

$N = \text{Neutrino_group}$

$L_{gi} = \text{Local_gravity_group_i (body)}$

$M = \text{Matter_group}$

$U_i = \text{Universe_i (body)}$

$N_i = \text{Neutrino_i (body)}$

$U_i (M \in N \{L_{gi} (N_i)\} L_{gi})$

At the most brightest
explosions, neutrinos shine
no light, they exist and
exert gravity, without photoelectric
effects, they go on endlessly,
till they reach their ends.

$U_i = \pi - 3^{x_i}; e - 2^{y_i}; \dots U_i; \text{Universe}(\pi, \theta); \text{Universe}(\pi + 4; \theta + 3) \dots$

$N_i = \text{neutrino space (neutral space)}; \text{Neutrino gravity \& other Interactions} \dots$

$L_{gi} = \text{local gravity (universe) Neutrino - group; for } \mu \neq \text{Photon (Photoelectric)}$

$L_{gi} = \text{local gravity total universe (U}_i)$

The neutrino interaction is too low, as their gravity is
even ~~more~~ ~~lower~~ lower than we could account for, at early
universe, ~~it~~ it should be ~~more~~ more influence than now,
~~nonetheless~~ nonetheless the actual empty spaces that are so
called dark ~~matter~~ matter, should be the space created
by those bodies and their gravity, making neutrino
dwells that are observed as dark spots, that can
even create lensing effects ~~as~~ such as the ones created
by ~~greater~~ greater density bodies such as stars,
galaxies, or even black holes. Would be even more awesome
if we could find neutrino stars there, from the early
of the "Actual" Universe.

For the gravity causing spatial distortion on our
universe, we have $\pi - 3$ as an example. The decimals
can represent our local gravity ~~group~~ spatial distortion.
At the fundamental constants we should take the
whole number off the groups, and think about the
decimals as our universes constants: $e - n \approx e U_i = e - 2.50, 7 \dots$