

building a toy model of the world in math

statement

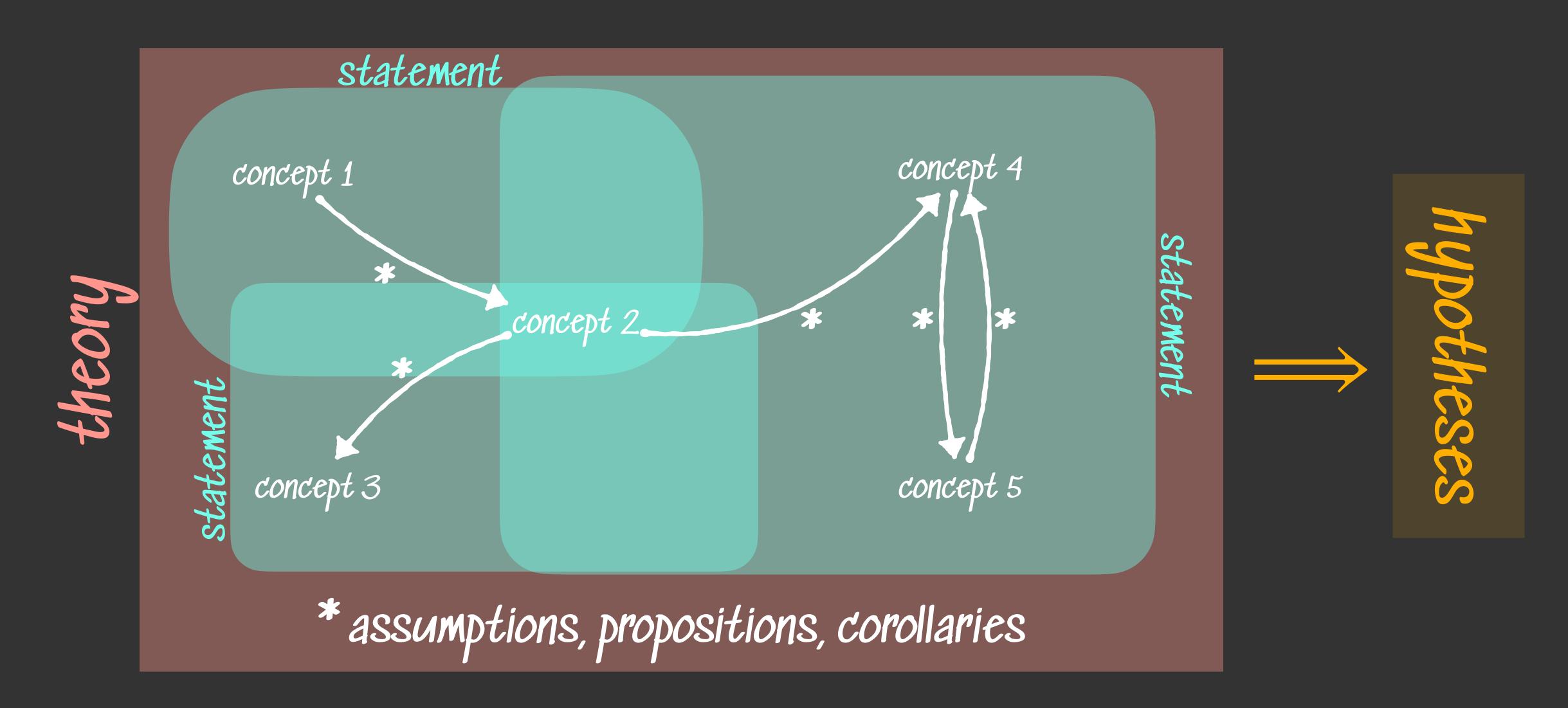
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variables and constants