on Analytic Context, a parameter may be an entity – and an entity may be a parameter (of another entity (not itself?)). When an element of a system is referred to as an ‘entity,’ its parametric elements are not being considered in that Analytic Context. Clarified in **Analytic Context**. ‘Analytic’ refers to the idea of Analytic Context.

<3> Analytic – purpose-depending, hypothetical phenomenon with reversed arrow of entropy is accounted for in our universe. Proper sequential arrangement, continuum or discretization unspecified – may vary within Analytic Context.

<4> ‘descriptor’ – relaying IDEAS fulfilling the (which is ‘a’ in its construction) Definition Threshold (see **Definitions**).

<5> Further clarified in **Definitions**

ANALYTIC FRAMEWORK – HUMAN EXTENSION

The Analytic Framework of this Rational Framework is constructed to allow for a range of Sentient Observer Extensions. Further generalization in construction, however, is of little-to-no use to humans. I am a human – and my sensory and intellectual abilities are constrained by human biology. I will now proceed to construct the **Human Extension**, **[[H]]**, of my Analytic Framework.

[[H]] may not be constructed without partly constructing the ideas of **Definitions** and **Analytic Context** first. Definitions and Analytic Context may not be fully constructed without any prior [[H]]. Hence, [[H]], Definitions, and Analytic Context constructions will alternate in order of presentation.

Constructing the Human Extension of this Rational Framework shall involve citing RS-Entities from the Universe I, the author, reside in. The human pool of knowledge increases progressively as of this writing – thus, a reference time for the Information presented in any [[H]] shall be stated. This time shall be termed the **[[H]] Reference Time** ([[H]]-RT). Currently,

[[H]]-RT: February 11, 2025

First, some new Analytic Constructs shall be constructed:

KINETIC IDEA DOMAIN – the Set of all Ideas that a Sentient Observer has an awareness of
POTENTIAL IDEA DOMAIN – the Set of all Ideas that a Sentient Observer can attain an awareness of given its sensory and intellectual capabilities
DARK IDEA DOMAIN – the set of all Ideas that a Sentient Observer cannot attain an awareness of regardless of its sensory and intellectual capabilities.

[REVISE] – root Idea Space in Analytic Context, and 'executive,' 'active,' or 'immediate' rational thought as opposed to 'potential' thought

The totality of the three Domains shall comprise the **IDEA SPACE**.

Next, the idea of an 'Extension' shall be defined as follows:

An 'Extension' of 'X', [[X]], shall complete the Definitions of terminology employed by a Rational Framework by using examples within the domain of Kinetic Reality of and constrained by the Potential Idea Domain of the target user Sentient Observers termed 'X'. In other words, for Humans **<4>**, the Particle Words, the Analytic Framework, and the subsequent constructs shall be explained by citing entities and phenomenon that humans can relate to [FCL. 2] – which includes: space, time, stars, love, music, water, oxygen, apples, oranges, trees, cars, planes, sand, 1 + 1 = 2, Superman, $\oint_{\partial\sum} \vec{E} \cdot d\vec{l} = -\frac{d}{dt}\iint_{\sum} \vec{B} \cdot d\vec{S},$ phones, circles, fish tanks, Tom and Jerry, poetry, sculptures, paintings, gold, the Moon, dancing, dogs, volcanoes, joy, sorrow, anger, fear, pain, money, politics, religion, spirituality, wooden carpet, refrigerator, door, bulb, electricity, chocolate, sex. The previous sentence aims to induce States of Awareness in a Human SO by employing a form of language the majority of Humans are aware of – text. Even in writing 'text', I assume a [[H]] **[*2]**.

Note that a [[H]] does not aim to construct a Rational Framework for Human use only; rather, for any SOs with a Potential Idea Domain similar enough to that of Humans. Even for Humans alone, the Ideas communicated by any text, this included, will vary; that is, not all SOs exposed to Information represented by the same Language will have the same States of Awareness induced. The three main goals of my Rational Framework, Maximum Precision Empirical Case, include the goal of *minimizing ambiguity* in Information communicated; that is, minimizing the quantity of States of Awareness induced in the Receiver Sentient Observers that were not intended to be induced [FCL. 3] **[*1]**.

[CH. 2]// 'by citing entities and phenomenon that Humans can relate to' – this includes quantum mechanics, abstract mathematics, and any yet-to-be discovered information within the Human Kinetic Reality. A more accurate description is 'by citing any Information that Humans have access to and will have access to and are able to communicate to other Humans.'//

/DEFINITIONS <1>

Constructing the Idea of 'Definitions' shall involve the Idea of a **SENTIENCE**; Sentience shall have a graphical representation as shown below:

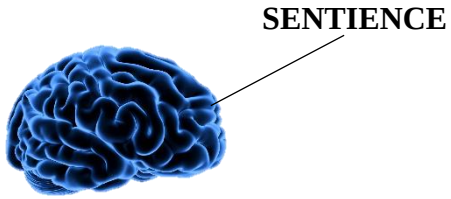


Figure 12.

The Idea of a Sentience shall be constructed as follows. A Sentience shall **RECEIVE** and **EXTEND** Information via **STIMULI** [FCL. 12]. A Stimulus shall be defined as an RS-Entity **<10>** that Induces States of Awareness in a Sentience.

Entities in Language Space shall represent Ideas. LS Units shall be Linked with IS Units via a Sentience **<7>**:

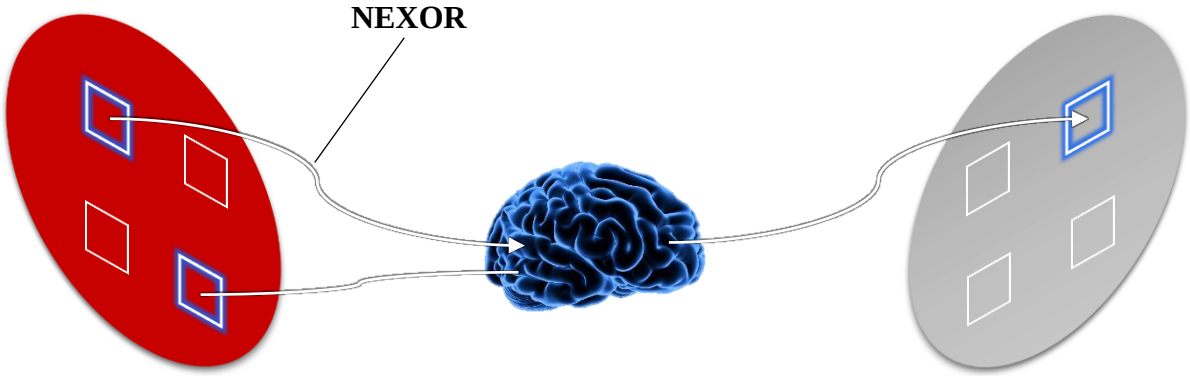


Figure 13.

A one-dimensional shape with an arrowhead shall denote a **NEXOR** – a Nexus with an orientation, directed from a Unit to a Sentience, from a Sentience to a Unit, or from a Unit to another Unit. Nexi and Nexors Linking an Analytic Space to a Sentience shall be represented with a green color.

An Active Unit (Node) shall represent an active State of Awareness of the Sentient to which the Nexus or Nexor is Linked. An IS-Sentience Nexus Link shall denote an IS Unit that is Active in that Sentience. An IS-Sentience-LS Nexor Link shall denote an IS Unit that is Active in that Sentience and is being **EXPRESSED <16>** by the Sentience via the LS-Entity Linked by the Nexor **<13>**. A Sentience-LS Nexus Link shall be Senseless [FCL. 6]. Not all possible Active / Inactive Units shall be displayed for any Analytic Space – only those within the Analytic Context [FCL. 5]. An IS-Sentience-LS Nexor denotes the Sentience Extending information.

Nexors shall also assume an orientation opposite to that shown above, as shown below:

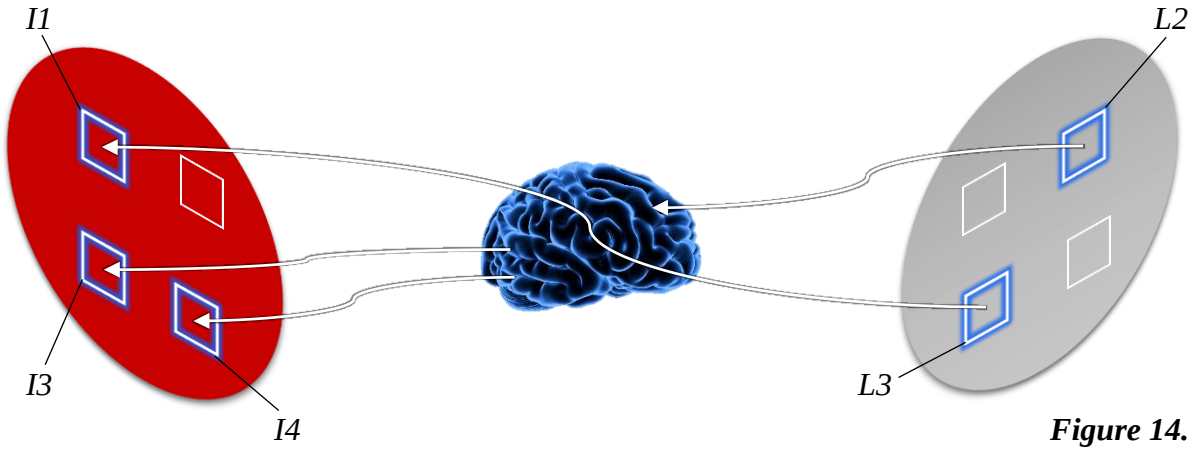


Figure 14.

An LS-Sentience-IS Nexor Link shall denote a Sentience having State(s) of Awareness induced due to the Linked LS-Entity (Stimulus). In an alternative representation, a Nexor emerging from an Analytic Space and terminating at a Sentience shall complete the Link via Nexor(s) emerging from the Sentience and terminating at an Analytic Space: in *Fig. 14*, the Sentience-*I3* and Sentience-*I4* Nexors pertain to the *L2*-Sentience Nexor.

Shorthand representations may Link LS and IS Units directly, but a Sentience is always implicitly involved **<8>**. Under [[H]], LS Entities include words, numbers, sounds, images, and others [FCL. 4].

The Phenomenon of one Sentient Observer Extending Information to another Sentient Observer via Stimuli shall be termed **COMMUNICATION**. Communication shall have a graphical representation as shown in *Fig. 15* below. A Sentience that Extends Ideas shall be termed a **SOURCE SENTIENCE (SSe)**, and a Sentience that Receives Ideas shall be termed a **RECEIVER SENTIENCE (RSe)**. The Sentiences involved in the AC-specific Communication shall be termed the Receivers *of* and Extenders *of* the Ideas they are Receiving or Extending. The labeling of Sentiences as Receivers or Sources in a Communication shall be AC-dependent **<11>**. Alternatively, this labeling may be omitted.

In the Communication shown in *Fig. 15* below, an SSe Expresses an Idea labeled *I1* on the SSe's Idea Space using a Stimulus labeled *L2* on the Language Space – Extending it to an RSe. The RSe Receives the Stimulus *L2*, and has States of Awareness labeled *I1*, *I2*, and *I3* Induced. In this scenario, the SSe has Induced States of Awareness in the RSe that the SSe did not intend to (along those the SSe *did* intend to); this Phenomenon shall be termed **MISCOMMUNICATION**. The Parameter that measures the extent to which the State(s) of Awareness Induced by a Stimulus differ from that which an SSe intended shall be termed **AMBIGUITY <17>**.

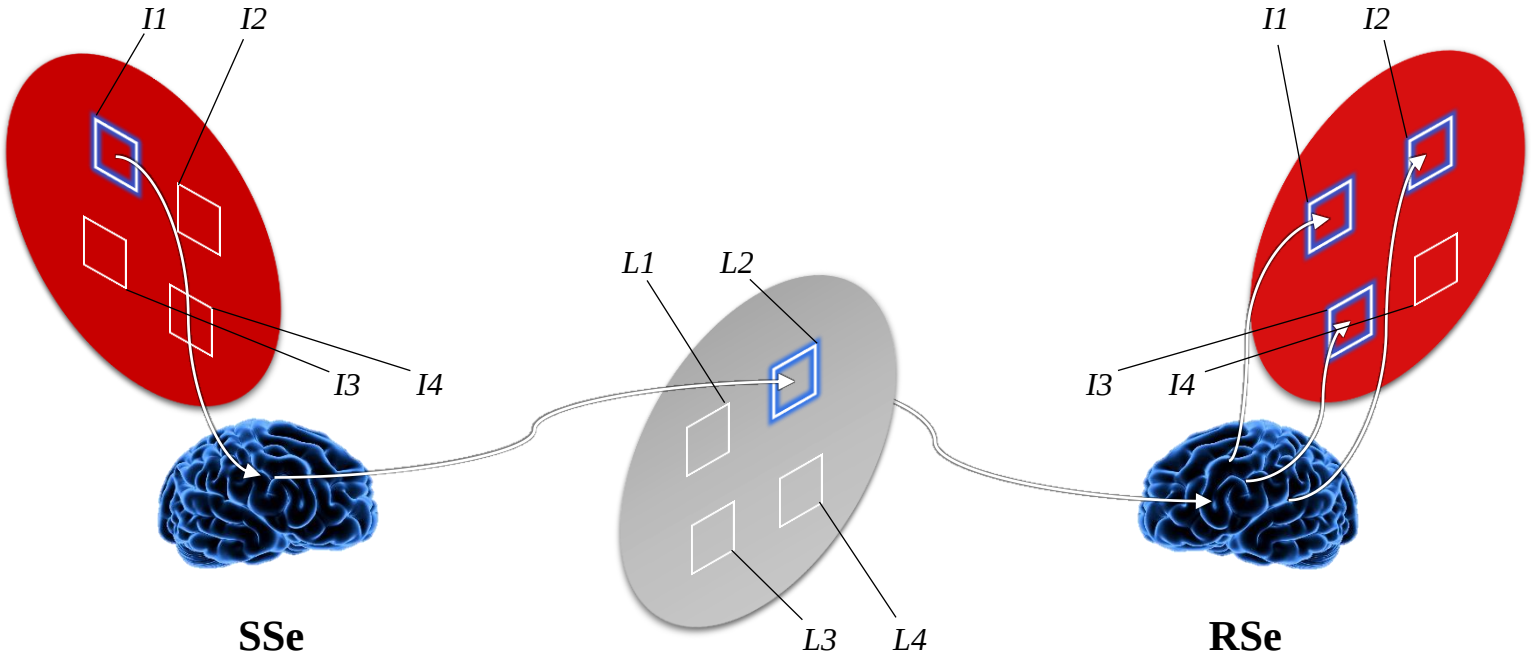


Figure 15.

'Define' shall be Defined as follows:

DEFINE – the use of Stimuli to Communicate to a Sentience the Ideas an LS-Entity aims to represent. What an LS-Entity aims to represent shall be determined by the Source Sentience. An SSe's Definition that Communicates Ideas to an RSe *exactly* as the SSe intends to (zero Ambiguity) shall be termed an **IDEAL DEFINITION**. Definitions closer to Ideal (lesser Ambiguity) shall be termed as **SUPERIOR TO** those farther from Ideal (greater Ambiguity); those farther from Ideal shall be termed as **INFERIOR TO** those closer to Ideal **<14>**.

Fig. 16 illustrates the Communication shown in *Fig. 15* – except with the SSe employing additional LS-Entities to Communicate the Idea *I1* to the RSe. In this scenario, the SSe Extends the Idea *I1* exactly as intended – thereby attaining an Ideal Definition of the Idea *I1* using LS-Entities *L2*, *L3*, and *L4*.

The States of Awareness Induced by Stimuli in a Sentience shall be Sentience-dependent. *Fig. 17* illustrates a Communication between the same SSe – but a different RSe, labeled 'RSe-2.' In this scenario, the SSe employs the same LS-Entities as in the scenario illustrated in *Fig. 16* – however, the RSe has an additional State of Awareness, *I4*, Induced.

In varying Analytic Contexts, the same LS-Entities may aim to represent different Ideas. The **DEFINE IN CONTEXT (DIC)** Operator **<12>** aims to minimize this Ambiguity by supplying additional Information as to the Ideas the terms (or any LS-Entities) in a sentence that are subject to Ambiguity are intended (by SSe(s)) to represent. Hence, in MPEC, universal definitions shall be minimized – limited to Particle Words – and the DIC operator shall be applied for the rest.

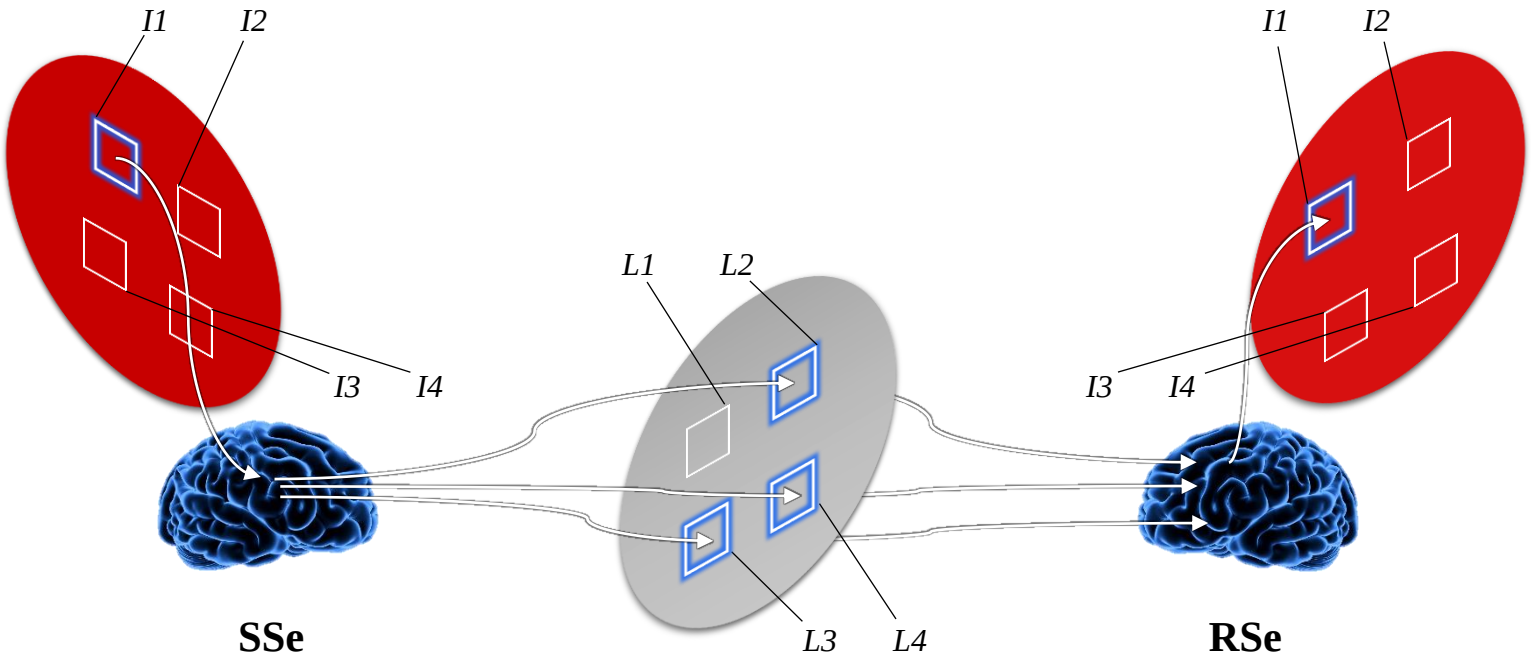


Figure 16.

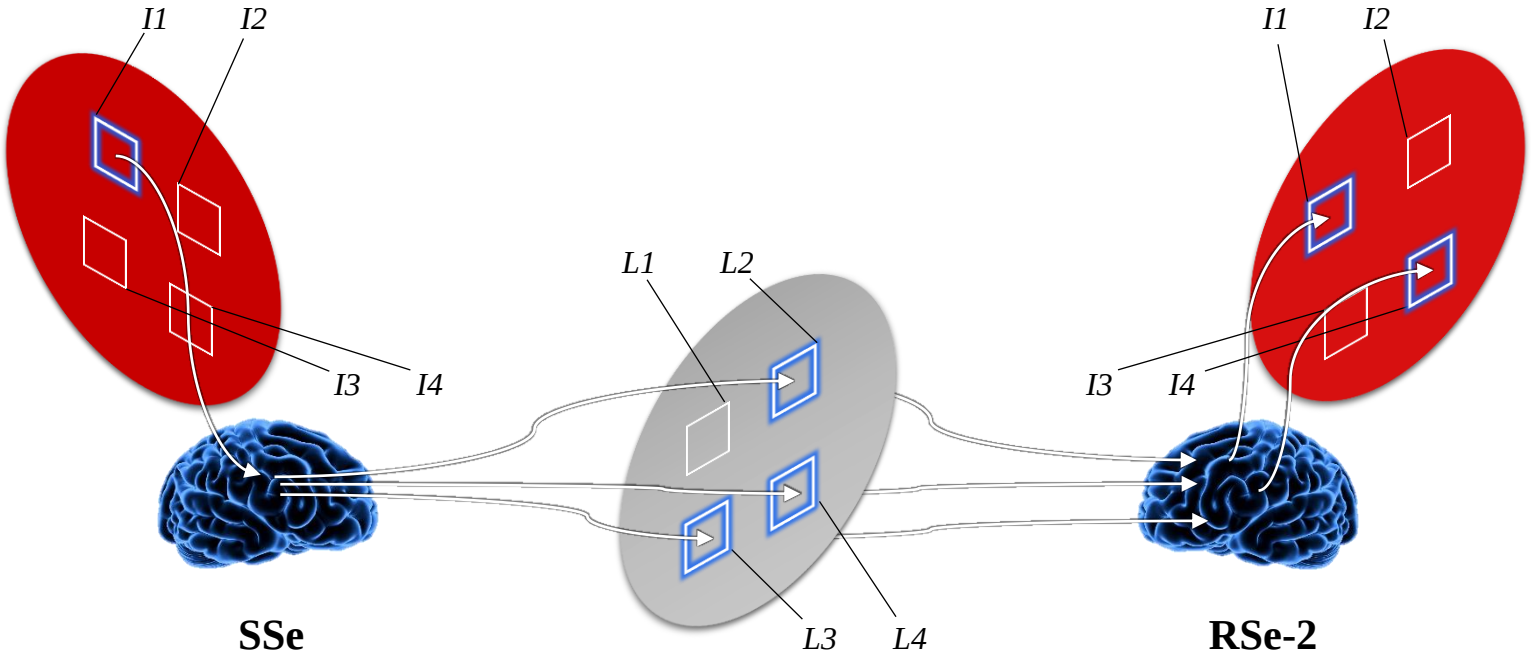


Figure 17.

/[[H]] DEFINITIONS

Earlier, under Analytic Particle Words, the term 'Entity' was Defined to be 'a mental construct subject to rational inquiry.' What does this – along 'Sentience,' 'State of Awareness,' and the rest of the Analytic Framework terminology – mean in context of [[H]]? Nothing – until I, or any other Sentience, Constructs it – *ascribes meaning to* the said terminology (hence the use of 'shall' in Defining terminology). Instead of asking "What *is* Entity?," or "What *does* Entity mean?", a Sentience ought to ask – "What *shall* Entity mean?", or "What did other Sentiences *intend* Entity *to mean* in context?" This is the function of Definitions – for a Sentience to express own Ideas in terms of LS-Entities by Constructing them such that they will act as Stimuli that will induce intended States of Awareness in Sentiences of interest.

What *shall*, then, the terms 'Entity,' 'Sentience,' 'State of Awareness,' and the others – mean? Despite already being 'defined,' a Sentience may inquire further about the meaning of the terms due to being unsure about the sense they aim to convey. The Parameter that measures the extent to which a Sentience is uncertain about the Ideas an LS-Entity aims to represent shall be termed **RECEIVER AMBIGUITY**, or **R-AMBIGUITY**. This Ambiguity shall arise upon a Sentience seeking additional Information to clarify a Definition; such Information shall be classified by **ORDER** and **COMPLEXITY**. Order shall refer to the 'type,' or 'class' of Information a Sentience seeks to clarify a Definition. Complexity shall refer to the 'depth,' or 'extent' of Information a Sentience seeks to clarify a Definition.

Ex.: A Sentient human – let's call it 'Badstormer' – asks for a Definition of the word (an LS-Entity) 'apple.' Assume that in context, the word aims to represent the Idea of the well-known fruit (an RS-Entity). How can another Sentience – let's call it 'Dragon' – Define 'apple' to Badstormer? Dragon can show Badstormer the fruit, physically; Badstormer may then proceed to Observe the fruit and learn about its **(1)** shape, **(2)** size, **(3)** color, **(4)** odor, **(5)** taste, **(6)** temperature, **(7)** weight, and **(8)** sense of touch. (1) – (8) denote the different *properties of* the RS-Entity termed 'apple.' At what point does Badstormer feel that the word 'apple' has been Defined? For which of the properties (1) through (8) does Badstormer require Information (Order) – and what to what extent per each (Complexity)? Suppose that Badstormer requires the Information necessary to identify the RS-Entity termed 'apple' using own sense of sight. Then, knowing the shape (1), size (2), and color (3) (Order) of the RS-Entity may satisfy Badstormer's inquiry (Definition Threshold [FCL. 17]). Since the fruit comes in more than one shape and color, Badstormer's inquiry may be unsatisfied with observing a single apple; then, Dragon can present several apples, each of a different shape and color (Complexity) – Fulfilling own Burden of Definition [FCL. 17].

[CH. 17] The Order and Complexity of Information that a Sentience sets for fulfilling own requirement for a Definition shall be termed the **DEFINITION THRESHOLD** of the said Sentience. The Sentience that is to supply this Definition shall then be said to have the **BURDEN OF DEFINITION**. When a Sentience Communicates to the inquiring Sentience the Information that meets the Definition Threshold of the inquiring Sentience, that Sentience shall then said to have **FULFILLED THE BURDEN OF DEFINITION**. *[REVISE THESE LS-ENTITIES]*

Suppose Badstormer is stranded outside on a rainy day – but has a chain of a hundred keys with him, one of which opens the door to Dragon's house. Aiming to minimize the time spent getting soaked, Badstormer calls Dragon and asks him which key opens the door. If Dragon tells Badstormer "Use the key" – in context, the LS-Entity that is the word 'key', to Badstormer, may represent every single one of the one hundred keys on the chain (a hundred RS-Entities). Thus, this inquiry may be classified as Badstormer asking Dragon to *Define in Context* the word 'key' that *identifies* the RS-Entity (the key) that opens the door.

A Definition that aims to Communicate to a Receiver Sentience the Information necessary for that Sentience to identify the Source Sentience's intended RS-Entity (as opposed to that not intended) by the LS-Entity being Defined in Context shall be termed an **IDENTITY DEFINITION** / **IDENTIFICATION DEFINITION**. *[May be redundant] A Definition that aims to Communicate to a Receiver Sentience the Information beyond that which is necessary for that Sentience to identify the Source Sentience's intended RS-Entity (as opposed to that not intended) by the LS-Entity being Defined in Context shall be termed a* ***COMPLEXITY DEFINITION*** *[PROPERTY DEFINITION?].* A Definition that aims to ascribe a set of Ideas to an LS-Entity in context shall be termed a **CONSTRUCTION DEFINITION**. The three classifications of Definitions shall not be mutually exclusive.

SUMMARY DEFINITION – a Definition with a restricted volume of LS-Entities, as determined by user Sentience(s)

REQUISITE DEFINITION – a Definition serving as a premise for another Definition [FCL]

EVOLVING DEFINITION – a Definition executed via use of LS-Entities building off of Requisitely-Defined LS-Entities [FCL]

[*FIX:* 'Information', to this point, has been used both per LS and IS domains, without explicit differentiation]
To this point, the intended Ideas behind LS-Entities 'Sentience,' 'Sentient Observer,' and 'State of Awareness', along the rest, have been left mostly up to the reader Sentience's interpretation – out of the need to introduce necessary Requisite Definitions and Ideas; all such LS-Entities are thus Defined via Evolving Definitions.

/ANALYTIC CONTEXT

A **POINT OF RATIONAL INQUIRY INFORMATION**, or **INQUIRY INFORMATION**, shall refer to Information that a Sentience seeks to attain the Awareness of *(in a given rational inquiry)*. **INQUIRY DEFINITION** shall refer to a Definition that aims to identify the Inquiry Information of a Sentience.

The set of all Sentiences' Inquiry Informations in a Rational Discourse shall comprise the **ANALYTIC CONTEXT** of that Rational Discourse. In other words, ANALYTIC CONTEXT shall refer to all the IS-Entities of interest that Sentiences in a Rational Discourse have agreed to Rationally Resolve.

ANALYTIC CONTEXT – the set of all Ideas that a Sentience or Sentiences in a Rational Discourse aim(s) to Rationally Resolve.

[This needs some hole balls fixing]

/[[H]] Sentience, Sentient Observer, State of Awareness

ABSTRACT REALITY
EVOLVING DEFINITION
REQUISITE DEFINITION
IS-RS PROJECTION
IS-ARS PROJECTION

A PRIORI

POSTERIORI

More formally,

ORDER – Entities, Ideas, Analytic System,

COMPLEXITY – ^

OBSERVE – the use of senses to attain Awareness of Information describing the RS-Entity being observed.

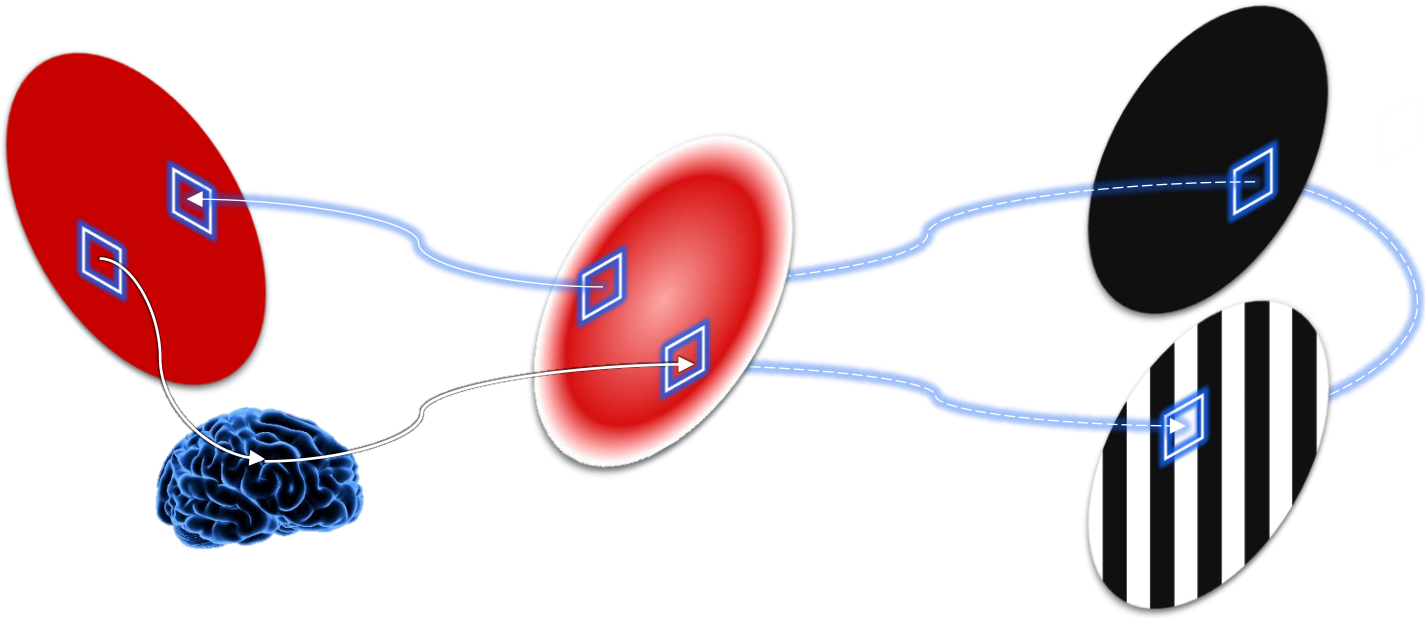
/ANALYTIC CONTEXT

ANALYTIC CONTEXT shall refer to the idea of **Analytic Arbitration**. That is, the Entities and/or Phenomenon being ***ANALYZED*** **<2>** are to be ***classified*** **<3>**

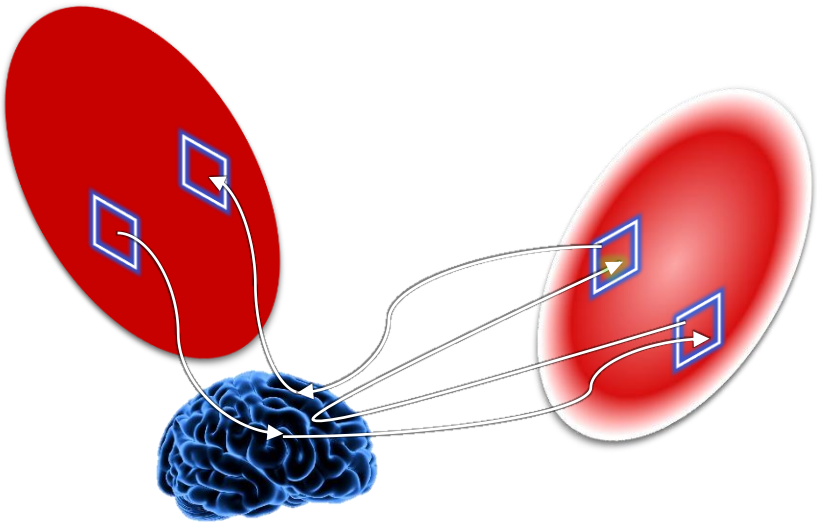
/ABSTRACT REALITY DOMAIN

The final Analytic domain to be Constructed shall be termed the **ABSTRACT REALITY**.

Asking a question – graphical representation (?): [Note: white-red-shaded to denote Potential-IS]

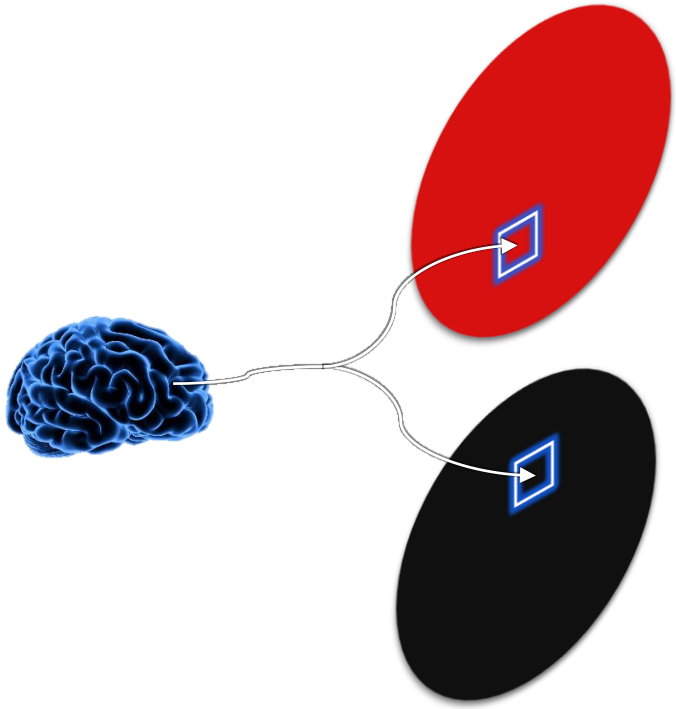


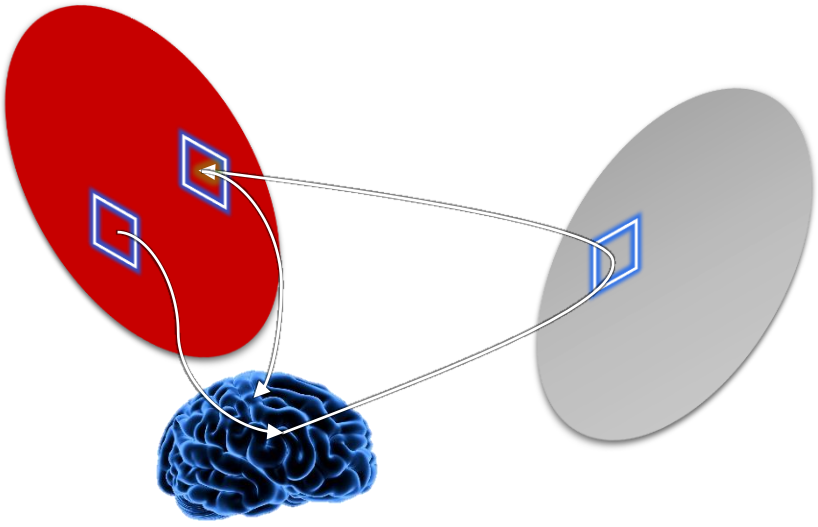
Asking a question – graphical representation (?):



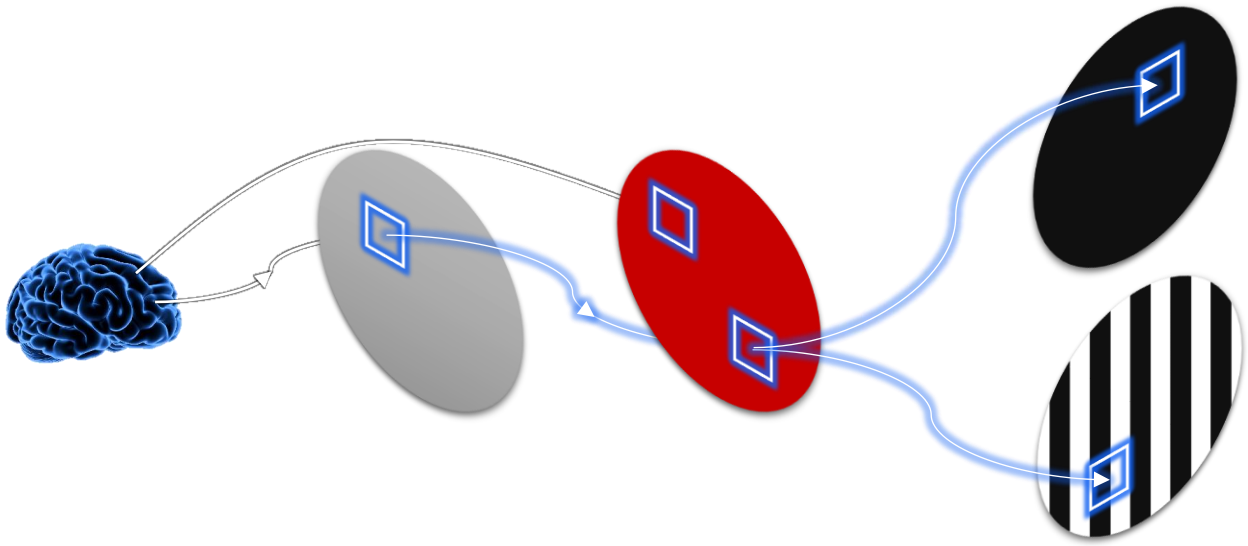
[*Note:* Must define IS-RS & IS-ARS Projection]

IS-RS Projection – graphical representation (?):





/MPEC Analytic Framework Summary



DICs:

<1> '/XYZ' – "/" refers to a section/subsection "**XYZ**".

<2> 'analyzed' – to analyze – to apply a Rational Framework to. (FCL [T1].)

<3> …

<4> Homo sapien sapiens with biological brains, as of current writing (2017).

<5> 'Term' used instead of 'LS Entity' for brevity, unless otherwise specified.

<7> 'Sentience' – the 'Sentient' Element of a Sentient Observer [FCL. 10].

<8> Note that is Senseless to Link an IS Entity to an LS Entity directly [FCL. 11].

<9> The concept of 'causality' shall be [FCL. 9].

<FCL Max> 17

<10> 'RS-Entity' – [FCL. 13]

<11> 'AC-dependent' – Analytic Context-dependent

<12> DIC Operator – clarified later.

<13>

<14> 'farther from'/'closer to' – [FCL. 14] (AC; accuracy as measured against defined parameters for the 'intended' Communicated Ideas)

<15> The use of Stimuli to Induce the States of Awareness in a Receiver Sentience that the Source Sentience aims to Communicate – **EXTENDING** Information.

<16> 'EXPRESSING' – The Phenomenon of a Sentience representing Ideas using LS-Entities [FCL. 15]

<17> 'AMBIGUITY' – more specifically, **SOURCE-AMBIGUITY**, or **S-AMBIGUITY**. [FCL. 16]

Notations/Terminology:

1. **[FCL.X] = Further Clarified Later, Benchmark X** – the Ideas presented in the sentence where [FCL.X] is applied will be clarified further at a later point in order of presentation. When it happens, the clarification will refer to the Ideas it is clarifying using [CH.X]// – Clarified Here, X – where 'X' is the benchmark reference**.** *Ex.:* FCL.3 refers to a clarification that applies CN.3. The [CH.X] will terminate with '///'.
2. Consider moving to post-construction commentary or MPEC on MPEC.

Notes:

1. Clarify in interpretations, language, communications, and intelligence sections.

Abstract Reality

Binary Analysis

Spectral Analysis

Incremental Analysis, Evolving Systems

Elemental Analysis

Dissecting information into relevant elements and analyzing each separately and/or in relation to one another

Uncertainty Principle (True But Useless)

True But Misleading

Direct Comparison Test

Limit Comparison Test

Definitions

Sentient Observer

Analytic Context

Analytic Black Box

Destructive Discourse Dictionary

Rational Discourse

“True” “Untrue” “Claim” “Evidence” “Argument” “Proof Threshold” …

***(SO-SO?)* Constructive Rational Discourse**

Rational (Discourse) Optimization (Language)

Determining Causality

DOCUMENT STRUCTURE

This document is ***NOT*** intended for passive reading. The material presented is best understood with incremental mastery – that is, by attaining a complete understanding [*] of every concept presented before moving on to the next concept [**].

The material will be presented in the following order: (1) Transition; (2) Construction; (3) Commentary on construction; and (4) Exercises. This order will be generally, but not always, followed. (1) will generally relate the ideas within concepts preceding it, and sometimes those to follow. (2) will present the step-by-step construction (design, creation) of Maximum Precision Empirical Case, including the complete outline to understanding the ideas and terminology contained within. (3) will aim to clarify some of the material presented in (2) in less MPEC-like terms – more 'common-sense' terms. (4) will aim to provide you with a self-check benchmark for the relevant section. The exercises will aim to maximize your understanding of and familiarity with the presented concepts. *Do not skip them.* If it seems too easy, it won't take long to get it over with. If it seems too difficult, you don't understand the presented material to the extent necessary for you to attain the best possible understanding you can of the material to follow. The answers to the exercises – which, by no means, are the *only* answers – will be provided at the end of the exercises section.

[*] What is meant by 'complete understanding' in this context? If you can complete the exercises and/or understand the answers presented to them, you qualify.

[**] What is meant by 'the next concept' in this context? The concept following next *in written order*. Don't be misled by the phrase; you will have to go back and forth very often to better understand previously presented information in light of the new information presented.

To put * and ** together and rephrase the original sentence:

The material presented is best understood with incremental mastery – that is, by completing the exercises (and/or understanding the answers to them presented following the exercises (which are not necessarily the *only* answers)) presented pertaining to the exercises – before reading what is written, *in written order*, the material presented *after* the exercises.

All of the above is of course just a suggestion; you are free to use this document in any way you wish. The above only aims to provide a general guideline for effectively understanding the material that is presented. Your learning style may differ, and the 'best' way for you to learn is the one that works best for you.

Enjoy.

Terminal Analysis

MP's aim is further accomplished by defining every term employed in communication in every single context, as necessary. Since words have multiple definitions, identifying exactly which definition is used in context minimizes ambiguity about which definition is implied.

// DARK STORAGE:

IDENTIFICATION DEFINITION

EXPLANATORY DEFINITION

Silent LS-Entities – SLS-Entities

The mode of discourse whereby Sentiences assume (substantial) implicit mutual understanding shall be termed **FPEC** – where ‘F’ stands for ‘Flow.’ That is – not explicitly Defined LS-Entities are assumed to be Requisitely-Defined.