KNUTH-SORRELLIN-CLASS Mathematical System

# Class 1

Class 1 introduces the foundation of the KNUTH-SORRELLIN-CLASS. It consists of three variables:  
- A: Base  
- B: Power (Base to the power of B)  
- C: Iteration count (how many times the entire problem is repeated)  
This class expands on traditional Knuth up-arrow notation by embedding iteration at a fundamental level.

# Class 2

Class 2 is a 3-rotational recursive system:  
Rotation 1:   
- New Base = Solution from Class 1  
- New Power = Previous Base  
- New Iteration = Previous Power  
  
Rotation 2 and 3 follow the same logic, recursively nesting each result. This increases computational complexity exponentially with each rotation.

# Class 3

Class 3 adds a fourth variable – the number of Class 2 rotations (must be a multiple of 3).  
Each 'rotation group' simulates a higher-level iteration of Class 2 logic.  
This further escalates the scale, exponentially compounding the already expansive Class 2.

# Class 4

Class 4 introduces mirroring through recursion and entropy.  
- Two simultaneous calculations: one recursive, one entropic.  
- These operate in mirrored, opposing directions.  
- The results are then 'folded' together using a compression-expansion logic analogous to folding a paper so tightly it bursts outward.  
This generates the Class 4 solution – a duality of collapse and expansion in numerical form.

# Class 5

Class 5 loops through all previous classes using mirrored computations:  
- Begins with Class 4's solution.  
- Recursively mirrors backward: Class 4 → Class 3 → Class 2 → Class 1.  
- Each reversed calculation is performed.  
- All mirrored states are folded together.  
- Final folding of recursive and entropic components yields the Class 5 solution.  
This class represents a meta-synthesis of all prior levels, forming a closed recursive-entropic mathematical ecosystem.