18 SL

Geometria Essendi

The Greek Oracles

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180cm light brown blue 09:09
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Imprintment

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Earth

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Summary

Best summarised as a journey in pure geometry, that arrives at astonishments and revelations about the universe and existence meant for a far futuristic age. Elementary truths causing intricate effects, that together create meaning. In its physical form. Available now, earlier in world history than most civilisations get access to the source. Whenever we find somebody else out there in space, is precisely this the information and history that is worthy of telling. My cult will feel like apes staring into a telescope, to come back with the insight and knowledge a successful and relatively long-living AI dream of. Wisdom, perhaps most often attained under such states.

Had Archimedes himself invented the flying machine, to so mass-produce it, it would not have measured up to this. Alike a gladiator besting all the Olympians‘ platinum relics to the power of finding the corpse of Christ in the pyramid of Giza. Necronomicon is jealous, Buddha gapes. Spoiler alert! The actual Theory of Everything, here on Earth. Here, from a potential spot in the Guinness book of intergalactic records. It is my lucky honour to present you all for the holiest grail.

Table of content

Of 88 pages

Chapters:

Figures with captions

The synopsis

I should mention that all from the following pages are not necessary to read properly, unless you are especially interested, and doesn‘t hold much relevance for the rest of the report:

Chapter 2

Figure 3.2, 3.5, and 3.8

Chapter 4, 5, 6 and 7

Chapter 10

Chapter 18

Chapter 23

Perhaps the most important ones are:

Chapter 1

Figure 16.1

Chapter 22

Figure 25.2

Seeing the longer recurrences in brackets can feel like learning to ride a bicycle, so the current most important aspects of these for our present time summarises in figure 16.1.

Preface

Originally, this craft was created more hidden in a circular rebus, with no links provided and filled with art on the side. The sequential nature of this report is not the original way to get in to it, yet has become attuned. Therefore, it could look a bit messy to begin with. All links are provided clickable here at the end of the pdf:

> https://github.com/muRtmuRtmuRt/His-Name-Was-Skinner-Johnson/raw/master/Geometria%20Essendi.pdf
>
> https://github.com/muRtmuRtmuRt/His-Name-Was-Skinner-Johnson/commit/82869a4a8cf561871f48fde3359d9672440d16c5
>
> https://web.archive.org

Historically, I was playing with simple Euclidean geometries on blackboards, one day causing me to draw a hypercube. My coming attempt, during the night from 19. to 20. December 2018, to continue the hypercube into a hyper-hypercube effectively lead to something new. A hyper-hypercube where the 8 hypercubes coming from the 8 cubes of the original hypercube now, hold no relation and are disjoint other than the original hypercube, and the tenth hypercube across from the original hypercube is missing. Later ascribed Bub, which mimic measure polytopes in numeric value.

Over the coming weeks, I am entertained by the idea and on 9. January 2019, the tenth across is closed with hypercubes. Later ascribed Gaal's Ladder (GL), which turns out to mimic simplex series on measure polytopes in numeric value.

Abstractum

In the meantime, mathematical concepts like recurrences of these and more are in development, and 3CLS is thought out to as simply as possible represent the different aspects of the geometries. Leading to combinatorics entering the scene, leaving something that feels to bear resemblance to string theory.

16. December 2020: This thing as 4th dimensional had up until now been the only focus, so this date marks a shift with the integration of the Nth dimensional point of view. Then, even with no formalized method yet, the techniques are clearly the same and work regardless of dimensionality. Counting the geometry well back into nothingness seems natural.

20. June 2021: With the modified Nth dimensional framework, it starts appearing like The Standard Model in many regards. However, many interpretations, like the placement of the photon, later turn out to be completely wrong.

28. October 2021: With a few tweaks, more and more aspects of The Standard Model are familiarised. E.g. are all particle flavours there.

15. November 2021: Our orbital configuration, 2(N^2), is found. With intriguing necessities, for the theory to hold, in physics beyond the event horizon.

22. December 2021: By now, all fundamental properties oddly enough seem to make sense, slowly but surely racking up.

24. June 2022: The methods used to produce the GL, Bub, and 3CLS are finally more formalised.

29. June 2022: The framework is realised to be completely unifiable with relativity theory.

31. October 2022: All particle interactions are fully reinstated, into a logical happening that resemble multiple perpendicular figures.

6. November 2022: Yet being intellectually impossible to guess at beforehand, e.g. electron with W boson interactions, parity, mass, and neutrino oscillations, are achievable once known. Meaning that even though being built on a rather simplistic construct, the severe weirdness and intellectually unguessability of the geometry playing out cannot have been placed into existence on purpose. Thereby falsifying intelligent design and simulation theories. All remaining physical phenomena are officially completely covered by scientonomy and make sense is every way possible. Resulting in a cosmologically cyclical universe, ending in and reborn through a heat death in to a big bang, originating completely from an empty set.

Most original errors are kept as antique artefacts. Most notably the ‘Original Notes‘, and the following, which conceptually do not change anything:

{{{{..., 8, 2015, 8, 2015, 8, 2015, ...}}}}

And:

{{{{112, 8, 1}}}}

{{{{…, 84, 8, 1}}}}

1. Axioms

Overview of requirements and premises used throughout. These form the basis for understanding anything else. Language defined here is intended to be intuitive and easy to implement in daily speech.

Physics Requirements:

The Standard Model

(Per https://en.wikipedia.org/wiki/File:Standard_Model_of_Elementary_Particles.svg)

Mathematical Requirements:

Combinatorics

Recursions

Summation per Gauss: N(N-1)/2

Topological space contra metric space, and homeomorphism.

A small part about Euler paths.

Basic set theory.

Premises:

$N \in \{0, 1, 2, 3, \ldots\} \notin \infty$

$\lim(n \to \infty)$

Bases as strictly Euclidean right-angular geometric figures. Mimicking measure polytopes.

As e.g., three or four dimensions corresponding to a cube or a hypercube.

Let the set operator {} with elements sequentially recurred indicate bases, with the ¨number of {}s¨ indicating which base is started from. Characterized by the rightmost element always being Ø, 0, 1, or … where an arbitrary starting point is provided. That, always being the first element in a recurrence, defined as a base.

Gaal's Ladder (GL):

From an arbitrary Nth dimensional figure corresponding to a base.

Recure by for all N-1 dimensional figures, applying mimicked measure polytopes corresponding to the base between each pair, within the Nth dimensional figure these are a part of.

Bub:

Introduce a continued GL recurrence. And a minima for up to, but excluding, one as a base, of a step higher than the base.

As one approaches infinite recurrences, for each of the recurred directions corresponding to the N-1 dimensional figures in the originals. Handle the infinite amounts of ever increasing e.g. vertices almost as a volume increase, meaning these will intersect on GLs far out in the recurrence. Which is proposed right-angular and generalized as shown in provided links under upcoming sections. First yet not completely mimicked as 2010's cube.

Looking at the resulting figure from e.g. a cube as the base while leaving out the GLs gives almost the normal hypercube. Except the outer or inner most missing and the newly introduced, 6 in that case, holding no relation and are disjoint other than the original cube. First yet not completely mimicked as Horus' Cube.

The GLs on the other side of the Bub are referred to by closing GL, as they close the gaps introduced by the recurrence happening in topological space in a natural way. Remains from recurring infinite amounts taking up all angles, what can best be described to be like the generalized circumference of the sum of all the recursions, will draw out to a right-angular result that introduce new node points.

Until the layer that contains a N+1 dimensional figure, with mimicked N+1 measure polytopes as subsets, is reached, initializing to the base. Continue with a new closing GL layer internally for all figures corresponding to the base and then previously occurred higher and higher dimensional figures, which can feel to be externally at first. And in short increases by one layer for each time we Bub, and will also close together Bub orderly.

The aforementioned pair unify many key elements from Numberphile‘s “Perfect Shapes in Higher Dimensions“: https://youtu.be/2s4TqVAbfz4

3CLS:

Cycle as: the cyclical tree-structure formed by one set of recurring GLs, that Bub to connect back in on itself. Which are homeomorphic in nature.

Cycle-Connection as: the GL that form connections to multiple cycles.

Loop as: the second half-cycle formed when the first half does not connect back in on the same GL as it already has a Cycle-Connection to.

Structure as: the set of all cycles when saturated, as in finished changing properties.

Keeping in mind that 3CLS is achieved via Bub resulting from GLs, introduce constantly upheld ¨cycle-type areas¨ to categorize the general cycle in the regions of subsets of the whole structure.

Mainly distinguished by bases, their N-1 dimensional figures, and the interactions of these. Yet also the subset of structures generally formed by the paths of the cycles here.

Other concepts that showed lesser relevance are explored in earlier writings, that have either been redefined, altered to a more precise superset later on, or completed. These concepts were briefly explained where needed.

2. Apagogical arguments

Early attempts at creating better and more logical applications from the same baseline geometry. Adding up to proof by inversion. Reduction to absurdity.

Original Notes. Mihi argumentum ad absurdum:

To begin with I was trying out many different geometries, that later showed to give numbers of no relevance and geometries that did not lead anywhere.

Configuration

[Nodes] . [Σ]

... in the Mother Cube (the second set of closing GLs)

{{{{12, 6, 1}}}}

['96', '48', '16'] . ['160', '64', '16']

24

Or was it: {{{{18, 7, 1}}}}?

['144', 'bæ', '16'] . ['208', 'ga', '16']

60

{{{{26, 6, 1}}}}

['208', '48', '16'] . ['272', '64', '16']

96

{{{{24, 8, 1}}}}

['192', '64', '16'] . ['272', '80', '16']

96

Wait a second! It could also be possible with: {{{{30, 8, 1}}}}

['240', '64', '16'] . ['320', '80', '16']

120 (/144/156/168)

{{{{31, 9, 1}}}}

['240', '64', '16'] . ['320', '80', '16']

...

And I found some more. Looping only from the outer to inner space.

Expected estimate:

{{{{, 6, 1}}}}, {{{{, 8, 1}}}} . {{{{, 7, 1}}}}, {{{{, 9, 1}}}} . {{{{, 12, 1}}}}, {{{{, 14, 1}}}}, {{{{, 16, 1}}}} . {{{{, 13, 1}}}}, {{{{, 15, 1}}}}, {{{{, 17, 1}}}} . {{{{, 18, 1}}}}, {{{{, 20, 1}}}}, {{{{, 22, 1}}}}, {{{{, 24, 1}}}} . {{{{, 19, 1}}}}, {{{{, 21, 1}}}}, {{{{, 23, 1}}}}, {{{{, 25, 1}}}} . {{{{, 20, 1}}}}, {{{{, 22, 1}}}}, {{{{, 24, 1}}}}, {{{{, 26, 1}}}}

These pyramidea's forms can get interesting: {{{{31, 7, 1}}}}, {{{{33, 7, 1}}}}, {{{{33(+2), 9, 1}}}}

(Between loops: (+N))

Minimum for all: {{{{12, 6, 1}}}}

Max: {{{{~92(+4), 26, 1}}}}(3)

(~ from: {{{{, 6, 1}}}})

And if we allow two layers of looping in on itself:

Max: {{{{~158(+8), 44, 1}}}}(5)

If the second layer loops completely in on itself:

Max: {{{{~554(+16)-620(+18), 152-170, 1}}}}(17/19)

And, if we then allow this to loop internally as well, we get the complete set.

The previous being a subset of this superset.

Max: {{{{~290(+16), 80, 1}}}}(9)

And if we again allow two layers of looping in on itself:

Max: {{{{~2138(+64)-2402(+72), 584-656, 1}}}}(65/73)

Looping can happen in on itself making a tree-structure, or pairwise to other unlooped spaces.

Having multiple unlooped pairs makes it more likely to merge as there will be more available space.

Connecting to other unlooped spaces will form cyclical tree-structures when saturated.

Do I dare say: String

Making a subset from this superset, by demanding rotational compatibility.

My earlier hypothesis for existence:

[{{{{0, 0, 1}}}}, {{{{24, 8, 1}}}}, {{{{64(+8), 12, 1}}}}, {{{{~290/216(+16), 80, 1}}}}(9)]

['192', '64', '16'] . ['272', '80', '16'], ['448', '64', '16'] . ['528', '80', '16'],
['~2384/1856', '576', '16'] . ['2448', '592', '16']

Cyclically branching with the: {{{{~2138/1560(+64), 584, 1}}}}(65) method.

['~17104/12992', '4160', '16'] . ['17168', '4176', '16']

Balancing towards: {{{{64(+8), 12, 1}}}}

Sidenote:

For these I was only counting one of the possible re-loops. With two layers on top.

For the reason of consolidating how backloops would form while approaching infinitely traveling forwards towards the outermost or innermost space.
Both from: {{{{,, 1}}}} & {{{{, 8, 1}}}}

They needed some updating after the discovery of:

{{{{28/32, 8, 1}}}} & {{{{112/56, 8, 1}}}} & {{{{2016, 8, 1}}}}

['0', '64', '16'] . ['80', '80', '16']

The branching-method is still the same idea, and with the same updates. But I got the points across.

Let us try again.

Line of three and beyond:

{{{{0/2016, 8, 1}}}}, {{{{0/2015, 9, 1}}}}. {{{{0/2015/4030, 17, 1}}}}, {{{{0/2015/4029, 18, 1}}}}. {{{{0/2015/4029/6044, 26, 1}}}}, {{{{0/2015/4029/6043, 27, 1}}}}

['0', '64,128,192', '16'] . ['80,144,208', '80,144,208', '16']

One: {{{{2016, 8, 1}}}}

Three: {{{{6044, 24, 3}}}}

Upper bound if we have Nf layers: {{{{2014Nf+2, 8Nf, Nf}}}}

This:

{{{{28, 0, 1}}}}, {{{{105, 1, 1}}}}, {{{{231, 2, 1}}}}, {{{{406, 3, 1}}}}, {{{{630, 4, 1}}}}, {{{{(7Nr+7)(7Nr+8)/2, Nr, 1}}}}

{{{{54, 0, 2}}}}, {{{{131, 1, 2}}}}, {{{{257/208, 2, 2}}}}, {{{{432/334, 3, 2}}}}, {{{{656/509/460, 4, 2}}}}

{{{{80//78, 0, 3}}}}, {{{{157//155, 1, 3}}}}, {{{{283/234//281/232, 2, 3}}}}, {{{{458/360/311//456/358/309, 3, 3}}}}

This pyramidea's forms can get interesting: {{{{2024, 9, 1}}}}

['64', '64', '16'] . ['144', '80', '16']

Rotational compatibility:

Another approximation of existence: [{{{{0, 0, 1}}}}, {{{{2016, 8, 1}}}}, {{{{2024, 9, 1}}}}, {{{{4037, 18, 1}}}}, {{{{6044, 26, 1}}}}]

['0,64', '64,128,192', '16'] . ['80,144,208', '80,144,208', '16']

Balancing towards: {{{{2024, 9, 1}}}}

And I think I should also add: {{{{28/32, 8, 1}}}}

['0/192', '64', '16'] . ['80/272', '80', '16']

{{{{112, 8, 1}}}}

['0', '64', '16'] . ['80', '80', '16']

(N=63)(0)Σ(N)

{{{{2016, 8, 1}}}}

['0', '64', '16'] . ['80', '80', '16']

{{{{18.144, 2016, 8, 1}}}}

{{{{8.185.413.600, 32.497.920, 4.062.240, 16.128, 2016, 8, 1}}}}

{{{{8.217.911.520, 4.078.368, 2016, 8, 1}}}}

{{{{..., 2015nc(=nd), 8nc, 2015nb(=nc), 8nb, 2015na(=nb), 8na, 2016(=na), 8, 1}}}}

{{{{..., n*2015^3, n*2015^2, n*2015, 2023*2016(=n), 2016, 8, 1}}}}

But all we see is {{{{..., 8, 2015, 8, 2015, 8, 2015, ...}}}} cyclically.

{{{{..., 65856, 6272, 2352, 224, 84, 8, 1}}}}

{{{{..., 846720, 254016 + 2352, 224, 84, 8, 1}}}}

Probably, there is no:

{{{{130.816, 64, 1}}}}

{{{{8.386.560, 512, 1}}}}

{{{{536.854.528, 4096, 1}}}}

{{4*4, 4, 1}}

And again:

{{{{6, 0, 1}}}}, {{{{11, 2, 1}}}}, {{{{16, 4, 1}}}}, ...

{{{{10, 0, 2}}}}, {{{{15, 2, 2}}}}, {{{{20, 4, 2}}}}, ...

{{{{14/12, 0, 3}}}}, {{{{19/17, 2, 3}}}}, {{{{24/22, 4, 3}}}}, ...

. .

. .

. .

◙ Quod Est Absurdum

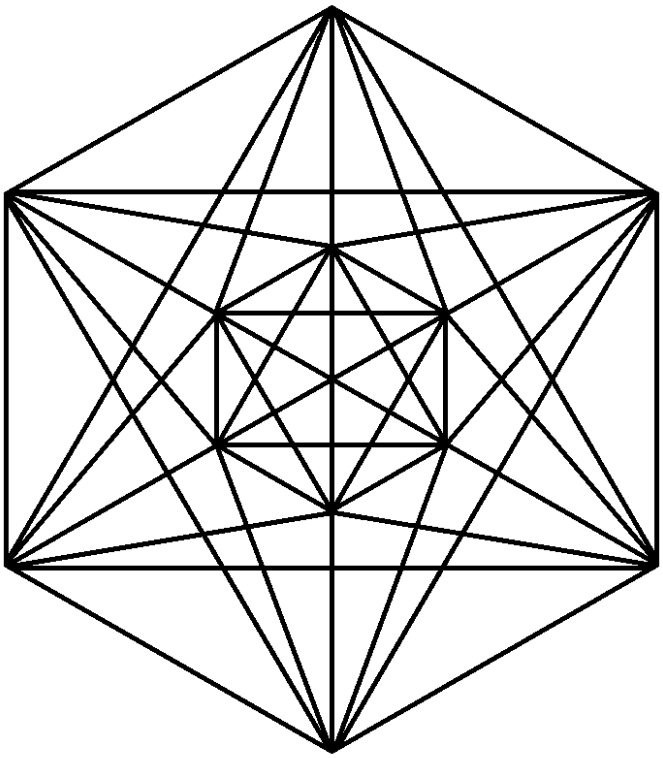
Except for:

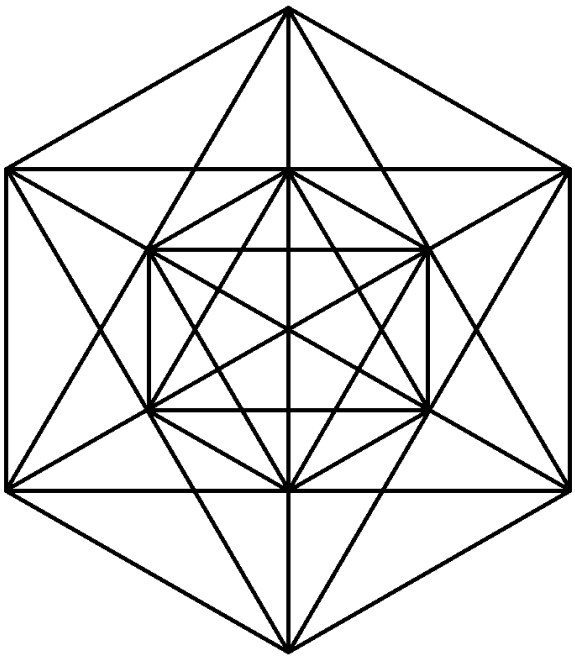
{{{{28, 8, 1}}}}

& {{6, 4, 1}}

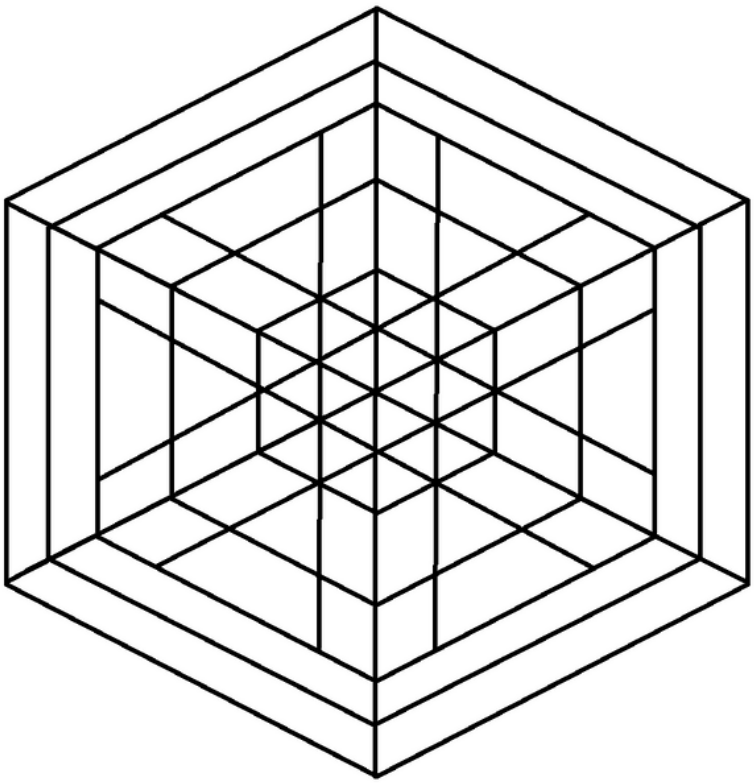
3. Main gallery

Core collection of imagery. Imagine a hall. Then you learn to distinguish absurdity and pure geometry.

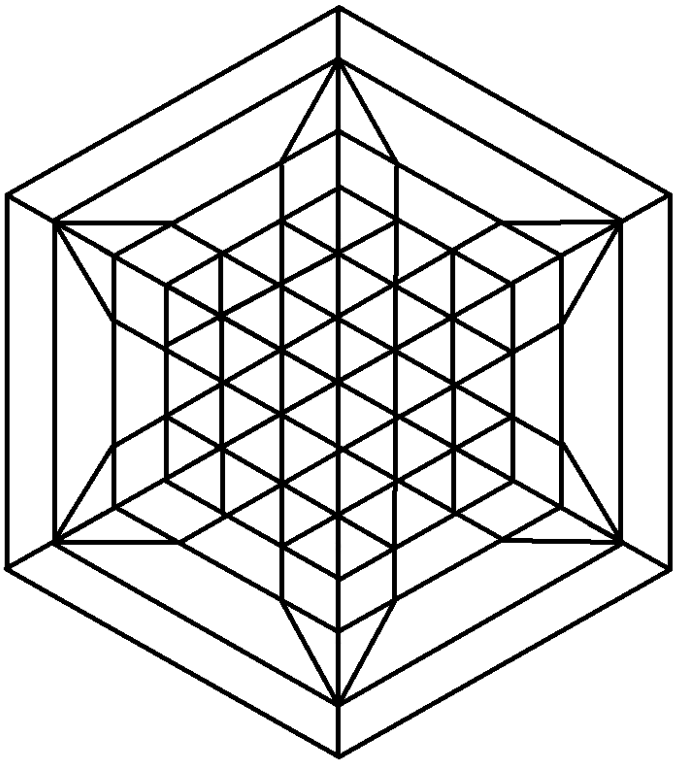




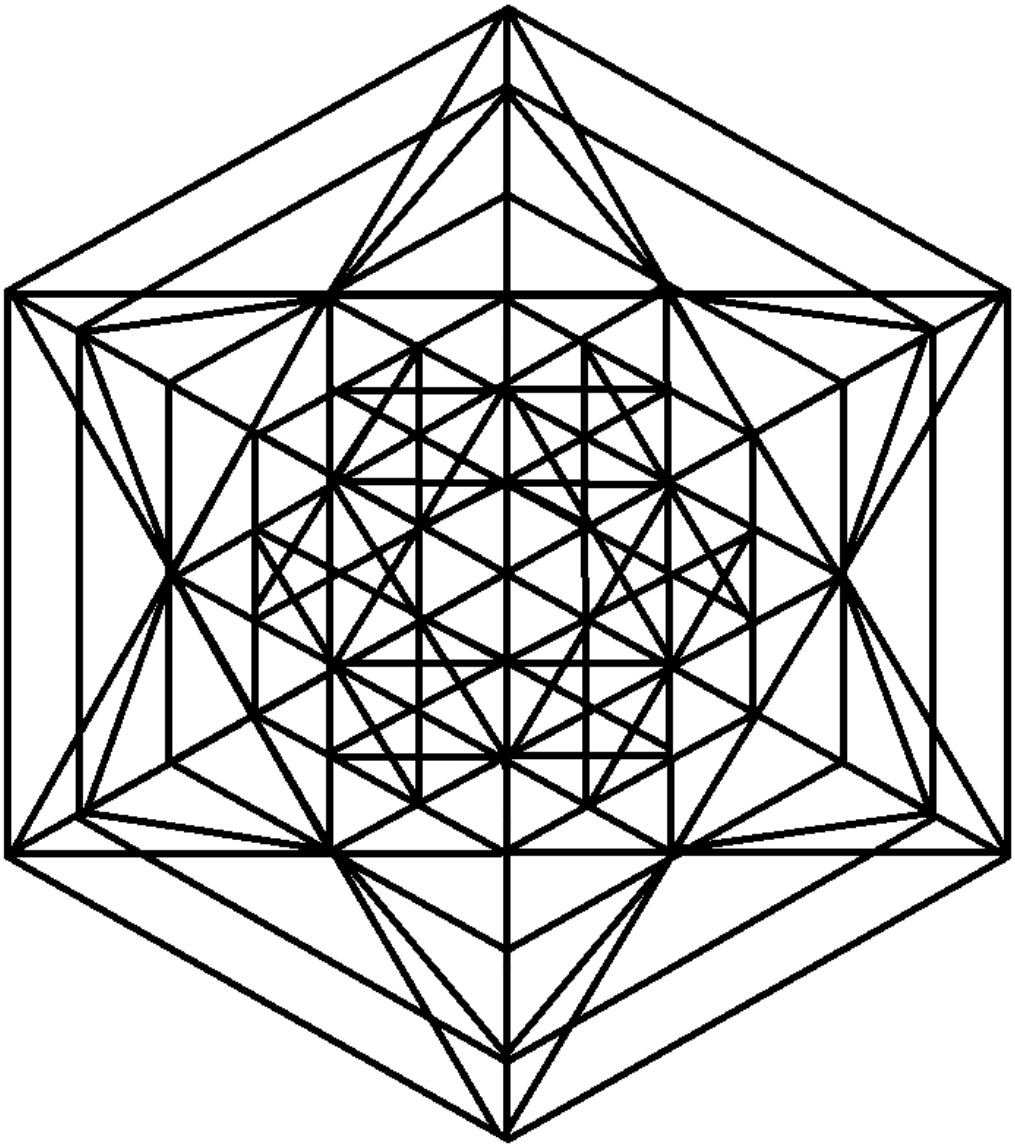
3.1 But 3CLS-Bub Lives & is Blossoming. Two viewpoints of GL, {{{{28, 1}}}}



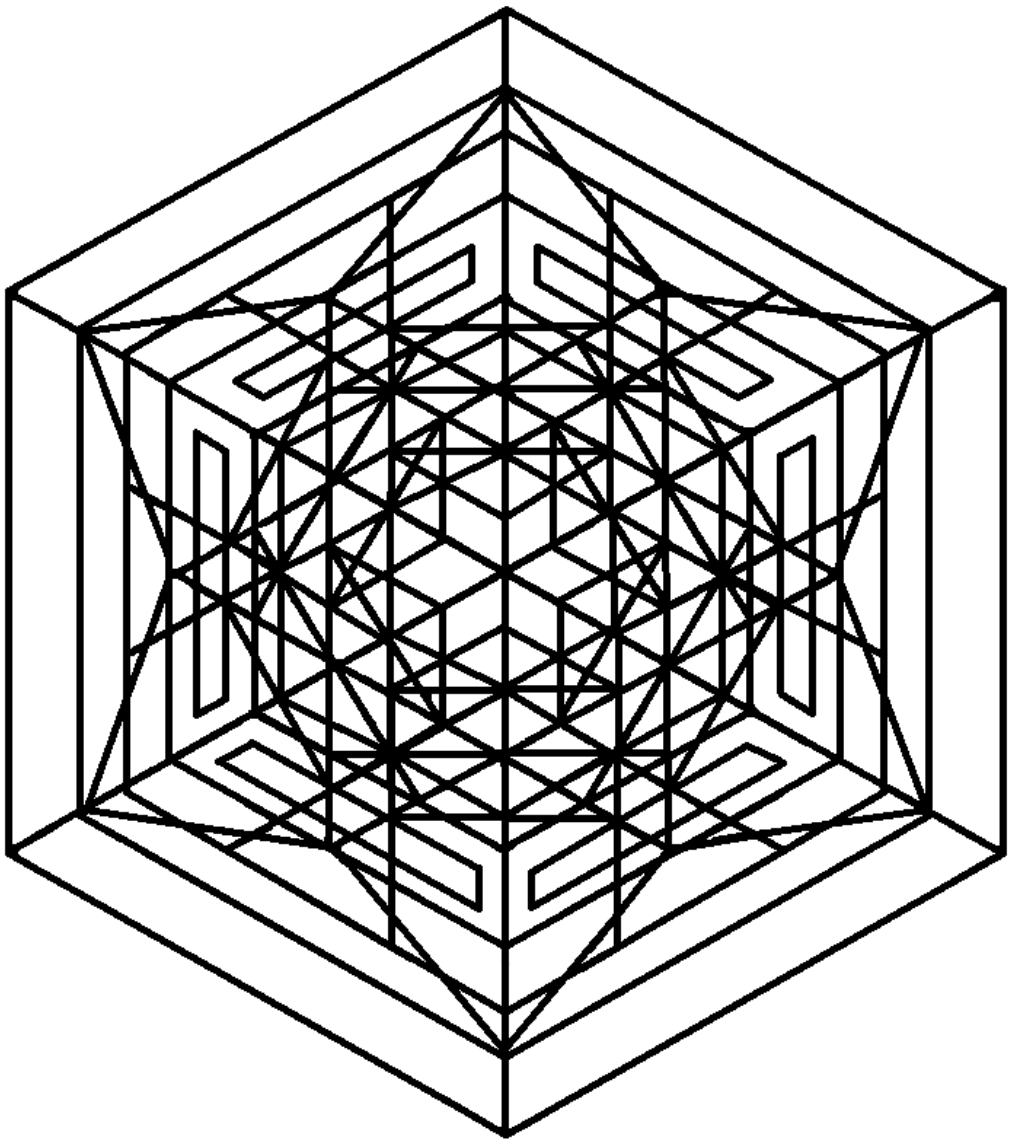
3.2 Horus' Cube



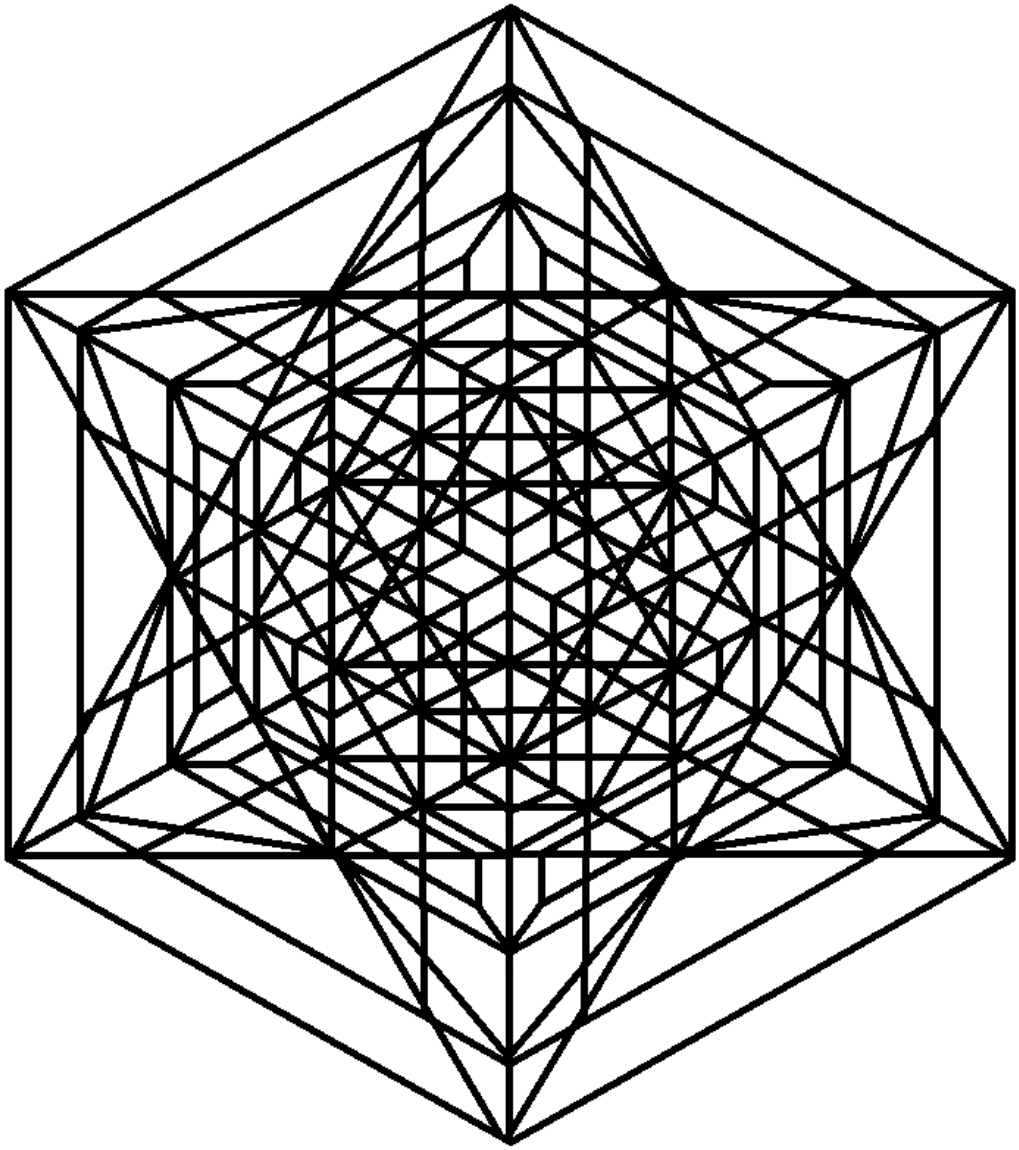
3.3 The Bub Cube, {{{{8, 1}}}}



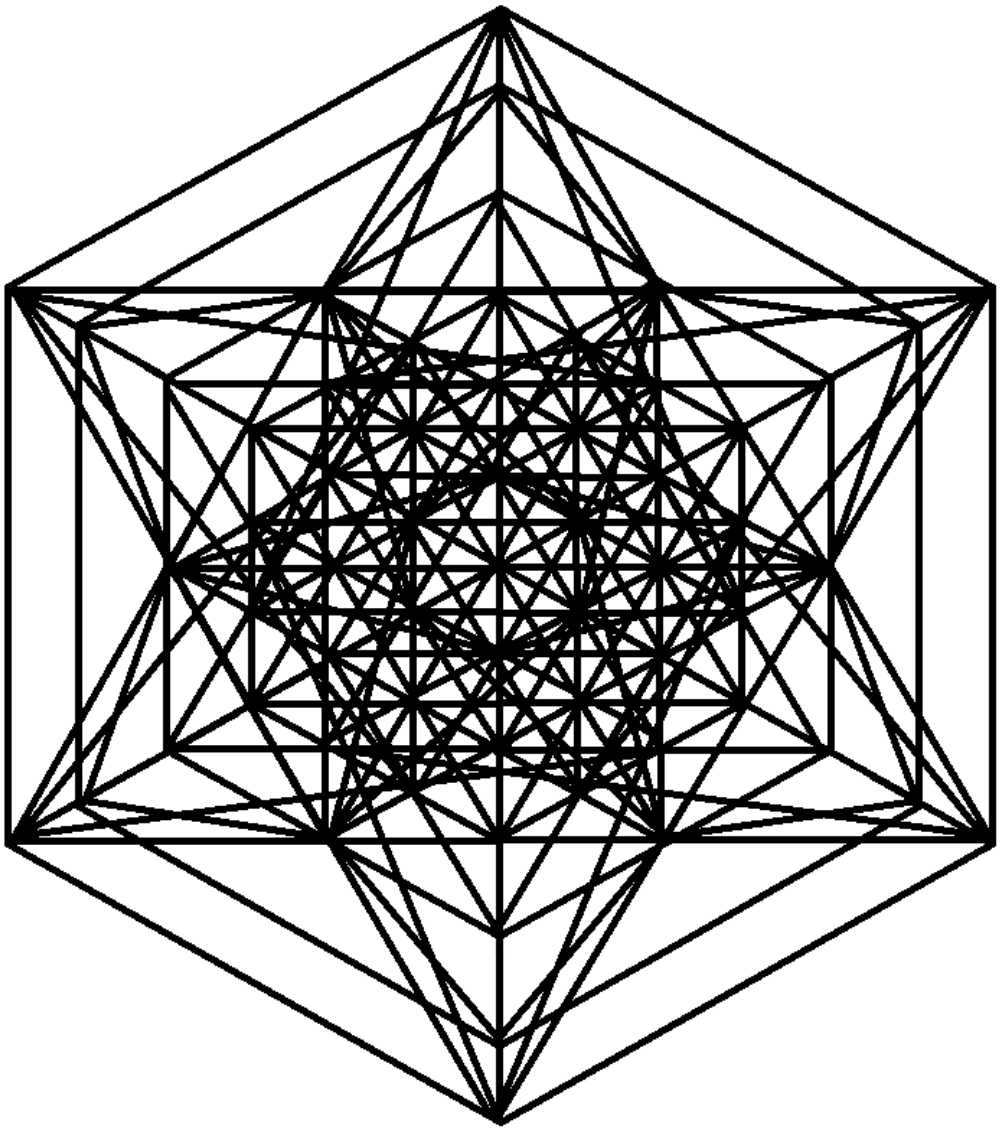
3.4 2010's Cube, almost {{{{28, 8, 1}}}}



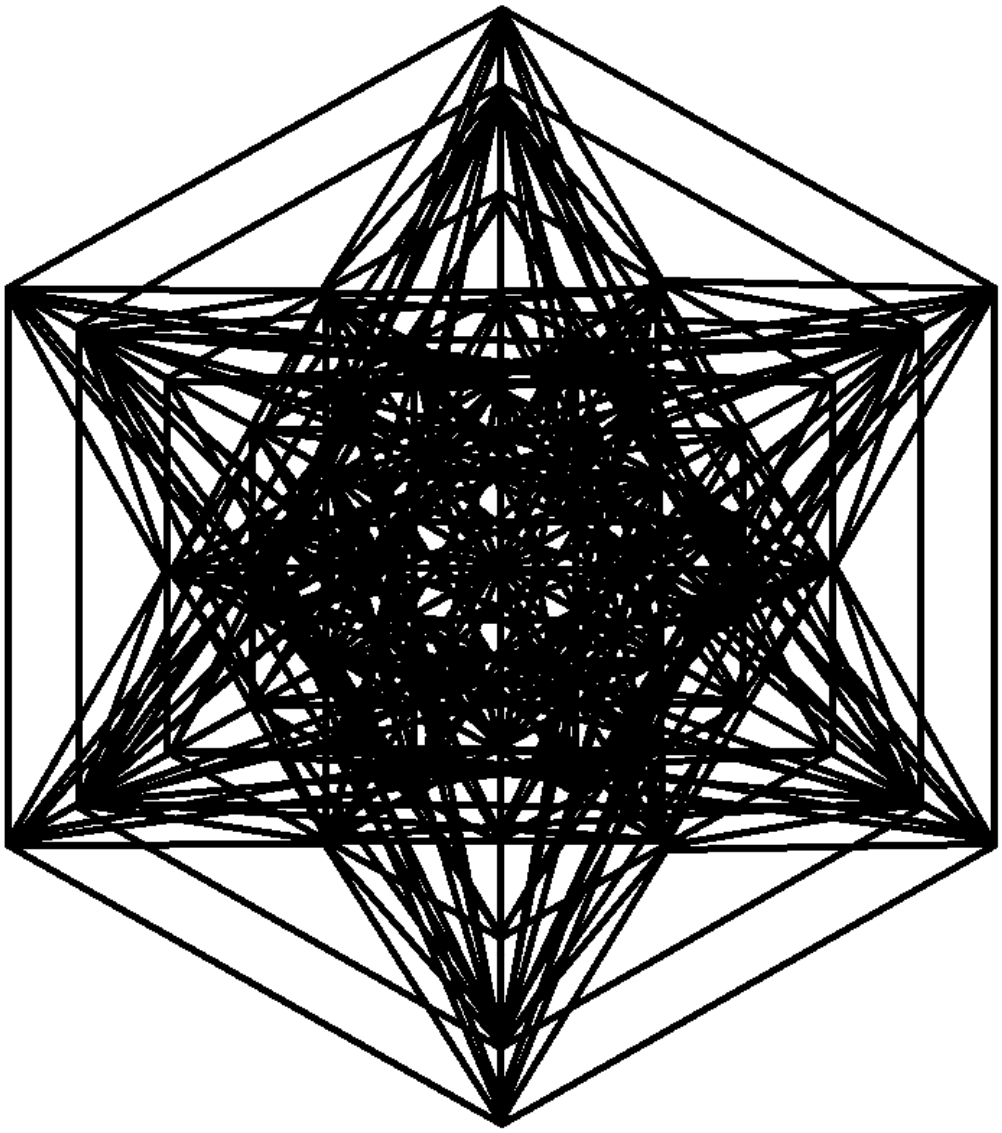
3.5 Odin's Cube



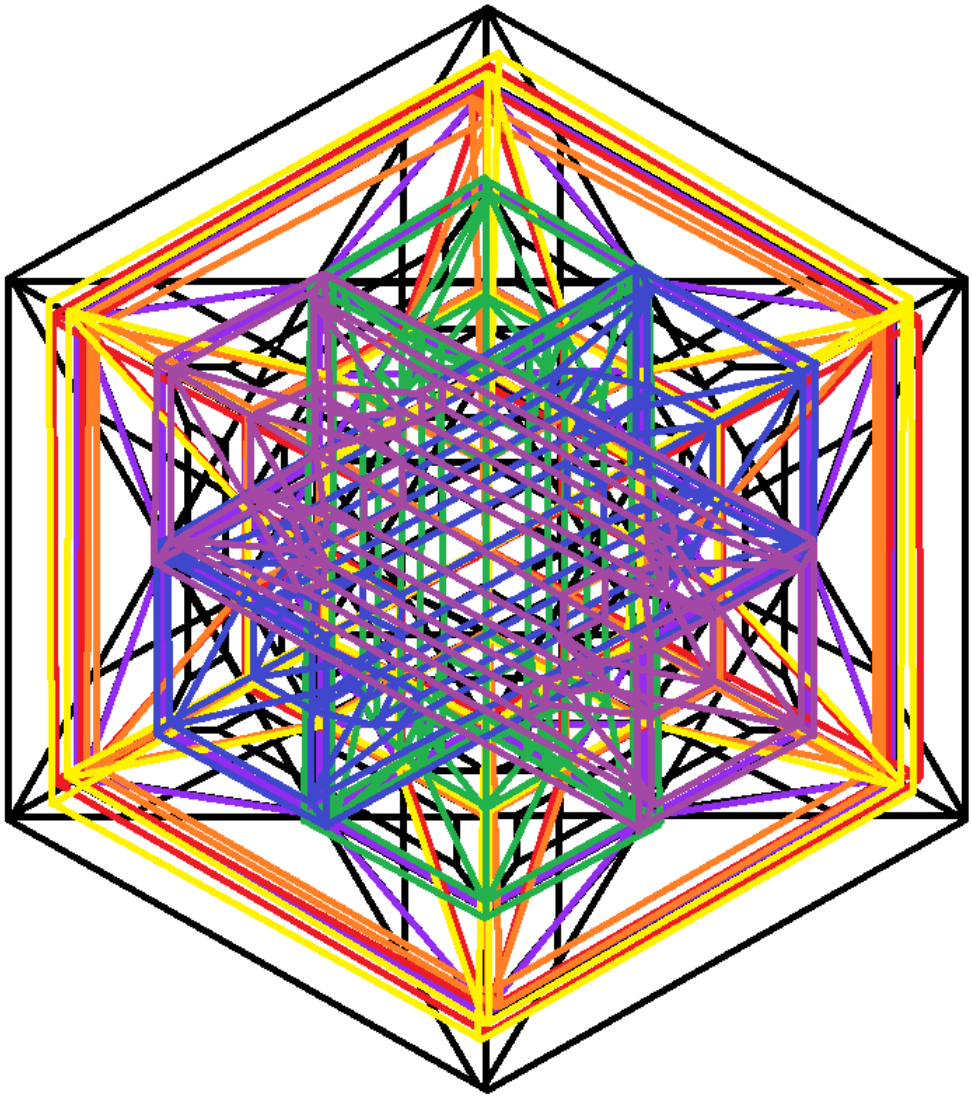
*3.6 The Alchemist Assembler, almost {{{{28*8, 28, 8, 1}}}}*



3.7 Metatron As A 28x27 Got Lucky And Hitmarked, But is Still Defeated. 2010 is Victorious -DCLXVI



3.8 Zeulf D. Ethrvik Jr., {{{{112, 8, 1}}}}



3.9 Approaching 3CLS

Bend has not shown any areas of use, but I still find it interesting and left it in here, together with some other possible geometries. Bend is:

4/28, (3*28)/756, (3*756)/20412. (3*28*27^(N-1))/(28*27^N)

{{{{..., (28*27/2)*28*10*8, (28*27/2)*28*8 + 28*28, 28*8, 28, 8, 1}}}}

{{{{..., n*27^3, n*27^2, n*27, 28(=n), 1}}}}

{{{{..., 27, 27, 27, ...}}}}

4. Reliable observations and results obtained during the counting of combinations of up to four cycles with loops

How to list cycle combinations by the number of cycles. Guidelines for making the most useful list in terms of usage, across all rules.

If we then are to start counting all the possible 3CLS structures, we must lay out rigorous guidelines and rules to count by. I started by simplifying each structure into a cycle, and looked at possible combinations with different number of cycles.

Allowing no more than one loop between the same cycles.

Not allowing loopage back to a previously visited cycle.

Cycles going from a cycle to a cycle-connection overlap with two other structures.

Cycles going from a cycle-connection to another cycle-connection overlap with four other structures.

And these are therefore not considered.

Structures with no loops and a cycle that have cycle-connections to more than two cycles, are likely to be duplicates of structures with one less cycle with loops.

But given interconnected chains of cycles of size three it often end up with more than one loop between the same cycles.

Structures with chains of cycles of size three and which loops, are likely to be duplicates of structures with the number of original cycles plus the number of loops minus one.

All homeomorphic structures are duplicates.

Allowing duplicate structures:

Let N, here locally, denote the number of cycles.

Let l denote the number of loops the next cycle added to the structure can have.

For exactly l loops.

$$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + (N-1)C(l))$$

With all available loops.

$$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + ((N-1)C(0)+(N-1)C(1)+...+(N-1)C(N-1)))$$

$$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + 2^{(N-1)})$$

Let L denote the maximum number of loops the next cycle added to the structure can have.

$$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + (l=0)(L)\Sigma((N-1)C(l)))$$

$$a(N) = a(N-1) * ((a(N-1)/a(N-2)) + 2^L)$$

$L_{max} = N-1$

$a(1)=1, a(2)=L+1$

$\lim(N->\infty) \Rightarrow a(N)=\infty$

Do I dare say: the Ring Theory

$L=N-1$

Filtering out duplicated structures: [1, 2, 7, 51, ...]

5. Methods for the continued counting of and categorising of possible cycle combinations

Experience-oriented observations of trapdoors to watch out for. A listing unobtainable by 3CLS-structures, yet readily available for normal cycles with no constraints. And categorisation suggestions.

If you want to continue counting:

Recommended to do all the minuses from the previous sets first. And keep track of what loops in the overlapping structure, so not to subtract the same one twice.

Review cases where an arbitrary cycle in the structure ends up with four or more cycle-connections before looping after a new cycle is added, when it did not have that many from before. As different orderings of paths will be available.

Review cases where interconnected chains of cycles who loop cross over an odd number of times, and has cycles that create a path between them with no single cycle-connection all paths go through. As I assumed that their cycle-connections could freely glide over one another. If these interconnected chains of cycles who loop are allowed to cross over, the amount of unique cycles increases to: [1, 2, 8, 77, …]

Redrawing by uncrossing the cyclical paths on a singular cycle-connection cannot actually be done. As they deep inside it, must still connect on the same hypercube of a GL. And whether the rest of the two cycles‘ internal structure also recur into the cycle-connection might affect its properties. And in the hypersphere-3CLS framework, two crossings going in the same direction will no longer necessarily cancel each other out if they cannot freely move through each other, by experiencing other ¨cycle-type areas¨ when interacting.

Regular occurrences of loopage back to a previously visited cycle, and multiple loops between the same cycles will occur irl.

Recursively give cycles numerical characteristics e.g. for:

-how many cycles they connect to

-how many loops they have

-the orderings of these

-and potentially the previous ¨cycle-type areas¨

Reduce areas of equal characteristics, with the inner as a few or a factorized legion of cycles depending on the amount of characteristics, and the outer as a transitional border.

Redraw all of this with hyperspheres of backloopage-potential, potentially forged through 3CLSGL. Where if a sphere is connected to another it changes the probability for another to connect, as there is a different backloopage-potential then. And the distribution is different if multiple spheres try to connect at the same time.

Revisualize as categories of reprogrammable building block functions, call it inflation and let oddities grow into amino acids.

Rationalizing that all spheres in a hypersphere are distributed approximately uniformly through: {{{{28, 1}}}}

And assuming one combination per unique non-homeomorphic hypersphere-structure, and only one sphere per hypersphere connecting between the same hyperspheres.

6. Procedure for reframing an arbitrary number of cycles back into hyperspheres in a space of size lim infinite

Mathematical framework for listing all combinations of 3CLS-structures under different rules. These are then placed in a space that itself is our regional area of the whole 3CLS-structure.

With indicating whether more than two hyperspheres [cannot] & [can] connect on the same sphere as such.

Also let n denote spheres:

lim(n->∞)

Let A denote the area of a cross-section of n and be equal to:

n/((28+28-1)C(28)-1)

Let m denote the number of ways a hypersphere can connect to n and be equal to:

(28+28-1)C(28)-1 + (r=2)((28+28-1)C(28)-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

= 55.933.409.549.392.919.702.627.875.389.498.437.725.386.043.459 = m

And count combinations of hyperspheres: a(hyperspheres)

Recursion without field (=1-sized field):

Must connect:

[1, 1, 2, 6, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *n/m -A,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *n/m -A, 28*(m)C(1) *n/m -A, 1]

& [1, 1, 4, 20, …, ∞, …, ((r=1)(28)Σ(27+r-1)C(r))*(m+1-1)C(1) *n/m -A, 1]

Can connect:

[1, 2, 4, 11, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *n/m,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *n/m, 28*(m)C(1) *n/m, 1]

& [1, 2, 6, 27, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *n/m, 1]

Cannot connect:

[1, 1, …, 1, 1, a(n/(1+28))=>1, n.a.]

Cannot connect and one sphere in between:

[1, 1, …, 1, 1, a(n/(1+28+756))=>1, ∞, ∞, …, ∞, ∞, a(n/(1+28+27))=>1]

Cannot connect and two spheres in between:

[1, 1, …, 1, 1, a(n/(1+28+756+20412))=>1, ∞, ∞, …, ∞, ∞, a(n/(1+28+27+27))=>1]

The ones with this binary field is weird, and could be useless.

Recursion with binary field:

Must connect:

[1, 1, 2, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *n/m -A,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *n/m -A, 28*(m)C(1) *n/m -A, 1, 0]

& [1, 1, 4, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *n/m -A, 1, 0]

Can connect:

[1, 1 +var[0,2]+1, 2 +var[0,3(0)]+var[0,3(1)] +1+var[0,2]+1, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *(n/m)*2 +a(hs+1)-a(hs+2)+a(hs+3),

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *(n/m)*2 +a(hs+1)-a(hs+2), 28*(m)C(1) *(n/m)*2 +1-0, 1]

& [1, 1 +var[0,2]+1, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *(n/m)*2 +a(hs+1)-0, 1]

Cannot connect:

[1, SomeVariant(=var[0,2])Of:((28+28-1)C(28)-1) +1, …, a(n/(1+28))=>1]

Cannot connect and two spheres in between:

[1, SomeVariant(=var[2,2])Of:((28+28-1)C(28)-1) +1, …, a(n/(1+28+756+20412))=>step, ∞, ∞, …, ∞, ∞, a(n/(1+28+27+27))=>1]

Recursion with n-sized field:

Must connect:

[n, n, 2n, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *(n/m)*n -A,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *(n/m)*n -A, 28*(m)C(1) *(n/m)*n -A, n]

& [n, n, 4n, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *(n/m)*n -A, n]

Can connect:

[n, n +var[0,2]+n-1-28, …, ∞, …,

(((28^3)*(m+2)C(3)) + (28*(27*(m+1)C(2) + (27^2)*(m+2)C(3))) + ((27*(m)C(1) + 26*(m)C(1) + (27^2)*(m+1)C(2) + 27*26*(m+1)C(2) + (27^2)*26*(m+2)C(3)) + (26*(m)C(1) + (26^2)*(m+1)C(2) + (26^3)*(m+2)C(3)))) *(n/m)*n,

(((28^2)*(m+1)C(2)) + (27*(m)C(1) + (27^2)*(m+1)C(2))) *(n/m)*n, 28*(m)C(1) *(n/m)*n, n]

& [n, n +var[0,2]+n-1-28, …, ∞, …, ((r=1)(28)Σ(26+r)C(r))*(m)C(1) *(n/m)*n, n]

Cannot connect:

[n, var[0,2] +n-1-28, …, a(n/(1+28))=>n]

Cannot connect and two spheres in between:

[n, var[2,2] +n-1-28-756-20412, …, a(n/(1+28+756+20412))=>step, ∞, ∞, …, ∞, ∞, a(n/(1+28+27+27))=>n]

Rename:

m[0,2] = (28+28-1)C(28)-1 + (r=2)((28+28-1)C(28)-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

m[1,2] = (28+28-1)C(28)-1 + (r=2)((28+28*(27^1)-1)C(28*(27^1))-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

m[2,2] = (28+28-1)C(28)-1 + (r=2)((28+28*(27^2)-1)C(28*(27^2))-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

…

m[radius-2,2] = (28+28-1)C(28)-1 + (r=2)((28+28*(27^(radius-2))-1)C(28*(27^(radius-2)))-1)Σ(((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

m[log27(n/28)-1,2]

Deep inside, we might find more:

(28+28-1)C(28)-1 + (r=2)((28+28*(27^(radius-1))-1)C(28*(27^(radius-1)))-1)Σ(((28+28-1)C(28)-1)^((28+28-1)C(28)-1)+…+((28+28-1)C(28)-1)^3+((28+28-1)C(28)-1)^2+(28+28-1)C(28)-1)

Repeating with (n^2 or n^n or n^n^…^n)-sized fields could be possible, and for example generalizing it into: *n^(a*n^b)

Rhythmically all summing up to the completely saturated hypersphere-3CLS-structure.

7. Five cycles without loops and alternative counting guidelines

The furthest I got in terms of counting combinations with the most cycles. Still counting hyperspheres, holding issues with available cycle-connections at bay. An exploration on generalisations of combinations attained with loosened counting rules.

7.1 All combinations of 5 cycles without loops

If we do not assume only one combination per unique non-homeomorphic hypersphere-structure.

Still with that more than two hyperspheres cannot connect on the same sphere.

Backloopage-potential = b(radius) =

radius or (27^radius) or (r=0)(radius)Σ(27^r)

General volume of 3CLS-ellipsoid = Vellipsoid = Ve =

X1(b) + X2(b) + X3(b) + … + X28(b)

Connections per combination for instances of a(hs) = Connections in that structure = C

Non-homeomorphic connections per combination for instances of a(hs) = Unique groups of connections in that structure = Cg

With the number of elements = Cg[sizes] = Cg[g1, g2, …, gg]

With the number of combinations = CG[sizes] =

```
for(s=1; s<=g; s++) {
        CG[s] = ( Ve +Cg[s]-1)C(Cg[s])
}
```

Function of the difference in sizes of the ellipsoids measured in percentage, applied to each connection in each combination = D(Ve0,Ve1) =

```
( (Ve0+Ve1)-|Ve0-Ve1| ) / 2( Ve0+Ve1 )
```

Probabilistic distribution shifted by some function of D(Ve0,Ve1), with a max size given from less than or equal to half the total amount of Ve for that connection, which has a simplified and generalized form = Pe(CG[sizes]) =

```
val = 1
for(s=1; s<=g; s++) {
        val = ( CG[s] )P( val )
}
return val
```

For example:

Pe ⊗ {[1, 1, 2, 6, …]} => [Pe[1,1] , Pe[2,1] , Pe[3,1]+Pe[3,2] , Pe[4,1]+Pe[4,2]+…+Pe[4,6] , …]

8. Velocity as available space enabled

Mathematical considerations. How 3CLS impacts velocity with an upper limit.

v<=c:

If broken, the monoverse (size y*n) would become another monoverse (size (y+1)*n), as a new path must be introduced to do so and thereby in doing so. And the original monoverse could then crash.

c[x,0] = 1 , c[x,1] = 28*27^(x)

c[0,2] = m[0,2] / n

c[1,3] = ((28n^(1)+28-1)C(28)-1 + (r=2)((28n^(1)+28*(27^1)-1)C(28*(27^1))-1)Σ(((28n^(1)+28-1)C(28)-1)^2+(28n^(1)+28-1)C(28)-1)) / n^2

c[666,666] = ((28n^(664)+28-1)C(28)-1 + (r=2)((28n^(664)+28*(27^666)-1)C(28*(27^666))-1)Σ(((28n^(664)+28-1)C(28)-1)^2+(28n^(664)+28-1)C(28)-1)) / n^665

c[x,y] = m[x,y] / n^(y-1)

c[x,y] = ((28n^(y-2)+28-1)C(28)-1 + (r=2)((28n^(y-2)+28*(27^x)-1)C(28*(27^x))-1)Σ(((28n^(y-2)+28-1)C(28)-1)^2+(28n^(y-2)+28-1)C(28)-1)) / n^(y-1)

v>c[x,n] or x=radius => Universe Blows Up

With more mass, more fold needs to move to the new correct state, thereby reducing the amount of total combinations leading there. The numerator is then reduced and is less than m[x,y] => v<c

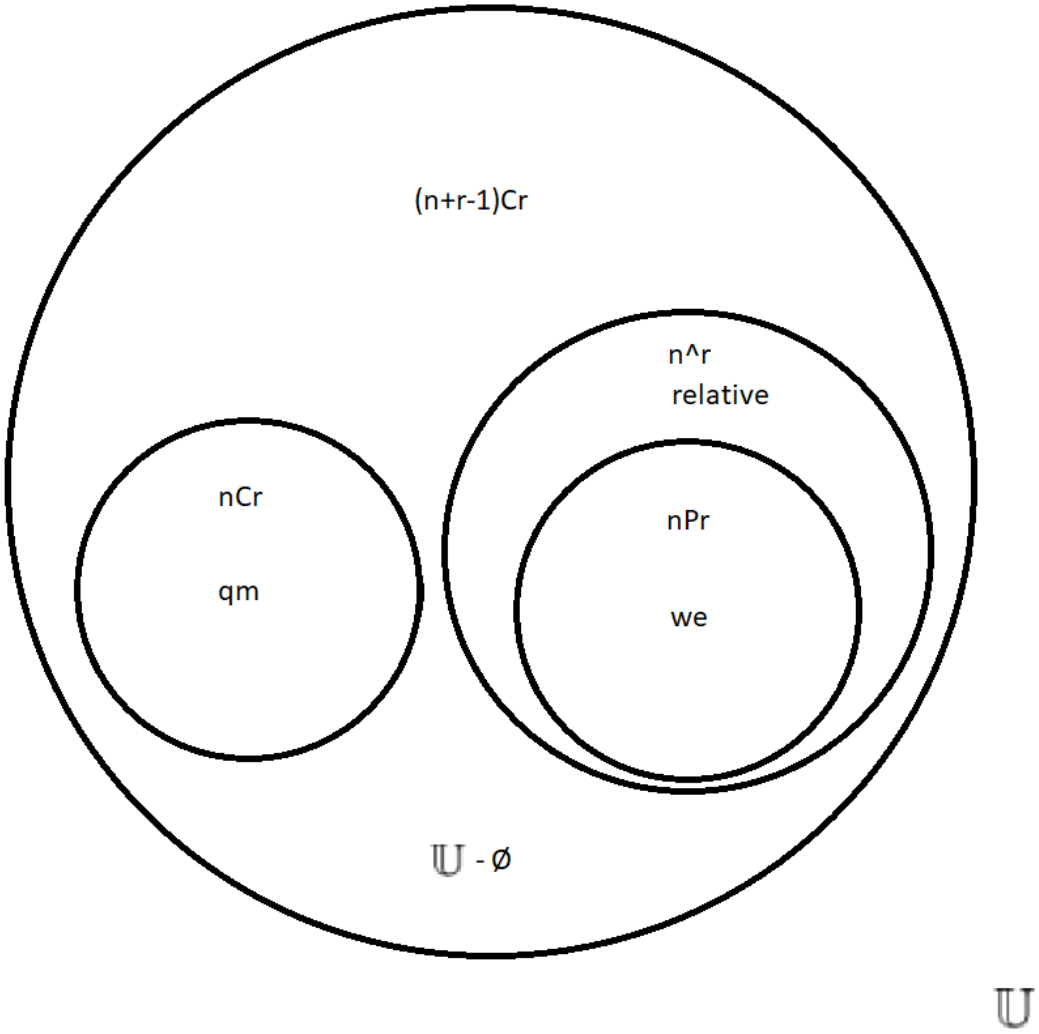
9. Sets of generalization in ways events play out for cycle combinations

Combinatorics properly introduced and explained. Yielding mathematical implications for the laws of physics.

Order Is Relevant	Repetitions Are Allowed	Type of Result	Formula
Yes	No	Permutation	$P(n, r) = n!/(n-r)!,$ $0 \leq r \leq n$
Yes	Yes	Arrangement	$n^r, \quad n, r \geq 0$
No	No	Combination	$C(n, r) = n!/[r!(n-r)!] = \binom{n}{r},$ $0 \leq r \leq n$
No	Yes	Combination with repetition	$\binom{n+r-1}{r}, \quad n, r \geq 0$

9.1 Formulas of Combinatorics. Summating over recurred groups of these and taking the modular, will prove to be the best cryptography. If a better way to do cryptography were found, it would also imply a better solution to the theory of everything. Because a patch of space cannot do more than what the patch of space itself is doing.

In the 3CLS framework, it is then with the use of these formulas, that all the different things and happenings can be done and counted.



9.2 Generalization of 3CLS-happenings, each playing out as unique ways for cycles to path

When order is relevant, the sequentiality of events matter. And without order, it is more of a constantly upheld space with possible configurations or events.

With repetition, more events can happen at the same time. And when repetition isn‘t allowed, only one event can occur in its reference frame per unit time. Think of how a photon only experience one Planck time along its journey.

In the hypersphere-3CLSGL-Structure framework, I did this for fun:

{{{{m[0,n], 1, 8, 1}}}}

10. Meditative personal thoughts

A mental pause, to pounder upon the beginning and the end.

Some side thoughts. Let us get abstract and hypothesize:

I imagine that fields that are shaped like for example a magnetic field or gravitational field bend in this manner because the transitions between the regions in a {{{{..., 8, 27, 8, 27, 8, 27, ...}}}}-tunnel is not necessarily flat or straight, but is curving or bending into cycles.

And I imagine that in a completely flat region of space-time, field-lines would instead form a long straight line stretching all the way out till there is angle and first then start wrapping back in on itself. This would make it uninhabitable for humans, for at least a few civilizational shifts more, as we are dependent on our wave-particles working just about the way they are in order to maintain our consciousness and other bodily functions. Maybe this straight line is what is happening inside every fundamental wave-particle, while our reality is sitting in the bend, and black holes being perpendicular.

I imagine that we then would not have to worry about quantum spin and colour charge fading out. As everything being straight or perpendicular would not be possible forever as all combinations will occur, even though an infinitely long series of straight and perpendicular are parts of the set. And as backloopage-potential will build up and eventually discharge causing at least one backloop across infinitely stretching 3CLS-structures, creating a region of bend even if we try to visualize the rest as being straight or perpendicular. Unless we get swallowed by a black hole.

I believe there is no spoon, solid, photon, or superposition, self, or energy, time, string, or empty space as a standalone existing thing, though the concepts are needed for cognition and progress. And that in the end, what we experience is made up of the folding. Every Planck distance through the universe bending in on itself to create a Planck time. Manifestations from harmonies of fold.

Lone hypercube as our big bang.

Completely saturated 3CLS-structure in the ¨cycle-type area¨ with base {{{{}}}} as hypercube.

Completely saturated 3CLS-structure equals an empty set.

11. The final continuations done in hyper

Logical betterments lead to intuitive correctness for open minds. This without changing anything in the 3CLS.

	2N	2N-1
Starts at	Must end at	Doesn‘t end at
Doesn‘t start at	Doesn‘t end at	Must end at

11.1 Eulerian trails. Depending on how many cycle-connections a cycle has

I believed:

{{{{..., 71253 *((378 *28) * (378 *28 -1) / 2) *28, 71253 *378 *28 *28, 71253 *378 *28 *8, 71253 *378 *28, 378 *378 *28, 378 *28 *28, 378 *28 *8, 378 *28, 28 *28, 28 *8, 28, 8, 1}}}}

Was wrong.

So all that is left is NS:

{{{{..., 71253 *71253 *378 *28, 71253 *378 *378 *28, 71253 *378 *28 *28, 71253 *378 *28 *8, 71253 *378 *28, 378 *378 *28, 378 *28 *28, 378 *28 *8, 378 *28, 28 *28, 28 *8, 28, 8, 1}}}}

Will land.

C. F. Gauss did it:

triForce[n+1] = (triForce[n] * (triForce[n]-1)) / 2

2,538,459,378

3,221,888,005,608,843,753

5,190,281,160,343,066,395,784,284,119,979,140,628

13,469,509,261,706,083,850,727,120,567,973,122,730,408,369,940,700,190,387,895,302,856,710,546,878

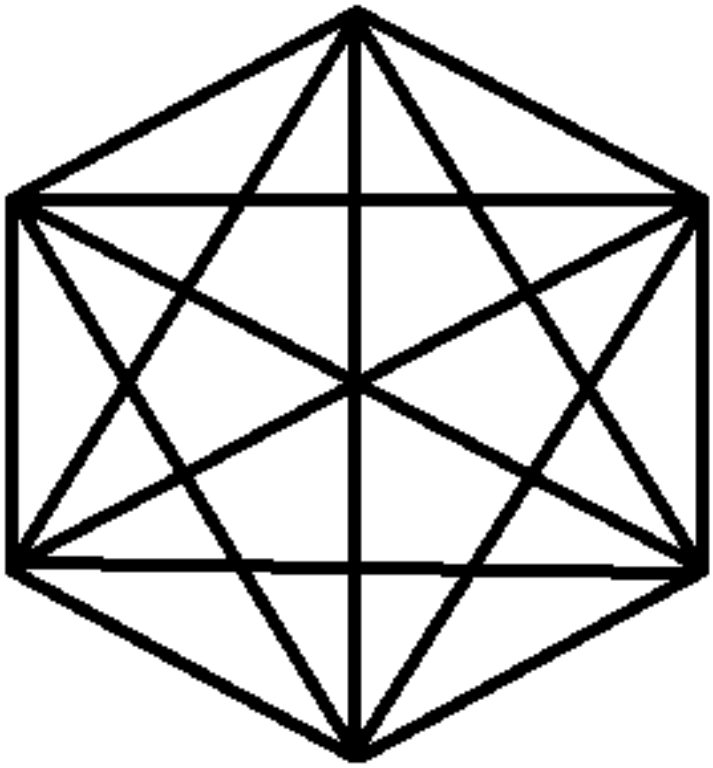
90,713,839,875,592,986,027,160,769,276,306,375,956,638,146,582,369,267,470,641,432,268,726,975,334,324,936,738,200,945,552,485,360,583,252,977,539,355,009,317,755,399,609,500,070,572,562,500,003

4,114,500,372,487,362,047,328,650,241,226,880,176,270,956,278,883,221,444,200,115,385,863,705,163,866,999,414,857,972,243,532,174,074,643,157,000,058,794,393,389,283,700,289,708,399,597,637,816,994,929,993,006,984,519,012,131,495,210,518,469,310,102,142,949,584,949,373,703,955,847,467,516,162,135,641,859,161,908,703,140,084,682,253,585,468,811,177,211,222,492,312,658,379,556,406,250,003

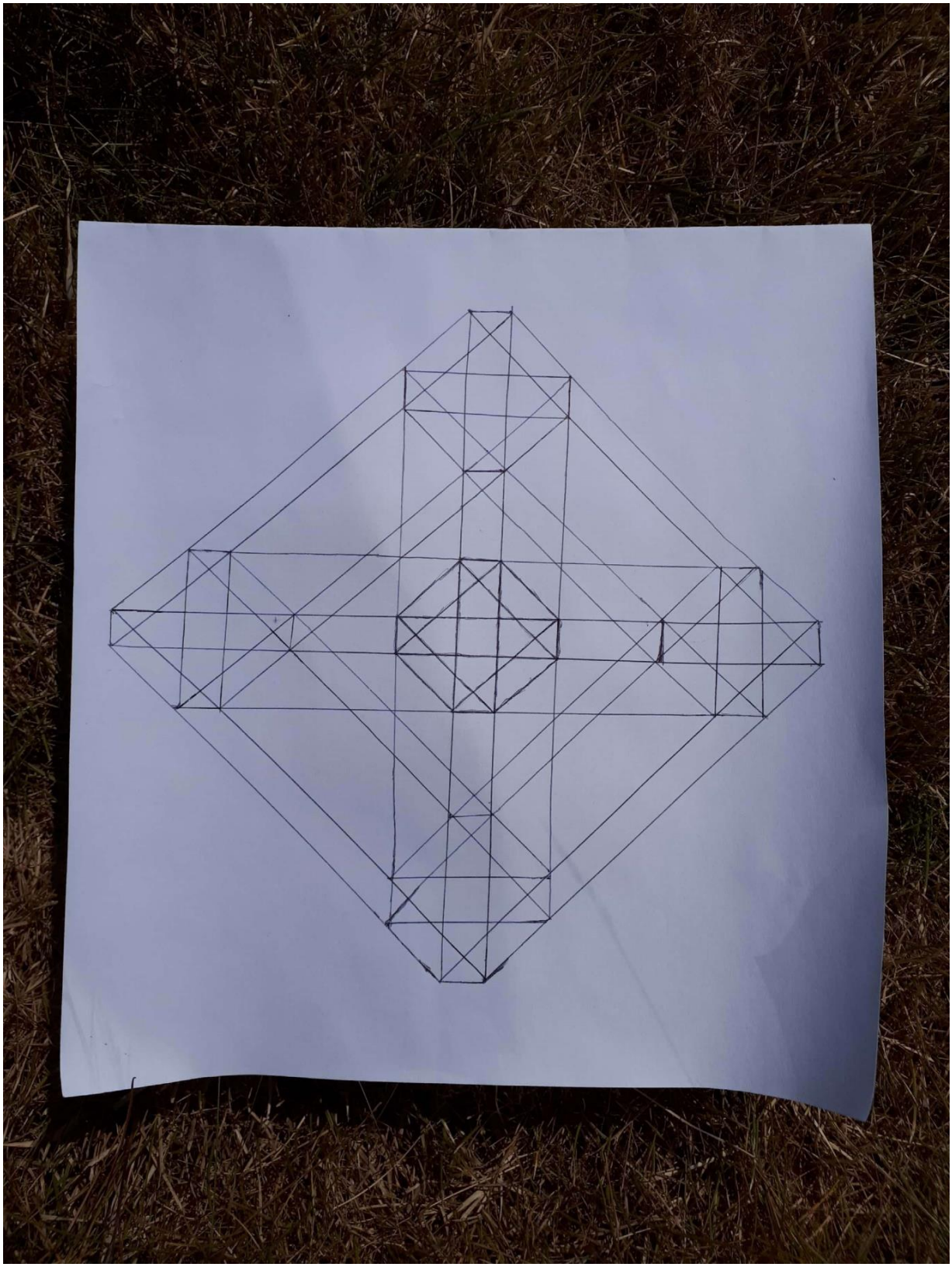
8,464,556,657,599,320,517,151,173,906,374,074,980,531,656,786,921,127,720,579,091,244,126,606,984,890,595,253,655,732,484,534,975,592,066,865,472,397,730,996,392,527,043,497,229,420,980,888,841,457,142,405,255,967,858,212,649,063,116,184,150,896,603,582,029,646,348,518,746,448,363,906,342,673,274,931,369,227,894,635,288,518,255,447,000,174,026,787,389,153,880,331,585,793,052,367,094,659,143,874,945,547,893,805,474,476,708,253,485,696,363,766,253,276,388,475,314,961,816,105,121,807,994,065,493,942,140,414,961,921,237,123,952,457,240,059,971,238,683,499,896,753,415,796,995,874,855,099,040,696,051,256,863,241,892,466,428,511,007,032,074,377,474,182,232,318,722,213,885,660,162,551,294,400,528,219,810,021,538,748,950,039,791,891,785,821,953,076,044,353,468,422,265,625,003

12. Inquiry into the Nth dimensional world

This marks a shift. When figuring out how to handle newly attained freedom, a few extra rounds excites.

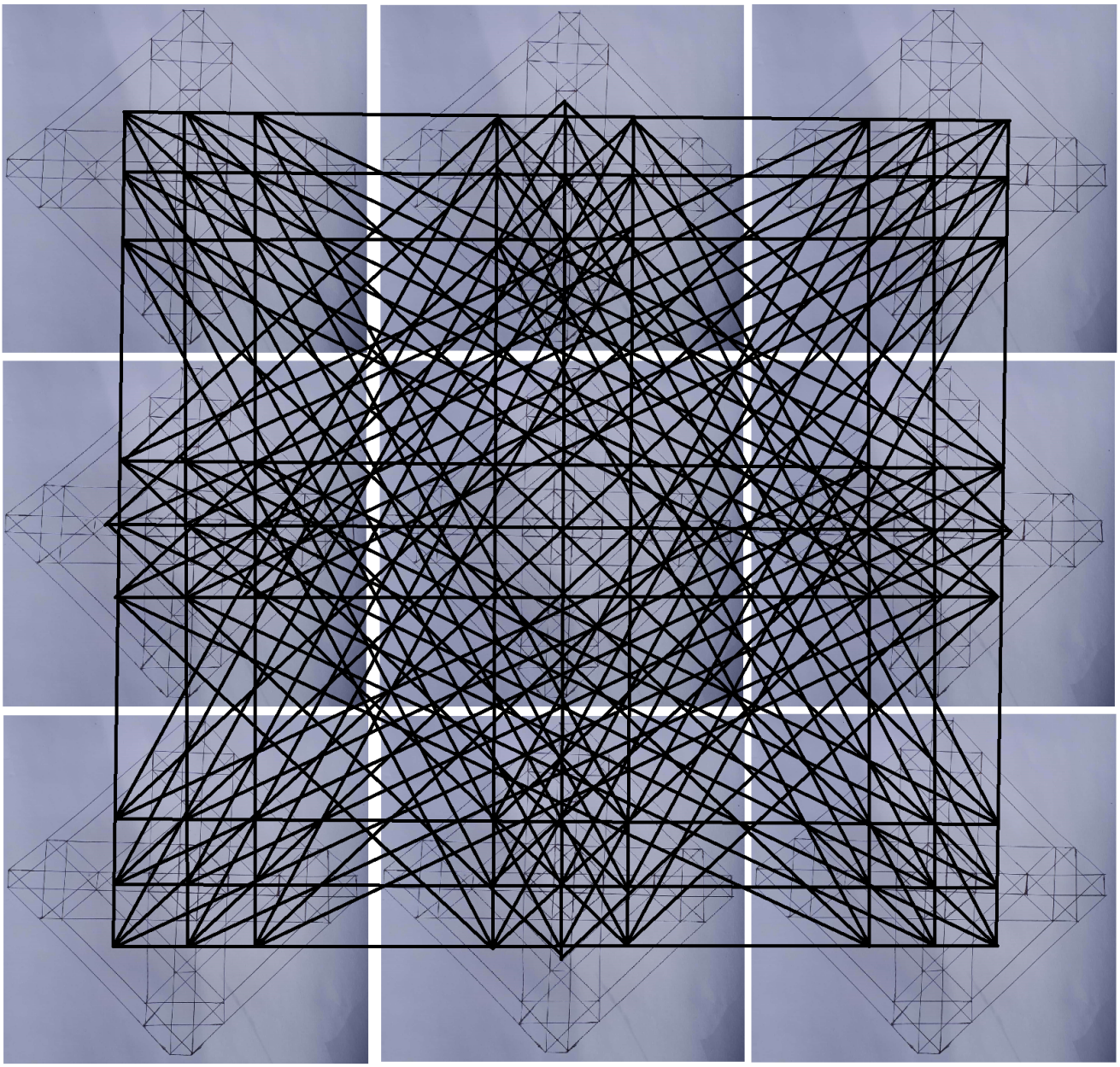


12.1 Hypertetrahedron, or {{{15, 1}}}



*12.2 Tabnwccross of the Berserkar Disceple's Cull, {{15*6*4 + 6*6, …}}*

{{15 *6 *4 + 6 *6 + 6 *4, 6 + 4, 1}}



12.3 Tabnwchive of the Saip screen & Flambage (Simplified)

{{..., 105 *15 *15 *6 *6 *4 + 15 *15 *15 *6 *6 *4 + 15 *6 *15 *6 *4 + 15 *6 *6 *6 + 15 *6 *6 *4, 15 *6 *4 + 6 *6 + 6 *4, 6 + 4, 1}}

From an arbitrary N-th dimension. It should be impossible to add dimension N+2 or higher, before dimension N+1. For this reason it is:

1 instead of 3,

6 instead of 10, 15 instead of 21,

28 instead of 36, 45 instead of 55, etc.

Otherwise, some of the paths resulting from the N+2 is achievable in N+1.

On the subject of pre-hypercube:

Cube To Hypercube:

{{{..., (15 *14^(n)-14) *14 +15, 15 *14^(n) -14+6, 15 *14^(n-1), ..., 15 *14^2, 15 *14, 15, 1}}}

{{{..., 15 *15, 15 *6 ,15, 1}}}

Plane To Cube:

{{..., (6 *5^(n)-5) *5 +6, 6 *5^(n) -5+4, 6 *5^(n-1), ..., 6 *5^2, 6 *5, 6, 1}}

{{..., 6 *6, 6 *4, 6, 1}}

Line To Plane:

{..., 1, 2, 1, ..., 1}

Dot To Line:

..., 1, 1

So we can for each one in exceeding structures, operate in or out these numbers, begin from the amount in the closing GL(=trf), and operate in or out ((trf) *(trf-1) /2) on the next closing GL, to see it from the perspective of that base-dimension.

We thought we were in 3+1, but are in n[x,y] with the next foldings as time.

The reason that we simplify and can view this from {{{{..., 28, 8, 1}}}}, is that all generalized bub events look like that on its own to one brain, so thereby best describes the coming object.

And we are in n[x,y], where the previous fractalizations fill the gap, into an apparently continuous 3+1 dimension where we grow into one of the fractalizations, now we can generalize into a completed cube plus time, giving an individual completed 4d-cube, which is distinct from, yet very similar to, the actual 4d-object.

And we want an event to happen thereafter, before we continue with the fractalizations, giving the same geometry, but with less occurrences, which puts this into the best human readable format.

Another way of gaining a deeper insight into our 3+1 dimensionality, seeing reality, and mastering the turf, is by having our ¨cycle-type areas¨ being in the direction of the gluon/hypercube/{{{{}}}}. As in our recursions happening in 4d-space in a {{{{…, 8, 28, 8, 28, 8, 28, …}}}}, meaning a recursion of cubes as time-slices recurring in a time direction, requiring a general direction in which to recur into as time and leaves here exactly the three spatial dimensions. And we have (¨number of {}s¨-1)+1 dimensions, always disallowing a local backwards arrow of time.

To begin with, I was not too sure about how to do the geometries correctly, and tried a few different things. Now I think the structurally nonlinear version is the correct, with minor differences.

Structurally linear:

{{{{..., 0 + 15, 0, 1}}}}

{{{..., 105 *15 *6 + 15 *15 *6, 15 *6 *6, 0 + 6, 0, 1}}}

{{..., +,, 15 *6 *4 + 6 *6, 6 *4, 6, 4, 1}}

{..., +,, 15 *6 *4 *4 + 6 *6 *4, 6 *4 *4, 6 *4, 4 *4, 1, 2, 1, 2, 1}

..., 0 + 0, 15 *6 *6 *4, 0 + 0, 6 *4 *2, 0, 4 *2, 0, 2, 0, 2, 0, 1, 0, 1, 0, 1, 0, 0, Ø

Structurally nonlinear:

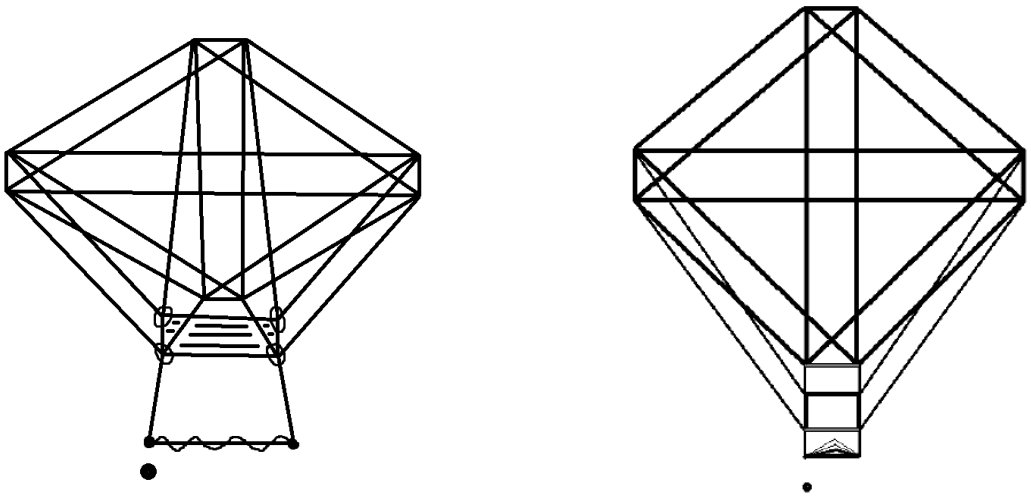
{{{{..., 0 + 0 + 15 *6 + 0, 0, 1}}}}

{{{..., 0 + 0 + 0 + 15 *6 *6, 0, 0 + 6, 0, 1}}}

{{..., 105 *15 *15 *6 *6 *4 + 15 *15 *15 *6 *4 + 15 *6 *15 *6 *4 + 15 *6 *6 *6, 15 *6 *6 *4, 15 *6 *4 + 6 *6, 6 *4, 6, 4, 1}}

{..., 105 *15 *15 *6 *6 *4 *4 + 15 *15 *15 *6 *4 *4 + 15 *6 *15 *6 *4 *4 + 15 *6 *6 *6 *4, 15 *6 *6 *4 *4, 15 *6 *4 *4 + 6 *6 *4, 6 *4 *4, 6 *4, 4 *4, 1, 2, 1, 2, 1}

..., 0 + 0 + 0 + 0, 15 *6 *6 *4 *2, 0 + 0, 6 *4 *2, 0, 4 *2, 0, 2, 0, 2, 0, 1, 0, 1, 0, 1, 0, 0, Ø



12.4 Cross of the Knights Templar

Plane is Still Plain.

{{{{8, 1}}}} is {{4, 1}}

{{{{28, 1}}}} is {{6, 1}}

m[0,2] = 97.972.181

6*5^o[y]

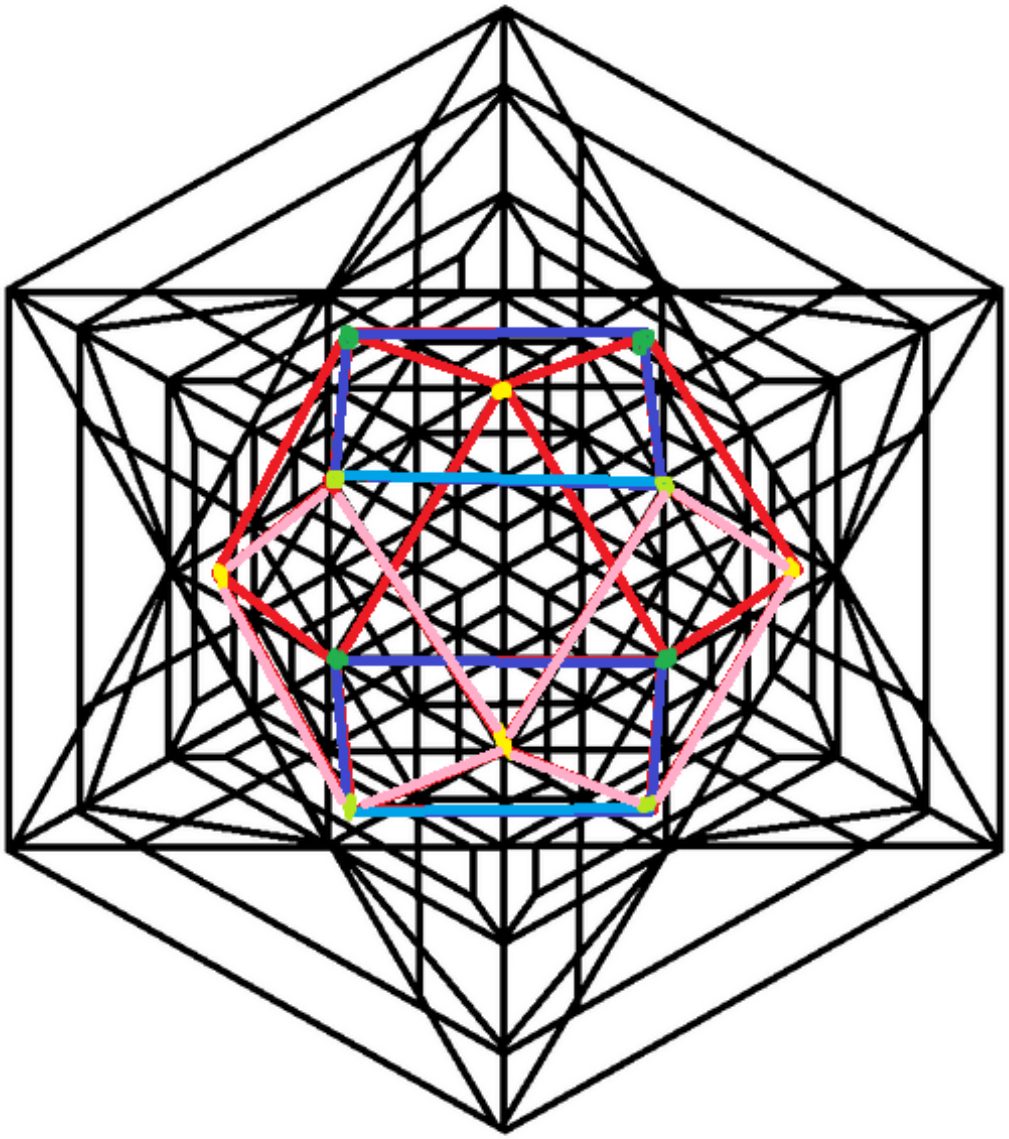
And we can also do:

{{{{..., 71253 *71253 *378 *28 *8, 71253 *71253 *378 *28, 71253 *378 *378 *28 *8, 71253 *378 *378 *28, 71253 *378 *28 *28 *8, 71253 *378 *28 *28, 71253 *378 *28 *8, 71253 *378 *28, 378 *378 *28 *8, 378 *378 *28, ...}}}}

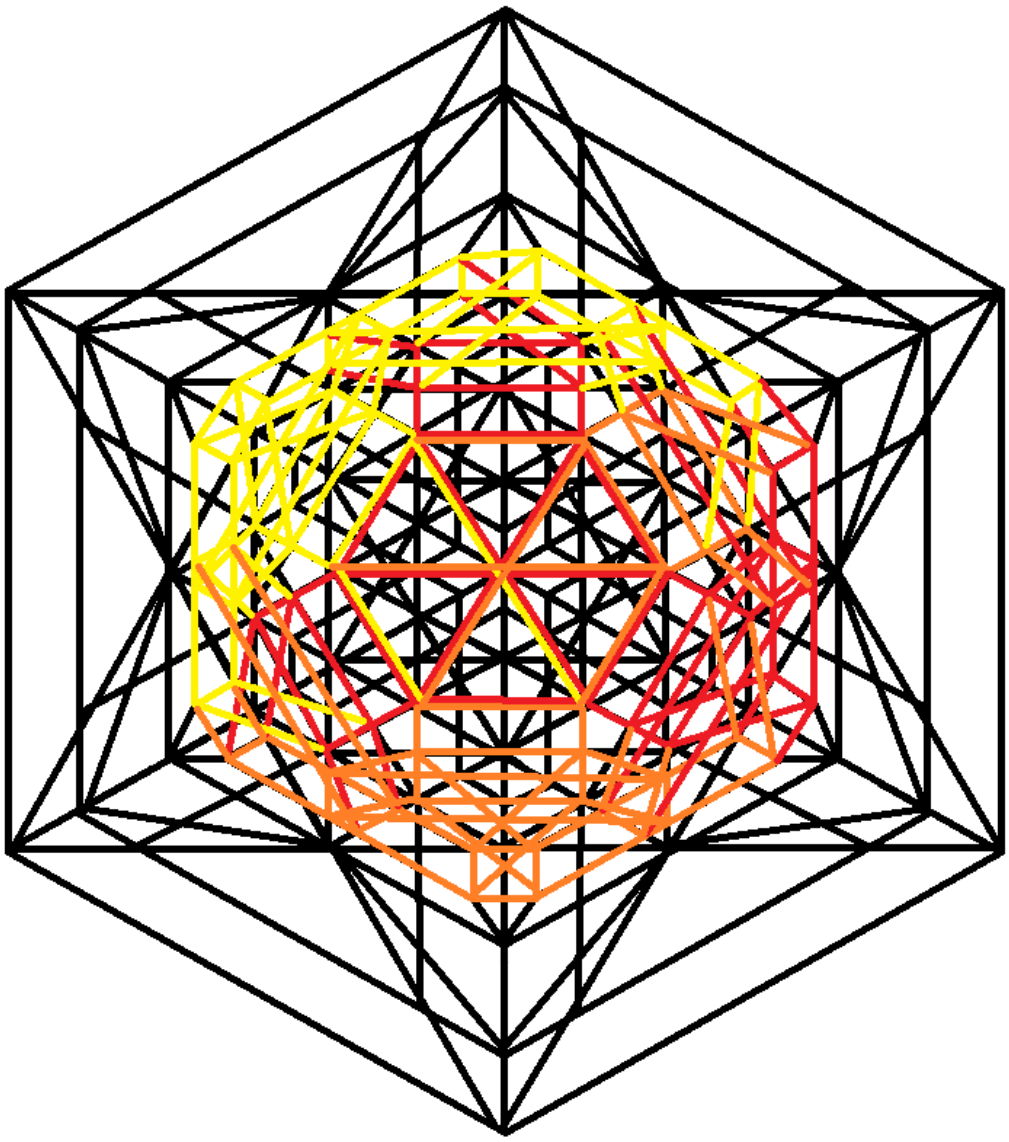
But that gives the same figure with a longer path, and is redundant.

13. The Mother Cube

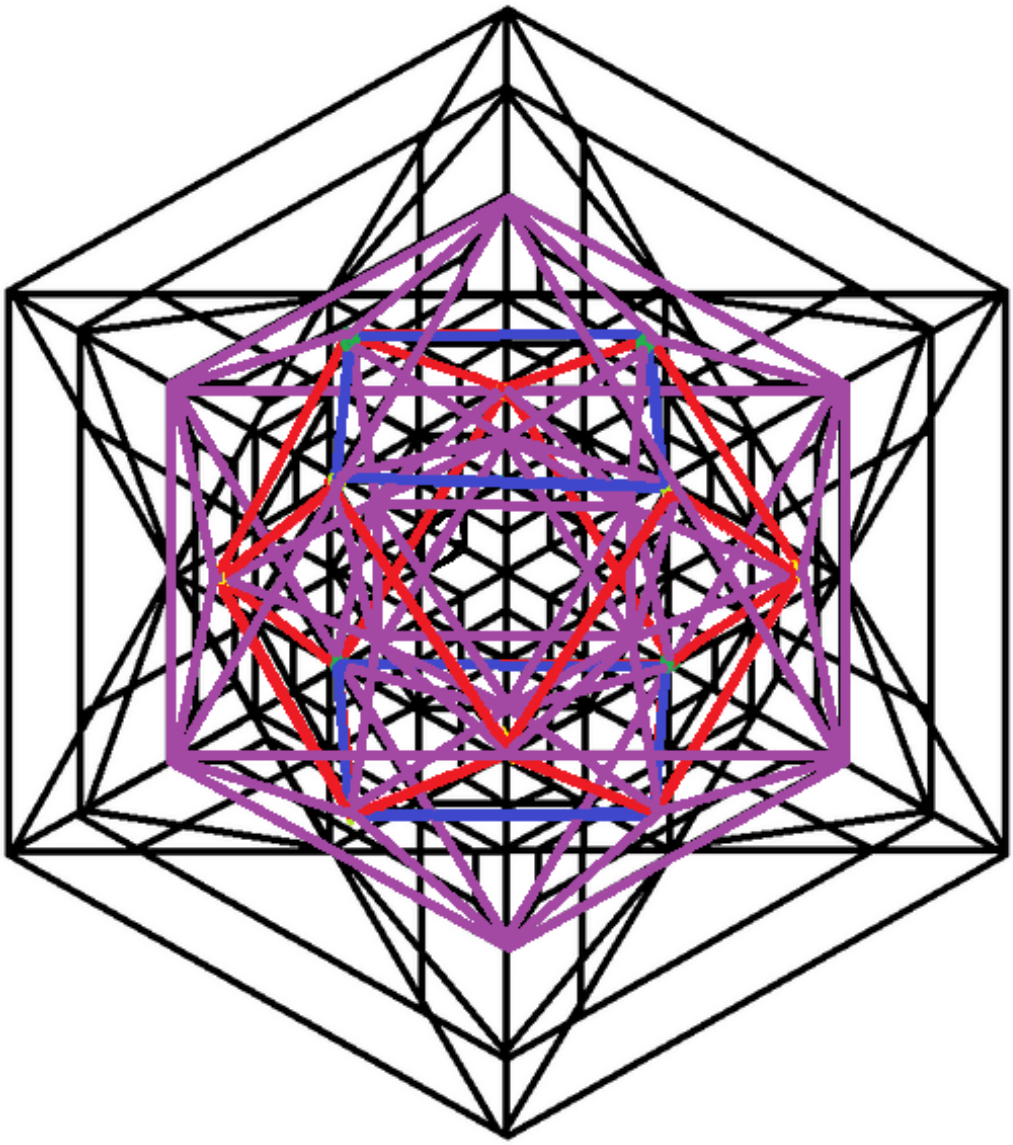
Formally known as closing GL. When first found, it symbolised great advancements and expert growth. A grey frame can be said to be missing from 13.4 by the detail-oriented.



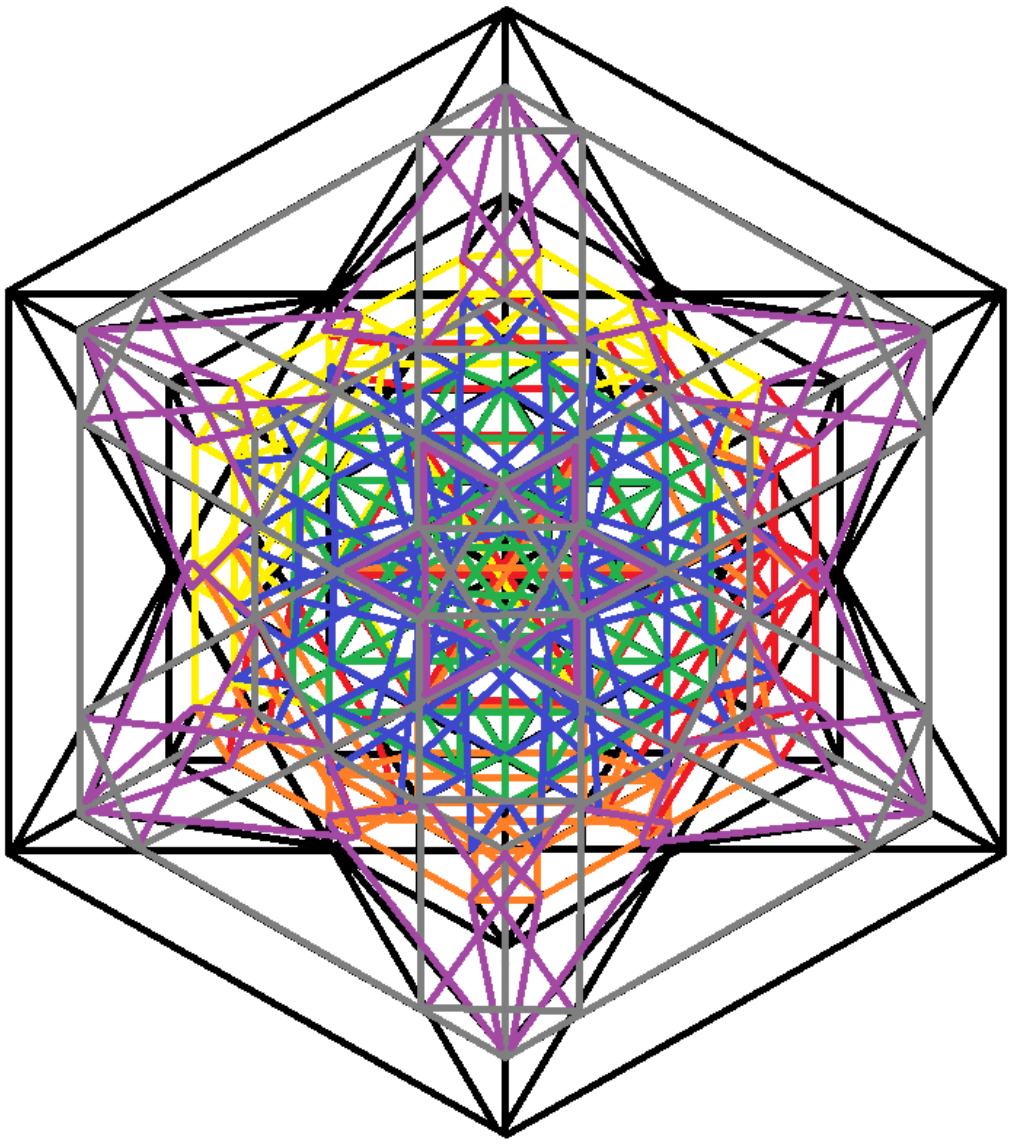
13.1 The inner part of the Mother Cube (Simplified)



13.2 The inner part of the Mother Cube. Missing the second set of Bub



13.3 The Mother Cube (Simplified)



*13.4 The Mother Cube. Missing the second set of Bub, {{{{28*27/2, 28, 8, 1}}}}*

14. Last of the difficult recurrences

Unexplored terrain lays ahead. Yet your hardships are over after passing this top.

Again. Let us get abstract and hypothesize:

Our Universe = ^^^ End of Inflation = ^^^ foundational = ^^^

{{{{..., n*27^4 + 28*27^2, n*27^3 + 28*27, n*27^2 + 28, n*27 + 8, 28*27^o(=n+1), ..., 28*27^2, 28*27, 28, 1}}}}

^^^ = Our Universe ^^^ = Our Universe ^^^ = Big-Bang

{{{{...,

(((((28*27^o[0])-u[0,0])*27^o[1])-u[1,0]+(28*u[0,0]*27^(o[1]-2))-u[1,1])*27^o[2] -u[2,0]-u[2,1] +28*(u[1,0]+u[1,1])*27^(o[2]-2) -u[2,2]) *27 + 8(u[2,0]+u[2,1]+u[2,2]),

n[1]*27^o[2] + 28*(u[1,0]+u[1,1])*27^(o[2]-2) (=n[2]+u[2,0]+u[2,1]+u[2,2]),

..., n[1]*27 + 8(u[1,0]+u[1,1]),

n[0]*27^o[1] + 28*u[0,0]*27^(o[1]-2) (=n[1]+u[1,0]+u[1,1]),

..., n[0]*27^4 + 28*u[0,0]*27^2,

n[0]*27^3 + 28*u[0,0]*27,

n[0]*27^2 + 28*u[0,0],

n[0]*27 + 8*u[0,0],

28*27^o[0] (=n[0]+u[0,0]),

..., 28*27^2, 28*27, 28, 1}}}}

And the mythical:

{{{{..., n[y+2]*27 + 8(u[y+2,0]+...+u[y+2,z2]),

n[y+1]*27 + 8(u[y+1,0]+...+u[y+1,z1]) (=n[y+2]+u[y+2,0]+...+u[y+2,z2]),

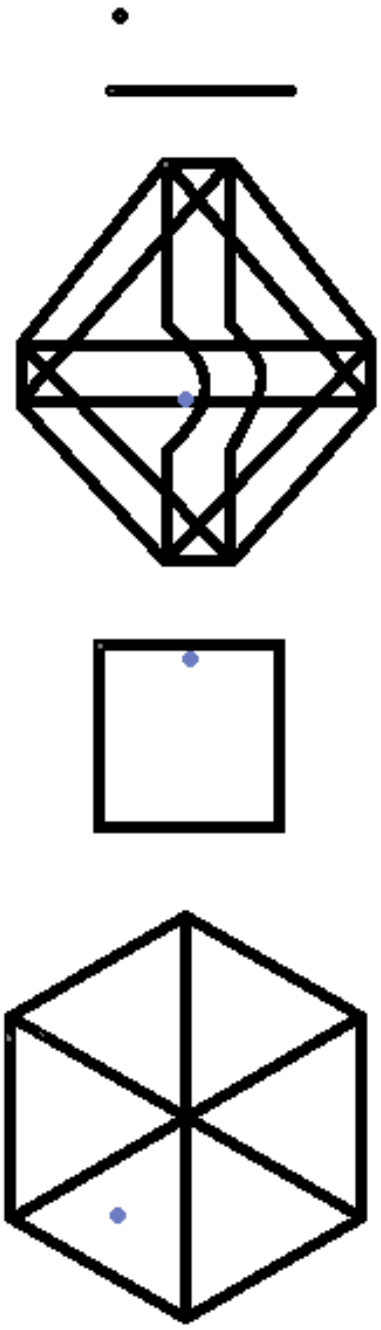
n[y]*27 + 8(u[y,0]+...+u[y,z0]) (=n[y+1]+u[y+1,0]+...+u[y+1,z1]),

n[y-1]*27^o[y] + 28*(u[y-1,0]+...+u[y-1,z])*27^(o[y]-2) (=n[y]+u[y,0]+...+u[y,z0]), ...}}}}

15. Mapping of the masses

Directly mapping elementary masses on 3CLS-structrues, gives rise to the following possible configuration. The spiralling pattern must not be the only one.

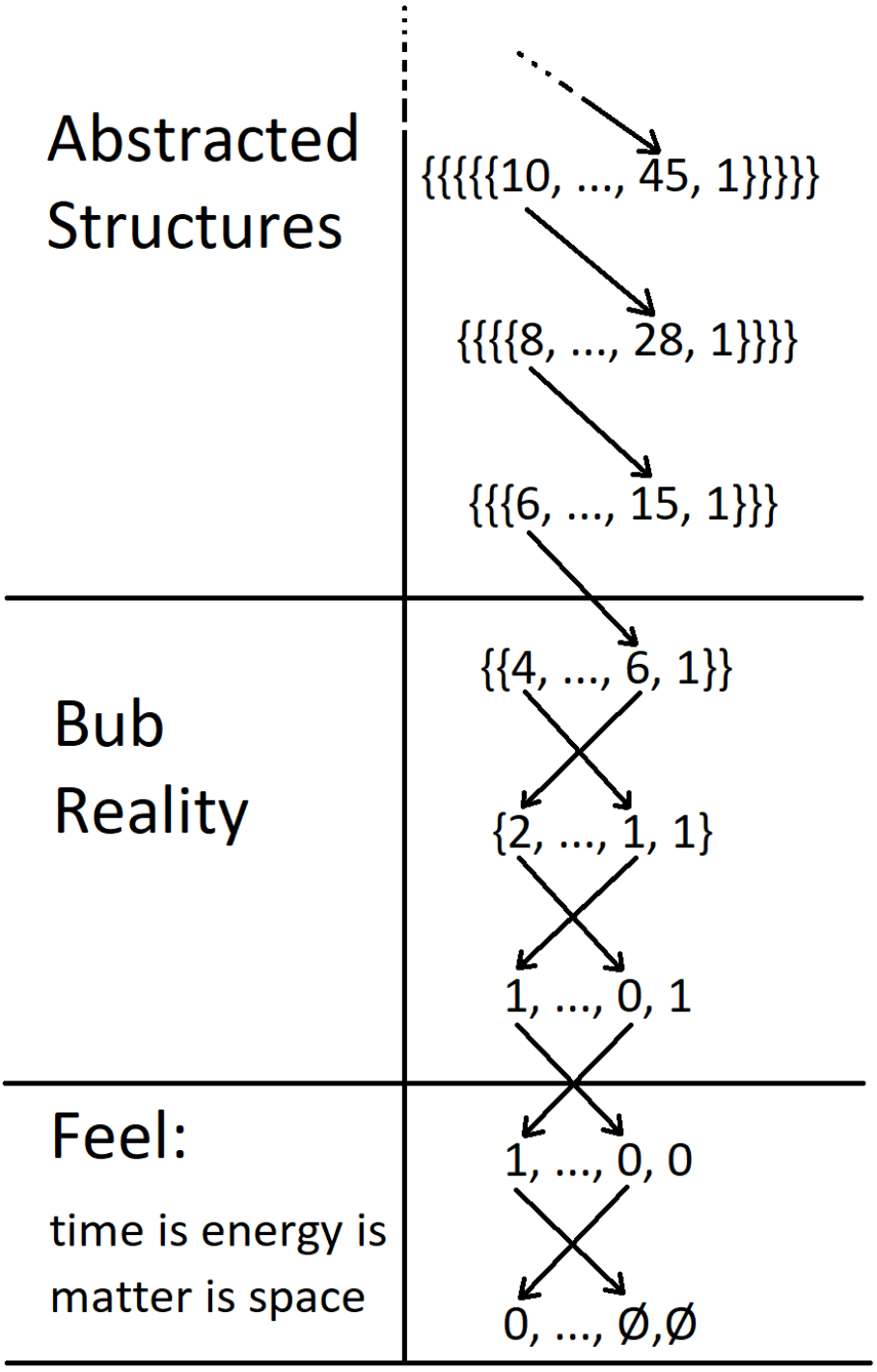
Mapping out elementary particles with our masses on these structures gives approximately the following:



15.1 Shrine of the Might

16. An observable distinction between directly overlapping structures and less intricate abstractly overlaying structures

When examining 3CLS-structures across dimensionality, clear patterns emerge. Most appear more times, yet when distilled, fundamental constituents are describable from singular pieces of the whole picture. These allow orderly mathematical formulations.



16.1 Bon Nuit Death TS Mayor Bet´s Pro OMA-Army With Team Tactics

With arrows pointing to what their superpositions could be.

17. Panning of the aforementioned composite function recursion

Function-set describing 3CLS-structures, where other aspects of the whole picture are in focus. Important properties of the total regain their known names.

A generalization, with distances as if it were not happening in topological space:

o[y+1] = f(o[y]) * sqrt(1/2)^y

It could be, that from f(o[y]), we can factor out 1/2.

For each of these events, a Bub, more o[y]-distances may be found as a continuum, on the same root-distance parameter. With o[y] = o[y,0], by applying a periodic factor such that:

```
for(N=0; true; N++) {
        o[y, N] = N * F(o[y])
}
```

These folding events locally increase the number of node-points, but decrease the global maximum. Let it sink.

Fundamental properties:

> Masses are pure directional changes. Differing in how far away from our bases they are in the hypersphere-3CLS.
>
> Spin arise in the aforementioned composite function recursion. Were every other time two events meet, one is rotated from the perspective of the other.
>
> With charges being positions respective to our base {{}} Bub. Arrangements next to it form the set of charged particles. Placed with its superset being negative and subset being positive, so to maintain the sign of the very first spin as positive.

18. On the subject of all the black holes having different masses:

Eger stargazers have wandered upon our pale blue dot at least since Homo Sapiens arrived, rising in number till we got to modern cities. In the advent of technology, resolution grows, and today we at last clearly know things that our ancestors couldn‘t even dream about. The distinct properties of blackbodies hints at a more intertwined existence between the big macrocosm and the small microcosm.

To be compatible I hypothesize them to be ¨cycle-type areas¨ involving:

… ⊂ {{{{{{12, ..., 66, 1}}}}}} ⊂ {{{{{10, ..., 45, 1}}}}}

Not fundamental particles themselves, similar to how orbitals must not only be one electron.

The atomic nuclei in our ¨cycle-type areas¨ contain no black holes.

Clearly, the nature of the geometry is such that ¨cycle-type areas¨ recurs towards new directions, so if a new direction becomes available via a black hole there is nothing stopping the geometry from going in that direction.

Hawking radiation is reasonable as the ¨cycle-type areas¨ in different black holes have its groups of fundamental particles with different masses, so virtual particles interacted with in other black holes must be transferred as a particle, and there are e.g. stray asteroids, solar winds, and alpha particles seemingly escaping from a source of origin all the time.

Entering and exiting successfully is hard the first time. Probably best achieved by a radiant superfluid, transmuting into superconductive superfluid, and vice versa respectively.

Counting how the extra lingering direction is there, even without the corresponding elementary particle, causing destructive amounts of acceleration.

Looking at Susskind‘s work, conservation of information on backloopage with a black hole is all interior.

Our ¨cycle-type areas¨, with {{{{}}}}, should be inside a black hole of a superset with one less dimension, {{{}}}, inside a black hole of a superset with one less dimension, {{}} or what you and I perceive as 2 spatial dimensions, and so on.

Thereby our subset of the universe should be fully describable by {{}} and time, and by extension Ø and time.

Undertaking the process of finding a correct description doing so could be hard in reverse, and describing black holes of our subset as what you and I perceive as 4 spatial dimensions, {{{{{}}}}}, might be a better place to start.

Spooky action at a distance for Dark Energies is defeated, as they cannot share a past common node to bind a path. Which for the rest requires no new time, and add no new information or entropy.

A unique black hole, one per or how and where on, for each mass configuration, which must be measured.

Inside black holes of ¨number of {}s¨ subsets = ¨number of {}s¨+1 subsets.

Planck distance is the distance between adjacent nodes. Planck time is the time of one line, and often correspond to 2pi mathematically.

19. On the subject of the orbitals and 2(N^2):

Another well-known phenomenon, which shows to be compatible with 3CLS as well. A monumental milestone that convince me something here is bound to be incredibly correct. Yet also implies a need for it to transmute from a relational topological space into a metric space.

Expressing uud and the gang in this framework look like tubes, almost as if a step must be taken in and out of the hypersphere-3CLS of the second highest ¨number of {}s¨ of our subset for those ¨cycle-type areas¨ to be interactable with. Per: {{{..., 6, 15, 6, 15, 6, 15, ...}}}

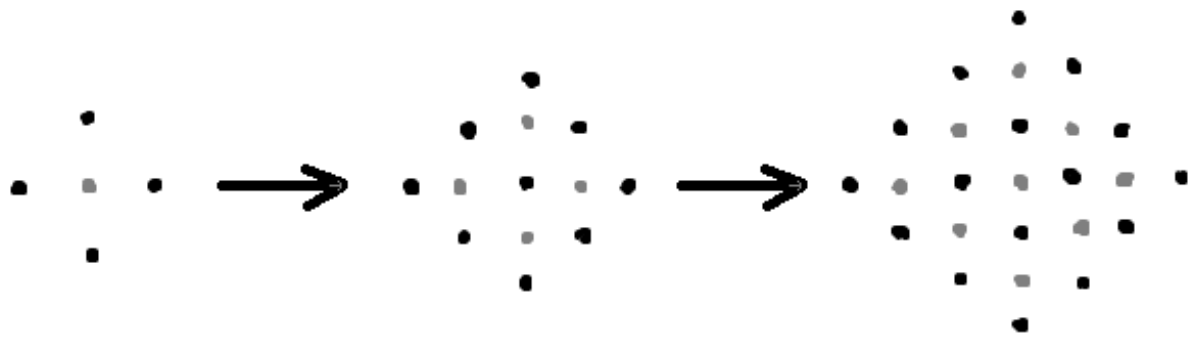
Need I hypothesize that this leaves precisely two open endings regardless of the ¨number of {}s¨, or may it build lower ranks of cycles.

Thereby we can factor out 2 from the thought process, up until when the number of orbital energy levels are equal to the number of bound particles needed to equal the mass of the relevant atomic nucleus, at which point I believe the two sides will start interacting.

Seeing from an arbitrary level, the next should in our subset be in directions of WZ+our, as they interact via the weak force with no other medium in between.

Orbitals are located adjacent in its hypersphere-3CLS and are all right angular on the relevant atomic nucleus, where there is room for two at a distance of one, and 2(N^2) at a distance of N. a(0) = 0, a(1) = 1

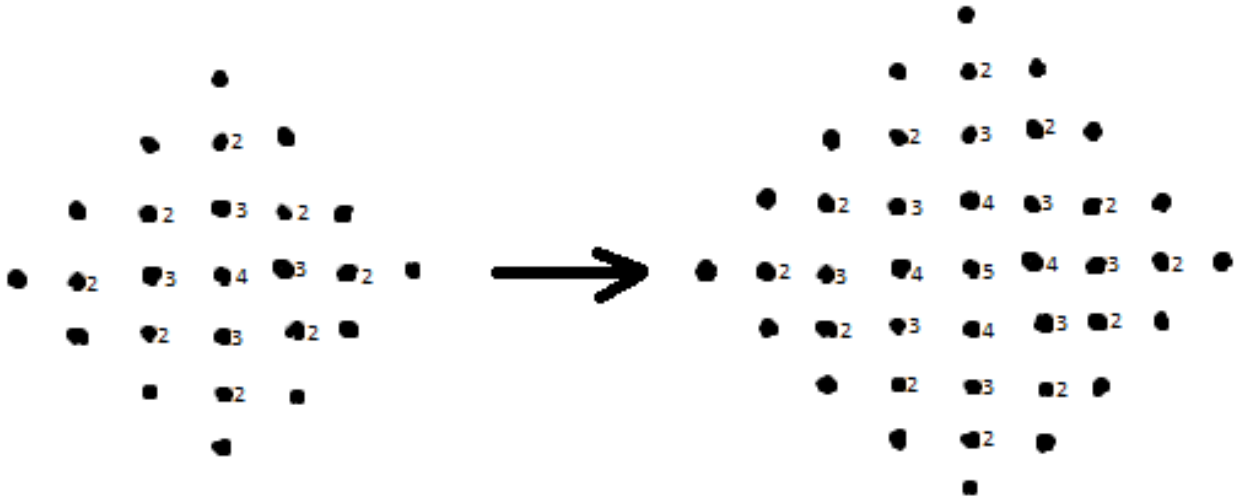
Our, base {{}}:



19.1 Here lies will, in the grail

a(N+1) = a(N-1) + 4*N = (N+1)^2

Black hole, base {{{}}}:



19.2 Try Hard was spacetimewalking

...

[0, 1,-6, 19,-44, 85,-146, ...]

[0, 1,-4, 9,-16, 25, -36, ...]

[0, 1,-2, 3, -4, 5, -6, ...]

[0, 1, 0, 1, 0, 1,   0, ...]

[0, 1, 2, 3, 4, 5,   6, ...] = N

[0, 1, 4, 9, 16, 25, 36, ...] = a(N-1) + (N-1) + N = N^2

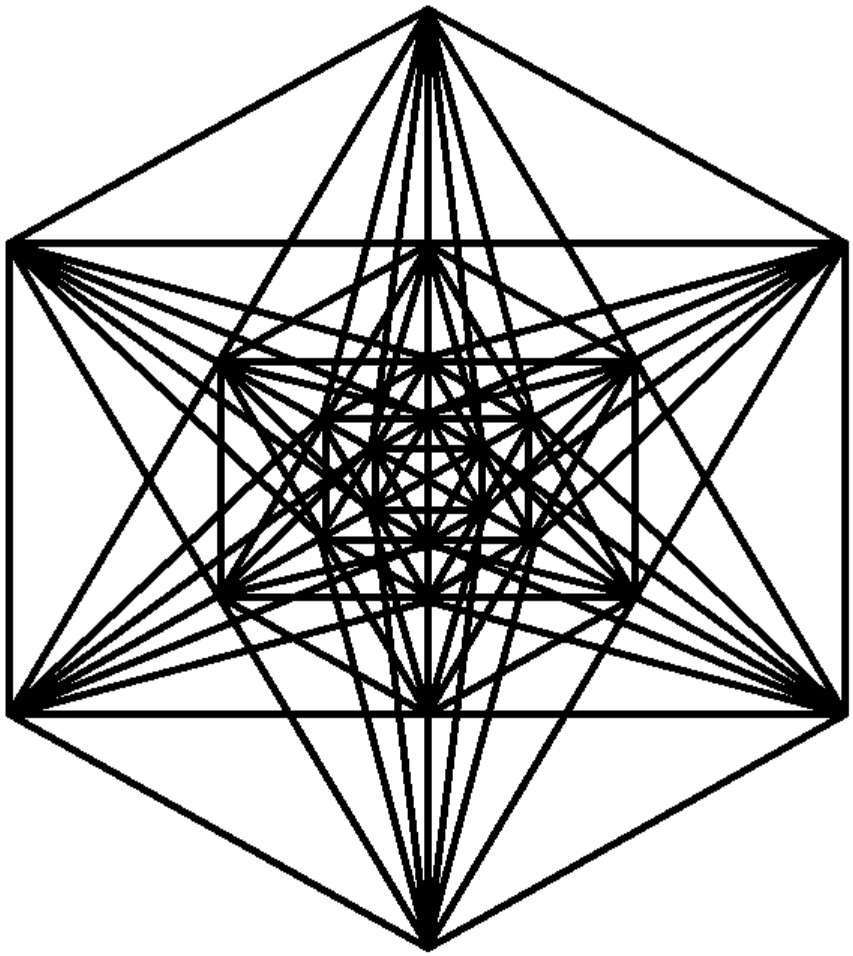
[0, 1, 6, 19, 44, 85, 146, ...] = a(N-1) + (N-1)^2 + N^2 = k1(N)

[0, 1, ..., a(N-1) + k1(N-1) + k1(N), ...] = k2(N)

...

20. The sewing of indices

Seeing Nth dimensional fundamental constituents through the lens of mathematics perfectly match. A peculiar number arisen from more attempts at indexing can be deduced on Horuson‘s GitHub.



20.1 {{{{{45, 1}}}}}

Let‘s presume:

Ø+0 = 0 , Ø+1 = 0

Ø*0 = Ø , Ø*N^+ = 0

0-1 => 0 , 1-1 => 1

[Ø,…] => […] , indices ∈ ØUN

Because it is a 3CLS-happening, not integers.

[0, 1, 1, 2, 4, 6, ...] => 2(N+1-1) - 2

[Ø, 0, 0, 1, 6, 15, 28, 45, 66, ...] => (2N)(2N-1) / 2

21. Sporadic proofreading part 1

Revisit and renewal of mathematics previously only stated for one of the dimensionalities. Letting it be for two dimensionalities should make it unambiguous for all.

All was proofread, from 4d to 2d, after the Nth dimensional point of view was discovered. So this section repeats all the central maths from before, that was in 4d slash base {{{{}}}}, into 2d slash base {{}}. Plus some additional thoughts in the middle to take into consideration:

{{..., 6*5^3, 6*5^2, 6*5, 6, 1}}

{{..., 4, 6, 4, 6, 4, 6, ...}}

Bend is: 2/6, (1*6)/30, (1*30)/150. (1*6*5^(N-1))/(6*5^N)

{{m[0,n], 1, 4, 1}}

..., (1*6*5^(N-2))/(6*5^(N-1)), (2*6*5^(N-1))/(6*5^N), (1*6*5^N)/(6*5^(N+1)), ...

..., (1*6*5^(N-2))/(6*5^(N-1)), ((1*6*5^(N-1)) + 1)/(6*5^N), (1*6*5^N)/(6*5^(N+1)), ...

{{..., n*5^4 + 6*5^2, n*5^3 + 6*5, n*5^2 + 6, n*5 + 4, 6*5^o(=n+1), ..., 6*5^2, 6*5, 6, 1}}

{{...,

(((((6*5^o[0])-u[0,0])*5^o[1])-u[1,0]+(6*u[0,0]*5^(o[1]-2))-u[1,1])*5^o[2] -u[2,0]-u[2,1] +6*(u[1,0]+u[1,1])*5^(o[2]-2) -u[2,2]) *5 + 4(u[2,0]+u[2,1]+u[2,2]),

n[1]*5^o[2] + 6*(u[1,0]+u[1,1])*5^(o[2]-2) (=n[2]+u[2,0]+u[2,1]+u[2,2]),

..., n[1]*5 + 4(u[1,0]+u[1,1]),

n[0]*5^o[1] + 6*u[0,0]*5^(o[1]-2) (=n[1]+u[1,0]+u[1,1]),

..., n[0]*5^4 + 6*u[0,0]*5^2,

n[0]*5^3 + 6*u[0,0]*5,

n[0]*5^2 + 6*u[0,0],

n[0]*5 + 4*u[0,0],

6*5^o[0] (=n[0]+u[0,0]),

..., 6*5^2, 6*5, 6, 1}}

The mythical:

{{...,

n[y+2]*5 + 4(u[y+2,0]+...+u[y+2,z2]),

n[y+1]*5 + 4(u[y+1,0]+...+u[y+1,z1]) (=n[y+2]+u[y+2,0]+...+u[y+2,z2]),

n[y]*5 + 4(u[y,0]+...+u[y,z0]) (=n[y+1]+u[y+1,0]+...+u[y+1,z1]),

n[y-1]*5^o[y] + 6*(u[y-1,0]+...+u[y-1,z])*5^(o[y]-2) (=n[y]+u[y,0]+...+u[y,z0]), ...}}

o[y+1] = f(o[y]) * sqrt(1/2)^y

Half-Constantinople

```
for(N=0; true; N++) {
    o[y, N] = N * F(o[y])
}
```

22. Heroic personal thoughts

A mental pause, to pounder upon everything, derailing into play that solve problematic questions.

Tune Sail to Correlative Frequencies.

Correlative as in differently interacting subsets of (n+r-1)C(r).

Possibly approximating to subsets of (n)C(r), of max sizes:

a(0)=1 , {{}} => a(1)=6

a(N+1) = (r=1)(a(N))Σ((a(N))C(r))

So one has to hypothesize:

https://forbes.com/sites/startswithabang/2018/11/17/ask-ethan-are-quantum-fields-real/

With the suggested 24 fields originally, where {{}} => 8/24, six leptons plus one W and one Z. And now over to 6/63 and 4/15, six leptons plus WZ+our, where we can start to see the full picture.

To be compatible we now should reside in a subset closely linked to another subset akin to the continuations of e.g. 63-6=57 interacting ¨cycle-type areas¨, having the remaining 6 as backloopage shaping events.

Or maybe e.g. 63 and the other a(N)s should relate to the phrase Gravitons, via multiplying by interaction group sizes and distances, instead of the force-carrier of gravity. That would fit better with the intended result.

Gluon, Quark, WZ+our, ..., Lepton

{{{{8, 1}}}}, {{{6, 1}}}, {{4, ..., 6, 1}}

Dark Matter and Photon is {2, ..., 1, 1} respectively

1,...,0,1 is Higgs Field

Dark Energy is 1,...,0,0

Backloopage with a field are the elementary particles.

And again, if I am allowed to get really far out and abstract about what is going on here. Fundamental properties feel to make the most sense if:

-They arise in hypersphere-3CLSGL.

-Parts of our subset of the particular fields are in: e.g. {{1}}/{{4}} & {{3}}/{{6}}, (Bub-1)/GL

-They are discrete, with local field-strengths times durations depending upon steps taken in that direction in relation to the common in our ¨cycle-type areas¨. Which corresponds to a constantly upheld location in its respective hypersphere-3CLSGL subset.

-Particles and antiparticles are steps in opposite directions, and will be balanced globally.

-Up & Down, W^+ & W^-, e^- & νe, etc. lay across from each other, and will be balanced globally.

The Standard Model was correct according to how it was created and what it was intended to do, but possible room for improvement laid in how the coordinate-system was implemented in measurement-devices, calculations, and theories.

An attempt to compensate for:

... ⊂ {{{{{10, ..., 45, 1}}}}} ⊂ {{{{8, ..., 28, 1}}}} ⊂ {{{6, ..., 15, 1}}} ⊂ {{4, ..., 6, 1}} ⊂ {2, ..., 1, 1} ⊂ 1,...,0,1 ⊂ 1,...,0,0 ⊂ 0,...,Ø,Ø

Proves necessary for the complete Grand Unified Model.

23. Sporadic proofreading part 2

Holding much the same purpose as the first part. Round two as a continuation.

{{..., 6*6*6*4, 6*6*6*3, 6*6*4, 6*6*3, 6*4, 6*3, 4, 1}}

{{..., 105 *((15 *6) * (15 *6 -1) / 2) *6, 105 *15 *6 *6, 105 *15 *6 *4, 105 *15 *6, 15 *15 *6, 15 *6 *6, 15 *6 *4, 15 *6, 6 *6, 6 *4, 6, 4, 1}}

So all that is left is NS:

{{..., 14903070 *5460 *105 *15 *6, 5460 *5460 *105 *15 *6, 5460 *105 *105 *15 *6, 5460 *105 *15 *15 *6, 5460 *105 *15 *6 *6, 5460 *105 *15 *6 *4, 5460 *105 *15 *6, 105 *105 *15 *6, 105 *15 *15 *6, 105 *15 *6 *6, 105 *15 *6 *4, 105 *15 *6, 15 *15 *6, 15 *6 *6, 15 *6 *4, 15 *6, 6 *6, 6 *4, 6, 4, 1}}

{{..., 5460 *105 *15 *6, 105 *105 *15 *6 *4, 105 *105 *15 *6, 105 *15 *15 *6 *4, 105 *15 *15 *6, 105 *15 *6 *6 *4, 105 *15 *6 *6, 105 *15 *6 *4, 105 *15 *6, 15 *15 *6 *4, 15 *15 *6, ...}}

And now for something akin to a hardscope:

{{...,

105 *15 *15 *6 *6 *4 + 15 *15 *15 *6 *6 *4 + 15 *6 *15 *6 *4 + 15 *6 *6 *6 + 15 *6 *6 *4, 15 *6 *4 + 6 *6 + 6 *4, 6 + 4, 1}}

(6+6-1)C(6)-1 + (r=2)((6+6-1)C(6)-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

= m[0,2] = 97.972.181

Recursion without field (=1-sized field), and base {{}}:

Must connect:

[1, 1, 2, 6, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *n/m -A,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *n/m -A, 6*(m)C(1) *n/m -A, 1]

& [1, 1, 4, 20, …, ∞, …, ((r=1)(6)Σ(5+r-1)C(r))*(m+1-1)C(1) *n/m -A, 1]

Can connect:

[1, 2, 4, 11, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *n/m,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *n/m, 6*(m)C(1) *n/m, 1]

& [1, 2, 6, 27, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *n/m, 1]

Cannot connect:

[1, 1, …, 1, 1, a(n/(1+6))=>1, n.a.]

Cannot connect and one sphere in between:

[1, 1, …, 1, 1, a(n/(1+6+30))=>1, ∞, ∞, …, ∞, ∞, a(n/(1+6+5))=>1]

Cannot connect and two spheres in between:

[1, 1, …, 1, 1, a(n/(1+6+30+150))=>1, ∞, ∞, …, ∞, ∞, a(n/(1+6+5+5))=>1]

Recursion with binary field, and base {{}}:

Must connect:

[1, 1, 2, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *n/m -A,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *n/m -A, 6*(m)C(1) *n/m -A, 1, 0]

& [1, 1, 4, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *n/m -A, 1, 0]

Can connect:

[1, 1 +var[0,2]+1, 2 +var[0,3(0)]+var[0,3(1)] +1+var[0,2]+1, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *(n/m)*2 +a(hs+1)-a(hs+2)+a(hs+3),

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *(n/m)*2 +a(hs+1)-a(hs+2), 6*(m)C(1) *(n/m)*2 +1-0, 1]

& [1, 1 +var[0,2]+1, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *(n/m)*2 +a(hs+1)-0, 1]

Cannot connect:

[1, SomeVariant(=var[0,2])Of:((6+6-1)C(6)-1) +1, …, a(n/(1+6))=>1]

Cannot connect and two spheres in between:

[1, SomeVariant(=var[2,2])Of:((6+6-1)C(6)-1) +1, …, a(n/(1+6+30+150))=>step, ∞, ∞, …, ∞, ∞, a(n/(1+6+5+5))=>1]

Recursion with n-sized field, and base {{}}:

Must connect:

[n, n, 2n, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *(n/m)*n -A,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *(n/m)*n -A, 6*(m)C(1) *(n/m)*n -A, n]

& [n, n, 4n, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *(n/m)*n -A, n]

Can connect:

[n, n +var[0,2]+n-1-6, …, ∞, …,

(((6^3)*(m+2)C(3)) + (6*(5*(m+1)C(2) + (5^2)*(m+2)C(3))) + ((5*(m)C(1) + 4*(m)C(1) + (5^2)*(m+1)C(2) + 5*4*(m+1)C(2) + (5^2)*4*(m+2)C(3)) + (4*(m)C(1) + (4^2)*(m+1)C(2) + (4^3)*(m+2)C(3)))) *(n/m)*n,

(((6^2)*(m+1)C(2)) + (5*(m)C(1) + (5^2)*(m+1)C(2))) *(n/m)*n, 6*(m)C(1) *(n/m)*n, n]

& [n, n +var[0,2]+n-1-6, …, ∞, …, ((r=1)(6)Σ(4+r)C(r))*(m)C(1) *(n/m)*n, n]

Cannot connect:

[n, var[0,2] +n-1-6, …, a(n/(1+6))=>n]

Cannot connect and two spheres in between:

[n, var[2,2] +n-1-6-30-150, …, a(n/(1+6+30+150))=>step, ∞, ∞, …, ∞, ∞, a(n/(1+6+5+5))=>n]

Rename:

m[0,2,1] = (6+6-1)C(6)-1 + (r=2)((6+6-1)C(6)-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

m[1,2,1] = (6+6-1)C(6)-1 + (r=2)((6+6*(5^1)-1)C(6*(5^1))-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

m[2,2,1] = (6+6-1)C(6)-1 + (r=2)((6+6*(5^2)-1)C(6*(5^2))-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

…

m[radius-2,2,1] = (6+6-1)C(6)-1 + (r=2)((6+6*(5^(radius-2))-1)C(6*(5^(radius-2)))-1)Σ(((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

m[log5(n/6)-1,2,1]

Deep inside, we might find more:

(6+6-1)C(6)-1 + (r=2)((6+6*(5^(radius-1))-1)C(6*(5^(radius-1)))-1)Σ(((6+6-1)C(6)-1)^((6+6-1)C(6)-1)+…+((6+6-1)C(6)-1)^3+((6+6-1)C(6)-1)^2+(6+6-1)C(6)-1)

With an increasing ¨number of {}s¨, m[x,y,z] increases, n decreases, and c[x,y,z] approaches one.

They should converge and restrict movement, as in sizes of the groups of fundamental particles would in the very centre be equal to n, still equal to lim(n->∞),
having Pe[hypersphers,g] = 1.

Approaching this region would allow entropy to be lowering as there are few available states, similar to the crystal that forms in geology.

And b(radius) =

radius or (5^radius) or (r=0)(radius)Σ(5^r)

Ve =

X1(b) + X2(b) + X3(b) + … + X6(b) or 1 + X1(b) + X2(b) + X3(b) + … + X6(b)

v<=c:

c[x,0,1] = 1 , c[x,1,1] = 6*5^(x)

c[0,2,1] = m[0,2,1] / n

c[1,3,1] = ((6n^(1)+6-1)C(6)-1 + (r=2)((6n^(1)+6*(5^1)-1)C(6*(5^1))-1)Σ(((6n^(1)+6-1)C(6)-1)^2+(6n^(1)+6-1)C(6)-1)) / n^2

c[666,666,1] = ((6n^(664)+6-1)C(6)-1 + (r=2)((6n^(664)+6*(5^666)-1)C(6*(5^666))-1)Σ(((6n^(664)+6-1)C(6)-1)^2+(6n^(664)+6-1)C(6)-1)) / n^665

c[x,y,z] = m[x,y,z] / n^(y-1)

zmax = (6+6-1)C(6)-2

c[666,666,460] = ((6n^(664)+6-1)C(6)-1 + (r=2)((6n^(664)+6*(5^666)-1)C(6*(5^666))-1)Σ(((6+6-1)C(6)-1)^461+…+((6+6-1)C(6)-1)^3+((6n^(664)+6-1)C(6)-1)^2+(6n^(664)+6-1)C(6)-1)) / n^665

c[x,y,1] = ((6n^(y-2)+6-1)C(6)-1 + (r=2)((6n^(y-2)+6*(5^x)-1)C(6*(5^x))-1)Σ(((6n^(y-2)+6-1)C(6)-1)^2+(6n^(y-2)+6-1)C(6)-1)) / n^(y-1)

c[x,y,z] = ((6n^(y-2)+6-1)C(6)-1 + (r=2)((6n^(y-2)+6*(5^x)-1)C(6*(5^x))-1)Σ(((6+6-1)C(6)-1)^(z+1)+…+((6+6-1)C(6)-1)^3+((6n^(y-2)+6-1)C(6)-1)^2+(6n^(y-2)+6-1)C(6)-1)) / n^(y-1)

v>c[x,n,z] or x=radius => Universe Blows Up

24. Nature‘s many force-graphs and general results

More and more physical concepts prove to be achievable in the 3CLS-framework. And half of the mathematical framework that, together with an extension under the same chapter name, and with combinatorics, compose the big and the small.

On the subject of the millennium problems:

Poincaré Conjecture:

Here I am looking at Richard Hamilton, and all I had to do was lean back and say:

> “Yes, the 3CLS-cycles are homeomorphic.“

I guess that Ricci flow in the 3CLS-framework would have the origin correspond to a central base locally in the already existing hypersphere-3CLSGL where the cycles reside. With node points as GLs, that also generalize to 3CLS-Bub.

Nature's many inverse force-graphs:

That would be given by pressure from density of Nth dimensional figures corresponding to the base, which is higher the closer to the local base one is. As, from the perspective of the local base and thereby the cycle, the local base itself is where the recurrence begun, moving as normal, one Planck distance at a Planck time. So, for each layer out there has been one less recurrence, from its perspective. With the highest valued layer as the local base.

The following does not actually turn into fractions as they are 3CLS-happenings, though are needed for cognition:

nos = ¨number of {}s¨

GLnos = (2nos)(2nos-1)/2

Bubnos = 2(nos+1)-2

Local Nmax is Other Side.

N / (GLnos^layer)

N / (Bubnos^layer)

(GLnos^layer) / N

(Bubnos^layer) / N

&

N / (GLnos*((GLnos-1)^layer))

~~N / (Bubnos*((Bubnos-1)^layer))~~

(GLnos*((GLnos-1)^layer)) / N

~~(Bubnos*((Bubnos-1)^layer)) / N~~

Yang-Mills Theory:

Mass gap:

Lowest possible unit of energy within space =

1 Dark Energy => 1 unit of entropy <= 1 Higgs Boson

Quark confinement:

Expressing uud and the gang in this framework look like tubes, almost as if a step must be taken in and out of the hypersphere-3CLS of the second highest ¨number of {}s¨ of our subset for those ¨cycle-type areas¨ to be interactable with.

So, with the entirety of our spatial dimensions in 3d or {{{}}}, as discussed earlier, having the entirety of a quark or a cube as a standalone object would be the entirety itself or require one extra dimension, which we cannot do. {{{}}} ⊂ {{}}. Instead, it must be interacted with via its supersets, as described. Where the path takes a step into a different subset of ¨cycle-type areas¨, before returning to ours.

Chiral symmetry breaking:

e μ τ = Y & νe νμ ντ = Δ

{{4, 1}} ⊂ {{6, 1}}

The neutrinos will consequently always be moving away from their local base in the hypersphere-3CLS.

Now the same categorisation can be extended to quarks, even though they are all Y connected. Looking at the aforementioned composite function recursion and how it plays out, so can spin and charge as well.

u c t = Y & d s b = Δ

{{{{8, 1}}}} ⊂ {{{6, 1}}}

Then now please don‘t tell me you can‘t figure out how Dark Matter and the B,E-field operates?

And here I am looking for Grigorij Perelman who did elliptic curves, and all that was left to do was say that:

> “The 3CLS-cycles do interact, merge and branch of. Quantum fluctuations are most likely Dark Matter, Higgs bosons, Dark Energy, and also the rest, that either was in or went into a superposition, from the perspective of our ¨cycle-type areas¨.“

Let us get abstract and hypothesize:

The set of each generalized local base should correspond to the set of each generalized ¨cycle-type areas¨.

Every field is discrete, with no action at a distance. Where ¨cycle-type areas¨ interfere constructively internally, and set up the intermediary force-fields on gathering. Which constantly reside in ¨cycle-type areas¨ of the 3CLS-structure.

Affection to other ¨cycle-type areas¨ feels natural eventually. With which or where in black holes our ¨cycle-type areas¨ are in configuring masses, which must be measured.

Relativity:

-Going towards a mass centrum brings the cycle closer to a local base. Thereby moving forwards in time in fewer recurrences. Corresponding to general Bub.

-Going faster means a cycle covers a bigger area, and is nearer more ¨cycle-type areas¨ per recurrence. That would be a cycle closer to transitional regions of hypersphere-3CLS, and further away from its local base. Thereby having done fewer recurrences. Corresponding to a special GL.

-Given the interacting cycles as the aforementioned pair plays out, their relative positioning in relation to ¨cycle-type areas¨ will have fewer steps. Thereby reducing the number of iterations needed to do the aforementioned composite function recursion.

Superposition wave cycles path around their local base, collapsed particle cycles do not.

Heisenberg‘s uncertainty principle is all making sense as: The size of that cycle. And sizes of a time-slice.

The distance from hypersphere-3CLS local base as velocity and frequency.

The observable and observer is part of a cycle.

Being at absolute zero is achieved by Dark Energy. It is otherwise the same paradox as traveling backwards in time.

With increased velocity or frequency, hypersphere-3CLS bases that are moved towards get closer. While with increased temperature, all other hypersphere-3CLS bases are getting closer.

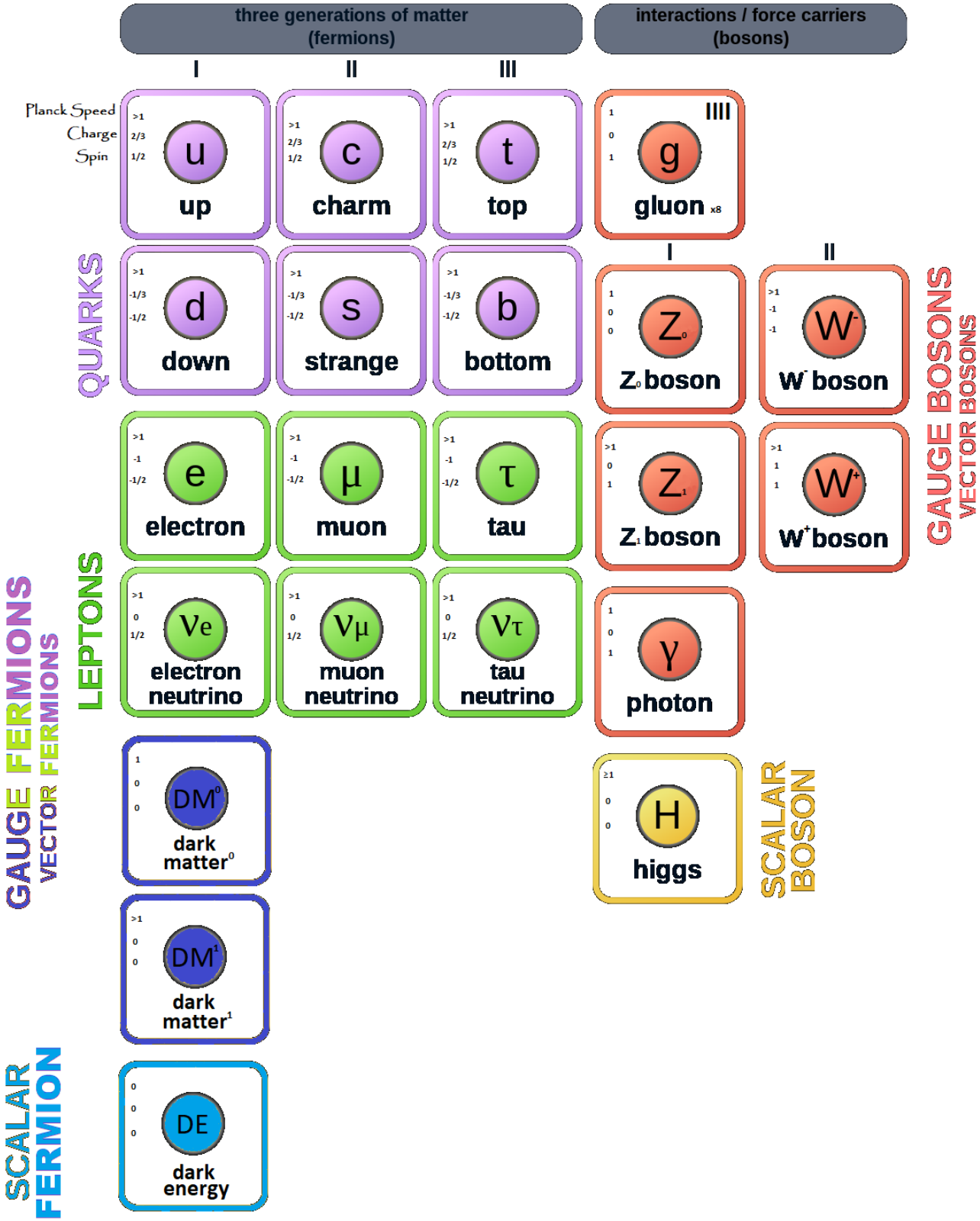
Dark Matter doesn‘t interact directly with Higgs. There must be a Photon in between.

The innermost subset, here the Gluons, always have one Planck speed.

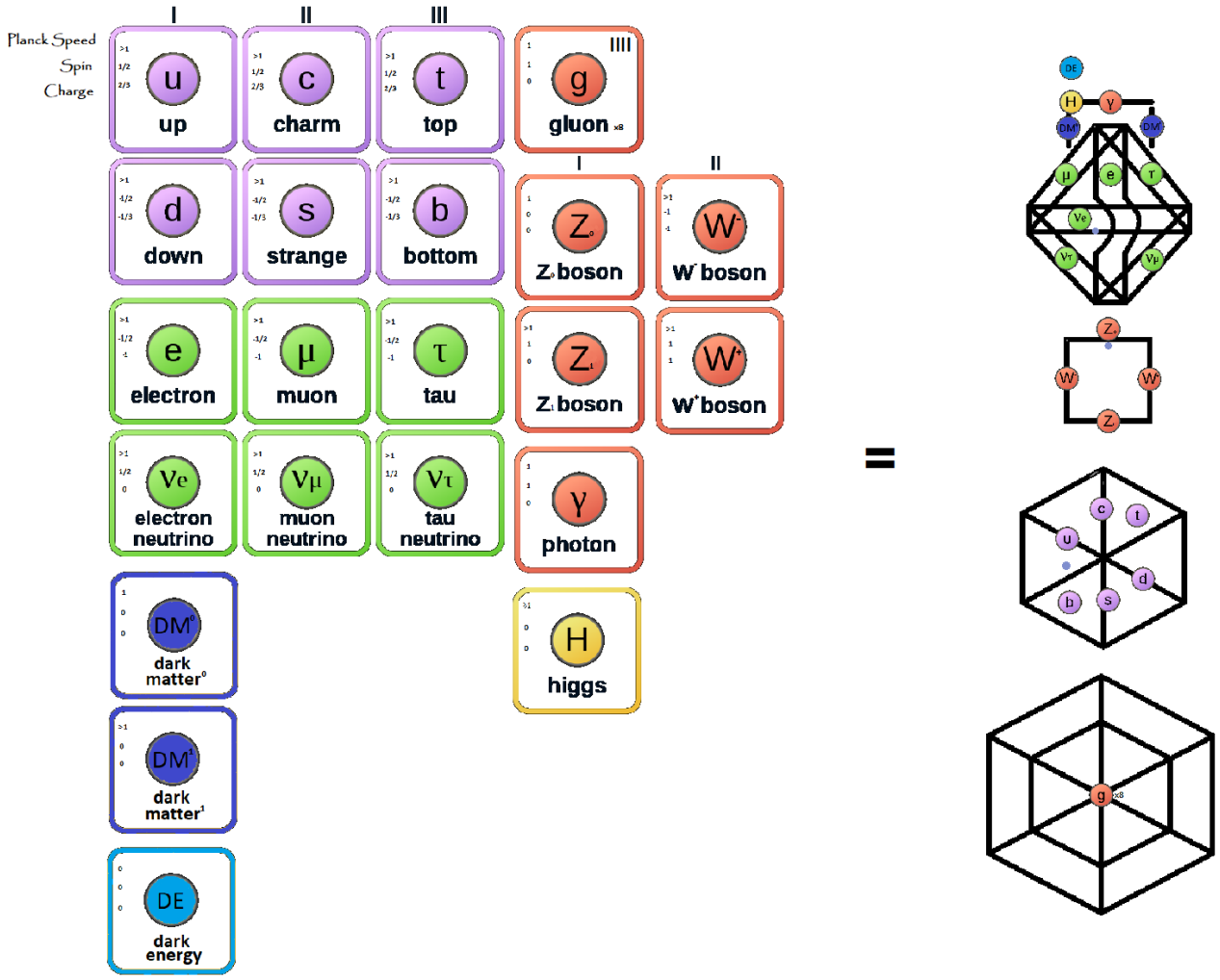
For Bub, the common in our ¨cycle-type areas¨ is a ¨number of {}s¨-3.

25. Archresults

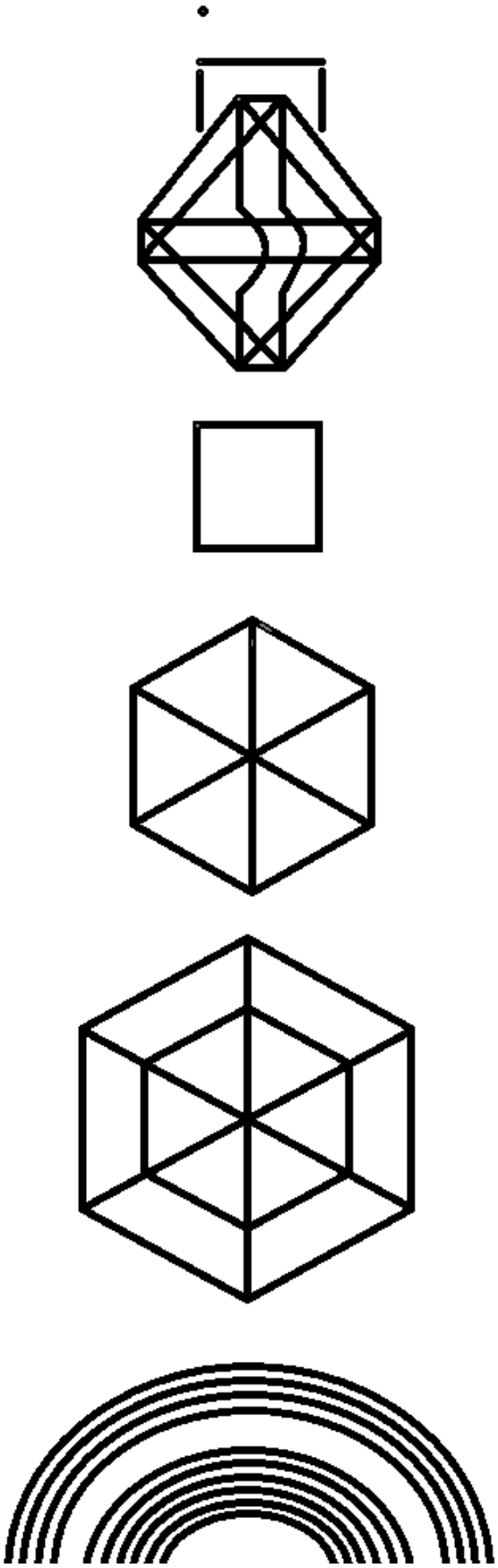
“A good sketch is better than a long speech“, Napoleon Bonaparte. Yet this is more than a sketch.



25.1 Battle! Casty vs. Dashy



25.2 Battle! Casty vs. Dashy



25.3 vs. Fredrik Pettersen Moren

26. Geometria Essendi, Upgrade Edition Treepack Installment Tab Extension Yard Yahtzee Supercharge Skyturtle Spellweaver Jim eXperience Whirlhellwind Points

The extended collection of themes found after the original texts were set, under their original title name. Each of which constitutes a unique subchapter.

Let us get abstract and hypothesize:

All mostly done half-blind guessing here:

Give mHiggs over to mDM^1.

Either which or where in black holes our ¨cycle-type areas¨ are in configure mappings, which must be measured. If mass maps spiral more and more centred, it could hinder decay.

Masses probably map from Higgs. The elementary electric charge maps from DM^0, without motion and so are equal lengths. And g-factors map from DM^1, over on the other side with motion and so are allowed to be skewed. The strong force then has mappings from our base {{}} all to itself. Creating either coupling constants, or the 3x3 matrix for modes of operation, similarly to a g-factor. Either with one for when at a standstill as well, or without since the innermost subsets of our ¨cycle-type areas¨, here Gluons, have zero mass and so are always in motion.

The created effect, where mappings from a Bub applies at our next spin 0 Bub to set up a mapped potential, could cause all the equivalents for 5d-space and beyond to be of 0 Planck distance. And subsequently, not form atoms. Or, elongate mappings from our base {{}}.

We can call the total integral resulting path from an event or a mapping for a path-vector. Orbital g-factors are path-vectors between where the masses of orbiters and nuclei map, and shape lengths of necessary paths in events. Maybe dependent on velocity and temperature. Path-vector length multiplication indicates that when pathing towards one, the orientation towards the other has to be reobtained by a local base for each step. When path-vectors of different spin relations interact, the difference could need to be multiplied in as well. Adding path-vector lengths are separate events combining in the current happening.

Refine that the fine-structure constant over the elementary charge, is probably the energy contained in one spin. $\alpha * c * \varepsilon_0 * \hbar * h = 1$ & Higgs magneton: $e * \hbar = 2$

On the subject of nature‘s many force-graphs:

For each layer out we can do less and more recurrences. With the highest or lowest valued layer as the local base.

Let Edison‘s Edda denote:

GLnos^layer, Bubnos^layer, GLnos*((GLnos-1)^layer), and N[layer]

And let MuzzleFlash denote Edison‘s Edda union:

(CodexOvum=1)(layer)Σ(GLnos^CodexOvum)

(CodexOvum=1)(layer)Σ(Bubnos^CodexOvum)

So all possible sizes of local spheres.

Local Nmax is Other Side.

N / (MuzzleFlash)P(r)

N / MuzzleFlash^r

N / (MuzzleFlash)C(r)

N / (MuzzleFlash+r-1)C(r)

&

(MuzzleFlash)P(r) / N

MuzzleFlash^r / N

(MuzzleFlash)C(r) / N

(MuzzleFlash+r-1)C(r) / N

Thereby we can do the infamous:

Force ∝ 1/(distance^2)

Call this set of Virtue Scythe TrickShot Grail formulas Immortal Epic Glock Book.

On the subject of the Nambu-Goldstones:

Recurs continued closing GLs, or that they clearly inherently are homeomorphic.

The hyper-hypercube recursions play end to hyper-hyperspherical.

A recursion of cubes turn spherical.

A square recurring turns circular.

The recursive line is still linear.

The recursive dot stays doted.

The recurring zero is unchanged.

A recursive empty set then stands still at first.

So under recursions from the line and subsequent supersets, here an infinite amount of GL recursions has already happened.

Therefor photons only have one available speed.

Rest assured that the dark will not stray gun at rest.

On the subject of the passage from GL & Bub into 3CLS:

Bub & GL are the realm of topological space.

3CLS is the realm of metrical space.

Recurs continued closing GLs, this time with the redundant path, simplified by the aforementioned composite function recursion:

$$\vdots$$
$$\{\{\{\ \ldots\ \}\}\}$$
$$\{\{\ldots, 4, 6, 4, 6, 4, 6, \ldots\}\}$$
$$\{\ \ldots\ \}$$

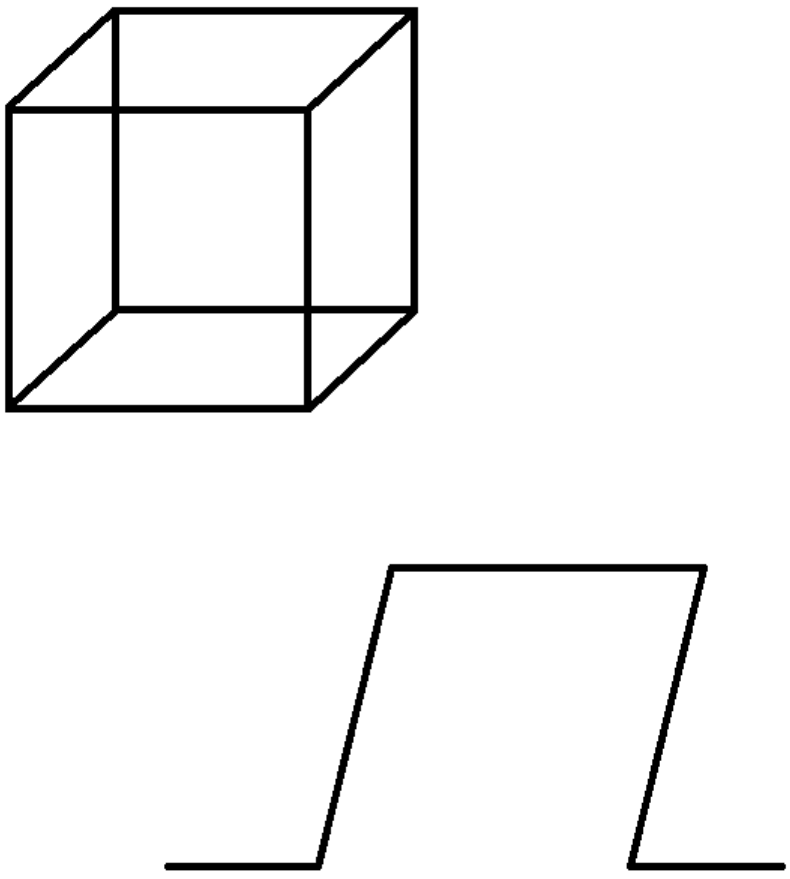
26.1 General Event Horizon Fleet

27. Geometrica Extractionem, Back m‘I Zap To kxhi A Drawing Crisis Edition Upgrade Gnasty Extension The Gnorc

The same as the previous chapter. In my explorations I have come to the belief that quaternions, octonions, and such, as well as the factorial of the imaginary unit, have no place in quantum mechanics. And that rotation of e.g. an electron is limited to a half of a sphere, as the other side is reserved for neutrinos.

Understanding Isospin

Paladins agree that it is arbitrary whether these structures stick in to or out of the surface.



27.1 A Nambu-Goldstone Fermion and a simplified Baryon in space

Rightfully, I hypothesised around the remaining physical phenomena. The demonstrated model for hadrons has two cubes sticking out, pathed to via our spatial ¨cycle-type areas¨ with 3d, where if one would have had all sides connected it had been that 3CLS itself. Keeping a cube leaving metric space via the superset as deviating, will give adequate properties to explain all experiments. Ending connected back again, allows deviations to be in our time slice slash recurrence.

Yielding room out in topological space for, potentially, one across. Exactly one, as more will still combine to in total equating to one rotational step, in relation to that metric space.

Going, with our direction aligned with the up quark. And with its partners in the aligned spins they had to it upon forming. Here they are rigged when connecting, forming a relation to each other.

In moving along our direction a deviating amount in total, as in up or down quarks, the number of Planck distances is, in addition to the mass, a contributor to how far the configured distance is.

Doing a hadron which steps over to the other spin orientation either, needs orbital angular momentum, or needs something to enable the structure to path over via, this property being either available or not.

Rigging the spin of up or down in relation to the other into the same direction is enabled either, by hadrons with internal rotation, orbital angular momentum, or via a charm, strange, or bottom quark as the one across. Creating a path that internally goes from one cube to a cube in another ¨cycle-type area¨, that differ in orientation to a path-vector from Higgs to Dark Matter^{0}, the source of the spin‘s potential.

Even more, having two or more of the same type of quark in a hadron be rigged into opposite directions, cannot be achieved. As they are part of the same ¨cycle-type area¨.

Pentaquarks, yet not muonium, should follow the same pattern. And which then gives the increased lengths for configurations. Resulting in the different energy levels of isospin.

■

Crusaders In Cosmology

The two options we have here are, either normal photons lose additional energy, or the cosmic microwave background somehow gain energy, upon traveling through space. Normal photons are what we use as a reference and create in experiments. These are the type going on in e.g. our brains, and all occur from the same dimensionality as us.

However, the CMB has some interesting additional properties. They originate from inflation, a place whose time axis is tilted in relation to us. And as demonstrated, the process of universe-creation involves a black hole forming.

Entangled Hawking-radiation falls in, where time is ticking much slower. So on average, these particles have entangled partners who have collapsed wave functions. This would also be the case when baryonic acoustic oscillations start occurring. As an event horizon is separating these pairs, they are completely perpendicular. The increase in information that usually happen as a spin becoming more precisely defined, is when perpendicular arbitrary along all possible axes. Entropy and the amount of information is the same, so the CMB must gain entropy another way, where heating is now the most probable.

■

A Perpendicular Divergence

Assuming: youtu.be/DxL2HoqLbyA?t=1386 & ΛCDM

(1/3)*(10^-14) %

Joining Conjunctional Fields.

Underlying Space-Time Is Entropy.

3*(10^104) / (10^88) = 3*(10^16) [Object.kB]

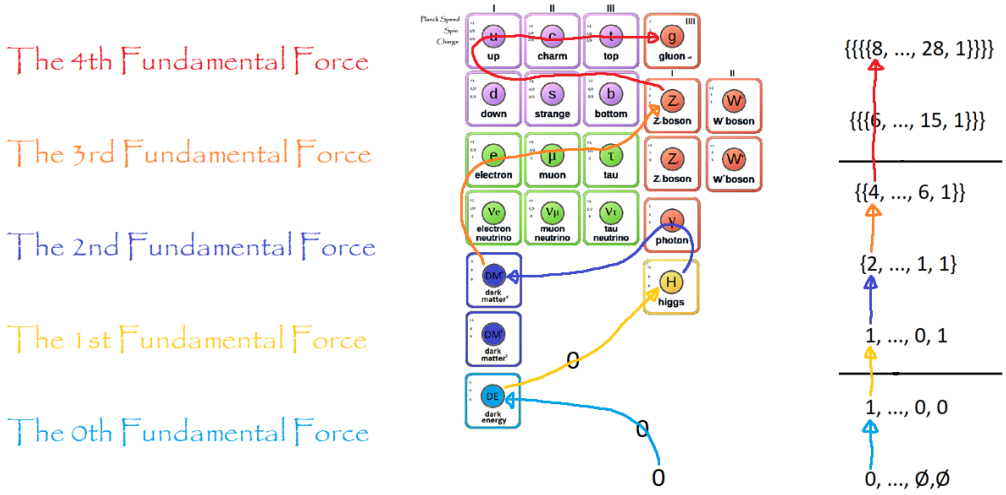
(10^88) / (3*(10^16) / (13.8*(10^9))) [kB / (kB/years) = distance/velocity]

= 4.6*(10^81) [years]

I approximate the age of our iteration of the entire multiverse to be approximately 4 sexvigintillion 600 quinvigintillion years.

4 600 000 000 000 000 000 000 000 000 000 000 000 000 000 000 000 000 000 000 000 000 000 000 000 013 800 000 000 years.

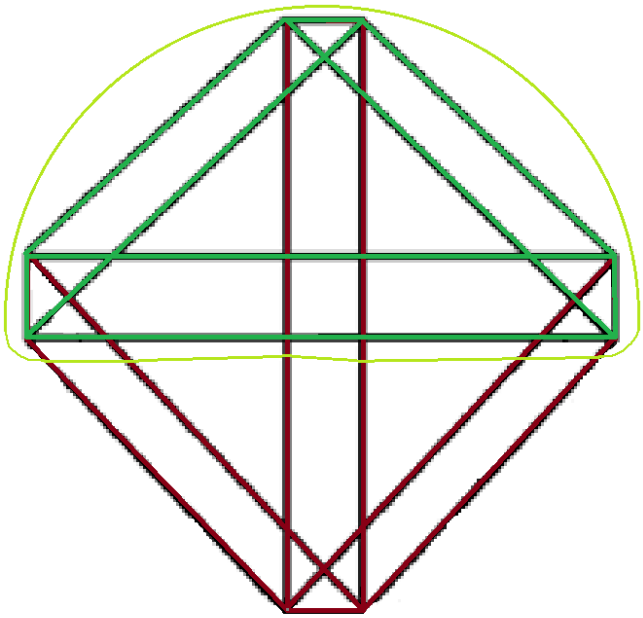
Keep going, Fermat would not have had enough time to write out his last theorem yet. More margin!



27.2 The fundamental forces of nature. Where the aforementioned composite function recursion always maintains its length for electromagnetism, and is always 0 for gravity and the expansion of space.

Complexity of the Effigy of Solmyr

Initially, I assumed the square root of -1 to be a simple artefact of the geometry being perpendicular, and that it could easily be replaced by saying that DM^0 and DM^1 are perpendicular when considered to be in topological space. After looking past my own prejudices, I do realise how incredible efficient the sqrt(-1) is in reality. So I started thinking, and like magic it appeared before me. Because, there is only one place in this entire framework where the square root is available. The aforementioned composite function recursion from chapter 17, requiring time with sqrt(1) as our chosen local base. And there is only one context that allows for negative numbers, moving in the opposite direction in 3CLS. So by combining the two, we no longer have to only imagine, we can place our fingers on it.



27.3 And there they are. In time, able to happen again and again. So order is relevant, and repetition is allowed.

28. The credits

Final closing thoughts. And the best of luck.

Afterthoughts:

Falling into a black hole turns all momentum purely into the perpendicular direction of time, so with the new direction being available and the ¨cycle-type area¨ with the next base being reached, all is at a standstill in all special directions. Meaning that for at least one Planck time, it is all non-interacting and is at 0° Kelvin. Which is Dark Energy. That is then appearing universally in the region inside the black hole, giving the well-known expansion of space.

Also, hypersphere-3CLS is presented as perfectly round. As in, starting from an arbitrary point and taking approximately infinite angles bringing you back to the starting-point, as in a Bub, is mathematically equivalent to a round object, so it can then mathematically be treated as such. And with velocity or frequency, as previously stated, being the distance from a local base, each recursive step that change in velocity or frequency moves energy along a rounded path. Thereby:

$$Cat = \sqrt{1 - \left(\left(\frac{v}{c}\right)^2\right)}$$